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1.0 INTRODUCTION

1.1 In General
Jackson's Shenandoah Valley Campaign (**JSVC**) is loosely based upon the *Twilight's Last Gleaming* (2) rules system (*S&T* #225), and simulates the engagements at Cross Keys and Port Republic. These new rules include an additional rule for leaders to reflect their impact upon the battlefield, as well as

an amended Combat Results Table, to reflect the potency of the rifled musket. Additionally, artillery bombardment rules have been developed to be specifically different than in *TLG2*.

> **Note:** *Though this game is based upon the Twilight's Last Gleaming (2) rules system from S&T #225, because of the larger scale in this game (250 men @ 300 meters per hex), units are not required to attack when adjacent to enemy units. Furthermore, units must be depleted when forced to retreat into another enemy zone of control (EZOC) hex, and advance after combat is never mandatory.*

This game simulates the movement of Gen. "Stonewall" Jackson's army into the Shenandoah Valley in 1862, raiding the Union forces there and thereby allowing Jackson to move out to then reinforce General Robert E. Lee's forces outside of Richmond to participate in the Seven Days Battles that decisively defeated the Union Army of the Potomac. One player plays the Union side, and the other player plays the Confederate side. The Confederate player will primarily be the attacker, but an observant Union player may have plenty of opportunity to counterattack.

1.2 Game Scales
In general, each combat factor strength point on the units represents 250 men or two artillery pieces; however, adjustments have been made, both up and down, to reflect individual unit levels of élan, proficiency, command control, etc. Each game turn is equivalent to one hour of actual battle time. That is, these battles were characterized by bursts of rapid and savage movement and combat that was interspersed with periods of relative inactivity. The overall game turn lengths of each of the three scenarios have therefore been set to provide an accurate measure of the aggregate amount of combat and maneuver that took place historically during each of them.

The distance from side to opposite side of each hexagon on the map is equal to 300 yards.

2.0 COMPONENTS

2.1 In General
Each complete copy of **JSVC** should include the following:

One 34 x 22" game map, 228 die-cut unit counters, and this rules set.

Players will need to provide one 6-sided die.

2.2 Game Map
The mapsheet displays the militarily significant terrain in the areas across which the scenarios depicted in **JSVC** were fought. A hexagonal grid has been superimposed over the maps in order to regulate the movement and positioning of pieces, much like the squares on a Chess or a Checker board. Every unit counter in the game is always located in just one hexagon ("hex") at any one instant during play.

Every hex on the map has a unique four-digit number; the numbers are provided to help refer to particular hexes on the map, to aid in recording unit locations if a particular match must be interrupted prior to its completion, or if a match is being played by mail or e-mail. For example, Mill Creek Church can be found in hex 2716.

2.3 The Playing Pieces

2.4 Background Colors
The nationality of the units, and therefore the side each is on is determined by their background colors. All units commanded by the Union (North) player have blue backgrounds. All units commanded by the Confederate (South) player have gray backgrounds.

2.5 Abbreviations
The following abbreviations are used on the counters to aid in their specific historic identifications:

Arty = Artillery
CT = Connecticut
F = Foot
IL = Illinois
IN = Indiana
MA = Maine
MD = Maryland
NJ = New Jersey
NY = New York
OH = Ohio
PA = Pennsylvania
VT = Vermont
WV = West Virginia

2.6 Combat Strength & Steps
The combat factor printed in the lower-left portion of every unit is a relative numeric measure each one's ability to participate in defensive and offensive battles.

All units in the game have one or two "strength steps" (or simply "steps"); that's an arbitrary term used to express the ability of a unit to absorb a certain amount of combat losses before being reduced in combat effectiveness until it finally ceases to be a functional formation (a measure of its "robustness" in current US Army jargon). Leaders only ever have one step (they're always one-sided units).
Those units with printing on only one side of their counter are "one-step" units; those with printing on both sides are "two-step" units. All two-step units start on the map at their full two-step strengths.

If a "two-step" unit suffers a step loss, it's flipped over so its reduced side (the one with the lower combat strength) shows upward. If a one-step unit, or a two-stepper that had already been reduced, takes a step loss, it's removed from the map (eliminated) and placed in the "dead pile."

2.7 Movement Factors
Unlike *Twilight's Last Gleaming*, the movement factors of the units are printed on the counters. These numbers, which are a measure of each unit's ability to move across the hex field printed on the map, are correlated to the time of day and the Unit Movement Allowances table. Units pay different movement costs to enter or cross the different types of terrain and water barriers in and around the hexes into which they're moving (see section 4.0). Each movement cost is expressed in terms of "points," or "MPs" (Movement Points.) In some cases, a unit that enters a hex may have to spend multiple MP costs (such as when crossing a slope hexside into a woods in a (level 3) hex.

2.8 Final Preparation for Play
Players should now decide which of the scenarios presented in **JSVC** they'll play, and then who will command which side. The units for the particular battle chosen for play should then be sorted and set up according to the set-up listed for each scenario. If only playing one of the scenarios, only set-up the units listed under the column for that scenario. If playing both scenarios simultaneously, set-up all units listed under each column.

Once having accomplished the steps described above, players should turn to the set-up list (see 10.0) that gives the set up and rules for the specific battle they'll be playing. Those rules sections also explain how a game is won or lost.

3.0 SEQUENCE OF PLAY

3.1 In General
Every game turn of **JSVC** is divided into two Player Turns, one Union and one Confederate. That complete sequence makes up one Game Turn. The Confederate player turn is the first player turn in every game turn in all scenarios. At the very end of every completed game turn, move forward the Game Turn marker one box on the Game Turn Record Track printed on the mapsheet.

Every action taken by a player must be carried out during the appropriate part of the game turn sequence given below. Once a player has finished a particular activity, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

3.2 The Turn Sequence
The game turn sequence is listed below. The rest of the rules are organized, as much as possible, to explain things in the order of each game turn's sequence.

I. Confederate Player Turn
    A. Confederate Movement & Reinforcement Phase
    B. Confederate Combat Phase
    C. Demoralization Recovery

II. Union Player Turn
    A. Union Movement & Reinforcement Phase
    B. Union Combat Phase
    C. Demoralization Recovery

4.0 MOVEMENT & ZONES OF CONTROL

4.1 In General
The six hexagons immediately surrounding a hex constitute the "zone of control" (ZOC) of any unit in that hex. A unit may never exit a hex containing an "enemy zone of control" (EZOC) directly into another EZOC hex during any movement phase. However, zones of control don't extend across unbridged river hexes or hexsides; they *do* extend into and out of all other in-hex and hexside terrain and water features.

4.2 Exerting ZOC
All units exert a ZOC throughout each game turn, regardless of the phase or player turn. The projection of a ZOC into a hex is never negated by the presence of friendly or enemy units in the hex into which the ZOC is being projected.

4.3 River/Creek Hexside Exception
EZOC is never exerted by any unit across any river or creek hexside, unless a bridge or a ford is present there, in which case EZOC is exerted normally.

4.4 ZOC Movement Cost
Units that enter any EZOC must end their movement for that phase in that hex.

4.5 Exiting EZOC
A unit may exit an EZOC at no additional movement cost when retreating, advancing-after-combat, or by the elimination of the enemy unit(s) exerting the EZOC (see section 6.0). However, if a unit begins its movement within an EZOC, it may only exit that EZOC by first expending half (round any fractions up) of its available MP for that movement, at which point that unit may then continue moving normally (though it must stop immediately if it enters another enemy EZOC; see 4.4 above).

