



# Stonewall in the Valley

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## Rules of Play



The Avalon Hill Game Company



**United States Military Telegraph**  
**War Department, Washington, May 25, 1862**

**To Major General George B. McClellan, Army of the Potomac:**

The enemy is moving north in sufficient force to drive Banks before him, in precisely what force we cannot tell. He is also threatening Leesburg and Geary, on the Manassas Gap railroad, from both north and south, in precisely what force we cannot tell. I think the movement is a general and concerted one, such as could not be if he was acting upon the purpose of a very desperate defence of Richmond. I think the time is near when you must either attack Richmond or give up the job, and come to the defence of Washington. Let me hear from you instantly....If McDowell's force was now beyond our reach, we should be utterly helpless. Apprehensions of something like this, and no unwillingness to sustain you, has always been my reason for withholding McDowell's forces from you. Please understand this, and do the best you can with the forces you have.

*A. Lincoln*

President

**GENERAL ORDERS**

**Army of the Valley**

**June 13, 1862**

The fortitude of the troops under fatigue and their valor in action have again, under the blessing of Divine Providence, placed it in the power of the commanding general to congratulate them upon the victories of June 8 and 9. Beset on both flanks by two boastful armies, you have escaped their toils, inflicting successively crushing blows upon each of your pursuers. Let a few more such efforts be made, and you may confidently hope that our beautiful Valley will be cleansed from the pollution of the invader's presence. The major-general commanding invites you to observe to-morrow evening, June 14, from 3 o'clock P.M., as a season of thanksgiving, by a suspension of all military exercises, and by holding divine service in the several regiments.

*P. G. Jackson*  
*H. G. Jenkins*

Weyer's Cave,  
Augusta County,  
Virginia



# Stonewall in the Valley

Jackson's Campaign in the Shenandoah, March–June 1862

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## 1.0 INTRODUCTION

*Stonewall in the Valley* simulates the Civil War campaign in the Shenandoah Valley from March to June 1862. In the game, the players control Union and Confederate military forces in turns representing one day of real time. The map portrays parts of Maryland and Virginia as they were in 1862, drawn exclusively from Civil War period maps. A hexagonal grid has been superimposed over the map and each hex equals about 2,000 yards (1.15 miles) from side-to-side. Military units from regiments to divisions are represented along with each side's corps and army leaders. Units consist of a varying number of points, each of which represents about 500 infantrymen or 750 cavalrymen.

The *Stonewall in the Valley* rules are similar to those of Avalon Hill's three previous games in the *Great Campaigns of the Civil War* series, *Stonewall Jackson's Way*, *Here Come the Rebels!*, and *Roads to Gettysburg*. However, a few rules changes have been implemented, the most significant of which are listed below:

- The front and reverse sides of military units are known as their "normal" and "exhausted" sides, respectively. During the Recovery Phase, units become exhausted if they reach Fatigue Level 3 or 4. The only effect of exhaustion is that units must consult the Extended March Table more frequently.
- Random events are now determined in Basic Game scenarios.
- There are two types of leaders: "district" leaders and "division" leaders. The ability of district and division leaders to undertake

assaults and grand assaults is now modified by the number of units participating in the assault or the number of hexes involved in the grand assault.

- Units must spend more time to entrench.
- Force marches have been slightly modified.
- During the Recovery Phase, units lose 3 Fatigue Levels, not 2.
- Routing units may retreat up to six hexes.
- Cavalry retreats are resolved slightly differently.

## 2.0 BASIC GAME CONCEPTS

One person is chosen as the Union player and the other as the Confederate player. However, playing the game solitaire presents no special difficulties.

### 2.1 Game Components

A complete game of *Stonewall in the Valley* contains the following:

- One Rules Booklet
- Three 22-inch by 32-inch Mapsheets
- Two 260-piece Counter Sheets
- Two Charts and Tables cards
- One Ammunition Pad
- One Force Display
- Two 6-sided dice
- One Counter Storage Tray



## 2.2 Playing Pieces

The following types of playing pieces (or counters) are used in the game:

- Military units
- Leaders
- Informational markers

### MILITARY UNITS

Each player controls a set of military units. These are usually identified by their commanding officer, who is listed by name on the counter (e.g., "Trimble"). Some small units are simply identified by regiment (e.g., "1 MI"—the 1st Michigan Cavalry). All infantry units have designations on their right side identifying the *division* and/or *district* to which the unit belongs. For example, "E-V" means the unit belongs to Ewell's division, Valley District; "3-S" means the unit belongs to the 3rd Division, Shenandoah District; "B-M" means the unit belongs to Blenker's Division, Mountain District; "V", "M" or "S" means that the unit does not belong to a division but is directly subordinate to the Valley, Mountain, or Shenandoah district, respectively. Cavalry units do not have division or district designations. Some infantry units also have brigade designations on the left side (e.g., "3" means 3rd Brigade; "RR" means Railroad Brigade, etc.).

Military units come in two different sizes:

III = Regiment

X = Brigade

Military units are divided into two types:

 = Cavalry     = Infantry

Military units have two values printed on their counters: the Tactical Value, representing the military competence of the unit's commander; and the Artillery Value, representing the number of artillery batteries attached to that unit.

Military units have two sides: the front ("normal") side and the reverse ("exhausted") side. The exhausted side is marked by a white stripe across the top of the unit.

### LEADERS



Both players possess "district" and "division" leaders. These pieces are recognizable because they show a portrait of a leader rather than a military symbol. The

Confederate player has a single district leader (Jackson, Valley District) and two division leaders (Ewell and Whiting). The Union player has three district leaders (Banks, Shenandoah District; Fremont, Mountain District; and McDowell, Rappahannock District) and seven division leaders. **Note:** The Union Army used the term "Department" rather than "District." In game terms, however, the word "District" is used for both players.

In addition to their division and/or district designations, all leaders have two numbers on their counters: a Tactical Value and a Command Value. A district leader is differentiated from a division leader by a red star on its counter. A division leader must always occupy the same hex as a military unit which belongs to that leader's division; a district leader must always occupy the same hex as a military unit which belongs to that leader's district.

### INFORMATIONAL MARKERS



**Strength Markers:** A military unit must always possess a single Strength marker. A Strength marker has a front (organized) and a reverse (disorganized) side. The organized side has a single number from 1 to 8, which is both its "Manpower Value" and "Combat Value." The disorganized side has two numbers: an unparenthesized number (1/2 to 5), which is its Combat Value; and a larger parenthesized number (1 to 8), which is its Manpower Value. Strength markers never function by themselves; they must always be assigned to a military unit. At the start of a scenario, a Strength marker of the correct Manpower value is placed directly underneath a unit on its orga-

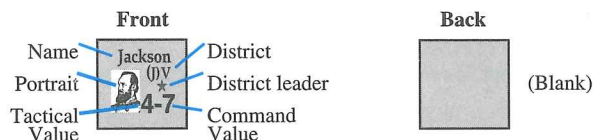
nized side. Wherever a unit goes, its Strength marker accompanies it. A maximum of one Strength marker may be assigned to a unit at any time. As a unit suffers losses, its marker changes. A player may examine his opponent's Strength markers at any time. Leaders never possess Strength markers.

**Fatigue**  
1

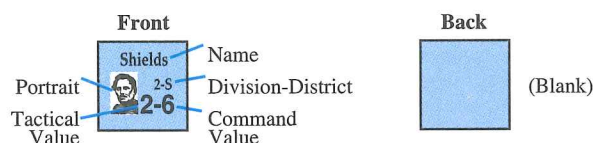
**Fatigue Markers:** As military units move and fight, they become "fatigued." Fatigue is represented in five "Fatigue Levels" from 0 to 4. Military units must always be at one of these Fatigue Levels. Fatigue markers are placed directly underneath a unit's Strength marker. As the unit's Fatigue Level changes, its Fatigue marker is adjusted. A unit at a Fatigue Level of 0 does not possess a Fatigue marker; the lack of such a marker indicates that the unit is at Fatigue Level 0. Leaders never possess Fatigue markers.

### Sample Units

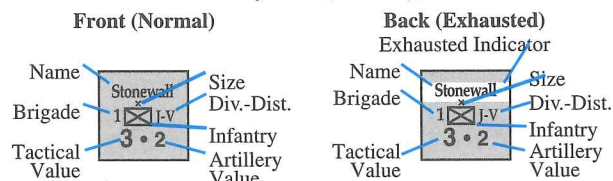
#### District Leader



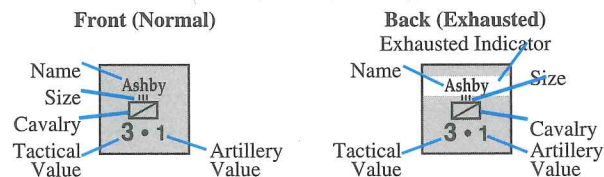
#### Division Leader



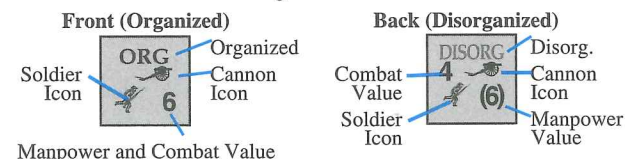
#### Military Unit (Infantry)



#### Military Unit (Cavalry)

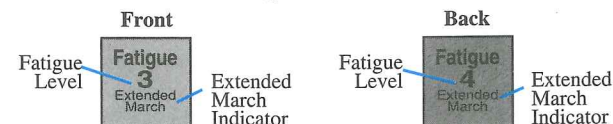


### Strength Marker



**NOTE:** Union and Confederate Strength Markers are differentiated by color and their cannon/soldier icons. Their Combat and Manpower Values, however, are identical.

### Fatigue Marker



## 2.3 The Map

### MAJOR TERRAIN

Each land hex on the map is classified as one of five major terrain types: clear, rolling, rough, woods, mountain. Each terrain type has its own Movement Point cost listed on the Terrain Chart, which military units pay to enter the hex. Clear and rolling hexes have distinctive base colors: light yellow for clear; light green for rolling. Rough, woods, and mountain hexes can be recognized by



special symbology: a green "brush" pattern for rough; a dark green "forest" pattern for woods; a brown "hill" pattern for mountain. A hex is rough even if its green "brush" pattern is sparse (e.g., hex 2331 on the middle map is rough). A hex is mountain if any significant portion of the hex is brown (e.g., hex 1607 on the south map is mountain). A hex does not have to be fully covered with a forest pattern to be woods (e.g., hex 0720 on the south map is woods).

### HEXSIDE FEATURES

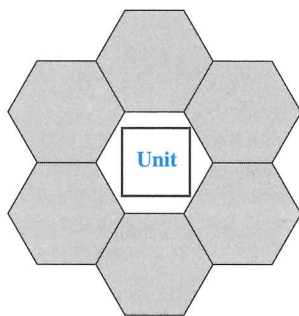
A number of terrain types appear along hexsides, such as rivers, creeks, fords, bridges, and county borders. **Note:** Some very small creeks sometimes do not follow hexsides and protrude into hex centers. These creeks have no effect on play.

### SPECIAL HEX FEATURES

Several types of special terrain appear within a hex, such as towns, villages, RR stations, pikes, trails, and roads, but these have no effect on a hex's major terrain classification.

### 2.4 Zones of Control

A military unit, regardless of its current strength or status, exerts a Zone of Control (ZOC) into the six adjacent hexes which surround it. A ZOC limits the movement of enemy units. ZOC extend across major or minor river hexsides only at fords and bridges. ZOC extend into and out of mountain hexes only across hexsides crossed by a road, trail, pike, or railroad.



Shaded hexes represent the unit's Zone of Control

### 2.5 Command Radius

Sometimes a leader must trace a "command radius" between itself and subordinate units or another leader. A command radius is a path of *three* or fewer contiguous hexes between a leader's hex (exclusive) to a unit's hex (inclusive). Terrain is irrelevant when a leader traces a command radius—the three-hex path may enter any type of hex or cross any hexside. A command radius may not enter an enemy-occupied hex or an enemy ZOC. (It may enter an enemy ZOC if that ZOC is occupied by a friendly unit.) The hex occupied by a leader is considered within his own command radius.

### 2.6 Abbreviations

**Abrcmb:** Abercrombie  
**B:** Blenker's division  
**Brig:** Brigade  
**Cav:** Cavalry  
**Cmd:** Command  
**Disorg:** Disorganized  
**Dist:** District  
**Div:** Division  
**Dmorlze:** Demoralized  
**E:** Ewell's division  
**Inf:** Infantry  
**J:** Jackson's division  
**Ldr:** Leader  
**M:** Mountain District

**Milit:** Militia  
**MP:** Movement Points  
**MV:** Manpower Value  
**Org:** Organized  
**R:** Rappahannock District  
**Regt:** Regiment  
**RR:** Railroad Brigade  
**S:** Shenandoah District  
**Steinwhr:** Steinwehr  
**Sub:** Substitute unit  
**V:** Valley District  
**VP:** Victory Points  
**W:** Whiting's division  
**ZOC:** Zone of Control



Sharps carbine

## 3.0 BASIC GAME SEQUENCE OF PLAY

Each turn is performed according to a "sequence of play:"

### 1. Random Events Phase

Two dice are rolled; the players consult the Random Events Table.

### 2. Leader Transfer Phase

Leaders may be transferred from one subordinate unit to another.

### 3. THE ACTION CYCLE

#### Action Phase:

**A. Initiative Segment:** Both players roll a die. The player with the higher roll wins (the Confederate player wins ties). The winner must take initiative or pass (see 4.1).

**B. Activation Segment:** The player who has taken initiative must perform a single action with an eligible leader or unit. At the end of an Activation Segment, the players return to the Initiative Segment and a new Action Phase begins. Players continue to perform Action Phases indefinitely until both players pass in the same Action Phase (see 4.1).

### 4. Recovery Phase

Eligible units may entrench, build bridges, and recover from fatigue, disorganization, exhaustion, and demoralization.

### 5. Turn Indication Phase

The Turn marker is advanced one box on the Turn Record Track and the players begin a new turn.

## 4.0 THE ACTION CYCLE

Every turn has a single Action Cycle of indefinite length.

### 4.1 The Action Phase

An Action Cycle consists of a variable number of Action Phases. Each Action Phase is composed of an Initiative Segment and an Activation Segment.

#### INITIATIVE SEGMENT

During this segment, both players roll a die. The player with the highest roll wins. If both players roll the same number, the Confederate player wins. The winning player must choose one of the following two options:

- He may take the initiative, thereby obligating him to perform an action in the subsequent Activation Segment;
- He may "pass," which automatically yields initiative to his opponent.

A player who lost the initiative roll but who has initiative yielded to him by a "pass" must choose one of the following two options:

- He may take the initiative, thereby obligating him to perform an action in the subsequent Activation Segment;
- He may "pass," which automatically ends the Action Cycle.

If one player has no leaders or units eligible for activation in an Initiative Segment, his opponent is automatically considered the winner of the dice roll in that segment.

#### ACTIVATION SEGMENT

The player with initiative must perform a single action with an eligible unit or leader in the Activation Segment. The counter selected for this action is called the "active unit" or "active leader." The player controlling this unit/leader is called the "active player."

#### PASSING

If the player who wins the initiative dice roll passes, he does nothing. His opponent must then either take the initiative or pass. If the opponent also passes, he does nothing and the Action Cycle immediately ends. Passing is voluntary, although a player must pass if he has no units or leaders eligible for activation.

#### CONTINUING ACTION PHASES

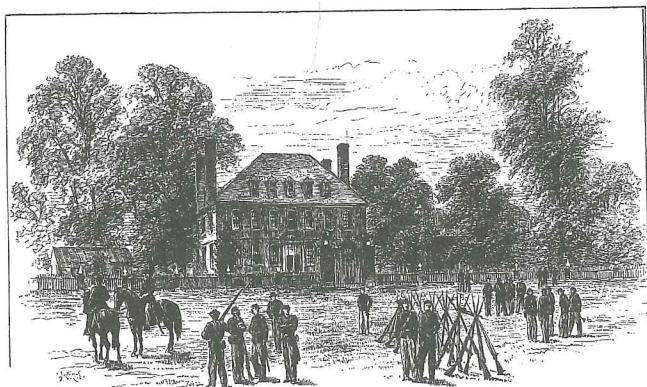
As soon as a player completes an action in the Activation Segment, a new Action Phase begins. Players again determine initiative as described above, and the winning player must again choose to take initiative or pass. Action Phases continue indefinitely until conditions for ending the Action Cycle are fulfilled.



## ENDING THE ACTION CYCLE

Action Phases repeat indefinitely in an Action Cycle until both players pass in the *same* Action Phase. Thus, an Action Cycle ends when the player who wins the initiative dice roll passes, and his opponent—who is given the choice of taking initiative or passing—also passes. The Action Cycle also ends at the moment both players have no leaders or units eligible for activation. In either event, play proceeds to the Recovery Phase.

**Action Cycle Example:** In an Action Phase of Turn 3, the Confederate player wins the dice roll in the Initiative Segment. He decides to pass in lieu of taking initiative. The Union player must therefore take initiative or pass. The Union player decides to pass and as a result the Action Cycle immediately ends. If the Union player had instead taken initiative and performed an action with an eligible leader or unit, the Action Cycle would have continued and a new Action Phase would have begun.



## 5.0 ACTIONS

### 5.1 Types of Actions

The player who takes initiative must perform a single action in the Activation Segment with one of his units or leaders. There are three types of actions:

- March
- Activate Leader
- Assault

#### MARCH

Only a single unit (not a leader) may be chosen to perform a march action. A unit is eligible to march only if it is currently at a Fatigue Level of 3 or less; it may not march if it is at Fatigue Level 4. The unit's Strength marker may be organized or disorganized. A unit may march more than once per turn, but never more than once per Action Phase. A march is performed as follows:

1. The player with initiative selects a single eligible unit anywhere on the map. The unit's Movement Allowance is calculated as follows:
  - **Union Infantry Unit:** The Union player rolls one die. The result is the unit's Movement Allowance.
  - **Confederate Infantry Unit:** The Confederate player rolls one die. The die roll is increased by 1. The modified die roll is the unit's Movement Allowance.
  - **Union Cavalry Unit:** The Union player rolls two dice. The sum of the dice is the unit's Movement Allowance.
  - **Confederate Cavalry Unit:** The Confederate player rolls two dice. The sum of the dice is increased by 2. The modified dice roll is the unit's Movement Allowance.
2. The chosen unit's Fatigue Level is increased by one. The unit gains a new Fatigue marker (or has an existing marker flipped over) to reflect the change. If this march brings a unit on its *normal* side to a new Fatigue Level of 3 or 4, it is an "extended march," and the player must consult the Extended March Table. If the march brings a unit on its *exhausted* side to a new Fatigue Level of 2, 3 or 4, it is an "extended march," and the player must consult the Extended March Table. **Note:** Before proceeding to Step 3, enemy cavalry units in the active unit's ZOC may perform a cavalry retreat (see 7.7).

3. An eligible unit may enhance its Movement Allowance by making a "force march." The Movement Points (MP) gained by a force march are added to the Movement Allowance calculated in Step 1 to determine a final Movement Allowance. If no force march is performed, the unit's final Movement Allowance is the number determined in Step 1.

Active  
Movement  
Allowance

4. Place the "Active Movement Allowance" marker on the Movement Track in the box corresponding to the unit's final Movement Allowance.

5. The unit performs its march. As it expends MP, the Active Movement Allowance marker is adjusted downward. The march ends when the marker reaches 0 or the active player states that the action is over. If the marker reaches 0 due to an attack, the action does not end until the attack is resolved.

**Extended March:** If a unit on its "normal" side marches and its fatigue increase brings it to Fatigue Level 3 or 4, the action is an "extended march." If a unit on its "exhausted" side marches and its fatigue increase brings it to Fatigue Level 2, 3 or 4, the action is also an "extended march." Before proceeding to Step 3 of the march procedure, the active player rolls a die and consults the Extended March Table. This roll may be modified. The modified roll is cross-referenced with the "Union" or "Confederate" column. There are two possible results:

- **NE:** No effect; the extended march has no effect on the active unit.
- **D:** Disorganized; the unit's Strength marker is flipped to its disorganized side. If it is already disorganized, replace it with another disorganized Strength marker with a Manpower Value *one less* than the one being removed.

As long as it is not eliminated by the result, the active unit resumes its march after determining the effects of its extended march.

#### Extended March Table Modifiers:

- +1: If a march by a unit on its *normal* side increases its Fatigue Level from 3 to 4.
- +1: If a march by a unit on its *exhausted* side increases its Fatigue Level from 2 to 3.
- +3: If a march by a unit on its *exhausted* side increases its Fatigue Level from 3 to 4.

**Force March:** A player may enhance his active unit's Movement Allowance by declaring a "force march." A force march may only be declared in Step 3 of the march procedure. An active unit may force march only if its Strength marker is currently on its organized side. To conduct a force march, follow this procedure:

1. Flip the unit's Strength marker to its disorganized side.
2. If an infantry unit force marches, roll one die and subtract 1 from the roll. If a cavalry unit force marches, roll two dice and subtract 1 from the dice sum. The result is the number of MP added to the active unit's Movement Allowance as determined in Step 1 of the march procedure. The minimum MP bonus gained by an infantry unit's force march is 2, even if the modified roll is 0 or 1. The minimum MP bonus gained by a cavalry unit's force march is 4, even if the modified roll is 1, 2, or 3.
3. If the unmodified roll in Step 2 is 6 (for infantry), the active unit's Manpower Value is reduced by two; if the unmodified roll in Step 2 is from 2 to 5 (for infantry) or 8 or more (for cavalry), the active unit's Manpower Value is reduced by one. New Strength markers are placed on their disorganized sides. If the unmodified roll in Step 2 is 1 (for infantry) or 7 or less (for cavalry), the active unit's Manpower Value is unaffected.

**March Example:** The Union player takes initiative and declares a march action with Dana's brigade, which currently is exhausted at Fatigue Level 1 with an organized Strength marker at a Manpower/Combat Value of 6. The Union player rolls a die to determine Dana's Movement Allowance, obtaining a 3. Dana's Fatigue Level is increased to 2, indicating that an extended march is in effect because of the unit's exhaustion. The Union player rolls a die, obtaining a 4, and consults the Extended March Table, cross-referencing 4 with the "Union" column. The result is "NE," so Dana is unaffected by the extended march. (Had Dana's march brought his Fatigue Level to 3 instead of 2, the Union player's die roll of 4 would have been increased by 1 to 5, and the result would have been "D")



(Disorganized) instead of "NE." In this case Dana's organized Strength marker would have been flipped to its disorganized side.) The Union player decides to force march Dana, which is permissible because of his organized Strength marker. He flips Dana's Strength marker to its disorganized side and rolls a die, obtaining a 1. This is reduced by 1 to 0, but the minimum MP bonus in an infantry force march is 2. Thus, Dana's final Movement Allowance is 5 (3 + 2). The Active Movement Allowance marker is placed in the "5" box on the Movement Track. Dana does not suffer any Manpower Value loss due to the force march because the unmodified force march die roll was 1.

## ACTIVATE LEADER

The "activate leader" action enables a player to perform one or more consecutive march actions with eligible military units in the same Action Phase. Only one district or division leader at a time may be chosen for activation. (Note: The Confederate leader Jackson is a district leader, but he also commands his own division, labeled "J-V.") A leader is eligible for activation only if one or more units belonging to his command are situated within his command radius, and at least one of those units is at a Fatigue Level of 3 or less. A leader activation action is performed as follows:

1. The player with initiative selects an eligible leader anywhere on the map.



2. The player with initiative must select one or more units belonging to the active leader's command that are situated within the leader's command radius. (If a division leader is selected, only units belonging to that division may be chosen; if a district leader is selected, any units belonging to that district, including units from different divisions, may be chosen.) All of the selected units must be at a Fatigue Level of 3 or less. Place a Union or Confederate "Leader Activation" marker on top of each unit selected. The player is not obligated to select every eligible unit within the active leader's command radius, although he may do so. He must select at least one. Note: If a Union district leader is chosen for activation, the Union player may select no more than six subordinate units in Step 2. The Confederate district leader Jackson is not limited in the number of subordinate units he may select. All cavalry units have no superior leader, so they may not join in a leader activation; they may only perform march actions individually.

3. The active leader's Movement Allowance is calculated as follows:

- **All Union Leaders:** The Union player rolls one die. The result is the leader's Movement Allowance. (Exception: The minimum Movement Allowance in a Union leader activation is 2, even if the Union player's die roll is 1.)
- **All Confederate Leaders:** The Confederate player rolls one die. The roll is increased by 2. The modified roll is the leader's Movement Allowance.



4. The leader's Movement Allowance determined in Step 3 is used by every unit selected for participation in the leader activation. Place the "Leader Movement Allowance" marker on the Movement Track in the box corresponding to this number. Do not move the marker from this box for the duration of the leader activation action, as it serves to remind the players of the leader's Movement Allowance.

5. The active leader may be transferred to any hex occupied by a subordinate unit selected in Step 2. This transfer is voluntary and may only take place before any units march. If a transfer is undertaken, place the leader directly on top of the unit to which it transfers.

6. The active player chooses a single unit to perform a march action, using the active leader's Movement Allowance calculated in Step 3. The chosen unit must have been selected in Step 2 (i.e., it must have a Leader Activation marker, which is now removed). The chosen unit's Fatigue Level is immediately increased by one. The unit gains a new Fatigue marker (or has an existing marker flipped over) to reflect the change. If this march brings a unit on its normal side to a new Fatigue Level of 3 or 4, it is an "extended march," and the player must consult the Extended March Table. If the march brings a unit on its

exhausted side to a new Fatigue Level of 2, 3 or 4, it is an "extended march," and the player must consult the Extended March Table. (Before proceeding to Step 7, enemy cavalry units in the marching unit's ZOC may perform a cavalry retreat; see 7.7.)

7. An eligible unit may enhance its Movement Allowance by making a "force march" (see Force March rules). The MP gained by a force march are added to the leader's Movement Allowance calculated in Step 3 to determine the unit's final Movement Allowance. Place the "Active Movement Allowance" marker on the Movement Track in the box corresponding to this number. If no force march is performed, the Active Movement Allowance marker is placed in the same box as the active leader's Movement Allowance calculated in Step 3.

8. The unit performs its march. As it expends MP, the Active Movement Allowance marker is adjusted downward. The march ends when the marker reaches 0 or the active player states that the march is over. If the marker reaches 0 due to an attack, the march does not end until the attack is resolved.

9. The active player now repeats Steps 6, 7, and 8 for each unit chosen to participate in the leader activation in Step 2. The player must perform Steps 6, 7, and 8 for each unit selected in Step 2; units may not withdraw from the action (although they are not obligated to move or attack). Each unit must perform Steps 6, 7, and 8 a maximum of once per leader activation. A unit must complete its march before another unit begins its march. The leader activation ends when each unit with a Leader Activation marker has completed Steps 6, 7, and 8.

**Leader Activation Example:** The Confederate player takes initiative and declares an "activate leader" action with Ewell. Four units are situated within Ewell's command radius: Taylor's brigade (Fatigue Level 4), Trimble's (Fatigue Level 0), Elzey's brigade (Fatigue Level 2), and the Stonewall Brigade (part of Jackson's division). All four brigades are on their normal sides. Taylor is not eligible to participate in the action because he is at Fatigue Level 4; the Stonewall Brigade may not participate because it is part of Jackson's division. Thus, only Trimble and Elzey are eligible to participate, and the Confederate player chooses them both. Leader Activation markers are placed on them. The Confederate player rolls a die, obtaining a 6. The roll is increased by 2, yielding a Movement Allowance of 8 (6 + 2). The Leader Movement Allowance marker is placed in the "8" box of the Movement Track, where it remains for the duration of the action. Ewell, who is currently stacked with Taylor, now transfers to the hex occupied by Trimble. The Confederate player decides to perform a march action with Elzey, whose Leader Activation marker is removed. Elzey's Fatigue Level is increased to 3, indicating that his is an extended march. The Confederate player rolls a die, obtaining a 2, and consults the Extended March Table. The result is "NE," so Elzey is unaffected by the extended march. No force march is performed, so the Active Movement Allowance marker is placed in the "8" box on the Movement Track. Elzey performs his march, which ends when the Active Movement Allowance marker reaches 0. Now the Confederate player must perform a march with Trimble, whose Leader Activation marker is removed. Trimble's Fatigue Level is increased to 1, so an extended march is not in effect. No force march is performed, so the Active Movement Allowance marker is again placed in the "8" box on the Movement Track. Trimble performs his march, which ends when the Active Movement Allowance marker reaches 0. The Leader Activation now ends and a new Action Phase begins.

## ASSAULT

The "assault" action enables a district or division leader to attack a single, adjacent, enemy-occupied hex with a group of subordinate units rather than attacking with each individually. Only one leader at a time may be chosen for an assault. A leader is eligible for an assault only if one or more units belonging to that leader's command are situated in the same hex as the leader. Furthermore, at least one of those units must be at a Fatigue Level of 3 or less. MP are not used in an assault, and the active player does not roll a die to determine a Movement Allowance. Assaults are explained in detail in the combat section (see 7.1).



Cavalry Sabre



## 6.0 MARCH AND MOVEMENT

### 6.1 March

A marching unit may move and/or attack.

#### MOVEMENT

A unit moves from hex to adjacent hex, expending a number of Movement Points (MP) equal to the cost of the major terrain in the hex entered. As a unit expends MP, the Active Movement Allowance marker is adjusted downward on the Movement Track. The unit may no longer move when the marker reaches 0. Consult the Terrain Chart to see how terrain affects movement.

#### ATTACK

Attacks (except for assaults) are part of the march procedure. A marching unit may attack any *single* adjacent hex occupied by enemy units. There are four types of attacks, each of which expends a different number of MP. The MP cost also varies for infantry and cavalry units. As a player declares an attack, adjust the Active Movement Allowance marker downward on the Movement Track. A unit may not attack if it does not possess the requisite MP. The four attacks and their MP costs are:

- Column of Route (0 MP)\*
- Hasty (1 MP for infantry; 2 MP for cavalry)
- Normal (2 MP for infantry; 4 MP for cavalry)
- Prepared (4 MP for infantry; 8 MP for cavalry)

\* A column of route attack may not be declared if a unit's Movement Allowance is 0; it may only be used if the unit has a Movement Allowance of 1 or more at the moment of declaration.

**Note:** The four types of attacks listed above are used only for units attacking during a march action. They are not used in an assault. A player performing an assault does not specify an attack.

#### RESTRICTIONS

A marching unit can expend some, all, or none of its MP. Unused MP may not be saved from march to march, nor may they be transferred between units.

### 6.2 Rules of Movement

The movement of units is affected by terrain and ZOC.

- **Roads, Pikes, Railroads:** If a unit enters a hex through a hexside crossed by a road, pike, or railroad, it ignores the cost of the hex's major terrain and instead pays 1 MP.
- **Trails:** If a unit enters a mountain hex through a hexside crossed by a trail, it expends 2 MP. If a unit enters a non-mountain hex through a hexside crossed by a trail, it expends 1 MP.
- **Mountains:** A unit may never enter or exit a mountain hex unless this move is performed across a hexside crossed by a road, pike, trail, or railroad.
- **Rivers:** A unit may not cross a major or minor river hexside except at a bridge or ford. A unit crossing a bridge or ford pays no MP penalty. (The MP cost of the major terrain in the hex entered is negated if the bridge or ford is crossed by a road, pike, trail or railroad.)
- **Creeks:** Creek hexsides do not affect movement; units may cross them at no special MP cost.
- **Enemy-Occupied Hexes:** A unit may not enter a hex occupied by enemy units (but see 7.6).
- **Enter Enemy Zone of Control:** A unit must stop its movement at the moment it moves from a non-enemy ZOC directly to an enemy ZOC. The unit must then either attack or end its march. If the unit attacks successfully (i.e., it does not receive a "D" or "E" combat result), it is allowed to continue its march by moving and/or attacking. (However, if after a successful attack it still occupies an enemy ZOC, it again must either attack or end the march.) A unit must stop upon entering an enemy ZOC even if that ZOC is occupied by a friendly unit. **Note:** If a unit enters an enemy *cavalry* unit's ZOC and the enemy unit performs a cavalry retreat, the unit may continue its march normally.
- **Exit Enemy Zone of Control:** An active unit may not exit an enemy ZOC unless it *starts* its march in an enemy ZOC and its first activity is to exit that ZOC.
  - If it moves from an enemy ZOC directly to a non-enemy ZOC, it pays normal MP costs *plus 1 MP* to enter that hex.

Assuming the unit has MP remaining, it may continue its march.

- If it moves from an enemy ZOC directly to another enemy ZOC, it ignores the hex's normal MP cost and instead pays a cost equal to the unit's *entire* Movement Allowance. This penalty applies even if the enemy ZOC entered is occupied by a friendly unit. Since the unit then has 0 MP left, its march is over and it may not attack. (Even though a hex's normal MP cost is ignored, a unit may still not enter or exit a mountain hex—except by road, pike, trail or RR—or cross an unbridged/unforded river hexside.) If a unit moves directly from one enemy ZOC to another and the two hexes are *not* connected by a pike, road, trail or RR, the unit's Strength marker is flipped to its disorganized side. (If it is already disorganized, reduce the Strength marker's Manpower Value by one.) Disorganization or loss is not applied if the unit moves from one enemy ZOC to another and the two hexes *are* connected by a pike, road, trail or RR.
- **Enter Friendly-Occupied Hex:** An active infantry unit must pay a penalty of 1 additional MP to enter a hex occupied by a friendly infantry unit or units with a combined Combat Value of 3 or more. (**Exception:** An active infantry unit must pay a penalty of 3 *additional* MP to enter a mountain hex occupied by a friendly infantry unit or units with a combined Combat Value of 3 or more.) Cavalry units never pay these MP penalties and do not trigger them if a friendly infantry unit marches through their hex.
- **Cavalry Retreat:** At the moment a marching infantry unit moves into the ZOC of an enemy cavalry unit—*before* the active player declares an attack—the cavalry unit may make a cavalry retreat (see 7.7).
- **Minimum 1 Hex Movement:** As long as a unit does not attack during its march, it may always move at least one hex—even if its Movement Allowance is not sufficient for it to enter an adjacent hex. (**Exception:** A unit may still not enter or exit a mountain hex—except by road, pike, trail or RR—cross an unbridged/unforded river hexside, or enter an enemy-occupied hex.) If an enemy cavalry retreat reduces an active unit's Movement Allowance to 0 before it has moved in its march, it may still move one hex.

### 6.3 Leader Movement

#### MOVEMENT OF LEADERS

A leader may never occupy a hex by itself; it must always be stacked with a subordinate unit. A leader is considered "attached" to a unit with which it is stacked and must move with that unit wherever it goes during a march—including retreat and advance after combat. A district and division leader may be attached to the same unit. If a leader is stacked in the same hex as more than one subordinate unit and one of those units leaves the hex, the leader may accompany the departing unit or it may stay in the hex attached to one of the remaining units. A leader may not move or activate by itself, although it may "transfer."

#### LEADER TRANSFER

A leader may transfer from unit-to-unit in two ways:

**Leader Transfer Phase:** During the Leader Transfer Phase, the owning player may transfer some, none, or all of his leaders from one subordinate unit to another. To perform a transfer, the owning player must trace a path of contiguous hexes no more than 10 hexes in length from the leader's hex (exclusive) to the hex occupied by the unit to which the leader wishes to transfer (inclusive). This path may not enter enemy-occupied hexes (although it may enter enemy ZOC). It may transit any type of terrain, including mountains and rivers.

**Activate Leader Action:** Leaders may transfer during an "activate leader" action (see 5.1). Such a transfer may only be performed once per action, and only before units march.

### 6.4 Stacking

An unlimited number of friendly units and leaders may occupy the same hex at a given time.



## FORCE MARKERS



Since stacks of counters are unwieldy, players should use substitute counters called "Force markers" when they have more than two units per hex. There are ten Force markers, each of which has a Union side and a Confederate side. Each Force marker is identified by number and has a corresponding box on a separate "Force Display." A player may remove an unwieldy stack of counters from the map at any time and place the units, leaders, and markers comprising this stack in an empty box of the display. (Place units and their accompanying Strength/Fatigue markers in separate piles so they may be viewed at a glance.) Then the Force marker corresponding to this box is placed on the map on its Union or Confederate side in the hex formerly occupied by the stack. All units and leaders comprising a force are considered to occupy the hex in which the Force marker is situated, and they exert ZOC normally. Subject to normal marching rules, units and leaders may leave the force and be placed back on the map at any time the owning player wishes. Similarly, units may freely join a force if they end a march in the same hex as the marker. Force markers are used only for ease of play; they have no effect on play. Players are not obligated to use them.

## 6.5 Fatigue Levels

A unit's Fatigue Level is increased when it performs an action (see 5.1). It may also be increased due to combat. A unit at Fatigue Level 4 may not perform an action, although it may defend and retreat due to combat. Players may wish to turn units sideways when they reach Fatigue Level 4 so that they can see at a glance which units are no longer eligible for activation.



## 7.0 COMBAT

### 7.1 Attacks

Only a unit performing a march or units participating in an assault action may attack.

#### TARGETS OF ATTACKS

An attacking unit (or group of units in an assault) may attack any single, adjacent hex occupied by one or more enemy units. If the attacking unit is adjacent to more than one enemy-occupied hex, it may attack only one hex of the active player's choice.

#### PARTICIPATION IN ATTACKS

Attacks are never mandatory. In a march action, only the active unit may attack. All other friendly units, even those stacked in the same hex as the active unit, never participate in the attack. A unit may attack more than once per march as long as it has the requisite MP and does not suffer a prohibitive result on the Combat Results Table. In an assault action, only subordinate units stacked in the same hex as the active leader may participate in the attack. (**Exception:** If a "grand assault" option succeeds as part of an assault, other units may participate.) A maximum of one attack may take place per assault action.

#### PARTICIPATION IN DEFENSE

All units in a hex being attacked must participate in that combat. The attacker may not single out a unit in the hex as a target, and the defender may not withhold units in the hex from combat.

## ATTACK RESTRICTIONS

- An attack may not take place across a major or minor river hex-side unless a bridge or ford connects the attacker's and defender's hexes.
- An attack may not take place against a unit in a mountain hex unless the attacker's and defender's hexes are connected by a road, pike, trail, or RR. A unit in a mountain hex may not attack an enemy unit unless the two hexes are connected by a road, pike, trail, or RR.

## ATTACK PROCEDURE (MARCHING UNIT ONLY)

A unit performing a march may attack as follows:

1. The active player states the attack's target.
2. The active player states his type of attack: column of route, hasty, normal, or prepared (see 6.1). Each attack type has a different MP cost that varies for infantry or cavalry. A unit may not perform one of these attacks unless it possesses the requisite MP. The defender's terrain does not affect an attack's MP cost. Adjust the Active Movement Allowance marker downward on the Movement Track by the attack's MP cost.
3. The players determine their Attack and Defense Values and calculate the "ratio modifier" to the attacker's die roll in Step 5.
4. The players determine the "tactical modifier" and any other die roll modifiers which apply to the combat (see 7.4).
5. The attacker and defender each roll a die, modifying their rolls as required. The defender's modified roll is subtracted from the attacker's modified roll. The players then consult the Combat Chart and apply the results (see 7.5).
6. If the marching unit has remaining MP and the combat result does not require it to end the action, it may continue to perform its march. If the unit has no more MP or the result calls for the march to end, the action is over and a new Action Phase begins.

## ATTACK PROCEDURE (ASSAULT ACTION ONLY)

A division leader may be selected for an assault only if one or more units of that leader's division are situated in *the same hex* as the leader; a district leader may be selected for an assault only if one or more units of that leader's district are situated in *the same hex* as the leader. At least one of the units must be at a Fatigue Level of 3 or less. A Movement Allowance is not calculated in an assault and MP are not used. Thus, the active player does not specify a type of attack (column of route, hasty, normal, prepared). An assault is performed as follows:

1. The active player selects an eligible leader. Next he chooses one or more units in the active leader's hex belonging to the same command as that leader. Each unit selected to participate in the action must be at a Fatigue Level of 3 or less.
2. Each unit selected to participate in the assault in Step 1 has its Fatigue Level increased by one. *An "extended march" never occurs as a result of an assault action, even if the unit goes to a new Fatigue Level of 2, 3 or 4.*
3. The active player states the target of the attack, which must be a single, adjacent, enemy-occupied hex.
4. The enemy player may conduct a cavalry retreat with eligible units (see 7.7).
5. The active player rolls a die, modifies this roll (see below), and compares the modified roll with the active leader's Command Value. If the modified roll is *equal to* or *less than* the leader's Command Value, the assault takes place; proceed to Step 6. If the modified roll is *greater than* the leader's Command Value, the assault action ends; begin a new Action Phase instead of proceeding to Step 6. **Note:** If an assault does not occur, the units selected to participate in the action still gain Fatigue Levels in Step 2.
6. If a division leader performs an assault action, and the district leader to which the division leader is subordinate is situated within its command radius, the active player may attempt a "grand assault." If a district leader performs an assault action, the active player may automatically attempt a grand assault. A successful grand assault allows additional units to participate in the attack. Regardless of the success or failure of a grand



assault, proceed to Step 7. Even if a grand assault attempt fails, the assault must proceed; the active player cannot back out of the action.

7. The players determine their Attack and Defense Values and calculate the "ratio modifier" to the attacker's die roll in Step 9.

8. The players determine the "tactical modifier" and any other die roll modifiers applying to the combat (including the automatic +1 assault modifier; see 7.4).

9. The attacker and defender each roll a die, modifying their rolls as required. The defender's modified roll is subtracted from the attacker's modified roll. The players then consult the Combat Chart and apply the results (see 7.5). The action is over and a new Action Phase begins.

**Note:** If an assault is directed against a hex occupied by an enemy cavalry unit, and that hex is completely vacated by a "cavalry retreat," the units participating in the assault may advance into the hex vacated by the cavalry unit. No attack takes place and the assault action ends. (**Exception:** If the active player's die roll in Step 5 is unsuccessful and the assault does not take place, the units participating in the assault may not advance into the hex vacated by the cavalry unit.)

**Assault Die Roll Modifiers:** The active player's die roll in Step 5 of the assault procedure must be modified as follows (modifiers are cumulative):

**+?:** Determine the number of units selected in Step 1 to participate in the assault. (Do not count the leader itself.) This number is *added* to the active player's roll in Step 5.

**-3:** If the active leader is a *district* (not a division) leader, 3 is *subtracted* from the active player's roll in Step 5.

**Example:** District leader Jackson (Command Value, 7) is performing an assault. He is stacked with only one subordinate unit belonging to his Valley District, which is selected to participate in the assault. The Confederate player rolls a die and obtains a 6. One is added to the roll because one unit has been selected to participate in the assault. Three is subtracted from the roll because Jackson is a district leader, yielding an overall modifier of -2. Thus the modified roll is 4 ( $6 - 2 = 4$ ). Since this is less than or equal to Jackson's Command Value of 7, the assault takes place.

