KERNSTOWN

1st KERNSTOWN (MARCH 23, 1862)   2ND KERNSTOWN (JULY 24, 1864)

Contents

> *"Say nothing of it, we are in for it."*
> *Stonewall Jackson after learning of the true size of the Union forces that he was actually facing at 1st Kernstown*

1.0 Introduction

The two battles of Kernstown are filled with command errors that dramatically affected both battles' outcomes. Though both battles historically ended with the losing army fleeing the field, the results could have been much different with good leadership.

At 1st Kernstown, Stonewall Jackson erred in attacking without knowing the true strength of his opponent. The Union leadership made numerous errors themselves (the lack of a true CIC allowed this to happen) and failed to crush Jackson's forces. After surviving 1st Kernstown, Jackson then went off to complete his famous Valley Campaign. The Union forces needed a Decisive Victory to prevent Jackson from achieving a strategic victory.

The Battle of 2nd Kernstown is Generals Early and Breckinridge at their best and they achieved a Major Confederate Victory. Union General Crook performs horribly and gets the beating he so richly deserved. Early succeeds too well though and goes on to burn Chambersburg, PA. His actions bring on a huge Union response led by Phil Sheridan and the Shenandoah Valley pays the price.

In summation, Jackson "wins" while losing; Early "loses" by winning too well.

This game is specifically designed to be a playable regimental-scale simulation of these battles that can be completed in a long evening. It allows the players the immersive experience of tactical combat without the heavy rules overhead normally found in such games, while also delivering a comprehensive experience of limited intelligence and unexpected events. The game features the **Blind Swords** chit-pull system, which emphasizes the three "FOW's" of military conflict: *fog-of-war*, *friction-of-war* and *fortunes-of-war*. With each chit pull, players will be challenged to make tough decisions based on their assessment of the situation at that moment. Unlike traditional chit-pull systems, the **Blind Swords** system ensures that no combat units can be counted on, or conversely, counted out. This yields an environment of tense action and constant surprises – an environment that will challenge each player.

2.0 How to Win

Players gain Victory points by controlling key terrain features each turn, exiting the map, and inflicting losses on the enemy. At the end of the scenario you compare these results with the number needed to win for each side.

3.0 Game Scale and Map

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

3.2 Map Terrain Features: Various types of terrain are depicted on the game map. A hex is only considered to contain a certain terrain feature if the terrain's graphic occupies or traverses at least half of the hex. The stray trees along roads and streams are just artistic renderings and have no game effects.
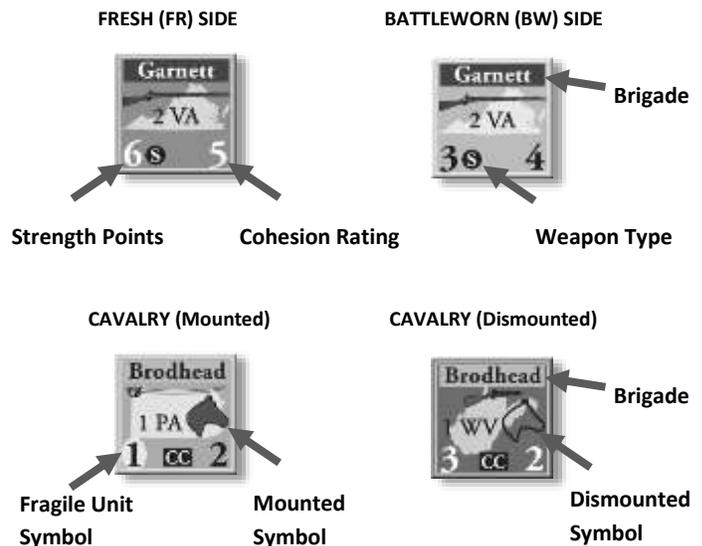
a. **Terrain Levels:** Every hex is at one level, from 1 to 13. Each level is approximately 25 feet. A hex's Level is important for Line of Sight purposes (see 12.1a). Hexes are color-coded to indicate their level, with the darkest green being the lowest elevation and yellow as the highest. The levels also have a black contour line between them where the elevation changes one level. Multiple black lines indicate a change in level equal to the number of lines. At numerous points on the map are small numbers indicating the level of the hex. The map needs to be read like a topographic map using the contour lines

and the level numbers along with the colors to make it clear.

b. **Water Terrain:** The streams portrayed in this game contain minimal water and have no effect on movement or combat.

c. **Buildings:** The buildings shown on the map are drawn bigger than they were and have no game effects.

d. **Wall:** Walls are terrain features that are in the hex; not along a hex edge**.** However, in a few hexes the art strayed over to the edge of a hex. The wall between 2418 and 2419 is in 2418. The wall between 2723 and 2823 is in 2723. Both walls along road are in hex 1637. You may not play a "Good Ground" chit in a wall hex.

e. **Light Woods:** All woods hexes on this map are Light Woods which means artillery and cavalry may move through them.

f. **Roads:** There are three types of Road hexes: **Lanes, Roads,** and the **Valley Turnpike**. The Road and Valley Turnpike hexes are treated the same for all purposes. Units traveling from one Road hex (all types) to an adjacent Road hex (all types) with a *connecting* "Road" graphic pay only **1 Movement Point,** regardless of the other terrain in the hex or the hexside crossed. Infantry and cavalry units moving along Road or Turnpike, not Lanes, may use the **March Column** movement rate (13.5a) and thus pay only **½ Movement Point** per hex when under **Maneuver** Orders or if using a *Brigade Reserve Move* Event Chit. Artillery always moves at ½ movement point per hex rate on the Road and Turnpike.

g. **Angled Terrain:** Hexes that contain an **Angled** terrain graphic are severely steep and difficult to traverse (in all directions). Artillery units *may not* issue Fire Combat from such hexes.

h. **Slope Hexsides:** These *hexsides* represent a discernible **one-Level** change in elevation from one hex to the adjacent hex. One of the hexes bordering the relevant Slope hexside is on a higher Level than the adjacent hex. Moving/Attacking from the lower Level hex through a Slope hexside to a higher-level hex is deemed going "upslope" and vice-versa is going "downslope". Note that some hexsides change Level elevation but *do not* have a Slope hexside (these are very gentle slopes) and have no movement or combat effects in the game. Slope hexsides have movement and combat affects when the relevant unit is going Upslope.

i. **Steep Slope Hexsides:** These *hexsides* are the same as Slope hexsides except that they represent a discernible **two-Level** change in elevation from one hex to the adjacent hex. Also, Steep Slope hexsides have movement effects going both upslope and downslope, but combat affects only when going upslope.

4.0 Unit Counters, Markers and Chits

4.1 Unit Counters represent the fighting troops of each side. The gray-colored units are the Confederate player's forces (also called "Rebels" in this game) and the blue-colored units are the Union player's forces. At the top of each infantry or cavalry counter is the unit's Brigade affiliation, highlighted in a Brigade-specific color. The Unit's regimental/battalion name is shown in the middle of the counter. Cavalry units have a brown horse head on the counters front. Most cavalry units, not all, have a second counter with a horsehead outline. This represents the unit when dismounted. Artillery units have the battery commander's name at the top of the counter and the battery/section name in the middle of the counter. The unit's Strength Points, Weapon Type, and Cohesion Rating are listed in that order on the bottom of the counter.

FRESH (FR) SIDE — BATTLEWORN (BW) SIDE — Brigade — Strength Points — Cohesion Rating — Weapon Type

CAVALRY (Mounted) — CAVALRY (Dismounted) — Brigade — Fragile Unit Symbol — Mounted Symbol — Dismounted Symbol

Note that there is no Movement Allowance listed on the counter – a unit's Movement Allowance is determined by its Brigade Order selection (see 11.0), or if artillery, is always 6 MP (see 9.0).

The front of the counters shows the unit at full effectiveness and is called its **Fresh** (*FR*) side, while the reverse side shows the unit at reduced effectiveness and is termed its **Battleworn** (*BW*) side. The Battleworn side has a lighter background. Units that are totally ineffective ("Broken") are removed entirely from the map board and placed on the Broken Track (see 15.9).

Note that some units have only a *BW* side – these are termed **Fragile Units** and are indicated with a yellow circle around their SP. These units are instead eliminated from the game when they would normally be Broken.

* Strength Points (SPs) indicate the relative size of the unit. This number is used throughout the game for combat and stacking purposes. The reverse side of the counter (the *BW* side) shows a reduced SP value. An SP value of "**C**" stands for cadre-strength (meaning the unit is down to a core size of about 25 fighting men) and counts as **½ SP**. In some cases, reference is made to a unit's *printed* SP value (shown on the counter) and in other cases refer

to the *modified* SP value, which is the printed SP value adjusted for any applicable markers or game conditions (such as Weapon Range) that reduce the unit's usable SPs, but can never be modified below 0.

* **Weapon Type** informs the players as to what kind of musket or artillery piece with which the unit is primarily armed. This is important in Fire Combat Range determination and sometimes in Close Combats. "S" represents an Infantry unit armed with smoothbore muskets or an Artillery battery equipped with Napoleon guns (or an equivalent type of smoothbore piece). "R" represents rifled weapons, "C" represents carbines, "CC" represents swords and pistols, and "SS" is sharpshooter units armed with a variety of rifled weapons. Units with an crosshairs symbol are rated as "**Sharpshooters**" and get a Fire Combat bonus.

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

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* **Cohesion Rating (CR)** reflects the unit's training, discipline, experience and morale. The higher the number, the better the unit will generally perform. A unit's CR can be modified but can never go below "**0**" or above **"6"**.

4.2 Gameplay Markers: "Skirmish Order" markers are used to show units in that formation (see 16.0). The "Shaken/Disrupted" marker is used to indicate the effects of Morale Hit (MH) results (see 15.6). There are two "Victory Point" markers ("x1" and "x10") that should be placed on the Victory Point Track to indicate the net Victory Points for one side or the other. "Low Ammo" markers are included to mark units suffering from Low Ammo effects along with a "Game Turn" marker.

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

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

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

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

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

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

5.0 Unit ID & Organization

Every infantry or cavalry unit belongs to a **Brigade** and each Brigade belongs to a **Division**. The organizational hierarchy is detailed in each scenario and printed on the back of each Division Activation chit. Artillery units are **independent** and do not belong to any Brigade or Division.

6.0 Unit Stacking

6.1 Stacking Limits: Stacking refers to the placement of more than one counter in the same hex. The maximum number of unit counters that can physically occupy a hex at the end of a given Phase or Step is determined by the combined units' total *unmodified* Strength Points, i.e. **use the SP *printed* on the counters**. Do not apply any modifiers from Morale Hit markers, etc. Stacking limits can normally be exceeded during movement or retreat (however, see case "c" below) as long as they are met at the end of each unit's movement or retreat. The maximum number of SPs allowed in a single hex is **10 SPs**. However other issues effect stacking, as follows:

a. **Artillery Units:** Artillery units do not count their full SPs when figuring stacking. **See the Artillery Stacking table on the Player Aids.** Example: 6 SP of guns counts as 4.5 points of stacking so a 5 SP infantry and a "C" could stack with the guns.

b. **Cavalry Units:** Cavalry units may not stack with infantry or artillery units at the end of movement or retreat. They may stack with other cavalry units normally. **(The definition of a cavalry unit is a unit that is mounted. Dismounted cavalry is treated as infantry).**

c. **Road Hexes:** If any moving unit wishes to use any **Road** or **March Column** movement cost (see 13.5), the 10 SP stacking limit is in effect always*, not just the end of the turn.*

d. **Split Units**: There are some infantry units split into two counters labeled "a" and "b" with the same regimental designation. These units may only voluntarily stack with the other portion of the regiment or an artillery unit. A retreat, or wayward move, could however force them to stack with another unit but if they move, they must return to the normal stacking restriction by the end of that move if possible. Cavalry and artillery units split into multiple portions have no restrictions on their stacking.

