STONEWALL
The Battle of Kernstown
March 23, 1862


[1.0] INTRODUCTION
Stone-wall is a grand tactical, regimental-level simulation of the Battle of Kernstown, March 23, 1862. The game enables the players to recreate the encounter between Major General T.J. "Stone-wall" Jackson's Confederate Valley Army and Brigadier General James Shields' Division, part of the Union Army of the Potomac.

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP
The 22" x 32" map sheet portrays the area of the Shenandoah Valley in Virginia in which the battle was fought. A hexagonal grid pattern is printed on the map to regulate the movement and location of the playing pieces and to calculate ranges when units fire in combat. There are many different types of terrain on the map, all of which are covered in the Terrain Effects rules (see Section 9.0).

To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used on the corners of the map to hold it flat.

[2.2] 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: The Turn Record Track, Artillery Ammunition Tracks, Union Army Morale Track, and the Terrain Effects Chart.

There are other Charts and Tables either included in the rules booklet or on separate pieces of paper. These are: Fire and Melee Combat Results Tables, the Range Effects Chart, the Demoralization Chart, and the Brigade Combat Effectiveness Charts.

[2.3] THE PLAYING PIECES
There are 100 playing pieces, called counters, in Stonewall. About half of these are Informational Counters. Informational Counters include Strength Counters, Artillery Ammunition Counters, Ammunition Depleted Counters, Pinned Counters, Route Controllers, and Reserve and Column Formation Counters. All of these Informational Counters indicate the status of a given unit. The actual units in the game - the infantry regiments, artillery batteries, generals, etc. - are represented by Organizational Counters. Organizational Counters are printed in two colors: blue for the Union and grey for the Confederacy. They contain information regarding the historical designation, weapon type, general morale, and numerical strength of each unit.

[2.31] There are two types of Organizational Counters: Combat units and non-Combat units (see Case 2.4). Combat units are represented, for play purposes, by two counters: the unit's particular Organizational Counter and a Combat Strength Counter, which is always placed under the Organizational Counter and represents the actual strength of that unit at a given time. The Combat Strength Counter may be changed as the unit takes losses in combat. Players should note that the strength printed on the Organizational Counter is the original (and thus maximum) strength of that unit, and the unit's strength may be different from that which is printed on the counter. A unit's morale rating and weapon type never change, although the unit may run out of ammunition. Artillery units have an additional counter which goes on the Player's Artillery Track and indicates the number of rounds of ammuni-
tion remaining with the unit and the status of the unit's gun crew (see Case 2.4).

[2.32] Cavalry and Artillery counters are printed on both sides, each side representing a different unit status. Artillery may be either limbered or unlimbered; Cavallry may be either mounted or dismounted (see Cases 6.13 and 6.14). Whatever a unit's status is at a given time, the side of the counter reflecting that state should be face-up on the map.

[2.33] Infantry units are also printed on both sides. The front features the unit's historical and/or combat information, while the back shows the unit in a state of Rout (R'D)

[2.34] Leader units are also printed on both sides. The front shows the name and capabilities of the original Officer of a certain brigade, while the back shows the capabilities of that Officer's replacement in case of casualty. Note that these replacement officers are anonymous.

[2.35] The Union Supply Wagon is also printed on both sides. The Union Supply Wagon is a counter that is used to track the supply levels of a unit. The front shows the original Officer of a certain brigade, while the back shows the capabilities of that Officer's replacement in case of casualty. Note that these replacement officers are anonymous.

[2.36] Sample Units

COMBAT UNIT (Front)

<table>
<thead>
<tr>
<th>Regiment</th>
<th>110Pw3</th>
<th>Brigade</th>
</tr>
</thead>
<tbody>
<tr>
<td>D</td>
<td>R4</td>
<td>Morale</td>
</tr>
<tr>
<td>Weapon Type</td>
<td>Original/ Maximum Strength</td>
<td></td>
</tr>
</tbody>
</table>

COMBAT UNIT (Back)

<table>
<thead>
<tr>
<th>110Pw3</th>
<th>R4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Routed</td>
<td></td>
</tr>
</tbody>
</table>

OFFICER COUNTER (Front)

<table>
<thead>
<tr>
<th>Name</th>
<th>Sullivan</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd Bde</td>
<td>Command</td>
</tr>
<tr>
<td>Effectiveness Radius</td>
<td>4-1</td>
</tr>
</tbody>
</table>

OFFICER COUNTER (Back)

<table>
<thead>
<tr>
<th>Replacement Officer</th>
<th>2nd Bde</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-1</td>
<td></td>
</tr>
</tbody>
</table>

[2.4] DEFINITIONS OF TERMS

Combat Strength: The Combat Strength of each unit is a single number, shown on a Combat Strength Counter. The Combat Strength (sometimes referred to as the Base Combat Strength) is equivalent to the manpower of that unit, with each Point representing one hundred men for Infantry and Cavalry, or one gun for Artillery. Thus, an Infantry Regiment with a Combat Strength of 4 has approximately 400 men, while an Artillery battery with a Strength of 4 would have four guns. The Combat Strength also corresponds to the Fire Power and Melee Capability of a given unit, modified by the type of unit and/or the weapon fired. The Combat Strength of a unit may be reduced by combat, in which case the Combat Strength Counter is replaced by a counter specifying the reduced Strength.

Movement Allowance: The Movement Allowance represents the mobility of a unit in terms of Points. It is a measure of how far a unit can move in a given turn. The Movement Allowance is calculated based on the number of Points that a unit has, and the type of terrain that it is moving through. For example, a unit with a Movement Allowance of 5 points can move up to 5 hexagons in a given turn.

[2.5] GAME SCALE

Each hexagon on the map represents approximately 125 yards (114 meters) of real terrain. Each Game-Turn represents 20 minutes of real time. Each infantry or cavalry unit represents between 250 and 600 men. Each artillery unit is a battery of four to seven guns.
[2.6] INVENTORY OF GAME PARTS
A complete game of Stonewall includes:
One 22" x 32" game map
One rules booklet
One sheet of die-cut counters (100 pieces, printed front and back)
Two Plastic Dice (not included in subscription edition)
Game Box and coversheet or zip-lock bag and coversheet (not included in subscription edition)
If any parts are missing or damaged, please write:
Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

Questions regarding the rules of the game will be answered if accompanied by a stamped, self-addressed envelope, and if phrased so that they may be answered in one word. Send rules questions to the above address, marked Rules Question: "Stonewall."

[3.0] HOW TO SET UP THE GAME

GENERAL RULE:
In order to facilitate play, the Players should sort their Organizational Counters into their Brigade components. Informational counters should be sorted by type.

[3.1] CHANGES FROM TERRIBLE SWIFT SWORD
Stonewall makes use of a game system originally designed for Terrible Swift Sword, a much larger simulation which deals with the Battle of Gettysburg. For this reason, Players familiar with TSS should be able to master most of this game simply by reading this Rule Case and referring to the indicated Rules Sections for changes in the original game system.

[4.0] SEQUENCE OF PLAY

The Sequence of Play has been slightly altered. Due to the much smaller amount of artillery involved at Kernstown, the Offensive Artillery Bombardment Phase and the Defensive Counter-Battery Fire Phase have been omitted.

[4.2] WEAPON TYPE AND RANGE
There are none of the following weapon types in Stonewall: S, C, H, W, or M.

[4.9] FIRE COMBAT RESULTS TABLE
The Fire Combat Results Table has been changed from the one in TSS; the Melee Combat Results Table remains unchanged, however.

[12.3] ARTILLERY AMMUNITION
A different system is used to monitor artillery ammunition, which is now recorded on a Track rather than with Supply Counters.

[17.0] LEADERS
There are no Commanders in the game, only Brigade Officers. Jackson, although technically a Divisional Commander, is treated as a Brigade Officer; he may, however, affect any Confederate unit and is not limited to a specific Brigade.

[18.8] GUNCrews
A new feature, designed to more accurately reflect the impact of small-arms fire on artillery.

[19.0] UNION ARMY MORALE
A completely new Rules Section, designed to reflect the specific conditions of the battle. In many ways the outcome of Kernstown depended on surprise and uncertainty, always difficult factors to recreate in a game where both Players are perfectly aware of each other’s forces.

[20.0] BRIGADE COMBAT EFFECTIVENESS
Now a standard Rule. Note that each unit’s Morale Rating is now printed on the counter.

[21.0] FIRECOMBATRESULTSFULL
There are no Breastworks, Night Game-Turns, Headquarters units, Retiring by Prolonge, Horse Holders or Stragglers in Stonewall. All applicable errata developed for TSS have been included in the body of the Rules.

[3.2] BEGINNING THE GAME
After both Players have familiarized themselves with the Rules the Union Player should place his units on the map, as directed by Section 21.0. After this has been done the Confederate Player also deploys his units as indicated in Section 21.0. The Confederate Player then begins the game with the First Player-Turn of Game-Turn 1.

[4.0] SEQUENCE OF PLAY

GENERAL RULE:
Stonewall is played in successive Game-Turns, composed of alternate Player-Turns. During each Player-Turn, the Player maneuvers his units and resolves combat in sequence, within the limits provided by the rules. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is declared.

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

I. FIRST PLAYER-TURN
A. Initial Command Phase: The Phasing Player now checks the Effectiveness Radii of all his Officers to see whether the units within each Officer’s command may move and fire. Artillery and Leaders are not affected by the Initial Command Phase (see Case 17.1).

B. Movement Phase: The Phasing Player moves all, some, or none of his units as he desires, within the limits and restrictions of the Movement Rules (see Section 5.0). The Phasing Player may bring reinforcements onto the map, as determined by the Reinforcement Schedule for each Scenario and the Reinforcement Rules. The non-Phasing Player’s units may not move during this Phase.

C. Defensive Fire Phase: The non-Phasing Player may now fire 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 Line of Sight Rules. Firing units check, if necessary, for ammunition depletion. Neither Player may move his units during this Phase, except when forced to as a result of combat.

D. Offensive Fire Phase: The Phasing Player may now fire using the procedure in Phase C.

E. Retreat Before Melee Phase: The non-Phasing Player now has the option to retreat all units that are in danger of being Melee attacked by the units of the Phasing Player in Phase F or one or two hexes, at his choice, thus avoiding Melee. The non-Phasing Player’s retreating units may undergo Withdrawal Fire (see Case 11.1) and must, in any case, 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 then advance into the vacated hex.

F. Melee Phase: Any Phasing Infantry or Cavalry units which begin the Phase adjacent to an Enemy unit other than a unit that has Retreated Before Melee (Phase E) may now enter the hex, occupied by that Enemy unit(s) and engage in Melee combat. Units of the Phasing Player employing Melee attack may move one hex to do this, but may move only into an Enemy-occupied hex. Retreats and casualties are then taken as a result of the Melee Combat.

G. Final Command Phase: The Phasing Player may attempt to rally any of his routed units within the provisions of the Leader and Rout Rules. The Phasing Player may also resupply any units that are out of ammunition as per the Supply Rules. All Pinned Markers are removed from Friendly units.

II. SECOND PLAYER-TURN
The Second Player becomes the Phasing Player and proceeds to follow the Player Sequence, Steps A through G, as described above.

III. 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. Players should note that the Game-Turn Record Track uses modern military time notation (i.e., a full 24-hour cycle, with 8 AM equal to 0800; 2:20 PM equal to 1420, etc.). This was adopted for ease and efficiency, although it was not truly in effect at the time of the Civil War.

[5.0] MOVEMENT

GENERAL RULE:
During the Movement Phase, the Phasing Player may move as many as or as few of his units as he wishes. They may be moved in any direction or combination of directions, limited only by their Movement Allowance, Command Control and the terrain restrictions. Movement Allowances are not printed on the units; they are listed in Case 2.4.

PROCEDURE:
Units are moved one at a time, or in stacks, tracing a path of contiguous hexes through the hex grid. As a unit enters each hex it must pay a portion of its Movement Allowance for entering the hex and/or crossing the particular hexside. These costs are listed on the Terrain Effects Chart (9.0).

CASES:

[5.1] PROHIBITIONS AGAINST MOVEMENT

[5.11] Movement may never take place out of sequence. A Player’s units may be moved only during his own Movement Phase. In addition, units may move voluntarily in the Melee Phase and/or the Retreat Before Melee Phase. However, these movements are limited by the restrictions of the rules pertaining to each of those Phases and do not require the expenditure of Movement Points. A unit may be forced to move involuntarily (retreat) as the result of combat. This is not considered movement as it is a limited form which does not require the expenditure of any Movement Points. Friendly units may not be moved normally during an Enemy Player’s Movement Phase. Other than the possible advance into a hex vacated as a result of Retreat Before Melee (13.7) there is no advance after combat.

[5.12] A unit may enter a hex containing an Enemy unit, but it may do so only in a Friendly Melee Phase. At all other times, units are pro-
hobited from entering hexes occupied by Enemy units. Friendly-occupied hexes may be entered (see Section 8.0).

[5.13] Generally, no combat takes place in the Movement Phase. However, see the rules for Withdrawal Fire (Case 11.1).

[5.14] Units are free to move in and out of hexes adjacent to Enemy units within the restrictions of Withdrawal Fire. There are no Zone of Control restrictions on movement.

[5.15] The number of Movement Points expended by a unit during a single Movement Phase may not exceed its total Movement Allowance. A unit may expend any portion of its Movement Allowance, but unused Movement Points may not be accumulated for another Movement Phase or transferred to another unit.

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

[5.17] Infantry units and dismounted Cavalry units may not be in one formation if they are outside the Effectiveness Radius of their Officer during the Initial Command Phase, with certain exceptions. See the Leader Rules, Case 17.15.