## GRAND ASSAULT

A player may attempt a "grand assault" in Step 6 of the assault procedure. A maximum of one grand assault may be attempted per action, although an unlimited number may be attempted per turn. A grand assault is attempted as follows:

1. The active player may select one or more friendly units, regardless of their district or division designations, which are situated in any of the six hexes adjacent to the defender's hex. Cavalry units may be chosen to join in a grand assault even though they do not have division/district designations. The selected units must have a Fatigue Level of 3 or less, and they must be eligible to participate in an attack against the defender's hex as described in the "Attack Restrictions" rules. Also, they may not be chosen if they were already selected for participation in Step 1 of the assault procedure.

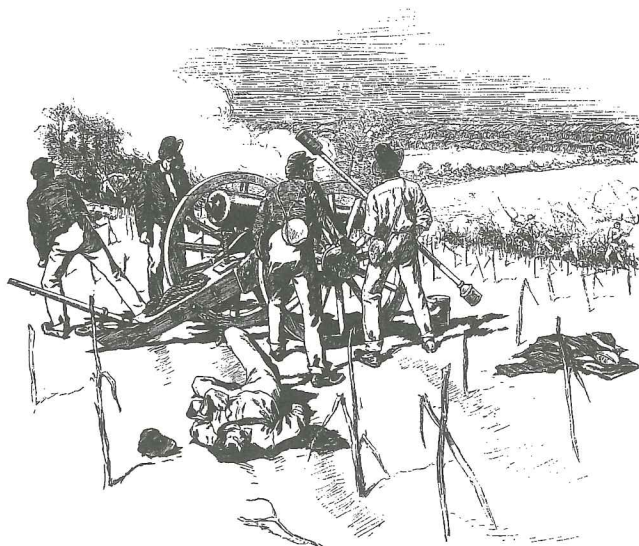
2. The active player rolls a die, modifies this roll (see below), and compares the modified roll with the Command Value of the district leader performing the assault action (or the district leader who is within the command radius of the division leader performing the assault). If the modified roll is *equal to* or *less than* the district leader's Command Value, the grand assault takes place; proceed to Step 3. If the modified roll is *greater than* the district leader's Command Value, the grand assault does not take place; do not proceed to Step 3. Regardless of the success or failure of a grand assault, the assault action continues.

3. Each unit selected in Step 1 of the grand assault procedure has its Fatigue Level increased by one. An "extended march" never occurs as a result of a grand assault, even if the unit goes to a new Fatigue Level of 2, 3 or 4. Units selected in Step 1 of the grand assault procedure do not gain Fatigue Levels if the die roll in Step 2 is unsuccessful.

4. Each unit selected as part of the grand assault contributes its Combat and Artillery Values to the active player's Attack Value as calculated in Step 7 of the assault procedure. The assault action continues.

**Grand Assault Die Roll Modifier:** The active player must modify his grand assault die roll in Step 2. Determine the number of hexes containing units which are participating in the grand assault—including the hex containing the active leader and all hexes containing units selected in Step 1 of the grand assault procedure. This will be a number from 1 to 6. This number is *added* to the active player's roll in Step 2.

**Example:** District leader Jackson (Command Value, 7), occupying N4525, is attempting a grand assault against a Union unit in N4526. In addition to the units in Jackson's hex, Confederate units are also situated in N4426 and N4527, all of which the Confederate player selects to participate in the grand assault. Thus, the number of hexes containing units participating in the grand assault is *three* (including the units in Jackson's hex), so the Confederate player adds 3 to his die roll. He rolls a die and obtains a 5, which is modified to 8. Since 8 is greater than Jackson's Command Value of 7, the grand assault fails. However, the assault action continues and the players proceed to Step 7 of the assault procedure.



## 7.2 Combat and Artillery Values

Every military unit has a Combat Value and an Artillery Value.

### COMBAT VALUES

A unit's Combat Value is shown on its accompanying Strength marker. A unit's Combat Value varies depending on whether its Strength marker is organized or disorganized. If a unit's Strength marker is organized, its Combat Value is simply the number shown on the marker. If a unit's Strength marker is disorganized, its Combat Value is the marker's *unparenthesized* number (not the parenthesized number, which is its Manpower Value). Combat Values are modified by entrenchments and demoralization (see 9.0 and 11.0). A unit's Fatigue Level has no effect on its Combat Value. **Note:** A unit with a disorganized Strength marker may have a Combat Value of  $\frac{1}{2}$ ; if so, this fraction is retained in combat—it is *not* rounded up or down.

### ARTILLERY VALUES

A unit's Artillery Value is shown directly on the unit itself. The Artillery Values of attacking and defending units are modified depending on the major terrain in the hex occupied by defending units. (The terrain in the attacker's hex is irrelevant.)

Terrain Occupied By Defending Units	Modification to Attacking Units' Artillery Values	Modification to Defending Units' Artillery Values
CLEAR	$\times 1$	$\times 2$
ROLLING	$\times \frac{1}{2}$	$\times 1$
ROUGH	$\times 0$	$\times \frac{1}{2}$
MOUNTAIN/WOODS	$\times 0$	$\times 0$



In a stack of attacking or defending units, add up the Artillery Values of all participating units and modify the sum; do not modify each unit's value individually. *Round fractions up to a whole number.* A unit's Fatigue Level or Strength marker (organized or disorganized) has no effect on its Artillery Value. A unit with a "x0" modification has an Artillery Value of 0. If defending under a Breastwork or Fort marker (see 9.0), a unit's Artillery Value is doubled or tripled *before* it is modified by terrain. Demoralized units have Artillery Values of 0 (see 11.0).

### 7.3 Attack and Defense Values

In combat, the attacker and defender must combine the Combat Values and Artillery Values of all their participating units. The attacker's sum is called the "Attack Value;" the defender's sum is called the "Defense Value." Players cannot withhold any part of their units' Combat and Artillery Values in combat. To determine an Attack Value of an attacking unit in a march action, simply combine that unit's modified Combat and Artillery Values (no other units may join the attack). To determine an Attack Value in an assault, combine the modified Combat and Artillery Values of all units participating in the attack. In a grand assault, determine the Attack Values of each hex containing attacking units and combine these values into a single sum. To determine a Defense Value, combine the modified Combat and Artillery Values of all units in the defending hex. The maximum Defense Value is 70 and the maximum Attack Value is 80. (**Exceptions:** If at least one-half of the infantry units defending in a hex are entrenched, the maximum Defense Value is 120; if all of the infantry units defending in a hex are entrenched, the maximum Defense Value is 160. In a grand assault, the total Attack Value may exceed 80 as long as each hex containing attacking units does not exceed an Attack Value of 80.)

### 7.4 Combat Die Roll Modifiers

Several factors may modify combat die rolls. All modifiers are cumulative.

#### RATIO MODIFIER

The attacker's die roll must be modified by the ratio modifier. To calculate this modifier, compare the Attack Value to the Defense Value and round this ratio down in favor of the defender to conform to one of the simplified ratios listed on the Ratio Chart. A modifier from -12 to +13 is listed next to each ratio. This is the ratio modifier.

#### TACTICAL MODIFIER

The attacker's die roll must be modified by the tactical modifier. To calculate this modifier, the defender determines the highest Tactical Value among the units and leaders in the defending hex; meanwhile, the attacker makes the same determination among his units and leaders participating in the attack. A leader may contribute his Tactical Value to an attack only if he is stacked in the same hex as a subordinate attacking unit. The defender's Tactical Value is subtracted from the attacker's Tactical Value. The result is the tactical modifier, which is added to (or, if a negative number, subtracted from) the attacker's die roll.

#### TERRAIN

The defender's die roll may be modified by terrain:

- **Bridge/Ford:** If an attack takes place across a bridge or ford over a major or minor river, the defender adds 2 to his roll.
- **Creek:** If an attack takes place across a creek (even across a hex-side crossed by a road, pike, trail, or RR), the defender adds 1 to his roll. This modifier is ignored if the defender occupies a mountain hex.

**Note:** If, in a grand assault, more than one hex adjacent to the defender's hex has attacking units, the above modifiers apply only if the defender's hex is separated from the *active* leader by a bridge/ford or creek hexside.

- **Mountain:** If the defender occupies a mountain hex, he adds 2 to his roll. However, if the active attacking unit also occupies a mountain hex, the defender adds only 1 to his roll.

### TYPES OF ATTACKS

In a march action, the type of attack chosen by the active player may modify the attacker's die roll:

- **Column of Route:** -3 to attacker's roll
- **Hasty:** -1 to attacker's roll
- **Normal:** No modifier to attacker's roll
- **Prepared:** +1 to attacker's roll

### ASSAULT ACTION

In an assault action, modifiers for column of route, hasty, normal, and prepared attacks never apply. Instead, an assault action always provides a +1 modifier to the attacker's die roll.

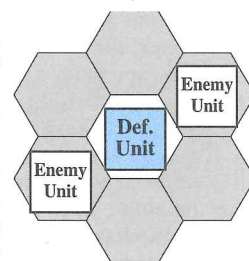
### RAIN

The attacker subtracts 1 from all his die rolls in rain turns (see 12.0).

### FLANK ATTACKS

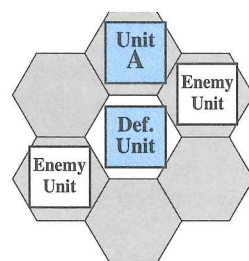
If, at the moment of combat, defending units are partially or completely surrounded by active and inactive enemy units or their ZOC, the attacker's die roll is enhanced. This bonus, called a "flank attack," applies even if some of the units surrounding a defender do not participate in the attack. There are four categories of flank attacks. A maximum of one (the highest) of the following four bonuses may apply per attack. (**Exception:** If the defender occupies a mountain hex, none of the following four categories of flank attacks apply. Instead, see "Flank Attacks in Mountain Hexes.")

- **+4:** If all six hexes adjacent to the defender are enemy-occupied or in the ZOC of enemy units, and *all six* of these hexes are not occupied by units friendly to the defender, the attacker adds 4 to his die roll.



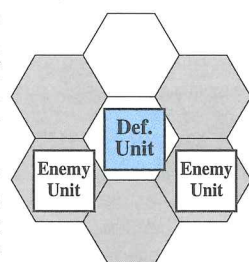
In the example at right, the two enemy units occupy or exert ZOC into the six shaded hexes adjacent to the defending unit. The attacker gains a +4 bonus because none of the six shaded hexes are occupied by units friendly to the defender.

- **+3:** If all six hexes adjacent to the defender are enemy-occupied or in the ZOC of enemy units, but one or more of these six hexes is occupied by units friendly to the defender, the attacker adds 3 to his die roll.



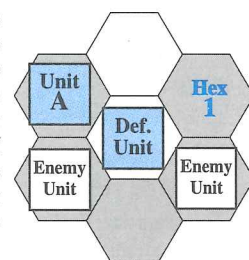
In the example at right, the two enemy units occupy or exert ZOC into the six shaded hexes adjacent to the defending unit. The attacker gains a +3 bonus because Unit A, which is friendly to the defender, occupies one of the six shaded hexes adjacent to the defender.

- **+2:** If five of the six hexes adjacent to the defender are enemy-occupied or in the ZOC of enemy units, and *all five* of these hexes are not occupied by units friendly to the defender, the attacker adds 2 to his die roll.



In the example at right, the two enemy units occupy or exert ZOC into the five shaded hexes adjacent to the defending unit. The attacker gains a +2 bonus because none of the five shaded hexes are occupied by units friendly to the defender.

- **+1:** If five of the six hexes adjacent to the defender are enemy-occupied or in the ZOC of enemy units, and one of these five hexes is occupied by a unit or units friendly to the defender, the attacker adds 1 to his die roll. If two or more of these five hexes are occupied by units friendly to the defender, the attacker gains no flank attack benefit and adds nothing to his roll.



In the example above, the two enemy units occupy or exert ZOC into the five shaded hexes adjacent to the defending unit. The attacker gains a +1 bonus because Unit A, which is friendly to the defender, occupies one of the five shaded hexes adjacent to the defender. If another unit friendly to

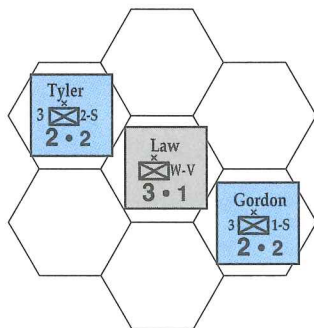


the defender occupied Hex 1, the attacker would not gain any flank attack bonus because two of the five shaded hexes would be occupied by units friendly to the defender.

The preceding illustrations are not the only possible means by which flank attack bonuses may be obtained. As long as the listed requirements are fulfilled, the bonuses may be achieved by other means. The status of enemy units surrounding a defender may reduce or negate a flank attack bonus. If enemy units occupy or exert a ZOC into a hex adjacent to the defender, and those enemy units have a combined Attack Value less than *one-fourth* the defender's Defense Value (including entrenchments), that hex is not considered "enemy-occupied" or "in the ZOC of enemy units" for flank attack purposes. A unit helping to provide a flank attack bonus which does not participate in the attack may not contribute its Tactical Value to a combat, nor does it trigger terrain modifiers. Inactive demoralized units may not help the attacking player to obtain flank attack bonuses. Flank attack bonuses may be modified when using the "Refusing Flanks" optional rules (see 7.8).

## FLANK ATTACKS IN MOUNTAIN HEXES

If a defending unit is situated in a mountain hex, normal flank attack bonuses are ignored. Instead, the attacker receives a +3 bonus to his die roll if at least one of his units is situated adjacent to the defender in the hex *exactly opposite* the active unit and that hex is in the defender's ZOC. For example, if an active unit is attacking from the hex directly *northwest* of an enemy unit in a mountain hex, the attacker receives a +3 bonus if one or more of his units occupy the hex directly *southeast* of that enemy unit and that hex is in the defender's ZOC. The presence of units friendly to the defender in adjacent hexes has no influence on this determination. If the hex adjacent to the defender exactly opposite the active unit is occupied by an inactive unit (or units) of the same nationality as the active unit, and the inactive units have a combined Attack Value less than *one-fourth* the defender's Defense Value (including entrenchments), the +3 bonus is not awarded.



In the example above Tyler's Union brigade is attacking Law's Confederate brigade, which occupies a mountain hex. Due to the presence of Gordon's Union brigade in the indicated hex at the moment of combat, the Union player receives a +3 bonus to his attack die roll.

## 7.5 Combat Results

The Combat Chart is used to resolve combat. A combat produces two results: one for the attacker, one for the defender. To resolve a combat, the defender's modified die roll is subtracted from the attacker's modified roll. On the Combat Chart, the attacker cross-references the result with the column corresponding to his Attack Value. Similarly, the defender cross-references the result with the column corresponding to his Defense Value (prior to applying entrenchment benefits). Both players' results, which are applied immediately, may consist of a number and/or one or two letters. A dash indicates that the player's units are unaffected.

### LETTER RESULTS

There are eight possible letter results:

- **D (Disorganize/Fatigue):** The unit's Strength marker is flipped to its disorganized side. (If it is already disorganized it remains so.) The unit's Fatigue Level is also increased by 3 (to a maximum of 4). If the unit is already at Fatigue Level 4, it remains so. Finally, an active unit obtaining a "D" may not expend any more MP; its march action is over and a new Action Phase begins.

- **F (Fatigue-2):** The unit's Fatigue Level is increased by two (to a maximum of 4).
- **f (Fatigue-1):** The unit's Fatigue Level is increased by one (to a maximum of 4).
- **E (End Action):** An active unit may not expend any more MP; its march action is over and a new Action Phase begins. This result has no effect on an assault action, since an assault automatically ends after the combat has been resolved.
- **r (Retreat):** The unit must retreat (see 7.6).
- **R (Rout/Demoralize-1):** The unit is routed (see 7.6). Also, the unit gains a Demoralize-1 marker. If it already has such a marker, it is flipped to its Demoralize-2 side. If it is already at Demoralize-2, there is no further effect.
- **R\* (Rout/Demoralize-2):** The unit is routed (see 7.6). Also, the unit gains a Demoralize-2 marker. If it is already at Demoralize-1, flip the marker to its Demoralize-2 side and there is no further effect. If it is already at Demoralize-2, its Manpower Value is reduced by one *in addition* to its normal Manpower loss result.
- **a (Advance):** The unit may advance after combat (see 7.6).

**Note:** An "extended march" never takes place due to a combat result, even if a unit goes to a new Fatigue Level of 2, 3 or 4.

### NUMBER RESULTS

Number results, which precede letter results, indicate a reduction of the unit's *Manpower* (not *Artillery*) Value. Remove the unit's Strength marker and replace it with another one showing its reduced Manpower Value (i.e., the unit's Manpower Value before the combat minus the number result). The new Strength marker may be placed on its organized or disorganized side depending on the following conditions:

- If the original Strength marker was disorganized before the combat, the new Strength marker is also placed on its disorganized side.
- If the original Strength marker was organized prior to the combat, the new Strength marker is placed on its disorganized side if the combat result contains a "D" (Disorganize/Fatigue).
- If the original Strength marker was organized prior to the combat, the new Strength marker is also placed on its organized side if the combat result does not contain a "D."

**Example of Combat Result:** If a unit with an organized Strength marker (Combat/Manpower Value, 8) and a Fatigue Level of 0 gets a "1D" result, it receives a Fatigue Level 3 marker. Also, its Strength marker is removed and is replaced with one showing a Manpower Value of 7. The new Strength marker is placed on its disorganized side due to the "D" result.

### APPLYING RESULTS

**Attacker:** In a march action, the attacker's letter and number result applies only to the active unit, even if other friendly units occupy the same hex. In an assault action, the attacker's letter result applies to each participating unit, including those joining in a grand assault; the attacker's number result applies to the attacking force as a whole—not to each individual unit. As long as the number result is fully applied, the attacker may divide it among any of his attacking units as he wishes. Units providing flank attack bonuses which do not participate in the attack are unaffected by combat results.

**Defender:** The defender's *letter* result applies to each defending unit; the defender's *number* result applies to the defending force as a whole—not to each individual unit. As long as the number result is fully applied, the defender may divide it among any of his defending units as he wishes.

### ENTRENCHMENTS AND DEFENSE VALUES

Defending units' Combat and Artillery Values may be enhanced due to entrenchments (see 9.0). However, when determining the defender's combat result, the "Defense Value" columns on the Combat Chart represent the defender's Defense Value *prior* to the application of entrenchment benefits.

**Example:** If Tyler's brigade defends in combat with a Defense Value of 6, its combat result is determined in the "4 to 6" column of the Combat Chart.



If Tyler's brigade instead defends under a completed Breastwork marker, its Defense Value would be 12 (6 x 2). Although Tyler's Defense Value of 12 would be used to calculate the ratio in that combat, its combat result is still determined in the "4 to 6" column of the Combat Chart.

## UNIT AND LEADER ELIMINATION

A unit is eliminated from play at the moment its Manpower Value is reduced to 0. (In the Advanced Game, if the Confederate cavalry unit "Ashby" is eliminated, the Confederate player must place Ashby in the off-map "Ashby" box. The unit may return to play due to random events; see 15.0.) If, due to the elimination of a unit, a leader remains in that hex with no subordinate units, the leader is picked up and placed in the nearest hex occupied by a subordinate unit. A leader is eliminated from play at the moment no units subordinate to that leader exist.

## 7.6 Retreats, Routs, and Advances

### RETREATS

If the defender suffers an "r" result, he must retreat all his defending units a minimum of two hexes and a maximum of four hexes. The choice of retreat distance and path is left to the defender. Retreating units must move as a stack and cannot separate. Leaders must accompany retreating units with which they are stacked. MP are not expended in a retreat and, with the following exceptions, terrain is irrelevant. Retreating units are subject to these restrictions:

- They may never end a retreat in the hex where the retreat began or in a hex adjacent to the one where the retreat began.
- They may only enter or exit a mountain hex across a road, pike, trail, or RR hexside.
- They may cross a major or minor river hexside only at a ford or bridge. Creeks do not affect retreats.
- They may not retreat off the map.
- They must avoid enemy ZOC if possible. If there is no alternative but to retreat into an enemy ZOC, the retreating unit may be penalized (in a stack of retreating units, *each* unit would be penalized). A retreat into an enemy ZOC does not terminate a retreat; if retreat requirements have not yet been fulfilled, the retreat continues.
  - If a unit retreats into an enemy ZOC across a hexside crossed by a road, pike, trail, or RR, it suffers no penalty.
  - If a unit retreats into an enemy ZOC across a hexside *not* crossed by a road, pike, trail, or RR, and this hex is *unoccupied* by a friendly unit, its Manpower Value is reduced by one. Place the new Strength marker on its disorganized side. This penalty is applied for each enemy ZOC entered during the retreat.
  - If a unit retreats into an enemy ZOC that is occupied by a friendly unit, the retreating unit suffers no penalty.

**Retreats into Enemy-Occupied Hexes:** A unit must avoid retreating through a hex occupied by an enemy unit. However, if there is no alternative, it may retreat through—but not end its retreat in—an enemy-occupied hex. If a unit retreats into an enemy-occupied hex, penalties for retreating into enemy ZOC are ignored for the rest of the retreat. Instead, its Manpower Value is reduced by *three*. Place the new Strength marker on its disorganized side. This penalty is applied for each enemy-occupied hex entered during the retreat. A unit may not end its retreat in an enemy-occupied hex. If there is no alternative except to do so, its retreat may be extended by a sufficient number of hexes so that it ends the retreat in a hex unoccupied by an enemy unit.

### ROUTS

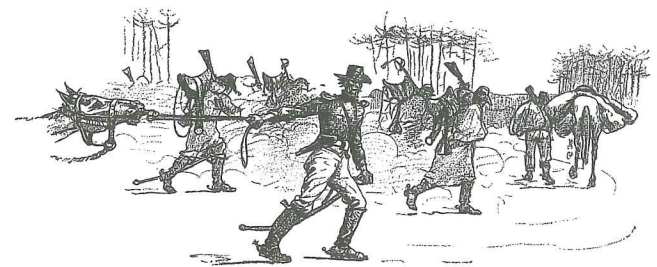
If the defender suffers an "R" result, he must retreat all his defending units a minimum of four and a maximum of six hexes. Routing units are subject to the same restrictions as retreating units, including penalties for enemy ZOC and enemy-occupied hexes. A routing unit must end its rout at least four hexes away from the hex where the rout began by the straightest possible path, counting only by hexes which the unit is permitted to enter in its retreat. The unit may not retreat into the same hex twice.

## DEFENDER'S RETREAT OPTION

On any combat result applying to the defender which does not contain an "r" or "R", the defender may voluntarily retreat one or more of his units up to four hexes subject to normal retreat rules. There is no cost in Fatigue Levels to do this. **Exception:** If the defender receives a "—" (No Effect) result, the defender's retreat option increases the Fatigue Level of all retreating units by 1 (to a maximum of Level 4). Even units at Fatigue Level 4 may join in this retreat.

## ADVANCE AFTER COMBAT

If the attacker receives an "a" result, none, some, or all of the attacking units may advance into the hex vacated by the defender after the defender has completed his retreat or rout. An advance is not considered movement and does not expend MP. A unit may enter or exit an enemy ZOC, or advance from one enemy ZOC to another, without penalty. Regardless of whether or not a unit obtaining an "a" advances, its march may continue as long as it did not also suffer a "D" or "E" result. However, it may not continue to move if it advances into an enemy ZOC; in this case, the unit must either attack again or end the current march action. Leaders may advance with subordinate units (and must advance if no units remain in the leader's hex).



## 7.7 Cavalry Retreat

A cavalry unit may use "cavalry retreat" to avoid attack by an enemy infantry (not cavalry) unit. The player owning the cavalry unit may declare a retreat in any of the following circumstances:

- An enemy infantry unit performing a march moves into the ZOC exerted by the cavalry unit.
- An enemy infantry unit begins a march in the cavalry unit's ZOC.
- An enemy infantry unit advances after combat into the cavalry unit's ZOC.
- The enemy player declares an assault action against a hex containing at least one cavalry unit.

A player who wishes to declare a cavalry retreat must make his declaration *as soon as* any of the above circumstances occur—*before* the enemy player declares an attack (or, in the case of an assault action, *before* the enemy player rolls a die to determine whether or not the assault takes place). If he does not make the declaration at this moment, he forfeits his ability to perform a cavalry retreat in the hex occupied by his cavalry unit for the duration of the enemy unit's march.

### PERFORMING A CAVALRY RETREAT

A cavalry retreat is voluntary. A cavalry unit may perform a retreat regardless of its status—even if it is demoralized, disorganized, or at Fatigue Level 4. A player wishing to perform a cavalry retreat with a unit states this fact as soon as his opponent has performed one of the aforementioned actions. The enemy unit's march (or assault) is temporarily suspended while the retreat takes place. A cavalry retreat is performed as follows:

1. The cavalry player rolls a die. This roll may be modified (see below). The modified roll is *halved* (round fractions down). The result is the number by which the enemy unit's Active Movement Allowance marker is reduced on the Movement Track. In assault actions, this roll has no effect since no Movement Allowance is determined. However, the roll still takes place to see if the cavalry unit suffers loss in Step 2.
2. If the roll in Step 1—*before modifications and halving*—is 1, the cavalry unit's Manpower Value is reduced by one. Place



the new Strength marker on its disorganized side. On a roll of 2 to 6, no action is taken.

3. The cavalry unit must retreat *four* hexes subject to retreat and rout restrictions. **Exception:** A retreating cavalry unit may retreat through all enemy ZOC without suffering any penalties, but it must still attempt to avoid enemy ZOC in the retreat. It is eliminated if it is forced to retreat through an enemy-occupied hex.

4. After executing its retreat, the cavalry unit's Fatigue Level is increased by 1 (to a maximum of 4). An extended march is never triggered by a cavalry retreat. Also, the cavalry unit's Strength marker is flipped to its disorganized side. If it is already disorganized, there is no further effect.

5. When the retreat is complete, the enemy unit whose march was interrupted (or the active leader in an assault action) resumes its activities from the point of interruption. If the unit's Movement Allowance has been reduced to 0, its march is over. (**Exception:** If the enemy unit has not yet moved, it is permitted to move one hex; see 6.2.)

### CAVALRY RETREAT DIE ROLL MODIFIERS

A player's die roll in Step 1 of the cavalry retreat procedure may be modified if, at the moment the roll takes place, any of the following conditions are in effect (modifiers are cumulative):

- +3: If a cavalry unit occupies a mountain hex (this modifier is reduced to +1 if the active unit also occupies a mountain hex).
- +2: If a cavalry unit is separated from the active unit or leader by a bridge or ford across a major or minor river.
- +2: If the cavalry unit(s) in the hex have a combined Combat Value of 3 or more (for the Union player) or 2 or more (for the Confederate player)—not including Artillery Values, but counting entrenchments.
- 2: If all the cavalry units in the hex are Demoralize-1 or -2
- 2: If all the cavalry units in the hex are at Fatigue Level 4
- 2: If all the cavalry units in the hex are out of ammunition (Advanced Game only).
- 3: If the Union cavalry unit(s) in the hex have a combined Combat Value of exactly 1 (not including Artillery Values, but counting entrenchments). This modifier never applies to Confederate cavalry units.
- 1/-4: If the only cavalry unit in the hex has a Combat Value of 1/2 (not including Artillery Values). Subtract 1 for a Confederate cavalry unit; subtract 4 for a Union cavalry unit.

### CAVALRY RETREAT WITH MORE THAN ONE UNIT

If two or more cavalry units are stacked in the same hex, they must perform a cavalry retreat together. Only one die roll is made in Step 1, and all units must end the retreat in the same hex. If two or more cavalry units occupying separate hexes are eligible to perform a cavalry retreat and all of them wish to retreat, each unit performs the retreat separately—and the enemy unit's Movement Allowance reduction, if any, is cumulative.

### CAVALRY RETREAT RESTRICTIONS

A cavalry unit may perform a cavalry retreat more than once per Action Phase. A cavalry unit stacked with an infantry unit may perform a cavalry retreat, but the infantry unit may not.

#### COMBAT EXAMPLE

Tyler's Union brigade (Combat/Manpower Value, 6; Artillery Value, 2; Tactical Value, 2) is in N3930, a clear hex, stacked with its district leader, Banks (Tactical Value, 3). Law's Confederate brigade (Combat/Manpower Value, 3; Artillery Value, 1; Tactical Value, 3) is performing a march, attached to its division leader, Whiting (Tactical Value, 4). Mahone's Confederate brigade (Combat/Manpower Value, 4; Artillery Value, 1) is situated in N3829. All units' Strength markers are organized; all units are at Fatigue Level 1. Law moves into N4030 and the Confederate player declares a hasty attack against Tyler, expending 1 MP. The Confederate player combines Law's Combat Value (3) and his Artillery Value (1, unmodified—Tyler defends in a clear hex) for an Attack Value of 4. Mahone is not involved in the action, so he may not participate in the attack.

The Union player combines Tyler's Combat Value (6) and his modified Artillery Value (4, doubled due to the clear terrain) for a Defense

Value of 10. Thus, the ratio is 4 to 10, rounded down in favor of Tyler to 1-3, yielding a ratio modifier of -2 to the Confederate player's die roll.

To determine the tactical modifier, the Union player's highest Tactical Value (Banks's 3) is subtracted from the Confederate player's highest Tactical Value (Whiting's 4), yielding a modifier of +1 to the Confederate player's die roll.

The Confederate player subtracts 1 from his roll due to the hasty attack. The presence of Mahone's brigade in N3829 means that all six hexes adjacent to Tyler are enemy-occupied or in enemy ZOC (none of which are Union-occupied), thereby qualifying the Confederate player for a +4 flank attack bonus. The final modifier to the Confederate roll is +2 (-2 + 1 - 1 + 4 = +2). The Union roll is not modified. Note that the creek between Mahone and Tyler is ignored because Mahone is not the active unit and is not participating in the attack.

Both players roll a die; the Confederate player gets a 6 (modified by +2 to 8), and the Union player gets a 4. The Union roll is subtracted from the Confederate roll, yielding a result of +4 (8 - 4 = +4). The Union player cross-references the +4 line with the "7-11" Defense Value column on the Combat Chart. (Tyler's Defense Value is 10.) The result is "1DR." Tyler's Strength marker is removed and is replaced with a new one showing a Manpower Value of 5 (6 - 1 = 5). The new marker is placed on its disorganized side due to the "D." Tyler's Fatigue 1 marker is increased by 3 to Level 4. Tyler, accompanied by Banks, routs six hexes to N3924. Even though Tyler retreated into an enemy ZOC in N3929, he suffers no ill effect because this hex was entered across a hexside crossed by a road. Finally, a Demoralize-1 marker is placed on Tyler due to the "R" result.

The Confederate player cross-references the +4 line with the "4-6" Attack Value column on the Combat Chart. (Law's Attack Value was 4.) The result is "Ea." Law suffers no manpower loss, his Strength marker remains organized, and his Fatigue Level is unaffected. Law's march must end due to the "E" result, but the "a" allows him to advance into the hex vacated by Tyler. He does so, accompanied by Whiting, ending the action.

### 7.8 Refusing Flanks (Optional Rule)



At a cost of one MP, the active player may place a "Flanks Refused" marker of the appropriate side on top of a unit performing a march. (**Exception:** A Flanks Refused marker may not be placed on a unit in a mountain hex; also, it may not be placed on top of a unit performing an assault action.) As soon as a unit gains a Flanks Refused marker, its march ends. (It may perform actions later.) A maximum of one Flanks Refused marker may exist in a hex at a time; its effects apply to all units in the hex. A unit does not have to spend one MP to enter a hex in which a Flanks Refused marker is already situated; it may enter the hex at no extra MP cost and receive the marker's benefits—and may continue its march.

A Flanks Refused marker never accompanies a unit when it leaves a hex. A marker may not be placed on a unit *after* it performs a retreat, rout, or advance after combat. The players are not limited to the number of markers provided in the game.

#### EFFECTS OF FLANKS REFUSED MARKERS

Units in a hex with a Flanks Refused marker may perform all actions normally (although they may be forced to remove the marker after the action is over; see below). Units occupying a hex containing a Flanks Refused marker defend against enemy flank attacks more effectively, but less effectively against normal attacks:

- Flank attacks fulfilling the requirements for a +4 attacker die roll bonus are reduced to a +2 bonus instead.
- Flank attacks fulfilling the requirements for a +3 or +2 attacker die roll bonus are reduced to a +1 bonus instead.
- Flank attacks fulfilling the requirements for a +1 attacker die roll bonus are unchanged (the bonus remains +1).
- All non-flank attacks always provide the attacker with a +1 die roll bonus (in addition to other modifiers), even though requirements for flank attacks have not been fulfilled.

#### REMOVAL OF FLANKS REFUSED MARKERS

A Flanks Refused marker may be voluntarily removed from a stack of units at no MP cost if one of the units in the hex initiates a march. (The active unit does not actually have to leave the hex.) The marker *must* be removed if *all* the units in the hex participate in an assault action. It also must be removed if only *one* unit is in a hex and it moves or attacks. (This does not preclude the owning



player from placing another marker on the unit later in its march at a cost of one MP.)

## 8.0 RECOVERY

In the Recovery Phase, the following actions are performed strictly in the listed order:

1. Units at Fatigue Level 0 may entrench or build bridges. A unit may not do both. A unit may not entrench or build bridges in a rain turn (see 12.0).
2. In the Advanced Game, Union units at Fatigue Level 0, 1, or 2 may forage (see 24.3).
3. Units at Fatigue Level 0 or 1 may be affected as follows:
  - a. Units at Fatigue Level 0 or 1 with *disorganized* Strength markers have their Strength markers flipped to their *organized* sides. **Exception:** In the Advanced Game, Union out of supply units with disorganized Strength markers are unaffected; their Strength markers remain disorganized (see 24.2).
  - b. Units at Fatigue Level 0 or 1 which are on their *exhausted* sides are flipped to their *normal* sides.
  - c. Units at Fatigue Level 0 or 1 with Demoralize-1 markers have these markers removed; units at Fatigue Level 0 or 1 with Demoralize-2 markers have these markers flipped to their Demoralize-1 sides.
4. Units at Fatigue Level 3 or 4 are flipped to their exhausted sides. If they are already on their exhausted sides, they remain so and there is no further effect.
5. All units at Fatigue Level 1 or more lose three Fatigue Levels (to a minimum Fatigue Level of 0). Replace each unit's Fatigue marker with a new marker three less than the one being removed. (Units at Fatigue Level 0 do not have markers.)
6. In the Advanced Game, Union out of supply units with organized Strength markers have their Strength markers flipped to their disorganized sides (see 24.2).

## 9.0 ENTRENCHMENTS

Entrenchments enhance a unit's defensive capabilities.

### BUILDING AND REMOVING ENTRENCHMENTS



Units at Fatigue Level 0 may entrench in the first step of the Recovery Phase. Leaders may not

entrench. There are two types of entrenchments: breastworks and forts. Breastworks and Fort markers each have two sides: a "Build" side and a "Complete" side. Units may not entrench in rain turns.

- If a unit entrenches, place a Breastwork—Build marker atop the unit.
- If a unit already possessing a Breastwork—Build marker entrenches, flip the marker to its Breastwork—Complete side.
- If a unit already possessing a Breastwork—Complete marker entrenches, place a Fort—Build marker atop the unit.
- If a unit already possessing a Fort—Build marker entrenches, flip the marker to its Fort—Complete side.

**Note:** Units with Fort—Complete markers may not entrench. A unit's Breastwork or Fort marker is removed at the moment the unit leaves the hex. A unit building a bridge in the first step of the Recovery Phase may not also entrench in that phase.

### EFFECTS OF ENTRENCHMENTS

Entrenchments may enhance the Combat and Artillery Values of defending (not attacking) units:

- Units directly under a Breastwork—Complete or a Fort—Build marker have their Combat and Artillery Values *doubled* when defending.
- Units directly under a Fort—Complete marker have their Combat and Artillery Values *tripled* when defending.
- Units directly under a Breastwork—Build marker do not have their Combat and Artillery Values modified by entrenchments.

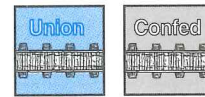
The effects of Breastworks and Forts apply individually by unit,

not by hex. In a stack of units, some may possess entrenchments while others do not. Only units which actually entrenched in an earlier Recovery Phase receive the Combat/Artillery Value multiple provided by an entrenchment marker; units without entrenchments in the same hex use unenhanced values.

## 10.0 BRIDGES

Many bridges are printed on the map. These are permanent and cannot be removed. (**Exception:** In the Advanced Game, units may destroy bridges; see 23.1). Units may cross major and minor rivers only at bridges and fords. Roads crossing creek hexsides are not considered bridges or fords.

### BUILDING BRIDGES



Infantry units at Fatigue Level 0 and a Combat Value of 3 or more occupying hexes containing at least one unbridged minor river hexside may build bridges in the first step of the Recovery Phase. Cavalry units and leaders may not build bridges. Bridges may not be built across major rivers or creeks. To build a bridge, place a Bridge marker directly on a minor river hexside adjacent to the eligible unit, with one end of the bridge symbol pointing to the unit's hex and the other end pointing directly to a hex across the river. The Union player uses Union Bridge markers; the Confederate player uses Confederate Bridge markers.

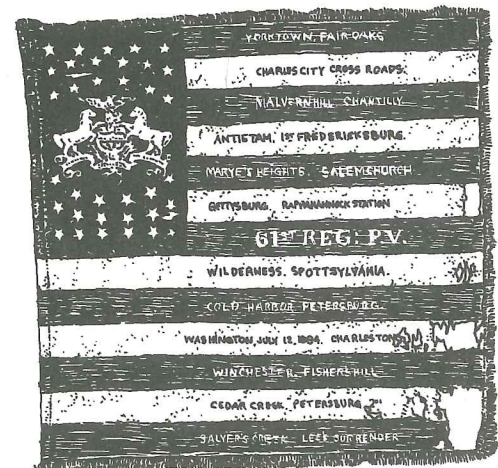
A bridge may not be built between two hexes if one of the hexes contains an enemy unit with a Combat Value of 3 or more. It may be built into a hex with an enemy unit whose Combat Value is 2 or less. A unit may build a maximum of one bridge per Recovery Phase, although it may build more than one bridge per game. A maximum of one bridge may be situated per hexside. A unit building entrenchments in the first step of the Recovery Phase may not also build bridges in that phase. The number of Bridge markers in the game is not a limit; players may build as many bridges as they wish. Units may not build bridges in rain turns.

### REMOVING BRIDGES

When a player builds a bridge, he "owns" it. Enemy units may not cross that bridge in a march action, retreat, or advance after combat. The bridge remains on the map until an enemy unit with a Combat Value of 3 or more enters one of the two hexes connected by the bridge in a march, retreat, or advance after combat—at which time the Bridge marker is removed.

### BRIDGES AND MOVEMENT

A unit crossing a bridge or ford ignores the cost of the hex's major terrain and instead pays 1 MP as long as a road, pike, trail, or RR crosses that bridge or ford. Units crossing a bridge or ford which is not traversed by a road, pike, trail, or RR must pay the hex's major terrain MP cost. A bridge built by a unit is considered to have a road running across it as long as both hexes connected by the bridge have roads or pikes in them; otherwise, the bridge is not considered to be traversed by a road.





## 11.0 DEMORALIZATION

**Demorize 1**  
Attack: 1/2  
Artillery: 0

**Demorize 2**  
Attack: 1  
Artillery: 0

A unit is assigned a Demoralize-1 marker (or has an existing Demoralize-1 marker flipped to its Demoralize-2 side) if it suffers an "R" result in combat. A unit is assigned a Demoralize-2 marker if it suffers an "R\*" result in combat. Leaders are never demoralized. Demoralized units may be chosen to perform actions normally, although their attack capabilities are less than normal. Demoralized units may never help to provide a flank attack bonus for an active attacking unit (see 7.4).

### EFFECTS OF DEMORALIZATION -1

A unit with a Demoralize-1 marker is affected as follows:

- Its Combat Value when attacking is halved. Round fractions down to a whole number. (**Exception:** A demoralize-1 unit with a Combat Value of 1 or 1/2 has a Combat Value of 1/2 when attacking.) The unit's Combat Value when defending is normal.
- Its Artillery Value is 0 in both attack and defense.

### EFFECTS OF DEMORALIZATION -2

A unit with a Demoralize-2 marker is affected as follows:

- Its Combat Value when attacking is 1. (**Exception:** A demoralize-2 unit with a Combat Value of 1 or 1/2 has a Combat Value of 1/2 when attacking.) The unit's Combat Value when defending is normal.
- Its Artillery Value is 0 in both attack and defense.

### REMOVAL OF DEMORALIZATION MARKERS

A Demoralized marker remains on top of the unit to which it is assigned wherever that unit moves. However, a unit's Demoralize-1 marker may be removed (or a Demoralize-2 marker flipped to its Demoralize-1 side) during Step 3c of the Recovery Phase if that unit has a Fatigue Level of 0 or 1 (see 8.0).

## 12.0 RANDOM EVENTS

In each Random Events Phase, either player rolls two dice. The players then consult the Random Events Table, checking the result corresponding to that dice sum. *In the Basic Game, only "Rain" results are applied; all other results have no effect.* **Note:** Starting on the May 1 turn (Turn 56), some Random Events Table results are converted to different results. These conversions apply in Scenarios 2 and 3 as well as the Advanced Game.

### Rain

#### RAIN

There are three possible "Rain" results on the Random Events Table:

- **Rain (Current):** Rain rules are in effect throughout the current turn only. Place a Rain marker on the Turn Record Track in the box corresponding to the current turn.
- **Rain (Current+1):** Rain rules are in effect throughout the current turn and the following turn. Place Rain markers on the Turn Record Track in the boxes corresponding to the current and immediately succeeding turns.
- **Rain (Current+2):** Rain rules are in effect throughout the current turn and the following two turns. Place Rain markers on the Turn Record Track in the boxes corresponding to the current and immediately succeeding two turns.

**Note:** If a Rain result occurs in a turn already containing a Rain marker on the Turn Track, the Rain result is ignored except for an additional advancement of the "Major Rivers Unfordable" marker (see "Major Rivers").

### EFFECTS OF RAIN

**Zones of Control:** ZOC do not extend across fords in rain turns; nor do they extend across creek hexsides not crossed by roads, pikes, trails or RR.

**Attacks:** The attacker subtracts 1 from all combat die rolls in rain turns. Attacks cannot be made across ford hexsides nor can they be made across creeks unless there is a road, pike, trail or RR crossing

that creek. Attacks across a creek hexside crossed by a road, pike, trail or RR give the defender a +2 die roll modifier (instead of the normal +1).