4.6 ZOC Reciprocity
If a friendly unit is in an EZOC, the enemy unit projecting that EZOC is also in the ZOC of that friendly unit. Thus, the two units are equally, simultaneously and mutually affected by each other's ZOCs. If there is a ZOC and an EZOC being projected into the same hex, both co-exist in that hex. There is no additional effect from having more than one ZOC and/or EZOC projected into the same hex at the same time.

4.7 Movement
Every unit in the game is printed with a movement factor (MF) as described in rule 2.7. That movement factor is the number of Movement Points (also referred to as MP) available to that unit to use when moving on the map during its side's movement phase (see 3.2) of a game turn.

4.8 Movement Strictures

MPs may not be accumulated from turn to turn or phase to phase, nor may they be given or loaned from one unit to another. A player may move all, some or none of his units in each of his movement phases throughout the game at his own discretion.

Units that move are not required to expend all of their MPs before stopping, but the movement of each individual unit must be completed before that of another is begun. A player may change the location of an already-moved unit only if his opponent agrees to allow it.

Units move from hex to adjacent hex (no "skipping" of hexes is allowed), paying varied movement costs to do so depending on the terrain in the hex being entered and along its hexsides (as described in rule 2.7). The movement of one side's units takes place only during its own player turn; no enemy movement takes place during the other's player turn (exception: see 6.12).

4.9 Minimum Movement Capability

Every unit in the game is guaranteed the ability to move at least one hex during its own movement phase during each game turn, even if the accumulated terrain costs in a particular hex exceeds that unit's printed movement factor. This guarantee does not, however, give units the ability to make moves that are otherwise against the rules (such as leaving an EZOC hex, etc).

4.10 Stacking

The stacking limit in **JSVC** is two combat units of any size. That is, there may never be more than two units in any given hex at any given instant. This no-stacking rule is in effect at all times during every game turn. Players should therefore pay attention to the order in which they move their units, lest some unit moved too early and carelessly ends up blocking a crucial move the player would like to carry out thereafter.

> **Designer's Note**: *The harsh stacking stricture is intentional, intended to simulate the difficulty of moving large bodies of men, especially shoulder-to-shoulder when in a skirmish formation.*

However, this stacking limit never applies to any leader or any artillery unit. Indeed, there is no limit to the quantity of leaders and/or artillery units that may be stacked together in the same hex, with or without any other combat units.

4.11 Enemy Units

Units may never enter hexes currently occupied by an enemy unit.

4.12 Terrain Line of Sight

Some types of terrain block the view of enemy units, particularly shooting artillery that can attack units from four hexes away. Note, however, that the terrain in the hex where the targeted unit is in does not ever block line of sight; only the terrain of the hex in between the shooting artillery and the targeted unit may potentially block line of sight.

Terrain Type	Blocks Line of Sight (LOS)?
Clear (level 1)	No
Foothill (level 2)	Yes, blocks LOS
Hill (level 3)	Yes, blocks LOS
Mountain (level 4)	Yes, blocks LOS
Peak (level 5)	Yes, blocks LOS
Slope Hexside (up)	No
Creek Hexside	No
Bridge Hexside	No
Ford Hexside	No
River Hexside	No
Road	No
Forest	Yes, blocks LOS
Town (Port Republic)	Yes, blocks LOS

4.13 Height Advantage

Terrain that normally blocks line of sight does not block LOS if the level occupied by the shooting artillery and the targeted unit is higher than (>) all intervening terrain. Or, terrain that normally blocks line of sight does not block LOS if the level occupied by either the shooting artillery and the targeted unit is the same (=) as the intervening terrain.

4.14 Clear

Clear terrain is just that—clear. That is, hexes with only clear terrain in them represent areas devoid of any natural features that would enhance defense or slow movement. Each clear hex costs a unit one MP to enter.

For a hex to be considered clear terrain, that must be the only kind of natural terrain pictured in it. Hexes containing natural terrain types other than clear, or in addition to some clear, are identified by the predominant terrain type within them.

4.15 Rivers, Bridges, Creeks, & Fords

Rivers are distinguishable from Creeks as thick blue water depictions, whereas Creeks are thin blue depictions. In both cases, such water obstacles are featured along hexsides, not in hexes. Bridges only exist across rivers where there is a road, and fords only exist across creeks where there is a road. Rivers may only ever be crossed on bridges. Units crossing the river via the bridge hexside don't pay any extra MP for the river crossing. Likewise, artillery units may only cross a creek via a ford hexside.

4.16 Road Movement

Roads can be used to enhance movement and negate normal terrain effects on movement. That is, roads allow units, to move along their paths, from road hex to contiguous road hex via the exact course of the road, at a cost of only one MP per hex, no matter what other terrain types are in the hexes. Note, though, the presence of a road in no way negates ZOC/EZOC effects.

Units may combine road and off-road movement during the same movement phase, in any combinations, as long as they keep their overall MP expenditures within the limits of their printed movement factors.

4.17 No Off-Map Movement

No unit, once in play on the map, may be moved off it any way. Units forced to move off of the map are considered to have been eliminated.

5.0 REINFORCEMENTS

5.1 In General

Reinforcements are units that enter play on the map only after a game has already begun; they do not start play already set up on the map. Pile reinforcements in the appropriate boxes on the Game Turn Record Track until it comes time for them to enter play. The set-up matrix (see 10.0) indicates which game turns that reinforcements arrive.

5.2 Reinforcement Entry Times

Reinforcements enter the map at any time(s) during the Movement Phase of the player receiving them. The arrival of reinforcements may never be accelerated. For example, a reinforcement scheduled to enter play on Game Turn 5 could be entered by the receiving player at any time during his side's movement phase of that or later game turns. He could not, though, choose to enter such a unit during any game turn earlier than the fifth.

The player's decision to bring on or delay reinforcements is always made by the receiving player on a unit-by-unit and a turn-by-turn basis.

> **Note:** *Reinforcement units, once brought into play, may not be moved off again for any reason. Arriving reinforcement units have all normal movement and combat characteristics available to them from the instant they come onto the map.*

5.3 Reinforcement Entry Procedures (Pre-Entry MP Costs)

When more than one reinforcement unit is scheduled for arrival during the same game turn, the receiving player determines the exact order of their movement onto the map. A player receiving reinforcements must visualize them entering through the edge of the map via a chain of hexes off the map. So, the first one brought on expends one MP for entering, the second expends two MPs, the third expends three MPs, etc. All reinforcement units are normally scheduled to enter the map via road hexes; hence the flat one MP incremental cost for each successive unit to enter the map, since they are all using the road bonus movement rate.

Neither player may voluntarily change the designated entry hex of any of his arriving reinforcements. If, however, that entry hex is blocked by the direct enemy unit occupation or the projection into it of an EZOC, the player receiving the reinforcements may choose to either:

1) Delay their entry until a later turn (in the hope the regular entry hex will become unblocked).

OR

2) Enter the reinforcements immediately via the nearest unblocked hex, no matter if it's a road hex.

If two hexes equidistant on both sides of the blocked hex are the nearest possible entry hexes, the receiving player may pick which one will be used for **all** the reinforcements. He can't choose one of the substitute hexes for some of the units and the other hex for others; he must choose just one substitute hex for *all of them*. Furthermore, if a substitute entry hex is being used, assume the reinforcements are entering the map from a chain of non-road clear terrain hexes. Such units would, of course, begin paying all normal terrain costs starting with the very first hex they enter as they come onto the map.