[5.2] STANDARD TERRAIN EFFECTS

[5.21] A unit expends one Movement Point to enter a Clear terrain hex. To enter other types of terrain and/or cross certain types of hexes, a unit must often expend more than one Movement Point. Certain hexes act as barriers and prohibit movement through them; these are River hexes. See the Terrain Effects Chart, 9.0, for the Movement Point Costs for each type of terrain.

[5.22] There are three distinct types of thoroughfares on the map. For a unit to gain any benefit from movement on any of these thoroughfares, it must move from one thoroughfare hex directly into an adjacent, connected thoroughfare hexside. Units which are moving on thoroughfares ignore, for movement purposes only, any other terrain in the hex. The three types of thoroughfares are Turnpikes, Roads, and Trails.

[5.23] Turnpikes, or "Pikes," represent hard-surfaced, paved thoroughfares which were generally impervious to weather conditions and the constant march of armies. Any unit, including Infantry units in line formation, that uses a Pike as per Case 5.22 expends ½ Movement Point for each Pike hexside crossed.

[5.24] Roads represent well-traveled highways that had a hard-packed dirt surface. Movement rate on Roads, conducted as per Case 5.22, varies depending on the type of unit moving. Infantry move faster than normal, but slower than on Pikes. Artillery and wagons can get bogged down. Infantry (and dismounted Cavalry) units in line formation derive no benefit from Roads. See the Terrain Effects Chart, 9.0.

[5.25] Trails represent the network of country lanes and paths that intertwined among the farms and houses. Trails are represented on the map only where they tend to negate other terrain; the Trails on the Stonewall map do not portray a definitive picture of the complete network. All units, except Infantry (and dismounted Cavalry) in line, treat Trail hexes as if they were Clear terrain as long as the provisions of Case 5.22 are met. Infantry (and dismounted Cavalry) in line derive no benefit from Trails.

[5.26] Ridge and Slope hexesides represent changes in elevation and the resultant peaks formed by these changes. All units expend extra Movement Points when crossing Ridge hexes or moving up Slope hexesides. See the Terrain Key on the map for the differences between an upslope and a downslope. In addition, Limbered Artillery, Supply Waggons, and mounted Cavalry spend additional Movement Points for moving down a Slope as well as up; in essence, they pay a cost for crossing a Slope hexeside in any direction. Note that while Ridge hexesides affect both combat and Line of Sight, as well as movement, Slope hexesides affect only movement. They have no effect on combat or Line of Sight.

[5.3] SPECIAL TERRAIN EFFECTS

[5.31] Stone Walls: A number of hexesides on the map are considered Stone Walls (see the Terrain Key on the map). Stone Walls do not affect the movement of infantry or cavalry in any formation. However, neither artillery nor Supply Wagons may cross a Stone Wall hexeside. In addition, Stone Walls have an effect on combat, although they have no effect on Line of Sight.

[5.32] Kernstown: The town of Kernstown offers unique problems for both movement and combat. All Infantry/dismounted Cavalry in Line formation may move only one hex per Player-Turn; in either of the two Town hexes of Kernstown (i.e., it costs these units their total Movement Allowance to enter these hexes) unless the unit is moving on the Valley Turnpike or the Back Road and in Column formation. Artillery units/Supply Wagons may enter Town hexes only on Pike or Road hexes. Otherwise, the Town hexes are treated as impassable. Mounted Cavalry units move normally on the Valley Turnpike or Back Road within the Town, otherwise they may enter Town hexes at a cost of 3 Movement Points per hex. Leaders move as mounted Cavalry.

[5.33] A number of reference points (e.g., Opequon Church, Milltown) are included on the map but are not listed on the Terrain Effects Chart. They are included only in the interests of historical accuracy. They have absolutely no effect on the play of the game.

[6.0] FORMATIONS

GENERAL RULE:

All combat units may be in one of two different formations (see Section 6.15). Cavalry units may be in either line or column; Artillery units are either limbered or unlimbered; Cavalry units are either mounted (and in column) or dismounted (and the equivalent of line Infantry). Supply Wagons and Trains and Leaders have no formation. Supply units move as limbered Artillery and engage in combat as line Infantry. Artillery units form a single, fixed column with a leader in front. The formation is outside the Effectiveness Radius of its Officer in the Initial Command Phase. As it may not move for that reason, neither may it change its formation during the ensuing Friendly Movement Phase.

PROCEDURE:

Units may be in only one formation at any given time. Units may change formation according to the following rules, in which case they must pay a cost in Movement Points. Depending on the formation which a unit is in, its abilities to move and/or fight may change.

CASES:

[6.1] UNIT FORMATIONS

[6.11] Infantry units in column formation gain increased mobility, through the use of Pikes, Roads and Trails, but they may not engage in fire combat at any time. Infantry in column may never engage in Melee attacks in a Friendly Melee Phase, but they may defend against a Melee attack in a non-Friendly Melee Phase. When Melee attacked, Infantry units in column use their normal Melee Strength. If Infantry in column is fired upon in a Fire Phase, the Final Fire Strength Column is adjusted one column to the right. (See the rules for Fire Combat and the Fire Combat Results Table). Infantry may use Pikes, Roads and Trails only when they are in column formation. An Infantry unit in column is so designated by placing 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. If an infantry unit in column is fired upon it automatically goes into line formation. It need not suffer a casualty to do so, but if it does change formation after casualties are taken.

[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 use Pikes, Roads, or Trails, nor may they use Bridges to cross Streams. They must use the other terrain in the hex or change formation to column to use the Pike, Road, etc.

[6.13] Artillery is either limbered or unlimbered. When an Artillery battery is limbered, it is prepared to move; when it is unlimbered, it is not (see 15.25). To challenge the state of Limbered or Unlimbered Artillery, the Player simply flips the appropriate side of the Artillery Results Table, 10.9.) Cavalry units are either mounted (and in Mounted Cavalry formation) or dismounted (and the equivalent of Line Infantry). Limbered Artillery is not considered in column.

[6.14] Cavalry units may operate either mounted or dismounted. Mounted Cavalry units are always considered in column. They may engage in Melee combat normally (and charge), but they may not fire in any Fire Phase. Dismounted Cavalry units are considered line Infantry for all purposes, and they fire, engage in Melee combat, and move as such. Mounted Cavalry may move two hexes in a Movement Phase, if the move is a two column adjustment to the right on the Fire CRT when fired upon, as it is both mounted Cavalry and in column. (See Cases 10.52 and the Fire Combat Results Table, 10.9.) Cavalry units are printed on both sides, each side representing either mounted or dismounted (see 2.32). 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 Section 18.0.

[6.15] The Supply Wagon has no formation. It moves as if it were a limbered Artillery unit (but with a Movement Allowance of 5) and fires as if it were line Infantry. It does not pay any Movement Point cost to change formation, as it has no formation.

[6.2] CHANGING FORMATION

[6.21] Changing formation is a function of movement. Therefore, any unit that is prohibited from movement for whatever reason may not change formation. Example: An Infantry regiment in line formation is outside the Effectiveness Radius of its Officer in the Initial Command Phase. As it may not move for that reason, neither may it change its formation during the ensuing Friendly Movement Phase.

[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 (see Case 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. When doing so, they must have sufficient Movement Points remaining from their original state to perform the operation. Thus, a dismounted Cavalry unit that has expended three Movement Points in movement may not mount at the end of the Movement Phase, as it does not have the necessary three Points remaining to do so. The costs to change formation are as follows:

- INFANTRY: 2 MP's to change formation.
- ARTILLERY: 4 MP's to limber or unlimber.
- CAVALRY: 3 MP's to mount or dismount.

[6.23] If artillery either limbers or unlimbers (changes formation) within range and Line of Sight of any Enemy small-arms unit (excluding Supply Wagon guards) 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 takes a step-loss, the battery may not change formation as it has not the necessary three Points remaining to do so. The costs to change formation are as follows:

[GENERAL RULE:]

- INFANTRY: 2 MP's to change formation.
- ARTILLERY: 4 MP's to limber or unlimber.
- CAVALRY: 3 MP's to mount or dismount.

[7.0] UNIT FORMATION EFFECTS ON FIRE COMBAT

(see map)

[7.0] FACING

[GENERAL RULE:]

All combat units in line formation have three hexsides which are considered their frontal hexsides. The front of the unit is the top; the top hexside which the top of the unit faces is the center hexside of the three frontal hexsides. The three rear hexsides of the unit are referred to as the enfilade hexsides. All units in column formation, as well as limbered Artillery and the Supply Wagon, have no facing (and thus may not, for game purposes, be enfiladed).

[PROCEDURE:]

Each unit is orientated so that the front (top) of the counter is facing toward a specific hexside and is not situated between two adjacent hexsides.

[8.0] STACKING

[GENERAL RULE:]

Generally, as many as 8 Combat Strength Points may stack in any one hex; however, there may be no more than two Friendly units in any one hex. Units may move through other Friendly units freely, and there is no cost in Movement Points to stack or unstack. Stacking restrictions apply only at the end of a Movement Phase and at the end of the Combat Phases (see Case 13.6).

[CASES:]

[8.1] INFANTRY IN COLUMN

An Infantry unit in column formation may never stack with another unit, except for Leaders. Infantry in column may move through other units during a Movement Phase and vice versa. At the end of the Movement Phase, however, the Infantry unit in column must be the only unit in that hex, exclusive of Leaders.

[8.2] STACKING RESTRICTIONS

All other units may stack up to 8 Combat Strength Points in any one hex, regardless of terrain. However, there may never be more than two Friendly units in any one hex, excluding Leaders. Thus, if you have two Infantry regiments with a total Strength of 3 in one hex, you may not add any more units to the hex, even though the maximum level is 8 Strength Points.

[8.3] APPLICATION OF STACKING RESTRICTIONS

Staking restrictions take effect at the end of the Movement Phase and at the end of each Combat Phase. Units may move freely through other Friendly units during a Movement Phase. Units may never move through Enemy units nor may they stack with Enemy units, with the exception of engaging in Melee Combat. Terrain has no effect on stacking.

[8.4] EFFECT ON FACING

All units stacked within the same hex must face in the same direction; i.e., the facing of all units in any one hex must be the same.

[8.5] EFFECTS ON COMBAT

[8.51] Only the top unit in a hex may engage in Fire Combat. The bottom unit may not fire, either offensively or defensively.

[8.52] Normally, only the top unit in the hex takes losses when fired on by small-arms fire (Infantry, etc.) or by Artillery at a range of two hexes or less. However, if a combat result calls for losses greater than the number of Combat Strength Points available to the top unit, the remainder of Point losses must be taken from the bottom unit. Thus, if a 1 Infantry unit is stacked on top of a 3 Infantry unit and the hex is fired upon by Enemy Infantry units, with the combat result being a loss of 2 Strength Points, the top unit is eliminated and the bottom unit loses 1 Strength Point.

[8.53] If a stack of units is fired on by Artillery at a range of three hexes or greater, both units in the stack are affected equally. The die is rolled once for each unit in the hex, top unit first. Any result to one unit affects only that unit (exception: see Case 10.87), with the knowledge that if a top unit is routed as a result of a combat loss, the bottom unit in the hex must roll for rout even if it has not suf-
[8.6] ORDER OF STACKING

Units may only stack, or change order in stacking, during a Friendly Movement Phase. However, if there are two units in a hex and the top unit runs out of ammunition, the owning Player may change the stacking order of the units at the end of the Combat Phase in which the ammunition depletion was suffered. There is never any Movement Point Cost for units to stack, unstack, or change their order of stacking.

[8.7] RESERVE STATUS

Units may be placed in Reserve status simply by placing a Rese rve Marker on top of the units so designated. If Melee attacked, they defend at half Strength, rounding fractions down. Units in Reserve may not move. Reserve status may be designated or removed at any point in a Friendly Movement Phase. Units in Reserve Status may not fire, either offensively or defensively.

[8.71] In Reserve Status, Players may stack:

A. 16 Combat Strength Points of Infantry or Cavalry
B. 4 Artillery batteries (any Strength)
C._information not complete

[8.72] Units must stack by type in Reserve; i.e., Cavalry units may not stack with Infantry, nor may they stack with Artillery, etc. Limbered Artillery may not stack in Reserve with unlimbered Artillery, but limbered Horse Artillery may stack with mounted Cavalry. Dismounted Cavalry are considered Infantry.

[8.73] Units which desire to enter Reserve Status may avoid the Stacking restrictions of Cases 8.2 and 8.3 only by actually entering Reserve Status. There is no Movement Cost to enter Reserve Status or to leave Reserve Status. Units may not move through units in Reserve.

[8.74] Supply units and Infantry in column formation may never enter Reserve Status.

[8.75] Units which are attacked while in Reserve Status and are forced to retreat must observe regular stacking restrictions at the end of the retreat; i.e., units which retreat automatically leave Reserve Status. Units which are forced to violate this because of terrain restrictions, the presence of Enemy units, etc., are considered captured. The choice of which units are captured is up to the owning Player.

[8.76] Units may enter Reserve Status in any terrain.

[8.8] INFORMATIONAL COUNTERS

All Informational Counters (Strength Counters, Column, Pinned, etc.) do not count against stacking limits.

[9.0] TERRAIN EFFECTS CHART

(see map)

Note: Ridges and crests are separate entities for all purposes, especially movement. Do not confuse the two. (See the Terrain Key on the map). The Terrain Effects on Movement Table has specific columns for (a) crossing a ridge hexside; (b) crossing the crest hexside by moving up the crest; and (c) crossing the crest hexside by moving down the crest. Remember, Ridge hexsides have splash counters on both sides of the Hexside, while a Crest has splash marks on one side only (the downhill side). A unit sitting in a hex adjacent to a downhill Crest Hexside (i.e., "beneath" the crest) is considered on ground level for LOS purposes, not Ridge Level.