**Movement:** If a unit enters a hex through a hexside crossed by a road or RR in a rain turn, it expends 2 MP instead of 1. A unit entering a hex through a hexside crossed by a pike expends one and one-half MP instead of 1 in a rain turn. If a unit enters a mountain hex through a hexside crossed by a trail in a rain turn, it expends 3 MP instead of 2; if a unit enters a non-mountain hex through a hexside crossed by a trail in a rain turn, it expends 2 MP instead of 1. In rain turns, the cost to enter all types of major terrain without benefit of roads, pikes, trails or RR is increased by one MP (e.g., the cost to enter a rough hex is 6 MP, not 5). However, the cost to enter a clear hex in a rain turn remains normal: 3 MP.

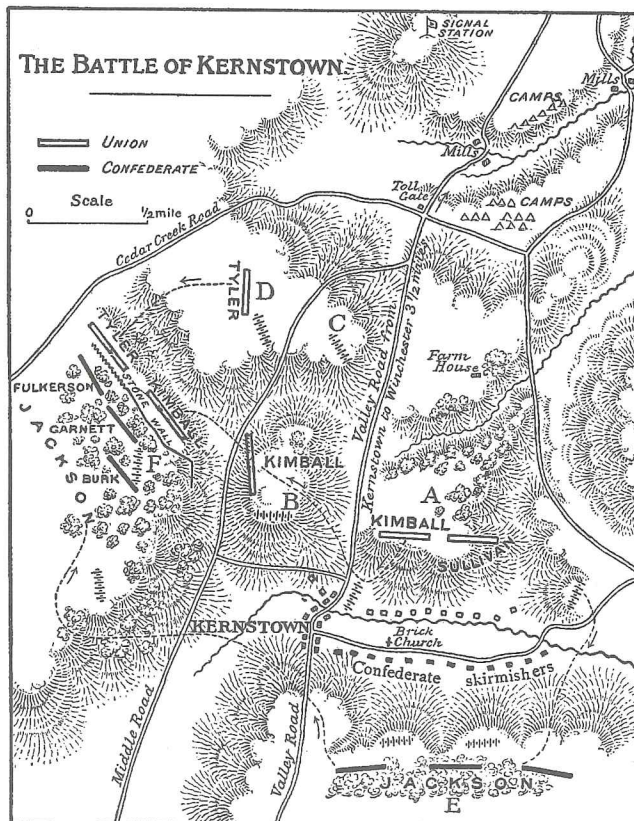
**Rivers and Creeks:** Units may cross minor and major rivers only at bridges, never at fords. Units may cross creeks only through hexsides crossed by roads, pikes, trails or RR. Creek hexsides not crossed by roads, pikes, trails or RR are impassable.

**Bridges:** Units may not build bridges in rain turns.

**Entrenching:** Units may not entrench in rain turns.

Major Rivers Unfordable

**Major Rivers:** Rain causes major rivers to become unfordable for a longer period than minor rivers. On a "Rain (Current)" result, place the "Major Rivers Unfordable" marker on the Turn Track *one box* ahead of the current turn (e.g., if the result occurs on Turn 6, place the marker in the Turn 7 box); on a "Rain (Current+1)" result, place the Major Rivers Unfordable marker on the Turn Track *three boxes* ahead of the current turn; on a "Rain (Current+2)" result, place the Major Rivers Unfordable marker on the Turn Track *five boxes* ahead of the current turn. If the Major Rivers Unfordable marker is already on the Turn Track when a rain result occurs, advance the marker from its current location by the number of boxes indicated above. If the Major Rivers Unfordable marker is on the Turn Track, units may not move, retreat or advance after combat across major rivers at fords in the current turn and all succeeding turns up to and *including* the box occupied by the marker. Remove the Major Rivers Unfordable marker from the Turn Track *at the end of the turn* corresponding to the box occupied by the marker on the Track.



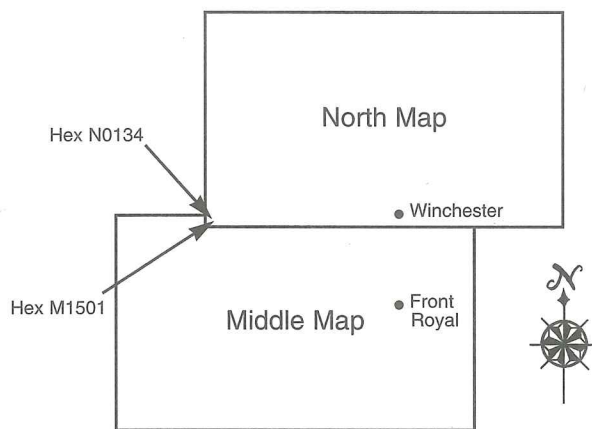


## 13.0 BASIC GAME SCENARIOS



There are four Basic Game scenarios of varying degrees of complexity. Unless otherwise noted in the following instructions, all units begin the game with their front (normal) sides face-up at Fatigue Level 0 with organized Strength markers. Before starting, place the Turn marker on the Turn Record Track in the box corresponding to the date on which the scenario begins. This is Turn 1. During the Turn Indication Phase, advance the Turn marker one box to signal the start of a new turn. At the end of the game, calculate Victory Points and determine the winner. Since combat losses cause Victory Point gain or loss, the players should keep track of Manpower Value losses either on a piece of paper or on the Victory Point Track.

The *Stonewall in the Valley* map is divided into three sections: north, middle and south. Scenarios 1 and 3 use both the middle and north maps; Scenarios 2 and 4 use only the south map. In set-up instructions, hexes are listed by four-digit numbers preceded by an "N" (for the north map), "M" (middle map), or an "S" (south map). For example, "N5513" means hex 5513 on the north map (the village of Smoketown, Maryland). When joining the middle and north maps in Scenarios 1 and 3, the north map's south edge aligns with the middle map's north edge so that the north map's leftmost hex column (known as the "0100" column because the first two digits of each of its hexes number "01") lines up with the middle map's "1500" hex column. (See the accompanying illustration.) Note that there is a small amount of overlap on the maps. In hex columns on the north map whose first two digits are odd (the "1300" hex column for example), the southernmost hex is identical to the northernmost hex on the middle map. For example, hex N0134 is the same as hex M1501; hex N1734 is identical to hex M3101. In the overlap area, the north map *lies on top of* the middle map. Cut away the gray border on the north map's south edge with a razorblade so the mapedges fit together evenly. (Alternatively, trim this edge in a straight line with scissors, cutting away the bottom half of the map's southernmost hexes in the odd-numbered hexrows. It is preferable—but more difficult—to trim just the border area since this does not cut away any "live" map area.)



### 13.1 Scenario 1: KERNSTOWN

**NOTES:** See "Game as History" section

**MAP:** Use the north and middle maps

**GAME LENGTH:** 14 turns; March 10 to March 23, 1862

#### SPECIAL RULES

- Units may not entrench in this scenario.
- In each Turn Indication Phase from Turn 1 to Turn 12, the Union player may "withdraw" Union units occupying any of the following hexes:

- Harpers Ferry (N5524)
- Shepherdstown (N5118)
- Charlestown (N4927)
- Rippon (N4731)
- Berryville (M5702)

The Union player receives Victory Points for withdrawing units (see Victory Conditions). To withdraw a unit, simply remove it from the map and record on a piece of paper the turn in which the unit was withdrawn and its Manpower Value. (**Exceptions:** A unit may not be withdrawn if the six hexes adjacent to it are all Confederate-occupied or in Confederate ZOC and none of these six hexes are Union-occupied. Also units may not withdraw on Turns 13 and 14.) A withdrawn unit may not return to play. There is no limit to the number of units the Union player may

### UNION SET-UP

Unit/Leader	Size	Cmd	Type	Manpower Value	Hex
Banks	Dist	S	Ldr	—	N4927 (Charlestown)
Sedgwick	Div	3-S	Ldr	—	N4927 (Charlestown)
Dana	Brig	3-S	Inf	6	N4927 (Charlestown)
Gorman	Brig	3-S	Inf	6	N5524 (Harpers Ferry/Bolivar)
Burns	Brig	3-S	Inf	6	N4731 (Rippon)
Williams	Div	1-S	Ldr	—	N3823 (Bunker Hill)
Donnelly	Brig	1-S	Brig	7	N3823 (Bunker Hill)
Gordon	Brig	1-S	Inf	6	N4225 (Smithfield)
Abercrombie	Brig	1-S	Inf	8	M5702 (Berryville)
1 MI	Regt	—	Cav	1	N3828 (Brucetown)
Shields	Div	2-S	Ldr	—	N4317 (Martinsburg)
Kimball	Brig	2-S	Inf	6	N4317 (Martinsburg)
Sullivan	Brig	2-S	Inf	6	N4317 (Martinsburg)
Tyler	Brig	2-S	Inf	7	N4317 (Martinsburg)
1 WV	Regt	—	Cav	1	N4021 (Darkesville)

### CONFEDERATE SET-UP

Unit/Leader	Size	Cmd	Type	Manpower Value	Hex
Jackson	Dist	(J)V	Ldr	—	N3333 (Winchester)
Stonewall	Brig	J-V	Inf	4	N3333 (Winchester)
Fulkerson	Brig	J-V	Inf	2	N3433
Burks	Brig	J-V	Inf	2	N3332
Ashby	Regt	—	Cav	1	N3531 (Millburn Church)

Scenario 1 Set-up



withdraw per turn as long as at least one Union infantry brigade remains on the map at the end of that turn. A leader attached to a withdrawn unit must also withdraw, but the Union player receives no Victory Points for this accomplishment.

## VICTORY CONDITIONS

The Union player gains and loses Victory Points (VP) for the following occurrences:

VP	Reason
+100	If a Union infantry brigade occupies Winchester (N3333) at the end of the game.
+20	If a Union infantry brigade occupies Strasburg (M3712) at the end of the game.
+10	For each point of Confederate Manpower Value lost in combat, retreat, or cavalry retreat ( <i>not</i> in extended march, force march, or moving from one enemy ZOC to another).
+3	For each point of Union Manpower Value withdrawn from Turn 1 to Turn 6 (see Special Rule 2). For example, if Gorman's brigade (with a Manpower Value of 6) is withdrawn on Turn 6, the Union player receives 18 VP.
+2	For each point of Union Manpower Value withdrawn from Turn 7 to Turn 12 (see Special Rule 2). For example, if Dana's brigade (with a Manpower Value of 3) is withdrawn on Turn 7, the Union player receives 6 VP.
-10	For each point of Union Manpower Value lost in combat, retreat, or cavalry retreat ( <i>not</i> in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and the players consult the following chart to determine a winner:

Union VP	Winner
250 or more	Union Decisive Victory
210 to 249	Union Substantive Victory
170 to 209	Union Marginal Victory
120 to 169	Confederate Marginal Victory
36 to 119	Confederate Substantive Victory
35 or less	Confederate Decisive Victory

## 13.2 Scenario 2: McDowell

**NOTES:** See "Game as History" section. This is a conjectural scenario. In the actual campaign, Jackson did not employ Ewell's division. Also, Banks's command did not interfere with Jackson's advance into the mountains against Milroy. Had Banks moved southward against Staunton, Jackson would have ordered Ewell to deal with Banks. Although this did not actually occur, it easily could have. This scenario postulates what might have happened had Ewell and Banks become involved in the McDowell campaign.

**MAP:** Use only the south map

**GAME LENGTH:** 12 turns; April 30 to May 11, 1862

## SPECIAL RULES

1. On Turn 1, no units may activate or entrench except for the following Confederate units and leaders:

- Jackson
- Stonewall
- Campbell
- Taliaferro
- Ashby

## UNION SET-UP

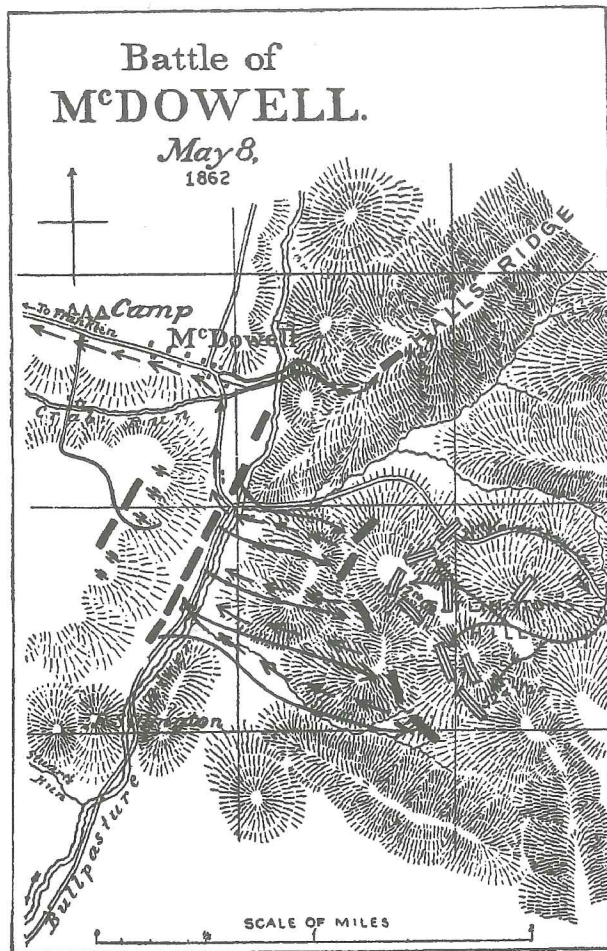
Unit/Leader	Size	Cmd	Type	Manpower Value	Hex
Banks	Dist	S	Ldr	—	S3712 (Harrisonburg)
Williams	Div	1-S	Ldr	—	S3712 (Harrisonburg)
Donnelly	Brig	1-S	Inf	6	S3712 (Harrisonburg)
Gordon	Brig	1-S	Inf	6	S3712 (Harrisonburg)
Ferry	Brig	2-S	Inf	8	S4109 (Melrose)
Shields	Div	2-S	Ldr	—	S4403 (Tenth Legion)
Kimball	Brig	2-S	Inf	6	S4403 (Tenth Legion)
Tyler	Brig	2-S	Inf	7	S4403 (Tenth Legion)
5 NY	Regt	—	Cav	1	S4601
1 VT	Regt	—	Cav	1	S4013 (Keezletown)
1 MD	Regt	—	Cav	1	S3216 (Roller's Mill)
Milroy	Brig	M	Inf	5	S0218 (McDowell)
Schenck	Brig	M	Inf	4	S1101 (Franklin)
3 PHB	Regt	M	Inf	1	S1101 (Franklin)
Blenker	Div	B-M	Ldr	—	Reinforcements*
Stahel	Brig	B-M	Inf	5	Reinforcements*
Steinwehr	Brig	B-M	Inf	4	Reinforcements*
Bohlen	Brig	B-M	Inf	5	Reinforcements*

\* See Special Rule 5; if reinforcements are available, they are placed in S1101 (Franklin).

## CONFEDERATE SET-UP

Unit/Leader	Size	Cmd	Type	Manpower Value	Hex
Jackson	Dist	(J)V	Ldr	—	S5013 (Conrad's Store)
Stonewall	Brig	J-V	Inf	5	S5013 (Conrad's Store)
Campbell	Brig	J-V	Inf	4	S5114 (Elk Run Church)
Taliaferro	Brig	J-V	Inf	3	S5214 (Saw Mill)
Ashby	Regt	—	Cav	1	S4616 (Saw Mill)
Ewell	Div	E-V	Ldr	—	S5316 (Hotel)
Taylor	Brig	E-V	Inf	6	S5316 (Hotel)
Trimble	Brig	E-V	Inf	6	S5316 (Hotel)
Elzey	Brig	E-V	Inf	3	S5316 (Hotel)
2/6 VA	Regt	—	Cav	1	S5412 (Furnace No. 2)
Johnson	Brig	J-V	Inf	6	S2129 (Westview)
VA Militia	Regt	V	Inf	2	S2629 (Staunton)





Because no Union activities are permitted on Turn 1, do not make initiative die rolls at the start of each Action Phase of Turn 1. The Confederate player may perform actions with his eligible units and leaders in consecutive Action Phases for as long as he is willing or able to do so, at which point the Turn 1 Action Cycle ends. On Turn 2 all units and leaders may activate and entrench normally. (**Exception:** see Special Rule 4.)

2. Confederate units which activate on Turn 1 must remain *four or more hexes* away from Union units throughout the turn. Thus, Union units may not be attacked on Turn 1.

3. The Confederate player has four objective hexes:

- McDowell (S0218)
- Harrisonburg (S3712)
- Franklin (S1101)
- Flook's Mill (S4701)



The Confederate player gains control of an objective hex if a Confederate infantry (not cavalry) unit occupies or passes through that hex. He loses control of that hex if a Union infantry (not cavalry) unit later occupies or passes through that hex. The Confederate player may regain control of an objective hex if a Confederate infantry unit again occupies or passes through that hex later on. He may lose and regain control of hexes more than once per game. The Confederate player gains Victory Points for controlling objective hexes at the end of the game. Place a Confederate Control marker in a hex when the Confederate player gains control of that hex. Remove the marker if he loses control.

4. The Union player is subject to the following movement restrictions:

- a. The 3 PHB regiment may not activate or entrench for the entire game.
- b. Schenck's brigade may not activate or entrench until it is "released." To make this determination, the Union player rolls one die at the beginning of each turn starting with Turn 2. On a roll of *1 or 2*, Schenck is released and may activate and entrench for the rest of the game. On a roll of *3 or more*, Schenck is not released.

**Note:** The 3 PHB and Schenck are exempt from the above restrictions at the moment a Confederate unit enters a hex within four hexes of Franklin (S1101).

5. In the Turn Indication Phase of each turn starting with Turn 2, the Union player rolls a die to determine if he receives reinforcements. On a roll of *1*, reinforcements arrive; on a roll of *2 or more*, no reinforcements arrive in that turn. The Union player receives the following units/leaders for each successful reinforcement die roll:

Arrival	Units/Leaders (see Union set-up)
First roll of 1	Blenker (leader), Stahel
Second roll of 1	Steinwehr
Third roll of 1	Bohlen

Union reinforcements are placed in S1101 (Franklin). If Franklin is Confederate-occupied, Union reinforcements are withheld and are not placed on the map until the next Turn Indication Phase in which Franklin is not Confederate-occupied.

6. The VA Militia regiment may not activate or entrench for the entire game. It is exempt from this restriction at the moment a Union unit enters a hex within eight hexes of Staunton (S2629).

7. Union units with disorganized Strength markers occupying any hex in Augusta County do not have their Strength markers flipped to their organized sides if they are at a Fatigue Level of 0 or 1 in Step 3 of the Recovery Phase.

8. At a cost of one Movement Point, active units and leaders occupying a mapedge hex may be removed from the map. Removed units and leaders may not return to play. No Victory Points are gained or lost due to the removal of units.

## VICTORY CONDITIONS

The Confederate player gains and loses Victory Points (VP) for the following occurrences:

VP	Reason
+6	If the Confederate player controls McDowell (S0218) at the end of the game (see Special Rule 3).
+3	If the Confederate player controls Franklin (S1101) at the end of the game (see Special Rule 3).
+2	If the Confederate player controls Harrisonburg (S3712) at the end of the game (see Special Rule 3).
+1	If the Confederate player controls Flook's Mill (S4701) at the end of the game (see Special Rule 3).
+1	For each point of Union Manpower Value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-1	For each point of Confederate Manpower Value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-3	If a Union infantry (not cavalry) unit occupies Swoope's Depot (S1829) at the end of the game. <b>Exception:</b> These VP are not awarded if a Union infantry unit also occupies Staunton or Fishersville at the end of the game (see below).
-4	If a Union infantry (not cavalry) unit occupies Fishersville (S3133) at the end of the game. <b>Exception:</b> These VP are not awarded if a Union infantry unit also occupies Staunton at the end of the game (see below).
-8	If a Union infantry (not cavalry) unit occupies Staunton (S2629) at the end of the game.
-?	If no Union infantry units occupy Swoope's Depot, Fishersville, or Staunton at the end of the game, determine the number of Union infantry units situated <i>eight or fewer</i> hexes from Staunton (S2629). Multiply this number by <i>one-third</i> (drop fractions). The result is subtracted from the Confederate player's VP total at the end of the game. This victory condition is ignored if any Union infantry units occupy Swoope's Depot, Fishersville, or Staunton at the end of the game.



## UNION SET-UP

### Scenario 3 Set-up

Unit/Leader	Size	Cmd	Type	Manpower Value	Hex
Banks	Dist	S	Ldr	—	M3712 (Strasburg)
Williams	Div	1-S	Ldr	—	M3712 (Strasburg)
Donnelly	Brig	1-S	Inf	4*	M3712 (Strasburg)
Gordon	Brig	1-S	Inf	6*	M3712 (Strasburg)
1 VT	Regt	—	Cav	1	M3414
5 NY	Regt	—	Cav	1	M3313 (Round Hill)
1 MI	Regt	—	Cav	1	M4209 (Middletown)
1 MD	Regt	—	Cav	1	M4702 (Winchester T.H.)
1 MD	Regt	1-S	Inf	2	M4615 (Front Royal)
10 ME	Regt	S	Inf	2	N3333 (Winchester)
8 NY	Regt	—	Cav	1	N3333 (Winchester)
1 PHB	Regt	S	Inf	2*	N5524 (Harpers Ferry)
1 ME	Regt	—	Cav	1*	N5524 (Harpers Ferry)
Fremont	Dist	M	Ldr	—	M0407 (Moorefield)
Blenker	Div	B-M	Ldr	—	M0407 (Moorefield)
Stahel	Brig	B-M	Inf	5	M0407 (Moorefield)
Steinwehr	Brig	B-M	Inf	4	M0407 (Moorefield)
Bohlen	Brig	B-M	Inf	5	M0407 (Moorefield)
Milroy	Brig	M	Inf	4	M0407 (Moorefield)
Schenck	Brig	M	Inf	4	M0407 (Moorefield)
Cluseret	Brig	M	Inf	4	M0407 (Moorefield)
4 NY	Regt	—	Cav	1	M0407 (Moorefield)
McDowell	Dist	R	Ldr	—	1st Increment**
Shields	Div	2-S	Ldr	—	1st Increment**
Kimball	Brig	2-S	Inf	5	1st Increment**
Ferry	Brig	2-S	Inf	5	1st Increment**
Tyler	Brig	2-S	Inf	5	1st Increment**
1 PA	Regt	—	Cav	1	1st Increment**
Ricketts	Div	4-R	Ldr	—	2nd Increment**
Duryea	Brig	4-R	Inf	6	2nd Increment**
Tower	Brig	4-R	Inf	6	2nd Increment**
Carroll	Brig	2-S	Inf	4	2nd Increment**
1 RI	Regt	—	Cav	1	2nd Increment**
King	Div	3-R	Ldr	—	3rd Increment**
Augur	Brig	3-R	Inf	6	3rd Increment**
Patrick	Brig	3-R	Inf	6	3rd Increment**
Hartsuff	Brig	4-R	Inf	6	3rd Increment**
1 NJ	Regt	—	Cav	1	3rd Increment**
Slough	Brig	S	Inf	6	1st Emergency**
Cooper	Brig	S	Inf	6	2nd Emergency**

\* Indicated units begin game underneath completed Fort markers.

\*\* See Special Rule 6.

## CONFEDERATE SET-UP

Unit/Leader	Size	Cmd	Type	Manpower Value	Hex
Jackson	Dist	(J)V	Ldr	—	M2133 (New Market)
Stonewall	Brig	J-V	Inf	5	M2133 (New Market)
Campbell	Brig	J-V	Inf	4	M2133 (New Market)
Taliaferro	Brig	J-V	Inf	3	M2133 (New Market)
Taylor	Brig	E-V	Inf	6	M2133 (New Market)
Ashby	Regt	—	Cav	1	M2226 (Mt. Jackson)
Ewell	Div	E-V	Ldr	—	M3332 (Luray)
Trimble	Brig	E-V	Inf	6	M3332 (Luray)
Elzey	Brig	E-V	Inf	3	M3331 (Chapman's Mill)
MD Line	Brig	E-V	Inf	2	M3331 (Chapman's Mill)
Scott	Brig	E-V	Inf	3	M3333
2/6 VA	Regt	—	Cav	1	M3428 (Springfield)

**Example:** At the end of the game, the Union player does not occupy Swoope's Depot, Fishersville, or Staunton, but five Union infantry units are situated eight or fewer hexes from Staunton. Thus, the Confederate player loses 1 VP. If the Union player had only one or two infantry units situated eight or fewer hexes from Staunton, the Confederate player would not lose any VP.

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

Confederate VP	Winner
14 or more	Confederate Decisive Victory
10 to 13	Confederate Substantive Victory
6 to 9	Confederate Marginal Victory
2 to 5	Union Marginal Victory
-2 to 1	Union Substantive Victory
-3 or less	Union Decisive Victory

### 13.3 Scenario 3: WINCHESTER

**NOTES:** See "Game as History" section

**MAP:** Use the north and middle maps

**GAME LENGTH:** 13 turns; May 21 to June 2, 1862

#### SPECIAL RULES

1. On Turn 1, no units may activate or entrench except for the following Confederate units and leaders:

- Jackson
- Stonewall
- Campbell
- Taliaferro
- Taylor
- Ashby

On Turn 2, all Confederate units and leaders may activate or entrench; no Union units and leaders may do so. Because no



Union activities are permitted on Turns 1 and 2, do not make initiative die rolls at the start of each Action Phase of Turns 1 and 2. The Confederate player may perform activities with his eligible units and leaders in consecutive Action Phases for as long as he is willing or able to do so, at which point the Turn 1 or Turn 2 Action Cycles end. On Turn 3, both players' units may activate and entrench normally. **Exception:** see Special Rule 5.

2. All Confederate units must remain *six or more* hexes away from all Union units throughout Turns 1 and 2.

3. Do not determine random events on Turns 1 and 2.

4. The Confederate player has five objective hexes:

- Front Royal (M4615)      • Martinsburg (N4317)
- Strasburg (M3712)      • Harpers Ferry/Bolivar (N5524)
- Winchester (N3333)

The Confederate player immediately gains control of an objective hex if a Confederate infantry (not cavalry) unit occupies or passes through that hex. He loses control of the hex if a Union infantry unit later occupies or passes through it. The Confederate player also loses control of an objective hex if, at the end of an Action Cycle, no Confederate infantry or cavalry units are situated in the county in which the objective hex is located. The Confederate player regains control of an objective hex if a Confederate infantry unit again occupies or passes through that hex later on. He may lose and regain control of objective hexes more than once. The Confederate player gains VP for controlling objective hexes at the end of each turn (not just at the end of the game). Place a Confederate Control marker in an objective hex when the Confederate player gains control of that hex. Remove the marker if he loses control. Keep track of VP gained by Confederate control of objective hexes on a piece of paper or on the VP Track.

5. The Union player is subject to the following movement restrictions:

- a. All Union units and leaders may not activate or entrench on Turns 1 and 2.
- b. The 10 ME and 8 NY regiments may not activate or entrench until a Confederate unit first enters a hex in Clarke, Frederick, or Hampshire County.
- c. The 1 PHB and 1 ME regiments may not activate or entrench until a Confederate unit first enters a hex in Jefferson or Berkeley County.
- d. The nine Union units/leaders starting the game in Moorefield may not activate or entrench until they are "released." To make this determination, the Union player rolls one die at the start of each turn beginning with Turn 3 (May 23). This roll may be modified. On a roll of *1 or less*, all nine Union units/leaders in Moorefield are released and may activate and entrench for the rest of the game. (There is no further need to roll the die.) On a roll of *2 or more*, the units are not released. On Turn 8 (May 28), *1 is subtracted* from this roll; from Turn 9 (May 29) until the end of the game, *3 is subtracted* from this roll.

6. The Union player may receive reinforcements:

- a. In the Turn Indication Phase of each turn starting with Turn 5 (May 25), the Union player rolls a die. This roll may be modified. On a roll of *1 or less*, the Union player receives three "increments" of reinforcements (see below); on a roll of *2 or more*, no reinforcements are received. On Turn 8 (May 28), *1 is subtracted* from this die roll; from Turn 9 (May 29) until the end of the game, *3 is subtracted* from this roll. On a roll of *1 or less*, the Union player places the units and leaders comprising the "1st Increment" on the map (see Union set-up). In the Turn Indication Phase of the *following* turn, he places the units and leaders comprising the "2nd Increment" on the map. In the Turn Indication Phase *two turns after* his roll of 1 or less, the Union player places the units and leaders comprising the "3rd Increment" on the map. Reinforcements are placed stacked in hex M5816 and may activate normally in the ensuing Action Cycle. If M5816 is Confederate-occupied, the reinforcements may be placed in any unoccupied hex on the east edge of the middle map within six hexes of M5816. Once the Union player obtains a roll of 1 or less, he no longer rolls for reinforcements.
- b. In the first Turn Indication Phase of the game in which

Winchester is Confederate-controlled or a Confederate infantry unit occupies Berkeley or Jefferson County, the Union player receives "emergency" reinforcements. Two Union brigades are available as emergency reinforcements (see Union set-up). In the Turn Indication Phase of the turn in which the aforementioned conditions are fulfilled, the Union player receives Slough's brigade as a reinforcement; in the Turn Indication Phase of the *following* turn, the Union player receives Cooper's brigade as a reinforcement. Emergency reinforcements are placed in Harpers Ferry/Bolivar (N5524) and may activate normally. If Harpers Ferry/Bolivar is Confederate-occupied, emergency reinforcements may be placed in any unoccupied hex on the east edge of the north map north of hex N5824.

7. Although the leader Shields and the brigades of Kimball, Ferry, Tyler, and Carroll are designated as the 2nd Division, Department of the Shenandoah ("2-S"), for purposes of this scenario they are considered the 1st Division, Department of the Rappahannock ("1-R"). Thus they may not participate in an activate leader or an assault action with Banks. They may do so, however, with McDowell and, of course, with their division leader Shields.

## VICTORY CONDITIONS

The Confederate player gains and loses VP for the following occurrences:

VP	Reason
+5	In each Turn Indication Phase in which the Confederate player controls Harpers Ferry/Bolivar (N5524)
+3	In each Turn Indication Phase in which the Confederate player controls Martinsburg (N4317)
+2	In each Turn Indication Phase in which the Confederate player controls Winchester (N3333)
+2	In each Turn Indication Phase in which the Confederate player controls Front Royal (M4615)
+2	In each Turn Indication Phase in which the Confederate player controls Strasburg (M3712). <b>Exception:</b> The Confederate player is <i>not</i> awarded any VP for controlling Strasburg if he also controls Front Royal in the same Turn Indication Phase.
+2	For each point of Union Manpower Value lost in combat, retreat, or cavalry retreat ( <i>not</i> in extended march, force march, or moving from one enemy ZOC to another)
-2	For each point of Confederate Manpower Value lost in combat, retreat, or cavalry retreat ( <i>not</i> in extended march, force march, or moving from one enemy ZOC to another)
-4	If Front Royal (M4615) and Strasburg (M3712) are <i>both</i> occupied by Union infantry or cavalry units at the end of the game, the Confederate player loses 4 VP for <i>each</i>



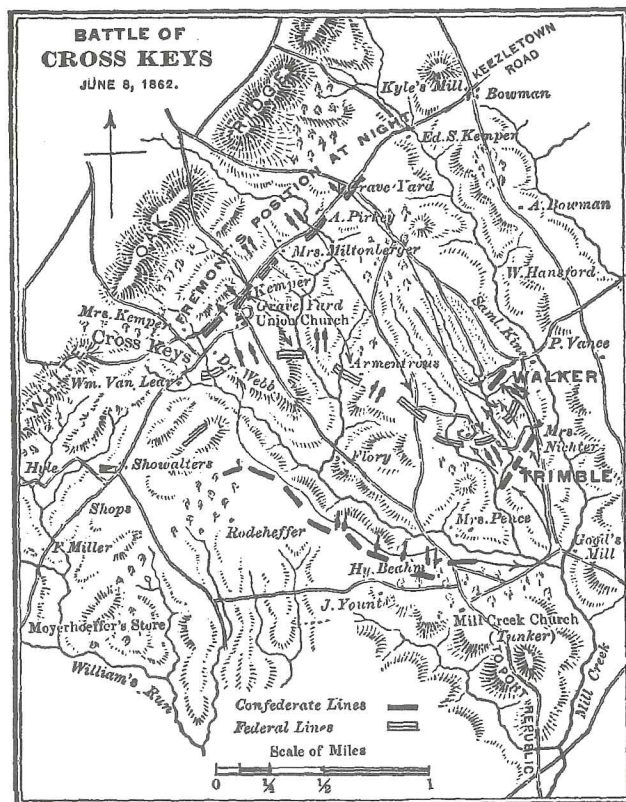
Ashby



Confederate infantry brigade ending the game in any hex on the middle map whose last two digits number "14" or less (e.g., M4914) or in any hex on the north map regardless of its hex number. **Exception:** The Confederate player loses 4 VP for each Confederate infantry brigade ending the game in any hex on the middle map in Hardy County, regardless of its hex number. The Confederate player does not lose any VP at the end of the game for his infantry brigades if Union units do not occupy both Front Royal and Strasburg, no matter where those Confederate infantry brigades are located.

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

Confederate VP	Winner
79 or more	Confederate Decisive Victory
62 to 78	Confederate Substantive Victory
45 to 61	Confederate Marginal Victory
28 to 44	Union Marginal Victory
11 to 27	Union Substantive Victory
10 or less	Union Decisive Victory



### 13.4 Scenario 4: CROSS KEYS AND PORT REPUBLIC

**NOTES:** See "Game as History" section

**MAP:** Use only the south map

**GAME LENGTH:** 6 turns; June 6 to June 11, 1862

#### SPECIAL RULES

- Do not determine random events in this scenario.
- Neither player's units may entrench in this scenario. **Exception:** The VA Militia unit begins the game under a completed Fort marker in Staunton.
- Columbia Bridge (between hexes S5202 and S5303), Red Bridge (S4912-S5011), and Conrad's Store Bridge (S4914-S5013) are all considered destroyed in this scenario. Place Bridge Destroyed markers on these hexsides. The Port Republic Bridge (S3921-S4020) is *not* destroyed at the start of the game.
- Units may not cross or retreat across ford and destroyed bridge hexsides across major rivers throughout the game. (**Exception:** see Special Rule 6.) ZOC do not extend across ford and destroyed bridge hexsides across major rivers. Units may

cross a major river at the Port Republic bridge (S3921-S4020) unless that bridge is destroyed during the game (see Special Rule 5).

5. If any unit ends a march in hex S3921 or S4020, the player controlling that unit may destroy the Port Republic Bridge. (**Exception:** The bridge may not be destroyed if an enemy unit currently occupies one of these two hexes.) Place a Bridge Destroyed marker on this hexside if the active player decides to destroy the bridge. A destroyed bridge may not be rebuilt.

6. Under some circumstances, units may cross major river hexsides:

- At the start of Turn 5 (June 10), the Union player rolls a die. On a roll of 2 or less, both players' units may cross and retreat across major rivers at fords and bridge hexsides (including *destroyed* bridge hexsides) during that turn. In this event, ZOC extend across these hexsides during that turn. On a roll of 3 or more, major rivers remain impassable (except at the Port Republic Bridge, assuming it has not been destroyed).
- At the start of Turn 6 (June 11), the Union player rolls a die. On a roll of 4 or less, both players' units may cross and retreat across major rivers at fords and bridge hexsides (including *destroyed* bridge hexsides) during that turn. In this event, ZOC extend across these hexsides during that turn. On a roll of 5 or more, major rivers remain impassable (except at the Port Republic Bridge, assuming it has not been destroyed), even if major rivers were traversable in the previous turn.

7. The Union player may not activate the leader Shields and the brigades of Tyler, Kimball, and Ferry until they are "released." (Carroll's brigade, starting the game in hex S5008, may activate normally at the start of the game.) To determine if Union units are released, the Union player rolls one die at the start of each turn beginning with Turn 1 (June 6). On the first roll of 4 or less, the Union player may activate Shields and Tyler for the rest of the game. On a roll of 5 or more, no units are released. On the second roll of 4 or less, the Union player may activate Kimball and Ferry for the rest of the game. (Once Kimball and Ferry are released, there is no need to roll a die at the start of each turn.) Unreleased Union units are automatically released if a Confederate unit moves within ten hexes of their set-up hexes.

8. Union units with disorganized Strength markers occupying any hex in Augusta County do not have their Strength markers flipped to their organized sides if they are at Fatigue Level 0 or 1 in the Recovery Phase.

9. The Union player has four objective hexes:

- Mt. Vernon Furnace (S4222)
- Lewiston (S4221)
- Newhaven (S4020)
- Port Republic (S3921)



The Union player immediately gains control of an objective hex if a Union infantry (not cavalry) unit occupies or passes through that hex. He immediately loses control of the hex if a Confederate infantry (not cavalry) unit later occupies or passes through that hex. The Union player regains control of an objective hex if a Union infantry unit again occupies or passes through that hex later in the scenario. He may lose and regain control of objective hexes more than once. The Union player gains VP for controlling objective hexes at the end of the game. Place a Union Control marker in an objective hex when the Union player gains control of that hex. Remove the marker if he loses control.

#### VICTORY CONDITIONS

The Union player gains and loses Victory Points (VP) for the following occurrences:

VP	Reason
+6	If the Union player controls Mt. Vernon Furnace (S4222) at the end of the game
+3	If the Union player controls Lewiston (S4221) at the end of the game. <b>Note:</b> The Union player does not gain 3 VP for



# Scenario 4 Set-up

## UNION SET-UP

Unit/Leader	Size	Cmd	Type	Manpower Value	Hex
1 NJ	Regt	-	Cav	1	S4205 (Lacey Springs)
1 PA	Regt	-	Cav	1	S4205 (Lacey Springs)
4 NY	Regt	-	Cav	1	S4305 (Sparta)
Cluseret	Brig	M	Inf	4	S4404
Blenker	Div	B-M	Ldr	-	S4403 (Tenth Legion)
Stahel	Brig	B-M	Inf	5	S4403 (Tenth Legion)
Fremont	Dist	M	Ldr	-	S4503
Bohlen	Brig	B-M	Inf	4	S4503
Steinwehr	Brig	B-M	Inf	4	S4502
Milroy	Brig	M	Inf	4	S4601
Schenck	Brig	M	Inf	4	S4601
Carroll	Brig	2-S	Inf	4	S5008 (Dogtown)
Shields	Div	2-S	Ldr	-*	S5303 (Honeyville)
Tyler	Brig	2-S	Inf	5*	S5303 (Honeyville)
Kimball	Brig	2-S	Inf	5*	S5501 (Leaksville)
Ferry	Brig	2-S	Inf	5*	S5701
1 WV	Regt	-	Cav	1	S5013 (Conrad's Store)

\* Indicated units may not activate until "released" (see Special Rule 7).

## CONFEDERATE SET-UP

Unit/Leader	Size	Cmd	Type	Manpower Value	Hex
Ashby	Regt	-	Cav	1	S3712 (Harrisonburg)
2/6 VA	Regt	-	Cav	1	S4013 (Keezletown)
Ewell	Div	E-V	Ldr	-	S3714
Steuart	Brig	E-V	Inf	3*	S3714
Elzey	Brig	E-V	Inf	3*	S3715 (Dunker Church)
Trimble	Brig	E-V	Inf	4*	S3716
Jackson	Dist	(J)V	Ldr	-	S3918 (Dunker Church)
Patton	Brig	J-V	Inf	3*	S3918 (Dunker Church)
Taylor	Brig	E-V	Inf	5*	S3919 (Saw Mill)
Stonewall	Brig	J-V	Inf	4*	S4019
Taliaferro	Brig	J-V	Inf	3*	S4020 (Newhaven)
VA Militia	Regt	V	Inf	2**	S2629 (Staunton)

\* All Confederate infantry units (except for the VA Militia) begin the game on their exhausted sides at Fatigue Level 1.

\*\* The VA Militia begins the game underneath a completed Fort marker.

- controlling Lewiston if he also controls Mt. Vernon Furnace (see above) at the end of the game.
- +4 If any Union unit occupies Staunton (S2629) at the end of the game
- +3 If the Union player controls Newhaven (S4020) at the end of the game
- +3 If the Union player controls Port Republic (S3921) at the end of the game
- +1 If at least one Union infantry (not cavalry) unit occupies any hex within five hexes of Staunton (S2629) at the end of the game. **Note:** The Union player does not gain 1 VP for this accomplishment if any Union unit also occupies Staunton at the end of the game.
- +1 For each point of Confederate Manpower Value lost in combat, retreat, or cavalry retreat (*not* in extended march, force march, or moving from one enemy ZOC to another)
- 1 For each point of Union Manpower Value lost in combat, retreat, or cavalry retreat (*not* in extended march, force march, or moving from one enemy ZOC to another)
- 1 If a Confederate infantry (not cavalry) unit occupies Harrisonburg (S3712) at the end of the game. **Note:** This VP deduction is only made if any Union unit occupies Staunton and/or if a Union *infantry* unit is situated within five hexes of Staunton at the end of the game. Otherwise, Confederate occupation of Harrisonburg at the end of the game has no effect on Union VP.

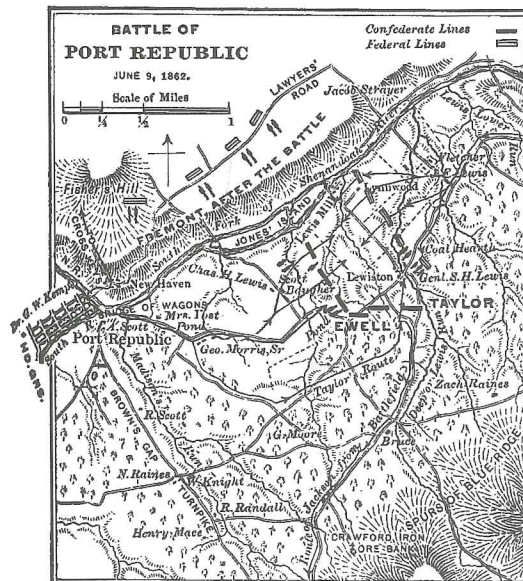
At the end of the game, the Union VP total is calculated and the players consult the following chart to determine the winner.

### Union VP

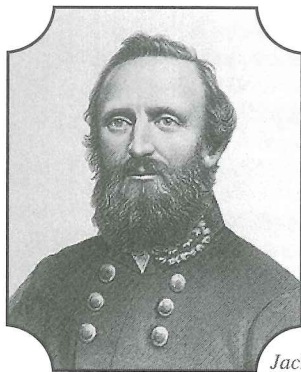
12 or more  
7 to 11  
2 to 6  
-1 to 1  
-4 to -2  
-7 to -5  
-8 or less

### Winner

Union Decisive Victory  
Union Substantive Victory  
Union Marginal Victory  
Draw  
Confederate Marginal Victory  
Confederate Substantive Victory  
Confederate Decisive Victory



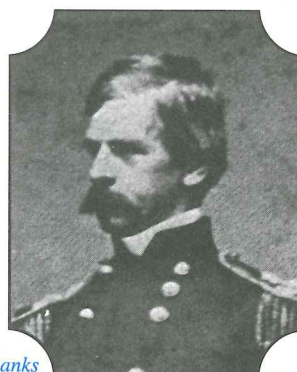




Jackson

## ADVANCED GAME RULES

Additional rules are used in the Advanced Game which increase the game's realism and complexity. Advanced Game rules may not be used in Basic Game scenarios. Note that several new phases are added to the Sequence of Play in the Advanced Game (see 14.0).



