STANDARD RULES
for the
GREAT BATTLES OF
THE AMERICAN CIVIL WAR
Game System
including
PEA RIDGE ● DRIVE ON WASHINGTON ● WILSON’S CREEK


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.
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[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 current ability of the unit; each unit’s “current strength” is therefore kept track of using a numbered chit. 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 effects of battle. The numbers range from “5” (best) to “1” (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 Final Command Phase, in addition to any that are in the same hex with him. Thus, if a brigade commander had a Rally Rating of two, he could rally two units of his command which are within his Effectiveness Radius in addition to any stacked with that brigade commander.

Note: Division commanders have no Rally Rating and may only rally units with which they are stacked.

Subordinate Unit: A subordinate unit is one which has the name of a leader abbreviated on it. That unit is considered to be subordinate to the specified leader (or successor). Also see “In Command.”

[3.0] GAME EQUIPMENT

CASES:

[3.1] THE GAME MAP

The mapsheet portrays the area in which the battle was fought. A hexagonal grid pattern is printed on the game map to regulate the movement and location of the playing pieces and to calculate ranges when units fire in combat. To make the map lie flat, back-fold it against the creases.

[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. There may be other charts and tables included in the rules 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. There are at least two types of leader counters: brigade commanders and division commanders. There are several types of markers including Ammunition Depletion, 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 Lewis</th>
<th>R1</th>
<th>3 Lewis</th>
<th>3 R1</th>
</tr>
</thead>
</table>

COMBAT UNIT: Back

<table>
<thead>
<tr>
<th>6 NC Lewis</th>
<th>RTD</th>
</tr>
</thead>
</table>

SUMMARY OF COMBAT UNIT TYPES

<table>
<thead>
<tr>
<th>Front</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Ark McLain</td>
<td>1 Ark McLain</td>
</tr>
<tr>
<td>Infantry line</td>
<td>routed RTD</td>
</tr>
<tr>
<td>1d Van McColl</td>
<td>1d Van McColl</td>
</tr>
<tr>
<td>Mounted Cavalry P1</td>
<td>Mounted P1</td>
</tr>
<tr>
<td>Artillery unlimbered</td>
<td>limbered</td>
</tr>
<tr>
<td>Supply 4 R1</td>
<td>Supply uncrewed</td>
</tr>
<tr>
<td>Wagon Crew</td>
<td>Wagon Crew</td>
</tr>
<tr>
<td>Van Drn 10 2</td>
<td>Van Drn 2 0 2</td>
</tr>
<tr>
<td>Division Leader</td>
<td>Brigade Leader</td>
</tr>
<tr>
<td>Slack Van Drn</td>
<td>Slack Van Drn</td>
</tr>
<tr>
<td>3 1 (5)</td>
<td>2 0 (2)</td>
</tr>
</tbody>
</table>

SUMMARY OF MAKER TYPES

<table>
<thead>
<tr>
<th>Pin</th>
<th>Rout</th>
<th>Colmn</th>
<th>Engd</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pinned</td>
<td>Rout</td>
<td>Column Formation</td>
<td>Engaged</td>
</tr>
</tbody>
</table>
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 Sight 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 units that are in the Zone of Control of Enemy units one 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 been suffered as a result of withdrawal fire or not. The Phasing Player may advance into a unit in the vacated hex.

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 retreat 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 removed from the Phasing Player’s units. The Phasing Player may rally his routed units which are stacked with leaders or in the Effectiveness Radius of their brigade commander. A die is rolled to determine whether or not independent units rally.

J. 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

The second Player becomes the Phasing Player and proceeds to follow the Player Sequence. Steps A through J, as described above.

3. 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 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, in any direction or combination of directions the moving Player chooses. The Movement Phase ends when the Player announces that he has finished moving his units.

CASES:

[5.1] MOVEMENT CONDITIONS AND PROHIBITIONS

[5.11] During its Movement Phase each unit may move as far as its Movement Allowance permits. A unit may never exceed its Movement Allowance although it may move less than its Movement Allowance. 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.

[5.12] 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 5.12).

[5.13] 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).

[5.14] Units may move into and out of Enemy Zones of Control (10.0) although they may be subject to withdrawal fire (10.1) when they do so.

[5.15] 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.

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

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

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

[5.19] Terrain Effects on Movement Chart (see mapsheet)

[5.2] MOVEMENT OF ROUTED UNITS AND UNITS NOT IN COMMAND

A routed unit or unit which is out of the Effectiveness Radius of its brigade commander may move only one hex only, regardless of terrain costs. Such a unit may not change formation, and may not enter the Zone of Control (hereafter ZOC, see 10.0) of an Enemy unit; if already in an Enemy ZOC, it may only move out of the ZOC and into a hex not adjacent to any Enemy units. Brigade commanders which are out of the Divisional Integrity Radius of their division commander may move only one hex (regardless of terrain) unless they have been detached (see 17.6).

[6.0] FORMATIONS

GENERAL RULE:

All combat units may be in one or two different formations. Infantry units may be in 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 during a time during a Friendly Movement Phase while cavalry may only dismount 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 never 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 long lines of infantry in Column, it is necessary to so designate only the lead unit. A unit in Column formation that 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 and engage 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 unlimered, it is prepared to fire. Unlimbered artillery may only fire; it may not move. When artillery is attacked by melee only the status of the gun crew 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 guns (see 6.11 and 15.1).

[6.14] Cavalry units may operate either mounted or dismounted. 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 their 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 units are printed on both sides, each 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 (exception: 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.

[6.22] If artillery either limbers or unlimbers (changes formation) within range and Line of Sight of any Enemy small-arms unit (excluding supply wagon crew; see 11.1) 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 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 10.0).

[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 vulnerable) 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 front hexside if they are armed with pistols, carbines, or Colt repeaters.

[6.35] Routed units are always considered effilade 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 unlimered artillery have three hexsides which are considered to be "Frontal" hexsides, and three which are "Enfilade" hexsides (see following illustration). The "Frontal" 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 enfilade 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.

Example of Line Facing:

Example of Mounted Cavalry Facing:

CASES:

[7.1] EFFECTS OF FACING ON MOVEMENT

[7.11] A unit may move into any adjacent hex regardless of which hex it was facing before it moved. However, a unit must be faced toward the hex (i.e., the top of the counter pointed toward the hex) that unit is to enter (before it is moved into a hex). Thus, a unit may never "back" into a hex. This is important when resolving withdrawal fire (see 10.1).

[7.12] There is no cost in Movement Points to change facing. All units may change facing freely throughout the Friendly Movement Phase. Changing facing is not movement; therefore, units normally restricted in movement (out of Command Radius, for example) may still change facing during their Movement Phases. There is no restriction as to the number of hexsides which may be turned.

[7.13] A unit may change facing only during a Friendly Movement Phase, or after melee.

[7.2] EFFECTS OF FACING ON FIRE COMBAT

[7.21] The Stacking Restrictions Chart (8.18) delineates the maximum number of Strength Points and/or batteries which are stacked in the same hex that may fire out of that hex through a given hexside at the same target or at different targets. The key word in this rule is "hexside": all limits apply to fire through a hexside. Example:
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 those 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 7.0, 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). There is no cost in 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 14.5).

[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 unit except other mounted cavalry units and leaders.

[8.18] Stacking Restrictions Chart
(see magsheet)

[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) infantry 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 three hexes or greater, the artillery fires separately at (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 the 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 consists 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 totaled 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-
**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 (see mapsheet)

**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 hexsides available to fire through. Four Strength Points may fire out of a given hex through any of its four hexsides.

9.31 The four Strength Points that may fire through a hexside are “Pre-Range 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).

**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 resolving 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 (HB) 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 4½ = 1).
[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] Roads 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 fire (if any) are detailed in the Exclusive Rules.

[9.6] EFFECTS OF FACING AND FORMATION

[9.61] Units may fire only through their frontal hexides; however, they may be fired on through any hexides. Units fired upon through their rear (enfiled) hexides 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 hexide (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 hexide 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. An LOS running along a hexide is blocked only if both hexes are blocking terrain.

[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:

\[ H = \text{Height (in feet) of higher position minus height of lower position}. \]
\[ D = \text{Distance (in hexes) from higher position to lower position}. \]
\[ \text{Pin} = \text{Potential obstacle minus height of lower position}. \]
\[ dp = \text{Distance (in hexes) from potential obstacle to lower position}. \]

2. Line of Sight Gauge Procedure

Note that heights are expressed in increments of five feet. Horizontally, distance is measured in undivided yard increments (corresponding to the hexes). On the zero distance line, locate the height of the higher position. Measuring from this point (horizontally, in hexes) locate the height of any obstacle. Connect these two points with a straight edge (a transparent plastic ruler is ideal). Now locate the height and distance of any suspected obstacle. Remember that a man adds 5 feet to the height of any level and a woods hex adds 20 feet to the height of any obstacle. If the obstacle is higher than the Line of Sight at the point of intersection, then the Line of Sight is blocked. If the Line of Sight exactly intersects the obstacle, or passes over it, then the Line of Sight is not blocked.

[9.8] RESULTS OF FIRE COMBAT CASUALTIES

Each casualty number on the Fire CRT's represents a Strength Point of men killed or one gun destroyed, depending on which type of unit is defending. The other results are "P/B" (Pin/Root), "P" and "R" which restrict an affected unit's actions.

[9.81] When the Fire CRT yields a numerical result and the target unit is infantry or cavalry, that unit has lost that number of Strength Points. The Player adjusts his Strength Counter and records the loss on his DB Reader. (However, see 9.42.) Players should keep an accurate count of losses as they are important for determining who wins the game. A morose check for the affected unit must be made (see 13.0).

[9.82] If an artillery battery is hit by small-arms fire, only the crew is affected. If a battery suffers a result of "1," the gun crew counter is flipped over to its Reduced Strength side; another Point loss and the crew is eliminated (they are all killed). All other units are affected only by artillery fire and each Point in a given result eliminates a gun.

[9.83] When a Pin/Root (P/R) result is obtained, the Player owning the affected unit must determine which will apply. To do so he first notes the unit's morale (Case 13.1), rolls one die and compares the die roll to the Morale Rating. If it is higher than the Morale Rating, the unit is routed; if it is the same as or lower than the rating, the unit is pinned. When rolling for P/R results, if the unit has been enfiladed and one to the die-roll, and subtract one if the unit is stacked with a leader (regardless of the number of leaders); see 17.4.

[9.84] When a unit is pinned, place a PIN marker on top of all the units in the hex the pinned unit occupies. Units in a pinned hex may not move (except to retreat as a result of melee; not before); nor may they fire in a Friendly Offensive or Defensive Fire Phase. Pinned units are treated as final withdrawal fire (10.1) and retreat fire (10.2). They may not initiate melee, although they may engage in melee when so attacked. They may not retreat before melee. Pinned units have a Zone of Control. If any unit in a stack becomes pinned, all units in that hex are pinned. Routved units may become pinned (and remain routed). Pinned units may change facing but they may not change formation.

[9.85] PIn markers are removed in the Friendly Rally Phase before units are rallied. Once a pinned unit is melee'd, it becomes unpinned. Remove the PIN marker from that unit.

[9.86] Leaders may be killed or wounded by Enemy fire (see 17.7). A leader may be pinned, but the leader does not lose his Effectiveness Rating as a result of such a pin. He simply cannot move except to retreat as a result of melee.

[9.87] A combat result of "P" or "R" requires a morale check for the affected unit. A die is rolled; if the result is greater than the unit's morale, it is pinned or routed, respectively. If the result is the same or lower than the unit's morale, there is no effect.

[9.88] Some numerical results are followed by an asterisk (*), which indicates that the affected unit may also become pinned. After the casualty is recorded, a morale check is executed for that unit. If the unit routs, no further action is taken. If the unit does not rout, a second die is rolled; a result greater than the unit's morale results in the unit being pinned. A result equal to or less than the unit's morale has no effect.

[10.0] ZONES OF CONTROL

GENERAL RULE:

All infantry units in Line formation, dismounted cavalry, and unlimbered artillery units have a Zone of Control extending into three hexes adjacent to their frontal hexides. Supply wagons and leaders have no ZOC's. Mounted cavalry exerts a ZOC into all six adjacent hexes. The ZOC's of these units affect withdrawal, retreat, supply, and command. Exception: Mounted cavalry ZOC's affect the withdrawal and retreat only of mounted cavalry units (also, see 9.62 and 16.36).

CASES:

[10.1] WITHDRAWAL FIRE

If a friendly unit leaves an Enemy-controlled hex during the Friendly Movement Phase or the Friendly Retreat: Before Melee Phase, the Enemy unit exerting that ZOC may fire at the moving unit before it leaves the hex.

[10.11] Withdrawal fire takes place before the withdrawing unit leaves the hex; i.e., the range is one hex.

[10.12] Withdrawal fire is in addition to any normal offensive or defensive fire. Units may fire withdrawal fire any number of times, subject only to possible ammunition depletion.

[10.13] If there are two (or more) units in the same hex in the ZOC of an Enemy unit and they both wish to withdraw, the Enemy unit may fire once at the stack.

[10.14] If there are two (or more) units in a stack and some (but not all) of the units wish to withdraw, they may do so without being fired upon; however, in such a case, the unit(s) remaining in the hex suffers withdrawal fire. In effect, they are covering for the withdrawing unit(s).

[10.15] A unit suffering casualties during withdrawal fire is treated as if it had suffered casualties during any regular Fire Phase; the owning Player must roll for possible rout or leader loss, etc. If a unit suffers a pinned result in withdrawal, it may move one hex and then becomes pinned. Important Exception: See 12.88.
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 in withdrawing the unit presents its enfilade hexides 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.

Withdrawal fire takes 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 use withdrawal fire may fire regularly during any Fire Phase in that Phase Turn. Withdrawal fire has no effect on the free shot. Note: Remember to check for ammunition depletion.

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

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.

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 previous time of retreat fire is triggered; therefore, a retreating unit may be fired on by several Enemy units as it retreats. Retreating routed 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 reduce ammunition depletion. Retreat fire, like withdrawal fire, is considered a free shot.

Units attempting to trace a Line of Supply to their supply wagons (11.23) may not trace this line through an Enemy ZOC, unless the hex is occupied by a Friendly unit.

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.

ZOC's do not extend through impassable hexides. 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.

All units capable of fire combat are subject to ammunition depletion. Artillery 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 uncrewed status, and a Wagon Crew Marker is placed on the map if a rout is called for. An uncrewed supply wagon may not be used to resupply units.

A supply wagon crew may never voluntarily abandon its wagon. A Crew Counter is only placed on the map if the crew routs.

Supply wagon crews 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.
ROUTE: 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.

This number is used to determine the column on the Ammunition Loss Table (11.34). A die is rolled and cross-indexed with the column to determine the number of Supply Point losses the wagon incurs.

Supply wagons are always independent units.

Supply wagons have a stacking value of four points.

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

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.

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

A wagon may be rerouted if its crew has been eliminated by moving an infantry unit or displaced cavalry unit 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, it may not be withdrawn from the wagon and used to augment the strength of another unit.

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 recaptured. Only a cavalry or an infantry unit may capture a supply wagon. Should a wagon be captured its former crew is also removed from play regardless of its location on the game map. The crew loss 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 possible ammunition depletion each time they fire. Ammunition depletion never affects the ability of a unit to move.

Each time a small-arms unit fires a "1" 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.

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.

To be resupplied, a small-arms unit must be able to trace a supply path to a Friendly supply wagon in its Friendly Resupply Phase. The route of supply is traced from the unit to the wagon and not vice-versa. The supply line is traced using the Movement Allowance and terrain costs of an infantry unit in Column formation (see 5.19, Terrain Effects on Movement Chart). Note that the unit itself does not move; this is simply a method of determining the distance. The route to the supply wagon may not pass through a hex in an Enemy ZOC (unless occupied by a Friendly unit) or through an Enemy occupied hex.