7.0 Sequence of Play

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

1. **COMMAND DECISION PHASE**
   a. **Both players choose event chits and setup draw cup**
2. **ARTILLERY PHASE**
   a. **Union Artillery Step (move or fire)**
   b. **Confederate Artillery Step (move or fire)**
   c. **Both sides alternate "a" and "b" above until done**
   d. **Artillery Rally/Rebuild Step**
3. **CHIT DRAW PHASE**
   a. **Held Event Chit Step (play any held events)**
   b. **Draw Chit Step**
      • **If Event chit, owning player keeps it or plays it, draw new chit**
      • **If Wild chit, resolve immediately, draw new chit**
      • **If CIC chit, owning player selects brigade and proceeds to Phase 4 or holds the chit**
      • **If Division Activation chit, proceed to Phase 4**
4. **BRIGADE ACTIVATION PHASE**
   a. **Orders Step**
   b. **Fire Combat Step**
   c. **Movement Step**
   d. **Close Combat Step**
   e. **Rally Step**
   f. **If any chits remain in the cup, return to Phase 3.**
   g. **If no chits remain in the cup, go to Phase 5**
5. **END TURN PHASE**
   a. **Final Held Event Chit Step**
   b. **Victory Point Awards Step**
   c. **Flip over all "Activated" brigade markers to there "Available" side**
   d. **Broken Track Adjustment step**
   e. **Each player gathers all his Event chits together and then advance the Game Turn marker**

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

8.0 Command Decision Phase

During this phase the chits going into the draw cup are prepared.

8.1 The Key Chit: Each player first *secretly* chooses any **one** or **two** (depending on the scenario) of his eligible Event chits and places this Key Chit(s) directly into the draw cup.

> This is an important step as it guarantees that at least one Event chit of your choice will be in the cup. Note, however, that it does not guarantee that it will be enacted this turn – the chit could still be drawn after the Fortunes of War Chit (10.5a) and thus cancelled.

8.2 Included & Excluded Chits: After placing his Key Chit(s) into the cup, **e**ach player then flips his remaining Event chits over to their "Command Event" side. Then, depending on the instructions of the scenario being played, each player draws a number of these chits (without looking at their Unique Event sides) and both players add these **included chits** to the cup. The remaining Event Chits are **excluded chits** and placed off to the side out of play – **these chits are not used this turn!** Players **may not** look at the Unique Event side of the excluded chits.

8.3 Finishing the Draw Cup Setup: Finally, place both players' eligible **Division Activation chits** for any Divisions currently in the game, eligible **CIC chits** (depending on the scenario being played), and both **Wild chits** into the draw cup.

9.0 Artillery Phase

Artillery units do not organizationally belong to any Brigade or Division. They are independent units and conduct their activities during the **Artillery Phase**. The Movement Allowance of all Artillery units is **6 MPs**. **Exception: Optional Rule:** Chews Horse artillery battery in First Kernstown has a movement allowance of **8 MPs**.

9.1 Union Artillery Step: The USA player selects one hex containing one or more USA Artillery units and conducts Fire Combat (see 12.0) **or** Movement (see 13.0) with *all* Artillery units in that hex. Each eligible Artillery unit in that chosen hex may either conduct Fire Combat or Movement (not both!) in any order during this step. Resolve all such Fire Combat or Movement normally and to completion. Artillery units stacked in the same hex that are all opting to issue Fire Combat at the same target hex may add their SPs together into one fire total. Artillery units that either Move or Fire in this step will be finished for this entire phase – players should turn a unit's counter or otherwise mark it to indicate that it has already activated during this step. At the end of this Step, all Artillery units in the activated hex are considered to have activated, regardless of whether they moved or fired.

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

9.3 Alternating Steps: Players alternate Artillery Steps until all Artillery units have been activated. If a player does not wish to activate a hex of Artillery units during his step, he may elect to "pass" and do nothing. By the same token, if a player runs out of eligible hexes to activate, he must "pass". If both players "pass", then the step ends, and game play moves on to the Artillery Rally.

9.4 Artillery Rally: After both players have finished this turn's Artillery Steps, each player then (Union player first) may choose a single Artillery unit that did not move, fire, retreat, or take a step loss in the preceding Artillery Steps and that is stacked with or adjacent to any friendly Infantry unit. That chosen Artillery unit may then execute a Rally action (Recovery or Rebuild – see 17.1). Note that this is the only time during the turn that an Artillery unit may Rebuild (17.2b).

> *Old Hands Note:* This is a different procedure than used in *Stonewall's Sword* and *Thunder in the Ozarks*.

9.5 Special Artillery Movement and Fire Considerations:

a. Artillery units wishing to move **up a Steep Slope** (from lower elevation to a higher elevation) must **start** the move already adjacent to the Steep Slope hex side, spend their **entire Movement Allowance** to do move into an adjacent hex through that hex side.

b. Artillery units **may not Engage** (voluntarily move within **two hexes** of an enemy unit, see 13.6).

> Important: take special note of this restriction! It will come up often. If an artillery unit finds itself in such a position due to enemy movement, enemy advance after close combat, or a retreat, it may remain in position or voluntarily increase the distance from the enemy unit(s) during its activation. Such increasing of the distance may entail entering a hex that is 2 hexes from enemy units if the artillery unit started the move adjacent to an enemy unit.

c. Artillery units located in an **Angled** hex, **may not issue Fire Combat.** Artillery in **Light Woods or Orchard hexes** may issue Fire Combat.

d. If an Artillery unit that has not yet activated this phase is forced to conduct **Retreat** movement (only) due to enemy Artillery fire, the retreat move is its activation. Mark it as being activated accordingly.

e. Union Artillery units are subject to "**Low Ammo**" effects as soon as a "Union Low Ammo" Chit (10.4a) is played on a battery (which can be removed by returning to hex #1014 in all 1st Kernstown scenarios).

10.0 Chit Draw Phase

The central mechanic that drives the action in *Kernstown* is the chit-pull system. This will direct the players as to who can move and fight or conduct certain actions.

10.1 Held Chits: Before a new chit is pulled from the cup, both players may play one or more Event or CIC chits they are currently holding. First the Union player announces whether he will play a chit and if he does so he resolves the actions of that chit. If the Confederate player, then wants to play a chit he may do so. Then back to the Union player to play a chit and so on till both players have played any held chits they wish to play.

10.2 The Designated Chit Puller: It is suggested that the Confederate player draw the chits on odd Game Turns and the Union player draw the chits on even Game Turns. Since counters have a beveled edge it is possible to tell back from front when drawing chits from a cup. Try to draw the chits with the back up as this allows the event chits to remain secret.

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

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

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

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

d. **Division Activation Chit:** If a **Division Activation** chit (see 10.7) is drawn play then proceeds to Phase 4 (Brigade Activation Phase), which is resolved normally. Return the chit to the draw cup if any inactivated Brigade remains in the Division, otherwise discard it for the turn. Then draw another chit.

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

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

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

b. **Common Events:** The back side of every Event chit is the "*Common Event*" side. This Common Event side is significant only when playing scenario 5 (see 20.5). A Common Event can only be played the instant the Event Chit is drawn.

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

a. **The Fortunes of War:** This chit means that the **next chit pulled will be negated**. When the *Fortunes of War* chit is pulled, discard it immediately. Then draw the next chit normally. If the chit is an **Event**, **CIC** or the **Fog of War** chit, it is **immediately discarded** with no effect. If it is a **Division Activation** Chit, the owning player must select an eligible Brigade from that Division and **mark it as "Activated"**, **without allowing it to do anything.** The Brigade may not even do a Limited Activation! The owning player then returns the Division Activation Chit to the draw cup if any inactivated Brigade remains in the Division, otherwise discard it for the turn.

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

- **[Affected Side] Battlefield Chaos:** The *opposing player* to the affected side selects any one enemy-occupied hex and places the *Fog of War* chit directly onto that hex. **All units** in that marked hex have the following restrictions applied to them:

  o They may not voluntarily move or initiate combat of any kind for the remainder of the Game Turn. This includes no Defensive Fire Support, or Opportunity Fire.

  o No *friendly* **Event Chit** can be played by the owning side on this hex (the opponent can).

  o They may not receive Unit Support (15.5) nor do they provide Unit Support.

  o They may issue Defensive Fire (14.3a) but **with only ½ SPs** and Retreat (15.4) normally.

The chit remains with the unit(s) even if it retreats. Remove the *Fog of War* chit at the end of the turn.

- **Wayward [Affected Side] Move:** The player selects any one enemy unit to affect. He may then move this enemy unit one hex in any direction. The unit may not be moved into a hex the unit is prohibited from entering, a hex that would then be overstacked, or off the map edge. This move may trigger Opportunity Fire.

- **Possible [Affected Side] General Casualty:** The owning player of the possibly affected General rolls two dice and reads them as the Combat dice roll (12.3b) resulting in a number from **11** to **66**. He then consults the General Casualty Table for his side, located on his player aid.

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

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

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

Optional: On a die roll of 6 the player rolls another die and consults the events listed below. If the players do not want to deal with these less common events, then treat the result as no effect.

1 = Foolish Union attack: CSA player may apply a 2-column left shift to any one Union attack this turn.

2=Deception: CSA player may prevent a single Union unit from firing or attacking in close combat. Only once per turn.

3=Friendly Fire: 1st Kernstown only. CSA player may designate two Union infantry units within range and line of sight of one another to each receive one Morale hit.

4=Conflicting Orders: 1st Kernstown only. The USA player may choose a CSA brigade which is then considered to have been activated. (it loses this turn essentially)

5=USA tactical bonus: The USA player may apply a two-column shift, positive or negative in any combat this turn.

6=CSA tactical bonus: The CSA player may apply a two-column shift, positive or negative in any combat this turn.

After all effects are resolved, the *Fog of War* chit is discarded (unless deployed onto the map) and the next chit is drawn.

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

10.6 CIC Chit: Each player normally receives one **CIC Chit** to start the game – the Confederate player has Jackson and Early while the Union player has Crook in 2nd Kernstown (there is no Union CIC in 1st Kernstown as General Shield's was not present on the battlefield and his orders were ignored by his on-field commanders). When a CIC chit is drawn, the owning player may have to first roll to activate the chit (see below) and if successful, may then select any one of his Brigades in the game to activate – **even if it has already been activated this turn by a Division Activation Chit (only)** – or hold the chit for later use (at the start of the Chit Draw Phase). He may then perform a **Full Activation** (see 10.7) and conduct a **normal Brigade Activation Phase** with that Brigade. When finished, the Brigade Activation Status marker is **not flipped** to its "Activated" side (unless it was already "Activated" before this CIC activation, in which case it remains on its "Activated" side). The CIC chit is then discarded, and a new chit is drawn.

  a. **Jackson:** This CIC Chit is always active when drawn. If Jackson becomes a casualty, his replacement is active on a roll of 1-5; inactive on a roll of 6.

  Early: This CIC Chit is always active when drawn. If Early becomes a casualty, his replacement is active on a roll of 1-5; inactive on a roll of 6.

  Crook: This CIC Chit is not always active when drawn – he is active on a roll of 1. If not activated successfully, it is discarded with no effect. This chit has a normal Casualty Chit to replace it if it becomes a Casualty. His replacement is activated on a roll of 1-2 (yes, anybody would have been better than Crook at 2nd Kernstown).

  Unlike a Division Activation chit (see below), there is no **Limited Activation**.

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

10.7 Division Activation Chit: Every Division in the game has a corresponding **Division Activation Chit**. Every infantry unit on the map has a corresponding Division Activation Chit in the cup. When the *first unit* of a reinforcing Division (one which is not yet in the game) enters the game, the owning player will place the relevant Division Activation Chit into the cup. When this chit is drawn, the owning player immediately rolls one die (before selecting a Brigade) and compares it to the **Command Rating** shown on the chit.

- If the die roll is **less than or equal to** the Command Rating, one eligible Brigade may perform a *Full Activation*. The player selects any one Brigade belonging to the drawn Division that has not yet been activated this Game Turn (use the Brigade Activation Status markers as an indicator). The player announces the now activated Brigade, flips its Brigade Activation Status marker over to its "Activated" side and proceeds to the **Brigade Activation Phase**.

- If the roll is **greater than** the Command Rating, the player selects an eligible Brigade and flips its Brigade Activation Status marker as above, but that Brigade may only conduct a *Limited Activation*. This means that units in the Brigade may **only conduct a normal Fire Combat Step**. No other activities can be conducted this phase.