It's possible that all of the units in a reinforcement column won't be able to get onto the map in just one movement phase. In that case, simply keep the delayed units off the map until the next friendly movement phase. When they start moving on in that later turn, the first one of them pays only the lowest possible movement cost (1 MP if via a road or clear hex, etc). The other delayed units then only pay the increases in entry MPs based on their position in that new turn's entry column.

6.0 COMBAT

6.1 In General

When any unit is adjacent to an enemy unit (if not separated by terrain that prohibits movement such as a river), that unit may conduct one attack against any single, adjacent enemy unit during the combat phase of its own game turn. That unit is known as the "attacker," and the other enemy unit is known as the "defender," regardless of which side is in a generally offensive posture across the map. Such an attack is always optional in each case. Some adjacent units may attack, whereas others may not, as per the owning player's preference.

> **Note:** *In the foregoing Twilight's Last Gleaming, attacks were mandatory when opposing units were adjacent. However, the hex scale in this game is triple that of Twilight's Last Gleaming, hence the abrogation of that requirement.*

6.2 Procedure

The attacker totals the combat strength of all the units attacking a given hex, and then compares that total to the combat strength of the defending unit in the hex under attack. The comparison is expressed as a ratio between the total attacking and the defending strength points (attacking strength

points divided by defending strength points), and is simplified by rounding *down* to the nearest odds ratio listed at the top of the Combat Results Table (CRT) printed below. For example, if 13 strength points were attacking 4 strength points, the combat odds ratio would be 3.25 to 1, which is thus rounded down (always in favor of the defender) to 3 to 1.

> **Note:** *The attacking player is not required to plan and announce all of his intended attacks during his combat phase before conducting them. He may conduct each of his attacks, one at a time, in any order he prefers, considering the outcome of each attack before he decides on his next attack.*

Having determined the combat odds, the attacker then rolls a single 6-sided die; the result indicates the row on the CRT that's cross-indexed with the column of the odds ratio, as explained above. The intersection of the current die roll row and the odds column yields a specific combat result. That result should be immediately applied to the involved units before going on to resolve any other combat. Separate combats may be resolved in any order the attacking player desires, as long as all required combats are resolved to completion during the combat phase.

> **Note:** *Attacks made at odds greater than 7:1 are resolved as if they were 7:1 attacks. Attacks made at odds less than 1:3 are resolved as if they were 1:3 attacks.*
> *When calculating shifts, subtract from the true total odds ration if higher than 7:1; if the final column is still greater than 7:1, resolve on the 7:1 column.*

AL2AR = Attacking force loses two steps, total; then all involved attacking units retreat one hex.

AL1AR = Attacking force loses one step, total; then all involved attacking units retreat one hex.

AL1 = Attacking force loses one step, total.

AR = All involved attacking units must retreat one hex.

BL1AR = Both sides lose one step; all involved attacking units retreat one hex.

BL1 = Both sides lose one step.

DR = All involved defending units must retreat one hex.

DL1 = Defending unit loses one step, total.

DL1DR = Defending force loses one step, total; then all involved defending units retreat one hex.

DL2DR = Defending unit loses two steps, total; then all involved defending units retreat one hex.

▬ = No Effect; the attacking unit(s) may not conduct any further attacks that turn, however.

* = Retreating unit is also demoralized (see 6.3 below).

(LC) = **Leader Creation**. If any attacking non-artillery unit has survived the attack, the attacking player may immediately draw (randomly) one subordinate leader, and place it in that surviving unit's hex (see 8.6).

(KIA) = **Leader Killed**. If a leader is present in the *defending* hex, that leader unit will be eliminated immediately if the attacker's die roll is a "6." If a leader is stacked with a unit that is conducting an attack, that leader unit will be eliminated immediately if the attacker's die roll is "1." A leader that is eliminated is removed from play immediately, and then replaced by a random subordinate leader (unless there are no more subordinate leaders remaining to draw. See 8.5).

6.3 Demoralization Combat Result (*)
If the combat result includes an asterisk symbol (*), the unit that must retreat is also considered

demoralized thereafter. Place a Demoralized marker on top of that unit immediately, which must remain with that unit until the end of that unit's combat phase. A demoralized unit cannot move (except to retreat) or conduct any attack (or bombardment, if an artillery unit) throughout its own movement and combat phase subsequent to the opponent's combat phase, when the demoralization was inflicted. A demoralized unit may be bombarded and attacked normally during the opponent's combat phase, if the opponent has other eligible units to attack and/or bombard it.

If a currently demoralized unit is demoralized again, it must then be immediately depleted (or eliminated if already a depleted unit, or a one-step unit), and thus remains demoralized until the end of that combat phase.

6.4 Attack & Defense Limitations
No unit may attack more than once per friendly combat phase, and no enemy unit may be attacked more than once per friendly combat phase (although multiple attacking units may combine their combat strength as a singular attack). In other words, an enemy-occupied hex may be attacked by as many units as are in adjacent hexes. Units may attack only enemy units to which they are directly adjacent (exception: see section 7.0).

6.5 Multi-Unit & Multi-Hex Combat
A single attack may involve any number of attacking units in different hexes. To be resolved as a single combat, all the attacking units must be adjacent to the defending unit's hex. If a friendly unit is in an EZOC of more than one enemy unit, it may attack any unit of its choice. Friendly units in two or more hexes may combine their attack strengths and attack a single defender as long as that defender hex is adjacent to all attackers.

6.6 Mandatory Defender Commitment
The defending player may not withhold from combat any unit in a hex under attack.

6.7 Combat Strength Unity
A given unit's combat strength is always unitary. It may not be divided among different units, either in attack or on defense.

6.8 Terrain Effects on Combat
Attacks against defending units in certain types of terrain can be penalized by way of a leftward shift on the CRT. See the Combat Results Table effects column of the Combat Results Table (see 2.7). For example, an attack against a unit across a bridge hexside would have its normal combat odds shifted three columns leftward from the normal calculated odds ratio during that attack. That is to say, if the attack would otherwise be resolved at 4:1 odds, it would instead become a 1:1 odds if the attacker were attacking across a bridge hexside.

In general, all odds shifts applicable to a given combat are cumulative in their effects when it comes to determining the final combat odds. For example, if an attack is being conducted up a slope hexside and across a creek hexside, the defender would receive a total of three leftward shifts for both conditions (one leftward shift for attacking up a slope, and two other leftward shifts for attacking across a creek).

> **Note:** *In the case of shifts granted for hexside features (bridges, creeks and slopes), those shifts are applied only if all the attacking units involved in that fight are coming through such hexsides.*

Also note in the case of slope hexsides, the defender is given the bonus odds shift only if the attacker is coming *upslope*. For example, a defender in hex 4020 that was being attacked by an attacker in hex 4021 would receive the slope leftward benefit (note that the presence of the road in no way negates the upslope effect). If that same defender was also being attacked by another enemy unit in hex 3920, for example, the defense-benefiting slope odds shift would not apply.

Shifts due to terrain and water barriers always benefit the defender, never the attacker.

6.9 Enfilade Attacks (Rightward Column Shift)

If a defending unit is attacked by two enemy units from hexes directly opposite each other, or by three attacking units with an empty hex between each of them, or by more than three attacking units, that defending unit is said to have been caught "in *enfilade*." Catching a defender in *enfilade* awards the attacker a one column rightward odds shift for that attack. Note that it's not enough to simply have surrounding units present in hexes adjacent to a defender; to gain the *enfilade* bonus, the stipulated units must actually be taking part in the attack on that defending hex.