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).

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

Each Player is limited in the total number of times he may fire any 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 is marked off on the battery's ammunition supply to indicate the battery's current ammo supply.

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.

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.

Players may transfer rounds of ammunition between friendly artillery batteries 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.
[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 Strengths of the units are compared, and the resulting combat is differential if 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 “5” 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

[12.11] Infantry and dismounted cavalry units always melee with their Current Combat Strength (which is the same as their Fire Strength).

[12.12] Artillery batteries melee with the strength of their crew. The Melee Strength of a full-strength gun crew is “1.” The Melee Strength of a reduced-strength gun crew is “0.” (Remember, melee combat uses a differential, so the “0” may be used as comparison figure.) Note that gun crews may never initiate melee (see 12.25).

[12.13] The Melee Strength of a mounted cavalry unit is its Combat Strength at the time of combat. However, if mounted cavalry is charging (see Case 16.2), their Melee Strength is double their Combat Strength.

[12.14] Supply wagon crews melee with a strength of one and may not initiate melee (12.96). There is no half-cow 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 by Enemy units. If a unit in Column is melee, 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-ed and an “engaged” result is obtained, 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 hexes.

[12.3] EFFECTS OF TERRAIN

[12.31] Any units that enter an Enemy-occupied hex for melee purposes by crossing a stream or moving upcrest have one point subtracted from their total Melee Strength.

[12.32] If units are engaged (i.e., “ENG!” see 12.96) 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 with an Enemy regiment worth 2, which is also stacked with a leader. The final Combat Differential is +3; the 5 unit add 1 for the leader, for a total of 6, but the defending unit 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. Routed units may not initiate melee; if “engaged” in melee, a routed unit must retreat from melee, if possible. If the routed unit cannot retreat from the melee without entering an Enemy ZOC, it is captured.

[12.52] If, in a melee, the unit with the lowest morale in a stack of Friendly meleeing units has a morale rating that is at least two Points higher (better) than the highest morale rating of an Enemy unit that is in the same melee, the Friendly meleeing units add one to their strength. Example: Two Union units, both with a morale rating of “2,” initiate melee against two Confederate units, with morale ratings of “4:” and “5:.” Because the lowest-rated CSA unit (4) is two better than the highest-rated Union unit (2), the Confederate Player adds one to his Melee Strength for that melee.

[12.6] MELEE AND FIRE COMBAT

Neither Player may have a unit fire into a hex in which units are engaged in melee.

[12.7] STACKING IN MELEE

[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] 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 Restriction 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 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 12.84.

[12.84] Mounted cavalry units (see Case 16.1) may retreat before melee without drawing withdrawal fire. They are simply moved the one or 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.

[12.91] 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.
justing 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., "1"), "R", "R/P/R", or any result on the Fire Combat Results Table, and whenever it retreats before melee or receives an "R" result in melee. Routed units are forced to retreat and they remain routed until rallied. Routed 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 "0" to "2" (worst; see the sample units (3.31).

[13.12] Some units may have a printed Morale Rating of "0". 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 "0" 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 immediately 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 enfiladed 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] Routed 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). Routed units have a Movement Allowance of one hex per turn, regardless of terrain cost. Routed 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. Routed 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. Routed 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 beneath 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 (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] Routed 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] Routed 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 units 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 combat result that applies. Players must observe certain restrictions when retreating units.

CASES:

[14.1] RESTRICTIONS ON RETREATS

A unit may not be retreated through an Enemy unit or an impassable barrier. 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 is retreated one hex and the owning Player must conduct a morale check. (If the unit retreated onto or already routed, it is "routed" 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 routes 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 it does not 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 attempt 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 the number of hexes it is mandated to retreat away from the hex in which it began the retreat. It may not enter the same hex twice during any one retreat. In anomalous situations use common sense; however, the retreating Player has the final say. Players should note here that there is usually no advance after retreat by a Friendly unit into an Enemy-vacated hex, unless such retreat is a retreat before melee (see 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 but changes formation (from limbered to unlimbered), it may fire.

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

[15.11] Gun crews suffer casualties only as a result of melee or small-arms fire, though they may be routed or pinned as a result of artillery 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, that battery's crew counter is turned over to the 1/2 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 1/2 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 1/2 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 is routed, the crew runs but the guns remain original hex. When limbered the entire battery is moved in rout 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
Unrouted 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 retreated 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 may engage Enemy units in type of melee called Cavalry Charge. A charge may be conducted only through the cavalry unit's one hex hexside.

[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 Effects on Combat Chart (9.57).

[16.23] To mount a charge, the cavalry unit 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 its surrounding hexes.

[16.32] Mounted cavalry melee by infantry and/or dismounted cavalry defends at twice its Current Strength.

[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 front hexside and only then if turned with pistols, Colt repeaters, or carbines.

[16.35] Mounted cavalry units are always enfiladed 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 division commander 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 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 that 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 of a brigade commander may be augmented by his divisional commander. A brigade commander that is within the Divisional Effectiveness Radius of his divisional commander may have his Effectiveness Radius increased by that commander, if the commander possesses the necessary Command Points (see 17.2).

[17.12] Brigade commanders' Rally Ratings are used to rally routed units during the Friendly Initial Command Phase. For each point in his Rally Rating a brigade commander may rally one regiment in his 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 movement and detachment of brigade commanders and their brigades. Division commander counters have two Rally Ratings. The first is that commander's Divisional Effectiveness Radius and the second is his Command Points Rating.

[17.21] The Divisional Effectiveness Radius is the maximum number of hexes a subordinate commander may be away 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 expand his Command Points to increase the Effectiveness Radius of subordinate brigade commanders. During the Initial Command Phase the commander expends his Command Points to augment those subordinate brigade commanders which are within the Divisional Effectiveness Radius of that commander. If a Command Point is expended for each hex added to the brigade commander's Radius. A commander may split his Points among several brigade commanders so long as all the brigade commanders are within the Divisional Effectiveness Radius of that commander. A brigade commander may double 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 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

[17.54] 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 a leader is stacked with a 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 reassigned to another divisional commander. A division may only detach one of its original brigades at any one time and may only have one brigade from another command attached to it at any one time. Thus, a division which began the game with 3 brigades may be composed of as few as 2 brigades (3 - 1) or as many as 4 (3 + 1).

[17.61] Brigade detachment occurs 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. 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.

[17.62] To be detached, the brigade commander of the detaching brigade must be within the Divisional Effectiveness 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 Effectiveness 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 Effectiveness Radius of the division commander during the Initial Command Phase. The owning Player states that the brigade is being attacked. 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 brigade commander is out of divisional integrity.

[17.66] Independent brigades ("Indy" 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 removes two points from 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 Roster 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 Initial 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 play. 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 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 to divisionals as a result. The owning Player removes 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 Initial Command Phase of the Game-Turn in which the promotion is necessary, regardless of when the leader needing replacement was removed.
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:

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.
## Great Battles of the American Civil War

### Standard Rules Charts & Tables

### [9.16] Fire Combat Results Table

<table>
<thead>
<tr>
<th>Total Fire Strength Directed into Hex</th>
<th>3</th>
<th>4</th>
<th>9</th>
<th>12</th>
<th>16</th>
<th>22</th>
<th>29</th>
<th>36</th>
<th>44</th>
<th>53</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grapeshot</td>
<td>8</td>
<td>11</td>
<td>15</td>
<td>21</td>
<td>28</td>
<td>35</td>
<td>43</td>
<td>52</td>
<td>62</td>
<td>63+</td>
</tr>
<tr>
<td>Small-arms and Counter-battery</td>
<td>0</td>
<td>1</td>
<td>4</td>
<td>7</td>
<td>11</td>
<td>15</td>
<td>21</td>
<td>28</td>
<td>35</td>
<td>43</td>
</tr>
<tr>
<td>DIE</td>
<td>1 B</td>
<td>2 R</td>
<td>P</td>
<td>R</td>
<td>P/R</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1*</td>
<td>1*</td>
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<tr>
<td>2</td>
<td>-</td>
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<td>6</td>
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</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. 

### [8.35] Density Adjustment Chart

<table>
<thead>
<tr>
<th>Number of Strength Points in Hex</th>
<th>1-2</th>
<th>3-6</th>
<th>7-9</th>
<th>10+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Effect</td>
<td>-1</td>
<td>0</td>
<td>+1</td>
<td>+2</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 Loss Table

<table>
<thead>
<tr>
<th>Fire Combat Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>4</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>6</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 wagons 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>
</tr>
</thead>
<tbody>
<tr>
<td>DIE</td>
</tr>
<tr>
<td>-----</td>
</tr>
<tr>
<td>1 Attkr</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>2 Attkr</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>3 Attkr</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>4 Attkr</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>5 Attkr</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>6 Attkr</td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>

Attkr = Effect on Attacker. Defdr = Effect on Defender.
K = Strength Point becomes a casualty. C1, C2, or C3 = 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.

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See 12.95. Terrain and Leader Effects on Melee Combat; see 12.1 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.
36.0 THE CROSSROADS
36.1 Setting Up the Game
36.2 Reinforcement Schedule
36.3 Declaring the Offensive
36.4 Bridge Burning
36.5 Fords
36.6 Ammunition Depletion
36.7 The Historical Scenario
36.8 The Free Play Scenario
36.9 Levels of Victory

[19.0] INTRODUCTION
Jackson At The Crossroads is a simulation of the two battles of Cross Keys and Port Republic, fought respectively on the 8th and 9th of June, 1862. Pursued by two Union forces, Jackson decided to stand and fight before his opponents could effect a junction. At Cross Keys, he easily repulsed General Fremont’s half-hearted attack. At Port Republic, after some of the bitterest fighting in Jackson’s experience, he managed to rout General Shields’ lead brigades. These two battles sealed the fate of the Union campaign to subdue the Shenandoah Valley that year, and allowed Jackson to leave the Valley altogether and join Lee in the defense of Richmond.

Players should read the Standard Rules booklet first to familiarize themselves with the basic game system, and then read the Exclusive Rules. All Standard Rules are in effect except where specifically noted in the Exclusive Rules.

Each hex on the map board represents 210 yards of real terrain from side to side. Each Game-Turn represents 45 minutes during the day or 6 hours during the night. The units are infantry and cavalry regiments, and sections of artillery. Each Strength Point represents 100 men or one cannon.

[20.0] SAMPLE UNITS AND SPECIAL UNITS

CASES:
[20.1] SAMPLE UNITS:

Front: Cavalry

Cavalry Regiment

Mounted: unmounted

Unmounted: mounted

Cavalry Company

Mounted: unmounted

Unmounted: mounted

Artillery Crew*

Full crew

Half crew

Wagon Crew*

Under Orders: Withdrawn

Orders: Under

Withdrawn: Under

Orders: Withdrawn

Individual Initiative: Independent

Attack: Recall

Recalled: Recall

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[20.2] COMPANY BREAKDOWN
During any Union Initial Command Phase, the 1st West Virginia Cavalry Regiment may be broken down and replaced by the two Company counters provided in the countermix. During any Union Final Command Phase in which the two companies are stacked together, they may be recombined and replaced with the original regiment. Breakdown and recombination may not occur if a Strength Point of the 1st West Virginia has been eliminated.

[20.3] CAVALRY MORALE
The Morale Rating printed on the dismounted side of a cavalry unit is one less than the Morale Rating printed on the mounted side of that unit, reflecting the fact that cavalry troopers did not consider themselves foot soldiers and were not trained in infantry tactics.

[20.4] SPECIAL MARKERS
Crew: When a gun crew is routed away from its guns, a Crew marker is placed on the map and moved the required length of the retreat (see 21.21).
Abandoned Guns: An artillery section that has been deserted by its routed crew has an Abandoned Guns marker placed on it (see 21.21).
Under Orders: A Union brigade commander in Fremont's Corps who is assigned orders is committed and has an Under Orders marker placed on him (see 30.3).
Withdrawn: A Union brigade commander in Fremont's Corps who is still in command has a Withdrawn marker placed on him (see 30.3).
Independent Attack: A Union brigade commander in Fremont's Corps who achieves individual initiative is committed and has an Independent Attack marker placed on him (see 30.4).
Recalled: A Union brigade commander in Fremont's Corps who has been recalled is committed and has a Recalled marker placed on him (see 30.4).
Wagon Bridge: When the Confederate player constructs a wagon bridge across a ford hexside, the Wagon Bridge markers are placed on the map (see 23.0).
Fremont's Momentum: Changes in Fremont's Initiative Level are reflected on the Momentum Track by moving the Fremont's Momentum marker (see 30.2).

[20.5] SCENARIOS
Jackson at the Crossroads includes two individual scenarios, a campaign game, plus a number of variants. Port Republic (29.0) is an introductory scenario that can be played through in three hours. Cross Keys (33.0) adds more complexity to the game and can be played through in seven hours. The Crossroads (36.0) is the campaign game that combines the previous two scenarios and can be played in twelve hours. Sections 19.0 to 28.0 apply to all scenarios. Section 29.0 describes how to play the Port Republic scenario and includes rules exclusive to this scenario. Sections 30.0 to 32.0 apply to both Cross Keys and The Crossroads scenarios. Section 33.0 describes how to play Cross Keys and includes rules exclusive to this scenario. Sections 34.0 and 35.0 apply only to The Crossroads, and Section 36.0 describes how to play this scenario and includes rules exceptions to the previous sections.

[20.6] INVENTORY OF GAME PARTS
A complete game of Jackson at the Crossroads includes:
- One 22" x 34" game map (two maps in complete game set)
- Two die-cut counter sheets (400 of 800 counters in complete game set)
- One Standard Rules Booklet (one book in complete game set)
- One Exclusive Rules Booklet (one of two books in complete game set)
- Two six-sided dice
- One game box assembly

If any of these parts are missing or damaged, fill out a postcard describing your problem and send it to Customer Service at SPI. Note: the products used in manufacturing 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.

[21.0] MODIFICATIONS AND ADDITIONS TO THE STANDARD RULES
CASES:
[21.1] SEQUENCE OF PLAY
In addition to the Phases described in 4.0 of the Standard Rules, Jackson at the Crossroads calls for additional game functions to be executed during the Initial and Final Command Phases of each Player-Turn. In the Crossroads scenario there is a Straggler Recovery Interphase that occurs at the end of Game-Turn 17.

[21.11] In scenarios which use Fremont's Corps (30.0), the following functions are executed in strict sequence during the Union player's Initial Command Phase, immediately after all other standard game functions have been completed:
1. Orders Segment. The Union player may assign any Under Orders markers to which he is entitled, placing them atop eligible brigade commanders.
number of guns, not the number of sections, which is important.

[21.27] Abandoned guns are captured and removed from play only if an enemy unit successfully occupies that hex alone (it may not be engaged) at the end of an enemy Melee Phase. Abandoned guns stacked alone in a hex may be melee'd by the enemy player during his Melee Phase (no die roll is necessary to resolve the combat; the meleeing unit automatically moves into the hex and the guns are captured). The unit may also capture the guns if it has moved normally onto the guns during its Movement Phase, and survived enemy defensive fire.

[21.3] AMMUNITION DEPLETION
The Standard Rules for ammunition depletion are modified in Jackson at the Crossroads. Each scenario includes the modifications for ammo depletion (see 29.4, 35.5, and 36.6). Artillery units have a variable amount of ammunition, and become ammo depleted in the same manner as small-arm units (see 11.2). Each box of artillery ammunition carried by a supply wagon, as shown on the OB Roster, will resupply one artillery section.

[21.4] DOUBLE SHOT
 Smoothbore artillery units (L, N, and HA) may use double shot to increase their fire strength at close ranges. A section employing double shot doubles its normal Strength Multiplier, but it must check for ammo depletion when a 1 or 2 is rolled on the Combat Results Table, not just on a roll of 1. Double shot may not be used at a range beyond 2 hexes, nor when executing retreat or withdrawal fire.