After the selected Brigade is finished, if there are still Brigades belonging to the drawn Division that have not yet been activated, place the Division Activation Chit back into the cup. If there are no unactivated Brigades remaining in the Division, discard the Division Activation Chit. In either case, draw the next chit. A Brigade that has no units remaining on the map, or in the available box on the broken track, may **not** perform a Full Activation or a Limited Activation. Remove the Brigade Activation Status marker from the game until the brigade has units on the map or in the available box.

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

10.9 Brigade Activation Chits: In First Kernstown, the engaged forces are so small that there are **no** Divisional Activation Chits. Units are activated using Brigade Activation Chits. All references to Divisional Activation Chits apply to these Brigade Activation Chits.

> Example: It is Game Turn 6, so the Union player is the chit puller. He reaches into the Draw Cup and pulls out a Union Event chit and keeps it. He can't use the Unique Event just yet (Command Confusion) so he holds it for later use in the turn. He places the chit face down in front of himself. The Union player draws the next

chit, and it's the *Fortunes of War* chit. He discards it, noting that the next chit drawn is to be discarded as well. He then draws the Gordon **Division Activation Chit**. The Rebel player must then activate one of Gordon's brigades without taking any action. He selects York's Brigade, flipping its Brigade Activation Status marker over to its "Activated" side (without activating any of York's units, due to the *Fortunes of War* chit). He places the *Gordon's* **Division Activation Chit** back into the cup as Gordon still has more brigades that could be activated. The next chit drawn is the *Early* **CIC Chit**. The Rebel player selects Terry's Brigade to activate (even though it's already been activated earlier this turn) and gives it **Attack** Orders. The Union player then plays the *Command Confusion* chit that he was holding, and a die is rolled. A roll of "1" means that the Rebel player must change Terry's order to **Regroup**. Terry's units cannot move or conduct combat but may conduct Recovery or Rebuilding.

11.0 Brigade Orders

When a Brigade is selected to be activated, either by Division Activation Chit or CIC Chit, it must proceed through each Step of the Brigade Activation Phase. The first step is the **Orders Step**.

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

11.2 Attack: The Movement Allowance for each infantry unit is **4 MPs and cavalry unit is 6MPs**. The Brigade's units may **Engage** enemy units (see 13.6) and conduct any kind of combat they wish. However, the units may not conduct a **Rally** and may not use the **March Column** movement rate (13.5a).

11.3 Defend: The Movement Allowance for each infantry unit is **2 MPs and cavalry unit is 3MP's** but units on defend may not use the March Column move rate. The Brigade's units may **Engage** enemy units but may only conduct **Fire Combat** (no **Close Combat** can be initiated). Units under this Order may conduct a **Rally** (but with less efficiency than when under a **Regroup** Order – see 11.5).

Gameplay Note: Be aware that the Fire Combat Step takes place **before** the Movement Step and that issuing fire **does not** preclude movement in the same turn nor Close Combat (under an Attack Order). This is important when planning tactics under Attack and Defend Orders.

11.4 Maneuver: The Movement Allowance for each infantry unit is **6 MPs and cavalry unit is 9MPs**. The Brigade's units cannot **Engage** the enemy nor conduct any kind of combat. In addition, these units *may not* **Rally**. This is the only Order under which units may use the **March Column** movement rate.

11.5 Regroup: This Order allows units to **Rally** with greater effect. However, units under this Order may not move, and may not conduct any kind of combat.

12.0 Fire Combat

The second step of the Brigade Activation Phase is the Fire Combat Step. Fire Combat is announced and resolved to conclusion for each eligible unit or group in any order desired by the owning player. Note that Artillery units **do not** fire in this step but do use this procedure.

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

a. **Line of Sight (LOS):** When a unit issues Fire Combat at a target two or more hexes away, it must be able to "see" the target unit. To determine LOS, draw an imaginary line from the center of the firing unit's hex to the center of the target unit's hex (a piece of string is useful here). The LOS can be **Blocked** (preventing fire entirely) or **Obscured** (reducing the effectiveness of fire) by any intervening **Light Woods, Orchard, elevation changes,** or unit-occupied hexes that the LOS touches. Note that the terrain covering the majority of a hex is considered to span the entire hex – thus, a LOS traced through any part of a hex is affected by the majority terrain in that hex. The LOS trace does not have to contact the actual terrain image. Units' LOS is not affected by their own hex when firing out of Light Woods or Orchard hexes. LOS cases, organized by elevation changes traversed, are:

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

LOS Example: A unit in hex 3524 cannot see a unit in hex 3527 because there are two light woods hexes in the way and both the units, and the woods are all on the same elevation level.

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

Firing unit is at a higher level than Target unit:

i. Any intervening hex that is higher than both units will **Block** the fire.

ii. If all intervening hexes are lower than both units any intervening **unit** (friendly or enemy) causes an **Obscured** LOS.

iii. If any intervening hex is at the same level as the Firing unit, the LOS is **Blocked.**

iv. If any intervening hex is at the same level as the Target unit, or lower than the Firing unit and higher than the Target unit, any intervening **unit** (friendly or enemy) causes an **Obscured** LOS.

A LOS is **always Obscured** if the Target unit is in a **Light Woods**, or **Orchard** hex. If a LOS passes **exactly along a hexside**, the LOS is affected by the more restrictive of the two hexes. **Blocked** fire is prohibited. **Obscured** fire is allowed but suffers a detrimental column shift. Fire that is both **Blocked** and **Obscured** is **Blocked**.

> Note that the map's terrain levels should be viewed as "wedding cake" hills. This means that units on a higher level must be at the "edge" of the level in order to see down to a lower level. If they are back away from the "cliff side" of that level (reverse slope, as some would call it), then they cannot view any targets on a lower elevation. This also applies in reverse – units on a lower level cannot see higher units unless those higher units are located on the edge of the hill's terrace.

b. **Overhead Fire:** Any unit may fire over **enemy** units at farther targets. However, only **Artillery** units may fire over *friendly units*, but only when not using **Canister Range Fire and never when the friendly intervening unit is adjacent to the targeted unit**.

c. **Weapon Ranges:** Every unit has a **Weapon Type** listed, and each Weapon Type has assigned Ranges (see the **Weapon Ranges Table**). Range is measured from the firing unit to the target unit in hexes. A unit's Range is divided into three categories: **Effective, Long**, and **Extreme**. Artillery units have an additional Range category called **Canister**.

i. **Effective Range:** Unit fires at full SP value.

ii. **Long Range:** A unit firing at more than Effective Range, up to its listed Long Range, has its **SPs halved**.

iii. **Extreme Range:** A unit firing at greater than Long Range, up to its listed Extreme Range, has its **SPs quartered**.

iv. **Canister Range** is used only by Artillery units and *increases* their SP strength by 50%.

d. **Other SP Modifiers:** A unit's Fire Combat SPs is modified by 50% for *each* of the following cases: **Opportunity Fire** (13.7) and **Supporting Defensive Fire** (14.3a).

e. **Multiple Firing Units:** Firing is normally resolved by individual units. However, firing **Infantry** units *stacked in the same hex,* or *stacked in **two adjacent hexes**,* may add their SPs together

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

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

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

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

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

12.3 Fire Combat Procedure: The owning player of the firing unit(s) declares an eligible enemy target hex. The player finds the column on the **Combat Results Table** (CRT) that includes the total number of modified SPs firing at the target hex. **If the firing unit does not have at least ½ SP ("C") firing** after any initial SP adjustments for Morale Hits, Weapon Range, Opportunity Fire, and Supporting Defensive Fire, then it **cannot issue Fire Combat.**

CRT Column Shifts: The player then consults the list of possible **Fire Combat Column Shifts** that would apply to this combat. Shifts can move to the left or to the right of the initial column. Combine all applicable column shifts first; then apply the net shift to get the final SP column to use. Fire with column shifts beyond the left of column "**C**" is ignored. Exception: **Defensive Fire** is resolved on the "C" column even if shifts take it beyond that column. Fire with column shifts beyond the right of column "**23+**" are resolved on column "**23+**."

The column shifts are as follows:

- Obscured LOS: Target in Orchard or Light Woods: shift one column to the left if the targeted hex is an Orchard or Light Woods hex.

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

- **Obscured LOS: Firing Through Any Orchards or Light Woods hex:** shift one column to the left if the LOS passes through one or more intervening Orchard hexes or a single Light Woods hexsides on the same level as both units.

- **Firer in Skirmish Order:** shift one column to the left if the firing unit is in Skirmish Order

- **Target in Skirmish Order:** shift two columns to the left if the target unit is in Skirmish Order

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

- **Half or more of Firing Artillery SPs are "S" Weapon Type firing at Canister Range:** shift one column right if most of the firing SPs are from "Smoothbore" weapon type Artillery electing to issue Canister fire.

- **Flanking Fire:** shift one column to the right if the firing unit(s) qualify for Flanking Fire (see 12.4).

- **Half or more of the firing units are "C" type weapons:** shift one column to the right.

- **Half or more of the defending Infantry SPs are Sharpshooter, marked with the crosshairs:** shift one column to the left.

- **Half or more of the Firing Infantry SPs are Sharpshooter, marked with the crosshairs:** shift one column to the right.

- **Targeted Union "Good Ground" chit:** shift two columns to the left. You may not place a "Good Ground" chit in a wall hex.

- **Defender in a Stone Wall hex:** shift two columns to the left when fired upon. No protection applies when an enemy unit is attacking from an adjacent hex of the same wall or the first hex beyond the end of a wall. All walls point to only a single hex. **Example**: The wall in 1937 points to the Glass house. A unit in that hex could fire at 1937 with **no** penalty for the wall

- **Target is a cavalry unit:** shift two columns to the right. A cavalry unit is a mounted unit. Dismounted cavalry is treated as infantry.

a. **Resolving Fire Combat:** When the final adjusted SP column is determined, the active player rolls two dice. Read the colored die first and the white die second to form a two-digit number that will range from **11** to **66**. For example, a roll of colored die **2** and white die **4** is read as "**24**." The player then looks down the SP column to find the row containing the rolled number and checks the result contained in that box. If the

result is only a dash (-), the fire has had no effect and this Fire Combat resolution is over. If the result includes at least one colored box, the Lead Unit in the targeted hex may take a Cohesion Test (see below).

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

> Fire Combat Example: If a Cohesion Test is required, consult the **Cohesion Test** procedures (see 15.0).

12.4 Flanking Fire: If a hex is targeted by Fire Combat (for any reason) from **two or more** different enemy units whose LOS into the target hex is *separated from the other LOS by at least one full hexside*, it is subject to **Flanking Fire**. To use Flanking Fire on a hex, the firing player must announce all included fire attacks against the target hex prior to resolving any of them. Resolve this fire normally with all firing units involved in the Flanking Fire each receiving a one-column shift to the right. If all units in the targeted hex are retreated or placed on the Broken Track before all fire against it is resolved, any remaining firing units may fire at different targets. However, if any units remain in the originally targeted hex, all units announced to be participating in the Flanking Fire must still target that hex.

> **Note:** To speed up the play of the game it is strongly suggested the player roll the dice for Fire Combat before figuring every single modifier (once you are familiar with the CRT). A low die roll is a miss against anything but the very lowest Cohesion Ratings.

13.0 Movement

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

13.1 Movement Procedure: Units are moved one at a time (or one stack at a time, see 13.4), each completing its move before another unit or stack moves, and cannot end their move in an over-stacked situation (see 6.0). Units move from hex to adjacent hex and expend **Movement Points (MPs)** as they enter a hex. Each unit has a **Movement Allowance**, representing the number of MPs that it can expend during each movement.

13.2 Movement Allowance: The distance an Artillery unit can move is 6 MPs. Exception: (see 9.0 last line). The distance Infantry units can move in a step is predicated on the **Order** that was issued (see 11.0) for the Brigade during the preceding Orders Step. Some Event chits can change a unit's Movement Allowance.

13.3 Terrain Movement Costs: Each hex has a dominant terrain feature and costs one or more MPs to enter. These costs differ for

each type of unit. Refer to the **Terrain Effects Chart** for these terrain costs. Where multiple Terrain types affect a unit entering a hex, their costs are cumulative. If a unit does not have enough MPs remaining to enter a hex, it must halt its movement in its current hex. However, a unit may *always* move at least one hex during its movement, regardless of terrain costs as long as it does not overstack.

13.4 Stack Movement: A stack of units may be moved as one entity, or each individual unit can be moved separately, at the owning player's discretion.