[10.0] FIRE COMBAT

GENERAL RULE:

All combat units, except for mounted Cavalry, may fire their weapons at Enemy units in accordance with the rules on Range of Weapons, Fire Combat and Line of Sight. There is both offensive and defensive fire within each Player-Turn, so that each side gets an opportunity to fire at least once per Player-Turn. The results of firing weapons are taken from the Fire Combat Results Table (CRT) (10.9).

PROCEDURE:

Total the number of Fire Strength Points of all the attacking units firing into a given hex. This number is then transferred to the Fire CRT and the proper column is located for that number of Fire Strength Points. Certain terrain and unit-type effects may adjust that column to either the right or the left. After the final column is determined, a die is rolled and the result found by cross-indexing that roll with the adjusted Fire Strength column. The number found is either the number of Combat Strength Points eliminated or a Pinned result.

CASES:

[10.1] COMBAT STRENGTH

Each combat unit is composed of two counters; the top counter is the Organizational Counter and the bottom counter is the Marker which represents the Combat Strength of the unit. (Under certain Optional Rules, some units may have three counters, the third being a Supply Strength Marker). The original Combat Strength of each unit is printed on the Organizational Counter. In some Scenarios, the actual Combat Strength is different from the original Strength and is noted in the Scenario Deployment Schedule. The Strength of each unit may be reduced by combat. Each time one or more Strength Points are lost, place an appropriately reduced counter number underneath the unit.

[10.11] Strength Counters are neutral and may be used by both sides interchangeably. The Combat Strength represents the unit's manpower, Fire Strength and Melee capabilities.

[10.12] Each Combat Strength Point represents 100 men for all units except Artillery. For Artillery units, the Combat Strength Points represent the number of guns in the battery; each Artillery battery is considered to consist of approximately 100 men for game purposes. Therefore, a regiment of Infantry with a Strength of 3 has approximately 300 men in it, while a battery with a Strength of 6 has six guns and 100 men.

[10.13] All Infantry units (including dismounted Cavalry), including the Supply battery, have a Fire Strength and Melee capability equal to their Combat Strength Counter. This is the actual Strength, not the original Strength given on the Organizational Counter, although the two can be the same.

[10.14] All Artillery units have a Fire Strength equal to their Combat Strength value (as modified by their gun crew status); however, all Artillery units Melee with a total Strength of 1, regardless of the Combat Strength. Artillery units may not initiate Melee combat (however, see Case 13.85).

[10.15] Artillery units firing at Infantry (or dismounted Cavalry) have their Fire Strength halved, rounding fractions down. This applies only if the unit actually is Infantry.

[10.16] Mounted Cavalry have no Fire Strength. They engage in Melee combat offensively with a Strength equal to their Combat Strength value. However, if they Charge an Enemy unit, or they are Melee attacked by any non-charging Mounted Cavalry unit, they use a Melee Strength equal to twice their Strength value. (See Cavalry Charge Rule, Case 18.2.)

[10.17] The Supply unit fires and engages in Melee combat with the characteristics of line Infantry, with the exception that it may not fire defensively or initiate Melee (however, see Case 13.85).

[10.2] WEAPON TYPE AND RANGE

[10.21] The type of weapon fired by each individual unit is noted on the Organizational Counter for that unit. Units that have no weapon type may not engage in Fire Combat.

[10.22] Weapon Types

Infantry and Dismounted Cavalry (Small Arms):
R = Rifle-Musket (Muzzle-loaded Enfields and Springfields).
P = Pistols and other Hand Weapons.

Artillery:
N = 12-pound Napoleon, muzzle-loaded.
T = Rifled Cannon, including 3-inchers, 10-pound Parrots, etc.

[10.23] A unit's weapon type not only delineates how far and how effectively it may fire, but it may also provide defensive adjustments to the Fire CRT depending on the type of weapon. All P units carried weapons capable of being loaded while lying down, thus affording the user much greater protection than the standard rifle-muskets. Therefore, if any of those units are fired upon, the Player adjusts the Total Fire Strength column one to the left. Units gaining a weapon-defensive benefit (P combat units) do not gain this benefit when undergoing Retreat Fire or Withdrawal Fire (except when covering for Withdrawal Fire as per 11.14).

[10.24] Each weapon has a maximum range at which it may fire at an Enemy unit. This range is found on the Range Effects Chart (Case 10.26). 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. Note that a unit's Fire Strength can be greatly affected by range.

[10.25] Adjacent opposing units may engage in Fire Combat against each other, or they may fire at other, more distant units.

[10.26] Range Effects Chart

(see map)

[10.3] MULTIPLE UNIT FIRE

[10.31] In Fire Combat, Infantry or Artillery units firing from different hexes at the same Enemy hex must combine their Fire Strengths 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. When a unit is fired on by both artillery and small-arms it takes casualties (if any) from both fires before checking for rout.

[10.32] Only the top unit in a stack may fire; the bottom unit may not. Small-arms fire (Infantry, etc.) affects only the top unit in a stack, unless the top unit suffers greater casualties than it has in its given Strength (see Case 8.52).

[10.33] Within the restrictions of Case 10.31, no unit may be fired upon more than once in any given Combat Phase by small-arms fire, and no unit may be fired upon more than once in a Com-
[10.34] No unit may fire its entire Fire Strength more than once in any given Phase. However, within any given 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, etc.

Note that the Base Strength is divided, not the final Fire Strength (which may be the Base Strength augmented by terrain, range, etc.).

**Example:** A battery of 12-pounders with a Combat Strength of 6 can fire at an Enemy unit that is adjacent and one that is ten hexes distant. The firing battery must split its Strength (6) before adding in effects of range, etc.

[10.35] In splitting units' Fire Strengths, the Combat Strength may not be divided as to make the final Fire Strength against any one hex less than 1.

**Example:** A battery of six guns could fire at six individual targets seven hexes distant, because the final Fire Strength would (theoretically) be halved for each of those targets. The battery would have to split its fire among only three of the regiments to produce the necessary one-Pound minimum per-target. This restriction applies only when splitting Fire Strengths; a unit may always fire its whole Strength — no matter how much it is reduced — at a single target.

[10.4] **STANDARD TERRAIN EFFECTS**

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

**Example:** Slope hexes have no effect on combat in any way. They only affect movement. Similarly, Marshes have no effect on combat.

[10.42] A unit adjacent to a Ridge hexside which is fired on through that Ridge hexside, derives a defensive benefit from the Ridge. The Total Fire Strength column on the Fire CRT is adjusted one column to the left; i.e., a unit fired on through a Ridge by 6 Strength Points would use the 1-3 column to find the result. This benefit is derived only if the firing unit is firing through an upslope hexside that is adjacent to and part of the Ridge hexside. Therefore, units behind Crest hexes on top of hills (e.g., Pritchard's Hill) may fire through Crest hexes at adjacent Enemy units, but the Enemy unit does not derive the benefit of the Crest, because the firing unit is not firing through an upslope hexside.

[10.43] Units in Woods hexes that are fired upon derive a defensive benefit from the Woods in that the Total Fire Strength column is adjusted one to the left.

[10.44] Units which are adjacent to Stone Walls derive a defensive benefit (one column to the left) when fired upon through the Stone Wall hexside.

[10.45] The Town hexes of Kernstown do not provide defensive benefit for units within them. They do serve to block Line of Sight (see Case 10.6).

[10.46] Roads have no effect on combat in any way. For any terrain effects, refer to the other terrain in the hex.

[10.47] In Fire Combat, terrain benefits may adjust the Total Fire Strength column to the left; i.e., if you had a final Fire Strength of 4, but were firing into a Woods hex, you would use the 2 column. Effects of terrain are cumulative, but the final net adjustment on the CRT may never be more than two columns in any direction. Thus, you may adjust three to the left and one to the right for a change of two to the hexes to either side of the firing unit, but the additional effect is never more than a one column adjustment. If the final strength is less than the firing unit's original strength, it is reduced to zero.

**Example:** Units with a total Strength of 6 are firing at an Enemy “P”-type unit which is located behind a Ridge hexside in the Woods. Although there would theoretically be one adjustment to the left for the Woods, the Ridge and the elevation of the defending unit (P), there is a maximum of a two column adjustment in any one direction as the final result.

[10.5] **EFFECTS OF FACING AND FORMATION**

[10.51] Units may fire only through their front hexes; however, they may be fired on through any hexes. Units fired upon through their rear (enfilade) hexes have the Total Fire Strength column adjusted one to the right. See Case 7.2.

[10.52] Infantry units in column or reserve formation, bocmanned Artillery, and mounted Cavalry units may never fire in any Phase.

[10.6] **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 entered or crossed by the Line of Sight (LOS). LOS is defined as the ability to see the target; it is represented by a straight line drawn from the center of the firing hex to the center of the target hex. As there is no indirect fire in Stonewall, the LOS is blocked if it passes through a blocking hex or through a blocking hexside which is not common or adjacent to either the firing unit or the target unit. In addition, you may always see into a blocking hex, but you cannot see beyond the blocking hex. If there is no LOS, fire is not possible. Units may always fire into an adjacent hex.

[10.61] There are three types of blocking terrain in Stonewall: Woods hexes, Town hexes, and 2818. Blocks hexes and Stonewall hexes have no effect on LOS. In addition, units, Friendly or otherwise, may block LOS. Whether blocking terrain actually blocks LOS is dependent upon the elevation of both the firing and defending units.

[10.62] For purposes of game simplification, there are three levels of blocking terrain: ground-level, ridge-level, and hilltop-level. The latter level of terrain consists of certain, designated Crest hexes and only these Crest hexes: all hexes on Pritchard's Hill and hex 2918. These are the only Crest hexes that qualify as hilltop-level for LOS purposes, although there are other Crest hexes on the map (e.g., on Sandy Ridge, etc.). Ridge-level hexes are those hexes on the Ridge and adjacent to that Ridge hexside (excluding all hilltop-level hexes). Ground-level blocking hexes include all Woods and Town hexes, plus any hex on ground-level that contains a unit. No other terrain has any effect on LOS.

[10.63] Hilltop-level hexes are the highest elevation on the map. Ridge-level is intermediary, and ground-level is the lowest. All blocking terrain is capable of blocking LOS, depending on elevation.

[10.64] Units adjacent to and sighted, or sighted through a Ridge- or hilltop-level Crest hexside are said to be on the level of elevation of that hex. Furthermore, a Ridge or Crest hexside that is part of the hex from which firing is occurring or into which firing is projected does not block LOS. In addition, units may always fire into Woods or Town hexes if there is no other intervening blocking terrain; i.e., you may fire into a Woods/Town hex, but may not fire through one (unless the firing or target unit is on a higher level, see Case 10.66).

[10.65] To judge LOS between hexes located on the same elevation, lay a straight edge from the center of the firing hex to the center of the target hex. If any point along this straight line passes through a blocking hex or hexside that is of the same or higher elevation than the level of the two hexes in question, then the LOS is blocked, unless the blocking terrain is actually part of the firing or target hex.

[10.66] To judge LOS between hexes located on different elevation levels, follow the same procedure with the straightedge as in Case 10.65. Intervention blocking terrain that is higher than either level automatically blocks LOS. Intervening blocking terrain or units on a lower level than either level does not block LOS. Intervening blocking terrain that is of the same elevation as the higher level of the two hexes in question blocks LOS automatically. However, if the intervening blocking terrain is of the same level as the lower of the two levels in question, and the blocking terrain is not considered part of the firing or target hex (10.64) then there is only a possibility that the LOS is blocked:

1. If the firing hex is on the level that is lower than the target hex, the LOS is blocked if the blocking terrain is halfway between the two hexes or closer to the firing hex than it is to the target hex.

2. If the firing hex is at a higher elevation than the target hex, the LOS is blocked if the intervening blocking terrain is halfway between the two or is closer to the target hex than it is to the firing hex.
them is a Ridge hexside with a Slope hexside on both sides of the Ridge, neither unit may fire through (i.e., over the head of) the other unit. A unit on a Crest hex adjacent to another unit in a similar situation may fire over the head of the unit on the other side of the adjacent Crest hexside because it is higher than the adjacent unit.

Example: A unit on 0622 may fire through a unit on 0723, but not vice versa. Units on hexes 1708 and 1709 may not fire through each other; they block each other's LOS.

[10.7] CASUALTIES
The Fire CRT gives results in casualties. Each number on the Fire CRT represents the number of men (100's killed and/or wounded. Except for Artillery units, see Case 10.72).

[10.71] For each Point of combat loss, the Combat Strength of the unit is reduced by 1 and the Brigade Combat Effectiveness Sheet of that unit's Brigade is marked to indicate the number and type of loss. To lower the Combat Strength, simply replace the present counter with another Combat Strength Counter that reflects the reduced number.

[10.72] Artillery units take losses in guns from Fire Combat only when hit by Enemy Artillery Fire. Any loss result obtained from Small-Arms Fire is considered to affect the gun crew (see Case 10.8). Artillery may be Pinned by either Enemy Artillery or Small-Arms Fire (see Case 10.85).

[10.73] Certain results on the Fire CRT have an asterisk (*); e.g., a roll of six in the "11" column produces a result of 11. The asterisk means that if the firing unit is Artillery and the unit fired upon is Infantry (or dismounted Cavalry), the result is ignored in terms of casualties, but is considered a Pinned result.

[10.74] Casualties suffered throughout the play of the game have an effect on Victory Conditions for determining the winner. Each Player should record the number and type of casualties his own units suffer on his Brigade Effectiveness Chart (see Section 20.0).

[10.8] PINNED UNITS
Certain results on the Fire Combat Results Table are Pinned results. These results occur as either a PIN result on the Table or in the manner described in Case 10.73. Pinned units immediately have a PIN Marker placed on them.

[10.81] Pinned units may not voluntarily move or retreat, although they may change facing. They may not change formation.

