

CEDAR MOUNTAIN, 1862

PRELUDE TO SECOND BULL RUN V1.1 – 06/11/2020

Cedar Mountain, 1862 lets you refight this battle between Stonewall Jackson and Nathaniel Banks, prelude to the Northern Virginia campaign which would lead to the second Battle of Bull Run (see *VV 148*). It is the first French game that uses the *Civil War Brigade Battle Series*' system and will be a perfect introduction to the two games already published by Worthington Games: *Antietam 1862* and *Shiloh 1862*.

1 - OVERVIEW

The *Civil War Brigade Battle Series* allows players to take command of the Union and Confederate Armies in famous battles from the American Civil War. Each player will command either the Union or Confederate army and maneuver their combat units across a game board of one of these battles.

The combat units represent the infantry, cavalry, and artillery with icons shown of each. Designators giving historical information such as unit name, a strength point factor (SP hereafter), and a morale indicator are shown on the unit. A 10-sided die (**D10**) is used to resolve combat and morale checks (0 = 10).

You'll find below are the series' rules and at the end of the booklet the specific rules to the Cedar Mountain scenarios.

Not all rules will apply in every game. The game specific rules will state which rules do not apply.

2 - KEY CONCEPTS AND RULES

2.1 - STACKING

Only **one combat unit** is allowed per hex. Combat units are infantry, cavalry, or artillery.

Leaders are non-combat units. Any number of leaders may stack in a hex with any friendly combat unit.

Markers show different game functions and are not units. Any number of markers (routed, breastworks, etc.) may be in the hex with a unit.

2.2 - ZONE OF CONTROL

All combat units have a Zone of Control (ZOC) that extends into the **6 hexes** surrounding the hex they occupy. This ZOC crosses all terrain types **except** terrain prohibited to cross or enter.

Units entering an enemy ZOC **must stop** movement for that turn.

Units may move out of enemy units ZOC during the movement portion of their turn, but may not enter the same units ZOC in that turn. They may enter a different enemy unit's ZOC in that turn.

It costs **+1** Movement Point to exit an enemy ZOC.

Routed units have no ZOC, other than the hex they occupy.

2.3 - COMBAT UNITS

All *combat units* have a colored number value in the lower right corner. This is their *strength points* (SP hereafter).

Each infantry or cavalry unit normally represents a brigade (some smaller units may be shown) with each SP representing roughly 100 men.

Artillery units are normally battalion strength with each SP representing 2 cannons (adjusted for cannon type and range).

The infantry and cavalry combat units' original full-strength points (SP) is shown on the front (full color) side of the unit. The back of the unit is a lighter shade of the front color and has an SP value that is roughly half (depending on the morale of the full-strength SP).

In combat a unit's SP may **not** be split up to combat multiple hexes.

As combat units suffer losses in combat, an SP marker is placed under the unit to show its new lower SP. As the unit suffers additional losses, the SP marker is rotated, flipped,



or replaced to reflect the units current lower SP. Rotate the SP marker so the unit's current SP is at the top (designator name side) of the unit.

When a unit reaches 0 SP, it is eliminated and removed from the board.

2.4 - SHATTERED

When an infantry or cavalry combat unit, not artillery, loses roughly **half** of its original SP, the unit is flipped to its back side and considered *Shattered*.

Shattered units **may not** enter an enemy ZOC, but **do not have** to exit enemy ZOC during movement and may fire offensively and defensively.

Shattered units **may not** use the Column Movement Bonus [see 8.3].

2.5 - MORALE

A unit's morale reflects its ability to withstand combat. Morale is shown on combat units by the color of its SP.

Morale is either **Green** (morale value of 5), **Black** (morale value of 7), or **Gold** (morale value of 9).

When doing a morale check, roll the **D10** and apply any die modifiers (DRM) based on terrain or leaders. If the modified die result is **higher** than the number of the unit's morale color, the unit routs.

2.6 - GAME SCALE

The game scale is specified in each battle.

2.7 - NON COMBAT UNITS

Leaders are the army, corps, and division leaders of their armies. Leaders are not combat units. [see 3.3.6].

3 - GAME COMPONENTS

3.1 - THE MAP

The map represents the area on which the main part of each battle was fought. The map includes dominant terrain features that will affect movement and/or combat.