13.5 Roads: A unit moving from any one **Road** hex to a *connected* **Road** hex (i.e., the road graphic itself crosses the hexside between them) pays only **1 MP** for each hex entered, regardless of the other terrain in the hex or on the hexside. This includes all types of roads, Lanes, roads and Turnpikes.

a. **March Column Rate:** A unit that is under **Maneuver** Orders, moving under a *Brigade Reserve Move* Event Chit or any **Artillery** unit pays only **½ MP** per hex entered when moving along *connected* road and turnpike hexes, regardless of the other terrain in the hex or on the hexside crossed to enter it. This movement rate is not allowed when moving on lanes.

b. **Road Stacking Limit:** The stacking limit when a unit is using the Road or March Column movement rate is only **10 SPs** *at all times* **–** meaning that units *cannot even pass through a hex* containing other units at the Road or March Column rate if it would cause the total SPs in the hex to exceed 10 SPs. The moving unit or stack must pay the Movement Cost of the *other terrain* in a hex and on the hexside crossed if the stacking limit is exceeded in that hex.

13.6 Engagement: An **Infantry and Cavalry** unit becomes **Engaged** when it moves *adjacent* to any **enemy unit** (even if in Skirmish Order) during movement. An **Artillery** unit becomes **Engaged** when it is *within two hexes* of any enemy unit. **Artillery** units *may not voluntarily move* to become Engaged during their movement. Once artillery is engaged it may only voluntarily move to increase the distance from the enemy. Note that some **Brigade Orders** (11.0) do not allow Engagement.

13.7 Opportunity Fire: If a unit conducts movement (voluntary or not) out of a hex that is adjacent to one or more enemy units, it must first endure **Opportunity Fire** Exceptions: Advance After Close Combat – (see 15.8) and Skirmish Screens – (see 16.2). This movement must first be announced, and the enemy player may then issue Fire Combat from all adjacent enemy units before the unit moves. If a stack of units wishes to leave from adjacent to an enemy, **each unit is moved individually and undergoes Opportunity Fire individually**. This fire is conducted normally (including being able to combine SPs of eligible firing units), except that units halve their SPs to resolve the fire. Apply all Fire Combat results normally, but the *moving unit* is automatically the Lead Unit – non-moving units in the same hex cannot be affected other than due to a Panic Result (see 15.2b). If the moving unit suffers any Retreat result from this fire, its intended movement is cancelled, and it must conduct only the Retreat move. There is no

limit to the number of times a unit can be subject to Opportunity Fire nor how many times a unit can issue such fire.

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

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

13.8 Cavalry Withdrawal: Upon an enemy infantry or artillery unit moving within one or two hexes of a friendly cavalry unit, the non-moving player may immediately retreat the cavalry unit one hex away from the moving enemy. The hex must be one that the cavalry unit may enter while mounted and may not be one that would create an overstacking situation. There is no limit to the number of times a cavalry unit may withdraw one hex from various enemy moves in a turn. The cavalry unit may decide at any time to cease withdrawing and remain in position.

13.9 Cavalry Mounting and Dismounting: Cavalry units are either mounted or dismounted. They may change from one state to the other at any time during their movement by paying 3MP to change modes. The movement allowance of the unit remains the one that it began the movement with, minus the 3MP. If they do not have enough movement points left to pay the full cost, they may not mount or dismount this move. Mounting or Dismounting adjacent to an enemy unit can trigger Opportunity Fire (13.7). When dismounting cavalry, or mounting back up, find the replacement counter that matches the mounted unit. Not all cavalry has a dismounted counter and those units may not fight dismounted. Cavalry units that are dismounted are treated as infantry.

13.10 Cavalry Charge Moves: Cavalry units may make a special Charge Move which grants them a benefit in Close Combat. To charge, a cavalry unit must meet these conditions:

a). it may not be Shaken or Disrupted (15.6);

b). It must be in Clear or Light Woods terrain at the start of the movement step;

c). it may only enter non-angled Clear or Light Woods hexes;

d). it may not enter a hex so as to create an overstacked situation at any time during its move;

e). it must end its Charge Move engaged (13.6) with an enemy unit;

f). the targeted enemy hex must contain only infantry and/or Artillery units in non-angled Clear or Light Woods hexes;

g). in all cases, the Charge Move may not cross a Slope or Steep Slope hexside nor can the targeted enemy unit be located through such a hexside.

If all these conditions are met, a Close Combat must then be declared during the Close Combat step. The Charging Cavalry unit will receive a bonus of two column shifts to the right if it is the Lead unit in the Close Combat.

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

13.12 Off-Map Withdrawals: A unit may *voluntarily* move off the game map by paying **1 MP** to move from any map edge hex (regardless of the terrain in the hex) off the map. The unit is removed from the map and is permanently out of the game. It may not return at any time.

13.13 Union Artillery Ammo Resupply: If a Union artillery unit ends its movement in hex #1014, it may remove all Low Ammo markers it may have. Place the markers back into the available pool. A Union artillery unit that has removed a Low Ammo marker by going back to hex #1014 may not be marked Low Ammo again for the rest of the scenario.

14.0 Close Combat

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

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

- A **Close Combat Cohesion Test** is *always required*, regardless of the result achieved on the Combat Results Table. If a "No Effect" result is achieved on the CRT, this is termed a **Close Fight** result and still requires a

reference to the Close Combat Cohesion Test Table under the "**Close Fight**" column (and these results may affect the attacker as well as the defender).

14.1 Close Combat Ineligibility: Artillery units, Skirmish Order units (16.0), and CSA Sharpshooter units may never initiate Close Combat.

14.2 Close Combat Declaration: At the start of the **Close Combat Step**, the active player must announce every Close Combat he plans to make in the current Step and must designate all attacking units and which hexes they are attacking. Multiple attacking units that are adjacent to the same enemy hex may all attack that hex if they wish. An attacking unit is not obligated to attack any or all adjacent occupied hexes. However, once an attacking unit is announced, it is committed to attacking the designated hex in the current Step.

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

Special Note: Defending Infantry units armed with "Cc" weapons MAY ISSUE DEFENSIVE FIRE (treated as effective range). Defending mounted Cavalry units (regardless of weapon) attacked by other cavalry units MAY NOT ISSUE DEFENSIVE FIRE.

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

b. **Cavalry Withdrawal:** In lieu of issuing Defensive Fire, an attacked mounted cavalry unit may instead immediately withdraw one hex away from an attacking enemy INFANTRY unit (only). The hex withdrawn to must be one that the mounted Cavalry can legally enter. The enemy unit may then Advance After Close Combat (15.8). There is no limit to the number of times a mounted Cavalry unit can withdraw from various enemy Infantry attacks in a turn. The Cavalry unit does **NOT** suffer Opportunity Fire when withdrawing.

c. **Initial Close Combat CRT Column:** Any announced attacking units that did not Retreat and that were not Broken by Defensive Fire must continue to conduct the Close Combat (regardless of the Defensive Fire results on any other attacking units). If there is a single attacking hex the attacking player finds the column on the Combat Results Table (CRT) that includes the total number of SPs of the attacking units.

If there is more than one attacking hex committed against the same defending hex, the attacking player must designate one of the attacking hexes as the **Assaulting Hex**. The other attacking hexes are called **Flanking Hexes**. This is done after defensive fire, **do not** announce an Assaulting Hex before that fire as the results of that fire could totally change the situation. Only units in the Assaulting Hex are used to determine the SP total on the CRT, as well as to determine eligibility for all column-shift modifiers except the Odds modifier. For purposes of the Odds column shift modifier only, count *all* the attacking SPs taking part in this Close Combat (i.e., from the Assaulting Hex plus all the Flanking Hexes), and use that SP total to calculate any eligible Odds column shift (only). Flanking Hex units **may** still participate in an eligible Advance After Close Combat (see 15.8).

d. **CRT Column Shifts:**

- Total Attacking SPs are Triple the Defending SPs (3:1 Odds): Shift three columns to the right.

- Total Attacking SPs are Double the Defending SPs (2:1 Odds): Shift two columns to the right.

- Total Attacking SPs are 50% more than the Defending SPs (3:2 Odds): Shift one column to the right.

- Defending SPs are 50% more than the Total Attacking SPs (2:3 Odds): Shift one column to the left.

- Defending SPs are Double the Total Attacking SPs (1:2 Odds): Shift two columns to the left.

- Defending SPs are at least Triple the Total Attacking SPs (1:3 Odds): Shift three columns to the left.

Only one of the above six Odds column shifts can apply in each combat. Other column shifts are cumulative.

- Half or more Defending SPs are Artillery: Shift four columns to the right.

- The best Attacking unit's CR (from the Assaulting Hex) is higher than the defending Lead Unit's CR: Shift one column to the right.

- The Defending Lead Unit's CR is higher than the best Attacking unit's CR (from the Assaulting Hex): Shift one column to the left.

- Defending unit is on Higher-elevation side of a Slope hexside than Attacker: Shift two columns to the left.

- Defending unit is on Higher-elevation side of a Steep Slope hexside than Attacker: Shift three columns to the left.

- Half or more of Attacking SPs are Smoothbore musket armed: Shift one column to the right.

- Half or more of Defending SPs are Smoothbore musket armed: Shift one column to the left.

- Confederate "Rebel Yell!" attack: Shift two columns to the right.

- Flanking Attack: Shift two columns to the right if a Flanking Hex is at least two hexes away from the Assaulting Hex in the same combat or if there are two or more Flanking Hexes involved in the same attack (regardless of their position relative to the Assaulting Hex).

- Defender is Cavalry: Shift three columns to the left. This is used in all attacks versus cavalry, including attacks made by other cavalry. Reminder; the definition of cavalry is when mounted. Dismounted cavalry is infantry.

- Attacking Unit(s) is Charging Cavalry (13.10) against Infantry/Artillery: Shift two columns to the right for a cavalry charge

- Defending Union "Good Ground" chit: Shift two columns to the left.

- Defender in a Stone Wall hex: shift two columns to the left. No protection applies when an enemy unit is attacking from an adjacent hex of the same wall or the first hex beyond the end of a wall. All walls point to only a single hex. **Example:** The wall in 1933 points to hex 1932. A unit in that hex could attack 1933 with **no** penalty for the wall

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

f. **Cohesion Test Determination**: Close Combats use the same procedure as Fire Combat for determining which Cohesion Test is required but use the **Close Combat Cohesion Test** portion of the table.

It is very important to remember that ALL Close Combat results (even a "-" result) require reference to the Close Combat Cohesion Test Table!

15.0 Cohesion Tests

During Fire Combat and Close Combat, some results will require affected units to take a **Cohesion Test**. This involves a roll of both dice on the Cohesion Test Table corresponding to the combat type. The owner of the unit(s) taking the test rolls both dice, then cross references the colored die with the **Depletion Result** column and the white die with the **Skedaddle Result** column. Cohesion Tests are always resolved in order from left to right – apply each result in its entirety and then proceed to the next result. Lead Units always have any results applied to them first before proceeding to results pertaining to any other units.

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

a. **Depletion Test:** The first Cohesion Test is the **Depletion Test**. Find the row that matches the colored die roll in the section that corresponds with the type of Cohesion Test required.

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

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

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

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

b. **Skedaddle Test:** The second Cohesion Test is the **Skedaddle Test**. Find the row that matches the white die roll in the section that corresponds with the type of Cohesion Test required. Sometimes, multiple results can be listed, in which case all are applied together.

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

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

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

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

- **Panic Result (P1):** This result means that, in addition to the normal result to the Lead Unit, one other unit (if available) will **Panic**. The *firing player* selects one enemy unit (not the Lead Unit) in the targeted hex, or in any adjacent hex, that has a **modified** CR of 2 or less. This selected **Panicked** unit then suffers **one Morale Hit** (M) and must **Retreat three hexes** (R3). No Panic occurs if there are no eligible units with a low enough CR. If there is more than one eligible unit to select, the unit with the **lowest modified CR** of those eligible *must* be selected. If again there is more than one unit qualified, the firing player can select the eligible unit of his choice.

Important Note: Only the **Lead Unit** is affected by Fire Combat Skedaddle results, unless there is Panic. The Panic result is applied *after* all results are first applied to the Lead Unit. Thus, the retreat of the Lead Unit may affect the Unit Support status (and thus the modified CR) of any potential panicking units.