[10.82] Pinned units may not fire in their Offensive Fire Phase, although they may fire defensively, during their Defensive Fire Phase. However, Pinned units have no Zone of Control and thus may not fire Withdrawal or Retreat Fire.

[10.83] Pinned units may not initiate Melee during a Friendly Melee Phase and may not Retreat before Melee during an Enemy Melee Phase. If forced to retreat due to Melee combat results (or as allowed in Case 13.84), Pinned units have their Pinned markers immediately removed.

[10.84] Pinned units that are subsequently routed are no longer considered Pinned (remove the Pinned marker). However, previously routed units may be Pinned through the course of normal Fire Combat.

[10.85] Pinned results (whether achieved by Artillery or Small-Arms Fire) do affect Artillery units, in the exact same manner as other Pinned units.

[10.86] Pinned Leaders may not move but may rally routed units within their command as normal. Their Effectiveness Radius is not affected.

[10.87] Pinned results affect all units in a stack equally. If one unit in a stack is Pinned, they all are (although Friendly units that later moved into a hex containing a Pinned unit would not be Pinned because of this).

[10.88] PIN markers are removed in the Friendly Final Command Phase. Therefore, a unit that receives a Pinned result in an Enemy Offensive Fire Phase may not move or engage in offensive combat (i.e., suffers the effects of being Pinned) until the Pinned marker is removed during the Pinned unit's Friendly Final Command Phase.

[10.89] PIN results do not cause casualties of any kind. Additional PIN results have no further effect on already Pinned units.

[10.9] FIRE COMBAT RESULTS TABLE
(see map)

[11.0] ZONES OF CONTROL

GENERAL RULE:
All Infantry units in line formation, dismounted Cavalry, uninhibited Artillery and Headquarters units have a Zone of Control extending into three hexes adjacent to their frontal hexsides. Supply units and Leaders have no ZOC's.

The ZOC's of these units affect combat, supply and command. The presence of a unit in an Enemy ZOC does not mandate combat; combat is always voluntary.

CASES:

[11.1] WITHDRAWAL FIRE
If a Friendly unit leaves an Enemy-controlled hex, the Enemy unit exerting that ZOC may fire at the moving unit before it leaves.

[11.11] Withdrawal Fire takes place during the withdrawing unit's Movement Phase before the withdrawing unit leaves the hex; i.e., the range is one hex.

[11.12] 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.

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

[11.14] If there are two units in the ZOC and both wish to withdraw, only the top unit may be fired upon by Withdrawal Fire. If only one of the units wishes to withdraw, it may do so without being fired upon; however, in such a case, the unit remaining in the hex may suffer Withdrawal Fire, even if it does not withdraw! In effect, it is covering for the withdrawing unit.

[11.15] A unit suffering casualties during Withdrawal Fire acts as if it had suffered casualties during any regular Fire Phase; it must roll for possible Rout or Leader loss, etc. If a unit suffers a Pinned result in withdrawing it may move one hex and then it is Pinned. If it is not Pinned, it may continue moving.

[11.16] A unit may withdraw from an Enemy ZOC through any hexside it wishes, as long as it does not enter an Enemy-occupied hex. However, if in withdrawing the unit presents its enfilade hexsides to the firing unit, the unit firing Withdrawal Fire then gets the benefit of enfilade fire (see Fire CRT). Note that a unit may not back out of a hex. A unit withdrawing will almost invariably present its enfilade to an Enemy unit.

[11.17] Withdrawal Fire takes place solely in the Movement Phase and the Retreat Before Melee Phase, and is an exception to the rule that no combat may take place during the Movement 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. Furthermore, 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 Player-Turn. Withdrawal Fire is, in effect, a free shot. Note: Remember to check for ammunition depletion.

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

[11.3] EFFECT OF ZOC ON AMMUNITION SUPPLY
Units attempting to trace a Line of Supply to their Supply Units (12.23, etc.) may not trace this line through an Enemy Zone of Control.

[11.4] EFFECT OF ZOC ON LEADER CONTROL
Units attempting to trace a Leadership Radius from a Leader to a unit (or another Leader) may not trace this line through an Enemy Zone of Control.

[11.5] EXTENT OF ZONES OF CONTROL
Zones of Control do not extend through impassable hexesides. The presence of a Friendly unit negates an Enemy ZOC for the 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.

[12.0] AMMUNITION SUPPLY

GENERAL RULE:
All units, with the exception of mounted Cavalry and the Supply unit, 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. All
other Small-Arms units suffer ammunition depletion as a result on the Fire CRT. These units may be resupplied by being within Supply Range of the Supply Wagon. Units that are out of ammunition (Ammon Depleted) do have Zones of Control for the purposes of negating supply and leader effectiveness lines.

CARES:

[12.1] THE UNION SUPPLY WAGON

The Union Player receives one Supply Wagon, which is used to re-supply small-arms units that have suffered ammunition depletion.

[12.11] The Supply Wagon is represented by an individual Organizational counter and a Combat Strength counter, the latter representing its guard. The Supply Wagon starts with a guard of one hundred R infantry (i.e., a Combat Strength of 1). Place a 1 Combat Strength marker under the unit. The Wagon has a Movement Allowance of 5 and moves as if it were limbered artillery.

[12.12] The Supply Wagon’s guard must remain with the Wagon and may not move off on its own. Neither the Supply Wagon nor its guard has a Zone of Control.

[12.13] The Supply Wagon’s guard may fire only in the Defensive Fire Phase and may engage in Melee only when attacked in the Enemy Melee Phase or as a result of an Engaged Melee combat result. If the Supply Wagon guard is eliminated for any reason, the Supply Wagon itself is not automatically eliminated. Rather, it remains on the map without a guard. The Supply Wagon counter may never be eliminated by Fire Combat, but it may be captured during Melee and destroyed.

[12.14] If the Supply Wagon guard is eliminated, a new guard may be assigned. This is accomplished by having any R Infantry unit stack with the Supply Wagon at the end of a Friendly Movement Phase. The infantry unit then transfers one of its Strength Points to the Wagon by subtracting the Point from its own Strength. The units may then move and function as normal on the following Game-Turn. Dismounted Cavalry units may never be used as guards, and therefore never be more than two ordered men (1 Strength Point) in the Wagon’s guard detachment. Infantry units providing a guard detachment must obey all stacking restrictions.

[12.15] The Supply Wagon is not subject to Leadership or Union Army Morale restrictions. It may move, have combat, and function in general without the benefit of either a Leader or expenditure of Union Army Morale Points.

[12.16] The Supply Wagon may be captured by the Confederates. To capture the Wagon, a Confederate unit must end its Melee Phase in the same hex as the Wagon, after the Wagon’s guard has been eliminated. At the beginning of the next Friendly Movement Phase, the Confederate Player, if he still has a unit in the hex, may choose either to destroy the Wagon (simply by announcing this fact and removing the counter) or to capture it. To capture the Supply Wagon, the Player simply flips the counter over to reveal its new nationality. Once captured, the Wagon moves and functions normally to supply Friendly units.

[12.17] Once captured, the Supply Wagon may be recaptured by the Union Player, using the same procedure in Case 12.16. This may occur any number of times.

[12.18] Once destroyed, the Supply Wagon may not be replaced.

[12.19] Supply Wagon guards never suffer ammunition depletion. They have no Morale Rating, and neither they nor the Supply Wagon may ever Rout.

[12.2] 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 the unit to move.

[12.21] Each time a small-arms unit fires and rolls a 6 on the die, there is a possibility the unit has run out of ammunition. The Player firing rolls again for each unit that fired in that combat result: a roll of 1 or 2 means the unit is out of ammunition. An Ammunition Depleted unit is then placed on the top of the unit to indicate its status. Note that Ammunition Depleted units have an effect on the Combat Effectiveness of their Brigade.

[12.22] A unit out of ammunition may move and engage in Melee normally. It may not fire under any circumstances until it is resupplied.

[12.23] To be resupplied, a small-arms unit must be within 5 Movement Points (not hexes) of a Friendly Supply Wagon or an Allied Supply Wagon in its Friendly Final Command Phase. The route of Supply is traced from the Unit to the Wagon and not vice-versa. The Movement Points are counted as if the Player were moving a line Infantry unit, with the exception that Pikes, Roads, etc., may be used as if the unit were in column. 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 an Allied Zone of Control or directly through an Enemy unit.

[12.24] Any number of units may be resupplied during a Friendly Final Command Phase, as long as they can satisfy the requirements of Case 12.23.

[12.3] ARTILLERY AMMUNITION

Each Player is limited in the total number of times he may fire each of his artillery batteries. Each time an artillery battery fires, regardless of the number of guns it has, it uses one round of ammunition. Artillery units that have no rounds of ammunition available may not fire in their turn. Each battery is recorded separately on the Player’s Artillery Ammunition Track (AAT) by placing the marker corresponding to that battery in the appropriate box of the Track. When the battery fires or otherwise loses a round of ammunition, the marker is moved down the Track, reflecting the reduced amount of ammunition available.

[12.31] Each time an artillery battery fires, whether fire is split or not, it expends one round of ammunition, regardless of the number of guns in the battery or the condition of the gun crew. The number of rounds of ammunition available to each battery at the start of the game is given in Cases 12.37 and 12.38.

[12.32] When a battery runs out of ammunition (i.e., its marker is at zero on the AAT) it may not fire. However, such batteries may receive additional rounds of ammunition (see Case 12.36).

[12.33] Artillery does not use any ammunition when engaged in Melee combat.

[12.34] For each gun (Combat Strength Point) captured by the Enemy Player, the affected battery immediately loses two rounds of ammunition.

[12.35] Artillery may be lost because of exploding caissons. (Caissons are the battery’s ammunition storage boxes and not a separate unit.) Every time an artillery battery suffers a loss on the Fire Combat Results Table due to Enemy artillery fire, the losing Player must roll one die. If he rolls a 1, a caisson has exploded and the Player rolls the die again. The second die roll equals the number of rounds the affected battery loses in the caisson explosion.

[12.36] Players may transfer rounds of ammunition between Friendly artillery batteries of the same type. Both batteries involved must spend one entire Game-Turn, without firing, in the same or adjacent hexes. At the end of that Game-Turn the owning Player may redistribute the rounds of ammunition between the two batteries. However, ammunition may not be transferred from one battery to a battery that is already 1 Strength Point larger. No use may ever be made of Enemy ammunition. If an artillery battery is captured or eliminated in combat, its ammunition supply is likewise eliminated. No use may ever be made of captured Enemy ammunition or guns.

[12.37] Each Union artillery battery begins the game with eight rounds of ammunition.

[12.38] Each Confederate artillery battery begins the game with four rounds of ammunition.

[12.39] Each Player’s Artillery Ammunition Track is located on the game map.

[13.0] 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 when a Phasing Player, in the Melee Phase, moves a unit (or units) into the same hex as an Enemy unit(s). The ensuing combat is mandatory, and the result is taken from the Melee Combat Results Table.

PROCEDURE:

A unit that wishes to Melee with an Enemy unit 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 differential is then resolved on the Melee CRT. Thus, if an attacking unit has two more Strength Points than the defending unit, it attacks with a differential of +2. 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.

CARES:

[13.1] DEFINITION OF MELEE STRENGTH

The Melee Strength of all units, with the exception of mounted Cavalry and Artillery (limbered or unlimbered) is always its Combat Strength. Every Artillery unit engages in Melee with a Strength of 1, which may be added to any other units present in the hex. Mounted Cavalry engage in Melee with its given Combat Strength unless they are charging (see 18.2), in which case they engage in Melee at twice their Base Strength.

[13.2] RESTRICTIONS ON ABILITY TO ENGAGE IN MELEE

To engage in Melee, a unit must begin the Friendly Melee Phase adjacent to the Enemy unit it wishes to Melee with. Furthermore, it must be able to move into the defending unit’s frontal hexides. Units may never fire at one unit during a Friendly Fire Phase and then Melee with a different unit in the succeeding Melee Phase. If a unit wishes to Melee, it must Melee with a unit it fired at, if it fired. If it did not fire in the preceding Offensive
Fire Phase, it may Melee with any unit, with the above-mentioned restrictions. Melee is not mandatory; simply because a unit is adjacent to an Enemy unit does not mean it must engage in Melee. However, once a unit has entered an Enemy-occupied hex then it must Melee. The facing of the defending unit has no effect on melee combat.

[13.3] EFFECTS OF TERRAIN
The terrain within the hex has no effect on Melee. However, if all Melee attacking units enter the melee hex by crossing a Stream, Ridge, or Stone Wall hexside, the defending units add one Point to their Strength. Defending units may never add more than one point for terrain purposes. Units may engage in Melee only in hexes into which they could normally move.

[13.4] EFFECT OF LEADERS
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 and stacked with a Leader crosses a stream and meele with an Enemy regiment worth 2, which is also stacked with a Leader. The final combat differential is +2; the 5 gets one more for the Leader, for a total of 6, but the defending unit also has a Leader and was attacked across a stream for a total of four (2 + 1 + 1 + 4).

[13.5] DETERMINING THE COMBAT DIFFERENTIAL
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 terrain and leaders) are always subtracted from the attacker's, regardless of who has more points. Thus, a defender with 8 adjusted 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.

[13.6] STACKING IN MELEE
Each side may stack up to 8 Combat Strength Points (not Melee Strength Points, which are adjusted Combat Strength Points) in a Melee hex, with a provision that each side may have no more than two units in a hex. Therefore, there may be, in a given Melee hex, up to 16 Combat Strength Points, or four units total. There may never, under any circumstances, be more than the limits thus imposed. If infantry units are stacked with Artillery, losses are taken from the Infantry units first, regardless of the stacking order. For other units, losses may be taken as the owning Player desires. Friendly units may enter the same Melee hex from different hexes. Units may not move through units engaged in a Melee.