This rightward shift is cumulative with leftward shifts due to terrain.

6.10 Dawn & Dusk Attacks

Any attacks conducted during the first (5 a.m.) game turn is considered a "dawn" attack, before it is fully light out (and before the troops have had breakfast), and therefore penalizes the attack with a one column leftward odds shift for that attack. Similarly, any attacks conducted during the last (8 p.m.) game turn is considered a "dusk" attack, just as it's beginning to get dark, and therefore penalizes the attack with a one column leftward odds shift for that attack.

This leftward shift is cumulative with leftward shifts due to terrain.

6.11 Combat Results

The various combat results obtained from that table are explained in the notes listed below the CRT (see 6.2). A step loss means that the specified unit (either A for the attacker, or D for the defender) must be flipped to its back side (or eliminated if it is already flipped on its back side, or has no back side). A retreat means that the specified unit must be moved away from its current hex to another hex that is out of all EZOC. Whenever both a retreat and a step loss are called for, all step losses are taken first, then retreats are conducted.

Players are not allowed to choose to take two increments of one portion of their combat result in order not to suffer the other portion. That is, for example, a defending player receiving a "DL1DR," may not say something like: "I'll retreat two hexes in order to escape having to lose the step." Combat results are always only ever applied to the units involved in the combat. They are never carried over from one combat to another.

6.12 Retreat After Combat

When the combat result requires a player's units involved in a specific battle be retreated, the player who owns the unit(s) must immediately move them one hex so they are no longer in their starting hex (similarly, they may not be retreated into any hex occupied by an actual enemy unit). A unit may retreat into another EZOC if, and only if, there is no other retreat path possible. In general, the owning player may decide the direction of movement for each of his retreating units, although a retreating unit may not be retreated into a hex or across a hexside normally prohibited to it (see section 4.0).

Stacking restrictions may not be violated when making a retreat after combat. However, another friendly unit that is "in the way" of a retreating unit may be retreated too, which is known as Displacement (see 6.13 below).

Note that retreating does not ever require the expenditure of MPs from a unit; it is an automatic movement. Furthermore, a retreat does not ever affect a unit's normal movement later during any following phase or turn.

> **Note:** *No unit that is retreated after combat during a given Combat Phase may be attacked again in any way during that same Combat Phase.*

Within the restrictions given here and below, if more than one hex is available to receive a retreating unit, the owning player may choose the hex into which hex he'll retreat the unit. In multi-hex combat situations, no unit (except a leader) may retreat into any hex that, at the start of that combat, had any unit in it, friendly or enemy (such a hex might have been emptied by step loss prior to the retreat

portion of the combat result being carried out).

If, for any of the reasons described above or below, any unit is unable to make a legal retreat after combat, then it is eliminated in place. In such cases, a normal attacker-advance-after-combat may occur (see 6.15).

6.13 Displacement
If the only hex available to a unit retreating after combat is one into which it could not move because another friendly unit is already occupying that hex, that other friendly unit (but never an enemy unit) may be "displaced" one hex (although this is not a requirement; the retreating unit may be eliminated instead, if the owning player prefers). To do so, the displaced unit is moved away one hex by the owning player just as if it were retreating after combat (and under the same restrictions) and its initial position is then taken by the retreating friendly unit.

However, no retreating unit may displace a friendly unit that is itself in an EZOC at that instant. That is, you may not displace into EZOC, and the presence of the friendly unit in the hex into which you'd otherwise like to displace does not negate that EZOC for the retreating unit.

A displaced unit may not itself be displaced into a prohibited hex, or across a prohibited hexside, or off the map, etc. Displaced units can themselves displace other friendly units in a kind of "chain reaction" of displacement, if that is the only permitted path open to the owning player each time. Of course, all displaced movement must be into legal hexes (not into prohibited terrain).

A given unit may be displaced any number of times per combat phase, if that is the only alternative each time. Retreating units may **not** displace any unit if there is some other path open to them. If displacement would cause any displaced unit to be eliminated, the original retreating unit is eliminated in place instead.

Artillery units that had not yet engaged in ranged fire during that combat phase may not fire that phase after having been displaced.

6.14 EZOC to EZOC Retreats After Combat
Except for the restriction above prohibiting the displacement of units out of EZOC, units may retreat into hexes containing EZOC. However, note that no unit may be retreated into an EZOC if there is an available and eligible hex open to receive it that doesn't contain an EZOC. If any unit does retreat into another EZOC hex, that unit must suffer an immediate step loss (or become eliminated if it had already suffered a step loss previously, or is only a one-step unit).

6.15 Advance After Combat
Whenever a defended hex is vacated as the result of combat (but not by bombardment alone; see section 7.0), one involved attacking unit adjacent to that hex may (but is not required to) advance into that hex. Such advances are made entirely without regard to EZOC. If the attacking player chooses to advance after combat, it must be made immediately before the resolution of the next combat is begun.

Exception: No artillery type unit may ever advance after combat.

No unit that advances after combat may attack again in any way during that same phase, though its presence in the newly occupied hex may serve to interfere with the retreats of other enemy units that become engaged in combat later that same phase.

Note that advancing after combat does not ever expend MPs, it is an automatic movement, and nor does an advance after combat cause that advancing unit to expend MPs during that unit's subsequent movement phase.

During combat whereby there is more than one involved attacking unit that could be advanced, the owning player may choose which to advance (but no more than one may be advanced).

In combat whereby there will be both retreats and an advance after combat conducted, all retreats are conducted prior to advances after combat.

7.0 ARTILLERY

7.1 Bombardment
Artillery units possess an additional capability known as "Bombardment." As such, an artillery unit may be nominated to bombard an enemy unit (instead of conducting a normal attack) by simply rolling one 6-sided die per artillery unit that is declared to be bombarding a specific targeted enemy unit. In the case of a bombardment, the artillery unit's printed combat strength is ignored. An artillery unit that is adjacent to an enemy unit may conduct a normal attack, or a bombardment, but never both during the same combat phase.

> **Note:** An artillery bombardment must always be resolved before any normal attack (by other friendly units, if any) is conducted upon that same enemy.

Multiple artillery units may not combine their bombardments in any way to attain a more favorable chance of a hit or effect, but in the case of bombardment, an enemy unit may be targeted by as many individual artillery bombardments per game turn as the bombarding player has available in terms of eligible artillery units.

An artillery unit is eligible to conduct one bombardment per friendly combat phase against one single enemy target (even if that artillery had moved). An artillery unit does not possess this bombardment capability when it is conducting a normal attack, or when being attacked during the enemy combat phase; in such a case, it is considered a normal combat unit per 6.0 in all respects.

No artillery unit is ever required to bombard any enemy unit simply because that unit is within its range. Bombarding is always voluntary on the part of the owning player.

7.2 Bombardment Range
Each artillery unit's maximum bombardment range is always four hexes. When counting hexes to determine the range of a given bombardment, count from the bombarding artillery unit to the defending unit (i.e., don't count the artillery unit's hex, but do count the hex occupied by the targeted enemy unit). For example, an artillery unit in hex 2826 that was bombarding an enemy unit in hex 2627 would be doing so at a range of two hexes.