A hex grid is shown on the map to regulate movement and combat.

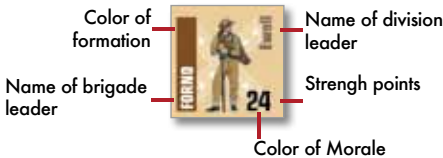
The Turn Track (which shows Time of Entry for reinforcements to enter the game) and the Loss Track (to keep track of the losses for each side) are on the side of the map.

3.2 - PLAYER AID

You will find the the Fire Range Chart, Unit Morale Chart, Unit Movement Allowance, Combat Chart, and Terrain Effects Chart On the player aid.

3.3 - UNITS

On the left side of the unit is the Brigade or unit leader name. The name is in a color bar



back: a *shattered* unit



Cavalry



Artillery

that matches all units in that units' division color. On the right side is the division/corps leader for this unit.

This is important when checking command range from that unit to its division or corps commander.

In the bottom right is the units starting strength points SP in Green, Black or Gold color. The color is that unit's current morale.

3.3.1 - Type of units

An icon is showing the type of unit: An infantryman for Infantry, a cavalryman for Cavalry, a canon for Artillery and an officer bust for the Leaders.

3.3.2 - Front/back of counters

Infantry and cavalry show their full-strength side on the front of the unit. On the back side of the unit, in a lighter shade of the front side, is the units half strength side which may be equal to or less than half the unit's strength adjusted for unit morale or experience. Units reduced to their back side are considered *shattered* [see2.4].

Only infantry and cavalry can be *shattered*.

3.3.3 - Independant Units

Units with their names in **gold bars** and an **asterisk** are Independent commands and are always **in command**.

3.3.4 - Cavalry

Cavalry is always considered mounted unless they are marked dismounted (with a marker).

3.3.5 - Artillery

Artillery units have a front side showing a cannon firing and the back side (limbered) showing a cannon attached to a limber wagon for movement.

During the Offensive Artillery Phase the ac-

tive player may fire with artillery units in range and line of sight of opposing units [see 9.4 and 9.5]. If an artillery unit does not fire it may move.

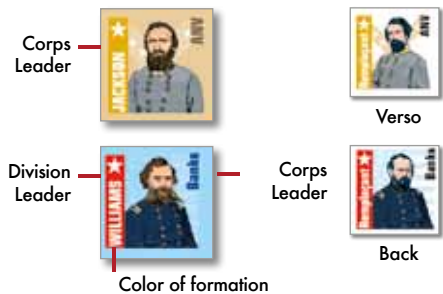
3.3.6 - Leaders

Leaders have a front side showing on the left this leader's name. If the unit is a division leader the leader's name is in a color bar that **matches** all brigades in his division. On the right, the corps commanders or designator name to which he belongs.

If the unit is a corps leader or Army Commander his name is in a gold bar.

The back side of leaders shows the word *Replacement* (= replacement) meaning his leader radius is reduced from 4 hex to 3 hex.

Leaders stacked with combat units that make a morale check apply a **-1** DRM to the morale check. Only **one** leader modifier may apply, even if more than one leader is in a hex with the unit.



4 - GETTING STARTED

Players should select a scenario, and side to command. Each side should set up their units according to the scenario chosen. Special rules and victory conditions should be read and understood by each player prior to play. Play begins by the first player listed in the scenario starting his turn and following the Turn Sequence [see].

5 - SEQUENCE OF PLAY



The game is played in Game Turns in which each player completes their half of the turn. The first player in a turn will vary by battle. When both players have completed their half of a turn a complete turn is marked and the Turn Marker is moved to the next turn on the Turn Track.

A- Player A (active player)

1. Command Phase
2. Artillery Phase
3. Movement Phase
4. Combat Phase
 - Defensive fire of player B
 - Offensive fire of player A
5. Rally Phase

B- Player B (active player)

1. Command Phase
2. Artillery Phase
3. Movement Phase
4. Combat Phase
 - Defensive fire of player A
 - Offensive fire of player B
5. Rally Phase

C- Turn marker

The Turn Marker is advanced to the next hour on the turn track. Players continue the sequence until the end of the scenario being played.

6 - COMMAND PHASE

Command control is determined during the command phase.