[21.5] ARTILLERY OPPORTUNITY FIRE (OPTIONAL)
COMMENTARY:
The following rule represents a fairly major change in the standard game system, and hence is presented as an optional rule. The object of this rule is to add a greater degree of realism to play. As currently constituted, the game system allows a unit to expend its entire Movement Allowance with its enfilade side towards the enemy, and then conveniently change its facing at the end of its movement. The net effect is that the unit marches sideways or backwards. The following rule will eliminate this flaw and greatly enhance the flexibility with which artillery may be employed.

Friendly artillery units may use opportunity fire against any enemy units during the enemy player's Movement Phase. A friendly artillery unit may fire only once per enemy Movement Phase, and in doing so gives up its ability to fire during the ensuing Defensive Fire Phase. Only actual movement from hex to hex can trigger opportunity fire; changes of facing and formation do not trigger fire.

PROCEDURE:
When the Phasing player moves a unit, the non-Phasing player may ask him to temporarily halt his movement in the hex the unit currently occupies, and may then execute an attack upon that unit with any available artillery units. All normal combat rules apply, save that non-moving enemy units in the hex of attack are never attacked and never affect density: they are completely uninvolved. After the attack has been executed, if the moving unit has been neither pinned nor routed, it may continue its movement using the remainder of its Movement Allowance. The non-Phasing player should then note which of his units fired, as they may not fire again in the ensuing friendly Defensive Fire Phase.

[21.51] A moving unit may be attacked once for every hex it enters, it may never be attacked more than once in any given hex.

[21.52] Opportunity fire must be announced the moment a unit enters a hex and before any change of facing or formation occurs. Opportunity fire may not be declared in a given hex after the unit has left that hex.

[21.53] A unit which changes formation inside a hex, but which does not actually leave that hex, may not be fired upon with opportunity fire.

[21.54] Units which begin and end their movement stacked together must be moved as a stack, thus realistically maintaining their true density.

[21.55] An artillery section which executes opportunity fire must use all its guns in the attack. It may not withhold some of its fire for a different attack (exception to 9.45).

[21.56] Should a moving unit be attacked by opportunity fire in a hex containing other friendly units and suffer any form of combat result, that result has no effect on the other friendly units. They cannot become pinned, lose Strength Points, or be called upon to make a Morale Check.

[21.6] MELEE RESTRICTIONS
No Union unit with a Morale Rating of 2 may initiate melee unless it is stacked with a leader. Certain Union cavalry units have a Morale Rating of 2 when dismounted, and a Morale Rating of 3 when mounted. These units are subject to the restrictions of this case only when dismounted.

[22.0] TERRAIN
GENERAL RULE:
The important details of the types of terrain found on the map are explained in this section. Players will find additional information in the Terrain Effects on Movement Chart (Case 5.19), the Terrain Effects on Combat Chart (Case 9.56), and the Stacking Restrictions Chart (Case 8.18) printed on the map.

CASES:

[22.1] ELEVATIONS AND CREST HESXIDES
Whenever two elevations are contained in the same hex, that hex is considered to be entirely at the lower level. The hesxides which separate such a hex from an adjacent hex or hexes at a higher elevation are called crest hesxides. A unit in hex 1813 is considered to be at elevation 3 and would pay additional Movement Points to enter hex 1812 (because it crossed the hesxide separating 1813 from 1812). It would pay no additional movement points to enter hex 1713, since this would be movement along the same level. Some types of units also pay an extra Movement Point cost for moving from a higher to a lower elevation.

[22.2] STEEP CREST HESXIDES
Steep crest hesxides are crescent hesxides marked with a splash pattern and function in a similar manner to crest hesxides, save that they represent a greater impediment to movement. Furthermore, should a unit adjacent to a steep crest hesxide be fired upon through that hesxide by an enemy unit at a lower elevation level, it receives a one column shift to the left on the Combat Results Table. If such a unit is attacked by several enemy units, it still receives this column shift as long as one enemy unit fires through the hesxide from a lower elevation.

[22.3] BANK HESXES
Bank hesxes contain both land and river. Units may freely enter bank hesxes, paying the normal movement costs for whatever terrain exists in the land part of the hex. Bank hesxes have no other game effects.

[22.4] RIVER HESXIDES
River hesxides are all-water hesxides separating opposite bank hesxes. A unit may cross a river only at a ford or bridge. A unit that would be forced to retreat across a river hesxide is captured instead. No Command Radius may be traced across a river hesxide, but Zones of Control do extend across river hesxides.

[22.5] FORD HESXIDES
Ford hesxides are river hesxides marked with a splash pattern. A unit must begin its Movement Phase adjacent to the ford hesxide to cross it over, and spends its whole Movement Allowance to do so. The unit must end its movement for that Game-Turn in the bank hesxide it enters.

[22.51] A leader pays 5 Movement Points to cross a ford hesxide but is not required to begin and end its Movement Phase in either bank hesxide. After crossing the ford, it may continue to expend its remaining Movement Allowance.

[22.52] Units may rout or retreat across ford hesxides and are not required to end their movement on the opposite bank.

[22.53] A Command Radius may be traced across a river at ford hesxides.

[22.6] NORTH RIVER BRIDGE
The North River Bridge joins hex 1040 to hex 0941. Infantry units must be in column formation to cross the Bridge during their Movement Phase. There is no extra Movement Point cost for units that cross the river using the Bridge. The North River Bridge may be burned and permanently destroyed if players use optional rule 36.4.

[22.61] An infantry unit in line formation may cross the Bridge, but each stack must subtract 2 Strength Points from its total melee strength when doing so.

[22.62] All units may freely cross the Bridge hesxide when called upon to retreat or rout. An infantry unit in line formation that retreats across the Bridge is dropped over to its routed side after its movement is completed (it does not undergo further rout movement).

[22.63] A Command Radius may be traced across the Bridge.

[22.7] WOODS
Wood hesxes are considered blocking terrain, and they have a height of 30 feet over the level of the terrain they occupy. A unit occupying a woods hex may fire through an adjacent woods hex if the woods hesx is at a lower elevation and if the LOS is not blocked by the 30-foot trees. Units in wood hesx receive a one column shift to the left when fired upon, but they must observe the stacking limits specified in the Stacking Restriction Chart (8.18, see map).

[22.8] TOWN HESXES
The town hesxes of Port Republic are considered to extend 20 feet above level 1 for purposes of blocking Line of Sight. Units occupying town hesx receive a one column shift to the left on the Combat Results Table when fired upon, and must observe the stacking limits specified in the Stacking Restrictions Chart (8.18).

[22.9] HISTORICAL SITES
The various buildings and sites noted on the map have no effect whatsoever on movement, combat, or Line of Sight, and are included only for historical reference. In some scenarios, certain sites are important for Victory Conditions.
[23.0] THE WAGON BRIDGE

GENERAL RULE:
The Wagon Bridge markers are placed on the bank hexes of a ford and represent the wagon bridge, a line of stripped wagons thrown across a ford and planked over. The wagon bridge is used only in the Port Republic Point and The Crossroads (33.0) scenarios, either already emplaced in the initial set-up or constructed during a night Game-Turn. The wagon bridge may only be constructed across a ford hexside and hence supercedes the ford for movement purposes as per the Terrain Effects on Movement Chart (5.19). Only the Confederate player may construct the wagon bridge. The wagon bridge may be burned if players use optional rule 36.4.

CASES:

[23.1] WHICH UNITS MAY CROSS
[23.11] Only infantry units in column, dismounted cavalry, and leaders may normally cross the wagon bridge. Artillery and mounted cavalry may never use the bridge.
[23.12] During rout and retreat movement, only leaders, dismounted cavalry, and infantry in any formation may cross the wagon bridge.
[23.13] Only infantry units and dismounted cavalry may melee across the wagon bridge. Each stack of units initiating melee across the wagon bridge must subtract 2 Strength Points from its total melee strength.
[23.14] Once it is emplaced, the wagon bridge may be used by units of both sides.

[24.0] ROUT AND RETREAT MOVEMENT

GENERAL RULE:
Each player is assigned hexes towards which his units must retreat when called upon to perform rout or retreat movement, and towards which they may retreat when a player wishes to exit the units voluntarily from the map. Retreats caused by combat must always be performed according to the following list and in order of priority:
1. Not through enemy ZOC's;
2. As far away as possible from all enemy units;
3. Towards the appropriate retreat hex;
4. Not through friendly units.
There is no penalty for a unit that is unable to perform retreat according to the above list. Rather, the list is used as a guideline for moving units during retreat and routs. (Exception: See 12.82 and 12.92.)

CASES:

[24.1] RETREAT HEXES
A retreating unit which enters a retreat hex ends its movement even if it has not completed all its retreat movement. A unit which already occupies a retreat hex and is forced to retreat again is retreat ed off-map and permanently removed from play. Such a unit is considered to have executed strategic retreat (24.2). If a retreat hex is already occupied to its stacking limit or if it is in an enemy ZOC, then the nearest adjacent unblocked map-edge hex becomes the new retreat hex until the first hex has more room or is free of enemy ZOC's.
[24.11] Union units under Shields' Command (25.2) use hex 9344 (Entry Hex A) as their retreat hex.
[24.12] Union units of Fremont's Corps (25.2) use either hex 2201 (Entry Hex B) or hex 1501 (Entry Hex C) as their retreat hex.

[24.13] Confederate units use either hex 0129 or hex 0139 (Entry Hex D) as their retreat hex.
[24.14] When a player may use more than one retreat hex, he may use either hex for each retreat he makes, as per 24.12 and 24.13.

[24.2] STRATEGIC RETREAT
A player may voluntarily choose to exit endangered units off the map by means of strategic retreat. This is the only manner in which units may voluntarily leave the map. A unit executes strategic retreat by being moved off the map from an appropriate retreat hex during a friendly Movement Phase and paying the additional Movement Point cost for entering an imaginary off-map road hex. Once exited, such units may never be returned to play. There is no limit to the number of units which may use strategic retreat.

[24.21] For each friendly gun or Strength Point exited from the map, one Victory Point is awarded to the enemy player if the unit had a Morale Rating of 2 or 3; if the unit had a Rating of 4 or 5, the enemy player receives two Victory Points.
[24.22] If a retreat hex is enemy occupied or in an enemy ZOC, a unit may exit the map from any hex along the same map-edge.

[25.0] COMMAND STRUCTURES

GENERAL RULE:
When a leader is killed, wounded, captured or promoted, he must be replaced by a subordinate leader of his command. Each side is also subject to special rules concerning attachment, detachment and other command relations.

CASES:

[25.1] CONFEDERATE LEADER REPLACEMENT
The Valley Army was composed of two divisions, one commanded by General Ewell and the other by General "Stonewall" Jackson, with Jackson in overall command. Taylor's brigade, though actually a part of Ewell's division, had been attached by Jackson to his own division and is considered part of that division for game purposes.
[25.11] Should Jackson become a casualty, he is replaced in order of priority by Winder, Tallat ferro, Patton and Taylor.
[25.12] Should Ewell become a casualty, he is replaced in order of priority by Trimble, Elzy, and Steuart.
[25.13] Should all the brigade commanders who are in line to become the division commander for Jackson or Ewell already be casualties, then their replacements are promoted in the same order of priority as the original commanders.

[25.2] UNION LEADER REPLACEMENT
Two different Union forces tried to bring Jackson to battle over the two days covered in this game. One force, approaching from the northeast, was composed of two brigades of Shields' division, commanded by Col. Carroll and General Tyler. These units had been detached by Shields and sent ahead as an advance guard, and they are referred to as Shields' Command in the game even though Shields himself never enters play. The other force, approaching from the northwest, was composed of a division of German troops under General Blanken and four independent brigades attached directly to General Fremont. All the units in this force will henceforth be referred to as Fremont's Corps.
[25.21] The four brigades attached to Fremont are considered to form a normal division, with Fremont as the division commander. Should Fremont become a casualty, he is replaced in order of priority by Blanken, Milroy, Schenk, Bayard, and Cluseret.
[25.22] Should Blanken become a casualty or replace Fremont, he is replaced in the following order of priority by Bohlen, Stahel, and Koltes.
[25.23] Should all the brigade commanders who are in line to become division commander for Fremont or Blanken already be casualties, then their replacements are promoted in the same order of priority as the original commanders.

[25.3] DETACHMENT AND ATTACHMENT
[25.31] Jackson and Ewell were extremely flexible in the detachment and attachment of the constituent brigades of their command. To reflect this fact, the Confederate player may freely detach and attach as many brigades as he wishes so long as no division commander has more than 4 or less than 2 brigades under his command.
[25.32] The Union player may never detach or attach brigades. The two brigades of Shields' Command are always independent and may never be attached to either division in Fremont's Corps. The brigades in Fremont's Corps are always either attached or out of command.

[25.4] BLENKER'S RESTRAINT
Facing an enemy force of unknown size, Fremont felt it prudent to keep a tight reign on Blanken's division. To reflect this restraint, Blanker loses his Divisional Integuity Radius every Union Initial Command Phase in which he is not within Fremont's Divisional Integrity Radius. Should Blanken replace Fremont, Blanken's replacement loses his Divisional Integrity Radius if he is not within Blanken's Divisional Integrity Radius.

[25.5] UNION DIVISIONAL UNITS
All Union cavalry and artillery units bearing the name of a divisional commander are considered to be divisional units. These units are in command only if they are within their respective commander's Divisional Integrity Radius during the Union Initial Command Phase.

[26.0] JACKSON AND THE STONEWALL BRIGADE

GENERAL RULE:
Both at Port Republic and at Kernstown the previous month, the Stonewall Brigade (Winder's brigade) distinguished itself by routing away at a critical moment. The arrival of Jackson, however, never failed to have an electric effect upon these troops. To reflect this fact, whenever Jackson is stacked with Winder, every regiment within Winder's Effectiveness Radius has its Morale Rating increased from its printed value of 3 to a value of 5. Note: For Victory Point purposes the Morale Rating of the Stonewall Brigade is always considered to be 5 (see 28.0).

[27.0] BRIGADE COMBAT EFFECTIVENESS LOSS

GENERAL RULE:
BCE loss seriously compromises a brigade's ability to close with the enemy. The following rules apply the instant a brigade loses BCE.
CASES:

[27.1] **EFFECTS OF BCE LOSS ON MORALE**

The Morale Rating of every unit in a brigade which has lost Brigade Combat Effectiveness is reduced by one.

[27.2] **EFFECTS OF BCE LOSS ON MOVEMENT**

No unit of a brigade which has lost BCE may enter an enemy ZOC during a friendly Movement Phase without first undergoing a Morale Check. If the unit passes that Check, it may then enter the enemy ZOC. If the unit fails that Check, however, it suffers a "Pin/Re" result and the owning player must roll again to determine which result applies at 9.93. This Case applies only to normal movement, never to rout or retreat movement.

[27.11] A unit of a brigade which has lost BCE must make a Morale Check for each enemy controlled hex it wishes to enter.

[27.22] If a stack of units must make a Morale Check, the Check is made for the top unit only, but the result is applied to all units in the hex regardless of which brigade they belong to.

[27.23] If a unit fails its Morale Check, all results are applied to it in the hex where the Check was made, not in the hex it was trying to enter.

[27.3] **EFFECTS OF BCE LOSS ON MELEE**

No unit of a brigade which has lost BCE may ever initiate melee. Such a unit may defend normally, however, and may continue a melee should it receive an "Engaged" result.

[27.4] **BCE LOSS AND VICTORY POINTS**

No Victory Points are awarded a player for causing an enemy brigade to lose BCE. In the Cross Keys (29.0) and The Crossroads (36.0) scenarios, however, a player may earn Momentum Points for causing an enemy brigade to lose BCE, which have an effect on the Union player's ability to close with enemy units (see 30.0, Fremont's Corps).