No artillery unit may ever bombard an enemy unit at a distance greater than its range, but artillery units may bombard at ranges less than their maximum ranges.

7.3 Line of Sight (LOS)
If any of the hexes or between the bombarding artillery unit's hex and the targeted enemy unit's hex is depicted with any blocking terrain (see 4.11 for a list of blocking terrain), the line of sight from the bombarding artillery to the targeted enemy unit is blocked, and the targeted enemy unit may therfore not be fired on by that bombarding artillery unit.

Blocking terrain that is in the bombarding artillery unit's hex, or in the targeted enemy unit's hex, never blocks the line of sight between them. Only blocking terrain in between those two hexes will block LOS (units never block LOS).
> **Note:** LOS is not blocked if the level occupied by the shooting artillery and the targeted unit is higher than (>) all intervening terrain, nor is LOS blocked if the level occupied by either the shooting artillery and the targeted unit is the same (=) as the intervening terrain.

When tracing a LOS from one hex or another, players must assume that the tracing begins in the center of the bombarding artillery unit's hex, and ends in the center of the targeted unit's hex. A ruler or a taut string is recommended in those instances in which LOS is not precisely clear.

> **Note:** Blocking terrain is always assumed to fill the entire hex where it is printed, not merely the depiction itself. If a line of sight is demonstrated through any part of a hex where there is blocking

terrain, that entire hex is considered blocked (unless traced precisely along a hexspine without entering the blocking terrain hex itself).

Slopes specifically are not blocking terrain, but foothills, hills, mountains and peaks (where slopes exist) are always considered blocking terrain.

7.4 Bombardment Procedure
To conduct a bombardment, the bombarding player must simply roll on 6-sided die; if that die roll is higher than (>) the range from the bombarding artillery unit to the targeted enemy unit, that targeted enemy unit is "hit" (see 7.8 below).

However, the bombarding player must subtract one (-1) from his die roll if the targeted unit occupies any type of blocking terrain. Remember that a unit that is in a blocking terrain type of hex is not obstructed (only blocking terrain hexes in between the shooting artillery and the target potentially blocks LOS), but a unit that is occupying any type of blocking terrain as listed under rule 4.11 imposes a -1 die roll penalty to a bombarding artillery unit's die roll. Blocking terrain only ever imposes a -1 die roll penalty, even if there are multiple types of blocking terrain (such as a forest on a hill) in a hex.

If the bombardment die roll is lower than the bombarding artillery unit's present range, there is no effect, and the targeted enemy unit is unaffected.

After a bombardment is conducted, that bombarding artillery unit may not conduct any further bombardments or attacks during that same game turn.

7.5 Dawn or Dusk Bombardment
A bombarding player that conducts a bombardment during the first (5 a.m.) or the last (8 p.m.) game turn must subtract one (-1) from his die roll. This penalty is cumulative with the -1 die roll penalty imposed by blocking terrain in a targeted hex, if any.

7.6 Buildings
Aside from blocking terrain, certain hexes are printed with a lone building symbol, which represents a farm, mill or house, etc. Buildings are not considered blocking terrain, but artillery bombardment that is conducted against and enemy unit occupying a hex with a building depiction suffers a -1 die roll penalty.

Note: The city hexes of Port Republic are not considered buildings. This rule specifically refers to the scattered buildings that are present in hexes 2716 (Mill Creek Church), 2919, 3107, 4602, 5210, 5309, and 5701.

7.7 Artillery Bombardment Hits
If a targeted enemy unit is "hit" by a bombardment, the enemy player must roll one 6-sided die to determine the results of that hit, tabulated as follows:

Note: If a demoralized target is demoralized again, it must suffer a step loss immediately (in addition to the effects of the hit result above).

If a targeted enemy unit must retreat, all the normal rules pertaining to retreat under 6.11 apply, though in the case of bombardment, the retreating unit must retreat three hexes farther from the bombarding artillery unit than the hex where it had been bombarded. Other friendly units may be displaced normally. If a unit is unable to retreat, it suffers a step loss in the last hex where it could be eligibly retreated.

If a targeted enemy unit becomes demoralized, place a Demoralized marker atop that unit immediately, which must remain with that unit until the end of that unit's combat phase. A demoralized unit cannot move (except to retreat) or conduct any attack (or bombardment, if an artillery unit) throughout its own movement and combat phase subsequent to the opponent's combat phase, when the demoralization was inflicted. A demoralized unit may be bombarded and attacked

normally during the opponent's combat phase, if the opponent has other eligible units to attack and/or bombard it.

If a targeted enemy unit suffers a step loss, that unit must therefore be flipped over immediately (before any attack by the opponent, if any, commences). The attacking player may then choose to cancel his attack (if, for example, that enemy unit was destroyed by the bombardment), if he prefers, or he may choose to continue with his intended attack nonetheless, assuming that the targeted enemy unit was not eliminated altogether. If the attacking player chooses to cancel his attack, he may opt to attack a different enemy unit instead, if adjacent and otherwise eligible to be attacked.

7.8 Quaker Guns
Depleted artillery units are no less effective than any full-strength artillery units when conducting a bombardment; they possess exactly the same characteristics and probabilities of achieving a hit and a hit result.

7.9 Artillery on Defense
Artillery units cannot bombard in defense. That is to say, no artillery unit may bombard during the enemy player's movement or combat phase (the printed strength of the artillery unit already presumes defensive fire if that artillery unit is attacked directly). Likewise, no artillery unit may ever add its printed combat strength to another friendly unit's defensive value.

If an artillery unit is attacked or bombarded, it is regarded like a normal unit in every respect; all combat results apply in the same manner as any non-artillery unit (even when just being bombarded by enemy artillery).

8.0 LEADERS

8.1 Leader Capabilities
Leader units are normal units except that they are not printed with any combat factor. Instead, each leader is printed with a CRT *shift*, representing that leader's ability to influence a battle. A leader unit may never make a lone attack, but a leader that is stacked with any friendly land unit that is conducting an attack is entitled to shift its final calculated odds ratio a column or more to the right on the CRT (one column in the case of normal leaders, two columns in the case of exceptional leaders, or three columns in the case of outstanding leaders). This column shift is cumulative with all other applicable shifts, such as terrain, but not other leaders (a combat may never benefit from more than one leader shift).

Note: *Leaders do not and cannot affect any artillery bombardment.*

Moreover, a leader's CRT attack shift may also be applied to any friendly unit that is adjacent to that leader, such that each adjacent unit that is conducting an attack that is eligible to receive that leader's printed CRT attack shift.

However, demoralized leaders provide no shift whatsoever (either positively or negatively to either side), under any circumstances.

8.2 Leader Command
A leader's CRT attack shift is only applicable to units of his own command. That is to say, only units that are printed with that leader's abbreviation are considered to be part of that leader's command, and thus the leader's CRT attack shift only applies to units of his own command, not units of another command.

Exception: A leader may *always* apply his CRT attack shift to any unit that he is stacked with or adjacent to, regardless of the unit'(s') command. See 8.3.

8.3 Leader's Command Chain
Additionally, a leader's CRT attack shift may also be applied to friendly units that are adjacent to another friendly unit if that friendly unit is adjacent to that leader **or** adjacent to another friendly unit

that is adjacent to another friendly unit that is adjacent to that leader. Indeed, a leader's CRT attack shift may be applied to any number of friendly units that are adjacent to another friendly unit, provided that they are all adjacent to at least one other friendly unit, and at least one of those friendly units are adjacent to the leader (of the same command). In this way, a player may form a chain or a continuous link of units (of the same command) that are—at least at one end of the chain adjacent to a friendly leader—such that any of the units in that chain that conduct an attack will benefit from that leader's CRT attack shift.