In order to move into an enemy ZOC a combat unit must be in command control. In order to be in command control a unit must be in the command radius of its respective division or corps leader.

6.1 - COMMAND CONTROL

Infantry and cavalry units are in command control if they are within a **4 hex** command range of their respective division (same color) or corps leader (Gold color).

It is reduced to a **3 hex** range for Replacement leaders.

6.2 - LINE OF COMMAND

The Line of Command can cross any terrain **except** prohibited (see terrain table) and may not enter an enemy zone of control or a hex occupied by an enemy unit.

- Friendly units (not friendly ZOC) negate enemy zone of control for the purpose of tracing the path.
- Independent combat units (unit name with an asterisk in a gold bar) are always in command control.
- Artillery is in command control if it is within command radius of 4 hexes of **any** friendly leader.
- Units that are determined to be in command control are in command control for the entire turn.

6.3 - OUT OF COMMAND UNITS



A unit not in command control range during the Command Phase is marked with an *Out of command* marker. A unit marked *Out of command* remains out of command that entire turn.

Units marked *Out of command* may not move into enemy ZOC, but may remain in an enemy ZOC if they start the turn in it.

OoC units may not use the Column Movement Bonus.

OoC units may fire during the Artillery Phase and the Combat Phase.

6.4 - LEADERS

Only one leader adds a **-1** die modifier for morale checks for any unit from its command

- A unit may not save movement points for future turns
- A unit may not transfer movement points to another unit.

8.2 - ZONE OF CONTROL

A unit **must stop** when entering an enemy ZOC.

- If it is beginning in an enemy ZOC, it may move out of that unit's ZOC into another unit's ZOC in the same turn, but may not enter the unit's ZOC that it began the move in.
- Cavalry and limbered artillery must stop when entering enemy ZOC and may not change formation until the following turn.
- Cavalry and limbered artillery may change formation if they **start** the movement Phase in an enemy ZOC.

8.3 - COST OF ACTION

It costs **+1 MP** to exit an enemy ZOC.

8.3.1 - Artillery



Unlimbered

To change artillery from unlimbered (able to fire) to limbered (able to move), or vice versa, costs **2 MP**.



Limbered

Example: an artillery unit, while limbered could move 4 MP and still unlimber. If unlimbered it would spend 2 MP to limber leaving 4 MP for the limbered move.

8.3.2 - Cavalry



To change cavalry from mounted to dismounted costs **2 MP**, mark the cavalry with a *Dismounted* marker. To change cavalry from dismounted to mounted costs **2 MP**, remove the *Dismounted* marker. A cavalry unit can dismount and move or the contrary if it has enough MP left.

Examples: a cavalry unit with 9 MP moves 7

MP and changes formation for 2 MP. It has 0 MP left. If the cavalry unit moves 3 MP and spends 2 MP to change formation it would have 1MP remaining. In other words an expenditure of 4 or more MP when mounted and a change of formation leaves 0 MP for the dismounted cavalry unit. While a dismounted unit could move 4 MP, change formation for 2 MP and still leave 3 MP for the mounted unit.

8.4 - COLUMN MOVEMENT

Any unit that is not within **4 hexes** of an enemy unit and is moving on road or clear terrain only pays **1/2 MP per hex** entered. If it enters any terrain other than road or clear, he pays the full movement of the terrain entered.

Once it moves within **4 hex** of an enemy unit it pays the full terrain cost of the hex it is entering regardless of road, etc.

Routed, Shattered, and Out of Command units may not use this bonus.

Note: *Column movement does not cancel the cost (+1) of changing level.*

8.5 - REINFORCEMENTS

Reinforcements that are due according to the scenario turn schedule may enter through the entry areas on the map as listed. They may use their **full** movement unless otherwise stated and may use column movement bonus if possible.

Cavalry may enter dismounted, artillery always enters limbered.

If a reinforcement area has enemy units or enemy ZOC blocking it, the reinforcing units may enter in the next closest non-blocked hex of their choice.

Reinforcements are **always** in command the turn they enter and may all use the same hex of entry without movement penalty.

- A unit may not save movement points for future turns
- A unit may not transfer movement points to another unit.

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Reinforcements are **always** in command the turn they enter and may all use the same hex of entry without movement penalty.