Banks

### 14.0 ADVANCED GAME SEQUENCE OF PLAY

Each turn in the Advanced Game is performed according to the following "sequence of play:"

#### 1. Random Events Phase

Two dice are rolled; the players consult the Random Events Table.

#### 2. Reinforcement Phase

Both players place their reinforcements on the map. Also, the Union player may place "committed" units on the map.

#### 3. Union Off-Map Movement Phase

Union units may move from the map to an Off-Map Movement Box or vice versa.

#### 4. Harpers Ferry Phase

The players determine whether Union units in or near Harpers Ferry are surrounded. If so, the players consult the Harpers Ferry Table to see if a surrender occurs.

#### 5. Leader Transfer Phase

Leaders may be transferred from one subordinate unit to another.

#### 6. Attachment Phase

Substitute units may be reattached to other units.

### 7. THE ACTION CYCLE

#### Action Phase:

**A. Initiative Segment:** Both players roll a die. The player with the higher roll wins (the Confederate player wins ties). The winner must take initiative or pass.

**B. Activation Segment:** The player who has taken initiative must perform a single action with an eligible leader or unit. At the end of an Activation Segment, the players return to the Initiative Segment and a new Action Phase begins. Players continue to perform Action Phases indefinitely until both players pass in the same Action Phase (see 4.1).

#### 8. Recovery Phase

Eligible units may entrench, build bridges, and recover from fatigue, disorganization, exhaustion and demoralization. Also, Union units may forage.

### 9. THE STRATEGIC CYCLE (Only on turns divisible by 5)

**A. Strategic Segment:** Two dice are rolled and the players consult the Strategic Table.

**B. County Control Segment:** Both players determine if they control any counties.

**C. Union Bridge Repair Segment:** The Union player may attempt to repair destroyed bridges.

**D. Depot Segment (Not on Turn 5):** Each player may place a depot on the map on its "Build" side or they may flip an existing depot from its "Build" side to its "Complete" side.

**E. Union Supply Status Segment (Not on Turn 5):** The Union player determines whether his units are "in supply" or "out of supply."

**F. Ammunition Segment (Not on Turns 5 and 10):** Both players may replenish ammunition.

**G. Union Commitment Segment (Starting on Turn 30):** The Union player may commit units from the "Department of the Rappahannock" box to the map.

**H. Withdrawal Segment:** Both players may withdraw units from the map.

**I. Lull Segment:** If a "Lull" result occurred on the Strategic Table in the current Strategic Cycle, the players undertake the following eight steps. (If no Lull result occurred, skip the Lull Segment.)

- All units revert to Fatigue Level 0
- Flip Exhausted units to their Normal sides
- Remove Out of Supply markers from units
- Flip disorganized Strength markers to their organized sides
- Remove Demoralize-1 and -2 markers from units
- The Union player checks for "manpower augmentation"
- The Confederate player receives "manpower augmentation"
- Do not proceed to the Turn Indication Phase of the current turn. Instead proceed directly to the Strategic Cycle five turns ahead of the current turn. (Skip Phases 1 to 8 of that turn.) Advance the Turn marker 5 boxes on the Turn Record Track.

### 10. Turn Indication Phase

The Turn marker is advanced one box on the Turn Record Track and the players begin a new turn.

### 15.0 RANDOM EVENTS

Either player rolls two dice in each Random Events Phase. The players consult the Random Events Table, checking the result corresponding to that dice roll sum.

#### RAIN

Rain effects are exactly the same as in the Basic Game (see 12.0).

#### COMMAND PARALYSIS

If this result occurs, the indicated player subtracts 1 from the Movement Allowance of *each* of his infantry units and subtracts 2 from the Movement Allowance of *each* of his cavalry units in the current turn. **Note:** In a Union "activate leader" action, the minimum Movement Allowance of participating Union infantry units is normally 2. However, in the event of a Union Command Paralysis result, the minimum Movement Allowance of participating Union infantry units is reduced to 1.

**Union Command Paralysis Penalty:** If a Union Command Paralysis result occurs and *all* Union infantry units on the map are currently *six or more* hexes away from the nearest Confederate infantry units, all Union infantry units may not activate or entrench in the current turn. Only *infantry* units are taken into account when making this determination; Union and Confederate *cavalry* units are ignored. If this penalty is in effect, Union cavalry units and *all* Confederate units may activate normally in the current turn. The command paralysis penalty on Union infantry units is no longer in effect at the moment a Confederate infantry unit moves five or fewer hexes from a Union infantry unit.

#### ASHBY



If an "Ashby" result occurs, the Confederate player checks if the "Ashby" cavalry regiment has been eliminated earlier in the game. (Upon the elimination of this unit, the Confederate player should have placed Ashby in the off-map "Ashby" box; see 7.5.) If Ashby has not been eliminated, this random event is converted to "no effect." If Ashby has been eliminated, the Confederate player may place Ashby in Staunton (S2629) with an organized Strength marker possessing a Manpower Value of 1. If using the ammunition optional rule (see



24.4), Ashby returns with a *full* supply of ammunition. Ashby may activate normally for the rest of the game. If Staunton is currently Union-occupied, this result is converted to “no effect.”

### UNION CAVALRY REINFORCEMENTS

If a “Union Cavalry Reinforcements” result occurs, the Union player receives cavalry reinforcements (see 18.2).

## 16.0 STRATEGIC EVENTS

Either player rolls two dice in each Strategic Segment of the Strategic Cycle. (Note that the Strategic Cycle takes place *only in turns divisible by five*—Turns 5, 10, 15, 20, etc.) The players consult the Strategic Table, checking the result corresponding to that dice roll sum.

### LULL

If a “Lull” result occurs, the current Strategic Cycle proceeds normally until the players reach the Lull Segment. (The Lull Segment is skipped if a Lull result did not occur in the Strategic Segment.) If a Lull result did occur, the players perform the following eight steps in order during the Lull Segment:

1. Fatigue markers are removed from all units. All units are now at Fatigue Level 0.
2. All units on their exhausted sides are flipped to their normal sides.
3. Out of Supply markers are removed from all units. All units are now “in supply.”
4. All Strength markers on their disorganized sides are flipped to their organized sides.
5. Demoralize-1 and -2 markers are removed from all units.
6. The Union player checks for “manpower augmentation” (see below).
7. The Confederate player automatically receives “manpower augmentation” (see below).
8. *Do not proceed to the Turn Indication Phase.* Instead, the players advance the Turn marker *five boxes* on the Turn Record Track and proceed directly to the Strategic Segment of the Strategic Cycle of that turn, skipping Phases 1 to 8.

**Note:** If using the ammunition optional rule (see 24.4), Lull results have no effect on ammunition replenishment.

**Example:** A Lull result occurs in the Strategic Segment of Turn 5. Play proceeds normally through all the segments of the current Strategic Cycle until the Lull Segment is reached. During this segment, the players follow all eight of the steps listed above. In Step 8, the Turn marker is advanced to Turn 10. Play resumes with the Strategic Segment of Turn 10. Phases 1 to 8 of Turn 10 are skipped.

**Union Manpower Augmentation:** In Step 6 of the Lull procedure, the Union player rolls a die. On a roll of 2 or less, the Union player may increase the Manpower Value of a *single* Union infantry unit anywhere on the map by one. (A unit may not be increased above a Manpower Value of 8.) Replace the selected unit’s Strength marker with a new marker *one* point higher in Manpower Value. Place the new marker on its organized side. On a roll of 3 or more, no Union units may be augmented.

**Confederate Manpower Augmentation:** In Step 7 of the Lull procedure, the Confederate player *automatically* receives manpower augmentation. During this step, the Confederate player may increase the Manpower Value of a *single* Confederate infantry unit anywhere on the map by one. (A unit may not be increased above a Manpower Value of 8.) Replace the selected unit’s Strength marker with a new marker *one* point higher in Manpower Value. Place the new marker on its organized side. **Exception:** If *all* Confederate infantry (not cavalry) units on the map currently occupy Augusta and/or Rockingham County, the Confederate player may increase the Manpower Value of the selected infantry unit by *two*.

**Restrictions:** Units may not entrench or build bridges during a Lull.

**Turn 65 (May 10):** All Lull results are converted to different results starting on Turn 65 (May 10). Thus, Lulls may never occur after Turn 60.

## ADVANCE STRATEGIC MARKER



At the start of the game, place the “Strategic Track” marker in Box 0 of the Strategic Track. This track has eight boxes, numbered consecutively from 0 to 7. Each time an “Advance Strategic Marker” result occurs on the Strategic Table, the Strategic Track marker is advanced one box on the track. The advancement of the Strategic Track marker may trigger the arrival of Confederate reinforcements (see 18.1) or may allow the Union player to build depots in several counties (see 24.0).

**End of Game:** If the Strategic Track marker reaches Box 7 (“End of Game”), the game automatically ends—even if the Turn marker has not yet reached Turn 105 (June 19). **Note:** In this event, each segment of the current Strategic Cycle must be completed before the game comes to an end.

## CONFEDERATE REINFORCEMENTS

If a “Confederate Reinforcements” result occurs, the Confederate player removes a single infantry brigade from his off-map “Richmond” box and places it on the map as a reinforcement (see 18.1).

## UNION REINFORCEMENTS

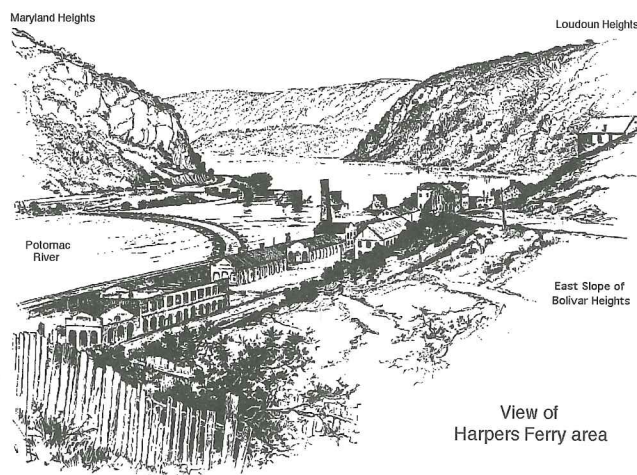
If a “Union Reinforcements” result occurs, the Union player removes one or more units and leaders from his off-map “Mountain Department” box and places them on the map as reinforcements (see 18.2).

## 17.0 HARPERS FERRY

In every Harpers Ferry Phase, the players must determine whether Union units in and around Harpers Ferry are surrounded, and if so, whether or not they surrender.

### HOW TO DETERMINE IF HARPERS FERRY IS SURROUNDED

In the Harpers Ferry Phase, every Union unit occupying Harpers Ferry/Bolivar (N5524) or any hex *within three hexes* of N5524, must attempt to trace a continuous path of road, pike, trail or RR hexes of unlimited length to any mapedge hex. This path may not enter a Confederate-occupied hex or a Confederate ZOC unless that ZOC is occupied by a Union unit. (Remember that ZOC do not extend across unbridged/unforded minor and major river hexsides or into or out of mountain hexes unless across hexsides crossed by a road, pike, trail or RR. For example, a Confederate unit in hex N5624 *does not* exert a ZOC into hex N5524, N5623, or N5724.)

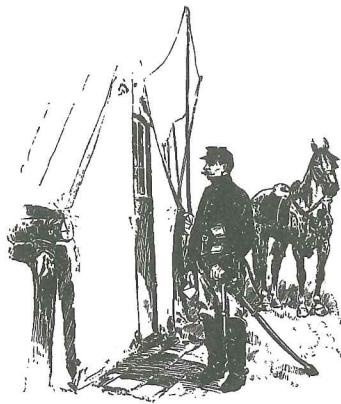


### HOW TO DETERMINE IF HARPERS FERRY SURRENDERS

If there are no Union units in or within three hexes of N5524, or all Union units in or within three hexes of N5524 can successfully trace a path to a mapedge hex, no action is taken and play proceeds to the next phase. However, if at least one Union unit cannot trace such a path, the Confederate player rolls two dice, combines the rolls into a single sum, and consults the Harpers Ferry Table. (The dice sum may be modified; see below.) If the



modified dice sum is *11 or less*, the result is “no effect,” and play proceeds to the next phase. If the modified dice sum is *12 or more*, the result is “surrender.” The Confederate player may make a maximum of one dice roll per turn to attempt to achieve the surrender of Harpers Ferry.



#### SURRENDER OF HARPERS FERRY

If the Confederate player achieves a “surrender” result, all Union units and leaders in or within three hexes of hex N5524 which cannot trace a path of hexes to a mapped hex are immediately eliminated from play. The Confederate player receives VP for this accomplishment. **Note:** If Union units surrender and a Union depot currently occupies Harpers

Ferry, the depot remains. Confederate units may later enter the depot’s hex as long as no Union units are situated there. If so, the depot is destroyed and is removed from the map.

#### HARPERS FERRY TABLE MODIFIERS

The Confederate player’s Harpers Ferry Table dice roll is modified if any of the following conditions are in effect (all modifiers are cumulative):

- +3: If a Confederate infantry unit with an Artillery Value of at least 1 occupies hex N5623 (Naval Battery)
- +1: If a Confederate infantry unit with an Artillery Value of at least 1 occupies hex N5624 (Loudoun Heights)
- +1: If a Confederate infantry unit with an Artillery Value of at least 1 occupies hex N5423 (Bolivar Heights)

## 18.0 REINFORCEMENTS

### 18.1 Confederate Reinforcements

#### STRATEGIC TABLE REINFORCEMENTS

The Confederate player begins game with three infantry brigades in his off-map “Richmond” box: Branch, Mahone, and Lawton. The *first* time a “Confederate Reinforcements” result occurs on the Strategic Table, the Confederate player receives Branch’s brigade as a reinforcement; the *second* time this result occurs, he receives Mahone’s brigade; the *third* time this result occurs, he receives Lawton’s brigade. If Branch, Mahone, and Lawton have already been placed on the map, Confederate Reinforcements results are converted to “no effect.” Confederate reinforcements are placed on the map in the Reinforcement Phase of the immediately succeeding turn. See “Reinforcement Entry Areas” for the Confederate player’s placement options, and consult the Confederate player’s set-up to determine the Manpower Value of Confederate reinforcements.

#### STRATEGIC TRACK REINFORCEMENTS

**Ewell’s Division:** If an “Advance Strategic Marker” results occurs on the Strategic Table and the Strategic Track marker advances to Box 3 (“Siege of Yorktown”), the Confederate player receives Ewell’s division as a reinforcement. Ewell’s division consists of:

- Ewell (leader)
- Elzey
- Taylor
- Trimble
- 2/6 VA Cavalry

The Confederate player removes these five counters from the off-map “Ewell’s Division” box and places them on the map in the Reinforcement Phase of the immediately succeeding turn. See “Reinforcement Entry Areas” for the Confederate player’s placement options, and consult the Confederate player’s set-up to determine the Manpower Values of Ewell’s units.

**Battle of Seven Pines:** If an “Advance Strategic Marker” results occurs on the Strategic Table and the Strategic Track marker advances to Box 6 (“Battle of Seven Pines”), the Confederate player may receive all or part of Whiting’s division as a reinforcement. To make this determination, the Confederate player rolls a die as soon as the marker advances to Box 6. There are four possible results:

Die	Result
1	Major Confederate Victory
2-4	Minor Confederate Victory
5	Minor Union Victory
6	Major Union Victory

- **Major Confederate Victory:** In the event of a Major Confederate Victory, the Confederate player receives *all* of Whiting’s division as a reinforcement.
- **Minor Confederate Victory:** In the event of a Minor Confederate Victory, the Confederate player receives *only* the leader Whiting and the brigades of Law and Hood as reinforcements.
- **Minor Union Victory:** In the event of a Minor Union Victory, the Confederate player does not receive any reinforcements.
- **Major Union Victory:** In the event of a Major Union Victory, the Confederate player does not receive any reinforcements. In addition, the Union player may gain VP if the Confederate player does not withdraw an infantry brigade from the map (see 19.1).

If the Confederate player receives reinforcements due to the advancement of the Strategic Track marker to Box 6, he removes the appropriate counters from the off-map “Whiting’s Division” box and places them on the map in the Reinforcement Phase of the immediately succeeding turn. See “Reinforcement Entry Areas” for the Confederate player’s placement options, and consult the Confederate player’s set-up to determine the Manpower Values of Whiting’s units. Whiting’s division consists of:

- Whiting (leader)
- Hampton
- Hatton
- Hood
- Law
- Pettigrew

#### REINFORCEMENT ENTRY AREAS

If reinforcements are made available to the Confederate player, he must place them *stacked together* in any of the following hexes:

- S3534
- S4032 (Jarman’s Gap)
- S4131 (Turk’s Gap)
- S4423 (Brown’s Gap)
- S5018 (Simmons Gap)
- S5118 (Powell’s Gap)
- S5416 (Swift Run Gap)
- In any RR station on the Virginia Central RR as long as Augusta County is not Union-controlled and no Union units occupy a RR hex between the RR station and hex S3534.

Confederate reinforcements may not be placed in a Union-occupied hex. They may be placed in Union ZOC.

#### EMERGENCY REINFORCEMENTS

If, in any Reinforcement Phase, a Union unit occupies Staunton (S2629), the Confederate player removes Heth’s brigade from its off-map “Emergency Reinforcements” box and places it on the map in hex S0934, S1334, or S1534. If all of these hexes are Union-occupied, the Confederate player may delay Heth’s arrival until the first Reinforcement Phase in which any of these hexes are not Union-occupied. Upon placement, Heth’s brigade is accompanied by an organized Strength marker with a Manpower Value of 3.

### 18.2 Union Reinforcements

#### STRATEGIC TABLE REINFORCEMENTS

The Union player begins game with several units and leaders in his off-map “Mountain Department” box. The *first* time a “Union Reinforcements” result occurs on the Strategic Table, the Union player receives the following reinforcements:



- Fremont (leader)
- Blenker (leader)
- Stahel
- Steinwehr
- Bohlen
- Milroy
- Cluseret

The *second* time a Union Reinforcements result occurs, he receives Crook's brigade as a reinforcement. The *third* (and any additional) time this result occurs, the result is converted to "no effect." Consult the Union player's set-up to determine the Manpower Value of Union reinforcements.

#### UNION REINFORCEMENT ENTRY AREAS

If reinforcements are made available to the Union player, he may place them on the map in the Reinforcement Phase of the immediately succeeding turn according to the following restrictions:

- *Blenker, Stahel, Steinwehr, Bohlen*: May be placed *stacked* in any of the following hexes:
  - Romney (N0124)
  - Patterson's Depot (N0111)
  - South Branch Depot (N1013)
  - Paw Paw (N1612)
- *Fremont, Cluseret*: May be placed *stacked* in any of the following hexes:
  - Romney (N0124)
  - Moorefield (N0111)
  - Patterson's Depot (N0111)
- *Milroy, Crook*: May be placed in any hex on the west mapedge of the south map containing a road or pike (i.e., road or pike hexes whose first two digits are "01").

Union reinforcements may not be placed in a Confederate-occupied hex. They may be placed in Confederate ZOC. If all possible Union arrival hexes are Confederate-occupied, the Union player may delay his reinforcements' arrival until the first Reinforcement Phase in which any of these hexes are not Confederate-occupied.

#### CAVALRY REINFORCEMENTS

If a "Union Cavalry Reinforcements" result occurs in the Random Events Phase, the Union player rolls a die. On a result of 4 or less, the Union player may choose a single cavalry regiment from the "Banks" section of the Cavalry Reinforcements box as a reinforcement; on a roll of 5 or more, he may choose a single cavalry regiment from the "Fremont" section of the Cavalry Reinforcements box as a reinforcement. All cavalry reinforcements have an organized Strength marker with a Manpower Value of 1. The Union player places cavalry reinforcements on the map in the immediately ensuing Reinforcement Phase according to the following restrictions:

**Banks:** Cavalry regiments selected from the "Banks" section of the Cavalry Reinforcements box may be placed in any of the following hexes:

- Harpers Ferry (N5524)
- Sharpsburg (N5416)
- Williamsport (N5007)
- Hagerstown (N5505)

**Fremont:** Cavalry regiments selected from the "Fremont" section of the Cavalry Reinforcements box may be placed in any of the following hexes:

- Moorefield (M0407)
- Romney (N0124)
- Patterson's Depot (N0111)

Union cavalry reinforcements may not be placed in a Confederate-occupied hex. If all available placement hexes are Confederate-occupied, or if all cavalry units have already been removed from the Cavalry Reinforcements box, the reinforcement result is converted to "no effect."

#### EMERGENCY REINFORCEMENTS

The Union player begins the game with several units in his off-map "Emergency Reinforcements" box. There are two circum-

stances in which the Union player may receive emergency reinforcements:

- If, in any Reinforcement Phase starting with Turn 5 (March 11), any Confederate unit occupies Harpers Ferry (N5524) or Moorefield (M0407), or has an *infantry* unit in Morgan or Hampshire County, the Union player removes Kelley's brigade from his off-map "Emergency Reinforcements" box and places it in Patterson's Depot (N0111). Kelley is placed on the map with an organized Strength marker with a Manpower Value of 4. If Patterson's Depot is Confederate-occupied, Kelley is not placed on the map until the first Reinforcement Phase in which Patterson's Depot is not Confederate-occupied.
- If, in any Reinforcement Phase starting with Turn 40 (April 15), a Confederate unit occupies Winchester (N3333) or has an *infantry* unit in Berkeley or Jefferson County, the Union player removes Cooper's and Slough's brigades from his off-map "Emergency Reinforcements" box and places them both in Harpers Ferry (N5524). Cooper and Slough are both placed on the map with organized Strength markers with Manpower Values of 6. If Harpers Ferry is Confederate-occupied, the reinforcements are not placed on the map until the first Reinforcement Phase in which Harpers Ferry is not Confederate-occupied.

#### MANASSAS GAP RR REINFORCEMENTS

If, in any County Control Segment of the Strategic Cycle, the Union player controls Warren County (see 22.0), the Union player receives the 28 PA infantry regiment and a Union depot on its "Complete" side as reinforcements. These units are removed from the off-map "Manassas Gap RR" box and are placed on the map in the Reinforcement Phase of the immediately succeeding turn in M5616 (Markham Depot). The 28 PA is accompanied by an organized Strength marker with a Manpower Value of 2. If Markham Depot is Confederate-occupied, the reinforcements are not placed on the map until the first Reinforcement Phase in which Markham Depot is not Confederate-occupied.

#### UNION COMMITMENT

The Union player may place units from the "Department of the Rappahannock" box on the map due to "commitment" (see 20.0).

## 19.0 WITHDRAWAL

### 19.1 Confederate Withdrawal

The Union player may gain VP under some circumstances if the Confederate player does not "withdraw" certain units from the map. The Confederate player may only withdraw units during the Withdrawal Segment of the Strategic Cycle. Only infantry brigades (not cavalry units or leaders) occupying a hex in Augusta or Rockingham County which can trace a path of hexes of unlimited length from the hex they occupy to any mapedge hex are eligible for withdrawal. This path may not enter a Union-occupied hex or a Union ZOC (although it may enter Union ZOC which are Confederate-occupied). To withdraw a unit, the Confederate player removes it from the map and places it aside. It may not return to play.

#### BRANCH AND MAHONE

At the end of *each* Confederate Withdrawal Segment in which the Strategic marker occupies Box 5, Box 6, or Box 7, the Union player gains VP if Mahone's and Branch's Confederate infantry brigades occupy any hex on the map (see Advanced Game victory conditions).

#### BATTLE OF SEVEN PINES

If the Strategic Track marker advances to Box 6 and a "Major Union Victory" occurs (see 18.1), the Union player gains 4 VP at the end of *each* Confederate Withdrawal Segment unless the Confederate player has already withdrawn a single Confederate infantry brigade with a Manpower Value of 4 or more. (**Note:** The withdrawn brigade must be one *other* than Branch or Mahone.) If the Confederate player does not have a brigade with a Manpower Value of 4 or more, he may satisfy this requirement by withdrawing a brigade with the *highest* Manpower Value among all of his brigades on the map.



## 19.2 Union Withdrawal

The Union player may gain VP for withdrawing infantry units from the map. He may only withdraw units during the Withdrawal Segment of the Strategic Cycle. Only infantry units and leaders (*not* cavalry units) occupying a hex in Loudoun, Fauquier, or Washington (MD) County are eligible for withdrawal. The Union player conducts a withdrawal by picking up any eligible units and leaders of his choice and placing them in the off-map "Department of the Rappahannock" box, accompanied by their Strength markers. (The units may return to play later; see 20.0.) Out of Supply, Fatigue, and Demoralize markers are removed. Exhausted units are flipped to their normal sides; disorganized Strength markers are flipped to their organized sides.

To calculate the number of VP awarded to the Union player for withdrawing units, determine the Manpower Value of each withdrawn unit and consult the Union Withdrawal Chart. Cross-reference the current turn with the "VP Gain" column to determine a multiple. Apply this multiple to the Manpower Value of each withdrawn unit to determine the number of VP awarded to the Union player. Immediately record the number of VP gained by the Union player on the Union Victory Point Track.

The Union player may withdraw as many eligible units as he wishes, but he receives VP for those units *only* in the Withdrawal Segment in which they were removed. The Union player does not gain VP for withdrawn leaders.

**Example:** The Union player withdraws two infantry brigades during the Withdrawal Segment of Turn 25. One brigade has a Manpower Value of 5 and the other has a Manpower Value of 6. The Union Withdrawal Chart indicates that Turn 25 has a multiple of "MV [Manpower Value]  $\times 1\frac{1}{2}$ ." Thus, the brigade with a Manpower Value of 5 gains 8 VP ( $5 \times 1\frac{1}{2} = 7\frac{1}{2}$ , or 8 rounding up), and the brigade with a Manpower Value of 6 gains 9 VP ( $6 \times 1\frac{1}{2} = 9$ )—a total of 17 VP for the Union player.

## 20.0 UNION COMMITMENT

In each Union Commitment Segment of the Strategic Cycle starting with Turn 30 (April 5), the Union player may "commit" units from the off-map Department of the Rappahannock box to the map. The Union player may not commit units before Turn 30.

### DEPARTMENT OF THE RAPPAHANNOCK BOX

The Union player begins the game with several units and leaders in the Department of the Rappahannock box. In addition, he must place all withdrawn leaders and infantry units in this box along with their current Strength markers (see 19.2). During the Union Commitment Segment, the Union player may select as many units and leaders from this box as he wishes for commitment to the map (including units and leaders that had previously been withdrawn). Once selected, units *must* be committed; the Union player cannot withhold the units from the map.

### VICTORY POINT LOSS DUE TO UNION COMMITMENT

The Union player loses VP for *each infantry brigade* he commits to the map. There is no VP loss due to the commitment of leaders or cavalry units. To determine the Union player's VP loss, consult the Union Commitment Chart, cross-referencing the current turn with the "VP Loss" column. The indicated number is the number of VP immediately subtracted from the Union player VP total on the Union Victory Point Track. The Manpower Value of the committed units has no bearing on the Union player's VP loss.

**Example:** The Union player commits one leader, one cavalry unit, and three infantry brigades during the Union Commitment Segment of Turn 65. The Union Commitment Chart indicates that the VP loss for each committed infantry brigade during Turn 65 is -7 VP. (There is no VP loss for the leader and the cavalry unit.) Thus, the Union player's VP loss is 21 VP ( $3 \times 7 = 21$ ).

### INCREMENTS

If the Union player commits units from the Department of the Rappahannock box to the map in a Union Commitment Segment, he must divide his chosen units into numbered "increments." An increment may consist of a maximum of *one leader, one cavalry regiment, and three or fewer infantry brigades*. As long as each increment contains at least one cavalry or infantry unit, the Union player may create as many increments as he wishes.

After dividing his committed units into numbered increments, the Union player rolls a die to determine when they may be deployed to the map:

- Units comprising the first increment may be deployed in a number of turns equal to the die roll.
- Units comprising the second increment may be deployed in a number of turns equal to the die roll *plus 1*.
- Units comprising the third increment may be deployed in a number of turns equal to the die roll *plus 2*.
- Units comprising the fourth, fifth, and sixth increments may be deployed in a number of turns equal to the die roll *plus 3, 4, or 5, respectively*.

### DEPLOYMENT OF COMMITTED UNITS

The Union player must deploy his committed units to the map in the Reinforcement Phases of the turns indicated by his "increments" die roll.

**Example:** During the Union Commitment Segment of Turn 65, the Union player chooses eight infantry brigades and one cavalry regiment from the Department of the Rappahannock box for commitment to the map. Since an increment cannot consist of more than three infantry brigades, the Union player forms his committed units into three increments: the first, consisting of three infantry brigades and the cavalry regiment; the second, consisting of three infantry brigades; and the third, consisting of the remaining two infantry brigades. The Union player rolls a die and obtains a 5. Thus, he must deploy his first increment to the map in the Reinforcement Phase of Turn 70 (5 turns from the current turn). The second increment must be deployed in the Reinforcement Phase of Turn 71 (6 turns from the current turn). The third increment must be deployed in the Reinforcement Phase of Turn 72 (7 turns from the current turn).

### ENTRY AREA FOR COMMITTED UNITS

During the Reinforcement Phase of the turn in which an increment may be deployed to the map, the Union player must place all the units comprising that increment in hex M5816. The increment may not be placed in M5816 if it is Confederate-occupied, but it may be placed in a Confederate ZOC. **Exception:** If the Union player delays the scheduled placement of an increment by one or more turns, he may instead deploy that increment in any hex from M5806 to M5832—but all units comprising that increment must be placed in the same hex.

Once an increment has been deployed to the map, its units may activate normally in the ensuing Action Cycle. The Union player may withdraw these units later in the game if he wishes.

## 21.0 UNION OFF-MAP MOVEMENT

The Union player has an Off-Map Movement Display, which he may use to move units between the south and middle maps. Confederate units may never enter the Off-Map Movement Display. During the Union Off-Map Movement Phase, the Union player may conduct off-map movement in the following manner:

- Union units occupying hex M0113 or M0118 *at the start* of this phase may be placed in Box 1 of the Off-Map Movement Display.
- Union units occupying Box 1 *at the start* of this phase may be placed in Box 2 of the Off-Map Movement Display *or* they may be placed on the map in hex M0113 or M0118.
- Union units occupying Box 2 *at the start* of this phase may be placed in Box 1 of the Off-Map Movement Display *or* they may be placed on the map in hex S1101 (Franklin) or S1601 (Oak Flats).
- Union units occupying hex S1101 (Franklin) or S1601 (Oak Flats) *at the start* of this phase may be placed in Box 2 of the Off-Map Movement Display.

**Restrictions:** When moving Union units from an off-map movement box to the map, they may not be placed in a Confederate-occupied hex, but may be placed in Confederate ZOC. During the Union Off-Map Movement Phase, no adjustment is made to units' fatigue levels, and they retain Demoralize and Out of Supply markers (if any). Also, their Strength markers and counter status (normal or exhausted) do not change. Union units in an off-map movement box may not activate or entrench in an Action Cycle, nor do they recover from fatigue, disorganization, exhaustion, and demoralization during the Recovery Phase.



## 22.0 COUNTY CONTROL

In the County Control Segment of the Strategic Cycle, both players must check to see whether they control any counties. There are 13 counties on the map which may be controlled, each of which contains a town or village "control seat" (designated by a star). Union or Confederate control of certain counties may cause Union VP gain or loss, which is added to or subtracted from the Union player's VP total on his VP Track in each County Control Segment. Also, if the Union player controls Warren County, he gains special "Manassas Gap RR Reinforcements" (see 18.2).

### 22.1 Union County Control

In the County Control Segment, the Union player controls a county if a Union infantry (not cavalry) unit with a Manpower Value of 1 or more occupies the control seat. Counting this unit, the Union player must also have a combined Manpower Value among all his units (including cavalry) in that county of *at least 2*.

### 22.2 Confederate County Control

In the County Control Segment, the Confederate player controls a county if the Union player does not currently control that county and the Confederate player has a combined Manpower Value among all his units (including cavalry) in that county of *at least 8*. The units may be situated anywhere in the county and do not have to occupy the control seat. **Note:** If the Confederate player fulfills the requirements for control of more than one county in a County Control Segment, the Union player loses VP only for the county with the *highest* VP loss.

### MARYLAND

If, in a County Control Segment, at least three Confederate infantry brigades occupy any hexes in Maryland (i.e., all hexes north of the Potomac River), the Union player loses VP (see Advanced Game victory conditions). This VP loss may be applied a maximum of once per game, not once per segment, even if Confederate infantry brigades occupy Maryland in more than one County Control Segment.

## 23.0 BRIDGE DESTRUCTION AND REPAIR

### 23.1 Destroying Bridges

Several bridges over minor and major rivers are printed on the map. Both players' units may attempt to destroy these bridges. If an active infantry or cavalry unit of any Manpower Value *ends* a march in either of the two hexes connected by a bridge, the active player may attempt to destroy that bridge. (**Exception:** If an enemy unit occupies one of the two hexes connected by the bridge, the active player may not attempt to destroy it. Similarly, if one of the two hexes connected by the bridge is in an enemy ZOC and that ZOC is not occupied by a friendly unit, the active player may not attempt to destroy it.)



**How to Destroy a Bridge:** To attempt to destroy a bridge, the active player rolls a die (this roll may be modified; see below). If the modified roll is *5 or less*, the bridge is destroyed. Place a "Destroyed Bridge" marker directly on the hexside containing the bridge symbol. If the modified roll is *6 or more*, the attempt to destroy the bridge fails and no action is taken. A player may attempt to destroy a bridge an unlimited number of times per turn, but each *active unit* may make no more than one attempt per turn.

**Die Roll Modifier:** If the active unit attempting to destroy a bridge has a Manpower Value of 1, *1 is added* to the die roll.

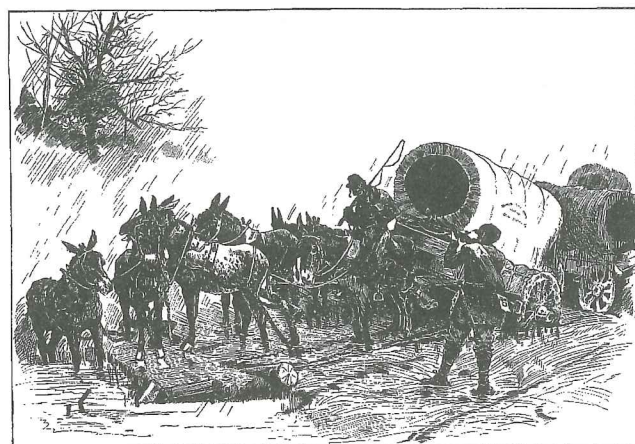
**Effects of Destroyed Bridges:** If a bridge is destroyed, a ford is considered to cross the hexside formerly occupied by the bridge. Thus, units may still cross destroyed bridge hexsides unless rain restrictions are in effect (see 12.0). In addition, destroyed bridges may affect Union supply lines (see 24.2). **Note:** Bridges that are built by either player during the game are not destroyed according to this procedure. Instead, they are removed from the map as described in the Basic Game rules.

### 23.2 Union Bridge Repair

During the Union Bridge Repair Segment of the Strategic Cycle, the Union player may attempt to repair a bridge. The Confederate player may not perform bridge repair. The Union player may attempt to repair a maximum of *one* bridge per Bridge Repair Segment. The Union player may attempt to repair a bridge only if *at least one* of the following two conditions are in effect:

- The destroyed bridge must be situated in a county that is currently controlled by the Union player (see 22.1), *and* no Confederate units are situated in that county; *or*,
- A Union infantry (not cavalry) unit occupies one of the two hexes connected by the destroyed bridge *and* no Confederate units or ZOC occupy the other hex. If Union units occupy both hexes connected by the destroyed bridge, the Union player may attempt to repair that bridge.

**Bridge Repair Attempts:** To attempt to repair a bridge, the Union player points to a single eligible Destroyed Bridge marker and rolls a die. On a roll of *2 or less*, the bridge repair attempt succeeds. The Destroyed Bridge marker is removed and the bridge is functional again. (It may be destroyed again later in the game.) On a roll of *3 or more*, the bridge repair attempt fails and the Destroyed Bridge marker remains in place. The Union player may attempt to repair this bridge again in later Bridge Repair Segments.



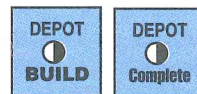
## 24.0 SUPPLY

During each Strategic Cycle starting with Turn 10, the Union player must determine whether his units are "in supply" or "out of supply" in the Union Supply Status Segment. Confederate units are automatically in supply for the duration of the game. (Union and Confederate units may run out of ammunition; see 24.4.) The Union Supply Status Segment does not take place on Turn 5.

### 24.1 Depots

Both players have depots on the map at the start of the game. In addition, they may build depots during the game. Depots act as supply sources (for the Union player) and ammunition sources (for both players). They have no Combat Value and may not be attacked, nor may they move or retreat. Units may enter a hex occupied by an enemy depot as long as no enemy units are situated there. If so, the depot is destroyed and is removed from the map.

### HOW DEPOTS ARE BUILT



Players may build depots during the Depot Segment of the Strategic Cycle starting with Turn 10. Depots have two sides: a "Build" side and a "Complete" side. In the Depot Segment, each player may place *one* depot on the map on its Build side *or* they may flip a single existing depot from its Build side to its Complete side. They may choose one or the other of these two options; *they may not do both*. The Depot Segment is skipped on Turn 5.





Frémont

## CONFEDERATE DEPOTS

The Confederate player may only place a depot on the map in Augusta County. He may not place a depot in any other county (although he begins the game with a depot in Frederick County). There may never be more than one Confederate depot in Augusta County, so the Confederate player may not place a depot there unless the one that begins the game in Staunton (S2629) is destroyed.

**Placing Depots:** During the Depot Segment, the Confederate player may place a depot on its Build side in any of the following three RR stations:

- Fishersville (S3133)
- Staunton Depot (S2630)
- Swoope's Depot (S1829)

He may not place the depot in a RR station if the hex is Union-occupied or in a Union ZOC. (He may place the depot in a Union ZOC if the hex is Confederate-occupied.) Also, he may not place a depot if the Virginia Central RR is blocked (see below).

**Completing Depots:** During the Depot Segment, the Confederate player may flip an existing depot from its Build side to its Complete side. However, he may not do this if the Virginia Central RR is blocked (see below).

**Virginia Central RR:** In the Depot Segment, the Confederate player may only place a depot on the map or flip an existing depot from its Build to its Complete side if he can trace a path of RR hexes from the RR station to hex S3534. This path may not enter a hex occupied by a Union unit under a complete Breastwork marker or a build/complete Fort marker. The path *may* enter hexes occupied by unentrenched Union units. It may also enter all Union ZOC. Once a Confederate depot is flipped to its Complete side, it remains on this side (unless eliminated) for the rest of the game.

## UNION DEPOTS

No more than one Union depot may exist per county. Thus, if a Union depot is already situated in a county, the Union player may not place one there.

**Placing Depots:** During the Depot Segment, the Union player may place a depot on its Build side in any RR station as long as the county in which that RR station is situated is Union-controlled (see 22.1). (**Exceptions:** The Union player may never place a depot in Augusta County, even if it is Union-controlled. However, he may place a depot in Washington County, Maryland, even if he does *not* control that county.) The Union player is restricted in his depot placement by the Strategic Track (see below).

The Union player may not place a depot in a RR station if the hex is Confederate-occupied or in a Confederate ZOC. (He may place the depot in a Confederate ZOC if the hex is Union-occupied.) Also, he may not place a depot if he cannot trace a path of RR hexes from the RR station to a mapedge hex (see below).

**Completing Depots:** During the Depot Segment, the Union player may flip an existing depot from its Build side to its Complete side. However, he may not do this if he cannot trace a path of RR hexes from the RR station to a mapedge hex (see below).

**RR Hex Path:** In the Depot Segment, the Union player may only place a depot on the map or flip an existing depot from its Build to its Complete side if he can trace a path of RR hexes from the RR station to any of the following three hexes:

- N5823—Baltimore & Ohio RR
- M5816—Manassas Gap RR
- N5401—Cumberland Valley RR

This path may not enter a hex occupied by a Confederate unit under a complete Breastwork marker or a build/complete Fort marker. The path *may* enter hexes occupied by unentrenched Confederate units. It may also enter all Confederate ZOC. The path may not cross a minor or major river at a destroyed bridge. Finally, the path may not enter a Confederate-controlled county. Once a Union depot is flipped to its Complete side, it remains on this side (unless eliminated) for the rest of the game.

**Strategic Track:** The Union player is restricted in his depot placement by the Strategic Track:

- He may not place a depot in Warren or Shenandoah County unless the Strategic Track marker has advanced to Box 4, 5, 6, or 7.
- He may not place a depot in Frederick County unless the Strategic Track marker has advanced to Box 5, 6, or 7.

**Union Depots at Start:** Some Union depots start the game in non-RR station hexes. New depots may not be built at these locations during the game, even if the existing depots are eliminated.

## 24.2 Union Supply Status

During each Union Supply Status Segment of the Strategic Cycle, the Union player must determine whether each of his units is "in supply" or "out of supply." (**Exception:** The Supply Status Segment is skipped on Turn 5; Union units are automatically in supply at that time.) Units always begin the game in supply. Supply status is not determined for leaders.

### HOW TO DETERMINE UNION SUPPLY STATUS

A Union unit is in supply if either of the following two conditions are fulfilled during a Supply Status Segment:

- It is situated in a county containing a Union depot on its *Complete* side.
- It is situated in a county *adjacent* to a county containing a Union depot on its Complete side.

The presence of Confederate units in a county has no effect on Union supply status, even if a Union unit is surrounded by Confederate units or their ZOC.

**Exceptions:** The following special rules apply to Union supply:

- During the Union Supply Status Segment, Union units occupying Highland County are automatically in supply regardless of the proximity of Union depots.
- During the Union Supply Status Segment, a complete Union depot in Hampshire County provides "in supply" status only for units within that county. Union units in adjacent counties (e.g., Morgan) are not in supply unless they achieve "in supply" status through another depot.
- During the Union Supply Status Segment, a complete Union depot in Hardy County provides "in supply" status only for units within *Hardy* and *Pendleton* Counties. Union units in adjacent counties (e.g., Rockingham) are not in supply unless they achieve "in supply" status through another depot.

**In Supply Status:** If a unit is in supply, it functions at full effectiveness and remains in supply until the next Union Supply Status Segment, at which time its supply status is checked again.