Panic Example: A stack of three targeted units of **4 SPs**, **3 SPs** and **1 SP** and all with a printed CR of **3** and no markers are attacked by Fire Combat. The CRT roll achieves a "**Tough**" Cohesion Test result. Adjacent to the stack of three defenders is a single friendly Shaken unit with **6 SPs** and a CR of **4**. The attacking player rolls a **colored 5** and a **white 5**, which is a D2 Depletion Test result and a **M R2 (P1)** Skedaddle Test result. The **Depletion Test** result is applied first, and the **D2** causes the defending Lead Unit (the **4 SP** unit) and the next-largest SP unit (the **3 SP** unit) to be flipped to their *BW* sides. The Lead Unit is now **1 SP** with a CR of **2** and the other affected unit is now a **C SP** unit with a CR of **2**. The **Skedaddle Test** is then applied, and the Lead Unit is given a "Shaken" marker and Retreats two hexes.

The Panic Result must now be resolved. The *firing* player can apply the **Panic Result** to one qualified enemy unit. Only the **C SP** unit can be selected as the **1 SP** unit (CR 2) was the Lead Unit and cannot be chosen and the adjacent Shaken **6 SP** unit (CR is 3) does not have a low enough CR. So, he must choose the **C SP** unit and that unit becomes "Shaken" and then Retreats two hexes.

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

a. **Depletion Test:** The first Cohesion Test is the **Depletion Test**. Find the row that matches the colored die roll in the section that corresponds with the type of Cohesion Test required.

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

- **Attacker Deplete (AD):** The *attacking* unit with the largest *printed* SP value (from the Assaulting Hex if

multiple attackers and owning player's choice if more than one such unit) is affected. A unit on its *FR* side is flipped to its *BW* side. A unit already on its *BW* side takes an immediate **Break Test** (see 15.7).

- **Deplete (D):** as Fire Combat Cohesion Test

- **Deplete Two Units (D2):** as Fire Combat Cohesion Test

- **Deplete All Units (D all):** as Fire Combat Cohesion Test

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

c. **Skedaddle Test:** The second Cohesion Test is the **Skedaddle Test**. Find the row that matches the white die roll in the section that corresponds with the type of Cohesion Test required. The results of the Skedaddle Test in a Close Combat are slightly different than in a Fire Combat. If multiple results are listed, all are applied together.

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

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

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

- **Morale Hit (M):** as Fire Combat Cohesion Test

- **Break Test (B):** as Fire Combat Cohesion Test

- **Defenders Retreat (RA#):** *All units* in the defending hex each **Retreat** (see 15.4) the number of hexes indicated.

- **Panic Result (P#):** as Fire Combat Cohesion Test *except* that if the result is "**P2**" or "**P3**", the enemy player selects **two** or **three** eligible units (respectively) to effect. If there are multiple eligible units, they must be chosen starting with the **lowest modified CR** unit first.

Important Note: When conducting **Close Combat Panic**, do so in the following order: Apply the normal combat result to the **Lead Unit** first; then determine who will Panic (which can include units that were stacked with the Lead Unit and may be affected by an "RA" result); then apply the Panic result to the chosen units; and finally, retreat any units that were stacked with the Lead Unit the maximum distance that would apply, either from the original "RA" result or from the Panic effect, whichever is greater (but not both).

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

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

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

- It may not enter an impassable hex or cross an impassable hexside.

If the retreating unit cannot retreat without meeting **all** three of these initial requirements, it is placed in **Broken Box 3** on the **Broken Track.** Exceptions: A unit retreating off the map is placed in the Broken Box 1 instead. Artillery and Fragile units are eliminated. Exception: (20.4i)

If this first set of retreat requirements can all be met, the following restrictions must be met, **if possible**. They are listed in order of precedence.

- o The retreat path must follow hexes not adjacent to the enemy unit(s) that caused the retreat.

- o The retreating unit must avoid moving adjacent to other enemy unit(s) that did not cause the retreat.

- o The unit must decrease the distance from its side of the map with each hex retreated if more than one eligible hex (per all the above conditions) is available. The Union player must try to retreat towards the **North and/or East** map edge and the Confederate player towards the **South and/or West** map edge. If a retreating unit reaches the map edge and has not yet completed its retreat, place it in **Broken Box 1** on the **Broken Track**. However, Artillery and Fragile units are eliminated.

Note that if a retreating unit moves from a hex adjacent to one or more enemy units (other than the initial hex of retreat), those enemy units may issue eligible **Opportunity Fire** (see 13.7). Any Depletion, Break Test and/or Retreat result received is applied normally at that point in the retreat, with a Retreat result being added to the total current Retreat distance. The retreating unit may not end its retreat in a hex so as to cause the hex to be over

stacked. If the only hex available to retreat into that meets all the higher priorities is a hex that would now be over stacked the retreating unit retreats additional hexes until it reaches a hex it can legally stack in.

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

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

i. **Infantry and Cavalry:** An **Infantry or Cavalry** unit is **Supported** if there is at least one *non-Shaken* and *non-Disrupted* unit from the same Brigade stacked with it or in an adjacent hex*.* Note that the unit providing support *can be Battleworn*.

ii. **Artillery**: An **Artillery** unit is **Supported** only when stacked with or adjacent to any *non-Shaken* and *non-Disrupted* **Infantry or Cavalry** unit.

iii. **Unit on the Broken Track**: Units in the "Available" box on the Broken Track that are attempting to Rebuild *are automatically Supported*.

b. **Unit Support Effect:** If a unit does not have qualifying Unit Support, it is deemed to be **Unsupported** and its **CR** is decreased by one **(-1)**.

> Note: It is important to note that Unit Support (or the lack thereof) is **always** considered when a unit's modified CR needs to be referenced.

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

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

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

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

15.7 Break Test: Certain Cohesion Test Table results call for units in extreme distress to make a **Break Test**.

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

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

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

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

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

- **Die Roll 1 more than CR:** Remove any Morale Hit markers and then place the unit, on its *BW* side, into **Broken Box 1** on the **Broken Track**. Exception: If the affected unit is **Artillery** or a **Fragile** unit (4.1), it is eliminated.

- **Die Roll 2 more than CR:** Remove any Morale Hit markers and then place the unit, on its *BW* side, into **Broken Box 2** on the **Broken Track**. Exception: If the affected unit is **Artillery** or a **Fragile** unit, it is eliminated.

- **Die Roll 3+ more than CR:** Remove any Morale Hit markers and then place the unit, on its *BW* side, into **Broken Box 3** on the **Broken Track**. Exception: If the affected unit is **Artillery** or a **Fragile** unit, it is eliminated.

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

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

15.9 The Broken Track: Most infantry and cavalry units do not get permanently eliminated from the game. They are placed on the **Broken Track** into one of several boxes which corresponds to a unit's level of distress.

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

The Broken Boxes: Each Broken Box is labeled with a number or "Available". Broken Box "3" represents the greatest degree of disorganization and demoralization. The "Available" Box represents the least disorganized Broken state. Units are placed in a numbered box per the Cohesion Test result achieved. Units on the Broken Track are always placed on their *BW* side. Remove any markers from a unit on the Broken Track.

a. **Broken Track Adjustments:** During the **End Turn Phase**, all units in each Box are moved down the track to the next lower-numbered Box or to the "Available" Box (from the "1" Box). Units in the "Available" Box must remain in that Box for the remainder of the game unless **Rebuilt** (see 17.2b). To prevent confusion, move units in the "1" Box first, then the "2" Box, then the "3" Box.

b. **Rally Eligibility:** Units located in the "Available" Box are eligible to use a **Rebuild** action (see 17.2b). Rebuilt units are immediately removed from the "Available" Broken Box and placed on the map in an eligible location on their *BW* side.

Close Combat and Cohesion Test Example: Union units *1st WV* (3-2 on its FR side) and *4th WV* (4-1 on its BW side) are stacked together, under Attack Orders and adjacent to a *Battleworn* Rebel stack consisting of the *36th VA* (5-4 on its BW side) and the *69th NC* (2-3 on its BW side). The Union stack is situated on Level-4 Clear terrain, while the Rebels are on Level-5 Clear terrain with a Slope hexside between the two stacks. The Union player decides to declare a Close Combat attack. The Rebel units issue Defensive Fire and get a "No Result." The Union units then attack with 6 SPs, starting the combat on the "**6-7**" column. This combat is then shifted two columns to the left due to the Slope hexside and another column to the left because the defending units have a better CR. That's three shifts to the left and therefore puts the final Close Combat CRT column at "**3**". The Union player rolls his dice and gets a colored **5** and a white **2** for "**52**". Looking down the "**3**" column, we see that a roll of 52 corresponds to the "**51–53**" row and a result of - | 0 | 1-3 . The Rebel Lead Unit is the *36th VA*, which has a CR of **4** (its printed CR of 4 is used because it has Unit Support from the *69th NC*, which is also from Smith's Brigade). The result is "**–**", which during a Close Combat is a **Close Fight** result. The Union player rolls his two dice again, this time rolling a **5** on the colored die and a **3** on the white die and references the "**Close Fight**" section of the Close Combat Cohesion Test Table.

The **Depletion Test** result is "**BD*,**" therefore both sides need to Deplete a unit. The Union player must Deplete the *4th WV* (as it is the larger SP unit) and since its already on its BW side, the unit must take a Break Test. The Union player rolls one die against the unit's printed CR of **1** and rolls a **1**, which means the unit is not eliminated but is given a "Shaken" marker. The Confederate player must also Deplete the *36th VA* (the defending Lead Unit) and it also must then take a Break Test since it's on its BW side. The player rolls a **3**, which keeps the unit in the game, but it also gets a "Shaken" marker.

The **Skedaddle Test** result is "**AM**", which means one of the two attacking Union units must take a Morale Hit. Again, this must affect the larger-SP *4th WV* (because you use the printed SPs, not

the modified SPs), and the Union player flips the "Shaken" marker over to its "Disrupted" side. (Note that these values are examples only).

16.0 Skirmish Order

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

16.1 Skirmish Order Movement: Units in SO move normally but pay **one less MP** for each hex (minimum of 1 MP per hex). SO units may not use the **March Column** movement rate, regardless of their Order or movement path, nor may they Engage (see 13.6) an enemy unit (even an enemy SO unit). They may stack normally with friendly units, SO and non-SO units alike. To leave Skirmish Order, a SO unit pays **2 MP** at the start of its Movement Step and removes the SO marker.

16.2 Skirmish Screen Effects: An enemy unit that moves adjacent to a SO unit forces the SO unit to *immediately* **withdraw one hex away** from the moving enemy unit into a legal hex that is not adjacent to any enemy unit. The SO unit is not subject to Opportunity Fire. The SO unit must finish its withdrawal one hex from the moving enemy unit. If it cannot withdraw and meet those conditions, then it must continue to withdraw until it reaches a legal hex that is not adjacent to an enemy unit. If no such hex is available, the unit is placed in the **Broken 1 box**. This procedure is conducted with each individual adjacent movement by an enemy unit, even if the SO unit is stacked with other non-SO units. This procedure also applies to enemy Advance After Combat units that moves adjacent – the SO unit must withdraw one hex normally. Should an enemy conduct Retreat movement adjacent to a SO unit, that retreating unit may pass by normally (and will also receive eligible Opportunity Fire) during the course of its retreat move. If at the end of the retreat it is still adjacent to the SO unit, then the SO unit must subsequently withdraw one hex normally. Skirmish Order units withdrawing from advancing enemy units and retreated enemy units do not themselves suffer Opportunity Fire.

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

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

17.0 Rally

To get Battle Worn, Shaken, and Disrupted units back into the fight, players must attempt to Rally those units. This activity may

only be attempted during the active Brigade's **Rally Step**, and only under certain orders and in certain conditions.

17.1 Rally Eligibility: To attempt a Rally, a unit must meet all the following qualifications:

- If an **Infantry or Cavalry** unit it must belong to the currently Active Brigade.

- If an **Artillery** unit, it must be stacked with or adjacent to any unit belonging to the currently Active Brigade. An **Artillery** unit may only conduct a Recovery action (17.2a) but may do so multiple times in a single turn if it meets this requirement more than once. Artillery *may not* conduct a Rebuilding procedure (17.2b) in the Rally Step – it may only do so in the Artillery Step (se 9.4).