9 - COMBAT PHASE

During the Combat Phase units conduct defensive and offensive fire combat. Combat results are applied, and combat units of the moving player may advance into defending hexes vacated as a result of combat.

9.1 - OVERVIEW

The current combat strength of a unit is shown by the Strength Points on the unit or the current SP based on the SP marker under the unit. Units are never required to fire at enemy units.

Players may combine different units firing at the same target during a combat phase. A player may fire at an enemy unit with as many friendly units as may **legally** do so, combining all the SP into one attack. However, each unit may only fire or be fired at **once** per combat phase. An individual unit may not split its SP to fire at more than one target.

When halving combat strength ($\times 1/2$) always **round down** each unit **individually** (a firing unit's minimum SP is always 1).

9.2 - DEFENSIVE FIRE

All of the non-moving player's combat units that can legally fire, may do so at the moving player's units. Artillery and infantry/cavalry can combine their fires if Line of Sight is clear for all units.

9.3 - OFFENSIVE FIRE

All of the moving player's infantry and dismounted cavalry units that can legally fire, may at the non-moving players units.

Note: *routed units, and artillery may not fire during offensive fire.*

9.4 - LINE OF SIGHT (LOS)

To fire on an enemy unit at more than **1 hex** range, the firing artillery unit must have a LOS to the target unit.

Adjacent units always have a clear line of sight. Therefore units may always fire at adjacent units.

Follow this procedure to determine LOS:

Trace a line from the center of the target's unit hex and firing unit's hex. If a line of sight is unable to be traced without crossing blocking terrain or units, then the line of sight is blocked. Line of sight is blocked by the following:

- LOS is blocked by a hex of higher elevation than the elevation of both the firing and target unit.
- Friendly units being fired over that are adjacent to the target unit.

Note: *You can fire over friendly units at a target unit that is not adjacent to the unit being fired over.*

- Woods and town between the target unit and firing unit.

9.5 - FIRE COMBAT PROCEDURE

Follow the procedure below for all fire combat, including artillery.

1. Indicate the target hex and the units firing at the target.
2. Check the Range Chart on the Player Aid and modify each firing unit's SP separately. SP may be doubled, normal, or halved (round down, but no unit's SP may be modified below 1).
3. Total all units modified SP firing at the target unit.
4. Reference the total number of SP firing from step 2, on the vertical column on the Combat Chart.
5. Roll the **D10** and apply modifiers from the "Die Roll Modifier" list below the Combat Chart on the Player Aid. This information is also given in the Terrain Effects Chart. Determine the final modified die roll.
6. Cross reference the final modified die roll from step 4 with the Firing SP column from

step 3.

7. Apply the results from the Combat Chart immediately.

SPECIAL: Flank Fire: a target unit that is fired on from 3 or more adjacent hexes adds a **+1** modifier to the combat roll.

Units firing at limbered artillery also receive a **+1 column** to the right shift on the combat chart.

9.6 - COMBAT RESULTS

Possible combat results are:

–: No effect.

M: Make a morale check.

n: (n = numerical value) Reduce the target unit that many SP and make a morale check [see 9.7].

nR: (n = numerical value) Reduce the target unit that many SP, retreat the unit two hexes [see 9.8], and make a morale check [see 9.7].

*****: A result of **10** (modified or non-modified) causes a leader casualty check if a leader is present [see 6.4].

9.7 - MORAL CHECK

1. Determine the unit's Morale level based on its SP color. [see 2.5].

2. Roll the **D10**. Apply any DRM for leaders and terrain from the Terrain Effects Chart on the player aid card. Morale check modifiers are cumulative, with one modifier for leaders allowed, and one modifier for terrain.

3. If the number rolled is **higher** than the unit's modified Morale number then the unit **immediately** routs. A die roll of **10** before modifiers is an automatic rout.

9.8 - RETREAT AND ROUT

9.8.1 - Retreat

A unit that retreats is moved **2 hexes** away from the unit that fired on it. This is not considered movement so terrain cost is ignored. It

must retreat towards a hex or any map edge **specified** by the scenario rules. The owning player conducts the retreat.

It may not enter the same hex twice. It may not enter or cross prohibited terrain, or exit the board. If it cannot retreat due to the above it is **eliminated**.

It may retreat through enemy ZOC but loses **1 SP** for each hex of enemy ZOC retreated through, but may not end a Retreat in enemy ZOC.