**Out of Supply Status:** Place an "Out of Supply" marker on a unit that is out of supply. This marker accompanies the unit wherever it goes until the unit regains "in supply" status during a Union Supply Status Segment or due to foraging (see 24.3), at which time the marker is removed. Out of supply units function normally in terms of movement and combat. However, they suffer penalties in the Recovery Phase (see 8.0). Also, their Manpower Value is reduced if they are out of supply in two or more consecutive Union Supply Status Segments (see below).

**Manpower Value Loss:** If, during a Union Supply Status Segment, a Union unit which is *already* out of supply cannot achieve "in supply" status, its Manpower Value is reduced by one. If the unit is not eliminated, its existing Strength marker is replaced by a new one on its *disorganized* side.

**Example:** The Union player has a completed depot in Jefferson County. During the Union Supply Status Segment, all Union units in Jefferson County are in supply as well as units in Clarke, Frederick, Berkeley, Loudoun, and Washington Counties, because these counties are adjacent to Jefferson.

### 24.3 Foraging

In Step 2 of the Recovery Phase, out of supply Union units at Fatigue Levels 0, 1, or 2 may forage. They may not forage if they are at Fatigue Levels 3 or 4, nor may they forage if they built a bridge or entrenched in Step 1 of that phase. Leaders may not forage. For each eligible unit with which the Union player wishes to forage, the Union player performs the following procedure:

1. Roll a die and modify this roll by *adding the unit's current Fatigue Level*. (At Fatigue Level 0, the roll is not modified.) This roll may be further modified by the county in which the foraging unit is situated (see below).
2. If the modified roll is *3 or less*, the unit has successfully foraged and immediately regains "in supply" status. Its Out of Supply marker is removed, and the unit remains in supply until the next Union Supply Status Segment, at which time its supply status is determined normally. If the modified roll is *4 or more*, the unit has not foraged successfully and remains out of supply.

Although the Union player may forage with as many eligible units as he wishes in a turn, individual Union units may forage no more than once per turn. Units which do not forage successfully may forage again in succeeding turns, assuming they are at Fatigue Level 0, 1, or 2.

**Forage Modifiers:** If a foraging unit occupies any of the following counties, *1* is added to the Union player's forage roll in addition to the unit's Fatigue Level modifier:

- |             |             |
|-------------|-------------|
| • Hampshire | • Mineral   |
| • Hardy     | • Morgan    |
| • Highland  | • Pendleton |

### 24.4 Ammunition (Optional)

If the players wish, they may record ammunition expenditure for their units during the game. This involves some record-keeping, but makes the game more realistic.

#### THE AMMUNITION PAD

Players record ammunition expenditure on the Ammunition Pad. On the pad, all units (but not leaders) begin the game with four boxes, each of which represents one ammunition level. *When all the unit's boxes have been checked off, the unit is out of ammunition.* Place an "Out of Ammo" marker atop the unit. (If the unit is a Union unit that is also out of supply, replace its Out of Supply marker with a combined "Out of Supply/Out of Ammo" marker. Always make marks on the Ammunition Pad in pencil as they may be erased when the unit replenishes ammunition. Leaders never possess ammunition.

#### HOW AMMUNITION IS EXPENDED



When a unit receives a "D" (Disorganize) result in combat, whether attacking or defending, it loses one ammunition level. The owning player checks off one box next

to that unit's name on the Ammunition Pad. (**Exception:** A unit receiving a "D" result which is already out of ammo does not lose a level.) A unit engaging in combat which does *not* receive a "D" result does not lose a level. If several units are attacking or defending in the same combat and they receive a "D" result, they *each* lose one level. However, units helping to provide flank attack bonuses which do not participate in the attack do not lose a level. Units may never lose more than one ammunition level per combat, although they may lose more than one per turn. Ammunition is not expended in cavalry retreats.

#### EFFECTS OF BEING OUT OF AMMUNITION

A unit which is out of ammunition is penalized as follows:

- Its Combat Value when attacking or defending is multiplied by one-half. Round fractions down to a whole number, but no unit may be reduced to a Combat Value of less than  $\frac{1}{2}$ . A unit which is both demoralized and out of ammo may not attack. In a stack of attacking or defending units, add up the Combat Values of all units which are out of ammo and multiply the *sum* by one-half.
- Its Artillery Value is 0 in both attack and defense.
- If it is a cavalry unit performing a cavalry retreat, subtract 2 from its die roll.

#### AMMUNITION REPLENISHMENT

Both players may attempt to replenish ammunition for all their units in the Ammunition Segment of the Strategic Cycle starting with Turn 15. The Ammunition Segment is skipped on Turns 5 and 10. A unit may attempt to replenish even if it is not out of ammo. Ammunition replenishment occurs as follows:

- For each unit situated in the *same* county as a friendly depot on its Complete (not Build) side, or in any county *adjacent* to one with a friendly depot on its Complete side, the player erases two check marks next to that unit's name on the Ammunition Pad. (**Exception:** see "Western Counties.")
- For each unit situated in a county in which the closest friendly depot on its Complete (not Build) side is *two counties distant*, the player erases one check mark next to that unit's name on the Ammunition Pad. If more than one friendly depot is two counties distant from a unit, that unit still has only one check mark erased. (**Exception:** see "Western Counties.")
- Units occupying counties in which the closest friendly depot on its Complete side is *three or more counties distant* may not replenish ammunition in the Ammunition Segment.

**Western Counties:** Units occupying the counties on the western mapedge are subject to the following special replenishment rules:

- For each Union unit occupying Highland County during an Ammunition Segment, the Union player erases one check mark next to that unit's name on the Ammunition Pad, *regardless of the proximity of Union depots*. Confederate units in Highland County replenish ammunition normally.
- For each Union or Confederate unit occupying Mineral, Hampshire, Hardy, or Pendleton County during an Ammunition Segment, the owning player erases one—not two—check marks next to that unit's name if the unit is situated in the *same* county as a friendly depot on its Complete side, or in any county *adjacent* to one with a friendly depot on its Complete side.
- For each Union or Confederate unit occupying Mineral, Hampshire, Hardy, or Pendleton County during an Ammunition Segment, the owning player *does not erase any* check marks next to that unit's name if the closest friendly depot on its Complete side is *two or more counties distant*.

**Note:** For replenishment purposes, Pendleton County (on the south map) is considered adjacent to Hardy County (on the middle map), even though the two counties are not physically connected.

**Replenishment Restrictions:** Players may never erase more than two check marks per unit in an Ammunition Segment. If a unit is eligible to have two marks erased and it currently has only one mark, only that single mark is removed. If a unit currently has *no* check marks, it may not replenish at all. A unit may never have more than four ammunition boxes.

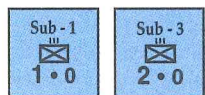


**Surrounded Units:** If all six hexes surrounding a unit are enemy-occupied or in enemy ZOC, and none of those six hexes are occupied by friendly units, the owning player may not erase any check marks next to that unit's name in an Ammunition Segment.

**Regaining Ammunition:** If a unit which is out of ammo has one or more of its check marks erased in an Ammunition Segment, its Out of Ammo marker is removed and it regains its normal combat capabilities. If it is a Union unit which is also out of supply, remove its Out of Supply/Out of Ammo marker and replace it with just an Out of Supply marker.

**Example:** The Union player has one depot on its Complete side on the map, which is situated in Winchester (N3333) in Frederick County. A Union unit which is out of ammo is currently in Hopewell (N3528; Frederick County); another unit with one check mark is in Charlestown (N4927; Jefferson County); a third unit with three check marks is in Honeyville (M1431; Rockingham County); a fourth unit with two check marks is in Cacapon Bridge (N1826; Hampshire County); a fifth unit with two check marks is in Staunton (S2629; Augusta County). In the Ammunition Segment, the unit in Hopewell has two check marks erased because it is situated in the same county (Frederick) as a Union completed depot. (Because at least one of the unit's boxes is now unchecked, its Out of Ammo marker is removed.) The unit in Charlestown has its single check mark erased. (It normally would be eligible to have *two* boxes erased because it is situated in Jefferson County—which is adjacent to Frederick County. Since it has only one check mark, however, only that one mark is erased.) The unit in Honeyville has one of its three check marks erased because Honeyville is in Rockingham County, which is two counties distant from Frederick County. The unit in Cacapon Bridge has one check mark erased. (Units in Hampshire County, which is adjacent to Frederick County, have one mark erased even if they are adjacent to a county with a completed depot.) The unit in Staunton does not have any check marks erased because Staunton is in Augusta County, which is three counties distant from Frederick County.

## 25.0 SUBSTITUTE UNITS



Each player has six "substitute" infantry regiments. The number of substitutes provided in the game is a strict limit. If all substitutes are currently in use, no more may be used.

However, if substitutes reattach to other units, they are removed from the map and again become available for use.

### 25.1 Detachment

Whenever an infantry regiment or brigade with a Manpower Value of 2 or more performs a march, the owning player may detach one or more substitute units from the active unit.

#### PLACEMENT OF DETACHED UNITS

Detached substitutes may be placed in the hex in which an active infantry unit begins its march or in any hex entered by the active unit during its march. After a substitute is placed on the map, the active unit may continue its march. After placement, substitutes function normally. The moment when a substitute detaches affects its status:

- If a substitute is placed in the hex in which an active unit begins a march, the substitute is assigned a Fatigue marker equal to the active unit's Fatigue Level *before* it was selected to perform its march. If an entrenched active unit detaches a substitute in the hex in which it begins a march, the substitute is assigned the same kind of Entrenchment marker possessed by the active unit.
- If a substitute is placed in any hex *except* the one in which the active unit begins a march, the substitute is assigned a Fatigue marker equal to the active unit's Fatigue Level at that moment.

The owning player should note on a piece of scrap paper the number of each substitute placed on the map and the district (if any) to which it belongs. (It belongs to the same district as the unit from which it detaches.) A substitute is not obligated to remain within a certain distance of its district leader; in fact, it may eventually attach to a unit of a different district. However, its district affiliation may be relevant in an activate leader or assault action.

## STRENGTH OF DETACHED UNITS

Substitutes always have an Artillery Value of 0; they may not be assigned artillery from an active unit. A Strength marker equal to the Manpower Value which a player assigns to a substitute is placed underneath that unit on the same side (organized or disorganized) as the Strength marker of the active unit. The substitute's Manpower Value is subtracted from the active unit's Manpower Value. A new Strength marker reflecting the active unit's reduced Manpower Value is assigned to that unit and is placed on the same side as the one it replaces. After detaching, an active unit must have a minimum Manpower Value of 1. Substitutes must be assigned a Strength marker with a Manpower Value of 4 or less. If an active unit is on its exhausted side or has an Out of Supply or Demoralized marker, any substitutes detached by this unit must also possess these characteristics.

A substitute receives a number of ammunition boxes equal to the number possessed by the active unit. Draw these boxes next to the substitute's name on the Ammunition Pad. If the active unit is out of ammo, the substitute receives no ammo boxes and is also assigned an Out of Ammo marker.

### 25.2 Attachment

In the Attachment Phase, a substitute stacked in the same hex as a friendly infantry unit may "attach" to that unit. A substitute may attach to any friendly infantry unit regardless of size or affiliation.

#### HOW TO ATTACH

To attach, remove substitutes and all accompanying markers from the map. The Manpower Value of an attaching substitute is added to the Manpower Value of the unit to which it attaches; this unit receives a new Strength marker with an enhanced Manpower Value, which is placed on the same side (organized or disorganized) as the one it replaces. (**Exception:** If the Manpower Value of a substitute is *greater* than the Manpower Value of the unit to which it attaches, the Strength marker of the unit remaining on the map is placed on the same side as the substitute's Strength marker.) If a substitute attaches to a unit and the two units have different Fatigue Levels, the unit remaining on the map after attachment receives a Fatigue Level equal to the highest of the two levels. If a substitute attaches to a unit and one of the units is on its exhausted side and the other is on its normal side, the unit remaining on the map is flipped to (or remains on) its exhausted side.

#### ATTACHMENT RESTRICTIONS

A substitute may not attach a portion of its strength to another unit; the whole substitute must be attached (and the substitute is removed from the map). A substitute may not attach to another unit if the addition of its Manpower Value would raise the Manpower Value of the unit remaining on the map to 9 or more.

If an entrenched substitute attaches to an unentrenched unit, the unit remaining on the map after attachment remains unentrenched (the substitute's Entrenchment marker is removed). However, if an entrenched or unentrenched substitute attaches to an entrenched unit, the unit remaining on the map after attachment remains entrenched.

#### SPECIAL ATTACHMENT

Even though they are not substitutes, both players' infantry regiments *which begin the game on the map* may attach to any friendly infantry unit as long as attachment restrictions are adhered to. For example, the 10 ME infantry regiment, which begins the game on the map, may attach to any Union infantry unit.

### 25.3 Substitutes and Ammunition

If a substitute attaches, erase its ammo boxes on the Ammunition Pad. The unit to which it attaches maintains its current number of ammo boxes. (**Exception:** If the Manpower Value of a substitute is *greater* than the Manpower Value of the unit to which it attaches, the unit remaining on the map after attachment is assigned a number of ammo boxes equal to the number formerly possessed by the substitute.)

When a substitute replenishes ammunition, its check marks are erased normally on the Ammunition Pad. However, if a substitute



has no check marks (or no remaining unchecked ammo boxes), and that unit is eligible to have one or more marks erased when replenishing, the owning player may *add* ammo boxes to that substitute as long as the unit never has more than four unchecked boxes at any given time.

## 25.4 Branch's and Mahone's Brigades

The Confederate brigades of Branch and Mahone may never detach substitutes. However, substitutes may attach to either or both of these brigades.

## 26.0 ENDING THE GAME

There are two ways for the Advanced Game to end.

**Strategic Events:** If the Strategic Track marker advances to Box 7 of the Strategic Track due to strategic events (see 16.0), the game terminates at the end of the current turn. (Note that the players must complete the current Strategic Cycle before ending the game.)

**Turn 105:** If the game has not ended due to strategic events, the game automatically terminates at the end of Turn 105 (June 19).

At the end of the game, the Union player tabulates his Victory Point total to determine the winner and the level of victory.

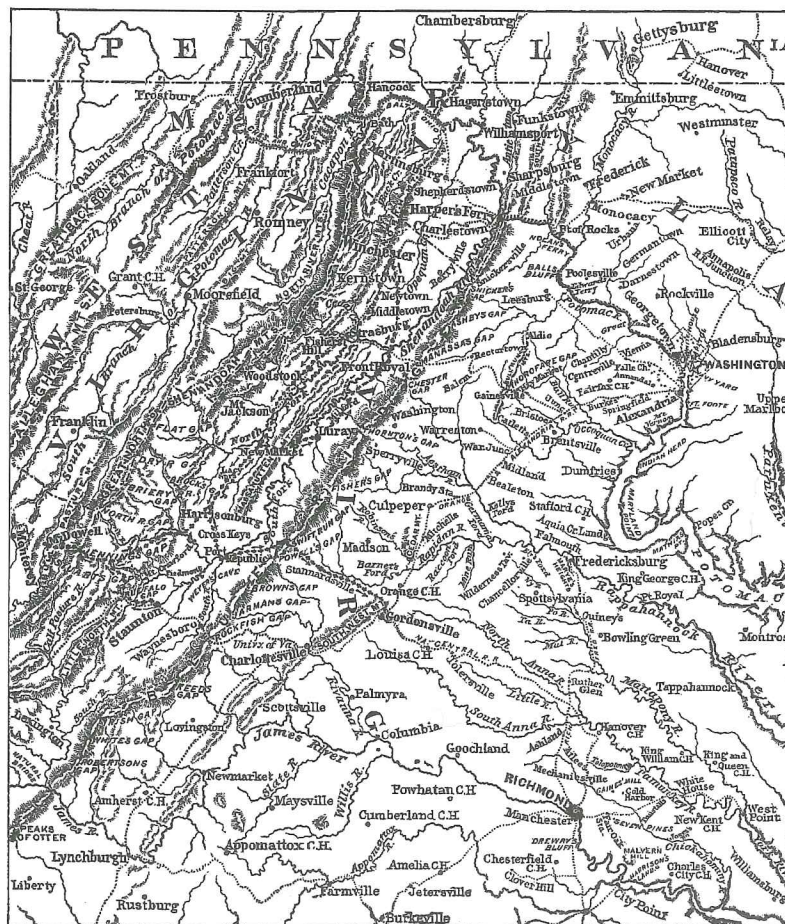
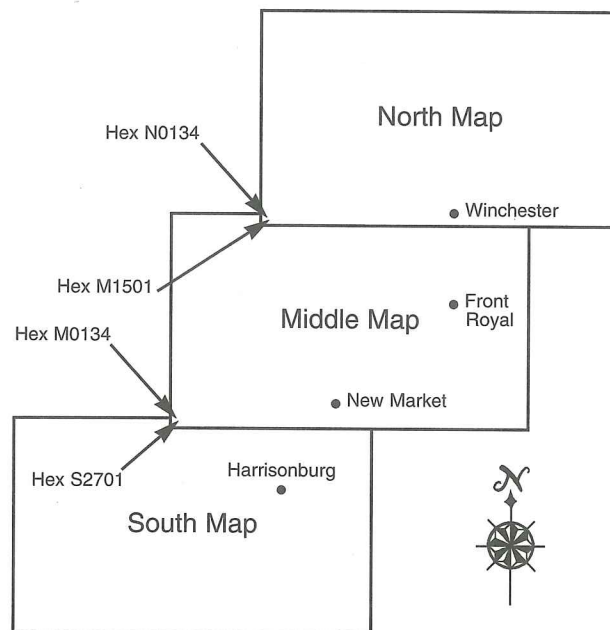
## 27.0 ADVANCED GAME SCENARIO

There is a single Advanced Game scenario. Units on the map begin the game on their normal sides at Fatigue Level 0 with organized Strength markers. Some units begin the game in off-map boxes. *Do not* place Strength markers under these units until they are placed on the map. Place the Turn marker on the Turn Record Track in the March 7 box. This is Turn 1.

### 27.1 THE SHENANDOAH VALLEY CAMPAIGN

**MAP:** Use all three maps. To join the middle and north maps, align the north map's south edge with the middle map's north edge so that the north map's leftmost hex column lines up with the middle map's "1500" hex column. To join the middle and south maps, align the middle map's south edge with the south map's north edge

so that the middle map's leftmost hex column lines up with the south map's "2700" hex column. (See accompanying illustration.) Note that there is a small amount of overlap on the maps. For example, hex N0134 is the same as hex M1501; hex M0134 is identical to hex S2701. In the overlap areas, the north map *lies on top of* the middle map, and the middle map *lies on top of* the south map. Cut away the gray border on the north and middle maps' south edges with a razorblade so the map edges fit together evenly with the adjacent map to the south. (Alternatively, trim these edges in a straight line with scissors, cutting away the bottom half of the maps' southernmost hexes in the odd-numbered hexrows. It is preferable—but more difficult—to trim just the border area since this does not cut away any "live" map area.)





**GAME LENGTH:** 105 turns: March 7 to June 19, 1862. **Note:** The game may end earlier due to strategic events (see 26.0).

## SPECIAL RULES:

1. The Confederate player is subject to the following movement restrictions:

a. The VA Militia may not activate until Turn 87 (June 1). It is exempt from this restriction at the moment a Union unit enters any hex in Augusta County.

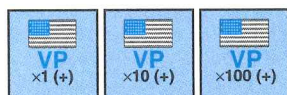
b. Confederate units may not enter or retreat into any hex on the western mapedge of the south map (hexes S0101 through S0122) for the entire game. However, they may attack Union units occupying any of these hexes.

2. The Union player is subject to the following movement restrictions:

a. Schenck's brigade may not activate or entrench until Turn 56 (May 1). It is exempt from this restriction if any one of the following three conditions are met: 1) A Confederate unit enters any hex in Hardy County; 2) The Strategic Track marker reaches Box 4; 3) A "Union Reinforcements" result is achieved on the Strategic Table.

b. Gorman's brigade may not activate or entrench until Turn 5 (March 11).

## VICTORY CONDITIONS



At the start of the game, place the three Union VP markers ("x1", "x10" and "x100") in the "0", "00", and "000" boxes on the Victory Point Track. As the Union player gains and loses VP for the following occurrences, the Union player should adjust these markers to reflect his current VP total. (It is also a good idea to keep track of VP on a separate sheet of paper in case the markers get jostled.) If the Union VP total is a negative number, flip the VP markers over to their reverse ("minus") side.

### VP Reason

- |     |  |
|-----|--|
| +25 | In each County Control Segment in which the Union player controls Augusta County.  |
| +2  | In each County Control Segment in which the Union player controls Frederick County.  |
| +2  | In each County Control Segment in which the Union player controls Shenandoah County.   |
| +2  | In each County Control Segment in which the Union player controls Warren County.   |
| +1  | In each County Control Segment in which the Union player controls Highland County.   |
| +1  | In each County Control Segment in which the Union player controls Rockingham County.   |
| +3  | For each point of Confederate Manpower Value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).  |
| +?  | For each Union infantry brigade withdrawn from the map during a Withdrawal Segment (see 19.2). To determine the number of VP received for each withdrawn brigade, consult the Union Withdrawal Chart.  |
| +2  | If the Strategic Track marker occupies Box 5, Box 6, or Box 7, the Union player gains 2 VP at the end of <i>each</i> Withdrawal Segment in which Branch's Confederate infantry brigade is situated anywhere on the map. The Union player does not receive any VP if Branch's brigade has been withdrawn or has not yet arrived (see 19.1). |
| +2  | If the Strategic Track marker occupies Box 5, Box 6, or Box 7, the Union player gains 2 VP at the end of <i>each</i> Withdrawal Segment in which Mahone's Confederate infantry brigade is situated anywhere on the map. The Union player does not receive any VP if Mahone's brigade has been withdrawn or has not yet arrived (see 19.1). |
| +4  | If the Strategic Track marker advances to Box 6, and a "Major Union Victory" occurs (see 18.1), the Union player gains 4 VP at the end of <i>each</i> Withdrawal Segment for the rest of the game. <b>Exception:</b> If, at the start of any   |

Withdrawal Segment, the Confederate player withdraws a Confederate infantry brigade (except for Branch and Mahone) with a Manpower Value of 4 or more, the Union player can no longer gain 4 VP at the end of a Withdrawal Segment due to a Major Union Victory.

-3 For each point of Union Manpower Value lost in combat, retreat, cavalry retreat, or due to the surrender of Harpers Ferry (not in extended march, force march, moving from one enemy ZOC to another, or due to supply).

-3 In *each* County Control Segment, the Union player loses 3 VP for *each* of the following counties which he does not control:

- |             |             |
|-------------|-------------|
| • Jefferson | • Hardy     |
| • Berkeley  | • Hampshire |
| • Morgan    | • Mineral   |

**Example:** If, in the County Control Segment of Turn 50, the Union player does not control Hardy, Hampshire, and Mineral Counties, he loses 9 VP.

-12 In each County Control Segment in which the Confederate player controls Frederick County.

-12 In each County Control Segment in which the Confederate player controls Hampshire County.

-15 In each County Control Segment in which the Confederate player controls Morgan County.

-20 In each County Control Segment in which the Confederate player controls Berkeley County.

-27 In each County Control Segment in which the Confederate player controls Jefferson County.

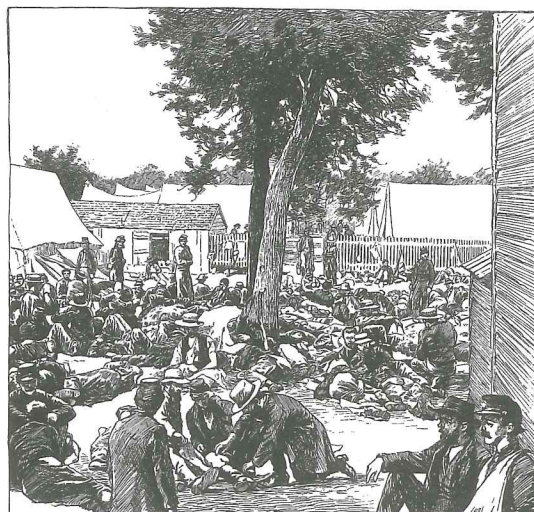
**Note:** If the Confederate player fulfills the requirements for control of more than one county in a given County Control Segment, the Union player loses VP only for the county with the *highest* VP loss.

-18 If, in a County Control Segment, at least three Confederate infantry brigades occupy any hexes in Maryland (i.e., all hexes north of the Potomac River). **Note:** This VP loss may be applied a maximum of *once* per game, even if Confederate infantry brigades occupy Maryland in more than one County Control Segment.

-? For each Union infantry brigade committed to the map in a Union Commitment Segment (see 20.0). To determine the number of VP lost for each committed infantry brigade, consult the Union Commitment Chart. The Union player does not lose any VP for committed cavalry units and leaders.

At the end of the game, the Union VP total is determined and the players consult the following chart to determine the winner.

Union VP	Winner
271 or more	Union Decisive Victory
188 to 270	Union Substantive Victory
105 to 187	Union Marginal Victory
-4 to 104	Confederate Marginal Victory
-113 to -5	Confederate Substantive Victory
-114 or less	Confederate Decisive Victory





# UNION SET-UP

Unit/Leader	Size	Cmd	Type	Manpower Value	Hex
Banks	Dist	S	Ldr	—	N4927 (Charlestown)
Abercrombie	Brig	1-S	Inf	8	N4927 (Charlestown)
Gordon	Brig	1-S	Inf	6	N4225 (Smithfield)
Williams	Div	1-S	Ldr	—	N3823 (Bunker Hill)
Donnelly	Brig	1-S	Inf	7	N3823 (Bunker Hill)
1 MI	Regt	—	Cav	1	M5702 (Berryville)
Shields	Div	2-S	Ldr	—	N4210 (Hedgesville)
Kimball	Brig	2-S	Inf	6	N4210 (Hedgesville)
Sullivan	Brig	2-S	Inf	8	N4310 (North Mt Depot)
Tyler	Brig	2-S	Inf	7	N4309 (Little Georgetown)
1 WV	Regt	—	Cav	1	N4410 (Falling Waters Ch)
Sedgwick	Div	3-S	Ldr	—	N5524 (Harpers Ferry)
Dana	Brig	3-S	Inf	6	N5524 (Harpers Ferry)
Burns	Brig	3-S	Inf	6	N5524 (Harpers Ferry)
10 ME	Regt	S	Inf	2	N5524 (Harpers Ferry)
Complete Depot	—	—	—	—	N5524 (Harpers Ferry)
Gorman	Brig	3-S	Inf	6	N5724 (Sandy Hook)
5 WV	Regt	M	Inf	1	N0124 (Romney)
Complete Depot	—	—	—	—	N0124 (Romney)
3 PHB	Regt	M	Inf	1	N1013 (South Branch Depot)
Schenck	Brig	M	Inf	4	M0407 (Moorefield)
Complete Depot	—	—	—	—	M0407 (Moorefield)
54 PA	Regt	S	Inf	2	N2805 (Sir John's Run)
Complete Depot	—	—	—	—	N2805 (Sir John's Run)
1 PHB	Regt	S	Inf	2	N5021 (Duffield's Depot)
2 PHB	Regt	M	Inf	2	N0111 (Patterson's Depot)
Complete Depot	—	—	—	—	N0111 (Patterson's Depot)
McDowell	Dist	R	Ldr	—	Dept. of the Rappahannock Box
McCall	Div	2-R	Ldr	—	Dept. of the Rappahannock Box
Reynolds	Brig	2-R	Inf	6	Dept. of the Rappahannock Box
Meade	Brig	2-R	Inf	6	Dept. of the Rappahannock Box
Seymour	Brig	2-R	Inf	8	Dept. of the Rappahannock Box
4 PA	Regt	—	Cav	1	Dept. of the Rappahannock Box
King	Div	3-R	Ldr	—	Dept. of the Rappahannock Box
Augur	Brig	3-R	Inf	6	Dept. of the Rappahannock Box
Patrick	Brig	3-R	Inf	6	Dept. of the Rappahannock Box
Gibbon	Brig	3-R	Inf	8	Dept. of the Rappahannock Box
1 NJ	Regt	—	Cav	1	Dept. of the Rappahannock Box
Ricketts	Div	4-R	Ldr	—	Dept. of the Rappahannock Box
Duryea	Brig	4-R	Inf	8	Dept. of the Rappahannock Box
Tower	Brig	4-R	Inf	6	Dept. of the Rappahannock Box
1 RI	Regt	—	Cav	1	Dept. of the Rappahannock Box
1 PA	Regt	—	Cav	1	Dept. of the Rappahannock Box
1 VT	Regt	—	Cav	1	Cavalry Reinforcements Box (Banks)
1 MD	Regt	—	Cav	1	Cavalry Reinforcements Box (Banks)
5 NY	Regt	—	Cav	1	Cavalry Reinforcements Box (Banks)
8 NY	Regt	—	Cav	1	Cavalry Reinforcements Box (Banks)
1 ME	Regt	—	Cav	1	Cavalry Reinforcements Box (Banks)
10 NY	Regt	—	Cav	1	Cavalry Reinforcements Box (Banks)
2 PA	Regt	—	Cav	1	Cavalry Reinforcements Box (Banks)
3 NY	Regt	—	Cav	1	Cavalry Reinforcements Box (Banks)
4 NY	Regt	—	Cav	1	Cavalry Reinforcements Box (Fremont)
1 CT	Regt	—	Cav	1	Cavalry Reinforcements Box (Fremont)
3 WV	Regt	—	Cav	1	Cavalry Reinforcements Box (Fremont)
6 OH	Regt	—	Cav	1	Cavalry Reinforcements Box (Fremont)
Slough	Brig	S	Inf	6	Emergency Reinforcements Box
Cooper	Brig	S	Inf	6	Emergency Reinforcements Box
Kelley	Brig	M	Inf	4	Emergency Reinforcements Box
Fremont	Dist	M	Ldr	—	Mountain Department Box
Blenker	Div	B-M	Ldr	—	Mountain Department Box
Stahel	Brig	B-M	Inf	5	Mountain Department Box
Steinwehr	Brig	B-M	Inf	4	Mountain Department Box
Bohlen	Brig	B-M	Inf	5	Mountain Department Box
Cluseret	Brig	M	Inf	3	Mountain Department Box
Milroy	Brig	M	Inf	5	Mountain Department Box
Crook	Brig	M	Inf	4	Mountain Department Box
28 PA	Regt	S	Inf	2	Manassas Gap RR Box
Complete Depot	—	—	—	—	Manassas Gap RR Box

**IMPORTANT NOTE:** To conserve Union Strength markers, do not place Strength markers underneath Union units when placing them in an off-map box at the start of the game. Place Strength markers underneath these units only at the moment they are placed in a specific hex on the map during the Reinforcement Phase.



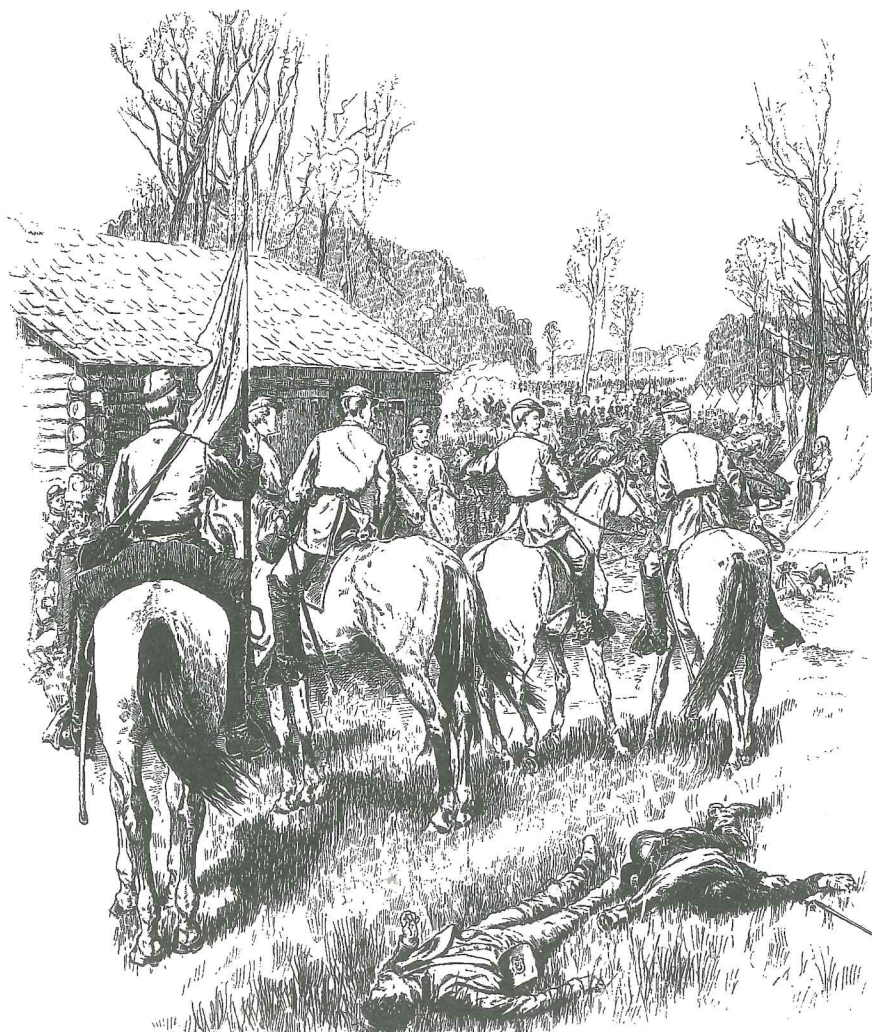
# CONFEDERATE SET-UP

## Advanced Game Set-up

Unit/Leader	Size	Cmd	Type	Manpower Value	Hex
Jackson	Dist	(J)V	Ldr	—	N3333 (Winchester)
Stonewall	Brig	J-V	Inf	4	N3333 (Winchester)
Burks	Brig	J-V	Inf	2	N3333 (Winchester)
Fulkerson	Brig	J-V	Inf	2	N3333 (Winchester)
Complete Depot	—	—	—	—	N3333 (Winchester)
Ashby	Regt	—	Cav	1	N3630 (Stephenson's Depot)
Johnson	Brig	J-V	Inf	6	S0218 (McDowell)
VA Militia	Regt	V	Inf	2*	S2629 (Staunton)
Complete Depot	—	—	—	—	S2629 (Staunton)
Ewell	Div	E-V	Ldr	—	Ewell's Division Box
Taylor	Brig	E-V	Inf	6	Ewell's Division Box
Trimble	Brig	E-V	Inf	6	Ewell's Division Box
Elzey	Brig	E-V	Inf	3	Ewell's Division Box
2/6 VA	Regt	—	Cav	1	Ewell's Division Box
Whiting	Div	W-V	Ldr	—	Whiting's Division Box
Law	Brig	W-V	Inf	5	Whiting's Division Box
Hood	Brig	W-V	Inf	5	Whiting's Division Box
Hampton	Brig	W-V	Inf	4	Whiting's Division Box
Hatton	Brig	W-V	Inf	4	Whiting's Division Box
Pettigrew	Brig	W-V	Inf	4	Whiting's Division Box
Lawton	Brig	V	Inf	8	Richmond Box
Branch	Brig	V	Inf	7	Richmond Box
Mahone	Brig	V	Inf	6	Richmond Box
Heth	Brig	V	Inf	3	Emergency Reinforcements Box

\* The VA Militia begins the game under a completed Fort marker.

**IMPORTANT NOTE:** To conserve Confederate Strength markers, do not place Strength markers underneath Confederate units when placing them in an off-map box at the start of the game. Place Strength markers underneath these units only at the moment they are placed in a specific hex on the map during the Reinforcement Phase.





## DESIGNER'S NOTES: STONEWALL IN THE VALLEY

By Joseph M. Balkoski



Welcome to *Stonewall in the Valley*, the fourth installment in Avalon Hill's *Great Campaigns of the Civil War* series. With the publication of this volume, we are more than halfway through our projected seven-game series on the eastern theater of the Civil War. When the project is complete, fifteen maps will link up to portray the region from Petersburg, Virginia to Harrisburg, Pennsylvania at a scale of 1:116,000 (about one mile per hex).

I must confess that this project has me thoroughly hooked. When I started the series in 1991 I had been a student of the Civil War for thirty years, and I thought there was little more I could learn about the war's eastern theater. I was wrong. Beneath all the standard secondary sources and reference books,

I was pleasantly surprised to discover a hidden Civil War among the wartime maps at the Library of Congress and the correspondence and reports of the generals in the Official Records volumes. These primary source materials helped me to maintain my focus in the game on the generals' actual thought processes in the spring of 1862, thereby avoiding the trap of historical hindsight. I did not create the game to support a thesis or prove a point—that Jackson was a genius or Banks was a fool, for example. Instead, my primary goal in the game was to recreate the strategic options in the Shenandoah Valley in March 1862 as perceived by the generals who were there. In the game, it is up to you to be a genius or a fool.

For me it was an exciting and sometimes humbling experience to work with significant primary source materials from the Civil War. For example, I worked extensively with Jedediah Hotchkiss's famous wartime map of the Shenandoah Valley, now held at the Library of Congress—a map that Stonewall himself used! Gathering bits and pieces of significant information from these little-used sources and passing them on in game form to a broader audience has been one of the most rewarding features of this project.

Those of you who own or have played the three earlier games in the series are probably familiar with my argument that modern historians place too much focus on battle and too little emphasis on campaigns in Civil War research. In my view any history of the Battle of Gettysburg should take up just as many pages in its discussion of how and why the battle came to happen as in its presentation of the battle itself.

Thus, despite the modern enthusiasm for all matters related to the Civil War, I am convinced that there is a vacuum in Civil War research. That is why this series of games was initiated. In *Stonewall Jackson's Way*, for example, it is enlightening to learn how the Confederate victory at Second Manassas was brought about by Lee's willingness to divide his army and break free of conventional lines of supply. During Lee's invasion of Maryland, simulated in *Here Come the Rebels!*, that same boldness nearly led to disaster at Antietam. In *Roads to Gettysburg*, we learn that Lee's preoccupation with the invasion of Pennsylvania drew his attention away from his real objective, the Army of the Potomac, and prevented him from crushing the Yankee army in detail as it moved north.

True military brilliance in the Civil War is found at the strategic rather than the tactical level. Civil War generals were rarely innovative in a tactical sense, a fact proven by the enormous casualty figures of Civil War battles. On the other hand many Civil War generals were brilliant in executing strategy and established new methods of making war that would have caused Napoleon himself to take notice. The most famous of these was probably Stonewall Jackson, whose Shenandoah Valley campaign in 1862 is still viewed as an ingenious examples of American military strat-

egy, a classic case of an inferior force confounding and defeating a larger enemy.

Creating a game of the Shenandoah campaign presented some unique problems. I found it difficult to unmask the well-known legends of the Valley to discover the real reasons why the opposing armies considered this region important enough to fight over. Furthermore, Stonewall's legendary secretiveness, which baffled not only the enemy but his own subordinates, proved to be a formidable puzzle even for the modern historian. Although we now know exactly what Jackson accomplished in the Valley, it is still difficult to figure out why he did the things he did. Lacking a clear understanding of a general's objectives in a campaign, it is a tricky process for a game designer to create goals for the players to achieve—and if a player's goals can't be set out in a reasonably simple and accurate manner, the game will have little bearing to reality, and little—if any—educational value.

The first and most obvious problem in the game design process was the map. Jackson's army ranged over a huge area in the spring of 1862, a far greater area in size than any of the maps in the series so far. Moreover, although Jackson never moved into Maryland during the campaign, he threatened to do so, and the Union Army had to take precautions to prevent this. Thus, parts of western Maryland had to be included. I therefore decided in the first few days of research that three maps, instead of the normal two, would be required to cover the entire area of Jackson's Valley campaign. Even three maps was a tight fit. Note that some of the important locales through which the armies marched during the campaign, such as McDowell, Moorefield, Franklin, Romney, Harpers Ferry, and Swift Run Gap, are practically on the map edges.

Another important consideration was to make the *Stonewall in the Valley* maps fully linkable with the existing maps from the three previous games. This was tricky since it meant that the orientation of the map's north-south hexrows had to be absolutely identical to the older maps so that all nine maps in the series so far fit together evenly. (At one time early in the game design process I considered the feasibility of aligning the maps diagonally so that the hexrows ran on a northeast-southwest axis. However, I quickly dropped this idea since it would have been impossible to join them up evenly with the older maps.)

The slightly irregular alignment of the three *Stonewall in the Valley* maps may appear awkward at first, but the overwhelming consensus among gamers I met at conventions was to make sure that they could continue to add on to their maps from older games in the series to create a giant play area of the entire eastern theater of war. Having been the first person to join the nine maps together (I used my living room floor!), I must say I agree with this sentiment. When placed together the maps are a very impressive sight, for which we have Charlie Kibler and Kurt Miller of the AH Art Department to thank. I can't help thinking what Robert E. Lee would have paid to obtain these maps. Having seen at the Library of Congress the deplorable maps typically available to commanders in the Civil War, he probably would have paid a great deal.

Probably the most daunting challenge in the game was the cartographic research. In the previous three games of the series, the search for Civil War period maps, although time-consuming, was relatively easy because the counties in which the armies marched and fought in the Second Manassas, Antietam, and Gettysburg campaigns had been pretty well mapped in the mid-nineteenth century. I should have realized that the further one got away from civilization in 1862, the more difficult it would be to find adequate maps at appropriate scales.

I ran into real problems when I started mapping the region west of the Shenandoah Valley, particularly Hampshire, Hardy, Pendleton, and Highland Counties. (The first three of these four counties were then part of Virginia, but are now in West Virginia.) That area was—and still is—very sparsely settled. Unfortunately, Jed Hotchkiss did not cover this area on his famous map of the



Valley. I ended up relying on Civil War regional maps which were two or three times the scale of the maps I normally used. These were fine in plotting the major roads and settlements, but left something to be desired in terms of the detail I had been used to. Furthermore, many of these maps disagreed with one another, and I strongly suspected that, more often than not, they were just plain inaccurate. However, I took solace in the fact that the nature of the terrain in these mountainous counties channeled roads and paths into logical and readily identifiable patterns—along river valleys and through mountain gaps, for example. Thus, even a good modern road map of West Virginia was of immense help in figuring out the true locations of settlements and roads when the Civil War maps proved confusing or contradictory.

One major difference between *Stonewall in the Valley* and the other three games in the series is the unit scale. In the older games only corps and army commanders achieve the status of “leaders,” and military units are, for the most part, divisions. In the Valley, however, Jackson and Banks never had more than two divisions apiece. Indeed, when Jackson surprised Banks at Front Royal and Strasburg in late May 1862, Banks had only two infantry brigades. Jackson never had more than 17,000 men (34 Strength Points) at one time, and in the early stages of the campaign usually had much less. At Kernstown, he had only 4,000 infantry!