[28.0] **HOW TO WIN**

GENERAL RULE:

Each scenario lists an Automatic Victory Condition which, if a player meets the condition, results in an automatic Decisive Victory for the player. Otherwise, play continues until the end of a scenario, and the victory is determined by calculating the Victory Points awarded for various achievements.

PROCEDURE:

Victory Points are awarded for inflicting casualties on enemy units and for strategic retreat. Victory Points are also awarded for specific achievements listed in each scenario. Each player calculates the total number of Victory Points he has scored, and the player with the highest total subtracts his opponent's score from his own. The result is then compared to the level of victory specified in each scenario to determine the winner (if any).

CASES:

[28.1] **CASUALTY AWARDS**

Players receive a certain number of Victory Points for each enemy Strength Point, gun, and leader captured or eliminated. In the case of infantry, cavalry and artillery casualties, the number of Victory Points awarded depends on the Morale Rating (MR) of the unit taking the loss. In the case of leaders, the number of Victory Points awarded depends on the leader's Effectiveness Radius (ER) if he is a brigade commander, or on his Divisional Integrity Radius (DIR) if he is a divisional commander. A special Victory Point award is also made for the capture of enemy supply wagons.

PROCEDURE:

Each type of loss is assigned a special Victory Point Multiple. To determine the Victory Points awarded for the loss of a gun or an infantry/cavalry Strength Point (including wagon crews, but not artillery crews), multiply the Morale Rating of the unit taking the loss by the Victory Point multiple. To determine the Victory Points awarded for the loss of a leader, multiply the leader's Effectiveness Radius or Divisional Integrity Radius by the appropriate Victory Point multiple.

[28.11] Victory Point Schedule

Per infantry gun/Strength Point:
- Eliminated: 1 × MR
- Captured: 2 × MR
Per Cavalry Strength Point:
- Eliminated: 2 × MR
- Captured: 4 × MR
Per brigade commander:
- Wounded: 1 × ER
- Killed: 2 × ER
- Captured: 3 × ER
Per divisional commander:
- Wounded: 1 × DIR
- Killed: 2 × DIR
- Captured: 3 × DIR
Per supply wagon captured: 20 VP's

[28.12] Cavalry units always use their mounted Morale Rating for victory purposes.

[28.13] Wagon crews are treated as infantry Strength Points.

[28.14] Artillery crews have no Victory Point value; only guns count for victory purposes.

[28.15] The regiments of the Stonewall Brigade (Winder's brigade) are always considered to have a Morale Rating of 5 for victory purposes.

[28.2] **STRATEGIC RETREAT AWARDS**

Players receive Victory Points for each enemy Strength Point or gun which exits the map (whether voluntarily through strategic retreat or as a result of combat). A player receives one Victory Point for each gun or Strength Point with a Morale Rating of 2 or 3, and two Victory Points for each gun or Strength Point with a Morale Rating of 4 or 5. With the sole exception of the Stonewall Brigade (see 26.0), whose Morale Rating is always 5 for victory purposes, all units are classified by their printed Morale Ratings, not by current Morale Ratings (which may differ due to BCE loss). No Victory Points are ever awarded for leaders or supply wagons which exit the map.

[29.0] **PORT REPUBLIC**

GENERAL RULE:

The Port Republic scenario simulates the battle fought on 9 June 1862 between the bulk of Jackson's army and the two lead brigades of Shields' division. The game begins on Game-Turn 18 and ends at the conclusion of Game-Turn 25. The Confederate player is always the first player in the Sequence of Play.

CASES:

[29.1] **SETTING UP THE GAME**

The Union player places all his units on the map according to the Union deployment schedule and then the Confederate player places his units according to his schedule. The Confederate player places the Game-Turn marker on Game-Turn 18 of the Game-Turn Record Track, and begins play with his first Player-Turn.

[29.11] Union Deployment Schedule

INFANTRY (brigades deployed in line)
- Carroll: within 8 hexes of 3947
- Tyler: within 8 hexes of 3947

ARTILLERY (sections deployed unlimbered)
- L1 Oh (C): within 8 hexes of 3947
- H1 Oh (A,B,C): within 8 hexes of 3947
- E4 US (A,B,C): within 8 hexes of 3947

SUPPLY WAGON
- Shields' Wagon: within 8 hexes of 3947

[29.12] Confederate Deployment Schedule

JACKSON'S DIVISION
- Jackson: within 5 hexes of 1042

INFANTRY (brigades in any formation)
- Winder's Brigade: within 5 hexes of 1042
- Taliaferro's Brigade: see note below
- Taylor's Brigade: see note below

EWEll'S DIVISION:
- Ewell

INFANTRY (brigades in any formation)
- Steuart's Brigade (commanded by his replacement and one Strength Point removed from the 32nd and 58th Virginia regiments)
- Elzy's Brigade (commanded by his replacement and one Strength Point removed from the 31st Virginia regiment)

ARTILLERY (sections in any formation)
- Poague (A,B): within 5 hexes of 1042
- Carpenter (A,B): within 5 hexes of 1042
- All remaining Confederate artillery except Lusk (A,B,C), Rice (A,B) and Raines (A,B,C) set up according to the note below; there are 24 sections to be set up.

Note: All units referred to in this note are deployed anywhere on the peninsula formed between the forks of the North and South rivers (where Port Republic is located).

[29.13] The Confederate player places the wagon bridge on hexes 1042 and 0942, spanning the river hexside.

[29.14] The Strength Points missing from Steuart's and Elzy's brigades must be marked off on the BCE tracks on the OB Rosters, and do count for BCE limits. However, the Union player receives no Victory Points for these casualties. Players may wish to circle these points to remind them of this fact when determining victory.

[29.2] **CONFEDERATE MOVEMENT RESTRICTION**

No Confederate unit may ever cross the North River. Hex 01 may never be used as a Confederate retreat hex in this scenario.

[29.3] **FORDS**

Heavy rains the night before battle left all rivers extremely swollen. To reflect this fact, only 1 regiment or 3 sections of artillery may cross a ford hexside per friendly Movement Phase. Any number of units may still perform rout and retreat movement across a ford hexside.

[29.4] **AMMUNITION DEPLETION**

[29.41] When checking for ammunition depletion, Union small-arms units become depleted on a die roll of 1, and Union artillery units become depleted on a die roll of 1 or 2.

[29.42] When checking for ammunition depletion, Confederate small-arms units become depleted on a die roll of 1-3, and Confederate artillery units become depleted on a die roll of 1-4.
[30.0] FRENCH'S CORPS

COMMENTS:
The salient feature of the Battle of Cross Keys was the limited and piecemeal fashion in which General Fremont committed his troops. Fremont wrongly believed that he was facing Jackson's whole army and that it was twice the size of his own force. He therefore launched a cautious preliminary attack to ascertain the enemy's strength. Had this attack met with success, he would have committed additional troops. In the actual event, however, his initial probes were quickly beaten off and Fremont lapsed into complete inactivity for the remainder of the engagement. Several of Fremont's more enterprising brigade commanders took it upon themselves to continue the attack upon the enemy despite the lack of orders. Though they were initially successful, Fremont's cautious bent prevailed and these commanders were ultimately recalled.

GENERAL RULE:
The brigades of Fremont's Corps are always in one of two states, committed or uncommitted. A regiment of a committed brigade may always be moved normally. A regiment of an uncommitted brigade may not voluntarily move within 3 hexes of an enemy unit. Every brigade in Fremont's Corps begins the game uncommitted, and remains uncommitted until the brigade commander is placed under orders by Fremont or achieves individual initiative. Once committed by one of these two methods, a brigade remains committed until it is either withdrawn or recalled, whereupon it reverts to being uncommitted. Commitment never applies to the two brigades of Shields' Command, which are always made normally.

CASES:

[30.1] UNCOMMMITTED UNITS

An uncommitted Union regiment may not voluntarily move within 3 hexes of a Confederate unit at any point during the Union Movement Phase. If a Confederate unit enters within 3 hexes of an uncommitted Union regiment, it does not force the Union regiment to move away. However, if the Union regiment does move, it must end its movement at least 4 hexes from all Confederate units (i.e., not within the 3 hex limit). The 3 hex movement restriction does not apply to rout and retreat movement.

[30.2] FRENCH'S MOMENTUM

Union brigades in Fremont's Corps can be committed by being ordered from Fremont. The maximum number of brigades which may be under orders at any one time is equal to Fremont's current Initiative Level as indicated on Fremont's Momentum Track (see map). The Momentum Track is used to keep track of the relative trend of casualties on the Cross Keys front. Each box of the track bears two values, a Momentum number and a corresponding Initiative Level. Fremont begins the game with a Momentum value of zero and an Initiative Level of 1. Changes in Fremont's Momentum may raise or lower his Initiative Level.

[30.21] During the set-up of the game, the Union player places Fremont's Momentum marker in the zero box of Fremont's Momentum Track on the game-map, thus giving Fremont a starting Initiative Level of 1.

[30.22] When a unit in Fremont's Corps inflicts a B.E.C. loss on a Confederate brigade, the Union player receives a number of Momentum Points for that brigade as indicated on the OB Roster sheet. The Union player moves Fremont's Momentum marker on Fremont's Momentum Track an equal number of spaces in a positive direction. Fremont's Initiative Level may be increased by this change.

[30.23] When a brigade in Fremont's Corps loses B.E.C., the Union player loses a number of Momentum Points for that brigade as indicated on the OB Roster. The Union player moves Fremont's Momentum marker on Fremont's Momentum Track an equal number of spaces in a negative direction. Fremont's Initiative Level may be decreased by this change.

[30.24] B.E.C. losses by brigades in Shields' Command have no effect on Fremont's Momentum. These brigades have no Momentum Points assigned to them on the OB Roster.


[30.26] The casualty which triggers a Confederate B.E.C. loss determines whether or not Fremont will add Momentum Points. One of Fremont's units must cause the B.E.C. loss in order for Fremont to gain the Momentum Points. Example: Elzy's brigade loses 7 Strength Points while battering Fremont and is then transferred to fight against Shields. Elzy loses one more Strength Point to a unit in Shields' Command and hence loses B.E.C. In this case Elzy's Momentum Points are not added to Fremont's Momentum Track since the casualty which triggered B.E.C. loss was inflicted by a unit of Shields' Command.

[30.27] A brigade which loses B.E.C., recovers it again (due to straggler recovery, 35.4), and then loses B.E.C. a second time has its number of Momentum Points linked to Fremont's. One of Fremont's units must cause the B.E.C. loss in order for Fremont to gain the Momentum Points. Example: Fremont's Momentum Track

[30.28] B.E.C. recovery has no effect on Fremont's Momentum. Only B.E.C. losses are registered on Fremont's Momentum Track.

[30.3] ORDERS

At the beginning of each Union Initiative Phase, the Union player determines how many brigades he is entitled to have under orders by Fremont's current Initiative Level. If he has fewer brigades under orders than the maximum number of brigades under orders equals Fremont's current Initiative Level. The newly committed brigades have Under Orders markers placed on their brigade commanders. If, on the other hand, the Union player already has brigades under orders than he is entitled to, he must withdraw a number of brigades (thereby ending their commitment) equal to the excess. The Under Orders markers on top of the brigade commanders are flipped over to their Withdrawal side.

[30.31] Changes in Fremont's Initiative Level during the course of a Game-Turn have no immediate effect on the number of brigades which may be under orders. This number is determined only during the Union Initial Command Phase. Example: At the beginning of a Union Player-Turn, Fremont's Initiative Level stands at 2, and the Union player has two brigades under orders. During that Player-Turn, Trimble's brigade loses B.E.C. and Fremont's Momentum marker is moved from the +2 box to the +5 box, increasing Fremont's Initiative Level to 4. No new brigades may be placed under orders yet. During the following Confederate Player-Turn, Bohlen's brigade loses B.E.C. and Fremont's Momentum marker is moved back to the +3 box, decreasing Fremont's Initiative Level to 3. Again, this has no immediate effect on play. Finally, during the next Union Initial Command Phase, the Union player determines how many brigades he may have under order (3), and places an additional brigade under orders.

[30.32] In order to receive orders, a brigade must have B.E.C. and its brigade commander must be within the Divisional Integrity Radius of his divisional commander. Furthermore, in the case of brigades of Blenker's division, not only must the brigade be within Blenker's Divisional Integrity Radius, but Blenker himself must be within Fremont's Divisional Integrity Radius. Once a brigade of Blenker's division is given orders, Blenker keeps those orders and if Blenker subsequently moves beyond Fremont's Divisional Integrity Radius.

[30.33] A brigade under orders remains committed until it is withdrawn. A brigade must be withdrawn except during the Union Initial Command Phase.

[30.34] A brigade is withdrawn by flipping its Under Orders marker over to its Withdrawal side during the Withdrawal Segment of the Union Initial Command Phase. In the following Union Movement Phase, all units of the brigade must be moved at least 4 hexes away from all Confederate units (i.e., they cannot be within 3 hexes of an enemy unit as per 30.1). Regiments which cannot meet this requirement by the end of the Movement Phase immediately rout as per 13.3 of the Standard Rules. In the First Confederate Phase of the Game-Turn, the Withdrawal marker is placed on the brigade commander and the brigade loses its commitment.

[30.35] A brigade which is withdrawn due to B.E.C. loss, or is withdrawn voluntarily so that its orders may be given to another brigade, still counts as a brigade under orders during the Game-Turn of its
withdrawal. The Union player cannot reassign those orders until the next Game-Turn. This rule is deliberately designed to enforce a one turn wait between withdrawal and reassignment of orders.

**Example:** At the start of a Union Initial Command Phase, the Union player is entitled to have two brigades under orders. He already has two brigades under orders, though one must be withdrawn due to BCE loss. Thus, the Union player may not place any additional brigades under orders. Only in the next Game-Turn, if the Union player is still entitled to two brigades at the start of his Initial Command Phase, may he place another brigade under orders.

[30.36] The Union player may voluntarily reassign an Under Orders marker from one eligible brigade to another (see 30.33). This is done by withdrawing orders from the first brigade during one Player-Turn, and then reassigning them during the next Player-Turn. **Example:** The Union player decides to switch orders from Milroy’s brigade to Schenck’s brigade. During the Withdrawal segment of the Union Initial Command Phase, he withdraws Milroy’s brigade, flipping the Under Orders marker to its Withdrawn side. During the Movement segment of that Player-Turn, he moves all of Milroy’s regiments at least 4 hexes away from all Confederate units. During the Union Final Command Phase, he removes the Withdrawn marker from Milroy. During the Orders segment of the next Union Player-Turn, he may reassign the Under Orders marker to Schenck (assuming that Fremont’s Initiative Level has not decreased in the meantime).

[30.37] A brigade may not be given orders during the Game-Turn it arrives as a reinforcement. Thus none of the brigades in Fremont’s Corps may be placed under orders during their first Game-Turn on the map.

**[30.4] INDIVIDUAL INITIATIVE**

**GENERAL RULE:**

Once any unit in Fremont’s Corps has sustained a gun or Strength Point loss, the Union player may roll a die for one eligible brigade commander during each subsequent Union Initial Command Phase to determine whether or not he achieves Individual Initiative. As per 21.11, this die-roll is made after the Union player has assigned or withdrawn all orders. On a die roll of 1, the brigade commander successfully achieves individual initiative and has an **Independent Attack** marker placed on his counter to indicate that his brigade is now committed. The brigade remains committed until it is recalled by Fremont. There is no limit to the number of times the Union player may roll for a particular commander, but he may make only one roll per Game-Turn.

[30.41] To be eligible to roll for individual initiative, a brigade commander must command a brigade with a Morale Rating of 3 or better, must not have been removed orders in the current day, and must command a brigade which still possesses BCE. The Union player may make one roll per Game-Turn for the individual initiative of any one eligible brigade commander until all such commanders have achieved individual initiative.