[13.7] RETREAT BEFORE MELEE
Prior to the Melee Phase, the non-Phasing Player may choose to retreat units that are Melee rather than have them undergo attack. Thus, if a unit retreats before Melee Phase, the non-Phasing (but not retreating) Player may move any units subject to Melee under Case 13.2 one or two hexes away from the Enemy unit, as long as they do not enter an Enemy ZOC. Units that retreat before Melee are subject to Fire, and if any Artillery or leaders are fired upon by other units. Furthermore, other units may not move through a where, although the latter may move through it under certain circumstances (see Section B below). A counter indicating that the unit is engaged is placed on the Melee unit. In the ensuing Player-Turn, the defender may choose to retreat one or both its units. Unlimbered Artillery may not choose this option (C).

[13.8] RESULTS OF MELEE COMBAT
As a result of Melee, units of both sides may be captured, suffer casualties, be forced to retreat, or remain engaged.

[13.8.1] A K result on the Melee CRT means that one Strength Point (100 men) from the side affected has been killed or wounded (see Case 10.7). A K result on an artillery unit results in a one-step loss to the battery's gun crew (see Case 18.8).

[13.8.2] A result of R plus a number (e.g., R2) means that the affected unit(s) must retreat the given number of hexes. At the end of the retreat, the unit rolls for possible rout.

[14.0] ROUT
GENERAL RULE:
Any time a unit suffers a casualty as a result of Fire Combat, or receives a Retreat result on the Melee CRT, they may possibly be routed. Routed units are forced to undergo a retreat — and remain routed until they are rallied by their Leader. Routed units are restricted as to their abilities to move and have combat.

CASES:

[14.1] WHEN UNITS ARE ROUTED
Units check for possible rout each time they suffer a casualty on the Melee CRT, receive a Retreat on the Melee CRT, or Retreat Before or From Melee. A Routed result does not call for a rout check.

[14.2] DETERMINING ROUT

[14.2.1] All regiments in each infantry or cavalry brigade have a Morale rating. The regiments within each brigade may have a different rating. The Morale rating, running from A through E, is the unit's Morale Rating.

[14.2.2] Units use their Morale Rating to determine chances of Rout. If a unit has a Morale Rating of C or worse, it may not be routed.

[14.2.3] A unit that has lost more than 50% of its original strength adds 1 to the Rout die-roll.

[14.2.4] Presence of a Leader in the hex still subtracts 1 from the die-roll.

[14.2.5] Out of ammunition — non-artillery units (Case 12.2) add 1 to the Rout die-roll.

[14.2.6] The Morale/Rout Table (see map)

[14.3] EFFECTS OF ROUT
Units which are routed must retreat three hexes (not an expenditure of Movement Points), in addition to any other retreats that may have been received in that Combat Phase. Once routed, units may not be routed again unless they have been rallied. Thus, a routed unit forced to undergo Retreat Fire (11.2) does not roll for rout again. Routed units may not engage in Fire Combat, offensive or defensive; they may only if attacked (see Case 13.85), and if so attacked they are Melee at one-half their Melee Strength (with a minimum strength of 1). Routed units may move only one hex per turn in the Friendly Movement Phase, regardless of terrain costs. Routed infantry units are so indicated by turning them over so that their Rtd side is face-up. Cavalry, the Supply Wagon, and limbered artillery indicated Routed status by placing an Rtd counter on top of the routed unit.

[14.3.1] A unit that is routed and suffers additional casualties in a state of rout does not suffer rout again; it simply suffers the casualties.

[14.3.2] Routed units may not Retreat before Melee (see Case 13.7); they have no Zone of Control and may not engage in Withdrawal or Retreat Fire. Although routed units may move one hex per turn, they must still be within the Effectiveness Radius of their Leader to do so.

[14.4] RALLY
Routed units remain routed until they are rallied in a Friendly Final Command Phase. Limbered artillery and the Supply unit automatically rally in this Phase. Other units may be rallied if they are within a three-hex radius of their officer and that officer expends a morale point to rally the units (see 17.17). If a unit is rallied by a leader and is routed, the
leader is not routed (leaders are never routed). The leader, however, must retreat with the routed unit, although he retains all his usual abilities. He may rally the unit with which he is stacked in the ensuing Friendly Final Command Phase.

[14.5] EFFECTS OF STACKING
If there is more than one unit in a hex and there is a check for rout, each unit is checked separately. If only the top unit is affected — as in Fire Combat — that unit rolls for rout. If there is no rout the bottom unit need not check. However, if the top unit is routed, the bottom unit must check for rout after the first unit has retreated. The bottom unit receives the benefit of any leader that began the Phase in that hex. Leaders on a stack of units may choose to retreat with a routed unit or remain with any non-routed unit. If a stack suffers a casualty from artillery fire, both units check for rout, regardless of the status of either unit. If the top unit in a stack is eliminated by fire (any kind), the bottom unit does not have to check for rout.

[14.6] ARTILLERY UNITS
Unlimbered artillery is never routed.

[14.7] EFFECTS OF TOWN HEXES (Kernstown)

[14.7.1] Units suffering a casualty or retreat while in a Town hex subtract one from the die when rolling for rout. Thus, a roll of four becomes a three; a roll of one remains a one.

[14.7.2] Units forced to retreat into a Town hex from a non-Town hex are automatically routed.

[14.7.3] Routed units which begin a Final Command Phase in a Town hex may not be rallied unless the requisite leader (as per Case 17.16) can trace a Line of Communications to the unit. This line may be traced only through Pikes or Roads. For purposes of tracing this line, a Town hex is considered to have a "blocking" hexside unless it is traversed by a Pike or Road.

[15.0] RETREATS

GENERAL RULE:
Units may be forced to retreat as a result of rout or as a direct result from the Melee CTR. The number of hexes retreated depends on the combat result received. Retreating units must follow certain conditions when retreating.

CASES:

[15.1] RESTRICTIONS ON RETREATS
A retreating unit may not move through an Enemy unit or an impassable hexside. If it is unable to retreat because it is completely surrounded by Enemy units, impassable terrain and/or the edge of the map, it is captured.

[15.2] EFFECT OF ZONES OF CONTROL
Retreating units may pass through Enemy Zones of Control, but in so doing they may undergo Retreat Fire (see Case 11.2)

[15.3] PRESENCE OF FRIENDLY UNITS
A retreating unit may not retreat through Friendly units if there is another path open to it. If the retreating unit is forced to retreat onto or through a Friendly unit, that Friendly unit must roll for possible rout. If the unit retreated onto is already routed, then that unit automatically retreats an additional three hexes (although it doesn't roll for rout, as it is already routed).

[15.4] THE PATH OF RETREAT
All retreats are conducted by the retreating Player. In determining a Path of Retreat, units should attempt to follow the terrain of least resistance, away from Enemy lines 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 Enemy unit that caused the retreat. It may not enter the same hex twice during any retreat or series of retreats. In anomalous situations use common sense; however, the retreating Player has the final say.

[15.5] ADVANCE AFTER RETREAT
The only situation where a unit may advance into a hex vacated by an Enemy unit is when that Enemy unit has retreated in the Retreat Before Melee Phase (see 13.7)

[16.0] CONFEDERATE UNITS EXITING THE MAP
Except as outlined below, no unit may voluntarily exit the game map. If a unit is forced to do so it is captured.

Confederate units (only) may exit the North map edge in order to fulfill certain Victory Conditions (see Section 22.9). These units may exit the map from any hex of the North map edge by spending a number of additional Movement Points equal to the Movement Point cost to enter the hex the units currently occupy. Once exited, a unit may not return to the map. Mounted cavalry, limbered artillery and Infantry in Column receive the movement benefits for thoroughfares when exiting the map.

[17.0] LEADERS (Brigade Officers)

GENERAL RULE:
Various historical Leaders are represented in the game. The Leaders themselves have no Combat Strength; however, they are necessary for the movement and combat of troops. All Leaders in the game are Brigade Officers.

PROCEDURE:
In the Initial Command Phase the Phasing Player checks to see which of his units are not within the Effectiveness Radius of their respective officers. Any units not within that radius may not move or fight, except as outlined below. In the Final Command Phase, routed units may be rallied by their officers.

CASES:

[17.1] HOW OFFICERS ARE USED
Each officer has his own counter. Officers never require a Strength counter, because an officer is not a combat unit and may not engage in combat on his own. All officers have a Movement Allowance of 10.

[17.11] Officers have two Leadership Ratings: the first rating is the officer's Effectiveness Radius and the second is his Rally Rating.

[17.12] The Effectiveness Radius is the maximum number of hexes a unit may be from its officer during the Initial Command Phase in order to move and have combat. For example, the Union 5th Ohio Regiment is five hexes from Colonel Sullivan, its officer. It may neither move nor attack in the ensuing Player-Turn, as Colonel Sullivan's Effectiveness Radius is 5. It may, however, rally its unit or any unit within five hexes of it, which they may do, regardless of their status.

[17.13] Officers may only affect units within their command (i.e., units of their brigade). The only exception to this is Confederate General Jackson, who may affect any Confederate unit, regardless of its command.

[17.14] The path of hexes of the Effectiveness Rating may not be traced through Enemy units or Zones of Control, engaged units, or impassable terrain.

[17.15] A Mounted Cavalry unit may always move in a Friendly Movement Phase, even when without the benefit of a leader. To melee or charge, however, it must start the Initial Command Phase within its officer's radius.

[17.16] Artillery, the Supply Wagon and leaders are not affected by leaders; they may move and fight without the benefit of a leader.

[17.17] The Officer's Rally Rating is used to rally Friendly routed units during the Friendly Final Command Phase. For each point of his rating, an officer may rally one unit within his command that is not a combat unit and may not engage in combat without receiving a combat result which forces a check for possible rout may subtract one from the die roll when checking for rout (see Case 14.2).

[17.2] EFFECT OF OFFICERS ON MELEE AND ROUT
Any unit stacked with one or more Friendly officers that is involved in a melee may add 1 to its Melee Strength. Any unit stacked with a leader and receiving a combat result which forces a check for possible rout may subtract one from the die roll when checking for rout (see Case 14.2).

[17.3] STACKING RESTRICTIONS
There is no limit to the number of leaders that may be in a given hex. However, all leaders must always end a Movement Phase stacked with a unit capable of having combat. Thus a leader may stack with the Supply Wagon when it has its guard intact, but may not stack solely with the Supply Wagon when it is abandoned. Additionally, leaders may only stack with a regular combat unit within their own command. If the entire command of a leader is eliminated that leader is removed from play. However, the other Player does not receive any Victory Points for a leader so removed. If all the units with which a leader is stacked are eliminated by Fire Combat, the leader may then be moved immediately to the nearest unit in his command.

[17.4] LEADER CASUALTIES
Leaders may become casualties or be captured.

[17.41] Whenever a leader is stacked with a unit that suffers a combat loss (either casualty or capture) two dice are rolled to determine whether the leader has become a casualty. Roll for each leader in the hex separately:

Small-Arms Fire: 2 or 11 = Leader Killed; 5 = Leader Wounded.

Artillery Fire: 2 or 11 = Leader Killed; 5 = Leader Wounded.

Melee K Result: 2 or 11 = Leader Killed; 7 = Leader Wounded.

Melee C Result: 3 or 6 = Leader Captured.

[17.42] If, as a result of fire or melee casualties, a leader is alone in a hex that is surrounded by Enemy units and/or Enemy Zones of Control, and
all of these Enemy units and Zones of Control are within five hexes of the leader, that leader is captured (i.e., he cannot be transferred as in Case 17.3).

[17.43] If a leader becomes a casualty (i.e., he is killed, wounded, or captured) he is removed from the game, and his loss is noted on the Player's Brigade Combat Effectiveness Sheet. If a leader is the only Friendly unit remaining in a hex after melee it may not retreat; it is automatically captured by any Enemy units in the hex. Remember, leaders are never routed although they must retreat along with units they are stacked with that do become routed (however, see Case 14.5).

[17.5] BATTLEFIELD PROMOTIONS

Because of casualties, officers may have to be replaced from the lower ranks and other leaders promoted in their place. No command may ever be without a leader so long as any unit of that command remains in the game.

[17.51] If an officer is killed, wounded, or captured, flip the Leader Counter over to reveal the Replacement Counter for that brigade. These represent brigade-level officers that take command when the original commander is lost. The counters are anonymous, although they are identified by brigade.

[17.52] When new leaders are placed on the map they may be stacked with any unit of their command, regardless of the situation of the removed leader.

[17.53] New leaders are placed on the map in the Final Command Phase of the turn the original leader was removed from the game.

[17.54] If a Replacement Officer is killed, wounded, or captured, it is not actually removed from the game. Instead it is simply redeploed on the map, as with other new leaders, and the loss is recorded on paper. (The Replacement Counter then represents a different anonymous brigade-level officer who has risen to command.) There is no limit to the number of times a brigade may have its officer removed due to casualty and then replaced.

[17.55] If Confederate General Jackson is killed, wounded or captured he is replaced by an Officer of any kind. The Confederate Player simply has one less Officer Counter to work with.

[17.6] ARTILLERY UNITS

Artillery units, although attached to a specific brigade, have no leaders for movement and combat purposes. They move and fire independently of any leadership restrictions. (However, remember that Union artillery units still count as part of a brigade for purposes of Army Morale, see Section 19.0.)

[18.0] CAVALRY AND ARTILLERY

CASES:

[18.1] CAVALRY RETREAT BEFORE MELEE

Mounted Cavalry units in danger of being Melee attacked solely by infantry units may refuse Melee and retreat one or two hexes. Unlike normal Retreat Before Melee (see Case 13.7) the Cavalry Player pays no penalty for this retreat; he does not roll for rout or undergo Withdrawal Fire. However, if the retreated cavalry unit enters an Enemy ZOC, it must undergo possible Retreat Fire. Dismounted Cavalry units Retreat Before Melee as if they were infantry; they pay all penalties.