The most obvious solution was to take the unit scale down one step: from division to brigade for military units, and from corps to division commander for leaders. I designated Jackson, Banks, Fremont, and McDowell as “district” leaders with some special characteristics. (Actually only Jackson’s command was known as a “district;” the three Union leaders each commanded “departments.”) This change is actually insignificant when one considers that this early in the war, units were much larger in manpower than they were later on. For example, at the start of the Valley campaign, Blenker’s Union division (known as the “German” division) had three brigades and a total of about 10,000 men. At Gettysburg, only a little more than a year later, Howard’s XI Corps—in which many of Blenker’s men ended up after several reorganizations—had three divisions, and six brigades, but had 2,000 fewer men than Blenker’s original division!

Clearly the most important factor to figure out in the design was what both sides wanted to accomplish in the Shenandoah Valley in the spring of 1862. Had I failed to do this it would have been impossible to establish the players’ goals and to create reasonably accurate victory conditions. After much thought-provoking discussion with my friends, I came to the surprising conclusion that the history books do not really deal adequately with the key grand strategic issues of the Valley campaign as they would have been viewed by high-level war planners in Washington and Richmond during the Civil War. I discovered instead an overwhelming emphasis on Jackson and his brilliant accomplishments. Much less attention is focused on how Jackson fit into the grand scheme of things as perceived by Jefferson Davis and Robert E. Lee (at that time an advisor to Davis) in Richmond. Still less attention is paid to Union objectives in the Valley. In my final analysis, although Jackson consistently outmaneuvered his opponents operationally and defeated them on the battlefield, I’m not sure that he accomplished the gigantic strategic victory in the Valley that historians give him credit for. Of course, to some this thesis may be heresy, but I think if you play the game or follow the “Game as History” section while moving pieces on the map, you’ll probably agree with me.

To Abraham Lincoln, the Shenandoah Valley was not a very important place in the spring of 1862. Two years later, when the

Valley came to be viewed as the “breadbasket” of the Confederacy, it assumed far greater importance in Lincoln’s mind. However, in the early phase of the war all Lincoln wanted his forces to do in the Valley was to protect the Baltimore and Ohio Railroad, the most direct connection between Washington and the loyal western states. According to Lincoln, the most effective means of accomplishing this in the Shenandoah Valley and surrounding counties was for a fairly small Union force—say 20,000 men—to hold a forward defense line south of the B&O to prevent Rebel raiders from cutting the rail line. Winchester, which is situated some 20 miles south of the B&O, was a logical focal point for the Union troops in this forward defensive position, for this town was directly connected to the B&O by the single-track Winchester and Potomac branch. When Joe Johnston’s main Rebel army retreated southward from its position around Manassas in early March 1862, the town of Front Royal—about 20 miles south of Winchester—became another focal point of the B&O’s forward defense line since it lay astride the Manassas Gap Railroad. This

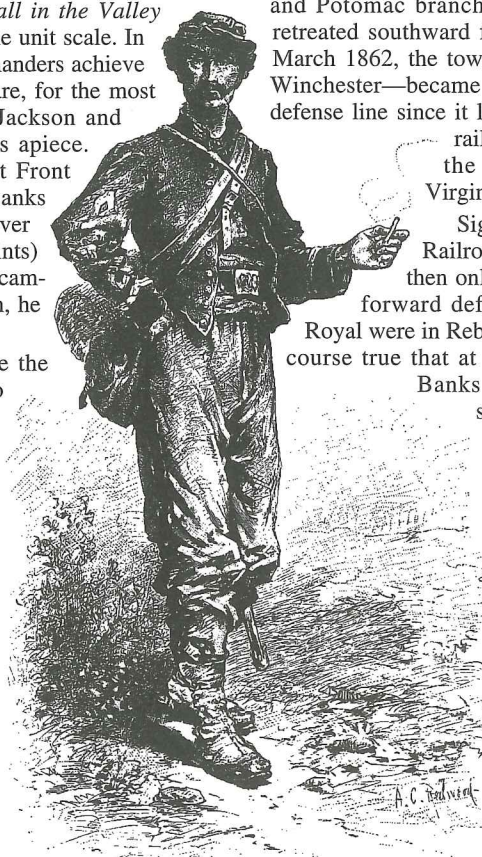
railroad provided a direct rail connection from the Shenandoah to Union troops in eastern Virginia and to Washington itself.

Significantly, Jackson managed to cut the B&O Railroad in the Valley campaign only once—and then only for a very short time. Indeed, the Union’s forward defensive positions at Winchester and Front Royal were in Rebel hands for no more than a few days. It is of course true that at the end of May 1862 Jackson had routed Banks and captured large quantities of Yankee stores at Winchester. But what is not generally known is that Jackson’s 16,000 infantry significantly outnumbered Banks’s 6,000.

Jackson’s manpower superiority over Banks is significant because the best means by which we can evaluate success or failure in the Valley campaign is to determine how many troops both sides diverted to the Shenandoah from more important theaters. Viewed in this light Jackson’s campaign was not an unqualified success. Jefferson Davis could not have been very pleased when he learned in mid-May that Banks’s infantry force in the Valley was down to only two brigades. He had started the campaign in March with nine. Three of these brigades, comprising Sedgwick’s division, had been shipped to the Peninsula in March; four more brigades (three from Shields’s division, one from Williams’ division) had been transferred to McDowell’s Department of the Rappahannock. Significantly, McDowell was able to ship two divisions (Franklin’s and McCall’s—some 20,000 men) directly to McClellan on the Peninsula after being reinforced by troops from the Valley.

Although Jackson’s major objective in the Valley campaign was to draw Union forces away from the Richmond front, President Lincoln—despite all his overblown concerns about the safety of the capital—never swayed from his belief that the Shenandoah was a secondary theater. Even with his legendary disagreements with McClellan about strategy, Lincoln supported “Little Mac” with more than enough men and supplies to undertake the campaign against Richmond. I think historians will agree that it was not Lincoln’s fault that McClellan was not successful in accomplishing his mission.

True, in his dash down the Valley to Winchester in late May, Jackson forced Lincoln to commit two of McDowell’s divisions (some 20,000 men) to the Shenandoah. In retrospect this decision seems unwise since it accomplished nothing. Indeed, only two of McDowell’s brigades engaged Jackson in battle—unsuccessfully. However, Lincoln’s diversion of McDowell’s command to the Shenandoah very nearly accomplished what it was supposed to do. The fact that Jackson was not trapped and destroyed at Strasburg was due more to the incompetence of McDowell’s subordinates





than to Stonewall's brilliance. Viewed in this light, Lincoln's decision to divert McDowell to the Shenandoah was not as nonsensical as it seems today when using historical hindsight.

Clearly Jackson's most important accomplishment in the Valley campaign was that he prevented McDowell's 20,000 men from marching overland to support McClellan on the Richmond front. Whether they would have changed the final outcome of the Peninsula campaign is open to debate. But in denying McClellan reinforcements, Jackson also denied his own side a substantial number of men—about 17,000—who could have been useful to Johnston (and later Lee) in the ranks of the Army of Northern Virginia on the Peninsula during May and early June. Indeed, Jackson's haphazard arrival at the Richmond front at the start of the Seven Days Battles on June 25 is frequently cited by historians as one of the main reasons why Lee failed to crush McClellan's right flank at Mechanicsville and Gaines' Mill. (More on that in Volume V of this series.)

On June 17, 1862, Jackson quietly abandoned the Valley and departed for Richmond. The Yankees were glad to see him go but did nothing to hinder his departure or to exploit his absence. Here is proof that both sides simply did not yet consider the Shenandoah Valley to be of paramount importance in grand strategy. One of my main objectives in the game was to make it plain to gamers that the Shenandoah was indeed a secondary theater. However, the

fact that the campaign was a secondary one does not mean that it was not complex. Indeed, the intricacies and variables of this campaign made it the most intriguing subject so far in the series.

As far as I am concerned the primary goal of any game designer must be to capture the enthusiasm that he or she puts into a project and to impart this as simply as possible to the players. I fervently hope that my fascination with the subject is reflected in the game design. If you have half the fun playing and learning from this game as I did, I will be satisfied.

A word on the future of the series: Volume V, which is already being worked on, will cover the Peninsula campaign from the Army of the Potomac's landing at Fort Monroe to the end of the Seven Days Battles. If I may be forgiven for using modern terminology, the Peninsula campaign was a "combined" operation of land and sea forces. Indeed, the legendary *Monitor* and the *Merrimac* played major roles in the campaign. Thus, rules for naval operations on the James and York Rivers will be an interesting new twist to the game system. If things work according to plan, Volume VI will deal with Grant's 1864 offensive against Lee from the Wilderness to Cold Harbor, and Volume VII will pick up where Volume VI leaves off, covering Grant's crossing of the James to the siege of Petersburg.

Happy gaming. Thanks for your support and keep in touch.

## THE GAME AS HISTORY

By Joseph M. Balkoski

### BACKGROUND

**February-March 1862:** Little of military significance had occurred in the seven months since First Bull Run. However, in February 1862 the Union army finally began to rouse itself from its winter hibernation.

In the west, General Grant had captured Forts Henry and Donelson, and Union troops occupied Nashville, Tennessee. Pope's forces were on the march down the Mississippi. In the east, Burnside's army of 7,500 Federals had occupied Roanoke Island, North Carolina, which would become an important coastal base for the Union. In the northwestern counties of Virginia, where most residents were loyal to the Union cause, Federal troops exerted firm control. Finally, General George B. McClellan's Army of the Potomac, based in and around Washington, D.C., appeared ready to initiate a major offensive against General Joseph Johnston's Confederate army, which was entrenched around Manassas.

By the close of February 1862, the Confederate States' bright hopes for quick and painless secession from the Union had long since faded. To Jefferson Davis, President of the Confederate States, the outlook was bleak. "Recent disasters have depressed the weak, and are depriving us of the aid of the wavering," he wrote. "Traitors show the tendencies heretofore concealed, and the selfish grow clamorous for local, and personal, interests. At such an hour, the wisdom of the trained, and the steadiness of the brave possess a double value." Davis, who had been granted the power to suspend the writ of *habeas corpus* by the Confederate Congress, declared martial law in Richmond on Saturday March 1.

At the front in northern Virginia, Joe Johnston was even more pessimistic than Davis. Johnston was convinced that his position around Manassas was vulnerable to an enemy amphibious flanking movement via the Potomac River, and he clamored for a withdrawal to the line of the Rappahannock River near Fredericksburg.

Johnston's command was broken down into three subordinate districts. The westernmost of these, known as the Valley District, had been assigned to Stonewall Jackson in October 1861. Jackson, now a well-known figure in both North and South due to his heroics at Manassas, was in an even more awkward position than Johnston. The Valley District, which comprised the entire Shenandoah Valley and adjacent mountainous counties to the

west, was threatened on two sides by Union forces. Even worse, if Johnston pulled back from Manassas to the Rappahannock, the Yankees would close in on Jackson in his position at Winchester from three different directions. Jackson had undertaken several limited offensives against Union forces during the winter with some success. However, he now lacked the manpower to consider further offensive options. Indeed, he had so few men that the best he could do was to react to Union movements.

In the Union camp, President Abraham Lincoln was convinced that the momentum of the war was strongly in his favor, and he was anxious to set McClellan's huge army in motion in conjunction with the successful Union offensives in other theaters. One of Lincoln's most cherished schemes was to restore and secure the Baltimore and Ohio Railroad, the most direct rail link between Washington and the loyal western states. Much of the B&O was under Union control, but a forty-mile stretch of track west of Harpers Ferry ran through a sort of no-man's land in Jackson's Valley District and had been seriously damaged by the Confederates in the early phase of the war. This section of the B&O could not be adequately safeguarded unless Lincoln could spare Union troops from western Maryland and the loyal counties of western Virginia to garrison the stretch of track vulnerable to Rebel raids.

Before embarking on any offensive against Johnston, Lincoln urged McClellan to safeguard the B&O. McClellan readied some of his units to accomplish this mission.

The Shenandoah Valley campaign is about to begin.

### FEBRUARY 24-MARCH 11, 1862

General Nathaniel Banks's Federal division, which had spent the winter in Frederick, Maryland, moves across the Potomac into Harpers Ferry (N5524) on February 24. Two days later, two brigades from Sedgwick's division join them. Banks and Sedgwick have almost 20,000 men between them, far in excess of Jackson's 4,500 at Winchester (N3333). McClellan knows that Banks and Sedgwick will not be capable of conducting any offensive operations unless they can establish a secure depot at Harpers Ferry. To do this, Federal engineers must build a bridge from the Maryland side into the town. After a short delay in accomplishing



this task, Banks is ready to move. On Friday February 28 parts of Banks's command occupy Charlestown (N4927)—the village where John Brown was hanged only two years previously. On March 3, one of Banks's brigades enters Martinsburg (N4317), encountering no enemy opposition. By March 7 the three brigades comprising Banks' division (soon to be commanded by General Alpheus Williams upon Banks's promotion to command of the Department of the Shenandoah) are strung out on a 15-mile front from Bunker Hill (N3823) to Smithfield (N4225) to Charlestown. Sedgwick's division, soon to be joined by his third brigade, remains in support near Charlestown. Thus, after only two weeks, Lincoln's goal of safeguarding the B&O Railroad has already been accomplished with barely the loss of a man.

Banks is supported by a third Federal division, under the command of General Frederick Lander. Lander's men are familiar with Stonewall Jackson since they had frequently skirmished with the Rebels in the counties west of the Valley throughout the winter of 1861-62. On March 2, only a few days after receiving orders to support Banks's offensive, Lander dies of disease at his base camp in Great Cacapon (N2507). Lander's division moves out on March 5. Two days later General James Shields arrives to take command of the outfit. The division arrives at Martinsburg on March 10.

Within the Confederate lines, Jackson knows his position around Winchester is untenable. Banks outnumbered him by a factor of six-to-one. Furthermore he learns on March 7 that General Joseph Johnston's main Rebel army is abandoning its positions around Manassas and Leesburg (off-map) and is withdrawing behind the Rappahannock. Jackson knows that he will soon be highly vulnerable to an enemy flanking movement from the east. Johnston directs Stonewall to retire from the northern Shenandoah Valley to avoid a Federal trap, but also to remain in contact with the enemy and prevent him from reinforcing McClellan. Jackson is reluctant to yield Virginia soil to the enemy but is ready to comply with Johnston's orders should the enemy press him. "If we cannot be successful in defeating the enemy should he advance," he writes to Johnston, "a kind Providence may enable us to inflict a terrible wound and effect a safe retreat in the event of having to fall back."

### MARCH 12-MARCH 21, 1862

Sedgwick's division and a brigade from Williams' division advance down the Charlestown Pike toward Berryville (M5702). Threatened with envelopment from the east, Jackson retires to Strasburg (M3712) and then to Woodstock (M3018) and Mt. Jackson (M2226). Jackson had considered a surprise night attack on the advancing Federal columns near Winchester, calling a council of war to discuss the matter. His subordinates had unanimously rejected the scheme, and a disgusted Jackson exclaimed, "That is the last council of war I will ever hold!"

The Federals occupy Winchester on March 12. Having essentially accomplished the mission set out by President Lincoln, McClellan withdraws Sedgwick's division from the Valley and reincorporates it into the Army of the Potomac. On March 17, after much contentious discussion with high-ranking generals and administration officials, McClellan's Peninsula campaign finally begins as Union troops embark at Alexandria (off-map) for the seaborne voyage to Fort Monroe. Lincoln allows this campaign to proceed only with firm assurances from McClellan that Washington will be adequately defended against a Rebel attack. As a result McClellan directs Banks to leave only covering forces in the Shenandoah and transfer the bulk of his command to Manassas. In response to this order Williams' division begins to leave the Valley on March 20. Shields's division, which had advanced as far south as Strasburg, starts to return to Winchester.

General Turner Ashby, commanding Jackson's cavalry, skirmishes with Shields's advance guard south of Strasburg. On March 21 he reports to Jackson that the Yankees have evacuated Strasburg and are retiring northward. Jackson is concerned that Banks is reinforcing McClellan in force—which is exactly what Johnston had directed Jackson to prevent.

### MARCH 22, 1862

Jackson sees a chance to "inflict a terrible wound" on Banks. His force makes a vigorous march from Mt. Jackson to Strasburg. Meanwhile Ashby follows the retreating Shields to the environs of Winchester, near Hollingsworth Mill (N3334). Shields turns on Ashby and drives him back to Kernstown (M4602).

### MARCH 23, 1862

Shields does not expect a Rebel attack on his troops near Kernstown because he has been effectively screened from Jackson by Ashby's cavalry. Jackson's three infantry brigades reach Kernstown in mid-afternoon. The troops have marched close to 40 miles in two days and are exhausted. Jackson considers holding off his assault until the next day, but decides to attack when he sees that the Federals have already detected his presence. The Rebels attempt to outflank the Union right (M4502) but are contained and subsequently counterattacked. By the end of the day the Yankees have driven Jackson's troops from the field. The Battle of Kernstown is a clear Northern victory; casualties are about 725 for the Rebels and 575 for the Yankees. Jackson blames his defeat on General Richard Garnett, the leader of Jackson's former command, the legendary "Stonewall Brigade." In the face of a vigorous Union assault, Garnett had ordered his brigade to fall back. Much to the disgust of the Stonewallers, Jackson relieves Garnett and places him under arrest, claiming that "he should have encouraged his command to hold its position."

### MARCH 24-APRIL 16, 1862

Screened by Ashby's cavalry, Jackson retraces the route of his mid-March retreat to Mt. Jackson (M2226). He is not pursued with any vigor by Banks, so his Valley Army settles down for a rest at Rude's Hill (M2229).

The Federals advance to Woodstock (M3018) on April 1 and skirmish with Ashby. The Rebel cavalrymen fall back to Edenburg (M2821) and, supported by an infantry brigade sent forward by Jackson, take up a strong defensive position south of Stony Creek (M2722). Here the opposing pickets skirmish intermittently for two weeks.

Jackson's attack at Kernstown has triggered consternation in Washington, since it now no longer appears feasible to protect the B&O Railroad in the Valley with just token covering forces. President Lincoln therefore returns two brigades of Williams' division to Banks's control. (Williams' third brigade, Abercrombie's, is assigned to McDowell's Department of the Rappahannock.) Combined with the three brigades of Shields's division, Banks now has an infantry force of some 16,000 men, but several regiments have been detached to guard the Federal line of supply at Strasburg, Winchester, Charlestown, and Martinsburg.

Banks is brimming with confidence. "The enemy in front under Jackson is reduced to about 6,000 men," he writes to McClellan. "The force is much demoralized by defeat, desertion, and the general depression of spirits resting on the Southern army....He is not in condition to attack, neither to make strong resistance, and I do not believe he will attempt to make a determined stand there [at Rude's Hill]." However, Banks adds: "Our advance separates us so far from our depot of supplies—Winchester—as to require caution."

Jackson's biggest concern is not the enemy but his dwindling army. The one-year term of enlistment of many Confederate regiments is about to expire, which could seriously cripple Jackson's ability to remain in the Valley. In response to this danger the Confederate Congress passes a universal conscription bill on April 16. Although this law produces some grumbling among the residents of the Valley and the adjacent western counties—especially among the region's many devout Dunkards—the result is a general swelling of Confederate ranks everywhere in the eastern theater. During Jackson's two-week rest period at Rude's Hill, his regiments actively recruit new troops in Augusta, Rockingham, and Page Counties. During this lull the Valley Army increases in size by nearly fifty percent—to 6,000 men.



## APRIL 17-APRIL 28, 1862

Banks applies pressure on Jackson by ordering Shields to advance his division down the Valley Pike across Stony Run (M2722). Although the odds against Jackson are not nearly as bad as they had been at Kernstown, Stonewall decides not to risk a fight and pulls back to Harrisonburg (S3712) by the morning of April 18. The next day he retreats to Elk Run Valley (S5215) via Montevideo (S4216), McGaheysville (S4416), and Conrad's Store (S5013). The position at Elk Run Valley is formidable for defense: it cannot be outflanked. Furthermore, Jackson has now placed himself in close proximity to General Richard Ewell's fresh Rebel division on the eastern side of Swift Run Gap in Orange County.

However, Jackson's retreat has yielded virtually the entire Shenandoah Valley to Banks. "Jackson is flying from this department," an exuberant Shields writes to Secretary of War Edwin Stanton. Banks occupies New Market (M2133) and sends two infantry brigades to Harrisonburg. Meanwhile Union cavalry patrols probe as far south as the North River at Mt. Crawford (S3318). Banks is in good position to capture Staunton (S2629) and cut the vital Virginia Central Railroad, Richmond's most direct link to the Shenandoah Valley. However, President Lincoln does not consider that objective very important. "In the present state of things, it is not the desire of the President that you should prosecute a farther advance toward the south," Stanton writes to Banks on April 26. "You are requested to consider whether you are not already making too wide a separation between the body of troops under your immediate command and your supporting force. It is possible that events may make it necessary to transfer the command of General Shields to the Department of the Rappahannock, and you are desired to act accordingly."

Meanwhile, in the Shenandoah Mountains northwest of Staunton (S0820), General Edward Johnson's Rebel brigade of 3,000 men warily watches the mountain passes for signs of a Union offensive from the west. In mid-April a Union brigade under Milroy had advanced from Monterey (off-map) to McDowell (S0218), and Johnson had fully expected the Federals to continue their advance toward Staunton. When Johnson learns of Jackson's retreat to Elk Run Valley on April 19, he sees that he may be trapped in the mountains between Milroy and Banks. He therefore hastily retires to Westview (S2129), six miles west of Staunton. General John C. Fremont, the Union commander of the Mountain Department, promises Milroy reinforcements to support the march on Staunton. On April 23 Fremont orders Schenck's brigade at Moorefield (M0407) to move to Franklin (S1101), but the tortuous roads of Hardy and Pendleton Counties, coupled with wet weather, promise to impede this march drastically.

The first two months of the Valley campaign have been unsuccessful for Jackson. Asking for help from Robert E. Lee in Richmond, Jackson writes on April 23, "Without General Ewell's division Banks can march on to Staunton....My instructions from General Johnston were to unite with General Ewell near the top of the Blue Ridge and give battle." With McClellan's huge army on the Peninsula and ominous Union activity along the line of the Rappahannock near Fredericksburg, Lee is doubtful that Ewell can be spared. Jackson, Ewell and Lee anxiously await intelligence reports of enemy movements.

## APRIL 29-MAY 2, 1862

At his headquarters in Elk Run Valley, Jackson lays the framework for his future operations in the Valley. On April 29 he writes to Lee proposing three strategic options: first, leave Ewell's division to hold Swift Run Gap, while the Valley Army marches to Edward Johnson's aid to deal with the threat to Staunton posed by Milroy and Schenck; second, join forces with Ewell and attack Banks's main position at New Market; third, march east of the Blue Ridge to Sperryville (M4532) and threaten Front Royal (M4615) and Winchester (N3333), thereby obligating Banks to pull back from his forward position at New Market. On May 1 Lee responds to Jackson: "I must leave the selection of the one to be adopted to your judgment." Significantly he adds, "If you can strike an effective blow against

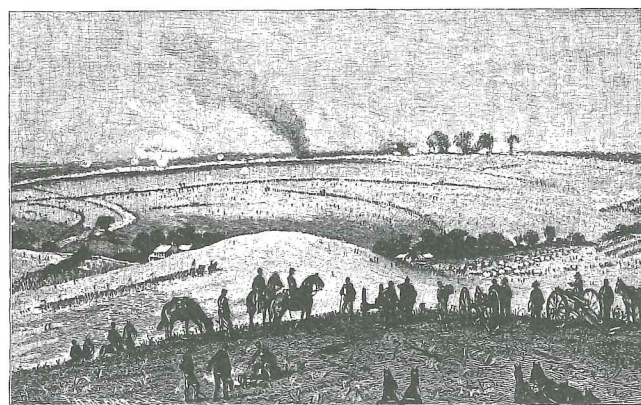
the enemy west of Staunton [Jackson's first option] it will be very advantageous."

In fact Jackson does not wait for Lee's permission to take action. On April 30 he calls forward Ewell's division to occupy the encampment in Elk Run Valley (M5215) and sets the Valley Army in motion to join forces with Johnson's brigade near Staunton. However, heavy rains have turned the roads into seas of mud, slowing the infantrymen's march to a crawl. After a march of three days Jackson's men have reached Mt. Vernon Furnace (S4222), a distance of only 15 miles from Elk Run Valley.

Banks remains stationary during this period. He has little idea what Milroy is doing in the mountains west of Staunton and has no plan to cooperate with him. He is experiencing logistical difficulties since his main supply base is 60 miles away at Winchester. (A closer depot at Strasburg is not yet fully operational because the Manassas Gap Railroad is still under repair.) To Banks the Valley campaign has already been won. "If Jackson retreats from his present position there is no reason for our remaining longer in this valley," he writes to Stanton. "If he does not, we can compel his retreat or destroy him. Then a small force, two or three regiments, falling back to Strasburg, which has been fortified for this purpose, will safely hold all that is important to the Government in this valley."

Lincoln and Stanton agree with Banks that the Union has more than accomplished its mission in the Shenandoah. On May 1 Lincoln directs Banks to transfer Shields's division to McDowell's Department of the Rappahannock. This will leave Banks with only two infantry brigades—less than 6,000 men.

In the mountains west of Staunton, Milroy leaves garrisons in McDowell (S0218) and Monterey (off-map, five hexes west of McDowell) and pushes a small force into Augusta County up to the Calfpasture River near Lebanon White Sulphur Springs (S1323). Here Milroy is in good position to unite with Banks at Harrisonburg. Meanwhile, Schenck's brigade, which had departed Moorefield to join Milroy, is stuck in the mountains north of Franklin (S1101) by an 18-inch snowfall.



## MAY 3-MAY 7, 1862

Much to Jackson's relief, sunny weather arrives at last. While Ewell's division holds Swift Run Gap (S5316), Jackson's force departs the Valley on May 3 by way of Brown's Gap (S4423). Both the enemy and his own men are unaware of Jackson's intentions; most think that Jackson is marching to Johnston's aid on the Peninsula, thereby abandoning the Shenandoah to Banks. Jackson directs the column to Mechum's River Depot (off-map), a station on the Virginia Central Railroad about ten miles west of Charlottesville. On May 4 Jackson's troops board railroad cars—but almost no one knows their destination. However, when the trains head west over the Blue Ridge instead of east toward Charlottesville and Richmond, the happy troops realize that they are returning to the Valley. By the evening of May 5, the rail movement is complete, and Jackson's little army is assembled in and around Staunton (S2629). The populace of this town has been expecting Yankee occupation ever since Jackson's retreat from Harrisonburg on April 18, and they receive Stonewall and his men with great joy. On May 6 the Valley Army rests in camp, preparing for a vigorous march on the morrow.



Banks is too concerned with his own affairs to give much thought to Jackson's indecipherable movements. He has received orders from Washington to transfer Shields's division to McDowell's Department of the Rappahannock, and he knows that he can no longer accomplish much with just two brigades from Williams' division and a few cavalry regiments. He therefore pulls back from Harrisonburg to New Market (M2133) on May 5 in preparation for an even more distant retreat to Strasburg (M3712). However, Banks does not wish Shields to leave the Valley until the retreat to Strasburg is complete.

Banks knows that Jackson is on the move, but he does not know where. On May 6 he reports to Secretary of War Stanton that Jackson's force "is greatly demoralized and broken." Nevertheless he warns General Fremont, commander of the Mountain Department at Wheeling, Virginia (off-map), that Jackson may intend to unite with Johnson to attack Milroy in the mountains west of Staunton.

Milroy, however, is not much worried about Jackson. "I believe Jackson's movement to be a feint," he writes to Fremont. "He cannot move...toward my advanced position without leaving Banks in his rear, which, with the former experience, he will not do, and the latter would have the opportunity to attack him in the rear as he moves in this direction." But Milroy can hardly take Staunton with his force of 2,500 men unless he is significantly reinforced. Unfortunately for Milroy, Schenck is still delayed on the terrible mountain roads near Franklin.

Fremont orders additional reinforcements to Milroy's aid. On May 5 he departs New Creek (off-map, about 15 miles northwest of Romney, N0124) for Petersburg (off-map, about ten miles west of Moorefield, M0407) with a small brigade under Cluseret. He also anxiously awaits the arrival of Blenker's division. This outfit, which had once been rated the most ill-trained division in the Army of the Potomac, had been transferred to Fremont on April 1. However, in the 180-mile march to reach the Mountain Department, the division had nearly disintegrated. During their journey Blenker's men frequently had come to a halt for want of shoes and provisions, and at one point no one in Washington or the Shenandoah Valley had any idea where they were. When crossing the Shenandoah River at Berry's Ferry (M5608) on April 15, a ferry boat had swamped and 51 men of the 75th Pennsylvania Volunteers had drowned. By the time Blenker's troops reach Fremont at Petersburg on May 11, they have lost thirty percent of their original strength of 10,000. William Allan, the leading historian of the Shenandoah campaign, would later write, "This division of Blenker must have been the most improvident or unfortunate set of poor devils that ever took up arms."

On May 7 Jackson's force, now augmented by Johnson's brigade, marches westward from Staunton into the mountains. The Rebels brush aside Federal outposts at Lebanon White Sulphur Springs (S1323) and push on. At nightfall Jackson's van encamps on the Parkersburg Turnpike at Shaws Fork (S0720). Milroy retreats to McDowell (S0218) and sends a courier with an urgent message to Schenck to bring his brigade forward as quickly as possible.

### MAY 8, 1862

Schenck's brigade reaches McDowell by noon, although it is much reduced by the fatiguing march from Franklin. (Schenck would later report that he had less than 2,000 men.) Meanwhile, Jackson's column descends the western face of Bullpasture Mountain into the Bullpasture River valley. From a commanding observation point atop Sittlington Hill (S0319), Jackson studies Milroy's position on the other side of the river in McDowell. Milroy realizes that this hill dominates the town; he would be obligated to retreat should the Rebels place artillery there. Therefore he and Schenck agree to send a force over the Bullpasture River to seize the hill.

Jackson detects the Federal movement and deploys Johnson's (and later Taliaferro's) brigade to defend Sittlington Hill. Milroy's troops (including one regiment from Schenck's brigade) boldly attack the Rebel positions but are repeatedly repulsed and retire to

the western side of the river. At nightfall the Union troops light campfires as a deception and pull out of McDowell on the Franklin road. "The withdrawal was effected without the loss of a man," Milroy would later write.

### MAY 9-MAY 14, 1862

"God blessed our arms with victory at McDowell yesterday," Jackson informs his superiors in Richmond on May 9. His victory, however, is marginal. Rebel losses are nearly twice that of the Federals—461 to 256. Furthermore, Milroy and Schenck escape intact and still pose a threat to Staunton.

The Union retreat ends at Franklin (S1101) on May 11. Jackson pursues the enemy down the valley of the South Branch of the Potomac, but retires on May 12. His troops return to McDowell by nightfall on May 14. That same day Fremont arrives at Franklin at the head of Cluseret's brigade and the three brigades of Blenker's division.

At New Market (M2133), Banks is completely unaware of Jackson's foray into the mountains in pursuit of Milroy and Schenck. Had he known the Valley Army's true position, he could have placed his troops between Jackson's force in the mountains and Ewell's division at Swift Run Gap. However, an offensive against Jackson or Ewell is far from Banks's mind. He is more focused on fulfilling Lincoln's directive to pull back to Strasburg and transfer Shields's division to McDowell's Rappahannock Department. Banks departs New Market on May 12 and reaches Strasburg the following day. Shields finally departs the Valley—almost two weeks after his transfer order had been issued—marching via Luray (M3332) and Front Royal (M4615). Thus, Banks is now left with only two infantry brigades under his command (Gordon's and Donnelly's of Williams' division).

### MAY 15-MAY 18, 1862

Having dealt with Milroy and Schenck, Jackson's force of four infantry brigades, amounting to about 9,000 men, returns from the mountains to the Shenandoah Valley via the Parkersburg Pike. The column reaches Lebanon White Sulphur Springs (S1323) on the night of May 15. President Jefferson Davis has declared May 16 as a day of prayer and fasting throughout the Confederacy, and Jackson's men thus remain bivouacked that day. On May 17 the Valley Army marches to Mossy Creek (S2717) and Bridgewater (S3116) and rests there the following day.

At Franklin, Fremont has assembled a force of some 14,000 men. Despite the fact that the Valley Army is significantly outnumbered by Fremont, Jackson feels confident in leaving Staunton virtually unprotected. Stonewall rightly suspects that Fremont's men are facing formidable logistical difficulties in the mountains and will not be capable of sustaining an offensive toward Augusta County. He is right: Fremont will remain at Franklin for the next ten days gathering supplies in this desolate region and resting his demoralized men. Jackson is now refocusing his attention on Banks's command.

Banks's retirement to Strasburg has left Jackson with several strategic options. On the Peninsula, Johnston's army has retreated to the defenses of Richmond, so Ewell or Jackson—or both—may be needed there. On the other hand, Banks's weakness in the Valley makes him an inviting target for a surprise offensive. On May 16 General Lee writes to Jackson: "Whatever may be Banks's intention, it is very desirable to prevent him from going either to Fredericksburg or the Peninsula, and also to destroy the Manassas [rail]road. A successful blow struck at him would delay, if it does not prevent, his moving to either place....But you will not, in any demonstration you may make in that direction, lose sight of the fact that it may become necessary for you to come to the support of General Johnston....Whatever movement you make against Banks do it speedily, and if successful drive him back toward the Potomac, and create the impression, as far as practicable, that you design threatening that line."

Ewell's division has been in Swift Run Gap with little to do for nearly three weeks, and its commander is anxious for action. Ewell



has received approval from Richmond to participate under Jackson in an offensive against Banks, so on May 18 he rides to Jackson's headquarters at Mt. Solon (S2518) for a conference. Here they carefully plan the upcoming campaign.

In the Union camp Banks prepares his defenses at Strasburg (M3712), with pickets deployed as far south as Maurertown (M3215). He sends Colonel John Kenly with his 1st Maryland Infantry to Front Royal (M1615) to guard the Manassas Gap Railroad.

### MAY 19-MAY 22, 1862

Jackson's force departs Mossy Creek and Bridgewater and arrives at New Market (M2133) at nightfall on May 20. On the Valley Pike north of Harrisonburg (S3712), Jackson is reinforced by Taylor's Louisiana brigade of Ewell's division, which had marched from Swift Run Gap on the 19th. The remainder of Ewell's division departs Swift Run Gap the same day, marching northward down the valley of the South Fork of the Shenandoah River to Luray (M3332) in the Page Valley. On May 21 Jackson's force turns east off the Valley Pike and crosses Massanutten Mountain by way of New Market Gap (M2533). He crosses the South Fork of the Shenandoah at White House Bridge (M2832) and joins Ewell's division at Luray. With Ewell's division in the van, the Valley Army marches northward on the Luray Turnpike on May 22, reaching Bentonville (M4021) by nightfall—only ten miles south of Kenly's Federal garrison at Front Royal.

Due to Ashby's impenetrable cavalry screen, Banks and Kenly are both completely unaware of Jackson's sudden approach. Jackson outnumbered Banks by about two to one (17,000 to 8,500). In the mountains Fremont's Union troops remain in camp at Franklin.

### MAY 23, 1862

Ewell's division breaks camp at Bentonville at dawn and marches up the Luray Pike as far as Asbury Chapel (M4417). Here the column turns east to the Gooney Manor Road (M4518) and resumes the advance to Front Royal. The purpose of this diversion is to avoid Union pickets on the Luray Pike near the Front Royal Toll House (M4517). Only three companies of Kenly's 1st Maryland guard the town and its southern approaches and they are completely surprised and brushed aside by Ewell's attack (M4616). The remainder of Kenly's regiment is camped north of Front Royal (M4614). When Kenly sees the odds against him—and discovers Rebel cavalry attempting to block his escape route at River Station (M4514)—he decides to retreat to Guard Hill (M4613) and later to Cedarville (M4612). Here he is overwhelmed by the 6th Virginia Cavalry, and virtually the entire 1st Maryland is taken prisoner. This battle is one of the first cases in the Civil War in which regiments from the same state directly engage each other in battle, for the initial attack south of Front Royal is undertaken by Col. Bradley Johnson's 1st Maryland Infantry, C.S.A.

At the close of the day Ewell's division and the 2nd and 6th Virginia Cavalry bivouac near Cedarville; the rest of the Valley Army goes into camp in and around Front Royal—except for Ashby's cavalry, which ends the day at Buckton Station (M4313) after having driven off a small Federal garrison there.

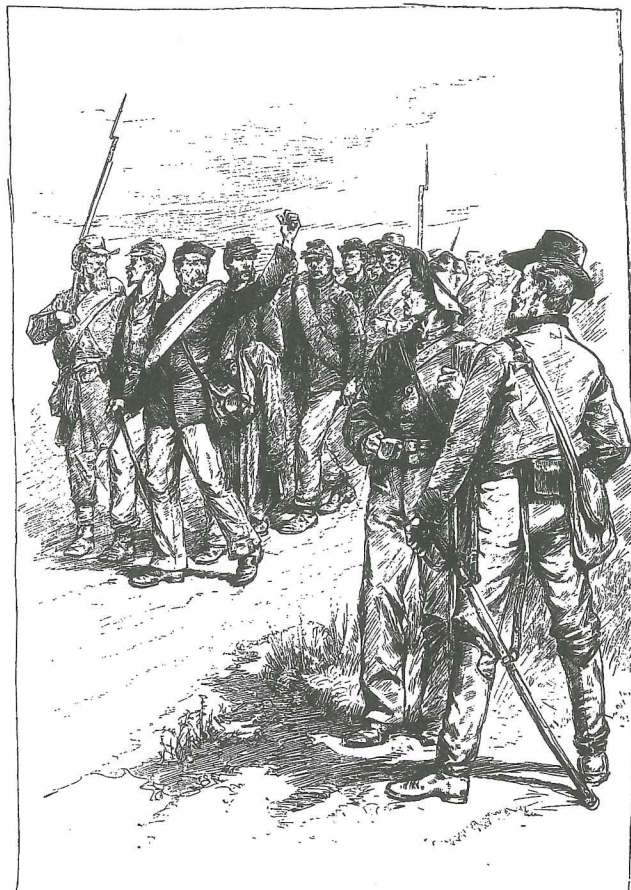
Banks ponders his next move when reports of Kenly's disaster reach him at Strasburg. "Owing to what was deemed an extravagant statement of the enemy's strength, these reports were received with some distrust," Banks would later write. One of his brigade commanders, Col. Gordon, urges him to retreat to Winchester immediately, but no action is taken.

### MAY 24, 1862

In Jackson's view, Banks has three options: he can remain at Strasburg; he can move to Winchester; or he can retreat eastward over the Blue Ridge via Front Royal. Jackson feels that if he can quickly cut the Valley Pike north of Strasburg, Banks will be trapped no matter what course he chooses. Accordingly, he directs the bulk of his troops to Middletown (M4209) by way of the

Cedarville road. Ashby is ordered to keep a vigilant lookout on the North Fork of the Shenandoah to make sure Banks does not escape unnoticed toward Front Royal. The 2nd and 6th Virginia Cavalry head for the Valley Pike at Newtown (M4506). Ewell, accompanied only by Trimble's brigade and the 1st Maryland Infantry of his division, marches straight for Winchester (N3333) from Cedarville via Nineveh (M4711).

At dawn Banks still thinks that the Rebels' strength in and around Front Royal has been greatly exaggerated. Should an attack against Strasburg occur, he is convinced that it will come not from the east but from the south—from the direction of Woodstock (M3018). He therefore directs a strong force of cavalry—some



2,500 troopers—to keep an eye on the southern approaches to Strasburg even though no Rebels are actually coming from that direction. In mid-morning, however, Banks learns that Confederate cavalry has attacked Federal wagon trains near Newtown. He thereupon orders Strasburg abandoned, and a retreat to Winchester is begun.

Luckily for Banks his two infantry brigades manage to pass through Middletown before Jackson can cut the Valley Pike with his main body of infantry. Skirmishing with pursuing Rebel cavalry for more than ten miles, the Federal column reaches Winchester fairly intact. The rear of Banks's column, consisting of 2,500 cavalrymen under General Hatch, is not so fortunate. As the Federal troopers attempt to pass through Middletown, they are attacked and scattered by Jackson's main force. The head of the column escapes to the west and takes a circuitous route to join Banks that evening at Winchester. The rear of the column, consisting of the 1st Vermont and 5th New York Cavalry, is cut off south of Middletown and returns to Strasburg. The 1st Vermont manages to reach Union lines the next day by country roads west of the Valley Pike. The 5th New York is not heard from again until it retreats all the way to Maryland by way of Cherry Run Ford (N3906).

While Jackson's main body closely pursues the Federals up the Valley Pike, Ewell leads Trimble's brigade and the 1st Maryland up the Front Royal road toward Winchester. Banks decides to



make a stand south of Winchester (N3233, N3334). By nightfall both Jackson and Ewell bivouac near the Federal lines (M4702, M4801), expecting to resume the attack on the morrow.

For Jackson, the events of May 23 and 24 are a triumph. "The large number of wagons loaded with stores and abandoned by the enemy between Middletown and Newtown plainly indicated his hurried retreat," Jackson would later write. "From the attack upon Front Royal up to the present moment every opposition had been borne down, and there was reason to believe if Banks reached Winchester it would be without a train, if not without an army."

Jackson's victory, however, is not complete. He had a good opportunity of capturing Banks's entire force intact on the 24th, but failed to do so. That morning, Ewell's division was actually closer to Winchester than Banks's command—but it was Banks who got to Winchester first.

In Washington a concerned President Lincoln writes to McClellan on the Peninsula: "In consequence of Gen. Banks's critical position, I have been compelled to suspend Gen. McDowell's movement to join you. The enemy are making a desperate push on Harper's Ferry, and we are trying to throw Fremont's force and part of McDowell's in their rear." That same day, Lincoln telegraphs Fremont, directing him to march from Franklin to Harrisonburg, thereby cutting Jackson's line of supply up the Shenandoah Valley. Lincoln also telegraphs orders to McDowell at Fredericksburg: "You are instructed, laying aside for the present the movement on Richmond, to put 20,000 men in motion at once for the Shenandoah....Your object will be to capture the forces of Jackson and Ewell, either in co-operation with General Fremont or, in case want of supplies or of transportation interferes with his movements, it is believed that the force with which you move will be sufficient to accomplish this object alone."

"This is a crushing blow to us," McDowell wires to Washington. "I beg to say that co-operation between General Fremont and myself to cut Jackson and Ewell there is not to be counted upon, even if it is not a practical impossibility. Next, that I am entirely beyond helping distance of General Banks; no celerity or vigor will avail us so far as he is concerned. Next, that by a glance at the map it will be seen that the line of retreat of the enemy's forces up the valley is shorter than mine to go against him....I shall gain nothing for you there, and shall lose much for you here."