If the retreating unit ends up stacked with another unit after **2 hexes**, it continues retreating until it does not violate stacking rules. Artillery on its unlimbered side that receive a *retreat* result is reduced by **1 SP** (in addition to losses by combat) and flipped to its *limbered* side, then retreats.

9.8.2 - Rout



A unit that routs is marked with a *Rout* marker. It is retreated 3 hexes (this is not considered movement so ignore terrain cost except for terrain that is prohibited to enter). It must retreat towards a hex or any map edge **specified** by the scenario rules.

It may retreat through a hex with friendly units but may not stop, the unit may retreat extra hexes to avoid over stacking. The owning player conducts the retreat.

It may not enter the same hex twice. It may not enter or cross prohibited terrain, or exit the board. If it cannot retreat due to the above it is eliminated.

It may rout through enemy ZOC but loses **1 SP** for each hex of enemy ZOC routed through, but may not end a Rout in enemy ZOC.

Artillery on its unlimbered side that receives a *rout* result is reduced by **1 SP** (in addition to losses by combat) and flipped to its *limbered* side, then routs.

9.8.3 - Consequences of routing

Routed units may only move **1 hex** during their movement phase, ignoring terrain cost, but must not end up closer to an enemy unit and therefore cannot enter an enemy ZOC. A routed unit that receives any results other than NO RESULT when fired on during combat retreats **3 additional** hexes and remains *routed*.

Routed units have no ZOC other than the hex they occupy.

Routed units may not fire.

9.9 - ADVANCE AFTER COMBAT

Units of the moving player may advance into hexes of the non-moving player that are vacated as a result of Combat. A player firing defensively **may not** advance as a result of combat.

10 - RALLY PHASE

All of the active player's units with *route* markers that are in command may attempt to rally.

10.1 - Procedure

To rally, each unit with a *route* marker make a morale check with all modifiers applied. If they pass the morale check the *route* marker is removed. If the unit fails, it keeps the *route* marker on it until its next turn's Rally phase when it may try to rally again.

It does not further route as a result of a failed rally attempt.

10.2 - Morale Check

1. Determine the unit's morale level based on its SP color [see 2.5].
2. Roll the **D10**. Apply any die modifiers for leaders and terrain from the Terrain Effects Chart on the player aid card. Morale check modifiers are **cumulative**, with only one modifier for leaders allowed, and one modifier for terrain.

3. If the final result is **lower or equal** to the morale value of the unit then it is rallied.

10.3 - End of combats

Remove all *Fired* markers from friendly artillery.

11 - NIGHT TURNS

During night game turns units may not enter an enemy ZOC.

Exception: there is no difference for retreats and routs [9.8] during night turns.

Units may fire if they start the night turn adjacent to an enemy unit.

All fire ranges at night are **1 hex**.

12 - SCENARIO SET-UP

Each game's scenario will give set ups as well as victory conditions and special rules for that particular battle.

13 - VICTORY



Victory Points are awarded for terrain objective hexes as per the scenario being played. Control of a terrain objective hex is determined by the last side to move through or occupy the hex.

One victory point is also awarded for each SP loss inflicted upon the enemy army, including leaders and their replacements.

The player with the most VP at the end of a scenario wins.

The x1 and x10 markers are used to mark VPs. The markers always start a scenario on space 0 of the victory points track. They will be moved up and down on this track as VPs are won and lost during play. When the x1 marker reaches space 9 and must be advanced further, replace it on the space 0 and advance the x10 marker from this side to the next space. If, on the other hand, the x1 marker must go from box 0 to box 9, move the x10 marker back one box. If both

markers are on the zero space and the other player must receive VPs, flip over the VP markers and follow the same procedure.

14 - SCENARIOS

you will find below two scenarios and a variation applicable to each scenario. Length of play is approximately 1 h 30 to 2 hours for each scenario.

Each hex. represents approximately 182 meters (200 yards) from side to side. Each turn represents 40 minutes. Each SP represents approximately 100 men for the infantry, 40 men for the cavalry and from 1 to 3 cannon for the artillery (adjusted for cannon type and range).

14.1 - SCENARIOS SPECIFICITIES

14.1.1 - First player

The Union is always the first player.