[30.42] If Fremont’s Initiative Level stands at zero at the start of a Union Initial Command Phase, the Union player may not make a die-roll for individual initiative that phase, but rather must roll a die for each commander who currently possesses individual initiative to determine whether or not he becomes recalled by Fremont. On a die-roll of 1 or 2, a commander with individual initiative has his Independent Attack marker flipped over to its recalled side. During the Movement Phase, all units of a recalled brigade must end their movement at least 4 hexes away from all Confederate units, or suffer rout movement at the end of the phase. The Recalled marker is removed during the Final Command Phase and the brigade reverts to being uncommitted. A brigade which has been recalled may not achieve individual initiative again on the same day. (see 30.33). This is done by withdrawing orders from the first brigade during one Player-Turn, and then reassigning them during the next Player-Turn. **Example:** The Union player decides to switch orders from Milroy’s brigade to Schenck’s brigade. During the Withdrawal segment of the Union Initial Command Phase, he withdraws Milroy’s brigade, flipping the Under Orders marker to its Withdrawn side. During the Movement segment of that Player-Turn, he moves all of Milroy’s regiments at least 4 hexes away from all Confederate units. During the Union Final Command Phase, he removes the Withdrawn marker from Milroy. During the Orders segment of the next Union Player-Turn, he may reassign the Under Orders marker to Schenck (assuming that Fremont’s Initiative Level has not decreased in the meantime).

[30.43] If Fremont’s Initiative Level rises above zero, the Union player may resume the independent initiative die-rolls. However, any brigade which has been committed previously during a day may not achieve individual initiative again in the same day (it may be assigned orders though). The Union player should note on the OB Roster which brigades have been recalled.

[30.5] BCE LOSS AND COMMITMENT

A committed brigade that loses BCE must be withdrawn or recalled in the next Union Initial Command Phase. In the case of withdrawal, the Union Orders marker may be reassigned to an eligible brigade during the next Union Initial Command phase (if Fremont’s current Initiative Level is sufficiently high). A brigade which currently lacks BCE may never be committed.

[30.6] LEADER LOSS AND COMMITMENT

[30.61] Leader loss has no effect upon a brigade under orders. If the leader of a brigade under orders becomes a casualty, the Under Orders marker is placed on any regiment of his brigade until it can be placed on his replacement.

[30.62] If a brigade which has achieved individual initiative has a leader who becomes a casualty, that brigade loses individual initiative starting with the next Union Initial Command Phase. The Independent Attack marker is placed on any regiment in the brigade. The marker must be flipped over to its recalled side during the next Union Initial Command Phase. During the following Movement Phase, all units of the brigade must be moved at least 4 hexes away from all Confederate units or suffer rout as per 30.42. The Union player may not roll for this brigade’s initiative again during the same day.

[30.63] The loss of Fremont has no effect on Union commitment. His successor plays the exact same roll in assigning orders.

[30.7] DIVISIONAL UNITS

The three divisional cavalry units (the 3rd West Virginia and 6th Ohio attached to Fremont’s division and the 4th New York attached to McKinley’s division) and all artillery units in Fremont’s Corps have no restrictions upon their movement so long as Fremont’s Initiative Level is greater than zero. However, should Fremont’s Initiative Level ever be at zero during the Union Initial Command Phase, the divisional units may not move within 3 hexes of an enemy unit, and any unit currently within this 3 hex range must move at least 4 hexes away from all Confederate units. Units which fail to meet this restriction at the end of the Movement Phase must rout as per 30.34. Once Fremont’s Initiative Level climbs to 1 or more, this restriction is lifted.

See example on page 8.

**31.0] CONFEDERATE OFFENSIVE**

**COMMENTARY:**

Unsafe of whether Shields or Fremont would engage him first, Jackson issued strict orders to Ewell for the 8th that he stay near Port Republic in order to cross the river if need be. Once the morning dash by Union forces into the town had been driven back, Jackson released Ewell from his previous orders and allowed him to go over to the offensive.

**GENERAL RULE:**

Cases 33.4 and 33.6 specify when the Confederate player becomes eligible to declare the offensive in the Cross Keys and The Crossroads scenarios. No Confederate unit may cross the Confederate Restrains Line until the offensive has been declared. When eligible to declare the offensive, the player may announce it in the Final Command Phase of any Confederate Player-Turn. In all Game-Turns following the declaration, Confederate units are free to cross the Restrains Line. Also, on the Game-Turn after the offensive is declared, the Confederate player becomes the first player in the Sequence of Play for the rest of the game. In effect, the Confederate player is given two back-to-back Player-Turns once during the game.

**32.0] ENTERING REINFORCEMENTS**

**GENERAL RULE:**

Reinforcements enter on the entry hex assigned to them in the reinforcement schedule. Reinforcements may enter in any formation (except artillery which must enter limbered). They are considered to enter play in a long line stretching off the map.

**PROCEDURE:**

Units enter the map one regiment or three sections at a time. The first unit or stack of sections pays the normal Movement Point cost to enter the entry hex. Each subsequent regiment or stack of sections must expend additional Movement Points to enter the map. For example, if the first unit to enter play used a road and paid 1 Movement Point, the second unit would pay 2 Movement Points, the third 3, and so forth.

**CASES:**

**32.0] WITHHOLDING REINFORCEMENTS**

If a player cannot get all of the reinforcements assigned to enter through a given entry hex on the map in one Player-Turn, he must withhold the extra units and enter them during subsequent Player-Turns at the same entry hex. A player may voluntarily withhold reinforcements as long as he likes, but they may only enter during a friendly Move- ment Phase at their assigned entry hex. (Excep- tion: See 32.2.)

**32.2] BLOCKED REINFORCEMENTS**

If the entry hex assigned to a given set of reinforcements is occupied by an enemy unit or is in an enemy ZOC during the friendly Movement Phase in which reinforcements were due to arrive, the reinforcements are delayed one Game-Turn and may then enter from the nearest unblocked hex on the same map-edge.

**33.0] CROSS KEYS**

**GENERAL RULE:**

The Cross Keys scenario simulates the battle fought on 8 June 1862 between Fremont and Ewell. The game begins with Game-Turn 2 and proceeds to the conclusion of Game-Turn 15. The Union player is the first player in the Sequence of
Example of Union Player-Turn

In the previous Confederate Player-Turn, the 15th Alabama and the 21st North Carolina regiments moved to their present positions, placing both regiments of Bayard's brigade within 3 hexes of them, and Koltes' brigade lost BCE.

Union Initial Command Phase: At the start of this phase, only Koltes' brigade is committed, being under orders from Fremont. Fremont's Momentum marker is in the -2 box of the Momentum Track, giving Fremont an Initiative Level of 1. Since the Union player already has one brigade under orders (Koltes), he may give orders to no additional brigades. The Union player then flips the Under Orders marker on Koltes to its Withdrawn side, as mandated by 30.33. Finally, he chooses to make the one individual initiative die-roll he is entitled to, and rolls for Milroy's brigade. The result is a 1, which means that Milroy passes the check, and the Union player places an Independent Attack marker on Milroy, thus committing his brigade.

Union Movement Phase: Since Milroy's brigade is now committed, the Union player moves all of Milroy's regiments within the 3 hex limit of Confederate units (marked with a dashed line). The 1st NJ cavalry unit is not moved, and thus may remain within the 3 hex limit even though Bayard's brigade is not committed (see 30.1). The 1st Pennsylvania cavalry, on the other hand, is moved and must therefore end its movement beyond the 3 hex limit. Cluseret's regiments move as close as possible to the enemy, but may not move within 3 hexes, since the brigade is uncommitted. Koltes' two uncommitted regiments must be withdrawn at least 4 hexes away from all enemy units as per 30.34. The pinnned regiment, being unable to comply with this requirement by the end of the Movement Phase, is routed at the end of this phase.

Union Final Command Phase: The Union player removes the Withdrawn marker from Koltes. (Assuming that Fremont's Initiative Level remains at 1, during the next Union Initial Command Phase the Union player may again use the Under Orders side of this marker to commit another Union brigade.)

[33.1] SETTING UP THE GAME

Only Confederate units begin the game on the map as indicated below. Once these units are deployed, the Union player puts the Game-Turn marker on Game-Turn 2 of the Game-Turn Record Track and begins to enter his units as per the Reinforcement Schedule (33.2).

Confederate Deployment Schedule

EWELL'S DIVISION: See note below

Ewell

INFANTRY (brigades deployed in line)
Stuart's Brigade
Elzeey's Brigade

Trimble's Brigade

ARTILLERY (sections deployed unlimbered)
Lusk (A,B,C)  
Rice (A,B)  
Courtney (A,B,C)  
Raines (A,B)  
Brockenbrough (A,B)

Note: All units of Ewell's division are deployed anywhere west of Mill Creek and north of the North River.

RESERVE BRIGADES: See note below

INFANTRY (brigades deployed in line)
Taylor's Brigade  
1426,1427,1526,1527, and 1528
Patton's Brigade  
1330,1331, and 1430

Note: The reserve brigades are stacked one regiment per hex in their respective encampment areas. These units are not considered encamped (see 33.3).

[33.2] REINFORCEMENT SCHEDULE

[33.21] Union Reinforcements

Game-Turn 2

BLENDER'S DIVISION: Entry hex B (2201)  
or C (1501)  
Blender  
Stahel's Brigade  
Bohls' Brigade  
Koltes' Brigade  
Divisional Artillery (10 Sections)  
4th New York Cavalry  
Blender's Supply Wagon

FREMONT'S DIVISION:  
Entry hex B (2201) or C (1501)  
Fremont  
Milroy's Brigade  
Cluseret's Brigade
Schenck's Brigade
Divisional Artillery (16 Sections)
3rd West Virginia Cavalry
6th Ohio Cavalry
Fremont's Supply Wagon

Game-Turn 6
Bayard's Brigade at entry hex B (2201) or C (1501)

[3.22] When Fremont and Blenker enter on Game-Turn 2, each division uses a different entry hex. All units in a division must enter through the same entry hex, but the Union player has his choice of which entry hex each division will use. On Game-Turn 6, all the units in Bayard's brigade must enter on one of the two entry hexes, but the Union player has his choice of which entry hex to use.

[3.23] There are no Confederate reinforcements in this scenario.

[3.3] RELEASING TAYLOR AND PATTON
The brigades of Taylor and Patton are considered already detached to Jackson before the start of the game and hence are treated as independent brigades for the purposes of this scenario. These brigades begin the game in reserve and may not be moved until released. Taylor's brigade is released at the beginning of Game-Turn 9 and Patton's brigade on Game-Turn 10. Should a Union unit move within 3 hexes of a reserve regiment or should one of these units be fired upon, the brigade is automatically released from reserve.

[3.31] Until released, no regiment of a reserve brigade may voluntarily move or change formation. It may, however, change facing, fire, and defend against melee.

[3.32] A Union unit that fires upon or passes within 3 hexes of a reserve brigade releases that brigade even if it does not end its Movement Phase within the 3 hex radius. The release of one brigade does not automatically trigger the release of the other reserve brigade; each brigade must be released independently.

[3.4] DECLARING THE OFFENSIVE
The Confederate player may declare the offensive during any friendly Final Command Phase from Game-Turn 6 on.

[3.5] AMMUNITION DEPLETION
[3.51] When checking for ammunition depletion, small-arms units of both sides become depleted on a die roll of 1, only.
[3.52] When checking for ammunition depletion, artillery units of both sides become depleted on a die roll of 1 or 2.

[3.6] THE HISTORICAL SCENARIO
The historical scenario tries to recreate as faithfully as possible the conditions which produced the Battle of Cross Keys. The cornerstone of this scenario is Section 30.0, which imposes upon the Union player the same command restraints that Fremont's timidity actually imposed upon Union conduct during the engagement. The Union player does not play the role of the overall commander, since he is denied full control of his forces by the constraints of Fremont's generalship; rather, his role is that of the various brigade commanders who were, in truth, the actual sources of Union initiative during the battle. Despite the Union command restraints, the victory conditions presented below are balanced to give a Union player who handles his force well a credible chance of winning.

In addition to the Victory Points awarded as per 28.0, each player receives Victory Points for meeting the conditions in the following rules.

[3.61] Victory Point Schedule

<table>
<thead>
<tr>
<th>UNION PLAYER ONLY</th>
<th>VICTORY POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>For each Fremont Initiative Level above zero at end of game</td>
<td>30 VP's</td>
</tr>
<tr>
<td>BOTH PLAYERS</td>
<td></td>
</tr>
<tr>
<td>Occupying or being last to pass through Mill Creek Church (1617)</td>
<td>30 VP's</td>
</tr>
<tr>
<td>Occupying or being last to pass through Mill Creek Schoolhouse (1425)</td>
<td>60 VP's</td>
</tr>
</tbody>
</table>

[3.62] Union Automatic Victory Condition: The Union player automatically wins a Decisive Victory if any Union unit ends a Union Player-Turn occupying hex 1040, adjacent to the North River Bridge.

[3.63] Confederate Automatic Victory Condition: The Confederate player automatically wins a Decisive Victory if the following two conditions are met:
1. Any Confederate Player-Turn occupies or was the last to pass through both Union entry hexes (2201 and 1501);
2. Fremont's Initiative Level has been reduced to zero.

[3.7] THE FREE PLAY SCENARIO
The free play scenario permits players to use the forces at their disposal in any way they see fit, allowing them to experiment with all the potential which were never realized in the historical outcome. The key to this scenario is the elimination of Section 30.0. The victory conditions in this Case reflect the Union player's greatly enhanced striking power.

The free play scenario is played ignoring Section 30.0. The Union player may move his units without restriction. Cases 25.4 and 25.5 are ignored, and the Union player is free to detach and attach brigades as per 17.6 of the Standard Rules. The Confederate player is free to cross the Confederate Restraint Line (31.0) without having to declare an offensive. Taylor's brigade is released on Game-Turn 6 and Patton's brigade on Game-Turn 7. In addition to the Victory Points awarded as per 28.0, each player receives Victory Points for meeting the conditions in the following rules.

[3.71] Victory Point Schedule

<table>
<thead>
<tr>
<th>UNION PLAYER</th>
<th>VICTORY POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Occupying or being last to pass through Mill Creek Schoolhouse (1425)</td>
<td>60 VP's</td>
</tr>
<tr>
<td>Occupying or being last to pass through 1040 adjacent to North River Bridge</td>
<td>100 VP's</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>CONFEDERATE PLAYER</th>
<th>VICTORY POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Occupying or being last to pass through Mill Creek Schoolhouse (1425)</td>
<td>60 VP's</td>
</tr>
<tr>
<td>Occupying or being last to pass through Mill Creek Church (1617)</td>
<td>100 VP's</td>
</tr>
</tbody>
</table>

[3.72] Union Automatic Victory Condition: The Union player automatically wins a Decisive Victory at the end of any Union Player-Turn in which a Union unit occupies a hex of Port Republic.

[3.73] Confederate Automatic Victory Condition: The Confederate player automatically wins a Decisive Victory at the end of any Confederate Player-Turn in which a Confederate unit occupies or was last to pass through both Union entry hexes (2201 and 1501).

[3.8] LEVELS OF VICTORY

[3.81] Historical Scenario: After the player with the higher Victory Point total has subtracted his opponent's score from his own, he compares the difference to the following schedule to determine the level of victory he has achieved:
- 0 to +50: Draw
- +51 to +150: Tactical Victory
- +151 and up: Decisive Victory

[3.82] Free Play Scenario: In the Free Play scenario, the Confederate player subtracts the Union player's Victory Point total from his own, and compares the resulting difference to the following schedule:
- 0 and up: Confederate Decisive Victory
- -1 to -100: Confederate Tactical Victory
- -101 to -200: Draw
- -201 to -300: Union Tactical Victory
- -301 and less: Union Decisive Victory

[3.9] ENCAMPMENT AND ALERT

COMMENTS:
Jackson's division began the morning of June 8th encamped and preparing for worship. Due to a light ground fog and the rout of their screening cavalry (the 2nd Virginia, off-map), the division was taken by complete surprise when Union cavalry and artillery entered Port Republic.

