

THE BATTLE OF CEDAR MOUNTAIN

"PRELUDE TO BULL RUN" AUGUST 9, 1862 GBACW, VOL. 4

Union Player Set Up (See SR 1)

Area 1: 2104	Area 2: 1907	Area 3: 1606	Area 4: 1206	Area 5: 0809	Area 6: 0611
Greene Brigade 1 Me Indpt Cav Battery: 6 Me	Prince Brigade Battery: 4 Me	Geary Brigade Battery: F, 4 US	Crawford Brigade Battery: E, Pa	Gordon Brigade Battery: L, 2 NY	Bayard Brigade Battery: M, 1 NY

First Player: Union (But see SR 2)

Confederate Player Reinforcement Schedule

(But see SR 2, SR 3)

Turn 1: 2934 Early Brigade (Indpt) Batteries: 1 Md, 4, Md, Bedford	Turn 1: 4032 Ewell White's C (Indpt Reg) Trimble Brigade Forno Brigade	Turn 2: 2934 Jackson, Winder Garnett Brigade Taliaferro Brigade Batteries: Alleghany, Rockbridge, Hampden, La Guard, Courtney	Turn 4: 2934 Batteries: Purcell, Middlesex
Turn 5: 2934 Ronald Brigade	Turn 7: 2934 Thomas Brigade (Detached)	Turn 9: 2934 Hill Branch Brigade	Turn 10: 2934 Archer Brigade Pender Brigade

CEDAR MOUNTAIN SPECIAL RULES:

SR 1: Union Set Up: Union troops are set up on map within one hex of their listed deployment area. They can be in any formation. Units may be stacked within stacking limits. Division leaders may be with any brigade in their command, and Banks may be with any unit in the Union army.

SR 2: Starting the Game: The Union is the first player, but after the USA sets up, the USA turn is skipped on turn 1.

SR 3: Confederate Reinforcements: CSA units enter the map at the hex and on the turn listed. Order of entry is determined by the Confederate player. If more units are listed than can physically enter, units enter the next turn.

Reinforcements are not subject to command restrictions until the turn after they enter the map.

SR 4: Dismounted Cavalry: All dismounted Cavalry have a morale of '2.' If dismounted and meleed by infantry, they must retreat.

SR 5: Artillery: Artillery firing at a range of 9 or greater must check for accuracy. Each firing unit checks separately. Combine all accurate shots and resolve the fire. For shots that were not accurate, roll to check where shells landed and if occupied, resolve the fire.

SR 6: Leadership: Jackson has three command points to increase the

Divisional Integrity Radius of Confederate Divisional commanders if within three hexes during the Initial Command Phase. The points may be split between the commanders. Banks has one point with the same restrictions for Union divisional commanders. Both Banks and Jackson act as normal leaders for rally and melee. They are not replaced if wounded, killed or captured. [25.0]

SR 7: Melee: Units eligible to advance into melee do not have to make a die roll. Advance into melee is automatic.

SR 8: Ammo Depletion: Ammo is plentiful, so there are no supply wagons and the ammo rules [11.0] are not in use.

SR 9: Brigade Combat Effectiveness Loss: Takes place immediately!

- BCE units may not initiate melee.
- + 1 DRM to any morale check dr made by a BCE infantry or cavalry unit.
- -1 shift on combat table for any fire by any BCE units.
- A BCE unit may not voluntarily enter an enemy ZOC.
- A BCE unit may not retreat through an enemy ZOC. If so forced, it is captured.
- Routed BCE units may only rally by dr. Remember [24.11]. If stacked with a leader, subtract 1 from the dr. Jackson or Banks rally all units automatically.

SR 10: Detachments: BCE units may not be detached. If a unit that is detached becomes BCE, it is considered 'out of command' until re-attached.

VICTORY CONDITIONS:

Players receive Victory Points for causing casualties, capturing units, and controlling terrain objectives. [27.2]

Victory: At the end of the 13th turn, total the Victory Points.

If the difference is:

0 to 5 VP's : Draw (This is a Union Moral Victory.)

6 to 10 VPs: Marginal Victory

11 to 18 VPs: Tactical Victory (This is the historical result for the CSA.)

19 VPs and above: Strategic Victory—the battle has major effects on the Second Bull Run and the Eastern Theatre of the ACW!

SPECIAL TERRAIN RULES:

Trails and Roads: Units in column, limbered artillery, mounted cavalry and leaders using the road pay the road movement cost rather than the terrain in the hex, including crests, steep crests, runs and streams.

Cornfields: Cornfields block LOS. Fire into an occupied cornfield hex by small arms at a 1 hex range, or artillery at 3 hexes, will 'blown down' the cornfield in that hex. Place a marker, and that hex no longer blocks LOS.

Crests and Steep Crests: Up and down crest cost MPs in this game.

Runs and Streams: Runs have solid lines, and cost extra points to cross.

Lakes: May not be crossed.

SR 11: Retreat and Rout: Units are limited in their directions. [23.0]

Confederates: must rout/retreat into hexes northwest, west or southwest of the current hex. May NEVER retreat/rout to the northeast, east or southeast of the current hex. If NE/SE/E hex is the only option, the retreating unit is captured.

Union: must rout/retreat into hexes northeast, east or southeast of the current hex. May NEVER retreat/rout to the southwest, west or northwest. If SW/NW/E hex is the only option, the retreating unit is captured. Units may retreat through ZOCs.

SR 12: Leader Replacement: Leader replacement is listed in [25.3].

SR 13: Victory points are also given for casualties, captures, and causing BCE losses to enemy brigades.

SR 14: Exiting at 0101: If units exit the map, they are not eliminated. But they may never return. The Confederate player (only) receives 1 VP for each CSA unit to leave the map from 0101. [27.23]

SR 15: Hex Control: Either or both players get 2 VPs per hex for the occupation or controlling of hexes 1320, 1921, 2319 and 3415 per game turn. Control goes to the last player to occupy the hex with a combat unit. Points are assessed and awarded at the end of each Confederate player turn.