### MAY 25, 1862

Jackson and Ewell crush the Federal line south of Winchester in an early morning attack. Blocked by Ashby's cavalry from retreating toward Harpers Ferry (N5524), the demoralized Federals retreat to Martinsburg (N4317) instead. The rout continues until after dark, when Banks's column reaches the Potomac at Light's Ferry (N4908), opposite Williamsport, Maryland. Amazingly, the Federals have retreated 34 miles since morning! The 2nd and 6th Virginia Cavalry pursue to Martinsburg, where large quantities of Federal stores are captured. Meanwhile, the Valley Army's exhausted but jubilant infantry encamp at Stephenson's Depot (N3630), four miles north of Winchester on the Valley Pike.

In the mountains west of the Shenandoah Valley, Fremont sets his 14,000 men in motion in response to Lincoln's directive to move on Harrisonburg. Secretary Stanton allows Fremont to choose the most suitable route. Instead of moving toward Harrisonburg by the most direct route over the mountains via Dry River Gap (S2104)—or by Milroy's old route along the Parkersburg Turnpike over Bullpasture Mountain (S0619)—Fremont unwisely decides to march northward to Petersburg (off-map) and Moorefield (M0407), and then eastward to Strasburg via Wardensville (M2507). He is convinced that this route will ease his formidable logistical difficulties and will prevent Jackson from moving against his vulnerable and lengthy supply line to the B&O Railroad at New Creek (off-map) via Moorefield and Romney (N0124). However, by abandoning the direct approach to Harrisonburg, he reduces the likelihood of trapping Jackson between himself and McDowell.

Meanwhile, at Department of the Rappahannock headquarters

near Fredericksburg, McDowell issues orders putting two of his divisions in motion for the Shenandoah Valley. Shields's division, which had arrived at Fredericksburg only three days previously after its withdrawal from Banks's Shenandoah Department, will be the first to march. A new division comprised mostly of troops from the defenses of Washington, under the command of General Ord, will follow.

### MAY 26-MAY 27, 1862

Jackson's Valley Army rests at Stephenson's Depot (except for the 2nd and 6th Virginia Cavalry, which follow Banks's retreat to the Potomac). "The general commanding would warmly express to the officers and men under his command his joy in their achievements, and his thanks for their brilliant gallantry in action and their patient obedience under the hardships of forced marches, often more painful to the brave soldier than the dangers of battle," Jackson declares to his troops.

Jackson's lightning campaign from New Market to Winchester has panicked several Federal commanders, who greatly exaggerate Jackson's actual strength of 17,000 men. Even though none of Jackson's command has moved east of the Blue Ridge into Fauquier County, Union garrisons along the Manassas Gap Railroad retreat in haste to Manassas Junction (off-map).

Shields's division marches from Fredericksburg to Manassas by way of Catlett's Station (off-map). When he arrives at Manassas, Shields telegraphs Secretary of War Stanton: "The whole thing here was a shameful panic. There were only a few hundred of the rebels ever seen [in Fauquier County], and yet the railroads and telegraph lines were abandoned at their approach....All is confusion here. It is a painful spectacle. No force of the enemy worth speaking of. They ran at the sight of rabble cavalry. I can retake the valley and rejoin General McDowell, but you must send new men to keep it."

Meanwhile the Union commander of the "Railroad Brigade," Colonel Dixon Miles, prepares to defend the critical Federal post at Harpers Ferry (N5524). Although Miles's mission is to protect the B&O Railroad, he has virtually no troops at his disposal. "A battalion of rebels could take this place, with all its ordnance," Miles declares. Lincoln responds by sending two infantry brigades (Slough's and Cooper's) from the defenses of Washington and Baltimore to Harpers Ferry by railroad. Now reinforced to 7,000 men, Miles begins to fortify Harpers Ferry against an attack by Jackson. He occupies Bolivar Heights (N5423) with a brigade and deploys a battery of heavy U.S. Navy guns from the Washington Navy Yard to a commanding position on Maryland Heights (N5623) overlooking the town. This position becomes known as the "Naval Battery."

In the Mountain Department, Fremont's command reaches Moorefield (M0407) at dusk on May 27.

### MAY 28-MAY 29, 1862

Jackson orders the Stonewall Brigade, under General Winder, to march to Charlestown (N4927) by way of Summit Point (N4329). When Winder encounters opposition south of Charlestown, Jackson's direct Ewell's division to follow in support. Later in the day, the remainder of the Valley Army follows the same route.

On May 29 the Rebels drive in Federal pickets as far as Halltown (N5325). Here Jackson can observe the enemy's Harpers Ferry defenses. The Federal position on Bolivar Heights (N5423) and around the Chambers Farm (N5424) is formidable, and Jackson decides not to attack. However, he sends the 2nd Virginia Infantry, belonging to Winder's Stonewall Brigade, across the Shenandoah to Loudoun Heights (N5624). This mountain dominates Harpers Ferry, but the Rebels do not have time to bring artillery up the steep, wooded slopes. Jackson has received several scouting reports that Union forces from Fauquier County are closing in on his line of communication to Staunton, so he has no chance to place Harpers Ferry under siege.

Essentially, President Lincoln has saved Harpers Ferry. Had he



not hastily directed two Federal infantry brigades from Baltimore and Washington there, Jackson could have seized this critical post with ease. Only three days previously, Miles had virtually no troops to defend the town.

Fremont's 14,000 Federals from the Mountain Department reach Fabius (M1106) on May 28. Despite Lincoln's plea to move with rapidity, the force rests at Fabius throughout May 29 "upon [says Fremont] the written protest of my medical director against further marching of the command." As it later turns out, Fremont's one day delay at Fabius is Jackson's salvation.

In McDowell's Department of the Rappahannock, Shields's division advances toward Front Royal along the Manassas Gap Railroad. By the night of May 29, his four brigades are encamped at Rectortown (off-map, N2014 on *Stonewall Jackson's Way* map). The three brigades of Ord's division are roughly one day's march behind Shields. On May 29 McDowell commits General King's division to the operation. This outfit, stationed at Fredericksburg, is the third division from the Rappahannock Department to join in the movement to the Valley—a total of nearly 30,000 men, most of whom had been scheduled to participate in an overland movement toward Richmond on May 24 in support of McClellan's Army of the Potomac on the Peninsula. That movement will never take place.

On May 28 Rebel troopers from the 2nd and 6th Virginia Cavalry burn the B&O Railroad bridge over Opequon Creek near Martinsburg (N4517). Rebel patrols push up the Valley Pike as far as Falling Waters (N4610) and Light's Ferry (N4908).

### MAY 30-MAY 31, 1862

Jackson's army retires from Harpers Ferry to Winchester on May 30, a march of 25 miles. Winder's Stonewall Brigade remains behind at Halltown (N5325) and is joined by the 2nd Virginia Infantry from Loudoun Heights on the 31st.

Meanwhile, Shields's Federal division moves with unusual rapidity toward Front Royal from Rectortown, a distance of about 14 miles. At Front Royal, Jackson has left a small Rebel garrison, the 12th Georgia Infantry of Ewell's division, which is driven out by Kimball's brigade at 11 AM. Ord's division (now under the command of Ricketts) is close behind Shields on the Manassas Gap Railroad, and King's division is bringing up the rear. In the Mountain Department, Fremont's force marches from Fabius to Wardensville (M2507).

For Jackson, a critical moment is at hand. If the Valley Army is to avoid the trap the Federals are preparing to spring, it will have to move very fast. As of the night of May 30 Jackson's only escape route is via the Valley Pike to Strasburg. At Winchester, the Valley Army is about 15 miles from Strasburg—and Winder, still at Halltown, is about 35 miles distant. Yet Shields, at Front Royal, is only nine miles from Strasburg, while Fremont, at Wardensville, is about 20 miles away.

On May 31 Jackson pulls out of Winchester and reaches Strasburg, encountering no enemy opposition. Winder's men make a remarkable march from Halltown to Newtown (M4506)—a distance of 28 miles.

"It seems the game is before you," President Lincoln writes to McDowell. But on this day of opportunity, McDowell's men accomplish nothing. With Jackson near at hand, Shields suddenly becomes cautious and urges Ricketts' (formerly Ord's) division to come up. (A week previously, Shields had said, "The enemy will fly before us....I will do the work myself. The others will be of no use to me.") Of Shields's four brigades, one remains in Front Royal; one inexplicably moves down the Luray Pike to Asbury Chapel (M4417); one marches to Kendrick's Ford (M4515); and one hesitantly probes toward the Valley Pike, halting when it encounters enemy opposition.

Fremont had confidently indicated to President Lincoln that his Mountain Department troops would make it to Strasburg on May 31. Much to Lincoln's disgust, however, Fremont makes it only from Wardensville to Cedar Creek (M3306), where the Strasburg road branches off from the Winchester Turnpike. The "Pathfinder"

cites a drenching rainstorm as the major reason for his failure to meet Lincoln's timetable.

It appears as if Jackson has escaped.

### JUNE 1, 1862

In the morning Jackson sends his supply wagons and prisoners southward down the Valley Pike toward Maurertown (M3215). With Union forces approaching Strasburg from two different directions, the Rebels are still in a very delicate position—especially since Winder's Stonewall Brigade is still 12 miles north of Strasburg at Newtown. Jackson therefore decides to hold the door open at Strasburg with the main body of his army while awaiting the arrival of Winder's men. In the meantime Ashby's cavalry keeps a sharp lookout on Fremont's Yankees in the direction of Cedar Creek. In mid-morning, Ashby reports to Jackson that one of Fremont's brigades (Cluseret's) is making threatening movements toward Strasburg down the Capon Road near Mulberry Run (M3709). Jackson dispatches the bulk of his infantry to deal with the Yankees, who withdraw to Whiatfield (M3707) after a vigorous exchange of artillery fire.

Winder's brigade arrives at Strasburg at midday. Covered by the energetic Ashby, the Valley Army commences its retreat down the Valley Pike to safety. By nightfall Jackson's main force is at Woodstock (M3018); the Rebel cavalry screen is at Maurertown. Despite President Lincoln's plea to McDowell and Fremont—"Do not let the enemy escape from you"—the wily Stonewall has indeed escaped.

And what of Shields and his Federal division at Front Royal? Early in the morning McDowell directs Shields to move his men directly from Front Royal to Strasburg via Waterlick (M4213), specifying that he should not cross the North Fork of the Shenandoah. Much to McDowell's surprise, however, Shields directs his division over the North Fork at Guard Hill (M4613) due to an intelligence report that Jackson's force had been seen retreating eastward toward Nineveh (M4711). Of course the report turns out to be erroneous, so Shields reverses his march and recrosses the North Fork at River Station (M4514). Here he encounters McDowell, who tells him that it is too late to catch Jackson at Strasburg. "We would have occupied Strasburg but dare[d] not interfere with what was designed for Fremont," Shields writes later. "His [Fremont's] failure has saved Jackson....As for myself, I did all man could do under the circumstances."

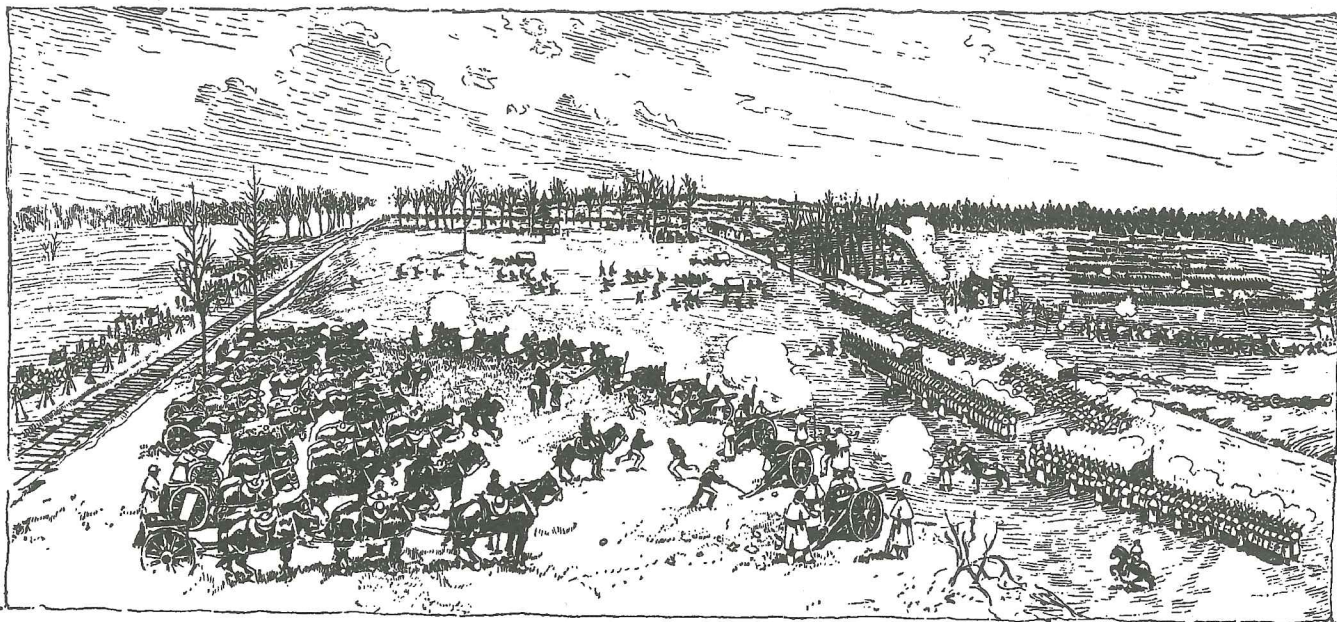
McDowell concludes that the only course of action is for Shields to advance southward up the Page Valley toward Luray (M3332). From there his division can turn westward through New Market Gap (M2533) to close Jackson's escape route down the Valley Pike. Jackson, however, has had a head start, and the Federals will have to move fast to catch him. Ricketts's division remains at Front Royal.

### JUNE 2-JUNE 6, 1862

The Union plan to trap Jackson at New Market (M2133) quickly dissolves as heavy rains sweep across the Shenandoah Valley. Despite the muddy roads Shields's men make excellent progress, reaching Luray late on June 2. But to Shields's dismay, Union scouts report that the White House Bridge (M2832) has been burned by the Rebels. This effectively foils the Union plan to push through New Market Gap since the rains have made all the fords across the South Fork between Luray and Front Royal impassable. Furthermore, Shields has no pontoon bridge equipment. Even so, Shields continues to swagger. "We have caught him now," Shields writes on June 3. "Jackson knows I am in his rear."

Shields's confidence is unfounded, for Jackson is fully aware of the Federals' advance up the Page Valley to Luray. Jackson has ordered the Valley Army to march speedily down the Valley Pike, and the hard-marching Rebel infantrymen reach Mt. Jackson (M2226) by nightfall, June 2. By the end of the following day the Valley Army is encamped near New Market (M2133). Thus, even had Shields managed to cross the South Fork of the Shenandoah at White House Bridge and press across New Market Gap on June 3,





he would have failed to cut off Jackson's retreat, since the Valley Army had already reached New Market by that time.

Jackson does not dawdle at New Market. On June 4 he directs his army to continue its retreat toward Harrisonburg (S3712), which is reached early in the morning of June 5. Instead of continuing the retreat from Harrisonburg to Staunton (S2629) via the Valley Pike, Jackson's army turns south on the Port Republic Road and bivouacs southeast of Cross Keys (S3817). Acting as a rearguard, Ashby's cavalry continues to hold Harrisonburg until Fremont's approach on the morning of June 6.

The Union troops of Fremont's Mountain Department have closely followed Jackson's retreat all the way from Strasburg. Their progress has been slowed by heavy rains and frustrated by Ashby's masterful delaying tactics. On June 3 Ashby's troopers burn the bridge over the North Fork of the Shenandoah near Meem's Bottom (M2228), delaying Fremont's pursuit by a day. On June 6 Fremont's advance guard, consisting of the 1st New Jersey and 1st Pennsylvania Cavalry, comes up against Ashby's screening force at Harrisonburg. Ashby pulls back to a position about two miles south of Harrisonburg on the Port Republic Road (S3714), allowing the Federals to occupy the town. The Yankee cavalry rashly attacks Ashby's troopers and is repulsed. Both sides call for infantry support. Ewell dispatches Stuart's brigade to Ashby's aid; on the Federal side, Cluseret's brigade joins the fray. A sharp little battle ensues which effectively halts the pursuit by Fremont's advance guard. However, the Rebels suffer a grievous loss in the battle, for General Ashby is killed by a Federal musket ball. Jackson would later write: "As a partisan officer I never knew his superior; his daring was proverbial; his powers of endurance almost incredible; his tone of character heroic, and his sagacity almost intuitive in divining the purposes and movements of the enemy."

After failing to cross the South Fork of the Shenandoah at White House Bridge, Shields decides to search for a crossing site further upriver. Late on June 3, he sends a small advance party of cavalry on ahead. They report that the Columbia Bridge (S5303), the Red Bridge (S5011), and the bridge at Conrad's Store (S5013) have all been burned by the Rebels. On June 4 the main body of Shields's division moves to Alma (S5402). Their advance is slow because of logistical problems and the torrential rains. "My command are already destitute of everything in the way of shoes, and will soon be destitute of provisions and forage," Shields writes to Secretary of War Stanton on June 4. He adds: "We have too many men and no supplies."

Shields's pursuit of Jackson now loses most of its energy. Throughout June 5 and 6, his men bivouac in and around Alma and Honeyville (S5303); only Carroll's brigade is sent forward toward Conrad's Store (S5013). Shields assigns Carroll the ambi-

tious mission of cutting the Virginia Central Railroad at Waynesboro (off-map, one hex south of S3633). "I fear the enemy will escape if it is not done," Shields writes.

### JUNE 7-JUNE 8, 1862

Stonewall Jackson no longer has any thoughts of "escape." On June 7 his army rests in camp along the banks of Mill Creek (S3919 and S3918). The next morning Jackson deploys Ewell's division for battle on a ridge near the Dunker Church (S3918); Jackson's own division (under the nominal command of Winder) is massed on the heights overlooking the South Fork of the Shenandoah northeast of Port Republic (S4020 and S4120). Jackson sets up his headquarters in Port Republic (S3921).

Despite his check at the Battle of Harrisonburg on June 6, Fremont decides to continue to pursue Jackson aggressively. On June 7 Fremont's advance guard reports that Ewell's division is encamped near the Dunker Church, and he issues orders to attack the Rebels the following day. On June 8 Fremont forms a battle line from Cross Keys (S3817) to Kyles Mill (S3917). His attack, however, is uncoordinated. On the Union left, Stahel's brigade of Blenker's division attacks Trimble's brigade and is repulsed. Trimble counterattacks and drives Stahel from the field. Meanwhile, Union troops in the center and right of Fremont's line make menacing movements, but refrain from attacking. Both sides exchange heavy artillery fire. Fremont retires a short distance, but Ewell is satisfied with the results of the day and holds his position. The Federals lose 664 men in what becomes known as the Battle of Cross Keys (427 from Stahel's brigade alone). Rebel losses are 287.

On June 7 Carroll's brigade of Shields's division (consisting only of about 1,500 infantry) marches from Conrad's Store along the western slope of the Blue Ridge to Hangman's Run (S4420)—within six miles of Jackson's headquarters at Port Republic. Meanwhile, Shields sends forward Tyler's brigade to Carroll's support. Tyler's men march from Alma to Naked Creek (S5110) on the 7th. Shields's two remaining brigades (Kimball's and Ferry's) remain in camp at Alma.

Carroll's scouts inform him that Jackson's army is encamped north of the South Fork around Newhaven (S4020). Significantly, the scouts note that Jackson's wagon trains are parked in the fields southwest of Port Republic—and they are virtually unguarded. Early on Sunday morning June 8, Carroll pushes his command to within two miles of the town (near Lewiston, S4221) and decides to dash forward with 150 cavalrymen and four pieces of artillery. They cross the South River (S4021) against scattered opposition and nearly capture Jackson; indeed, two of Jackson's staff officers are taken prisoner. However, Jackson's reaction is swift, and the Federal cavalrymen and gunners are driven out of town before Carroll's infantrymen can come to their support. For the



Northerners, another golden opportunity has slipped away. Had Carroll managed to wreck the Rebel wagon train, Jackson probably would have had to retire from the Valley; had Carroll also managed to burn the Port Republic bridge over the South Fork of the Shenandoah (S4020), Jackson would have had an impassable river to his rear and a sizable enemy force—Fremont's—blocking his only escape route.

In the afternoon of June 8 Tyler's brigade reaches the front after a grueling march from Naked Creek and joins Carroll near Lewiston. Here the two Union commanders prepare for battle on the following day.

After visiting with Lincoln and Stanton in Washington, McDowell telegraphs to Shields: "It being the intention of the President that the troops of the Rappahannock be employed elsewhere, General Shields will cease all further pursuit, and bring back all his division to Luray and get it ready for the march to Fredericksburg." However, Shields is advancing with Kimball's brigade from Alma to the aid of Carroll and Tyler, and he does not receive McDowell's message until the following morning. By then it is too late.

### JUNE 9, 1862

Jackson has an ambitious scheme. In the morning he hopes to concentrate much of his army in an attack against Carroll and Tyler at Lewiston; he then plans to recross the South Fork of the Shenandoah to crush Fremont. He directs Ewell to leave only Trimble's brigade (and part of Patton's) as a covering force facing Fremont. Meanwhile the rest of the Valley Army marches over a makeshift bridge over the South River (S4021) to attack Carroll and Tyler.

In the Northern camp Tyler contemplates launching an attack into Port Republic shortly after dawn. However, Carroll dissuades him from this idea. "[I] told him that if we could effect a retreat from our present position without disaster we would be doing as well as I could expect," Carroll would later write. Despite Carroll's plea to make an immediate retreat, Tyler (the senior officer) decides to stay and fight it out with Jackson.

Jackson does not wait for all his available men to reach the field. Instead he unwisely launches a piecemeal attack, which is repulsed with heavy losses (S4221). As Confederate reinforcements reach the field, however, the Union left is overwhelmed. The Federals retire and are vigorously pursued for a few miles by Rebel cavalry. Of Tyler's 3,000 men engaged he loses about 900—almost half of which are taken prisoner.

For the Confederates the Battle of Port Republic is a stubborn fight, costing Jackson over 800 casualties. The Valley Army has been marching and fighting almost constantly since April 30, and these heavy losses reduce its already low numbers by a significant amount. The lengthy struggle against Tyler also convinces Jackson to abandon his plan to fight Fremont in the afternoon. In the morning Fremont's Mountain Department troops had driven Trimble's Rebel covering force back to Mill Creek (S4019), so Jackson directs Trimble to fall back to Port Republic and burn the bridge over the South Fork (S4020) leading into town. Trimble successfully accomplishes this mission. By afternoon, Fremont's force reaches the heights overlooking the South Fork (S4020, S4120) and witnesses Tyler's retreat from Lewiston. Because the South Fork is still impassable, Fremont's men are completely incapable of lending support to their comrades on the east side of the river.

### JUNE 10-JUNE 17, 1862

On June 10 Fremont retreats toward Harrisonburg. He does not stop his retreat for five days, marching down the Valley Pike via New Market, Mt. Jackson, Woodstock, and Strasburg. He joins Banks's command (which had remained passive since its retreat from Winchester on May 25) at Middletown (M4209) on June 14. The Rebels follow Fremont's retreat with a small cavalry force.

After their defeat at Port Republic, Carroll and Tyler rejoin Shields and his other two brigades, and the whole force retreats to Luray (M3332). In obedience to McDowell's order to return to

Fredericksburg, Shields's division leaves for Front Royal. With his usual bravado, Shields writes: "General Fremont and myself were projecting a combined attack upon the enemy this morning [June 10], which in all probability must have destroyed him, when peremptory orders reached me, which I did not feel at liberty to disobey." Shields reaches Front Royal on June 16.

Jackson's Valley Army rests in Brown's Gap (S4323, S4423) from June 10 to June 12. No attempt is made to pursue either Fremont or Shields. On the 12th, Jackson moves his men to a more comfortable campground between Weyer's Cave (S3822) and Mt. Meridian (S3823). Word of Jackson's successes at Cross Keys and Port Republic has reached Richmond. "Your recent successes have been the cause of the liveliest joy in this army as well as in the country," Lee writes to Jackson on June 11. "The practicability of re-enforcing you has been the subject of earnest consideration. It has been determined to do so at the expense of weakening this army. Brigadier-General Lawton, with six regiments from Georgia, is on the way to you, and Brigadier-General Whiting, with eight veteran regiments [divided into two brigades, Hood's and Law's], leaves here today. The object is to enable you to crush the forces opposed to you."

Lee's reinforcements reach Jackson at Weyer's Cave on June 16. Immediately after their arrival, however, Lee has a change of heart. He writes to Jackson on June 16: "From your account of the position of the enemy I think it would be difficult for you to engage him in time to unite with this army in the battle for Richmond. Fremont and Shields are apparently retrograding, their troops shaken and disorganized, and some time will be required to set them again in the field. If this is so, the sooner you unite with this army the better. McClellan is being strengthened....The present, therefore, seems to be favorable for a junction of your army and this." Jackson's army breaks camp on June 17 and departs the Valley the following day.

The Shenandoah Valley campaign is over.

## Joining STONEWALL IN THE VALLEY, with ROADS TO GETTYSBURG, STONEWALL JACKSON'S WAY & HERE COME THE REBELS!

The *Stonewall in the Valley* maps join directly with the maps of the earlier Avalon Hill Civil War games *Stonewall Jackson's Way*, *Here Come the Rebels!*, and *Roads to Gettysburg*. The north map of *Stonewall in the Valley* overlaps the west map of *Here Come the Rebels!* and the south map of *Roads to Gettysburg*. The middle map of *Stonewall in the Valley* overlaps the north map of *Stonewall Jackson's Way*. The *Stonewall in the Valley* south map does not overlap the maps from any earlier games. When joining maps together, lay the *Stonewall in the Valley* maps so that they lie on top of the older maps. As a guide, Harpers Ferry/Bolivar is hex N5524 on the *Stonewall in the Valley* map; the same town is hex S0632 on the *Roads to Gettysburg* map and W2521 on the *Here Come the Rebels!* map. Front Royal is hex M4615 on the *Stonewall in the Valley* map; it is hex N0214 on the *Stonewall Jackson's Way* map.

When consolidating the four games, there are no rules or scenarios. Perhaps, in the near future, we will present a grand 1862 campaign of the whole eastern theater of the Civil War in *The General*. However, players may wish to use the *Stonewall in the Valley* maps when playing any of the earlier games to allow themselves more maneuver room in Advanced Game scenarios. In this event, the players must agree prior to the start of the game how the extra maps will affect existing rules. Similarly, players may use the earlier maps when playing *Stonewall in the Valley*.



# COMBAT CHART

DEFENSE VALUE (not including entrenchment benefits)										ATTACK VALUE									
Atkr die minus Dfdr die	1/2 to 3	4 to 6	7 to 11	12 to 18	19 to 26	27 to 37	38 to 49	50 or more		1/2 to 3	4 to 6	7 to 11	12 to 18	19 to 26	27 to 37	38 to 49	50 to 59	60 to 69	70 or more
≤ -8	-	-	-	-	-	-	-	-		3D	4D	5D	5D	6D	8D	10D	12D	14D	16D
-7	-	-	-	-	-	-	-	-		2D	3D	4D	4D	5D	7D	9D	11D	13D	15D
-6	-	-	-	-	-	-	-	-		2D	2D	3D	3D	5D	6D	8D	10D	12D	13D
-5	-	-	-	-	-	-	-	1		1D	2D	2D	3D	4D	6D	7D	9D	11D	12D
-4	-	-	-	-	-	-	1	1		1D	2D	2D	2D	3D	5D	6D	8D	9D	10D
-3	-	-	-	-	-	1	1	1		1D	2D	2D	2D	3D	4D	5D	7D	8D	9D
-2	f	f	f	f	f	1f	1f	1f		D	1D	2D	2D	3D	3D	5D	7D	8D	9D
-1	F	F	F	F	1F	1F	1F	2F		D	1D	1D	1D	2D	3D	5D	6D	7D	8D
0	D	D	D	D	1D	1D	2D	2D		D	1D	1D	1D	2D	3D	4D	5D	6D	8D
+1	D	D	D	1D	1D	2D	2D	2D		D	1D	1D	1D	2D	3D	3D	4D	5D	7D
+2	Dr	Dr	1Dr	1Dr	2Dr	2Dr	2Dr	3Dr		Da	Da	1Da	1Da	2Da	2Da	3Da	4Da	5Da	6Da
+3	Dr	Dr	1Dr	1Dr	2Dr	2Dr	3Dr	4Dr		Da	Da	Da	1Da	2Da	2Da	3Da	4Da	5Da	6Da
+4	DR	1DR	1DR	2DR	3DR	3DR	4DR	5DR		Ea	Ea	Ea	1Ea	1Ea	2Ea	3Ea	3Ea	4Ea	5Ea
+5	1DR	2DR	2DR	3DR	3DR	3DR	4DR	5DR		Ea	Ea	Ea	Ea	1Ea	1Ea	2Ea	2Ea	3Ea	3Ea
+6	1DR	2DR	2DR	3DR	3DR	4DR	5DR	6DR		a	a	a	a	1a	1a	1a	2a	2a	3a
+7	1DR	2DR	2DR	3DR	4DR	6DR	7DR	8DR		a	a	a	a	a	1a	1a	1a	2a	2a
+8	2DR*	2DR*	3DR*	4DR*	5DR*	7DR*	7DR*	9DR*		a	a	a	a	a	a	1a	1a	1a	2a
+9	2DR*	3DR*	4DR*	4DR*	5DR*	7DR*	8DR*	10DR*		a	a	a	a	a	a	a	1a	1a	1a
≥ +10	3DR*	4DR*	5DR*	5DR*	6DR*	8DR*	9DR*	11DR*		a	a	a	a	a	a	a	a	1a	1a

## Defender's die roll modifiers:

- +2 Defending across bridge or ford
- +1 Defending across creek (+2 in rain turns)
- +2 Defending in mountain hex (+1 if attacker also in mountain hex)



## Attacker's die roll modifiers:

- +/- Ratio modifier
- +/- Tactical modifier
- +1 to +4 Flank Attack bonus
- +1 Prepared attack
- +1 Assault action
- +1 or +2 Flanks Refused (see 7.8)
- 1 Hasty attack
- 3 Column of Route attack
- 1 Attacks in rain turns

## Key (see 7.5):

- # Manpower Value loss
- D Disorganize/Fatigue (& ammo loss)
- F Fatigue -2
- f Fatigue -1
- E End Action
- r Unit must retreat
- R Unit is routed & demoralized-1
- R\* Unit is routed & demoralized-2
- a Unit may advance after combat

## QUESTIONS

We regret that we cannot answer game questions by phone. However, we will try to answer all reasonable queries by mail *provided you observe the following requests:*

1. All questions must be accompanied by a stamped, self-addressed envelope bearing uncanceled U.S. postage sufficient for first class mail. Foreigners unable to secure U.S. postage may purchase an international Reply Coupon sufficient for return postage from their local Post Office. Questions cannot be returned inside other ordered merchandise—keep your questions separate from orders.
2. Do not ask questions for more than one game. If your letter has to go from one designer to another the chances of it being lost or delayed are greatly increased.
3. Identify the game you are asking about. Do not refer to grid-coordinates. You must provide an illustration of any map situation you refer to.
4. Do not ask questions on design or historical subjects. This type of material is best covered in our magazine: *THE GENERAL*. Purchase of the recommended special issue of the magazine pertaining to this game should prove helpful.
5. Do not ask us to rewrite a rule for you or to explain it in other terms. We do not have the time to write individual essay responses to vague questions, nor can we possibly do so with any better results than the version you currently possess which underwent several carefully prepared drafts. Therefore, please phrase your questions in a YES/No format and refer to the proper rule numbers when posing a question.
6. Please take the time to see if you can answer your own questions. A rereading of the rules will usually clarify most situations. The vast majority of questions we receive are clearly answered in the rules. When writing to us, pose your questions carefully in a Yes/No format. Many questions are so ambiguously worded that they are impossible to answer precisely.

Send to:

## GAME QUESTIONS

4517 Harford Road  
Baltimore, MD 21214



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## CREDITS

**Game Design:** Joseph M. Balkoski  
**Graphics:** Charlie Kibler  
**Mapboards:** Kurt Miller  
**Cover Art:** Keith Rocco, S.A.H.A. "Port Republic"  
**Support:** Baltimore Civil War Round Table, Major David Wrenn, 116th Infantry ("The Stonewall Brigade"), VAARNG  
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# Stonewall in the Valley Force Display



**FORCE 1**



**FORCE 2**



**FORCE 3**



**FORCE 4**



**FORCE 5**



**FORCE 6**



**FORCE 7**



**FORCE 8**



**FORCE 9**



**FORCE 10**



**Movement Track**

0	1	2	3	4	5	6	7
8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23







# STONEWALL IN THE VALLEY Charts & Tables



## COMBAT CHART

DEFENSE VALUE (not including entrenchment benefits)										ATTACK VALUE									
Atkr die minus Dfdr die	1/2 to 3	4 to 6	7 to 11	12 to 18	19 to 26	27 to 37	38 to 49	50 or more		1/2 to 3	4 to 6	7 to 11	12 to 18	19 to 26	27 to 37	38 to 49	50 to 59	60 to 69	70 or more
≤ -8	-	-	-	-	-	-	-	-		3D	4D	5D	5D	6D	8D	10D	12D	14D	16D
-7	-	-	-	-	-	-	-	-		2D	3D	4D	4D	5D	7D	9D	11D	13D	15D
-6	-	-	-	-	-	-	-	-		2D	2D	3D	3D	5D	6D	8D	10D	12D	13D
-5	-	-	-	-	-	-	-	1		1D	2D	2D	3D	4D	6D	7D	9D	11D	12D
-4	-	-	-	-	-	-	1	1		1D	2D	2D	2D	3D	5D	6D	8D	9D	10D
-3	-	-	-	-	-	1	1	1		1D	2D	2D	2D	3D	4D	5D	7D	8D	9D
-2	f	f	f	f	f	1f	1f	1f		D	1D	2D	2D	3D	3D	5D	7D	8D	9D
-1	F	F	F	F	1F	1F	1F	2F		D	1D	1D	1D	2D	3D	5D	6D	7D	8D
0	D	D	D	D	1D	1D	2D	2D		D	1D	1D	1D	2D	3D	4D	5D	6D	8D
+1	D	D	D	1D	1D	2D	2D	2D		D	1D	1D	1D	2D	3D	3D	4D	5D	7D
+2	Dr	Dr	1Dr	1Dr	2Dr	2Dr	2Dr	3Dr		Da	Da	1Da	1Da	2Da	2Da	3Da	4Da	5Da	6Da
+3	Dr	Dr	1Dr	1Dr	2Dr	2Dr	3Dr	4Dr		Da	Da	Da	1Da	2Da	2Da	3Da	4Da	5Da	6Da
+4	DR	1DR	1DR	2DR	3DR	3DR	4DR	5DR		Ea	Ea	Ea	1Ea	1Ea	2Ea	3Ea	3Ea	4Ea	5Ea
+5	1DR	2DR	2DR	3DR	3DR	3DR	4DR	5DR		Ea	Ea	Ea	Ea	1Ea	1Ea	2Ea	2Ea	3Ea	3Ea
+6	1DR	2DR	2DR	3DR	3DR	4DR	5DR	6DR		a	a	a	a	1a	1a	1a	2a	2a	3a
+7	1DR	2DR	2DR	3DR	4DR	6DR	7DR	8DR		a	a	a	a	a	1a	1a	1a	2a	2a
+8	2DR*	2DR*	3DR*	4DR*	5DR*	7DR*	7DR*	9DR*		a	a	a	a	a	a	1a	1a	1a	2a
+9	2DR*	3DR*	4DR*	4DR*	5DR*	7DR*	8DR*	10DR*		a	a	a	a	a	a	a	1a	1a	1a
≥ +10	3DR*	4DR*	5DR*	5DR*	6DR*	8DR*	9DR*	11DR*		a	a	a	a	a	a	a	a	1a	1a
<b>Defender's die roll modifiers:</b> +2 Defending across bridge or ford +1 Defending across creek (+2 in rain turns) +2 Defending in mountain hex (+1 if attacker also in mountain hex)										<b>Attacker's die roll modifiers:</b> +/- Ratio modifier +/- Tactical modifier +1 to +4 Flank Attack bonus +1 Prepared attack +1 Assault action +1 or +2 Flanks Refused (see 7.8) -1 Hasty attack -3 Column of Route attack -1 Attacks in rain turns						<b>Key (see 7.5):</b> # Manpower Value loss D Disorganize/Fatigue (& ammo loss) F Fatigue -2 f Fatigue -1 E End Action r Unit must retreat R Unit is routed & demoralized-1 R* Unit is routed & demoralized-2 a Unit may advance after combat			



## TERRAIN CHART

Terrain Type	Movement Point Cost	Movement Point Cost in Rain Turn	KEY	
			NE: No effect	P: Prohibited
Clear	3	3	<b>NOTES:</b> <b>A:</b> A unit may not enter or exit a mountain hex except at a hexside crossed by a road, pike, trail or RR. <b>B:</b> If a unit enters a mountain hex through a hexside crossed by a trail, it expends 2 MP (3 MP in rain turns). If it enters a non-mountain hex through a hexside crossed by a trail, it expends 1 MP (2 MP in rain turns). <b>C:</b> A unit may cross a major or minor river only at a bridge or ford. <b>D:</b> In rain turns, a unit may cross a major or minor river only at a bridge—never at a ford. Rain causes major rivers to become unfordable for a longer period than minor rivers (see 12.0). <b>E:</b> A unit entering an enemy ZOC from a non-enemy ZOC must stop its movement. It may attack. If it does so successfully, it may be permitted to continue its march. <b>F:</b> A unit may not exit an enemy ZOC unless it starts its march in an enemy ZOC and its first activity is to exit that ZOC. If it moves directly to a non-enemy ZOC, it pays the normal MP cost plus 1 MP to enter that hex. <b>G:</b> A unit may not exit an enemy ZOC unless it starts its march in an enemy ZOC and its first activity is to exit that ZOC. If it moves directly to another enemy ZOC, it pays an MP cost equal to the unit's entire Movement Allowance. If these two hexes are not connected by a pike, road, trail or RR, the unit's Strength marker is immediately disorganized. If it is already disorganized, the Strength marker's Manpower Value is reduced by 1. <b>H:</b> Applies only to active infantry unit entering hex occupied by friendly infantry (not cavalry) unit with Combat Value of 3 or more. If the hex entered is a mountain hex, the movement penalty is +3 MP. <b>I:</b> In rain turns, a unit may cross a creek only at a hexside crossed by a road, pike, trail or RR.	
Rolling	3	4		
Rough	5	6		
Woods	6	7		
Mountain	P <sup>A</sup>	P <sup>A</sup>		
Pike	1	1½		
Road	1	2		
Railroad	1	2		
Trail	2/1 <sup>B</sup>	3/2 <sup>B</sup>		
Major River	P <sup>C</sup>	P <sup>D</sup>		
Minor River	P <sup>C</sup>	P <sup>D</sup>		
Creek	NE	P <sup>I</sup>		
Ford	NE <sup>C</sup>	P <sup>D</sup>		
Bridge	NE <sup>C</sup>	NE <sup>D</sup>		
Town	NE	NE		
Village	NE	NE		
RR Station	NE	NE		
County Border	NE	NE		
Enter Enemy ZOC	Stop <sup>E</sup>	Stop <sup>E</sup>		
Exit Enemy ZOC	+1 <sup>F</sup>	+1 <sup>F</sup>		
Exit Enemy ZOC	All <sup>G</sup>	All <sup>G</sup>		
Enter Fr-Occ Hex	+1/+3 <sup>H</sup>	+1/+3 <sup>H</sup>		

## ARTILLERY VALUE CHART

Defender's Terrain	Attacker's Artillery	Defender's Artillery
CLEAR	×1	×2
ROLLING	×1/2	×1
ROUGH	×0	×1/2
MOUNTAIN	×0	×0
WOODS	×0	×0

Note: Round fractions up to a whole number. In a stack, add up Artillery Values and modify the sum.

## ATTACK SUMMARY

Attack	Infantry Cavalry		Combat Modifier
	MP Cost	MP Cost	
Column of Route	0*	0*	-3 to attacker's roll
Hasty	1	2	-1 to attacker's roll
Normal	2	4	No modifier
Prepared	4	8	+1 to attacker's roll

\* A column of route attack may not be declared if a unit's Movement Allowance is 0.

## HARPERS FERRY TABLE

Dice Sum	Result
≤ 11	No Effect
≥ 12	Surrender (see 17.0)
<b>Modifiers (cumulative)</b>	
+3: If a Confederate infantry unit with an Artillery Value of at least 1 occupies hex N5623 (Naval Battery)	
+1: If a Confederate infantry unit with an Artillery Value of at least 1 occupies hex N5624 (Loudoun Hts.)	
+1: If a Confederate infantry unit with an Artillery Value of at least 1 occupies hex N5423 (Bolivar Hts.)	



## RATIO CHART

Attacker to Defender Ratio	Attacker's Ratio Modifier
1-13 or less	-12
1-12	-11
1-11	-10
1-10	-9
1-9	-8
1-8	-7
1-7	-6
1-6	-5
1-5	-4
1-4	-3
1-3	-2
1-2	-1
1-1	0
2-1	+1
3-1	+2
4-1	+3
5-1	+4
6-1	+5
7-1	+6
8-1	+7
9-1	+8
10-1	+9
11-1	+10
12-1	+11
13-1	+12
14-1 or more	+13

## SUMMARY OF COMBAT RESULTS

### LETTER RESULTS

- **D (Disorganize/Fatigue):** The unit's Strength marker is flipped to the disorganized side. If already disorganized it remains so. The unit gains 3 Fatigue Levels (to a maximum of Level 4). If already at Level 4 it remains so. An active unit obtaining a "D" result has its march action terminated. In the Advanced Game, the unit has one box checked off on the Ammunition Pad.
- **F (Fatigue-2):** The unit's Fatigue Level is increased by 2 (to maximum of 4).
- **f (Fatigue-1):** The unit's Fatigue Level is increased by 1 (to maximum of 4).
- **E (End Action):** An Active unit may not expend any more MP; its march is terminated.
- **r (Retreat):** The unit must retreat.
- **R (Rout/Demoralize-1):** The unit is routed. The unit also gains a Demoralize-1 marker. If it already has such a marker, flip it to Demoralize-2. If it already is Demoralize-2, its Manpower value is unaffected.
- **R\* (Rout/Demoralize-2):** The unit is routed. The unit also gains a Demoralize-2 marker. If it already is Demoralize-2, its Manpower value is reduced by 1 in addition to the normal Manpower loss result.
- **a (Advance):** The unit may advance after combat.