GENERAL RULE:
All units in Jackson's division, including Jackson himself, and the units set up in the Train Park begin the game encamped. Encampment is considered a unique formation; encamped units may neither move nor fire. Encamped units may not assume another formation until after the Confederate player becomes alerted either by a Union action or by a Confederate die roll.

CASES:

[3.4] ENCAPSED FORMATION
Units which set up in an encampment area begin the game in encamped formation. Encampment units may not move, fire, or change formation. They have no facing and are always considered enfiladed when fired upon.

[3.11] Jackson and the units of the Train Park may leave encamped formation during the Confederate Movement Phase of the Game-Turn in which the Confederate player is alerted. (Exception: See 34.3.)

[3.12] The brigades of Patton, Taylor, Winder and Taliaferro, and all Confederate artillery sections in the Artillery Reserve and Military Ridge Encampment Areas may leave encamped formation during the Confederate Movement Phase of the Game-Turn following the turn in which the Confederate player is alerted.

[3.13] Encamped infantry, cavalry, and artillery units must pay the normal cost for changing formation when leaving encamped status. They may assume any formation the Confederate player desires. Once a unit has left encamped formation, it may move using the remainder of its Movement Allowance. Leaders and supply wagons leave encamped formation at no extra cost (they do not pay to change formation).

[3.2] BECOMING ALERTED
The Confederate player is immediately alerted when a Union unit fires on an encamped Confederate unit, or enters a hex of Port Republic. The Confederate player may also be alerted by his
own pickets (not represented in the game). During the Confederate Initial Command Phases of Game-Turns 2 and 3, the Confederate player rolls a die to determine whether or not he becomes alerted (assuming he has not already been alerted by Union action). On Game-Turn 2, the Confederate player is alerted on a die roll of 1 or 2. On Game-Turn 3, the Confederate player is alerted on a die roll of 1-4. On Game-Turn 4, the Confederate player is automatically alerted.

[34.3] THE TRAIN PARK

Should the Confederate player become alerted by a Union unit entering a hex of Port Republic, all Confederate units in the Train Park immediately rout off the map except for the three sections of Carrington's battery. Each of Carrington's sections makes a Morale Check and those sections which pass remain encamped where they are. Sections which fail this check immediately rout off the map. The Confederate player may try to recover routed units in later Player-Turns.

[34.31] When a supply wagon or artillery unit is called upon to rout off-map, the whole unit routs, not just the crew. This is an exception to 13.25 in the Standard Rules.

[34.32] During each Confederate Initial Command Phase following the rout of the Train Park, the Confederate player may roll one die for each unit still off-map. On a roll of 1, he rolls the die again. If the second roll is a 1-3, the unit in question is recovered and may re-enter play in the following Movement Phase at entry hex D0139. Recovered units are subject to all normal rules covering reinforcements (see 32.0).

[34.33] The units of the Train Park which rout off-map are not considered to have executed strategic retreat. The Union player does not receive Victory Points for those units which have still not been recovered by the end of the game.

[35.0] NIGHT

GENERAL RULE

Game-Turns 16 and 17 are night Game-Turns. At the beginning of the first night Game-Turn, all Pinned markers are removed from the map. During a night Game-Turn, no combat of any form may occur and no unit of either side may move adjacent to an enemy unit (35.2). Special rules apply to movement at night. During the Straggler Recovery Interphase which occurs at the end of Game-Turn 17, infantry and cavalry units which have lost two or more Strength Points may attempt to recover some of their strength. The Confederate player may also replace the wagon bridge during a night Game-Turn.

CASES:

[35.1] NIGHT AND UNION COMMITMENT

During the Union Initial Command Phase of the first night Game-Turn, the Union player must withdraw all brigades under orders (30.34) and recall all brigades whose commanders have achieved individual initiative (30.42). Orders may not be assigned during either night Game-Turn, and the Union player may not roll for individual initiative.

[35.11] Beginning with Game-Turn 18 (the first turn of the second day), the Union player may again assign orders and roll for individual initiative if Fremont's Initiative Level is one or more.

[35.12] Beginning with Game-Turn 18, the Union player may roll for individual initiative for all brigade commanders whose brigades still have BCE and have a morale of 3 or greater, regardless of whether or not they were placed under orders or recalled during the previous day.

[35.2] NIGHT MOVEMENT

[35.21] The first player in the Sequence of Play must move all his units so that they are at least one hex away from all enemy units by the end of his Movement Phase in the first night Game-Turn. Units may enter only one ZOC during the course of their night movement, but they may not trigger withdrawal fire in the process (see 35.3). Units which cannot meet these requirements are not moved at all and are captured by the enemy player at the end of the Movement Phase.

[35.22] The second player in the Sequence of Play must move all his units so that they are at least two hexes away from all enemy units by the end of his Movement Phase in the first night Game-Turn, using the conditions given in 35.21. Units which cannot meet these requirements are captured.

[35.23] No unit may move within 2 hexes (and in the case of units in Fremont's Corps, within 3 hexes) of an enemy unit during the second night Game-Turn.

[35.24] Union leaders may not be moved during night Game-Turns unless stacked with a friendly unit meeting the movement requirements of 35.21, 35.22, or 35.3.

[35.25] The normal costs for moving along a road (see the Terrain Effects on Movement Chart: (see 5.9.1 on the map) are halved during night Game-Turns to reflect the greater amount of time these turns represent. Other terrain costs are not affected.

[35.26] All Pin markers are removed from each player's units at the start of the first night Game-Turn.

[35.27] Abandoned guns are not subject to the requirements of 35.21 and 35.22. Their crews, however, are subject to all of the rules of night movement.

[35.3] NIGHT EFFECTS ON COMBAT

No fire combat of any kind may occur during a night Game-Turn. No unit may initiate melee. Should units be engaged at the start of the first night Game-Turn, the first player in the Sequence of Play must retreat his units two hexes, subject to all restrictions of 35.21 (which may mean that these units are captured instead of being retreated). The Engaged marker is left on the section of the player's Movement Phase, he too must retreat all of his engaged units two hexes, subject to all restrictions of 35.22. Artillery units may be limbered before executing their retreat (exception to 14.3).

[35.4] STRAGGLER RECOVERY

During the Straggler Recovery Interphase which occurs at the end of Game-Turn 17, each player may attempt to recover a Strength Point for each friendly infantry and cavalry unit which has lost two or more Strength Points (a unit may never be brought up to its original strength).

[35.41] The owning player rolls a die for each eligible friendly unit. If the unit has not moved during either night Game-Turn, it recovers a Strength Point on a roll of 1-3. If the unit moved during one night Game-Turn, it recovers a Strength Point on a roll of 1 or 2. If it moved during both night Game-Turns, it recovers a point on a roll of 1.

[35.42] When a Strength Point is recovered for a unit, the player increases the Current Strength Mark on the unit by one and places a Most-casualty box on its brigade's BCE track on the OB Roster (see 30.27 and 30.28).

[35.43] Boxes on the OB Roster marked off for captured Strength Points are never erased, only for casualties. Players should adjust the marks on the Roster if Strength Points are recovered. All remaining casualty and capture marks should be moved to the left to determine if the brigade has regained BCE.

[35.44] A brigade may recover enough Strength Points during Straggler Recovery to regain BCE. The recovery of BCE by any brigade has no effect upon Fremont's Momentum, but if a brigade loses BCE a second time, the Momentum Points gained or lost are registered on Fremont's Momentum Track again. A brigade that recovers BCE on the second day has one less Momentum Point than it had on the first day (see 39.27).

[35.45] Victory Points are not awarded for Strength Points which are lost during the first day and then recovered by straggler recovery.

[35.46] To keep track of which units have moved how many times during the night, it is recommend that players place a strength counter marked 1 on all units or stacks that moved once, and a strength counter marked 2 on units or stacks which have moved twice. The counters should be removed just before the players begin Game-Turn 18.

[35.5] EMPLACING THE WAGON BRIDGE

The Confederate player may emplace the wagon bridge across either the upper or lower fords during any night Game-Turn. To place the wagon bridge, he must have at least one unpinned, unrotated infantry regiment adjacent to the ford hexside at the beginning of his final Command Phase. The unit may not have been moved during the preceding Movement Phase though it may change facing and formation. If these conditions are fulfilled during either night Game-Turn, the Confederate player may place one Wagon Bridge marker on the hexside of the ford hexside. See 23.0. The wagon bridge may never be placed across Pickney's Ford.

[36.0] THE CROSROADS

GENERAL RULE:

The Crosroads scenario simulates the entire two day period over which the battles of Cross Keys and Port Republic were fought. The game begins on Game-Turn 1 and continues to the conclusion of Game-Turn 25. The Union player is the first player in the Sequence of Play until the Confederate player declares the offensive.

CASES:

[36.1] SETTING UP THE GAME

The Union player deploys his units according to the Union deployment schedule and then the Confederate player places his units according to his schedule. The Union player places the Game-Turn marker on the first space of the Game-Turn record track and then begins play with his first Player-Turn.

[36.11] Union Deployment Schedule

CAVALRY (regiments in mounted formation)
1st West Virginia hex 1948

ARTILLERY (sections in limbered formation)
1st Ohio (A,B) hex 1948

[36.12] Confederate Deployment Schedule

JACKSON'S DIVISION: See note below

Jackson hex 0440

IN validate BRIGADES (regiments deployed encamped, one per hex)

Winder 203, 206, 213, 217, 226
Taliaferro 1636, 1637, 1737
Patton 1330, 1331, 1430
Taylor 1426, 1427, 1526, 1527, 1528

ARTILLERY (sections deployed encamped)
MILITARY RIDGE (3 sections deployed per hex)
Wooding (A, B, C) Military Ridge
Carpenter (A, B) (hexes 1239, 1240, 1339, 1439)
Poague (B, A, C) (hexes 1393, 1739, 1839)

ARTILLERY RESERVE (2 sections maximum per hex)
Cutshaw (A, B) Artillery Reserve
Caskie (A, B) (hexes 1233, 1333)

TRAIN PARK (3 sections in one hex)
Carrington Train Park (hexes 0138, 0139, 0140, 0238, 0239)

CAVALRY (deployed encamped, one per hex)
6th Virginia Train Park
7th Virginia (hexes 0138, 0139, 0140, 0238, 0239)

Note: The Encampment Areas for Jackson's division are indicated on the map.

EWELL'S DIVISION: See note below

INFANTRY (brigades deployed in line)
Trimble's Brigade
Steuart's Brigade
Eley's Brigade

ARTILLERY (sectors deployed unlimbered)
Lusk (A, B, C)
Rice (A, B)
Courtney (A, B, C)
Brokeinbrough (A, B)
Raines (A, B)

SUPPLY WAGONS
Supply Wagon A Train Park
Supply Wagon B Train Park

Note: All units in Ewell's division are deployed anywhere west of Mill Creek and north of the North River.

[36.2] REINFORCEMENT SCHEDULE

[36.21] Union Reinforcements

GAME-TURN 6
Bayard's Brigade at entry hex B (2201) or C (1501)

GAME-TURN 7
Tyler's Brigade, E 4 US (A, B, C), and H 1 Oh (A, B, C) at entry hex A (3944)

GAME-TURN 10
Shields' supply wagon at entry hex A (3944)

[36.22] When Fremont and Blenker enter on Game-Turn 2, each division uses a different entry hex. All of the units in a division must enter on the same entry hex, but the Union player has his choice of which hex (B or C) to use for each division. On Game-Turn 6, Bayard's brigade may enter from either entry hex, but all of the regiments of his brigade must use the same hex.

CONFEDERATE REINFORCEMENTS

GAME-TURN 17
Imboden (A, B, C) and Chew (A, B) at entry hex D (0139)

[36.3] DECLARING THE OFFENSIVE

The Confederate player may declare the offensive (see 31.0) during any friendly Final Command Phase beginning with Game-Turn 6, provided that there are no Union units within 2 hexes of any hex of Port Republic. In addition to the normal rules concerning the offensive, the Confederate player may not detach any brigades from Jackson's division until after the offensive has been declared.

BRIDGE BURNING (Optional)

Both the North River Bridge and the wagon bridge may be burned, thus limiting the ability of units to cross rivers. Although the North River Bridge was actually burned by the Confederates during the Battle of Port Republic, this rule is kept optional because it can be devastating in Union hands. Either player may attempt to burn the North River Bridge during his Final Command Phase if the following conditions are met:

1. An unscanned, unrumored infantry or cavalry unit has spent the entire friendly Player-Turn adjacent to the bridge hexside. This unit may change facing and formation, but it must not move.
2. There are no enemy units, other than abandoned guns, on the opposite bank hex.

A player who meets these conditions may roll one die during his Final Command Phase. On a roll of 1-3, the bridge is burned. On a roll of 4-6, the bridge remains intact. A player may attempt to burn the bridge once each friendly Player-Turn in which these conditions are met.

[36.4] Once the bridge is burned, the hexside reverts to a normal river hexside and may never be crossed.

[36.22] Either player may also destroy the wagon bridge (see 23.0) exactly as he would destroy the North River Bridge, except that no die roll is necessary: if a player so desires, destruction is automatic once the conditions outlined in 36.4 are met. Once destroyed, the wagon bridge may never be rebuilt and the hexside reverts to a normal ford hexside.

FORDS

Heavy rains over the night of June 8th/9th swelled the rivers to record levels. Beginning with Game-Turn 18, the following restrictions apply to the ford hexsides.

[36.51] No unit may cross Pirke's Ford. This restriction applies to all types of movement, whether voluntary or as a result of rout or retreat. A leader's Effectiveness Radius may not be traced across this hexside.

[36.52] Units may still cross the upper and lower ford hexsides. However, only 1 regiment or 3 sections may cross each ford hexside per friendly Movement Phase, unless that ford has had the wagon bridge placed over it (see 23.0 and 35.5).

Units may still perform rout and retreat movement across these ford hexsides, but no unit may initiate melee across them.

AMMUNITION DEPLETION

When checking for ammunition depletion during the first day (Game-Turns 1 through 15), small-arms units of both sides become depleted on a die-roll of 1, and artillery units become depleted on a die-roll of 1 or 2.

When checking for ammunition depletion during the second day (Game-Turns 16 through 25), small-arms units of both sides become depleted on a die-roll of 1 or 2, and artillery units become depleted on a die-roll of 1-3.

THE HISTORICAL SCENARIO

COMMENTARY

The historical version of The Crossroads scenario uses the same rationale as the historical Cross Keys scenario (see 33.6). In this campaign game the full sweep of the strategic problems facing each side can be better appreciated.

In addition to Victory Points awarded as per 28.0, each player receives additional Victory Points for meeting the conditions in the Victory Point Schedule.

VICTORY POINTS

UNION PLAYER

For each Fremont Initiative Level above zero at end of game 30 VP's
Occupying or being last to pass through Mill Creek Church (1617) 30 VP's
Occupying or being last to pass through Mill Creek Schoolhouse (1425) 60 VP's
Per Shields' Command SP or gun left on map (see 36.72) 2 VP's

CONFEDERATE PLAYER

Occupying or being last to pass through Mill Creek Church (1617) 30 VP's
Occupying or being last to pass through Mill Creek Schoolhouse (1425) 60 VP's

To receive 2 Victory Points for each Strength Point or gun of Shields' Command left on the map at the end of the game, the Union player must be able to trace a path of hexes of any length, uninterrupted by enemy units or ZOC's, from its final position to hex 3944. For purposes of this victory condition, friendly units negate the effects of enemy ZOC's in the hexes they occupy.

Union Automatic Victory Condition: The Union player wins a Decisive Victory either if a unit from Shields' Command occupies a hex of Port Republic at the end of Game-Turns 15 or 25, or if a unit of Fremont's Corps ends a Union Player-Turn in hex 1040, adjacent to the North River Bridge.