[18.2] CAVALRY CHARGE

Mounted Cavalry units may charge Enemy units. Mounted Cavalry may also Melee in a normal manner, using their given Combat Strength as a normal Melee Strength.

[18.21] Mounted Cavalry may charge any unit, including other Mounted Cavalry.

[18.22] The unit(s) being charged may not be in a woods or town hex, nor may the path of the charge be through river, woods, ridges, or crest hexes or hexes adjacent. Charges may be made through (over) Stone Walls.

[18.23] To mount a charge, the cavalry units must begin the Friendly Movement Phase no more than four hexes from a 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. The cavalry unit then proceeds to move adjacent to the target hex. If it is still adjacent at the beginning of the Melee Phase, it may then charge or conduct 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.

[18.24] Cavalry units conducting a charge are automatically routed after the completion of the Melee Phase. The cavalry unit must fire in the following order: Artillery, Mounted Melee, Mounted Cavalry. Before Melee as in Case 18.1.

[18.25] Units being charged (excluding mounted cavalry) may not use Retreat Before Melee to avoid the charge. Mounted cavalry may Retreat Before Melee as in Case 18.1.

[18.26] Charging Cavalry that receive an Engaged result do not have their Combat Strength doubled in the following Melee Phases. They are still automatically routed after completion of the Melee.

[18.3] MOUNTED CAVALRY DEFENSIVE ADJUSTMENTS TO MELEE

When a mounted cavalry unit is being engaged in melee by infantry or charging cavalry, it defends with twice its Combat Strength. In defending against a mounted cavalry unit that is meleeing normally (not charging) it uses its given Combat Strength. Thus, if a mounted cavalry unit with a Base Combat Strength of 1 were to be engaged in melee by a dismounted cavalry unit with a Base Combat Strength of 2, the result would be found in the 0 column on the Melee CRT: 1 - (1 x 2) = 0.

[18.4] EFFECT OF FIRE COMBAT ON MOUNTED CAVALRY

If a mounted cavalry unit is fired upon, the Total Fire Strength column is always adjusted two to the right: one column because the cavalry unit is mounted and one column because mounted cavalry is in column formation.

[18.5] MOUNTED CAVALRY AND LEADERS

Mounted cavalry may always move and dismount without a leader, but they may not mount without a leader. Mounted cavalry may not charge or engage in any melee without a leader. Dismounted cavalry units always need a leader to function.

[18.6] RESTRICTIONS ON ARTILLERY MOVEMENT AND FIRE

Artillery 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 the only movement an artillery unit makes is to change from limber to unlimber, it may fire.

[18.7] UNLIMITED ARTILLERY ROUT AND RETREAT

Unlimited artillery units may never be routed or retreated.

[18.8] GUN CREWS

Each artillery unit automatically includes the battery's gun crew. These are the men who actually service and fire the cannon. The Combat Strength of each battery may be reduced or eliminated by killing, wounding, and capturing members of its gun crew.

[18.81] Gun crews are affected only by melee and small-arms Combat Results. Combat results achieved by artillery fire affect the guns only, leaving the gun crew intact.

[18.82] Each gun crew can sustain a maximum of two step-losses. When a battery's gun crew takes a I Strength Point loss, that battery's marker on the Artillery Ammunition Track is shifted to the ½-Crew row. When the gun crew loses a second Strength Point, the marker is inverted on the ½-Crew row to designate an Inoperable Artillery unit.

[18.83] When a gun crew is at one-half Strength, the current Fire Strength of the battery is halved (rounded down).

[18.84] When a gun crew is completely eliminated, the battery is inoperable, and its Fire Strength is reduced to zero.

[18.85] The state of the gun crew has no effect on the ability of the unit to move (including limbering and unlimbering). Likewise the gun crew has no effect on the unit's Defense Strength for melee — it is always 1.

[18.86] Gun crews may not be transferred from unit to unit.

[19.0] UNION ARMY MORALE

GENERAL RULE:

Union Army Morale is a cumulative measure of various factors that reflect a subjective view of which side is winning and losing. The Union entered the battle of Kernstown relatively well-prepared but uncertain as to the number of Southern units they faced. (After the battle, General Shields estimated he had faced 9,000 to 11,000 Southern troops, about three times the number Jackson had available). These rules reflect that uncertainty.

CASES:

[19.1] UNION ARMY MORALE TRACK

The Union Player records the number of Army Morale Points available to him through the use of his Army Morale Track. At the beginning of the game the Union Player places his Morale Point markers at the starting position, reflecting the Initial Union Morale Level. The position of the markers (x 1, x 10, and x 100) should be adjusted throughout the play of the game, as the Union Player receives and expends Morale Points. For example, the Union Player would reflect his Initial Morale Level of 30 by placing the x 10 marker in the 3 Box of the Track (because 3 x 10 = 30). The x 1 and x 100 markers would be placed in the Zero Box. When the Union Player receives ten additional Morale Points on Game-Turn 1, this would be reflected by moving the x 10 marker from the 3 Box to the 4 Box. The morale level is cumulative, and points not expended in one Game-
Turn remain on the track and are available for following Game-Turns. The morale level may not drop below zero; if this should occur, the morale level is treated as if it were zero. However, the Union Player may not move any of his units without paying the required Army Morale Point cost (i.e., the morale level must be at least 5 for any Union units to move).

[19.2] INITIAL MORALE LEVELS
The Union Player begins with a total of 30 Morale Points. Moreover, at the beginning of each Game-Turn (including Game-Turn 1) the Union Player receives an additional 10 Morale Points.

[19.3] CHANGES IN ARMY MORALE

[19.31] At the beginning of his Player-Turn, the Union Player must subtract 5 Morale Points for each brigade he wishes to move. A Brigade is considered to move if any unit(s) of that brigade (excluding leaders) expends any part of its Movement Allowance. (Note that this allows brigades to change facing as this does not require any Movement Points.) For purposes of this rule artillery units are assumed to be part of the brigade to which they are attached. No Morale Points are ever expended by the Union Player for moving his Supply Wagon.

[19.32] When moving an ineffective Brigade (see 20.0), the Union Player must subtract 10 Morale Points, instead of the usual 5. There is no additional cost to move a demoralized Brigade (see Case 19.4), unless that Brigade has also lost its Combat Effectiveness.

[19.33] One Morale Point is immediately subtracted from the Union Morale Level for each Friendly Infantry or Cavalry Strength Point eliminated, captured or routed. One morale point is immediately added to the Union army morale level for each routed Infantry or Cavalry Strength Point that is rallied. No Morale Points are ever lost due to Artillery, gun crew, or Supply Wagon losses.

[19.34] Morale Points are immediately subtracted from the Union army morale level for each friendly Leader killed, wounded or captured. The Player should subtract morale points equal to the Effectiveness Radius of the leader in question.

[19.35] Tyler’s Brigade begins the game in reserve (see Case 8.7). The Union Player must expend an additional 15 morale points (for a total of 20) when moving Tyler’s Brigade for the first time. Thereafter the Brigade functions as normal.

[19.36] The Union Player is required to expend Morale Points only for voluntary movement (including changing formation) during the Union Movement Phase, and for initiating Melee during the Union Melee Phase. No Morale Points are ever expended for Retreats or Routs, for whatever cause. Likewise, no Morale Points are expended for initiating Melee due to a previous Engaged result.

[19.4] DEMORALIZATION
At the end of each Game-Turn in which the Union Player has fewer than 30 morale points remaining, each Union brigade must immediately check for Demoralization.

[19.41] The Union Player must roll one die for each brigade, and consult the Demoralization Table (see map).

[19.42] Demoralization Table
(see map)

[19.43] The number rolled equal the number of Combat Strength Points by which the Brigade Combat Effectiveness Rating is immediately reduced (see Section 20.0).

[19.44] The reduction of a Brigade’s Combat Effectiveness Rating through Demoralization is permanent and remains in effect for the rest of the game. In fact, the Brigade may become further Demoralized on subsequent Game-Turns, if the procedure outlined above is again fulfilled. One is subtracted from all of the Brigade’s die rolls when rolling to determine Demoralization. Once the Brigade has lost its Combat Effectiveness, Demoralization can have no further effect.

[19.45] No Victory Points are awarded for the reduction of Brigade Effectiveness through Demoralization. However, should a Demoralized Brigade lose its Combat Effectiveness the Confederate Player would of course receive the Brigade’s Victory Point Value.

[20.0] BRIGADE COMBAT EFFECTIVENESS (BCE)

GENERAL RULE:
Brigade Combat Effectiveness simulates the problems of morale and fatigue. A sheet of paper — the BCE Sheet — has the combat effectiveness ratings for all necessary brigades and is used to keep track of losses in Combat Strength points by brigade. It is suggested that Players either make copies of this sheet for further use or provide a clear, plastic cover for easy erasure.

CASES:

[20.1] HOW BCE WORKS

[20.11] Every infantry and cavalry brigade has a Combat Effectiveness Rating. Artillery, Leaders and Supply Guards do not have CE ratings and thus do not affect CE.

[20.12] The CE Ratings for all units are on the Brigade Combat Effectiveness Sheet. The rating represents the number of Combat Strength Points which the units in the brigade may lose before the brigade loses combat effectiveness. When the brigade has lost the number of Strength Points listed on the BCE Sheet, the brigade has lost combat effectiveness; e.g., the units in Kimball’s Brigade may lose up to 9 Strength Points and remain fully combat effective. However, when the brigade loses its 9th strength point, it has lost combat effectiveness. Players should keep track of the brigade losses by checking off a box for each strength point eliminated or captured (see Case 20.4).

[20.13] The Combat Effectiveness Rating of a Confederate Brigade is immediately reduced by 2 for each Small-Arms unit of that Brigade that suffers Ammunition Depletion (see Case 12.2). The Combat Effectiveness Rating of a Union Brigade is immediately reduced by 1 for each Small-Arms unit of that Brigade that suffers Ammunition Depletion. Regardless of nationality, this loss of Combat Effectiveness is immediately restored when the Ammunition Depleted unit is resupplied (although the Confederate Player could only hope the units captured the Confederate Supply Wagon). Thus it is possible for a Brigade which has lost its Combat Effectiveness through Ammunition Depletion to regain its Effectiveness by being resupplied. (This is the only way that this may ever occur — loss of that Combat Effectiveness is ordinarily permanent.

[20.14] The Combat Effectiveness Ratings of Brigades are never affected by the ammunition status of their attached Artillery units.

[20.15] Union Brigades may also have their Combat Effectiveness Ratings reduced through Demoralization (see Case 19.4). Such reductions are permanent and may not be restored.

[20.2] EFFECTS OF LOSS OF COMBAT EFFECTIVENESS

[20.21] The loss of Combat Effectiveness has the following effects:
A. No unit in the brigade may initiate Melee. All other combat functions may be performed normally;
B. If a unit in the brigade is routed and is within the Effectiveness Radius of its Officer, all other units within that brigade and in command control of that officer are routed automatically, without having to check. Units not within this Radius or units engaged in a melee other than the Melee which caused the rout are not routed.
C. If a unit in the brigade is routed and is not within command control, there is no effect on other units in the brigade.

D. For the Union Player, the cost in army morale points to move any unit of an ineffective brigade is increased to 10.

[20.22] Loss of combat effectiveness for the entire brigade takes place the instant the CE level is reached. Once lost, BCE may not be recovered. However, routed units may still be rallied.

[20.23] Units that are forced to retreat by rout because another unit in the brigade has routed (see Case 20.21B) draw Withdrawal Fire.

[20.3] BRIGADE COMBAT EFFECTIVENESS SHEET
(see page R16)

[21.0] DEPLOYMENT

GENERAL RULE:
The game begins at 1400 (2 p.m.) and ends at 1900 (7 p.m.), a total of 15 Game-Turns. The Union Player deploys all his units on the map. Then the Confederate Player deploys his units. The First Game-Turn begins with the Confederate Player’s Turn of Game-Turn 1. Cavalry units may be deployed either mounted or dismounted; artillery units must be deployed unlimbered.

CASES:

[21.1] UNION DEPLOYMENT


[21.13] Tyler’s Brigade and Union Supply Wagon: in Reserve, on or adjacent to hex 2907. Batteries A and B of the First West Virginia Light Artillery are attached to Tyler’s Brigade.


[21.2] CONFEDERATE DEPLOYMENT

[21.21] Ashby’s Cavalry Brigade: any hex south of Hogg Run that is between hex columns 2800 and 4300 (inclusive). Chew’s Battery of horse artillery is attached to Ashby’s Brigade.

[21.22] All remaining Confederate units: enter the game as reinforcements during the Confederate Movement Phase of Game-Turn 1. Units enter from any hex of the South mapedge, between hex columns 2400 and 4300 (inclusive). Units enter the map by paying the normal Movement Point cost for the first hex they enter. All artillery units enter
GENERAL RULE:

of a certain paragraph and capture of enemy troops and/or occupation game, any of his cavalry units exited captured. The Confederate Player receives Victory Points at the end of the game. Each of these is worth a specific number of Victory Points. The total number of Victory Points gained is the level of victory. The Confederate Player's level of victory determines the final result. The player with the highest number of Victory Points wins the game. The player with the lowest number of Victory Points loses the game. Each Player receives 2 Victory Points for each Army Morale Point that remain unspent at the end of the game. Each Player receives 2 Victory Points for each Enemy Brigade that has lost its Effectiveness Rating. Each Player receives 2 Victory Points for each confederate unit captured in Melee. Each Player receives 2 Victory Points for each Victory Point scored. Each Player receives 2 Victory Points for each 100 Enemy infantrymen killed or wounded. Each Player receives 2 Victory Points for each 100 Enemy cavalrymen killed, wounded, or captured. Each Player receives 2 Victory Points for each 100 Enemy artillerymen killed or captured. Each Player receives 2 Victory Points for each 100 Enemy Supply Units destroyed. Each Player receives 2 Victory Points for each 100 Enemy Supply Units destroyed.