- The Active Brigade must be under **Regroup** or **Defend** Orders.

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

- A unit can be rallied by an event chit by following the procedure outlined in the chit description.

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

a. **Recovery:** This procedure allows the removal of one or more **Morale Hits** from a unit. The number of Hits removed depends on the Brigade Order, as follows:

- **Defend Order:** Each eligible unit may remove **one Morale Hit.** A unit can discard its "Shaken" marker or flip its "Disrupted" marker over to its **"Shaken" side**.

- **Regroup Order:** Each eligible **unit may remove** *all* **its Morale Hits**. Remove the "Shaken" or "Disrupted" marker.

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

b. **Rebuilding:** To attempt to Rebuild a unit, the owning player rolls one die and compares the die roll to the unit's *BW modified* **CR** (remember that a Rebuilding unit in the "**Available**" box is automatically considered to have **Unit Support**). If the roll is less than or equal to the **CR**, the Rebuild attempt is successful and the unit flips to its *FR* side, or if in the "**Available**" box is placed on the map on its *BW* side. If **greater than the CR,** the Rebuild attempt is unsuccessful and the unit remains in its current condition. Note that **Fragile** units and **Artillery** units cannot be Rebuilt once eliminated. Also note that a *BW* Artillery unit still on the map can be Rebuilt to its *FR* side during the Artillery Step.

Rebuilding can only be conducted with units under a **Regroup Order**. Each eligible unit may make one Rebuild attempt (as described above). If a unit on the map is successful, it is flipped over to its *FR* side. If this causes the unit's hex to exceed the stacking limit, that unit must immediately displace to an adjacent hex that is further away from the nearest enemy unit and that will not exceed the stacking limit. Repeat this displacement, if necessary, until stacking limits are met. Units under any other Order may not Rebuild.

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

Example: Tyler's Brigade has been taking heavy casualties and the Union player decides it's time to get those units rallied. The Disrupted 7th IN-a is on its BW side and adjacent to an enemy unit. The fresh but Shaken *7th IN-b* is immediately behind it. The *110th PA-a* is in the "Available" Box on the Broken Track.

If the Union player wants to do some rallying but also keep fighting, he could give **Defend** Orders to the Brigade. This will allow him to conduct Fire Combat, withdraw the *7th IN-a* back two hexes (subjecting it to Opportunity Fire) and move the *7th IN-b* up one hex to relieve them. During the Rally Step, since the boys from Indiana are now three hexes from any enemy unit, he can perform a Recovery action on the 7th IN-a and flip the "Disrupted" marker to its "Shaken" side.

If the player had instead chosen a **Regroup** Order, none of his units could move and he would only have been able to Rebuild the *110th PA-a* (because it's in the "Available" Box of the Broken Track) since both the *7th IN-a* and *7th IN-b* are too close to the enemy. If he had rolled a "**1**" on the die, this would be less than the *7th IN-b*'s CR of **2** and would allow the unit to be immediately returned to the map on its BW side, at least three hexes from any enemy unit and within three hexes of either of the other two Union units.

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

18.0 End Turn Phase Procedures

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

18.1 Final Held Chit Play: Both players may play one or more of any eligible Event or CIC chits they are still holding at this time (i.e., any chits that were being held, such as CIC, Firefight and Rebel Yell chits). First the Union player announces and plays a chit, followed by the Confederate player and so on until all the eligible chits are played.

18.2 Victory Point Awards: Both players count the number of Victory Points earned for the current turn and adjust the VP markers to indicate the new net VP total depending on the scenario being played.

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

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

18.5 Prepare for Next Turn: Both players gather all their Event chits together to get ready for next turn's Command Decision Phase. Finally, move the Game Turn marker to the next space of the Game Turn Track. If this is the last turn of the scenario, count the number of Victory Points for each side and determine the game's winner.

19.0 Designer's Notes

Thank you for purchasing and playing this installment in the Revolution Games' ACW Series. The first three games, *Stonewall's Sword, Thunder in the Ozarks* and *Longstreet Attacks* were great successes for Revolution Games. The "Blind Swords" team want to thank all of you who supported those efforts. The **Blind Swords** system is designed to create an environment where players primarily deal with command-and-control issues, the "fog of war," and, yes: the "chaos of war." By using chit-draws, we allow for many of the exigencies of the battlefield in a straight-forward manner. Managing battlefield chaos in a historical context is the goal of the **Blind Swords** system. Additionally, this system is meant to present a tactical feel, but without the rules overhead that normally accompanies systems at this scale. So, the players will be maneuvering regiments and batteries on the map, but without the need to micromanage them. Forethought and planning will be key factors, but paramount will be the players' ability to immediately adapt to changes on the battlefield.

There are some unusual mechanics and methods used in this system. Note that firing your units comes before movement, that there are no Zones of Control, that Brigade Orders are intentionally narrowly defined, and that Event chits allow for out-of-sequence interventions by both players. This leads to a rhythm of interplay, akin to the two players skillfully boxing each other rather than simply taking turns hitting each other over the head.

By the Summer of 1864, the Confederate regiments in Virginia were becoming very depleted. Many Confederate regiments didn't want to give up their identity, so they just became smaller and smaller units. Terry's Brigade had the old "Stonewall Brigade" in it but Jackson's famous brigade was down to 300 men. All told, Terry had fourteen regiments but only between 950 and 1000 men. All of this is bad news for counter design and so many units are melded into a larger counter. Trying to split 1000 men into fourteen counters with strengths of either "1" or "cadre" would not work from a simulation perspective or for production of this game. So many of these small regiments have been consolidated and there is not enough space on the counters to note all the units in each counter.

2nd Kernstown was historically very one sided and the design team feels that the historical result was an outlier. The CSA just got lucky to win that big. Many armies have tried an indirect approach like Breckinridge, but rarely does it ever work out as well as it did here. The CSA has the advantage and the USA will likely take a beating but matching the historical result will be the exception.

The CSA "Confident" event chit is not used in any scenario and was eliminated after counters had been produced.

We hope that you enjoy *Kernstown* and we're working hard to keep this series fresh, exciting, and moving forward to other terrific ACW battlefields in the future. Thanks again to Hermann, Roger Miller and Dr. Charles W. Turner and good gaming!

Claude Templeton Whalen

Suggested Reading

Battle Tactics of the Civil War - Paddy Griffith

Shenandoah Summer – Scott C. Patchnr

We Are In For It – Gary L. Ecelbarger

The Bloody Crucible of Courage – Bret Nosworthy

Civil War Tactics:Training, Combat and Small Unit Effectiveness – Earl J. Hess

Shock Troops of the Confederacy – Fred L. Ray

Credits

20.0 Scenarios

20.1 THE STONE WALL (Scenario 1)

The Battle for the Stone Wall at 1st Kernstown

Scenario Length: 11 Game Turns (3:4**0** – **7:00**)

Special Scenario Rules:

a. **Area of Play:** Only a limited area of the map is in bounds for this scenario. The perimeter of the scenario area is a border of hexes representing the "map edge" and traced as follows: #1026 -> #1041 **(north edge of the map)-> ** #1026 -> **#2734** (the crest of Sandy Ridge) **-> #2734 -> 2740 (the southern boundary of the scenario) -> the western map edge**. The perimeter hexes are **in play** and hexes outside the perimeter are treated as out of play. No units may *voluntarily* move outside the designated play area. If a unit is forced to retreat outside the scenario perimeter, treat this in the same way as a unit retreating off the game map.

b. **Eligible Chits:** A limited number of chits are used in this scenario with the following chits excluded:

- **Confederate:** Union Low Ammo; Confident (thus leaving 10 chits)

- **Union:** Quick March; Confident, Brigade Reserve Movement (thus leaving 9 chits)

In addition, the *Fog of War and Fortunes of War* **Wild** chits are used. The relevant **Division Activation Chits** are also available (per the normal rules and as detailed in the Scenario Setup and Reinforcement Schedule). No other chits are used in this scenario.

c. **Command Decision Phase**: Each player selects one (Union) or two (Confederate) Key Chits normally. Players will randomly *select* one (Confederate) or two (Union) **selected Event chits** from the remaining chits into the cup (for a total of three Event Chits in the cup from each side).

d. **No Common Events:** No Common Events are used in this scenario. Only the Unique Event of each Event Chit can be utilized.

e. **Reinforcement Placement:** Units brought into the scenario during the course of the game are placed in the indicated hexes. If the assigned hex is occupied by an enemy unit or is adjacent to an enemy unit, the reinforcing unit is placed in the closest available hex not occupied by an enemy unit or adjacent to an enemy

unit. This "closest available hex" must also be closer to the owner's side of the Area of Play (west and south for the Confederates and north and east for the Union).

f. **Victory Conditions**: There are four Victory Hexes in this scenario; all four hexes are along the Stone Wall (hexes #1834-1835-1836 & 1933). "Control" of a hex belongs to the side which currently occupies the hex or was the last to occupy the hex. All such hexes begin the scenario as CSA controlled.

g. No "Command Confusion" chit can be played on the Confederate player during the first scenario turn.

h. "CSA Low Ammo" chits apply at the start of the 5pm turn and in all following turns. If picked before that turn, they have no effect.

i. Victory Levels are based on Union Control of Hexes:

0 hexes: Major CSA Victory

1 hex: Minor CSA Victory

2 hexes: Minor USA Victory

3 hexes: Major USA Victory

4 hexes: Decisive USA Victory

UNION SETUP

Tyler's Brigade

7 OH-a – 1532; **7 OH-b** – 1531; 7 IN-a – 1432; 7 IN-b -1433; 1 WV-a – 1332; 1 WV-b – 1331; 110 PA-a – 1231; 110 PA-b – 1330; 29 OH-a – 1230; 29 OH-b – 1329;

Brigade Activation Chits

Tyler

CONFEDERATE SETUP

Artillery Units:

Carpenter-b - 2032

Garnett's Brigade

27 VA – 1834

Brigade Activation Chits

Garnett

None

CONFEDERATE REINFORCEMENT SCHEDULE

4:00pm

Fulkerson's Brigade

23 VA – 2134; **37 VA** – 2135

Burks' Brigade

21 VA – 2139

Brigade Activation Chits

Fulkerson and Burks

4:20pm

Garnett's Brigade

4 VA – 2134; **33 VA** – 2134

Burks' Brigade

1 VA – 2135

4:40pm

Garnett's Brigade

2 VA - 2135

20.2 THE HISTORICAL BATTLE (Scenario 2)

The First Battle of Kernstown

Scenario Length: **18** Game Turns (1:**20** – **7:00pm**)

Special Rules:

a. **Area of Play:** All portions of the map are in play.

b. **Eligible Chits:** Most of the chits are used in this scenario. The following chits are excluded from play:

- **Confederate:** Confident

- **Union:** Quick March

In addition, the *Fortunes of War* and *Fog of War* **Wild** chits are used. The relevant **Brigade Activation Chits** are also available (per the normal rules and as detailed in the Scenario Setup and Reinforcement Schedule). The Union player does NOT have a CIC chit, but the Confederate player does have the Jackson CIC chit.

c. **Command Decision Phase**: Each player selects two Key Chits normally. Each player will randomly select **three non-excluded Event chits and place them** into the cup for a total of five Event Chits in the cup each player.

d. **Common Events:** No Common Events may be used in this scenario. Only the Unique Event of each Event Chit may be used in this scenario.

e. **Reinforcement Placement:** Units brought into the scenario during the game are placed in the indicated hexes. If the assigned hex is occupied by an enemy unit or is adjacent to an enemy unit, the reinforcing unit is placed in the closest available hex to the assigned hex. This "closest available hex" must also be closer to the owner's side of the Area of Play (west and south for the Confederates and north and east for the Union).

f. **Ashby**: There are two counters that are labeled Ashby that show his units as 1sp and fragile. They are not used in the game. Use the units with 3sp.

g. **"CSA Low Ammo", "Find Ammo" and "Union Low Ammo"** chits are in the mix of available chits during the entire scenario but only become effective in the 5 pm turn. These chits are useless prior to 5pm. The "Union Low Ammo" markers can be removed by the Union artillery unit returning to hex #1014 and getting resupplied there. Once the Union player does this with a unit the CSA player may not place a low ammo marker on this unit for the remainder of the game. "CSA Low Ammo" markers can be removed by using the "Find Ammo" marker.

h. The **5 VA, 42 VA, Pleasant's and Lanier's artillery units** are frozen and may not move until 5:40pm. If Sullivan is using his higher command value, (see next case) or the frozen units are fired upon or attacked in close combat they are all unfrozen and may move normally.

i. **Sullivan's Brigade:** No "Brigade Reserve Movement" chit can be played on Sullivan. He also must use his lower Command Rating of 1 for the entire scenario (he had orders to stay in place). If Sullivan is attacked, or a CSA unit moves within three hexes of 2423 (Pritchard's Hill) then the higher command value for Sullivan may be used. This can happen in the middle of a turn while Sullivan is in the draw cup.

j. **Sandy Ridge Victory Hexes:** There are six victory point hexes on Sandy Ridge (hexes #1834, 1835, 1836, 1933, 2131 and 2332). The Confederate player receives one victory point per turn, starting in the 3:20 pm turn, for each hex that he holds at the end of the turn. If the Confederate player holds Pritchard's Hill these locations are worth no VP.

k. **Sandy Ridge Bonus Victory Points:** If the Confederate player holds the Sandy Ridge victory hexes at the end of the 6pm turn, and does not hold Pritchard's Hill, he receives a onetime victory point bonus based on the number of hexes held:

1 victory hex: 8 bonus victory points

2 victory hexes: 12 bonus victory points

3 victory hexes: 16 bonus victory points

4+ victory hexes: 20 bonus victory points

l. **Pritchard's Hill Victory Hex:** The Union player receives three victory points per turn for holding hex #2423. The Confederate player receives two victory points per turn. There are 20 bonus victory points for the Confederates if they hold this hex at the end of the 6PM turn.