Confederate Automatic Victory Condition: The Confederate player automatically wins a Decisive Victory at the end of any Confederate Player-Turn in which a Confederate unit occupies or was the last to pass through all three Union entry hexes (A, B, and C).
**[36.8] THE FREE PLAY SCENARIO**

**COMMENTARY:**
The free play scenario for The Crossroads follows the same rationale as the free play Cross Keys scenario (see 33.7). The greater number of variables can drastically change the outcome of the historical battle.

The following rules are not used when playing the free play scenario: 25.4, 25.5, and 30.0. Section 31.0 is modified in that the Confederate player may freely cross the Confederate Restriment Line before the offensive is declared. 36.3 is modified in that the Confederate player is free to detach brigades from Jackson's division before the offensive has been declared.

**[36.81] ADDITIONAL VICTORY POINT SCHEDULE**

- **UNION PLAYER**
  - Occupying or being last to pass through Mill Creek Schoolhouse (1425) 60 VP's
  - Occupying or being last to pass through North River Bridge 60 VP's
  - Per Shields' Command SP or gun left on map (see 36.72) 2 VP's

- **CONFEDERATE PLAYER**
  - For occupying or being last to pass through Mill Creek Schoolhouse (1425) 100 VP's
  - For occupying or being last to pass through Mill Creek Church (1617) 100 VP's

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**[36.82] UNION AUTOMATIC VICTORY CONDITION:**
The Union player automatically wins a Decisive Victory either if a unit of Shields' Command occupies a hex of Port Republic at the end of Game Turns 15 or 25, or if a unit of Fremont's Corps ends a Union Player-Turn in any hex of the town of Port Republic.

**[36.83] CONFEDERATE AUTOMATIC VICTORY CONDITION:**
The Confederate player automatically wins a Decisive Victory at the end of any Confederate Player-Turn in which a Confederate unit occupies or was the last to pass through all three Union entry hexes (A, B, and C).

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**[36.9] LEVELS OF VICTORY**

**[36.91] HISTORICAL SCENARIO:** After the player with the higher Victory Point total has subtracted his opponent's score from his own, he compares the difference to the following schedule to determine the level of victory he has achieved:

- 0 to + 50: Draw
- + 51 to + 150: Tactical Victory
- + 151 and up: Decisive Victory

**[36.92] FREE PLAY SCENARIO:** In the Free Play scenario, the Confederate player subtracts the Union player's Victory Point total from his own and compares the resulting difference to the following schedule:

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**[5.3] INDEPENDENT REGIMENTS AND BATTERIES (new case)**

Independent regiments and batteries (marked "independent") 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.

**[8.17] (addition) The phrase "...any other unit except..." should actually read "...any other friendly unit except..."**

**[11.1] (addition) The last sentence should read:**

"An uncrowded supply wagon may not be used to resupply units nor may it move in any Phase."

**[11.23] (new case) To be resupplied, a unit must be 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, 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 have to 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 it is occupied by a friendly unit or through an enemy occupied hex.

**[12.31] (new case) The "effective strength" of a unit may be reduced by crossing certain hex- sides during the Melee Phase (see 9.56). The unit's current Strength is only reduced temporarily and its strength measure is not changed.**

**[15.15] (clarification) The first sentence should read:**

"When an unlimbered artillery crew is routed, the crew routs but the guns remain in the original hex."

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**Historical Background**

by Dr. David G. Martin

On 24 May 1862, President Abraham Lincoln and his advisors decided that they had been plagued long enough by Major General Thomas Jonathan Jackson and his Confederate Army of the Valley. In the previous two months, Jackson had marched up and down the lush Shenandoah Valley, paralyzing three Union armies that had a strength almost four times his own. Jackson's successes had not only embarrassed Lincoln's government, but also dissuaded reinforcements intended for use by McClellan in his drive on Richmond.

Now came news that Jackson was at it again. On 23 May, he overwhelmed the Union garrison at Front Royal, and was marching against Major General Nathaniel P. Banks' army near Winchester. At least Lincoln now knew for certain where the elusive Jackson was. He had been waiting for such an opportunity, and now he sent in motion his plan to capture or destroy Stonewall and his army. Major General John C. Fremont was ordered to move his army of 15,000 from Franklin, Virginia, east to Harrisonburg to seal off the southern end of the Valley. Major General Irvin McDowell was to send 20,000 men from his corps at Fredericksburg to cover the opening in the Blue Ridge at Front Royal. With Banks' army of 9,000 blocking the northern end of the Valley at Winchester, Jackson and his men would be trapped in the Valley and eliminated.

Jackson, on 24 May, was unaware of Lincoln's plans, but was intent on attacking Banks and driving him out of the Valley. Then he could threaten the Union lines along the Potomac, a movement General Joseph E. Johnston had suggested in order to take some pressure off Richmond. The early stages of this offensive had gone very well. After concentrating his Valley army (now in two divisions, his own and Ewell's, totaling 16,000 men and 48 guns), he had feinted towards Strasburg, where he left Ashby's cavalry to screen Banks' main force. Jackson then crossed the Massanutten Mountain at New Market and destroyed Kenly's 1,000 man garrison at Front Royal on the 23rd.
The morning hours of the 24th were tense as Jackson waited to hear what Banks was doing: staying at Strasburg, retreating north to Winchester, or withdrawing west to join Fremont or east toward Washington. Once it was determined that Banks was heading north, Jackson rushed his tired men to catch and destroy Banks before he reached Winchester. This goal was not achieved, however, due to effective Union rearguard actions, and because much of the Confederate cavalry stopped to loot a captured supply train. That night, Banks formed his men in a relatively strong position on some hills at the southern edge of Winchester.

Early the next morning (25 May) Jackson attacked and carried Winchester in what was one of his better tactically directed battles. All that was lacking to destroy Banks's smashed army was a determined cavalry pursuit, which was not possible because of command and organizational problems. Ashby took a wrong road, and "Maryland" Stuart, head of Ewell's cavalry, refused to take orders directly from Jackson. Stonewall attempted to improvise a pursuit by mounting men on artillery horses, but the tired animals gave out after a few miles, as did most of Jackson's exhausted men.

The remnants of Banks' command did not stop running until they reached the other side of the Potomac. The Federals lost during the day 500 battle casualties, and over 3,000 captured (many in hospitals), besides two cannons, 9,000 rifles, and large quantities of food, medical supplies, and other stores. Confederate losses were less than 400 all told.

After giving his men two days of much needed rest, Jackson moved them north to the Potomac and began preparations to attack Harpers Ferry. His movements brought trepidation to Washington, where it was feared he would invade Maryland or threaten the capital itself. Lincoln nevertheless persisted in his plan to destroy Jackson, even with Banks' army now temporarily out of the picture. Fremont was to block the southern end of the Valley, as previously planned, while McDowell's whole corps of 40,000 hunted down and defeated Jackson.

On 30 May, Jackson received news of Fremont's advance into the Valley from the west and McDowell's march from the east. Fully aware of these threats to his rear, Jackson withdrew his small army back to Winchester, leaving the Stonewall Brigade to cover the strong Harpers Ferry garrison (commanded by Brigadier General Rufus Saxton) and the now reviving Banks. During his return to Winchester Jackson was given the shocking news that Brigadier General James Shields (McDowell's lead division) had driven off the 12th Ga and captured Front Royal. This put Shields' force only 12 miles from Strasburg and the Valley Turnpike, Jackson's only escape route to the south, while most of Jackson's men were at least 30 miles from that city. To make matters worse, Fremont was then but a day's march west of Strasburg, which he had decided to march to instead of Harrisonburg.

How Jackson extricated himself from this trap is one of the great episodes of military history. Not only did he escape Lincoln's trap, but he even turned back to divide and defeat his numerous pursuers.

On 31 May, Jackson drove his men as hard as he could to reach Strasburg before the Federal forces did. First in his column came an eight-mile long train of captured supplies and prisoners. Next came his infantry — Talleferro's and Campbell's brigades, then Ewell's division. Far to the rear, still the rearguard, came the Stonewall Brigade under Winder. Ashby's cavalry held the flanks, slowing Fremont's advance and fighting Shields' advance guard at Front Royal. Though there was much straggling (mostly from exhaustion), all of Jackson's army safely passed Strasburg by noon of 1 June. Most of his units had marched about 30 miles in a little over 24 hours. It was one of the great forced marches of the war.

Jackson's success was due to a combination of his own hard driving spirit, and a lack of aggression on the part of his opposition. Any of the three pursuing Federal forces (Fremont, Shields, or Banks) could have crushed the weak Confederate forces screening them, but none did so. Each instead feared that Jackson might turn on him alone, and defeat him with a superior force; though the Federals collectively outnumbered Jackson 2:1, each Union general was well aware that Jackson had a force larger than any single pursuer.

Shields was detained too long by Ashby near Front Royal. He had arrived there on 30 May and did not reach Strasburg, but 12 miles away, until late on 1 June. Banks and Saxton lost an excellent chance at least to isolate and destroy Jackson's rearguard, the Stonewall Brigade, parts of which had to cover 38 miles in order to reach Strasburg. Fremont had been delayed by muddy roads and then by part of Ewell's division. Though ordered by Lincoln to advance on Harrisonburg, Fremont had instead taken his time on another route and turned up, too late to trap Jackson, at Strasburg. This lack of Union drive and coordination clearly pointed out the need for an overall Federal field commander in the Valley. Lincoln's attempt to direct operations from Washington had so far been a clear failure.

Crisis to Crisis

Though Jackson had passed the crisis at Strasburg, he was not yet in the clear. The Union forces were finally united and cooperating against him. However, the geography of the Valley soon forced another division of the Federal armies. The whole Valley is divided in two for 50 miles from Strasburg to near Harrisonburg by the Massanutten Mountain; to the west, between the Massanutten and the Alleghenies, the North Fork of the Shenandoah River flows in the Luray Valley. The Massanutten itself has only one pass at its midpoint, from New Market to the town of Luray. Fremont's army was advancing west of the Massanutten, spearheaded by Brigadier Generals George B. B. Bayard and L.T. Col. Hovey's cavalry brigade. Shields' force was advancing on the other side of the Massanutten, in the Luray Valley. Jackson was well aware that he was relatively safe as long as the two Federal forces were in separate valleys; there was always the possibility that he could attack either Harrisonburg or Luray. However, when Fremont's engineers unexpectedly put a pontoon bridge across the river, Jackson had to contumely his whole army. His march was hastened because of news from Ashby's scouts that Shields was advancing quickly up the Luray Valley, perhaps with the goal of circling the Massanutten near Harrisonburg and trapping Jackson between that city and Fremont's army advancing from New Market.

As Jackson advanced south along the Valley Pike from New Market, the rains continued and a new problem arose: the rivers were rising, and there was a strong possibility he might be checked by the North River, which flows east from the Alleghenies to Port Republic, where it joins the South River to form the South Fork of the Shenandoah River. Fortunately, there was a bridge over the North River at Port Republic that would give Jackson an escape route to the east. The Port Republic bridge thus became Jackson's next goal, since he could not afford to have it fall into enemy hands or be destroyed. Control of this bridge was to be the key to the rest of the campaign.

Ambush

The 6th of June was a day of heavy skirmishing as Bayard's cavalry caught up with Brigadier General Turner Ashby's command and surprised him all day. In a hot skirmish late in the day, Ashby captured 60 Federals, including Sir Percy Wyndham, an English professional soldier who commanded the 1st N.J. cavalry. Elated by this success, Ashby borrowed two infantry regiments from Ewell (65th Va and 1st Md) and pressed an ambush for the advancing Federals, who were led by the famous Pennsylvania Bucktails (13th Penn Reserves).

This time the tables were turned, and Ashby himself led the 58th Va into a Federal ambush. Here the Confederates again ended up the winners, taking 1,800 Union casualties (including Col. T.T. Munford of the 2nd Va cavalry, who was a good com-
JACKSON AT THE CROSSROADS EXCLUSIVE RULES, PAGE 14

mander, but much less colorful than Ashby.

On 7 June, Jackson won the third leg of his race as he reached Port Republic ahead of shields. He then had several options open, including evacuating the Valley entirely. Instead he chose to remain at Port Republic and await developments, since he still hoped to attack and defeat either or both of the Federal armies before they joined together. Jackson knew that he had control of the situation as long as he held Port Republic and its bridge. If things got too hot, he could always burn the bridge to keep Fremont and Shields from uniting, and go on his way.

Jackson’s troop positions on the night of 7 June were made awkward by local topography. The town of Port Republic is located on a peninsula at the confluence of the North River (flowing from the west) and the South River (flowing from the south), which converge together to form the South Fork of the Shenandoah River. The North River had but one crossing in that vicinity, the bridge at Port Republic which had been Jackson’s goal for several days. The South River had but two crossings near the town, both fords.

These rivers divided Jackson’s army into three parts: Ewell was positioned north of the North River to face Fremont’s advance, most of Jackson’s own division camped east of the South River to await Shields’ arrival, and Jackson himself with the army’s wagons spent the night in Port Republic. Any advantage of a central position Jackson was going to have in the anticipated conflict with Fremont and Shields would be largely negated by the communications difficulties posed by the bridge and two fords. Ominously, the three river crossings on the night of 7-8 June were guarded only by small detachments.

Narrow Escape

These dispositions set the stage for one of the more exciting escapades of the war. The time was 8:00 a.m. on 8 June. Jackson was in Port Republic, chatting with some of his staff outside the home of Dr. Kemper, where he had spent the night. Almost out of the blue, Col. Samuel Carroll and part of the 1st W Va cavalry galloped towards Port Republic from the east and forced their way across the lower of the two fords over the South River. Most of the few Confederate troops in town panicked and fled. Jackson himself and most of his staff fled under fire across the North River bridge to Ewell’s side of the river.

Had he been shot or captured, the whole course of the battle — and of the war — would undoubtedly have been different. As it was Col. Crutchfield, Jackson’s chief of artillery, was captured along with a lieutenant. The Union cavalry headed straight up Port Republic’s Main Street to where Jackson’s wagon train was conspicuously parked. Their attack was momentarily checked by a squad of infantry and two guns of Carrington’s newly formed battery.

Jackson reacted quickly once he recovered his breath. He knew that his army would be in terrible straits if the Union could burn the bridges and separate his two divisions, each to face a superior enemy force. Hastily he directed Poague’s battery to form on the north of the bridge and engage two Union guns that had taken position in the town south of the bridge. He then ordered the first infantry unit he (Talaferra’s 37th Va) to charge the bridge at all costs. The fire from the two Federal guns destroyed the bridge’s superstructure, but could not stop the 37th Va. The Federal guns were captured, and the Union cavalry retreated as suddenly as it had appeared. Col. Crutchfield even managed to escape in all the confusion. On the other hand, many of the Confederate wagoners, who had taken off at full speed when the Union raid began, did not stop until they approached Staunton, some 18 miles to the southwest.

As Carroll’s cavalry retreated, they met the infantry force that was accompanying their advance. The recombined Union force was then shelled by three Confederate batteries (Wooding, Ogden, and Carpenter’s) until they were out of range. Having suffered about 40 casualties, Carroll retired to the east, and quiet returned temporarily to Port Republic. Jackson posted Talaferra’s brigade in the town to prevent any replays of his near disaster.

In the meantime, the situation had become tense for Ewell on the north side of the South Fork. Ewell had formed a line on a wooded ridge about two miles southeast of the village of Cross Keys and seven miles northwest of Port Republic. To his front were generally open fields sloping down to a branch of Mill Creek. The road from Harrisonburg to Port Republic crossed the center of Ewell’s line, which was held by four batteries supported by Ewell’s brigade, serving also as a reserve. The left of the line was held by Steuart (now commanding an infantry brigade), while Trimble was assigned to the right. The 16th Ala was ordered to picket the front of the whole line. All together Ewell had about 5,000 men and 22 guns.