[22.2] ARSENAL OF VICTORY

[22.3] THE MECHANICS OF VICTORY

[22.4] LEVELS OF VICTORY

[22.5] RAMIFICATIONS OF VICTORY

[22.6] ACCOUNTS

The determination of the level of victory is made by the player's armies at the conclusion of the game. The player with the highest number of Victory Points wins the game. The player with the lowest number of Victory Points loses the game. Each Player receives 2 Victory Points for each Enemy Brigade that has lost its Effectiveness Rating. Each Player receives 2 Victory Points for each confederate unit captured in Melee. Each Player receives 2 Victory Points for each Victory Point scored. Each Player receives 2 Victory Points for each 100 Enemy infantrymen killed or wounded. Each Player receives 2 Victory Points for each 100 Enemy cavalrymen killed, wounded, or captured. Each Player receives 2 Victory Points for each 100 Enemy artillerymen killed or captured. Each Player receives 2 Victory Points for each 100 Enemy Supply Units destroyed. Each Player receives 2 Victory Points for each 100 Enemy Supply Units destroyed.
firing Player may designate the hex actually hit. After the overshoot hex is determined, the firing Player rolls for a result on the Fire CRT; however, he adjusts the Total Fire Strength column one to the left as a result of overshooting the target. Players must still observe the two-column maximum movement. It is entirely possible for a Player to hit his own units by overshooting.

23.14 If a Player overshoots a target by two hexes, the shell falls into the hex two hexes directly to the rear of the target hex. A battery overshooting by two hexes halves its Fire Strength, before any other adjustments.

23.2 EFFECTS OF LINE OF SIGHT ON OVERSHOOT

Batteries which overshoot their targets may end up firing into hexes into which they did not originally have a Line of Sight. They may still overshoot and fire into these hexes if they had a LOS to the original target hex. Thus, a battery may aim at a target on top of a hill, but actually hit one behind the crest. This is the only time a unit may fire at an Enemy unit to which it does not have a Line of Sight. (Remember, it is aiming at a unit to which it does not have a Line of Sight.)

23.3 EFFECTS OF TERRAIN

Units fired on by overshooting artillery get the benefit of any terrain in their hex. They also benefit from any terrain hexside that the original target hex would have benefited from; e.g., the original target hex was behind a Ridge; the overshoot target is not behind a ridge hexside, but is in the woods. The new target gets the benefit of the woods, plus the ridge plus the overshoot adjustment! (Remember, however, the two-column maximum adjustment. If the Line of Sight passes, by chance, through two ridge hexsides, the defending unit gets the benefit of only one ridge hexside.

23.4 LINE OF FIRE

The Line of Fire is considered the same as the Line of Sight — a direct line from the center of the firing hex to the center of the target hex. To determine the overshoot hex, simply continue the line through the rear of the target hex into the hex (or second hex) beyond it.

23.5 MULTIPLE FIRE

Where there is more than one battery firing at a particular target, each battery rolls for overshoot separately. The total single fire attempt may dissolve into a barrage of several batteries scattered over two or more hexes, depending on the line of fire of each battery! Remember the restrictions of Case 10.35.

24.0 RULES SUMMARY FOR EXPERIENCED PLAYERS

COMMENTARY:

Players who are thoroughly familiar with other SPI games (even if not with Terrible Swift Sword) may be able to move quickly and decisively, controlling the area in which the main battle will be fought. Since a frontal assault on Pritchard’s Hill almost certainly will not work, it is necessary to move against the flanks instead. The basic strategy here is to produce a situation where virtually the whole Confederate force is engaged against a single Union brigade. An assault on the Union left flank will produce this almost immediately, as it will run directly into Sullivan’s and (the much weaker) Cavalry brigade. If open battle is your forte, go that way. On the other hand, a move to the left through the Sandy Ridge area will generally force a battle with a single Confederate Brigade, which will be fighting in the vicinity of the stone wall. This is where the battle historically took place and probably offers the Confederate Player the best chance of success. Maneuver is likely to be crucial here, an item which is the greatest single Southern asset. In either case, Ashby’s cavalry should remain where he is main Battle is not; the threat of his exiting the map should tie down at least one brigade. Also be aware that artillery will be of limited use in the rough terrain around Sandy Hill.

Union Player

To an extent, the flow of the battle will be decided by your opponent. While the Union is much stronger than the South, they are hampered in their ability to move. Pritchard’s Hill dominates the center of the battlefield, and any artillery there will have a wide range of targets. Kimball’s Brigade is in a “switch” position. If the Confederate moves against Sullivan and the Cavalry, those two Brigades should basically hold their ground, while Kimball threatens the Confederate flank and rear. If the South moves through Sullivan, then the Cavalry moves. In any case,Kimball will have his flank protected (be careful here, as committing him either too early or too late will have serious effects), eventually getting aid from Kimball. In general, guard against Ashby well, and make certain he can’t sneak by your opening set-up. Always leave some troops (if only artillery) to hold Pritchard’s Hill and the Valley Turnpike.

DESIGNER’S NOTES

The boldness of the Confederate attack convinced General Shields that Jackson was expecting substantial reinforcements. Therefore, Colonel Kinship, who was the active commander in the field, delayed the release of Tyler’s Brigade until the situation had developed further. Wargames by their very nature give the players too much information. Thus, the Union Army morale rules in Stonewall were designed to portray this historical uncertainty. Another major change from the original TSS system is in the Fire Combat Results Table. The casualty rates for this battle were much lower than at Gettysburg, and the formations at Kernstown were much smaller. The new table takes these variances into account.

The two major problems in the TSS system were the original morale rules and the lack of gun crews. The morale rules were amended in the TSS errata. The question of gun crews was never fully addressed. In the original TSS system, the lack of crew rules made artillery units vulnerably air. A plethora of cases had to be developed to handle the inaccuracy. By the addition of gun crews to man the artillery batteries, all of the original problems in the old system are eliminated.

PLAYER’S NOTES:

Confederate Player

Confederate Player holds a strong hand and must move quickly and decisively, controlling the area in which the main battle will be fought. Since a frontal assault on Pritchard’s Hill almost certainly will not work, it is necessary to move against the flanks instead. The basic strategy here is to produce a situation where virtually the whole Confederate force is engaged against a single Union brigade. An assault on the Union left flank will produce this almost immediately, as it will run directly into Sullivan’s and (the much weaker) Cavalry brigade. If open battle is your forte, go that way. On the other hand, a move to the left through the Sandy Ridge area will generally force a battle with a single Confederate Brigade, which will be fighting in the vicinity of the stone wall. This is where the battle historically took place and probably offers the Confederate Player the best chance of success. Maneuver is likely to be crucial here, an item which is the greatest single Southern asset. In either case, Ashby’s cavalry should remain where he is main Battle is not; the threat of his exiting the map should tie down at least one brigade. Also be aware that artillery will be of limited use in the rough terrain around Sandy Hill.

Union Player

To an extent, the flow of the battle will be decided by your opponent. While the Union is much stronger than the South, they are hampered in their ability to move. Pritchard’s Hill dominates the center of the battlefield, and any artillery there will have a wide range of targets. Kimball’s Brigade is in a “switch” position. If the Confederate moves against Sullivan and the Cavalry, those two Brigades should basically hold their ground, while Kimball threatens the Confederate flank and rear. If the South moves through Sullivan, then the Cavalry moves. In any case, Kimball will have his flank protected (be careful here, as committing him either too early or too late will have serious effects), eventually getting aid from Kimball. In general, guard against Ashby well, and make certain he can’t sneak by your opening set-up. Always leave some troops (if only artillery) to hold Pritchard’s Hill and the Valley Turnpike.

DESIGN CREDITS

Game Design: Mark Herman
Game Development: Thomas Walczyk
Physical Systems Design and Graphics: Redmond A. Simonsen
Original System Design: Richard Berg
Order of Battle Assistance: Edward McCarthy
Production: Larry Catalano, Barbara Hay, Manfred F. Milhuk, Steve Parsons, Norman Pearl, Bob Ryer, Linda Sapin
**HOW TO USE THE BRIGADE COMBAT EFFECTIVENESS (BCE) RECORD**

The BCE Records are used to record the number and type of casualties suffered by each Player's units. The listing for each Brigade includes:

1. Name of the Brigade's Officer;
2. Numerical Designation of the Brigade (following numbers indicate the original Brigade Combat Effectiveness Rating as compared to the total number of Strength Points in the Brigade);
3. A number of boxes equal to the Brigade's original BCE Rating (Note that this rating may be reduced through Ammunition Depletion and/or Demoralization); and the Brigade's Victory Point Value;
4. Additional boxes so that the total number of boxes equals the number of Strength Points in the Brigade;
5. A listing of attached Artillery units, with a number of boxes equal to their original Combat Strength.

Each time a Brigade Officer (or Replacement Officer) becomes a casualty, the box adjacent to his name must be checked off.

Each time an Infantry or Cavalry unit suffers a casualty, a number of boxes, equal to the number of Strength Points lost, adjacent to that unit's Brigade must be checked off, beginning with the boxes indicating the Brigade's Combat Effectiveness Rating. When the number of boxes checked off exceeds the Brigade's current Combat Effectiveness Rating, the Brigade has lost its Combat Effectiveness. Note that a Brigade's Combat Effectiveness Rating can be reduced through Ammunition Depletion and/or Demoralization (see Cases 20.13 and 19.4).

Each time an Artillery or Horse Artillery unit suffers a loss of one or more guns, a number of boxes (equal to the number of guns lost) adjacent to that Artillery unit must be checked off. Losses to gun crews are recorded on each Player's Artillery Ammunition Tracks, and not on the BCE sheets.

Players should indicate Killed (or Wounded) losses by drawing a diagonal line across the box. The Union Player should indicate reductions in BCE Rating due to demoralization by drawing a large circle around a number of boxes equal to the number of Points by which the Brigade's Rating has been reduced. (Note that it is not necessary to do so once a Brigade has lost its Combat Effectiveness.)

Players should indicate reductions in BCE Rating due to Ammunition Depletion by drawing a large square around the appropriate number of boxes (see Case 20.13). This should be done in pencil, as the reduction in the BCE Rating is restored if the Depleted unit is resupplied (erase the square).

**IMPORTANT:** retain one copy of this Combat Effectiveness Sheet without marks on it, as you will need to make duplicate photo-copies. SPI grants permission to reproduce this page for personal use. Additional copies are not available from SPI.

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**UNION BRIGADE COMBAT EFFECTIVENESS**

<table>
<thead>
<tr>
<th>Name</th>
<th>Replc</th>
<th>BCE Rating</th>
<th>Artillery</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kimball</td>
<td></td>
<td>3</td>
<td>3rd Brigade: 12 of 23</td>
</tr>
<tr>
<td>1st Brigade</td>
<td></td>
<td>9 of 17</td>
<td>3rd Brigade Artillery: A, 1 WVa. L: □□□□</td>
</tr>
<tr>
<td>Sullivan</td>
<td></td>
<td>3</td>
<td>2nd Brigade Artillery: E, 4 U.S.: □□□□</td>
</tr>
<tr>
<td>2nd Brigade</td>
<td></td>
<td>12 of 20</td>
<td>2nd Brigade Artillery: □□□□ + 10VP</td>
</tr>
<tr>
<td>Tyler</td>
<td></td>
<td>3</td>
<td>3rd Brigade Artillery: □□□□ + 30VP</td>
</tr>
<tr>
<td>3rd Brigade</td>
<td></td>
<td>12 of 23</td>
<td>(No Artillery Attached)</td>
</tr>
<tr>
<td>Jackson</td>
<td></td>
<td></td>
<td>3rd Brigade Artillery: □□□□ + 40VP</td>
</tr>
<tr>
<td>Garnett</td>
<td></td>
<td>3</td>
<td>1st Brigade Artillery: Algh, Va: □□□□</td>
</tr>
<tr>
<td>1st Brigade</td>
<td></td>
<td>13 of 16</td>
<td>Rkbr, Va: □□□□</td>
</tr>
<tr>
<td>Burks</td>
<td></td>
<td>3</td>
<td>2nd Brigade Artillery: □□□□ + 10VP</td>
</tr>
<tr>
<td>2nd Brigade</td>
<td></td>
<td>7 of 11</td>
<td>□□□□</td>
</tr>
<tr>
<td>Fulkerson</td>
<td></td>
<td>3</td>
<td>3rd Brigade Artillery: □□□□ + 10VP</td>
</tr>
<tr>
<td>3rd Brigade</td>
<td></td>
<td>3 of 4</td>
<td>□□□□</td>
</tr>
<tr>
<td>Ashby</td>
<td></td>
<td>3</td>
<td>7th Virginia Cavalry Brigade: □□□□ + 20VP</td>
</tr>
<tr>
<td>7th Virginia Cavalry Brigade: Ch, VH: □□□□</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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**CONFEDERATE BRIGADE COMBAT EFFECTIVENESS**

<table>
<thead>
<tr>
<th>Name</th>
<th>Replc</th>
<th>BCE Rating</th>
<th>Artillery</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jackson</td>
<td></td>
<td></td>
<td>3rd Brigade: 12 of 23</td>
</tr>
<tr>
<td>Garnett</td>
<td></td>
<td>3</td>
<td>1st Brigade Artillery: Algh, Va: □□□□</td>
</tr>
<tr>
<td>1st Brigade</td>
<td></td>
<td>13 of 16</td>
<td>Rkbr, Va: □□□□</td>
</tr>
<tr>
<td>Burks</td>
<td></td>
<td>3</td>
<td>2nd Brigade Artillery: □□□□ + 10VP</td>
</tr>
<tr>
<td>2nd Brigade</td>
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<td>□□□□</td>
</tr>
<tr>
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<td></td>
<td>3</td>
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</tr>
<tr>
<td>3rd Brigade</td>
<td></td>
<td>3 of 4</td>
<td>□□□□</td>
</tr>
<tr>
<td>Ashby</td>
<td></td>
<td>3</td>
<td>7th Virginia Cavalry Brigade: □□□□ + 20VP</td>
</tr>
<tr>
<td>7th Virginia Cavalry Brigade: Ch, VH: □□□□</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
NOTE: Stonewall Game

Some of the counters provided with the Stonewall game are missing the letter 'R'. Please note that all the Confederate unit markers should be labeled with 'R'. This has only occurred on some of the Confederate counters on some of the sets. Also note that some counter sheets were cut very close to the edge; each counter sheet contains 100 pieces.