14.1.2 - Combat units and generals

The artillery begins *limbered* or *unlimbered*, as the player chooses. The cavalry begins *mounted* or *dismounted*, as the player chooses.

Leaders begin adjacent to or stacked with a unit of their Division or their Corps.

14.1.3 - Night

Turn 9 (20:20) is a night turn [see 11].

14.1.4 - Hexagons of retreat

The Union troops retreat and rout toward hex 1701 (Union entry point), the Confederate troops retreat toward hex 0115 (Confederate entry point). The troops of Division Ewell may also retreat toward hex 0920 (Ewell's entry point).

14.1.5 - Fate markers

Each player has two *Fate* markers named after a leader. A *Fate* marker may be used to re-roll a die rolled by the player involving a unit



under the orders and in command range (at the moment of the roll) of the

named leader.

Example: the Confederate player may use the Jackson marker to re-roll the die of any Confederate unit within command range of this leader.

Once the *Fate* marker is used, it is removed from the game. If a leader named on a *Fate* marker is eliminated, the marker is eliminated as well.

14.1.6 - Victory conditions

Each player is awarded **1 VP** for each enemy lost SP. The Union player is awarded **2 VP** for each objective hex (marked with a white star on the map) that is currently occupied by one of its UC at the end of each turn.

Union Victory if that player earns **5 VP** or more at the end of the game and he has obtained at least **4 VP** for having occupied one or more objectives. Any other result is a Confederate victory.

14.2 - HISTORICAL SCENARIO

14.2.1 - Units setup

The units are set up on the map according to the list below, or on the turn counter, if indicated. Confederate reinforcements enter through hex 0115 (column movement is allowed).

• Union

Bayard: 0904	Gordon: 0905
Crawford: 1005	Reserve 6: 1006
Reserve 5: 1107	Reserve 4: 1108
Reserve 3: 1208	Reserve 2: 1309
Reserve 1: 1409	Geary: 1206
Prince: 1308	Greene: 1510

• Confederate

Stonewall: 0505	Garnett: 0607
Andrews: 0708	Taliaferro: 0709

Walker: **0809** Early: **0810**
 Courtney: **0911** Dement: **0912**
 Thomas: **1012** Trimble: **1418**
 Terry: **1318** Latimer: **1218**
 Forno: **1119**

• **Confederate reinforcements**

Turn 5: Branch; AP Hill

Turn 6: Pender; Archer

14.2.2 - Length of the scenario

This scenario begins on Turn 3 (16.20). During this turn, only the offensive Artillery Phase of each player takes place.

14.2.3 - Special rules

The following elements of Division Ewell cannot move (except to limber or unlimber) before turn 7 : Ewell, Trimble, Latimer, Terry, Forno.

14.3 - FREE SET UP SCENARIO

14.3.1 - Units set up

Units enter the game on Turn 1 (**Exception:** Ewell's division and Hill's division [see 14.3.2], Rickett's division [see 14.4]).

Column movement is allowed but Union units only have 4 movement points on Turn 1.

The players may choose not to bring all their units in on turn 1, in which case the non-entering troops will do so on turn 2.

14.3.2 - Special rules

Union units enter through hex. 1701.

Confederate units enter through hex. 0115.

Exceptions: Ewell, Trimble, Latimer, Terry, Forno enter on turn 7 through hex. 0920.

On turn 4, the Confederate player rolls a die on the table below for the entry of AP Hill, Branch, Pender and Archer. Strategic movement is authorised.

Die	1-3	4-9	10
Turn	4	5	6

14.4 - VARIATION : POPE TO THE RESCUE

As the battle of Cedar Mountain was raging on, the rest of the Army of Virginia (Union) was stationed at Culpeper, a few miles south. Banks launched an attack on the Confederate lines, expecting that his superior Pope will send reinforcements. But it did not happen. General Rickett's division was closest to the combat zone and therefore would have been best suited to support Banks' assault. In order to simulate this possibility, the Union player rolls a die at the beginning of each turn starting turn 4 and applies a **-2** die roll modifier. If the modified dice roll is **less** than the current turn, Rickett's division (Rickett, Duryée, Caroll, Hart-suff, Tower) enters the game through hex. 1701. Column movement is allowed.

The Confederate player then immediately receives **4 VP** (unless Rickett's division enters on turn 8 or 9). ◆

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