Note: Some units are not printed with a command abbreviation, and thus can only benefit from a CRT attack shift is stacked with or adjacent to a leader chit.

If a command chain is broken as a result of a combat result (such as a unit amidst the chain that is forced to retreat), then no other units that are not connected to that chain (no longer adjacent) may benefit from the leader's CRT attack shift. For this reason, it is wise to begin any planned series of attacks from the far end of the unit chain, proceeding towards the leader's location.

8.4 Leader Defense Shift
A leader can have its shift capability applied in defense to any unit(s) it is stacked with, only. In this regard, a leader does not have a command chain during the enemy player's turn. If a leader's own hex is specifically being attacked, that leader's shift may be applied as a *leftward* shift on the CRT during the enemy attack. This defensive shift is cumulative with all other applicable shifts, leftward and rightward, including that of an attacking leader, if any.

8.5 Leader Casualty
If a leader is stacked with any unit that conducts an attack per 6.2, that leader must be immediately eliminated if that unit's attack die roll is "1" (representing the wounding or death of that officer), regardless of the effect upon the unit it is stacked with. Likewise, if any attack die roll against a hex containing an enemy leader is a "6," that defending enemy leader must be immediately eliminated, regardless of the effect upon any unit it is stacked with, if any. A leader that is eliminated is removed from the map and then replaced by a random subordinate leader (see 8.5 below).

Similarly, if any bombardment hit per 7.8 against any hex where a leader is present (whether alone or with a friendly unit) is a die roll of "6" (i.e., *Cut Down*), that leader must be immediately eliminated (representing the wounding or death of that officer). A leader that is eliminated is flipped to its subordinate side (or removed from the map if it was already on its subordinate side).

8.6 Subordinate Leader Replacement
Each side is provided with 26 various subordinate leaders, which are placed into two distinctive draw cups (a Union draw cup for the Union subordinate leaders and a Confederate draw cup for the Confederate subordinate leaders). When any leader is eliminated, the owning player must then immediately and randomly (blindly) draw one subordinate leader from his own side's draw cup, and then place that leader on the map in the same hex as the just eliminated leader (which is removed from the game permanently).

When a player draws a subordinate leader from the draw cup, he must place that leader in the same hex as the eliminated leader that it is replacing. The player may not place that subordinate leader back into the draw cup, or draw another or different subordinate leader. In some cases, the subordinate leader will be inferior to the eliminated leader it is replacing, but in other cases it will be superior to the eliminated leader it is replacing. A player may not 'dismiss' or 'fire' a subordinate leader so as to draw a new replacement (within the scope of the scenario, officers cannot be relieved of command).

Note: The names of the subordinate leaders are not historical to the scenario, but are simply analogs for the alphabetical manifest of counters (from A to Z) representing the emergence of any arbitrary officer, competent or not, to take over command amidst a battle, particularly if the senior officer had been killed or wounded. Also included are several unnamed subordinate leaders that players can use to write in their own names; these may only be added to the draw cup in equal allotments for each side. In other words, if the Union player adds an additional unnamed

subordinate leader to the Union draw cup, then the Confederate player must add an additional unnamed subordinate leader of the same exact ratings to the Confederate draw cup.

A subordinate leader has no command, and therefore cannot impart his CRT attack shift to any units except a unit he is presently stacked with, or any friendly adjacent unit. However, a subordinate leader functions as a normal leader in every other respect.

If a subordinate leader is eliminated per 8.3, it is then replaced normally by another, randomly drawn, subordinate leader of the owning player's same side. Eliminated leaders are always replaced by randomly drawn subordinate leaders until there are no more available subordinate leaders remaining in that player's own draw cup. Eliminated leaders are never placed into the draw cup again. Once drawn, they must be placed on the map until they are eliminated. Once eliminated, they are removed from the game entirely (they're either convalescing or dead).

8.7 Subordinate Leader Creation

Each side is provided with 26 various subordinate leaders, which are placed into two distinctive draw cups (a Union draw cup for the Union subordinate leaders, and a Confederate draw cup for the Confederate subordinate leaders). If rolling a die roll of "1" after conducting a 1-1 odds attack or less, the owning player must then immediately and randomly (blindly) draw one subordinate leader from his own side's draw cup, and then place that leader on the map in any hex where any friendly surviving non-artillery unit is present that had participated in that attack (even if there was no previous leader present during that attack).

> **Note:** *No more than one subordinate leader can be placed in any single hex. If a leader had been killed (KIA) in a hex during that attack, and thereby eligible to be replaced by a subordinate leader per 8.5 above, another subordinate leader cannot be placed in that same hex (though it may be placed in the hex of another surviving non-artillery unit that had participated in that attack, if any).*

This placement is immediate, and thus occurs before a retreat is conducted. It is therefore possible for a subordinate leader to become placed in a hex with a surviving unit, and then eliminated with that unit if it is unable to fulfill a required retreat. If there are multiple surviving units, the owning player may choose which surviving unit that his subordinate leader is placed with (again, before any retreat is implemented), which becomes demoralized with the surviving unit. In any case, the attacking player may not place that subordinate leader back into the draw cup, or draw another or different subordinate leader. A player may not 'dismiss' or 'fire' a subordinate leader so as to draw a new replacement (within the scope of the scenario, officers cannot be relieved of command).

A subordinate leader has no command, and therefore cannot impart his CRT attack shift to any units except a unit he is presently stacked with, or any friendly adjacent unit. However, a subordinate leader functions as a normal leader in every other respect.

Subordinate leaders can be created repeatedly throughout the game until there are no more available subordinate leaders remaining in that player's own draw cup. Eliminated leaders are never placed into the draw cup again. Once drawn, they must be placed on the map until they are eliminated. Once eliminated, they are removed from the game entirely (they're either convalescing or dead).

Developer's Note: *The premise of subordinate leader creation after conducting a failed low odds attack is that the theoretical commander of that attacking force had been relieved of command (or killed), and replaced by a subordinate leader from amongst the surviving effectives. It's assumed that some competent officer emerged during the fighting to save his unit from the slaughter, and is therefore promoted—either by mere necessity or recognition of his proficiency—to take over command. Of course, such recognition would be considerably less likely if the attack had been conducted at favorable odds for the attacker, and yet failed, thus the reason that subordinate leader creation is only possible when attacking at 1-1 odds or less.*

8.8 Lone Leaders

Leaders may move alone (they do not need to be stacked with any unit), but if any lone leader is

attacked by any enemy unit, that attack is automatically resolved on the 7-1 column of the Combat Results Table, regardless of the attacking unit's combat strength, or any other shifts (such as terrain).

9.0 BURNING BRIDGES

9.1 Eligible Units
If any non-artillery unit (other than a lone leader) occupies a hex adjacent to a bridge symbol (e.g., 1629), that unit is eligible to burn (destroy) that bridge, thereby transforming that hexside into a river type of terrain hexside (i.e., no longer a "bridged" hexside). A burned bridge is then considered to be a river hexside when determining movement and combat across that hexside, and has no benefit as a bridge (nor a ford) throughout the remainder of that scenario.