ORIGINS INFORMATION

Anyone interested in going to ORIGINS 78 this summer (July 14, 15 & 16) in Ann Arbor, Mich can contact SPI for info on either charter plane or bus rates from New York. Please send a SASE to H. Barasch at SPI for details. Bus will be approximately $40.00 round trip and plane approximately $110.00 round trip to the site.
**INTRODUCTION**

Stonewall is a grand tactical, regimental-level simulation of the Battle of Kernstown, March 23, 1862. The game enables players to recreate the encounter between Major General T.J. “Stonewall” Jackson’s Confederate Valley Army and Brigadier General James Shield’s Division, part of the Union Army of the Potomac.

The map sheet portrays the area of the Shenandoah Valley in Virginia in which the battle was fought.

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

Each game turn is 20 minutes of real time, each hex is 120 yards in scale, and each Strength Point is 100 men or one gun.

**UNITS AND GAME INVENTORY**

**ARTILLERY CREWS**

Stonewall comes with no gun crew markers. Use gun crew markers from any other GBACW game to signify gun crews.

When an unlimbered battery crew fails a morale check, the Player whose unit is affected places a neutral crew counter on the battery and performs rout movement, abandoning the guns. Abandoned guns may not fire, change formation or move until they are re-crewed by their original crew. Abandoned guns also have no ZOC. If the original crew is eliminated, the gun is considered captured and removed from play.

Crew counters also have half-crew indicated on the reverse side which is used to mark batteries which have reduced crews. A player with a half crew should mark the battery’s status on his OB sheet.

**MODIFICATIONS AND ADDITIONS TO THE STANDARD RULES**

**MOVEMENT ALLOWANCE**

Infantry, Dismounted Cavalry and supply units have 5 MP’s.

Standard Artillery have 8 MP’s.

Mounted Cavalry, Leaders, and Horse Artillery (Limbered) have 10 MP’s.

Pikes, Roads and Trails negate costs of other terrain in the hexes crossed. Exception: In Stonewall, Pikes Roads and Trails do NOT eliminate the cost of a change in height due to crossing a slope, ridge or crest.

See Terrain Effects Chart (TEC 9.0 on the Stonewall map) for specific Terrain costs.

The town of Kernstown offers unique problems for both movement and combat.

The town of Kernstown offers unique problems for both movement and combat.

In Stonewall, any Confederate unit that suffers Ammo Depletion also deletes 2 from it’s BCE level. Any Union unit that suffers ammo depletion deletes 1 from it’s BCE level. If these units are re-supplied, these temporary changes to BCE are ignored. If this change returns a brigade to non-BCE status, that change occurs immediately.

In Stonewall, the Confederate units have no supply wagons. If they capture a Union supply wagon, they may use it to supply small arms ammo to their troops.

Mounted cavalry may not fire.

Changes to the Fire Combat Effects Table. Stonewall uses a special Fire Combat Effects table. (10.9 on the Stonewall Map.) Changes:

*Pin*: A Pin result means the target unit is automatically pinned. (No morale check is necessary.)

Special Note: While the 1 FP and 2 FP firepower columns are identical, they are in place to lessen the impact of column shifts at lower firepower ranges.

The Standard GBACW rules apply: Combat units, woods, towns, as well as crests, ridges and hilltops block LOS between units at the same level, unless one of the units occupies the blocking terrain. (Referred to below as blocks or blocking terrain.)

You may always fire into blocking terrain, but not through it.
Cavalry in Stonewall does not block fire on the target's level, but may always fire at enemy units in an adjacent hex.

There are three height levels in Stonewall: Ground level, Ridge/Crest level, and Hilltop level. (Ground level is the lowest, Ridge/Crest level is the intermediate level, and hilltop is the highest.) Units occupying these levels are said to be at that level. Blocking terrain are also judged by the level they occupy.

In Stonewall, Units in Stonewall use letters instead of numbers for morale. Substitute the following morale for the GMACW standard rules. (See Cedar Mountain, 22.0)

MORALE

An Army Morale level begins at 30.

The Union receives 10 points at the beginning of each game turn, including turn 1.

The Union player immediately reduces his Army Morale level 1 point for every friendly infantry or cavalry strength point eliminated captured or routed.

The Union player immediately increases his Army Morale level 1 point for every friendly infantry or cavalry strength point that rallies.

The Union player loses Army Morale points for each leader killed, wounded or captured. The points are equal to the Effectiveness Radius of the lost leader.

Morale Point Usage: In the initial command phase, the Union player may expect 5 morale points for any brigade he wishes to move that turn. (Movement is considered the use of movement points, so even if a unit is not alerted by the expenditure of Morale Points, it may change facing, fire, etc.)

If the unit is forced to change facing, fire, etc. by its ammo supply. (See Cedar Mountain, 22.0)

The game begins at 1400 and ends at 1900, a total of 15 Game Turns. The Union Player deploys all his units on the map. Then the Confederate Player deploys his units. The Confederate player is the first player.

The game is over when the player has amassed the most Victory Points according to the following schedule. Both players receive:

Leaders Captured:
1 VP per each Effectiveness Point

Leaders wounded or killed:
1 VP for each enemy SP killed.

Artillery is NOT affected by BCE loss.

CONFEDERATE UNITS EXITING THE MAP

Victory is awarded to the player who has deployed his units. The Confederate player deploys his units. The Confederate player is the first player.

Cavalry units may be deployed either mounted or dismounted; artillery must be deployed unlimbered. (See original Stonewall rules 21.1 and 21.2 for deployments.)

VICTORY CONDITIONS

[25.0] UNION ARMY MORALE LEVEL

Union Army Morale is a cumulative measure of various factors. The Union entered the battle of Kernstown relatively well prepared but uncertain as to the number of Southern units they faced. (General Shields believed he faced 9,000 to 11,000 Southern troops, about 3 times the number Jackson had available. These rules reflect that uncertainty.)


[25.2] The Union receives 10 points at the beginning of each game turn, including turn 1.

[25.3] The Union player immediately reduces his Army Morale level 1 point for every friendly infantry or cavalry strength point eliminated captured or routed.

[25.4] The Union player immediately increases his Army Morale level 1 point for every friendly infantry or cavalry strength point that rallies.

[25.5] The Union player loses Army Morale points for each leader killed, wounded or captured. The points are equal to the Effectiveness Radius of the lost leader.

[25.6] Morale Point Usage: In the initial command phase, the Union player may expect 5 morale points for any brigade he wishes to move that turn. (Movement is considered the use of movement points, so even if a unit is not alerted by the expenditure of Morale Points, it may change facing, fire, etc.)

[25.7] If the brigade in question has lost BCE, the Union player must expend 10 points instead to activate the brigade.

[25.8] The Union player must expend 20 points the first time it activates Tyler's Brigade. After the first time, it costs only normal points to move Tyler's Brigade.

[25.9] DEMORALIZATION

[25.9.1] At the end of each Game Turn where the Union player has less than 30 Morale Points, each Union Brigade must immediately check for demoralization. The Union player may roll a die for each brigade, consulting the Demoralization table on the map.

[25.9.2] If a brigade becomes demoralized, the Union player rolls again and that is the number of points that brigade's BCE level is reduced.

[25.9.3] If a brigade loses BCE, no further demoralization rolls are needed since demoralization can have no further effect.

[25.9.4] However, a demoralized brigade that has not lost BCE is subject to future BCE rolls. If a brigade is demoralized and has to check demoralization again, subtract 1 from the demoralization die roll.

[25.9.5] NO victory points are awarded to the Confederates for brigades that lose BCE due to demoralization. However, if further combat losses would have caused the unit to become BCE without demoralization, then the CSA player receives the BCE victory points for the brigade.

[26.0] BRIGADE COMBAT EFFECTIVENESS

In Stonewall, a Brigade's BCE level is affected by its ammo supply. (See 21.63.)

In Stonewall, Union troops BCE levels are also affected by their Union Army Morale Level. (See 25.0)

Artillery losses do NOT count toward BCE. Artillery is NOT affected by BCE loss.

In Stonewall, the following BCE loss penalties take effect immediately on losing 1 point more than the listed BCE level:

1. No Unit in the brigade may initiate melee.

2. If a brigade unit is routed and it is within the Effectiveness Radius of the brigade's commander, all other units of that brigade that are within the command radius of that officer are routed immediately. Units not in command or in melee are not affected.

CONFEDERATE UNITS EXITING THE MAP

Except as outlined below, no unit may voluntarily exit the map. If a unit is forced to do so it is captured.

Confederate units (only) may exit the North map edge in order to fulfill certain Victory Conditions (see 29.0). These units may exit any North map edge hex by expending a number of additional MPs equal to the MP cost of the hex they occupy.

Infantry units in column, limbered Artillery units and Mounted Cavalry units leaving the map via the turnpike pay double the road movement cost.

Onces units exit the map they may not re-enter.

DEPLOYMENT

The game begins at 1400 and ends at 1900, a total of 15 Game Turns. The Union Player deploys all his units on the map. Then the Confederate Player deploys his units. The Confederate player is the first player.

Cavalry units may be deployed either mounted or dismounted; artillery must be deployed unlimbered. (See original Stonewall rules 21.1 and 21.2 for deployments.)

VICTORY CONDITIONS

Victory is awarded to the player who has amassed the most Victory Points according to the following schedule. Both players receive:

1 VP for each enemy SP killed.
2 VP for each enemy SP captured.
3 VP for each enemy Cavalry SP killed or captured.
1 VP for each enemy gun destroyed by artillery fire.
2 VP for each gun captured in Melee.
Leaders wounded or killed: 1 VP per each Effectiveness Rating point Leaders Captured: 2 VP per each Effectiveness Rating point.

Each side receives VPs as assigned for each of the following:

Leaders Captured:
1 VP per each Effectiveness Rating point

Leaders wounded or killed:
1 VP for each enemy SP killed.

2 VP for each enemy SP captured.

1 VP for each enemy SP killed.

2 VP for each enemy gun destroyed by artillery fire.

2 VP for each gun captured in Melee.

Leaders wounded or killed: 1 VP per each Effectiveness Rating point Leaders Captured: 2 VP per each Effectiveness Rating point.

The CSA player also receives VPs for controlling terrain and for units exiting the map. (See original Stonewall rule 22.2)

The Union player gets one VP for each of his Army Morale Points that remain at the end of the game. See Stonewall rule 22.4 for levels of victory.

This compilation (v1.0) by Russ Gifford, 2007. email: rgifford@russgifford.net URL: www.russgifford.net
### First Kernstown (back)

<table>
<thead>
<tr>
<th>Brodhead Indpnt</th>
<th>Tyler Shields</th>
<th>Sullivan Shields</th>
<th>Kimball Shields</th>
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</thead>
<tbody>
<tr>
<td>REPL</td>
<td>REPL</td>
<td>REPL</td>
<td>REPL</td>
</tr>
<tr>
<td>2 1</td>
<td>3 1 (3)</td>
<td>3 1 (3)</td>
<td>3 1 (4)</td>
</tr>
</tbody>
</table>

- **62 Ohio Sullivan**<br>**RTD**
- **5 Ohio Sullivan**<br>**RTD**
- **14 Ind Kimball**<br>**RTD**
- **67 Ohio Kimball**<br>**RTD**
- **8 Ohio Kimball**<br>**RTD**
- **48 Pa Kimball**<br>**RTD**

### UNION

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<th>39 Ind Sullivan</th>
<th>13 Ind Sullivan</th>
<th>7 Ind Tyler</th>
<th>29 Ohio Tyler</th>
<th>7 Ohio Tyler</th>
<th>1 WVa Tyler</th>
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<tbody>
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<td>RTD</td>
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- **1 Michc Brodhead**<br>**3**<br>**P2**
- **1 Ohioc Brodhead**<br>**3**<br>**P1**
- **1 WVadc Brodhead**<br>**3**<br>**P3**
- **1 Md c Brodhead**<br>**3**<br>**P1**
- **1 Pa c Brodhead**<br>**3**<br>**P1**
- **110 Pa Tyler**<br>**RTD**

### Supply Shields

- **B, 1 WVa L Indpnt**<br>**4**
- **A, 1 WVa L Indpnt**<br>**4**
- **E, 4 US Indpnt**<br>**4**
- **L, 1 Ohio L Indpnt**<br>**4**
- **H, 1 Ohio L Indpnt**<br>**4**

### Infantry

- **B, 1 WVa L Indpnt**<br>**4**
- **A, 1 WVa L Indpnt**<br>**4**
- **E, 4 US Indpnt**<br>**4**
- **L, 1 Ohio L Indpnt**<br>**4**
- **H, 1 Ohio L Indpnt**<br>**4**