Note the VP are set up to show that Jackson needed either to hold Pritchard's Hill or to hold the high ground above it. Both are not needed by him and thus the lack of VP for the high ground on Sandy Ridge if the CSA holds Pritchard's hill.

"Control" of a hex belongs to the side which currently occupies the hex or was the last to occupy the hex. All Victory Point hexes begin under Union control at the start of the scenario.

m. **Casualty Victory Points:** Each player receives one victory point for each enemy strength point on the Broken Track or permanently eliminated (fragile units and artillery).

n. **Enemy Troops Withdrawals:** Each player receives 1 victory point for every 10 strength points exited off the map edge. Strength is counted at the moment of leaving the map, so Fresh units count as full strength and Battleworn count at reduced values. Remove all shaken and disrupted markers; these do not affect strength for purposes of VP. Confederate troops must exit off the south or west edge. Union troops must exit off the north or east edge for victory points to apply.

Total the Confederate victory points VPs at the conclusion of the **7:00** Game Turn and subtract the Union victory points. The side winning the game is based on the VP levels listed below:

-16 or greater = Decisive USA Victory
-15 to +14 VP = Major USA Victory
+15 to +28 VP = Minor USA Victory
+29 to +39 VP = Minor CSA Victory
+40 to +50 VP = Major CSA Victory
+51 or more VP = Decisive CSA Victory

UNION SETUP

Artillery

Jenks - 2523; **Davey -** 3517; **Robinson** - 2423; **Huntington** – 1215; **Clark** - 2522

Sullivan's Brigade

13 IN – 2616; **62 OH** – 2614; **39 IL** – 2612; **5 OH -** 3417

Kimball's Brigade

67 OH – 2322; **84 PA** – 1825; **8 OH-a** – 2323; **8 OH-b** – 3412 (skirmish order); **14 IN** - 3217

Brodhead's Brigade (mounted)

1 MD - 1826; **1 MI**- 1014; **1 WV Cav** - 1014; **1 OH** – 1014; **1 PA** - 1709

Brigade Activation Chits

Sullivan, Kimball, Brodhead

CONFEDERATE SETUP

Artillery Units

Chew – 3919; **McLaughlin** – 3922; **Carpenter -a & -b** -3923; **Waters** -3923; **Lanier (frozen till 5:40pm)** – 3921; **Pleasants (frozen till 5:40pm)** - 3921

Ashby's Brigade

7 VA-a – 4016; **7 VA-b** – 4015

Fulkerson's Brigade

23 VA – 3425; **37 VA** – 3426

Burks' Brigade

42 VA (frozen till 5:40pm) – 4022; **1 VA** – 4023; **21 VA** – 4024

Garnett's Brigade

2 VA – 3526; **4 VA** – 3827; **5 VA (frozen till 5:40pm)** – 4020; **27 VA** – 3726; **33 VA** - 3626

Brigade Activation Chits

Ashby, Burks, Fulkerson, Garnett, Jackson

UNION REINFORCEMENT SCHEDULE

1:40

Enter in hex #1014

Tyler's Brigade

1 WV-a; 1 WV-b; 7 OH-a; 7 OH-b; 29 OH-a; 29 OH-b; 7 IN-a; 7 IN-b; 110PA-a; 110 PA-b

Brigade Activation Chits

Tyler

CONFEDERATE REINFORCEMENT SCHEDULE

Following units are un-frozen at 5:40pm

Artillery

Lanier – 3921; **Pleasants -** 3921

Burks" Brigade

42 VA – 4022

Garnett's Brigade

5 VA - 4020

20.3 "Jackson Is Aware" (Scenario3)

The 1st Battle of Kernstown "What If"

Scenario Length: **18** Game Turns **(1:20 – 7:00)**
Special Rules:

  a.   Use the same rules as the Historical Battle of Kernstown but apply the following changes

  b.   Stonewall Jackson has called the ammunition wagons up therefore **no low ammo rules/chits apply to the Confederate player.** The players may remove the CSA low ammo chits from the Union chit pool and the CSA Find ammo chit from the Confederate pool.

  c.   **Special Rules**: No Confederate units are frozen in this scenario. Ignore those notes in the set up.

  d.   **Union Division Command Ratings**: Sullivan can use his higher Command rating of "3" throughout the scenario. (though he still cannot use the "Brigade Reserve Movement" chit).

UNION SETUP

Use the Historical Battle Set-Up

UNION REINFORCEMENT SCHEDULE

2:40

Enter in hex #1014

Kimball's Brigade

66 OH (fresh**)**

4:40

Enter in hex #1014

Kimball's Brigade

7 WV (shaken); 4 OH (shaken)

CONFEDERATE SETUP

Use the Historical battle Set-Up

CONFEDERATE REINFORCEMENT SCHEDULE

4:40pm

48 VA - 4021

20.4 Breckinridge Attacks (Scenario 4)

Breckinridge's Flank Attack at 2nd Kernstown

Scenario Length: 9 Game Turns (**2:20** – 5**:00**)

Special Rules:

  a.   **Area of Play:** The entire map is used for this scenario

  b.   **Non-Eligible Chits:**

  The following chits are excluded for this scenario:

  Confederate: USA Low Ammo, Find Ammo, Confident

  Union: CSA Low Ammo

  c.   **CIC Chits**

  Early: is always active when drawn

  Early's Replacement: die roll *1 – 5 =* the CIC chit is active this turn; **6 =** the CIC chit is not active this turn.

  Crook: die roll of *1 =* the CIC Chit is active this turn; 2 – 6 = the CIC chit is not used this turn.

  Crook's Replacement: die roll of **1-2=** the CIC chit is active this turn; 3-6= the CIC chit is not active this turn. (Crook was so oblivious to the size and actions of the Confederate forces that any replacement would have done better than he did in this battle).

  d.   **Command Decision Phase**: Each player selects **two** Key Chits normally. The Union and Confederate player will each then *randomly* add **three** more Event chits into the

cup for a total of five chits per side. The remaining chits for each side are excluded for this Game Turn and placed aside.

e. **Breckinridge's Initial Attack:** Breckinridge gets the first three activations of the first turn. Each activation is *automatically successful*. Breckenridge's units all have their cohesions (CR) increased by one for the entirety of the three activations. Even the brigades of Breckenridge not yet activated or already activated get this benefit till all three of his brigades' activations have completed. Thereafter, normal rules apply. (So, the game will begin with each of Breckenridge's brigades activating. After this Breckenridge is done for the turn and the only way his troops could do anything else would be by Early activating a brigade or of course the event chits)

f. **The Initial Union Artillery Phase:** Regardless of reports of troops off to their left, the Union troops do not see Breckinridge's men and **therefore cannot use Artillery fire against him during the first Artillery Phase.** No Union artillery may move in the first Artillery Phase.

g. **Reinforcement Placement:** Units brought into the scenario during the game are placed in the indicated hexes. If the assigned hex is occupied by an enemy unit or is adjacent to an enemy unit, the reinforcing unit is placed in the closest available hex to the assigned hex. This "closest available hex" must also be closer to the owner's side of the Area of Play (west and south for the Confederates and north and east for the Union).

h. **No Common Events are used during this scenario:** All chits must be used for their "Unique Events".

i. **Victory Determination:** At the conclusion of Game Turn #9 (5:00), figure out the total net Victory Points using the following procedure for determining victory and defeat. Both players earn Victory Points (VPs) based on certain accomplishments.

- **Casualties VPs:** The USA players will each earn 1 **VP** for every CSA **SP** (using the *FR* side of each unit or the largest *BW* side if **Fragile**) located *anywhere* on the **Broken Track** at the **end** of the game, and 1 **VP** for each **SP** of eliminated CSA **Artillery** and **Fragile** units. The CSA player earns VP in the same manner except his total is then divided in half. (This is a horrible battle for the USA and if they can keep losses at 2 to 1 against them it would be a victory.)

- **Enemy Troop Withdrawals:** The USA player receives 1 Victory Point for every seven strength points exited off the map edge. Strength is counted at the moment of leaving the map, so Fresh units count as full

strength and Battleworn count at reduced values. Remove all shaken and disrupted markers; these do not affect strength for purposes of VP. Union troops must exit off the north or eastern edges of the map for Victory Points to apply. Union troops may not earn VP for withdrawing from the map before the 3pm turn. A Union unit that retreats off the map as a result of combat, including panics, counts as exited for VP regardless of when they do so. It can be before 4pm. This replaces the normal procedure where they would be put on the broken track or if artillery or fragile units be eliminated. (Union units could still voluntarily exit from map during movement before 3pm, it just yields no VP)

- **Hex Control VPs:** Both players earn VPs by controlling hex #2423 (Pritchard's Hill) during the game. "Control" is defined as owning the last unit (of any type) to physically occupy the hex in question at the end of the turn (remaining in the hex, or even on the map, is not necessary). *Hex Control VPs are awarded each Game Turn.*

  Union Hex Control
  3 VPs for **Pritchard's Hill** (2423)

  Confederate Hex Control
  2VPs for Pritchard's Hill (2423)

  Should the Union player control Pritchard's Hill at the end of the 4:20pm turn, he will receive a 20 Victory Point Bonus**.**

- **Victory Levels:** The player with the most points wins. A tie is a draw:

  +100 VPs or more = **Decisive Victory**
  +41 to +99 VPs = **Major Victory**
  1 to +40 VPs = **Minor Victory**

UNION SETUP

Artillery

Upshur-a – 2423; **Upshur-b** – 2619; **Weir** – 2522; **Keeper** – 2617; **Kirtland** – 2523; **Graham** – 2322; **Hausmann** – 2026;

Duval's Division

Hayes' Brigade

13 WV – 3020; **5 WV** – 3018; **23 OH** – 3017; **36 OH** – 3016;

Johnson's Brigade

9WV – 1022; **14WV –** 1021; **34 OH –** 1024; **91 OH –** 1023

Mulligan's Division

Linton's Brigade

11 WV - 3319; **15 WV** – 3320; **54 PA -a –** 2317; **54 PA-b -** 2316
The counters were misprinted with two 54 PA-a, treat the 5 SP unit as 54 PA-b

Harris' Brigade

10 WV – 3123; **23 IL** – 3223;

Thoburn's Division

Ely's Brigade

1 WV – 2426; **4 WV** – 2525; **12 WV** – 2625; **18 CT** – 2127; **2 MD ES –** 2326 **2 MD PHB -** 2227

Wells' Brigade

123 OH – 1630; **170 OH** – 1729; **34 MA** – 1531; **5 NY HA-a** – 1631; **5 NY HA-b** – 1730; **116 OH** – 1830

Duffie's Cavalry Division

Higgins' Brigade (mounted)