> **Note:** *A ford can never be burned or otherwise destroyed.*

9.2 Procedure
To burn a bridge, the unit must not be demoralized, and must not be within any enemy unit's EZOC when in the hex adjacent to the bridge. Furthermore, that unit must not be within range (within four hexes) of any enemy artillery unit during the same movement phase in which it will burn the bridge (assuming the enemy artillery unit(s) LOS to that unit's hex is not blocked). Any demoralized artillery unit(s) are disregarded in this regard, and thus do not prevent the burning of a bridge.

A unit that intends to burn a bridge must do so during its own movement (not during the Combat Phase), and must expend half of its printed movement allowance to do so. If a unit does not retain at least half of its movement allowance, it cannot burn a bridge during that movement phase. It may do so during a subsequent friendly Movement Phase, but must again expend half of its printed movement allowance to do so.

9.3 Effect
When a bridge is burned, placed a "Burning Bridge" marker in a hex adjacent to that bridge symbol (with the arrow symbol pointing at the formally-bridged hexside). That marker must remain in that hex until repaired.

9.4 Repairing Burned Bridges
During a Demoralization Recovery Phase, a burned bridge can be repaired by any single non-cavalry, non-artillery unit with a combat strength of at least "2" if that infantry unit is adjacent to that bridge but not adjacent to any enemy unit, or within range (within four hexes) of any enemy artillery unit while that bridge is being repaired (assuming the enemy artillery unit(s) LOS to that unit's hex is not blocked). Any demoralized artillery unit(s) are disregarded in this regard, and thus do not prevent the repairing of a bridge.

A bridge repair is not immediate, however. To complete the repair of a bridge, the repairing player must roll one six-sided die during the Demoralization Recovery Phase of that same game turn; that die roll indicates the number of game turns that must fully elapse before that bridge is considered to be repaired (at which time the bridge will be considered repaired as of the beginning of the next game turn after those game turns have elapsed).

> **Note:** *As a mnemonic, players can simply place a quantity of Demoralized markers atop the "Burning Bridge" marker to indicate how many turns must elapse before that bridge is repaired, thus removing one such marker as each game turn elapses.*

If, while a bridge is being repaired, the repairing unit moves, participates in combat, or finds itself adjacent to an enemy unit (or within LOS range of an enemy artillery unit), that bridge repair is immediately canceled, and any subsequent repair attempt there, if any, must begin anew (requiring a new die roll; previous die rolls or repair progress is completely disregarded).

10.0 SCENARIOS

10.1 Cross Keys Scenario
On June 8th, 1862, Fremont cautiously approached Jackson's forces. Fremont was so afraid of defeat that he committed very few of his troops to battle. The Confederates easily repulsed Fremont's ill-conceived assaults, inflicting 114 killed/443 wounded (127 missing) upon the Union force. Most of these losses were Blenker's German troops—the only troops committed to attack by Fremont. The Confederates lost 238 men, just over a third of the total Union losses.

10.2 Game Turns
This scenario lasts 10 game turns, beginning with game turn 10:00 (ending with game turn 8:00). The first turn begins during the Union player's movement phase.

10.3 Set Up
Units in the game are either listed as "Set-up," which means that they begin the game on the map, and are listed with a specific hex number for each such unit, or listed as "Arrival," which means that they are reinforcements which arrive on the map, and are listed with a specific arrival hex for each such unit, as well as a specific game turn when they arrive (during their Movement Phase).

Union Unit	Set-up	Arrival
Tyler	With any unit below before Milroy:	
7 OH (reduced)		6111 on turn 8
29 OH		6111 on turn 8
1 OH, "H" Battery	3333	
1 OH, "L" Battery (reduced)		3332
4 US, "E" Battery		6111 on turn 8
Milroy	With any unit below before Schenk:	
25 OH	1808	
3 WV	1807	
2 WV (reduced)	1708	
1 OH, "I" Battery	1807	
12 OH Battery	1807	
WV, "G" Battery	1807	
Schenck	1709	
82 OH (reduced)	1610	
1 CT Cavalry	1710	
1 OH, "K" Battery	1510	
Fremont	1905	
Blenker	1904	
Stahel	2102	
8 NY	2202	
39 NY	2203	
41 NY	2102	
45 NY	2002	
27 PA	2003	
Koltes	1905	
29 NY	1904	
68 NY	1806	
73 PA	1805	
Bohlen	1904	
54 NY	2004	
58 NY	1903	
74 PA	1906	
75 PA	2005	
4 NY Cavalry	1015	
3 WV	1015	
6 OH Cavalry	1016	
Cluseret	1807	

8 WV	1807	
60 OH	1807	
5 WV	1709	
1 WVa Cavalry	1810	
32 OH	1809	
55 OH	1610	
73 OH	1510	
75 OH	1411	
Bayard	1114	
1 NJ Cavalry	1214	
1 PA Cavalry	1113	
13 PA	1113	
IN Battery	1610	
WV, "C" Battery	1904	
2 ME, "B" Battery	1016	
1 NY, "I" Battery	2004	
2 NY Battery	1904	
13 NY Battery	1905	
Carroll	With any unit below:	
1 WV	3332	
84 PA	3333	
110 PA	3434	
7 IN	3333	
1 WVb Cavalry	3232	
5 OH		6111 on turn 8
66 OH		6111 on turn 8

Confederate Unit	Set-up
Jackson	In any hex from 2920 to 2923, 3020 to 3024, 3119 to 3124, 3220 to 3224, 3320
2 VA	In any hex from 2920 to 2923, 3020 to 3024, 3119 to 3124, 3220 to 3224, 3320
4 VA	In any hex from 2920 to 2923, 3020 to 3024, 3119 to 3124, 3220 to 3224, 3320
5 VA	In any hex from 2920 to 2923, 3020 to 3024, 3119 to 3124, 3220 to 3224, 3320
27 VA	In any hex from 2920 to 2923, 3020 to 3024, 3119 to 3124, 3220 to 3224, 3320
33 VA	In any hex from 2920 to 2923, 3020 to 3024, 3119 to 3124, 3220 to 3224, 3320
Carpenter Battery	In any hex from 2920 to 2923, 3020 to 3024, 3119 to 3124, 3220 to 3224, 3320
Patton	With any unit below before Elzey:
42 VA	1911
48 VA	2012
1 VA	1812
10 VA (reduced)	In any hex from 2920 to 2923, 3020 to 3024, 3119 to 3124, 3220 to 3224, 3320
23 VA (reduced)	In any hex from 2920 to 2923, 3020 to 3024, 3119 to 3124, 3220 to 3224, 3320
37 VA (reduced)	In any hex from 2920 to 2923, 3020 to 3024, 3119 to 3124, 3220 to 3224, 3320
7 VA Cavalry	In any hex from 2920 to 2923, 3020 to 3024, 3119 to 3124, 3220 to 3224, 3320
Elzey	With any unit below before Ewell:
12 GA (reduced)	2313
25 VA (reduced)	2414
31 VA	2514
13 VA	2614
44 VA	2112
52 VA	2213
58 VA	2113
Ewell	With 2 VA Cavalry below
1 MD	2112
Steuart	With 6 VA Cavalry below
Munford	In any hex from 2920 to 2923, 3020 to 3024, 3119 to 3124, 3220 to 3224, 3320
2 VA Cavlary	In any hex from 2920 to 2923, 3020 to 3024, 3119 to 3124, 3220 to 3224, 3320

