6.0 Unit Stacking

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

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

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

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

22.2 Slaughter Mountain Scenario
Special Scenario Rules
1) The scenario starts with Game Turn **1** and ends at the conclusion of Game Turn **14**.

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

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

- The retreating unit must meet these requirements:

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

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

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

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

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

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

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

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

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