### NUMBER RESULTS

The number result indicates the reduction of the unit's Manpower Value. The unit's new Strength marker may be placed on the unit's organized or disorganized side:

- If the original Strength marker was disorganized before combat, the new Strength marker is placed on the disorganized side.
- If the original Strength marker was organized before combat, the new Strength marker is placed on the disorganized side if the combat result contains a "D."
- If the original Strength marker was organized before combat, the new Strength marker is placed on the organized side if the combat result does not contain a "D."

### RETREATS

If the defender suffers an "r" result, he must retreat defending units a minimum of 2 hexes and a maximum of 4 hexes (see 7.6 for restrictions).

### ROUTES

If the defender suffers an "R" or "R\*" result, he must retreat the defending units a minimum of 4 hexes and a maximum of 6 hexes (see 7.6 for restrictions).

### DEFENDER'S RETREAT OPTION

On any combat result applying to the defender not containing an "r" or "R", the defender may voluntarily retreat one or more of his units up to 4 hexes subject to the normal retreat rules.

### ADVANCE AFTER COMBAT

If the attacker receives an "a" result, the attacking units may advance into the hex vacated by the defender.

## FLANK ATTACK SUMMARY

If, at the moment of combat, defending units are partially or completely surrounded by active and inactive enemy units and their ZOC, the attacker's die roll may be enhanced. This bonus applies even if some of the units surrounding a defender do not participate in the attack. There are 4 categories of flank attacks; a maximum of one may apply per attack. These bonuses do not apply if the defender occupies a mountain hex (see 7.4).

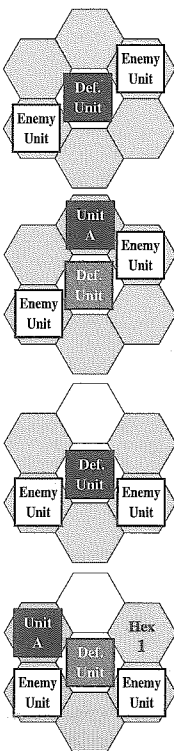
**+4:** If all six hexes adjacent to the defender are enemy-occupied or in the ZOC of enemy units, and all six of these hexes are not occupied by units friendly to the defender, the attacker adds 4 to his die roll. *The two enemy units occupy or exert ZOC into the six shaded hexes adjacent to the defending unit. The attacker gains a +4 bonus because none of the six shaded hexes are occupied by units friendly to the defender.*

**+3:** If all six hexes adjacent to the defender are enemy-occupied or in the ZOC of enemy units, but one or more of these six hexes is occupied by units friendly to the defender, the attacker adds 3 to his die roll. *The two enemy units occupy or exert ZOC into the six shaded hexes adjacent to the defending unit. The attacker gains a +3 bonus because Unit A, which is friendly to the defender, occupies one of the six shaded hexes adjacent to the defender.*

**+2:** If five of the six hexes adjacent to the defender are enemy-occupied or in the ZOC of enemy units, and all five of these hexes are not occupied by units friendly to the defender, the attacker adds 2 to his die roll. *The two enemy units occupy or exert ZOC into the five shaded hexes adjacent to the defending unit. The attacker gains a +2 bonus because none of the five shaded hexes are occupied by units friendly to the defender.*

**+1:** If five of the six hexes adjacent to the defender are enemy-occupied or in the ZOC of enemy units, and one of these five hexes is occupied by a unit or units friendly to the defender, the attacker adds 1 to his die roll. If two or more of these five hexes are occupied by units friendly to the defender, the attacker gains no flank attack benefit and adds nothing to his roll. *The two enemy units occupy or exert ZOC into the five shaded hexes adjacent to the defending unit. The attacker gains a +1 bonus because Unit A, which is friendly to the defender, occupies one of the five shaded hexes adjacent to the defender. If another unit friendly to the defender occupied Hex 1, the attacker would not gain any flank attack bonus because two of the five shaded hexes would be occupied by units friendly to the defender.*

Note: If enemy units occupy or exert a ZOC into a hex adjacent to the defender, and those enemy units have an Attack Value less than one-fourth the defender's Defense Value, that hex is not considered "enemy-occupied" or "in the ZOC of enemy units" for flank attack purposes. Flank attacks are modified if using the flanks refused rule.



## COMMAND RADIUS SUMMARY

1. A Command radius is a path of 3 or fewer hexes between a leader's hex and a subordinate unit's hex.
2. Terrain is irrelevant when tracing a command radius.
3. A command radius may not enter an enemy-occupied hex or an enemy ZOC (unless that ZOC is occupied by a friendly unit).

## CAVALRY RETREAT SUMMARY

1. Cavalry player rolls die, modifying roll if necessary. The modified roll is halved (round down). The result is the number by which the active unit's Movement Allowance is reduced.
2. If in Step 1 the unmodified roll is 1, the cavalry unit's Manpower Value is reduced by 1.
3. Cavalry unit retreats 4 hexes.
4. Cavalry unit's Fatigue Level is increased by 1 (to maximum of 4). Its Strength marker is flipped to its disorganized side. If it is already disorganized, there is no further effect.
5. Active player continues action from the point of interruption.

### Modifiers (Cumulative)

- +3: If cavalry unit occupies a mountain hex (+1 if active unit is also in mountain hex)
- +2: If cavalry unit is separated from active unit by a bridge or ford
- +2: If all cavalry units in hex have a combined Combat Value of 2 or more (for the Confederate player) or 3 or more (for the Union player)
- 3: If Union cavalry unit(s) in hex have a combined Combat Value of 1. This modifier is never applied to the Confederate player.
- 2: If all cavalry units in hex are at Fatigue Level 4
- 2: If all cavalry units in hex are Demoralize-1 or 2
- 2: If all cavalry units in hex are out of ammo
- 1/-4: If the cavalry unit has a Combat Value of 1/2. Subtract 1 for a Confederate unit, 4 for a Union unit.



# Stonewall in the Valley



## ACTION SUMMARY

The player who takes initiative must perform a single action in the Activation Segment with one of his military units or leaders. There are three types of actions:

- March
- Activate Leader
- Assault

## MOVEMENT SUMMARY

### DETERMINING A UNIT'S MOVEMENT ALLOWANCE IN A MARCH ACTION

Unit Type	Movement Allowance
Union Infantry Unit	Roll 1 die
Confederate Infantry Unit	Roll 1 die and add 1
Union Cavalry Unit	Roll 2 dice
Confederate Cavalry Unit	Roll 2 dice and add 2

### DETERMINING A MOVEMENT ALLOWANCE IN AN ACTIVATE LEADER ACTION

Leader Type	Movement Allowance
Union Leaders	Roll 1 die*
Confederate Leaders	Roll 1 die and add 2

\* Minimum Movement Allowance is 2, even on a die roll of 1.

The leader's Movement Allowance is used by each unit selected for participation in the leader activation. Place the Leader Movement Allowance marker on the Movement Track in the box corresponding to this number.

### HOW TO PERFORM A FORCE MARCH

1. An active unit may force march only if its Strength marker is organized. Flip the unit's Strength marker to its disorganized side.
2. In an infantry force march, roll 1 die and subtract 1. In a cavalry force march, roll 2 dice and subtract 1 from the sum. The result is the number of MP added to the unit's Movement Allowance. The minimum MP bonus in an infantry force march is 2. The minimum MP bonus in a cavalry force march is 4.
3. If the unmodified Step 2 roll is 6 (for infantry), active unit's Manpower Value is reduced by 2; if unmodified roll is from 2 to 5 (for infantry) or 8 or more (for cavalry), active unit's Manpower Value is reduced by 1; if unmodified roll is 1 (for infantry) or 7 or less (for cavalry), active unit's Manpower Value is unaffected.

## EXTENDED MARCH TABLE

Die	Confederate	Union
4 or less	NE	NE
5	NE	D
6 or more	D	D

### MODIFIERS:

- +1: If a march by a unit on its normal side increases its Fatigue Level from 3 to 4.
- +1: If a march by a unit on its exhausted side increases its Fatigue Level from 2 to 3.
- +3: If a march by a unit on its exhausted side increases its Fatigue Level from 3 to 4.

### KEY:

NE: No effect.

D: Disorganized—the unit's Strength marker is flipped to its disorganized side. If it is already disorganized, replace it with another disorganized Strength marker with a Manpower Value one less than the one being removed.

## ATTACK PROCEDURE

### ATTACK PROCEDURE (MARCHING UNIT ONLY)

1. The active player states the target of the attack.
2. The active player states the type of attack: column of route, hasty, normal, or prepared. Adjust the Active Movement Allowance marker downward on the Movement Track by the attack's MP cost.
3. The players determine their Attack and Defense Values and calculate the "ratio modifier."
4. The players determine the "tactical modifier" and other die roll modifiers.
5. The attacker and defender each roll a die, modifying their rolls as required. The defender's modified roll is subtracted from the attacker's modified roll. The players consult the Combat Chart and apply results.
6. If the marching unit has MP left and the result does not require it to end the action, it may continue its march. If the unit has no more MP or the result calls for the march to end, the action is over and a new Action Phase begins.

### ATTACK PROCEDURE (ASSAULT ACTION ONLY)

A leader may be selected for an assault action only if one or more units belonging to that leader's command are situated in the leader's hex. At least one of those units must be at a Fatigue Level of 3 or less.

1. The active player selects an eligible leader and chooses one or more units in the active leader's hex which belong to the same command as that leader. Each unit selected to participate in the action must be at a Fatigue Level of 3 or less.
2. Each selected unit has its Fatigue Level increased by one. An "extended march" never occurs as a result of an assault action.
3. The active player states the target of the attack.
4. The enemy player may conduct a cavalry retreat with eligible units.
5. The active player rolls a die and compares the roll with the active leader's Command Value. This roll may be modified (see 7.1). If the modified roll is equal to or less than the leader's Command Value, the assault takes place; proceed to Step 6. If the modified roll is greater than the leader's Command Value, the assault action ends.
6. If a friendly district leader is situated within the command radius of an active division leader, the active player may attempt a "grand assault" (see below).
7. The players determine their Attack and Defense Values and calculate the "ratio modifier."
8. The players determine the "tactical modifier" and any other modifiers.
9. The attacker and defender each roll a single die, modifying their rolls as required. The defender's modified roll is subtracted from the attacker's modified roll. The players consult the Combat Chart and apply results.

### GRAND ASSAULT

If a friendly district leader is situated within the command radius of an active division leader, the active player may attempt a "grand assault" during Step 6 of the assault procedure.

1. The active player selects one or more friendly units, regardless of their affiliation, which are currently situated in any of the six hexes adjacent to the target hex. The selected units must have a Fatigue Level of 3 or less. They may not be chosen if they were already selected for participation in Step 1 of the assault procedure.
2. The active player rolls a die and compares the roll with the district leader's Command Value. This roll may be modified (see 7.1). If the modified roll is equal to or less than the district leader's Command Value, the grand assault takes place; proceed to Step 3. If the modified roll is greater than the district leader's Command Value, the grand assault does not take place; do not proceed to Step 3. Regardless of the success or failure of a grand assault, the assault action continues.
3. Each unit selected in Step 1 has its Fatigue Level increased by one. An "extended march" never occurs as a result of a grand assault.
4. Each unit selected as part of the grand assault contributes its Combat and Artillery Values to the active player's Attack Value as calculated in Step 7 of the assault procedure.

## RECOVERY PHASE SUMMARY

1. Units at Fatigue Level 0 may entrench or build bridges. They may not do both.
2. In the Advanced Game, Union out of supply units at Fatigue Levels 0, 1, or 2 may forage.
3. Units at Fatigue Level 0 or 1 with disorganized Strength markers have these markers flipped to their organized sides. (Exception: In the Advanced Game, out of supply units with disorganized Strength markers are unaffected.) Units at Fatigue Level 0 or 1 on their exhausted sides are flipped to their normal sides. Units at Fatigue Level 0 or 1 with Demoralize-1 markers have these markers removed; those with Demoralize-2 markers have these markers flipped to their Demoralize-1 sides.
4. Units at Fatigue Level 3 or 4 are flipped to their exhausted sides. If they are already exhausted there is no further effect.
5. Units at Fatigue Level 1 or more lose 3 Fatigue Levels (to minimum of 0).
6. In the Advanced Game, out of supply units with organized Strength markers have their Strength markers flipped to their disorganized sides.



## ABBREVIATED SEQUENCE OF PLAY

1. Random Events Phase
2. Reinforcement Phase (Advanced Game only)
3. Union Off-Map Movement Phase (Advanced Game only)
4. Harpers Ferry Phase (Advanced Game only)
5. Leader Transfer Phase
6. Attachment Phase (Advanced Game only)
7. Action Cycle
  - A. Initiative Segment
  - B. Activation Segment
8. Recovery Phase
9. Strategic Cycle (Advanced Game only; only on turns divisible by 5)
  - A. Strategic Segment
  - B. County Control Segment
  - C. Union Bridge Repair Segment
  - D. Depot Segment (not on Turn 5)
  - E. Union Supply Status Segment (not on Turn 5)
  - F. Ammunition Segment (not on Turns 5 and 10)
  - G. Union Commitment Segment (not until Turn 30–April 5)
  - H. Withdrawal Segment
  - I. Lull Segment (8 steps)
10. Turn Indication Phase

### UNION WITHDRAWAL CHART

Turn	VP Gain
5	MV×3
10	MV×2½*
15-20	MV×2
25-30	MV×1½*
35-40	MV+2†
45-50	MV+1
55-65	MV×1
70-80	MV×½*
85-95	MV×¼*
100+	0

\* Round fractions up

†Exception: A withdrawn unit with a Manpower Value of 1 gains 2 (not 3) VP; a withdrawn unit with a Manpower Value of 2 gains 3 (not 4) VP.

MV: Manpower Value

VP: Victory Points

Notes: Determine the Manpower Value of each Union infantry unit withdrawn from the map during the Union Withdrawal Segment of the Strategic Cycle and modify that value as listed above according to the current turn. No VP are gained for withdrawn leaders. Cavalry units may not be withdrawn. For example, a unit with a Manpower Value of 5 that is withdrawn in Turn 50 gains 6 VP for the Union player (5 + 1 = 6).

### UNION COMMITMENT CHART

Turn	VP Loss
5-25	—
30	-11
35-40	-10
45-50	-9
55-60	-8
65	-7
70	-6
75-80	-5
85	-4
90-100	-3
105	0

VP: Victory Points

Notes: The Union player loses the indicated number of VP for each infantry unit (regardless of its Manpower Value) "committed" during the Union Commitment Segment of the Strategic Cycle. Committed leaders and cavalry regiments do not cause VP loss. Units may not be committed before Turn 30.

### UNION FORAGE TABLE

Die	Result
3 or less	Success
4 or more	Failure
<b>Modifiers (cumulative):</b>	
+1: If the foraging unit occupies Hardy, Hampshire, Mineral, Morgan, or Pendleton County.	
+1: If the foraging unit is currently at Fatigue Level 1.	
+2: If the foraging unit is currently at Fatigue Level 2.	
<b>Notes:</b> The Union player must roll a die and consult this table for each of his units that forages in Step 2 of the Recovery Phase. A unit which successfully forages has its Out of Supply marker removed; a unit which fails to forage retains its Out of Supply marker.	

## RANDOM EVENTS TABLE

Dice	Result
2	Rain (Current +2)*
3	Rain (Current +1)
4	No Effect†
5	Rain (Current)°
6	Union Cavalry Reinforcements
7	No Effect
8	Union Command Paralysis
9	No Effect
10	Ashby
11	Confederate Command Paralysis
12	Rain (Current + 2)

\* Convert to "Rain (Current +1)" starting May 1

† Convert to "Rain (Current)" starting May 1

° Convert to "No Effect" starting May 1

## STRATEGIC TABLE

Dice	Result
2	Lull*
3	Advance Strategic Marker
4	Lull†
5	Lull‡
6	Advance Strategic Marker
7	Lull‡
8	Advance Strategic Marker
9	Lull‡
10	Confederate Reinforcements
11	Union Reinforcements
12	Lull*

\* Convert to "Confederate Reinforcements" starting May 10 (Turn 65)

† Convert to "Union Reinforcements" starting May 10 (Turn 65)

‡ Convert to "No Effect" starting May 10 (Turn 65)

## COUNTY CONTROL

### HOW TO DETERMINE CONTROL

- In the County Control Segment, the Union player controls a county if a Union infantry unit with a Manpower Value of at least 1 occupies the "control seat." Counting this unit, the Union player must have a combined Manpower Value among all his units (including cavalry) in that county of at least 2.
- In the County Control Segment, the Confederate player controls a county if the Union player does not control that county and the Confederate player has a combined Manpower Value among all his units (including cavalry) in that county of at least 8. The units may be situated anywhere in the county and do not have to occupy the control seat.

COUNTY	CONTROL SEAT
Augusta	Staunton (S2629)
Berkeley	Martinsburg (4317)
Fauquier	Markham Depot (M5616)
Frederick	Winchester (N3333)
Hampshire	Romney (N0124)
Hardy	Moorefield (M0407)
Highland	McDowell (S0218)
Jefferson	Harpers Ferry (N5524)
Mineral	Patterson's Depot (N0111)
Morgan	Sir John's Run (N2805)
Rockingham	Harrisonburg (S3712)
Shenandoah	Strasburg (M3712)
Warren	Front Royal (M4615)

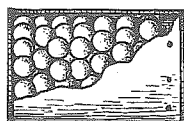


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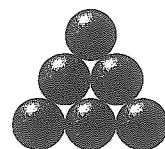
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# Ammunition Pad



## Union

### SHENANDOAH DEPT.

(BANKS)

#### 1st Division (Williams)

Donnelly ☐☐☐☐  
Abercrombie ☐☐☐☐  
Gordon ☐☐☐☐

#### 2nd Division (Shields)

Kimball ☐☐☐☐  
Sullivan ☐☐☐☐  
Tyler ☐☐☐☐

#### 3rd Division (Sedgwick)

Gorman ☐☐☐☐  
Dana ☐☐☐☐  
Burns ☐☐☐☐

#### Miscellaneous

28 PA ☐☐☐☐

### MOUNTAIN DEPT.

(FREMONT)

#### Blenker's Division

Stahel ☐☐☐☐  
Steinwehr ☐☐☐☐  
Bohlen ☐☐☐☐

#### Miscellaneous

Cluseret ☐☐☐☐  
Crook ☐☐☐☐  
Kelley ☐☐☐☐  
Milroy ☐☐☐☐  
Schenck ☐☐☐☐  
3 PHB ☐☐☐☐  
5 WV ☐☐☐☐

### RAPPAHANNOCK DEPT.

(McDOWELL)

#### 2nd Division (McCall)

Reynolds ☐☐☐☐  
Meade ☐☐☐☐  
Seymour ☐☐☐☐

#### 3rd Division (King)

Augur ☐☐☐☐  
Patrick ☐☐☐☐  
Gibbon ☐☐☐☐

#### 4th Division (Ricketts)

Duryea ☐☐☐☐  
Tower ☐☐☐☐

### RR BRIGADE

Cooper ☐☐☐☐  
Slough ☐☐☐☐  
1 PHB ☐☐☐☐  
2 PHB ☐☐☐☐  
10 ME ☐☐☐☐  
54 PA ☐☐☐☐

### CAVALRY

1 CT ☐☐☐☐  
1 MD ☐☐☐☐  
1 ME ☐☐☐☐  
1 MI ☐☐☐☐  
1 NJ ☐☐☐☐  
1 PA ☐☐☐☐  
1 RI ☐☐☐☐  
1 VT ☐☐☐☐  
1 WV ☐☐☐☐  
2 PA ☐☐☐☐  
3 NY ☐☐☐☐  
3 WV ☐☐☐☐  
4 NY ☐☐☐☐  
4 PA ☐☐☐☐  
5 NY ☐☐☐☐  
6 OH ☐☐☐☐  
8 NY ☐☐☐☐  
10 NY ☐☐☐☐

### SUBSTITUTE UNITS

Sub-1  
Sub-2  
Sub-3  
Sub-4  
Sub-5  
Sub-6

Notes:



## Confederate

### VALLEY DISTRICT

(JACKSON)

#### Jackson's Division

Stonewall ☐☐☐☐  
Burks ☐☐☐☐  
Fulkerson ☐☐☐☐  
Johnson ☐☐☐☐

#### Ewell's Division

Elzey ☐☐☐☐  
Taylor ☐☐☐☐  
Trimble ☐☐☐☐

#### Whiting's Division

Hampton ☐☐☐☐  
Hatton ☐☐☐☐  
Hood ☐☐☐☐  
Law ☐☐☐☐  
Pettigrew ☐☐☐☐

#### Miscellaneous

Branch ☐☐☐☐  
Heth ☐☐☐☐  
Lawton ☐☐☐☐  
Mahone ☐☐☐☐  
VA Militia ☐☐☐☐

### CAVALRY

Ashby ☐☐☐☐  
2/6 VA ☐☐☐☐

### SUBSTITUTE UNITS

Sub-1  
Sub-2  
Sub-3  
Sub-4  
Sub-5  
Sub-6

Notes:






# Stonewall in the Valley



































































# Stonewall in the Valley: Unit Markers

## Front

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 <b>Banks</b> 3-5	 <b>Fremont</b> 3-4	 <b>McDowell</b> 3-5	 <b>Sedgwick</b> 3-5 2-7	 <b>Williams</b> 1-5 2-7	 <b>Shields</b> 2-5 2-6	 <b>Blenker</b> B-M 2-5	 <b>Ricketts</b> 4-R 2-7	 <b>King</b> 3-R 2-7	 <b>McCall</b> 2-R 2-7
 <b>Dana</b> 2-3-S 2-1	 <b>Gorman</b> 1-3-S 2-0	 <b>Burns</b> 3-3-S 2-1	 <b>Donnelly</b> 1-3-S 2-2	 <b>Gordon</b> 3-3-S 2-2	 <b>Abrcamb</b> 2-3-S 2-1	 <b>Kimball</b> 1-3-S 2-1	 <b>Sullivan</b> 2-3-S 2-2	 <b>Tyler</b> 3-3-S 2-2	 <b>Ferry</b> 2-3-S 2-2
 <b>Carroll</b> 4-2-S 2-0	 <b>Stahel</b> 1-B-M 1-1	 <b>Steinwhr</b> 2-B-M 1-1	 <b>Bohlen</b> 3-B-M 1-1	 <b>Milroy</b> M 2-2	 <b>Schenck</b> M 2-0	 <b>Cluseret</b> M 2-0	 <b>Kelley</b> M 2-2	 <b>Crook</b> M 2-0	 <b>Reynolds</b> 1-2-R 2-2
 <b>Meade</b> 2-2-R 2-1	 <b>Seymour</b> 3-2-R 2-1	 <b>Augur</b> 1-3-R 2-2	 <b>Patrick</b> 2-3-R 2-1	 <b>Gibbon</b> 3-3-R 2-1	 <b>Duryea</b> 1-4-R 2-2	 <b>Tower</b> 2-4-R 2-1	 <b>Hartsuff</b> 3-4-R 2-1	 <b>Slough</b> RR-S 2-1	 <b>Cooper</b> RR-S 2-1
 <b>3 PHB</b> M 1-0	 <b>1 MD</b> 1-S 1-0	 <b>10 ME</b> RR-S 1-0	 <b>1 PHB</b> RR-S 1-0	 <b>5 WV</b> M 1-0	 <b>54 PA</b> RR-S 1-0	 <b>2 PHB</b> RR-M 1-0	 <b>28 PA</b> S 1-0	 <b>1 MI</b> 1-0	 <b>1 WV</b> 1-0
 <b>4 PA</b> 1-0	 <b>1 NJ</b> 1-0	 <b>1 RI</b> 1-0	 <b>1 PA</b> 1-0	 <b>1 VT</b> 1-0	 <b>1 MD</b> 1-0	 <b>5 NY</b> 1-0	 <b>8 NY</b> 1-0	 <b>10 NY</b> 1-0	 <b>1 ME</b> 1-0
 <b>2 PA</b> 1-0	 <b>3 NY</b> 1-0	 <b>4 NY</b> 1-0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0
 <b>1 CT</b> 1-0	 <b>3 WV</b> 1-0	 <b>6 OH</b> 1-0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0
									
									
 <b>DEPOT BUILD</b>	 <b>DEPOT BUILD</b>	 <b>DEPOT BUILD</b>	 <b>DEPOT BUILD</b>	 <b>DEPOT BUILD</b>	 <b>DEPOT BUILD</b>	 <b>DEPOT BUILD</b>	 <b>DEPOT BUILD</b>	 <b>DEPOT BUILD</b>	 <b>DEPOT BUILD</b>
 <b>VP x1 (+)</b>	 <b>VP x10 (+)</b>	 <b>VP x100 (+)</b>		 <b>Sub-1</b> 1-0	 <b>Sub-2</b> 1-0	 <b>Sub-3</b> 1-0	 <b>Sub-4</b> 1-0	 <b>Sub-5</b> 1-0	 <b>Sub-6</b> 1-0
 <b>Force 1</b>	 <b>Force 2</b>	 <b>Force 3</b>	 <b>Force 4</b>	 <b>Force 5</b>	 <b>Force 6</b>	 <b>Force 7</b>	 <b>Force 8</b>	 <b>Force 9</b>	 <b>Force 10</b>

<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>
<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>
<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>
<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>
<b>Union</b>	<b>Union</b>	<b>Union</b>	<b>Union</b>	<b>Union</b>	<b>Union</b>	<b>Union</b>	<b>Union</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>
<b>Union</b>	<b>Union</b>	<b>Leader Activation</b>	<b>Leader Activation</b>	<b>Leader Activation</b>	<b>Leader Activation</b>	<b>Leader Activation</b>	<b>Leader Activation</b>	<b>Fatigue 1</b>	<b>Fatigue 1</b>
									
									
 <b>Jackson</b> J-V 4-7	 <b>Ewell</b> E-V 4-8	 <b>Whiting</b> W-V 4-7	 <b>Stonewall</b> J-V 3-2	 <b>Fulkerson</b> J-V 3-1	 <b>Byrks</b> J-V 3-1	 <b>Campbell</b> J-V 3-1	 <b>Taliaferro</b> J-V 3-1	 <b>Taylor</b> E-V 3-1	 <b>Trimble</b> E-V 3-1
 <b>Elzey</b> E-V 3-0	 <b>Johnson</b> J-V 3-2	 <b>VA Milit</b> V 2-1	 <b>Scott</b> E-V 3-1	 <b>MD Line</b> E-V 3-1	 <b>Steuart</b> E-V 3-2	 <b>Patton</b> J-V 3-1	 <b>Lawton</b> V 3-1	 <b>Branch</b> V 3-1	 <b>Mahone</b> V 3-1
 <b>Law</b> W-V 3-1	 <b>Hood</b> W-V 3-1	 <b>Heth</b> V 3-0	 <b>Hampton</b> W-V 3-1	 <b>Hatton</b> W-V 3-1	 <b>Pettigrew</b> W-V 3-1	 <b>Ashby</b> W-V 3-1	 <b>2/6 VA</b> 2-0	 <b>DEPOT BUILD</b>	 <b>DEPOT BUILD</b>
 <b>Sub-1</b> 2-0	 <b>Sub-2</b> 2-0	 <b>Sub-3</b> 2-0	 <b>Sub-4</b> 2-0	 <b>Sub-5</b> 2-0	 <b>Sub-6</b> 2-0				
 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0	 <b>Dmorize</b> 1 Attack: 1/2 Artillery: 0		



# Stonewall in the Valley: Unit Markers

Back

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Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted
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Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted
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Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted
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Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted
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Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Confed	Confed	Confed	Confed	Confed	Confed	Confed	Confed
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Fatigue 2 Ext. March If Exhausted	Fatigue 2 Ext. March If Exhausted	Leader Activation	Leader Activation	Leader Activation	Leader Activation	Leader Activation	Leader Activation	Confed	Confed
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Control	Control	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>
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Control	Control	Control	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>
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Trimble E-V 3:1	Taylor E-V 3:1	Taliaferro J-V 3:1	Campbell J-V 3:1	Burks J-V 3:1	Fulkerson J-V 3:1	Stonewall J-V 3:2
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Mahone V 3:1	Branch V 3:1	Lawton V 3:1	Patton J-V 3:1	Stewart E-V 3:2	MD Line E-V 3:1	Scott E-V 3:1	VA Milit V 2:1	Johnson J-V 3:2	Elzey E-V 3:0
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DEPOT Complete	DEPOT Complete	2/6 VA 2:0	Ashby 3:1	Pettigrew W-V 3:1	Halton W-V 3:1	Hampton W-V 3:1	Heth V 3:0	Hood W-V 3:1	Law W-V 3:1
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Sub-6 2:0	Sub-5 2:0	Sub-4 2:0	Sub-3 2:0	Sub-2 2:0	Sub-1 2:0
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Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0
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Ferry 2:2-S 2:2	Tyler 3:2-S 2:2	Sullivan 2:2-S 2:2	Kimball 1:2-S 2:1	Abrcmb 2:1-S 2:1	Gordon 3:1-S 2:2	Donnelly 1:1-S 2:2	Burns 3:3-S 2:1	Gorman 1:3-S 2:0	Dana 2:3-S 2:1
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Reynolds 1:2-R 2:2	Crook M 2:0	Kelley M 2:2	Cluseret M 2:0	Schenk M 2:0	Milroy M 2:2	Bohlen 3:3-B-M 1:1	Steinwhr 2:3-B-M 1:1	Stahel 1:3-B-M 1:1	Carroll 4:2-S 2:0
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Cooper RR:3-S 2:1	Slough RR:3-S 2:1	Hartsuff 3:4-R 2:1	Tower 2:4-R 2:1	Duryea 1:4-R 2:2	Gibbon 3:3-R 2:1	Patrick 2:3-R 2:1	Augur 1:3-R 2:2	Seymour 3:2-R 2:1	Meade 2:2-R 2:1
-------------------------	-------------------------	--------------------------	-----------------------	------------------------	------------------------	-------------------------	-----------------------	-------------------------	-----------------------

1 WV 1:0	1 MI 1:0	28 PA S 1:0	2 PHB RR:M 1:0	54 PA RR:S 1:0	5 WV M 1:0	1 PHB RR:S 1:0	10 ME RR:S 1:0	1 MD 1:1-S 1:0	3 PHB M 1:0
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1 ME 1:0	10 NY 1:0	8 NY 1:0	5 NY 1:0	1 MD 1:0	1 VT 1:0	1 PA 1:0	1 RI 1:0	1 NJ 1:0	4 PA 1:0
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Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0	4 NY 1:0	3 NY 1:0	2 PA 1:0
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Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0	Dmorize 2 Attack: 1 Artillery: 0	6 OH 1:0	3 WV 1:0	1 CT 1:0
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<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>
<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>	<del>Control</del>










DEPOT Complete	DEPOT Complete	DEPOT Complete	DEPOT Complete	DEPOT Complete	DEPOT Complete	DEPOT Complete	DEPOT Complete	DEPOT Complete	DEPOT Complete
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Sub-6 1:0	Sub-5 1:0	Sub-4 1:0	Sub-3 1:0	Sub-2 1:0	Sub-1 1:0	VP x100 (-)	VP x10 (-)	VP x1 (-)
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Force 10	Force 9	Force 8	Force 7	Force 6	Force 5	Force 4	Force 3	Force 2	Force 1
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## 8922035/36

 Flanks Refused	 Flanks Refused	 Flanks Refused	 Flanks Refused	 Flanks Refused	 Flanks Refused	 Flanks Refused	 Flanks Refused	 Flanks Refused	 Flanks Refused	 Flanks Refused
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[illegible]

DISORG 1   (2)	DISORG 1   (2)	DISORG 1   (2)	DISORG 1   (2)	DISORG 1   (2)	DISORG 1   (2)	DISORG 1   (2)	DISORG 1   (2)	DISORG 2   (3)	DISORG 2   (3)
DISORG 1/2   (1)	DISORG 1/2   (1)	DISORG 1/2   (1)	DISORG 1   (2)	DISORG 1   (2)	DISORG 1   (2)	DISORG 1   (2)	DISORG 1   (2)	DISORG 1   (2)	DISORG 1   (2)

DISORG $\frac{1}{2}$  ♂ (1)	DISORG $\frac{1}{2}$  ♂ (1)	DISORG $\frac{1}{2}$  ♂ (1)	DISORG $\frac{1}{2}$  ♂ (1)	DISORG $\frac{1}{2}$  ♂ (1)	DISORG $\frac{1}{2}$  ♂ (1)	DISORG $\frac{1}{2}$  ♂ (1)	DISORG $\frac{1}{2}$  ♂ (1)	DISORG $\frac{1}{2}$  ♂ (1)	DISORG $\frac{1}{2}$  ♂ (1)
DISORG $\frac{1}{2}$  ♂ (1)	DISORG $\frac{1}{2}$  ♂ (1)	DISORG $\frac{1}{2}$  ♂ (1)	DISORG $\frac{1}{2}$  ♂ (1)	DISORG $\frac{1}{2}$  ♂ (1)	DISORG $\frac{1}{2}$  ♂ (1)	DISORG $\frac{1}{2}$  ♂ (1)	DISORG $\frac{1}{2}$  ♂ (1)	DISORG $\frac{1}{2}$  ♂ (1)	DISORG $\frac{1}{2}$  ♂ (1)

[illegible][illegible]



# North Map

1 3309 16367-1 8922041

## Union Victory Point Track

000 100 200

## Cavalry Reinforcements

Clear

Rolling

Rough

Woods

Mountain

Town

Village

RR Station

Town with RR Station

County Control Seat

Trail

Road

Pike

Railroad

Creek

Minor River

Major River

Ford

Bridge

County Border

## Union Reinforcement Boxes

### Mountain Department

### Emergency Reinforcements

### Manassas Gap RR

### Department of the Rappahannock

Note: Place all withdrawn Union units in this box

Banks

Fremont

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# Stonewall in the Valley

1 3309 163674

Union Off-Map Movement Display

Box 1

Box 2

Hex S1101  
Hex S1601

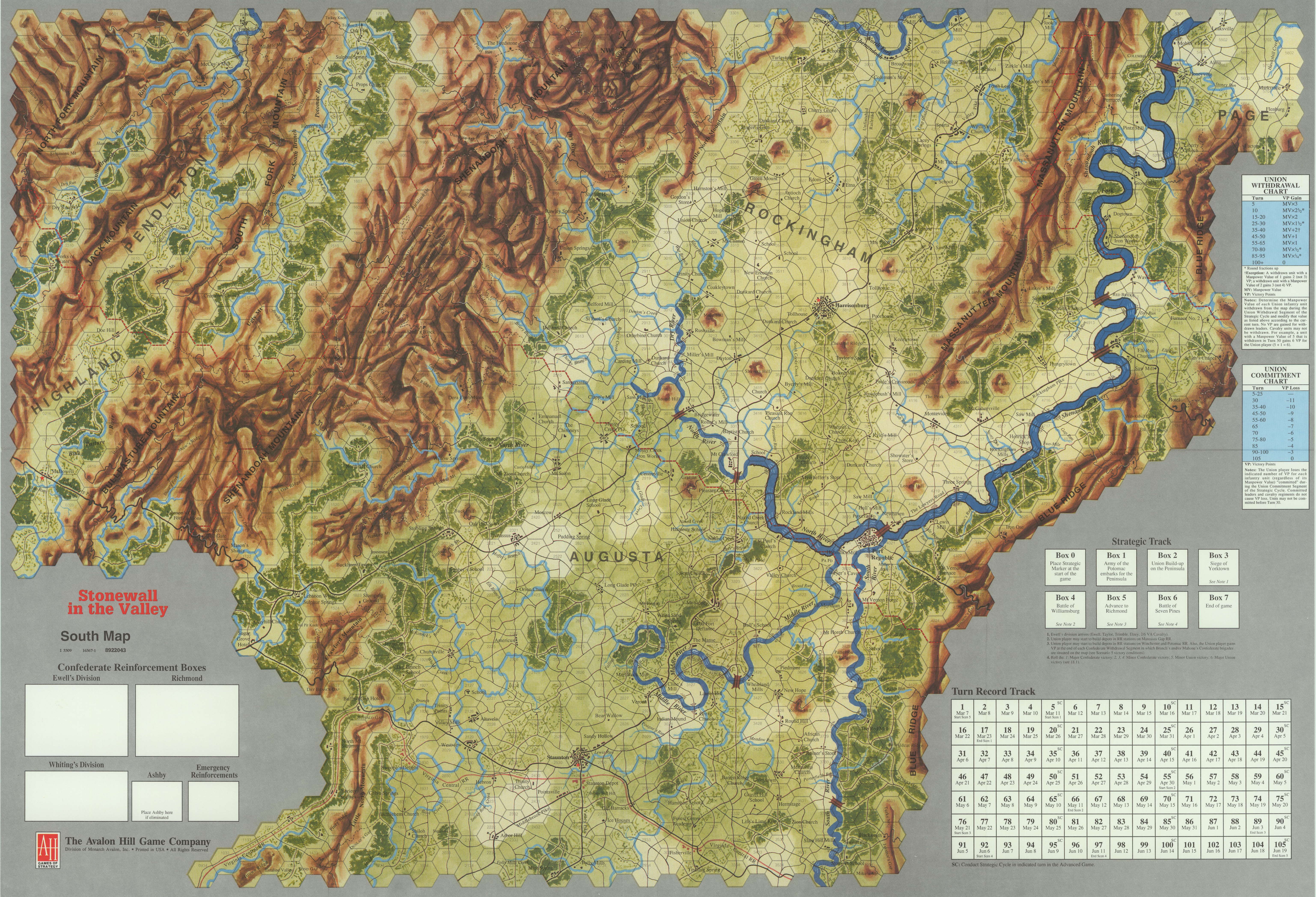
MIDDLE MAP  
8922042



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# Stonewall in the Valley

South Map  
1 3309 16367 8922043

## Confederate Reinforcement Boxes

Ewell's Division Richmond

## Whiting's Division Ashby Emergency Reinforcements

Place Ashby here if eliminated

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PAGE 1

UNION WITHDRAWAL CHART	
Turn	VP Gain
5	MVx3
10	MVx2½*
15-20	MVx2
25-30	MVx1½*
35-40	MVx2†
45-50	MV+1
55-65	MVx1
70-80	MVx½*
85-95	MVx¼*
100+	0

\* Round fractions up  
† Exception: A withdrawn unit with a Manpower Value of 1 gains 2 (not 3) VP; a withdrawn unit with a Manpower Value of 2 gains 3 (not 4) VP.  
MV: Manpower Value  
VP: Victory Points  
Notes: Determine the Manpower Value of each Union infantry unit withdrawn from the map during the Union Withdrawal Segment of the Strategic Cycle and modify that value as listed above according to the current turn. No VP are gained for withdrawn leaders. Cavalry units may not be withdrawn. For example, a unit with a Manpower Value of 5 that is withdrawn in Turn 30 gains 6 VP for the Union player (5 + 1 = 6).

UNION COMMITMENT CHART	
Turn	VP Loss
5-25	—
30	-11
35-40	-10
45-50	-9
55-60	-8
65	-7
70	-6
75-80	-5
85	-4
90-100	-3
105	0

VP: Victory Points  
Notes: The Union player loses the indicated number of VP for each infantry unit (regardless of its Manpower Value) "committed" during the Union Commitment Segment of the Strategic Cycle. Committed leaders and cavalry regiments do not cause VP loss. Units may not be committed before Turn 30.

## Strategic Track

**Box 0**  
Place Strategic Marker at the start of the game

**Box 1**  
Army of the Potomac embarks for the Peninsula

**Box 2**  
Union Build-up on the Peninsula

**Box 3**  
Siege of Yorktown  
*See Note 1*

**Box 4**  
Battle of Williamsburg  
*See Note 2*

**Box 5**  
Advance to Richmond  
*See Note 3*

**Box 6**  
Battle of Seven Pines  
*See Note 4*

**Box 7**  
End of game

- Ewell's division arrives (Ewell, Taylor, Trimble, Elzey, 26 VA Cavalry).
- Union player may start to build depots in RR stations on Manassas Gap RR.
- Union player may start to build depots in RR stations on Winchester and Potomac RR. Also, the Union player gains VP at the end of each Confederate Withdrawal Segment in which Branch's and/or Mahone's Confederate brigades are situated on the map (see Scenario 5 victory conditions).
- Roll the 1: Major Confederate victory; 2, 3, 4: Minor Confederate victory; 5: Minor Union victory; 6: Major Union victory (see 18.11).

## Turn Record Track

1 Mar 7 Start Scen 1	2 Mar 8	3 Mar 9	4 Mar 10	5 <sup>SC</sup> Mar 11 Start Scen 1	6 Mar 12	7 Mar 13	8 Mar 14	9 Mar 15	10 <sup>SC</sup> Mar 16	11 Mar 17	12 Mar 18	13 Mar 19	14 Mar 20	15 <sup>SC</sup> Mar 21
16 Mar 22	17 Mar 23 End Scen 1	18 Mar 24	19 Mar 25	20 <sup>SC</sup> Mar 26	21 Mar 27	22 Mar 28	23 Mar 29	24 Mar 30	25 <sup>SC</sup> Mar 31	26 Apr 1	27 Apr 2	28 Apr 3	29 Apr 4	30 <sup>SC</sup> Apr 5
31 Apr 6	32 Apr 7	33 Apr 8	34 Apr 9	35 <sup>SC</sup> Apr 10	36 Apr 11	37 Apr 12	38 Apr 13	39 Apr 14	40 <sup>SC</sup> Apr 15	41 Apr 16	42 Apr 17	43 Apr 18	44 Apr 19	45 <sup>SC</sup> Apr 20
46 Apr 21	47 Apr 22	48 Apr 23	49 Apr 24	50 <sup>SC</sup> Apr 25	51 Apr 26	52 Apr 27	53 Apr 28	54 Apr 29	55 <sup>SC</sup> Apr 30 Start Scen 2	56 May 1	57 May 2	58 May 3	59 May 4	60 <sup>SC</sup> May 5
61 May 6	62 May 7	63 May 8	64 May 9	65 <sup>SC</sup> May 10	66 May 11 End Scen 2	67 May 12	68 May 13	69 May 14	70 <sup>SC</sup> May 15	71 May 16	72 May 17	73 May 18	74 May 19	75 <sup>SC</sup> May 20
76 May 21 Start Scen 3	77 May 22	78 May 23	79 May 24	80 <sup>SC</sup> May 25	81 May 26	82 May 27	83 May 28	84 May 29	85 <sup>SC</sup> May 30	86 May 31	87 Jun 1	88 Jun 2	89 Jun 3 End Scen 3	90 <sup>SC</sup> Jun 4
91 Jun 5	92 Jun 6 Start Scen 4	93 Jun 7	94 Jun 8	95 <sup>SC</sup> Jun 9	96 Jun 10	97 Jun 11 End Scen 4	98 Jun 12	99 Jun 13	100 <sup>SC</sup> Jun 14	101 Jun 15	102 Jun 16	103 Jun 17	104 Jun 18	105 <sup>SC</sup> Jun 19 End Scen 5

SC: Conduct Strategic Cycle in indicated turn in the Advanced Game.