1 NY Linc-a – 1415; **1 NY Linc-b** – 1238; **1 NY Veterans** – 1414; **22 PA** – 1515; **20 PA** – 1514;

Tibbits' Brigade (mounted)

2 MD PHB – 1418; **12 PA -** **1417**; **15 NY** – 1518; **21 NY** – 1517

Averell's Cavalry Division

Schoonmaker's Brigade (Schnmker) (mounted)

8 OH – 1401; **14PA** – 1300

Powell's Brigade (mounted)

1WV – 1000; **2WV** – 1100; **3WV** – 1200

Activation Chits

Crook, Duval, Thoburn, Mulligan, Duffie, Averell

CONFEDERATE SETUP

Artillery

Lowery – 3615; **Chapman** – 3616; **Bryan** – 3617; **Milledge** – 3723; **Massie** – 3722; **Kirkpatrick** – 3721; **Carpenter** – 2534; **Cooper** – 2634; **Hardwicke** – 2732; **Jackson** – 2538; **Lurty** – 4003; **2MD** – 4004; **McClanahan**-4001

Breckinridge's Division (actually Wharton's division but Breckenridge was personally commanding it)

Forsberg's Brigade

45 VA – 2511; **51 VA -** 2612

Patton's Brigade

22 VA - 2814; **23/26 VA** – 2713; **SS Btln -** 2613

Smith's Brigade

36 VA – 3514; **60 VA** – 3015; **60 NC** – 2914

Gordon's Division

Terry's Brigade

2/33 VA – 3421; **10/37 VA** – 3521; **21/50 VA -** 3520

York's Brigade

1/15 LA - 3522; **5/9 LA -** 3422

Evans' Brigade

SS Btln – 3324; **13/26 GA** – 3124; **31/38 GA** – 3323; **60/61 GA** – 3424

Rodes' Division

Battle's Brigade

3/5 AL – 4019; **6/12 AL** – 4018; **61 AL** – 4020

Grimes' Brigade

SS Btln – 4020; **32/43 NC** – 4021; **45/53 NC -** 4022

Cox's Brigade

2/3 NC – 4015; **4/30 NC -** 4014

Cook's Brigade

4/12 GA – 4017; **21/45 GA** – 4016

Ramseur's Division

Lilley's Brigade

31/49 VA – 3329 ; **52/59 VA -** 3529

Lewis' Brigade

SS Btln – 2934 ; **1/6/21 NC** – 3036 ; **54/57 NC -** 3035

Johnston's Brigade

5/12 NC – 3134 ; **20/23 NC** – 3233

Ransom's Division

Jackson's Brigade (mounted)

19/20 VA – 2233; **46/47 VA** - 2333

Vaughn Brigade (dismounted cavalry for this battle)

1TN – 3802; **16GA/16TN** – 3803; **39/62TN Mtd. Inf.** – 3804

Johnson Brigade (mounted)

1/2MD – 3700; **8/21VA** – 3800; **27/37VA** – 3900; **36VA** – 4000

McCausland Brigade (mounted)

14VA – 3701; **16VA** – 3801; **17VA** – 3902; **22VA** – 4002

Division Activation Chits

Early, Breckinridge, Gordon, Rodes, Ramseur, Ransom

Confederate Reinforcements

4.00 pm

Imboden's Brigade

Enter in hex #1140

18 VA/Davis; 23/62 VA

20.5 HISTORIC 2ND KERNSTOWN (Scenario 5)

Scenario Length: 16 Game Turns (**12:00 pm – 5:00 pm)**

Same rules as those used in Breckinridge Attacks with the following changes:

a. The **Breckinridge's Initial Attack and Union Initial Artillery Phase rules DO NOT APPLY.**

b. **Victory Conditions:** Are the same as those used in the "Breckinridge Attacks" scenario with the exception that the USA player starts with 15VP.

"Breckinridge's Surprise Attack":

a. The CSA player must use the first Event chit that he draws as a "Common Event" if he wishes to roll for Breckinridge's Surprise Attack at the end of this turn. If he uses the first Event chit drawn as a "Unique Event", he CANNOT roll for the "Surprise Attack" in this turn. If the first chit drawn is negated by the Fortunes of War, then the CSA player my not roll for the Surprise Attack this turn.

b. If the chit is used as a "Common Event", the CSA player rolls one die, on a roll of I or 2 Breckinridge is allowed to

use the "Surprise Attack" in any **future** turn. He can delay his attack until his brigades are in place. Once he qualifies for his attack, he no longer has to roll or use Event chits to initiate it.

c. If the roll is 3 to 6, Breckinridge cannot use this type of attack, but he can attack normally. He CAN try to roll for the "Surprise Attack" again in future turns.

d. To use the "Surprise Attack" the CSA player simply announces he is doing it at any time a chit would be pulled. Each of Breckenridge's three brigades will then be activated on an Attack order, without a die roll being needed, in whatever sequence the CSA player desires.

e. Each regiment can move up to 8 movement points. No Quick March, Fatigue or Command Confusion event chits can be played during the brigades' activation. (The Union player cannot use event chits to stop attack and Confederate player cannot double unit's movement points as it has already been built into the rule). Breckenridge's units all have their cohesions (CR) increased by one for the entirety of the three activations. Even the brigades of Breckenridge not yet activated or already activated get this benefit till all three of his brigades' activations have completed.

f. Each of Breckinridge's Brigade Activation counters are flipped over to their activated side once the attack is announced.

g. If the "Surprise Attack" has not been qualified for yet, or has not been used, and Breckinridge has been wounded, his replacement cannot use the "Surprise Attack" (the historical attack was scouted, planned and led by Breckinridge). If Breckinridge returns from his wound, the attack can occur as soon as the following turn. There is no penalty if the CSA player does not use the "Surprise Attack".

h. **The "Surprise Attack" can only be used once.**

"Crook Gets Smart": The Union player has the ability to increase Crook's "1" Command Rating. (Historically, Crook was blind to the Confederate buildup but once the crushing assault came, Crook performed much better and was able to save a good portion of his army).

a. The Union player must use the first Event chit that he draws during the turn in order to roll for Crook's higher Command Rating at the end of the turn. If the first chit drawn is negated by the Fortunes of War, then the USA player my not roll for Crook to get smart his turn.

b. The Union player rolls one die. Crook becomes "aware" on a roll of "1". He remains "unaware" on a roll of "2-6".

c. If Crook's roll is a failure, or the first Event chit drawn is used as a "Unique Event", Crook remains a "1" Command Rating and the Union player can try to roll again in following turns.

d. If Crook becomes "aware", all his further CIC rolls have a "+3" bonus applied to them (Crook will be active on a roll of 1-4, inactive on a roll of 5-6).

e. If Crook is wounded, his bonus does not apply to his replacement. If he returns from his wound, the CIC bonus will also return (if he has earned it) or he can continue to roll for the bonus.

UNION SETUP

Artillery

Upshur-a – 2519; **Upshur-b** – 2523; **Hausman** – 2026; **Keeper** – 1014; **Graham** - 1014;

Duval's Division

Hayes' Brigade

13 WV – 2018; **5 WV** – 2017; **23 OH** – 2016; **36 OH** – 2015

Johnson Brigade

9WV- 1022; **14WV** – 1021; **34 OH** – 1024; **91 OH** – 1023

Mulligan's Division

Linton's Brigade

11 WV – 3022; **15 WV** – 3021; **54 PA-a** – 2420; **54 PA-b** – 2419 The counters were misprinted with two 54 PA-a, treat the 5 SP unit as 54 PA-b

Harris' Brigade

10 WV – 3024; **23 IL** – 3023;

Thoburn's Division

Ely's Brigade

18 CT – 2127; **2 MD PHB** – 2227; **2 MD ES** – 2326; **1 WV** – 2426; **4 WV** – 2525; **12 WV** - 2625

Wells' Brigade

34 MA – 1531; **5 NY HA-a**– 1631; **5 NY HA-b** – 1730; **116 OH** – 1830; **123 OH** - 1630; **170 OH** – 1729

Duffie's Cavalry Division

Higgins' Brigade (mounted)

22 PA – 2718; **20 PA** – 2717; **1 NY Linc-a** – 2618; **1 NY Linc-b** – 1238; **1 NY Veterans** - 2617

Tibbits' Brigade (mounted)

15 NY – 1516; **21 NY** – 1515; **2 MD PHB Cav** – 1416; **12 PA** – 1415;

Averell's Cavalry Division

Schoonmaker Brigade (Schnmker) (mounted)

8 OH – 1401; **14PA** – 1300

Powell Brigade (mounted)

1stWV- 1000; **2WV** – 1100; **3WV** – 1200

Activation Chits

Crook, Duval, Thoburn, Mulligan, Duffie, Averell

UNION REINFORCEMENT SCHEDULE

12:20 PM

Artillery

Kirtland – 1014; **Weir** - 1014

CONFEDERATE SETUP

Artillery:

Jackson – 2538; **Chapman** – 3616; **Lowery**- 3615; **Bryan**- 3617

Ramseur's Division

Lilley's Brigade

31/49 VA - 3329; **52/59 VA** - 3529

Lewis' Brigade

SS Btln – 2934; **1/6/21 NC** – 3036; **54/57 NC** – 3035;

Johnston's Brigade

5/12 NC – 3134; **20/23 NC** – 3233

Gordon's Division

Evans' Brigade

13/26 GA – 3224; **31/38 GA** – 3323; **60/61 GA** – 3424; **SS Btln -** 3324

York's Brigade

5/9 LA – 3422; **1/15 LA** – 3522

Terry's Brigade

2/33 VA – 3520; **21/50 VA** – 3421; **10/37 VA** – 3521

Breckinridge's Division (actually Wharton's division but Breckenridge was personally commanding it**)**

Forsberg's Brigade

45 VA – 3007; **51 VA** - 2907

Smith's Brigade

36 VA – 3514; **60 VA** – 3207; **60 NC** - 3107

Patton's Brigade

SS Btln – 2809; **22 VA** – 3008; **23/26 VA** - 2908

Ransom's Division

Vaughn's Brigade (dismounted cavalry for this battle)

16GA/16TN – 3614; **39/62 TN Mtd. Inf.** – 3613; **1 TN** - 3612

Jackson's Brigade (mounted)

19/20 VA – 2233; **46/47 VA** - 2333

Activation Chits

Early, Breckinridge, Gordon, Ransom, Ramseur

CONFEDERATE REINFORCEMENT SCHEDULE

12:20

Artillery

Carpenter – 4033; **Cooper** – 4033; **Hardwicke** - 4033

1:00

Rodes' Division

Grimes' Brigade

SS Btln – 4019; **32/43 NC** – 4020; **45/53 NC** – 4021

Battle's Brigade

3/5 AL -4018; **6/12 AL** – 4017; **61 AL** - 4019

Cook's Brigade

4/12 GA – 4016; **21/45 GA** - 4015

Cox's Brigade

2/3 NC – 4014 ; **4/30 NC** - 4013

Division Activation Chit

Rodes

1 :20

Johnson Brigade (mounted)

1/2MD – 3700 ; **8/21VA** – 3800 ; **27/37VA** – 3900 ; **36VA** – 4000

McCausland Brigade (mounted)

14VA – 3701 ; **16VA** – 3801 ; **17VA** – 3901 ; **22VA** – 4001

Artillery

2MD – 4004 ; **McClanahan**-4002 ; **Lurty**-3902 ; **Kirkpatrick** – 4024 ; **Massie** – 4023 ; **Milledge** – 4032

4:00

Imboden's Brigade

18 VA/Davis-1140 ; **23/62 VA**-1140

21.6 'What If' 2nd KERNSTOWN (Scenario 6)

Scenario Length: 16 Turns (12:00pm to 5:00pm)

Special Rules:

Same rules as those used in Breckinridge Attacks with the following changes:

a. The Breckinridge's Initial Attack and Union Initial Artillery Phase rules DO NOT APPLY**.**

b. Set up is per Historic 2nd Kernstown

c. CIC Chits: **Crook** is active when drawn. No die roll needed.

d. **Victory Conditions:** Are the same as the **"**Breckinridge Attacks" scenario.

REVOLUTION
G   A   M   E   S