Trooper of the Virginia Cavalry, 1862

Fremont’s army approached Ewell’s position that morning (8 June) and began attacking about 10:00 a.m. On Fremont’s left, opposite Trimble, were posted Stahl’s and Bohlen’s brigade; the rest of Lantker’s German division (primarily Koltes’ brigade) was held in reserve. Milroy’s and Cluverus’ brigades formed the center of Fremont’s line, and Schenck’s brigade the right. After a sustained artillery duel, Fremont attacked with his left about noon. Stahl’s brigade moved forward steadily against the Confederate skirmishers until Trimble permitted his men to open fire at close range. The Germans wavered and then retired. Supported by the 13th and 26th Va of Eleye’s brigade, Trimble advanced to outflank Lantker, and drove back the whole Union line left flank.

Meanwhile, Milroy advanced against the Confederate center in what was no more than heavy skirmishing. An attack about 1:00 p.m. by Schenck’s brigade met more success. Here the 44th Va was driven back until supported by the remainder of Eleye’s brigade (12th Ga and 31st Va). The tide of the battle on this flank turned with the arrival of Patton’s brigade and Taylor’s 7th and 8th La, which had been sent: as reinforcements by Jackson. Defeated on both flanks, Fremont withdrew his whole force to Cross Keys.

So ended the battle of Cross Keys, termed by Taylor as "a most disastrous and a most disastrous.” Trimble’s defeat of Bleeker’s attack, and his own skillful use of reserves, permitted Ewell to win in spite of the fact that he was outnumbered 3-2-2-1 (at the start of the engagement). Union losses tallied about 700 — 430 from Stahl’s brigade alone. Ewell lost less than 300, including two wounded brigade commanders — Elyez (replaced by Walker) and Steuart (replaced by Scott).

Fortunately for Jackson, who had committed two-thirds of his force at Cross Keys, Shields’ division did not concentrate quickly or aggressively against the forces guarding Port Republic. That night, after Ewell’s success at Cross Keys, Jackson had to decide what to do next. His basic choices were to withdraw or attack, since he would have little chance of success maintaining his present position with his two divisions each facing superior enemy strength. Withdrawing would yield control of the Valley to the United Federal armies. This option was safer, but did not agree with Jackson’s offensive nature.

Instead, he decided to take advantage of his central position and attack one of his adversaries and then the other. It was a bold plan, depending on quick movement and a lack of cooperation between the two Union commanders. There was also the risk that the rain-swollen rivers might rise to threaten the two fords on the South River and divide his own army in half.

Plan of Battle

Jackson soon formed his battle plan as follows. Trimble, with his own and Patton’s brigade, was to occupy Fremont, while Jackson with the army’s other five brigades dealt with the weaker Shields. Jackson could not use his whole force against Shields, because abandonment of the north bank of the South Fork would give Fremont excellent positions from which to enfilade the Confederates as they engaged Shields. Once Shields was defeated — hopefully by 12 a.m. on the 9th Jackson told Patton — Stonewall would lead his whole command across the North River to attack Fremont a second time.

Preparations for the attack began shortly before 4:00 a.m., when Winder’s Stonewall Brigade crossed the South River bridge and then crossed the South River on an unstable bridge hastily constructed of boards and wagons. Taylor’s brigade (the army’s strongest) was to cross next, followed by Scott and Walker. Winder, now accompanied by Poag’s and Carpenter’s batteries, advanced out of Port Republic until he ran into Federal skirmishers. Driving them north-east along the river, the Stonewall Brigade reached the main Union position about a mile east of Port Republic by 7:00 a.m.

Here Tyler’s and Carroll’s brigades, about 3,000 strong in eight regiments, were drawn up awaiting the arrival of Shields and the rest of his division (Jackson mistakenly believed all of Shields’ command was already facing him). The Union line was well posted with its right on the river (the South Fork) and its left on a wooded ridge just outside the town. Its regiment from right to left were as follows: 7th Ind, 29th Ohio, 7th Ohio, 5th Ohio, 1st W Va, 84th Pa, 110th Pa, and 66th Ohio. Any Confederate advance from Port Republic had to cross a mile of open slopes of wheatfields well covered by artillery fire.

Though uncertain of the size of the Union force, Jackson opened battle as soon as Winder had his men in position. The 2nd and 4th Va with two guns of Poag’s battery were sent to turn the
Federal left, while the 5th and 27th Va held the main line awaiting the arrival of the rest of the attack force; the 33rd Va had become separated from its brigade and was not yet up. The Confederates immediately ran into numerous difficulties. Their flanking movement stalled in heavy woods, while superior Union artillery raked the rest of Winder’s line. Taylor’s brigade and the units behind it were delayed by a large traffic jam in Port Republic caused by the near collapse of the improvised wagon bridge. Jackson’s timetable was severely off schedule, and he was in fact on the verge of suffering a disastrous defeat brought on by the haughtiness of his attack.

Faced with this crisis, Jackson decided he had no choice but to concentrate his whole army against Shields. Trimble was directed to withdraw slowly from Fremont’s front and then burn the North River bridge; too quick a withdrawal would permit Fremont to post his guns on Jackson’s exposed left flank. Burning the bridge would prevent Fremont from giving aid to Shields, but would also mean the scrapping of Jackson’s plans to fight both Federal armies on the same day.

**Reinforcements**

At length Confederate reinforcements began reaching Winder. Taylor’s brigade arrived first. His leading regiment, the 7th La., was immediately detached to support Winder’s sagging left (15th and 27th Va.). There an advance was begun that initially succeeded against Carroll’s extreme right regiment, the 7th Indiana. Soon the 5th, 7th, and 29th Ohio regiments joined the fray. After a half hour’s combat, the outnumbered Confederates, who were running low on ammunition, broke and ran. Jackson sent the 31st Va and then the 52nd to stem the tide, but they too were engulfed. The Union right, reinforced by the 84th and 110th Pa. and the 5th Ohio, advanced on Port Republic and its vital fords. In a spirited charge the 5th Ohio captured one of Poeague’s guns. Affairs again looked desperate for the Confederates, until the Federal fell back by a counterattack by the 44th and 48th Va.

While this fighting raged near the river, the bulk of Taylor’s brigade was advancing against the weakened Federal left. Taylor’s progress was greatly slowed by heavy underbrush. Finally the Louisiana struck the 66th Ohio near the old coal pit. In desperate flight the Confederates captured several guns of Battery 46th US, but then lost them to a countercharge by the 5th and 7th Ohio, which had been recalled from the Federal right. As Tyler was reforming his lines, his left center was struck by a new attack spearheaded by Ewell with the remnants of the 44th and 86th Va.

Supporting Ewell’s attack was Walker with most of Elzey’s brigade (113 Va. 26 Va, and 12 Gal). The Union line staggered, and finally broke when Taliaferro’s fresh brigade arrived to enter the fray. Munford’s cavalry led the pursuit, and the hard fought battle was over. The Federals had battled well, losing only 500 casualties (plus another 500 captured); they inflicted 800 casualties on Jackson’s force, in spite of the fact they were outnumbered over 3:1. Jackson’s tactical handling of his troops had indeed been far from inspiring, especially compared with Ewell’s firm job against Fremont’s forces the day before. Jackson indeed might well have lost at Port Republic if he had not had such a preponderance of strength.

As the battle drew to a close, Trimble withdrew his brigade across the North River and burned the Port Republic bridge. Fremont then rolled his guns to the river bluffs, but was too late to affect the fighting south of the river. Later in the afternoon Jackson withdrew his tired men to the east, and the campaign was virtually over. Shields retreated under orders to Front Royal. Fremont left Cross Keys on 10 June and retired to Strasburg, where he met Banks’ tardily advancing force. Jackson moved his men to a pleasant camping site at Weyer’s Cave, about six miles south of Port Republic. On 17 June, he led his refreshed Valley army to join Lee at Richmond. Stonewall was forbidden by fate to see his beloved Shenandoah Valley again.

The seventeen days from Front Royal to Port Republic showed Jackson at his strategical best and tactical worst. Throughout this period he was the master strategist, constantly outwitting and outmanoeuvring his more numerous opponents. He pushed his men hard, and by the end of the campaign both he and they were exhausted. The result was that his plans were overambitious (the aborted attempt to defeat both Shields and Fremont on 9 June), and his men were unable to continue the superhuman feats he expected. In his haste to defeat the Federals at Port Republic, Jackson showed poor tactical leadership, and could well have lost the battle if Shields’ whole force had been present. Nevertheless he won, chiefly because his strategic planning had given him the opportunity to concentrate his forces while preventing his opponents from doing so. This strategic skill is what we should remember him best for.

### CONFEDERATE OB ROSTER
**JACKSON’S DIVISION**

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**INDEPENDENT CAVALRY**

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**SUPPLY WAGONS**

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HOW TO USE THE OB ROSTER

The OB (Order of Battle) Roster sheet is used to record the number and type of losses suffered by each Player's units and to record current ammunition levels for supply wagons. The OB Roster sheet aids players in keeping track of the loss of Brigade Combat Effectiveness, the accumulation of Momentum Points, and the awarding of Victory Points for enemy casualties. The OB Roster Sheet includes:

1. The designation of all units and the name of all leaders.
2. The strength (number of guns) and weapon type of each artillery unit at the start of the game.
3. The Morale Rating of each unit to be used for the determination of Victory Point awards.
4. The Brigade Combat Effectiveness limit of each brigade, expressed as the number of Strength Points from the total in the formation which must be lost before BCSE loss occurs.
5. The number of Momentum Points assigned to the BCSE loss of each brigade, is indicated on the top line after the boxes.
6. A number of boxes next to each supply wagon equal to the amount of ammunition with which the wagon begins the game.

PROCEDURE:
Each time an infantry unit suffers casualties, a number of boxes equal to the number of Strength Points lost is marked off the BCSE track for that unit's brigade. When all of the boxes above the line have been marked off, the brigade has reached its BCSE limit and loses Combat Effectiveness (see 27.0). Furthermore, in the Cross Keys and The Crossroads scenarios, the enemy player may be able to claim the number of Momentum Points assigned to the brigade. Each time that a cavalry unit loses a Strength Point or an artillery unit loses a gun, a box of that unit's strength track is marked off. Each time a supply wagon resupplies a unit, an ammunition box of the appropriate weapon type is marked off.

The symbols used to mark boxes are:
- = Strength Point/gun eliminated, or leader killed.
X = Strength Point/gun, or leader, captured.
= Leader wounded.

Note: Players should always use pencil when writing on their OB Roster sheet as stragglers may be recovered through Straggler Recovery (35.4).

Retain one copy of each OB Roster sheet without marks on it, since duplicate copies will be needed.

SPI grants permission to reproduce the OB Rosters for personal use. Additional copies are not available from SPI.

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| DIVISIONAL CAVALRY | **Morale Rating** | **Strength** |
|---------------------|------------------|
| **Designation** | **Rating** | |
| 6 Oh | 3 | ☐☐☐☐ |
| 3 W Va | 3 | ☐☐☐☐ |

| BLENKER'S DIVISION | **Morale Rating** | **Brigade Combat Effectiveness** | **Momentum Points** |
|---------------------|-------------------|-------------------------------|
| **Designation** | **Rating** | |
| Stahel □ | 2 | ❌❌ | 3 MP's |
| Repl □ | 2 | ❌ | |
| Bohlen □ | 2 | ❌ | 2 MP's |
| Repl □ | 2 | ❌ | |
| Koltes □ | 2 | ❌ | 2 MP's |
| Repl □ | 2 | | |

| DIVISIONAL CAVALRY | **Morale Rating** | **Strength** |
|---------------------|------------------|
| **Designation** | **Rating** | |
| 4 NY | 3 | ☐☐☐☐ |

| SHIELDS' DIVISION | **Morale Rating** | **Brigade Combat Effectiveness** | **Momentum Points** |
|-------------------|-------------------|-------------------------------|
| **Designation** | **Rating** | |
| Shields (not present) | | |
| Carroll □ | 4 | ❌ | 8 of 14 |
| Repl □ | 4 | ❌ | |
| Tyler □ | 4 | ❌ | 9 of 16 |
| Repl □ | 4 | | |

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<td>Wagon</td>
<td>Artillery ☐☐</td>
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</table>
### Jackson at the Crossroads/Corinth Counter Section Nr. 1 (200 pieces): Front

**Brigade Commanders**

| Brigade | Union
<table>
<thead>
<tr>
<th></th>
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</thead>
<tbody>
<tr>
<td>Fremont</td>
<td>62</td>
</tr>
<tr>
<td>1 W Va C's Indpt</td>
<td>41</td>
</tr>
<tr>
<td>1 W Va C's Indpt</td>
<td>41</td>
</tr>
<tr>
<td>2 Indpt</td>
<td>41</td>
</tr>
<tr>
<td>64 Pa Carroll</td>
<td>41</td>
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</table>

**Division Commanders**

| Division | Union
<table>
<thead>
<tr>
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</thead>
<tbody>
<tr>
<td>Shields' Brigades</td>
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</tr>
<tr>
<td>39 NY Stahel</td>
<td>4</td>
</tr>
<tr>
<td>1 L Ob A Indpt</td>
<td>64</td>
</tr>
<tr>
<td>5 Ob Tyler</td>
<td>4</td>
</tr>
<tr>
<td>29 Ob Tyler</td>
<td>4</td>
</tr>
<tr>
<td>66 Ob Tyler</td>
<td>4</td>
</tr>
<tr>
<td>8 NY Stahel</td>
<td>4</td>
</tr>
<tr>
<td>1 L Ob B Indpt</td>
<td>64</td>
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<tr>
<td>5 Ob Tyler</td>
<td>4</td>
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<tr>
<td>29 Ob Tyler</td>
<td>4</td>
</tr>
<tr>
<td>66 Ob Tyler</td>
<td>4</td>
</tr>
<tr>
<td>45 NY Stahel</td>
<td>4</td>
</tr>
<tr>
<td>1 L Ob C Indpt</td>
<td>64</td>
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<tr>
<td>5 Ob Tyler</td>
<td>4</td>
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<tr>
<td>29 Ob Tyler</td>
<td>4</td>
</tr>
<tr>
<td>66 Ob Tyler</td>
<td>4</td>
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</table>

**Confederate**

| Division | Confederate
<table>
<thead>
<tr>
<th></th>
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<tbody>
<tr>
<td>Jackson</td>
<td>104</td>
</tr>
<tr>
<td>6 Va Cav Indpt</td>
<td>4</td>
</tr>
<tr>
<td>15 Ala Trin</td>
<td>3</td>
</tr>
<tr>
<td>21 Ga Trin</td>
<td>3</td>
</tr>
<tr>
<td>16 Miss Trin</td>
<td>3</td>
</tr>
</tbody>
</table>

**Division Commanders**

| Division | Confederate
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Emmett</td>
<td>103</td>
</tr>
<tr>
<td>Patton Jackson</td>
<td>4</td>
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<tr>
<td>Tallather Jackson</td>
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<tr>
<td>Winder Jackson</td>
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**Valley Army**

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<tbody>
<tr>
<td>Cephas A Indpt</td>
</tr>
<tr>
<td>Cephas B Indpt</td>
</tr>
<tr>
<td>Paget A Indpt</td>
</tr>
<tr>
<td>Paget B Indpt</td>
</tr>
<tr>
<td>Wigg A Indpt</td>
</tr>
<tr>
<td>Wigg B Indpt</td>
</tr>
<tr>
<td>Cksh B Indpt</td>
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<tr>
<td>Cksh B Indpt</td>
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</table>

**Neutral**

<table>
<thead>
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</thead>
<tbody>
<tr>
<td>Abnd Gun</td>
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<td>Abnd Gun</td>
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<tr>
<td>Abnd Gun</td>
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<tr>
<td>Abnd Gun</td>
</tr>
<tr>
<td>Abnd Gun</td>
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</tbody>
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**Union Command Chits**