6 VA Cavalry	In any hex from 2920 to 2923, 3020 to 3024, 3119 to 3124, 3220 to 3224, 3320
Taylor	2920
6 LA	2920
7 LA	2921
8 LA	3020
9 LA	3021
Wheat's Bn	3022
Trimble	With any non-artillery unit below
21 NC	2315
21 GA	2613
15 AL	1908
16 MS	2712
Caskie Battery	In any hex from 2920 to 2923, 3020 to 3024, 3119 to 3124, 3220 to 3224, 3320
Cutshaw Battery	In any hex from 2920 to 2923, 3020 to 3024, 3119 to 3124, 3220 to 3224, 3320
Poague Battery	In any hex from 2920 to 2923, 3020 to 3024, 3119 to 3124, 3220 to 3224, 3320
Wooding Battery	In any hex from 2920 to 2923, 3020 to 3024, 3119 to 3124, 3220 to 3224, 3320
Lusk Battery	2314
Raine Battery	2515
Rice Battery	2415
Courtney Battery	2214
Carrington Battery	3028
Brockenbrough Battery	2113
Chew Horse Battery	In any hex from 2920 to 2923, 3020 to 3024, 3119 to 3124, 3220 to 3224, 3320
Burned Bridge	2730, 3128

10.4 Victory Conditions

The Confederate player wins the game if he exits at least 30 units off of the east edge of the map (via any road or clear hexes only). Leaders and cavalry are ignored for purposes of calculating units exited, but each Confederate artillery unit is counted double (as *two* units exited, each). The Union player wins the game if he prevents this.

> **Note:** *The side of the map abutting the charts is not to be considered the east edge.*

If the "Jackson" leader is ever eliminated during the course of the game, a Confederate victory will be downgraded to a "draw" result (a tie game).

10.5 Port Republic Scenario

The following day, June 9th, 1862, Jackson crossed over the Shenandoah to attack two brigades of Shields' division. Shields' men put up stiff resistance against overwhelming odds, but were finally driven from the field—losses were about 67 killed/393 wounded (558 taken prisoner) out of a force of four to five thousand men. Fremont approached at a snail's pace, even though he was within earshot of the battle, and appeared on the opposite bank of the river just after Shields' division broke. Had Fremont been more aggressive, the outcome might have been very different. Satisfied with his victories, Jackson marched his army out of the valley, and joined Lee at Richmond in time to participate in the Seven Days Battles.

10.6 Game Turns

This scenario lasts 10 game turns, beginning with game turn 05:00 (ending with game turn 2:00). The first turn begins during the Union player's Movement Phase.

10.7 Set Up

Units in the game are either listed as "Set-up," which means that they begin the game on the map, and are listed with a specific hex number for each such unit, or listed as "Arrival," which means that they are reinforcements which arrive on the map, and are listed with a specific arrival hex for each

such unit, as well as a specific game turn when they arrive (during their movement phase).

Union Unit	Set-up	Arrival
Tyler	With any unit below before Milroy	
7 OH (reduced)	4421	
29 OH	4422	
1 OH, "H" Battery	4523	
1 OH, "L" Battery (reduced)		4624
4 US, "E" Battery	4322	
Milroy		3423 on turn 8
25 OH		3423 on turn 8
3 WV		3423 on turn 8
2 WV (reduced)		3323 on turn 8
1 OH, "I" Battery		3522 on turn 8
12 OH Battery		3522 on turn 8
WV, "G" Battery		3522 on turn 8
Schenck		3224 on turn 8
82 OH (reduced)		3124 on turn 8
1 CT Cavalry		3124 on turn 8
1 OH, "K" Battery		3024 on turn 8
Fremont		3721 on turn 8
Blenker		3821 on turn 8
Stahel		4219 on turn 8
8 NY (reduced)		4119 on turn 8
39 NY (reduced)		4119 on turn 8
41 NY		4219 on turn 8
45 NY		4219 on turn 8
27 PA (reduced)		4020 on turn 8
Koltes		3721 on turn 8
29 NY		3721 on turn 8
68 NY		3622 on turn 8
73 PA		3622 on turn 8
Bohlen		3821 on turn 8
54 NY		3920 on turn 8
58 NY		3920 on turn 8
74 PA		3821 on turn 8
75 PA		3821 on turn 8
4 NY Cavalry		4318 on turn 8
3 WV		4318 on turn 8
6 OH Cavalry		4318 on turn 8
Cluseret		3522 on turn 8
8 WV		3522 on turn 8
60 OH		3522 on turn 8
5 WV		3323 on turn 8
1 WVa Cavalry		3323 on turn 8
32 OH		3224 on turn 8
55 OH		3224 on turn 8
73 OH		3024 on turn 8
75 OH		3024 on turn 8
Bayard		2923 on turn 8
1 NJ Cavalry		2923 on turn 8
1 PA Cavalry		2923 on turn 8
13 PA		2923 on turn 8
IN Battery		3124 on turn 8
WV, "C" Battery		3821 on turn 8
2 ME, "B" Battery		4318 on turn 8
1 NY, "I" Battery		3920 on turn 8
2 NY Battery		3821 on turn 8

13 NY Battery	3721 on turn 8
Carroll	With any unit below:
1 WV	4825
84 PA	4724
110 PA	4724
7 IN	4624
1 WVb Cavalry	4521
5 OH	4525
66 OH	4522
Confederate	**UnitArrival**
Jackson	3128 on turn 6
2 VA	3128 on turn 1
4 VA (reduced)	3128 on turn 1
5 VA	3128 on turn 1
27 VA	3128 on turn 1
33 VA	3128 on turn 1
Carpenter Battery	3128 on turn 6
42 VA	3128 on turn 8
48 VA	3128 on turn 4
1 VA	3128 on turn 8
10 VA (reduced)	3128 on turn 6
23 VA (reduced)	3128 on turn 6
37 VA (reduced)	3128 on turn 6
7 VA Cavalry	3128 on turn 6
12 GA (reduced)	3128 on turn 4
25 VA (reduced)	3128 on turn 2
31 VA	3128 on turn 2
13 VA	3128 on turn 2
44 VA	3128 on turn 2
52 VA	3128 on turn 2
58 VA	3128 on turn 2
Ewell	3128 on turn 2
1 MD	3128 on turn 4
Munford	3128 on turn 6
2 VA Cavlary	3128 on turn 6
6 VA Cavalry	3128 on turn 6
Taylor	3128 on turn 2
6 LA	3128 on turn 2
7 LA	3128 on turn 2
8 LA	3128 on turn 2
9 LA	3128 on turn 2
Wheat's Bn	3128 on turn 2
Trimble	3128 on turn 8
21 NC	3128 on turn 8
21 GA	3128 on turn 8
15 AL	3128 on turn 8
16 MS	3128 on turn 8
Caskie Battery	3128 on turn 2
Cutshaw Battery	3128 on turn 2
Poague Battery	3128 on turn 1
Wooding Battery	3128 on turn 2
Lusk Battery	3128 on turn 6
Raine Battery	3128 on turn 6
Rice Battery	3128 on turn 6
Courtney Battery	3128 on turn 6
Carrington Battery	3128 on turn 6
Brockenbrough Battery	3128 on turn 6

Chew Horse Battery   3128 on turn 6

10.8 Victory Conditions
The confederate player wins the game if any Confederate unit was the last to have occupied hexes 4426 and 4326. Any other result is a Union victory.

If the "Jackson" leader is eliminated (KIA) during the course of the game, a Confederate victory will be downgraded to a "draw" result (a tie game).