[21.0] INTRODUCTION

Cedar Mountain is a simulation of the battle, on 9 August 1862, between the Union forces of General Nathaniel Banks and the Confederate forces of General Thomas (Stonewall) Jackson. The battle was one of those sharp but indecisive battles unique to the American Civil War. Banks launched his attack even though greatly outnumbered and caught the Valley Army unprepared. The battle spoiling attack.

[21.1] LIMITATIONS ON DISMOUNTED CAVALRY

All cavalry units in dismounted formation have a Morale Rating of 2, representing the fact that cavalry were not trained to fight as infantry.

[21.11] Dismounted cavalry may initiate melee only against enemy dismounted cavalry and artillery (either formation). They may not initiate melee against infantry or mounted cavalry.

[21.12] An unpinned dismounted cavalry unit which is not stacked with friendly artillery or infantry and which is met by enemy infantry must retreat in the Retreat Before Melee Phase. When defending against enemy dismounted cavalry, the Standard Rules apply.

[21.2] ARTILLERY AND SMALL-ARMS AMMUNITION

Both armies were plentifully supplied with ammunition and resupply was readily available. Therefore, there are no supply wagons in the game and the ammunition rules (11.0) are not used.

[21.3] TERRAIN

[21.31] Trails and Roads: Leaders and combat units in column, mounted, or limbered formation that move along roads or trails pay the road or trail Movement Point cost rather than the cost of the other terrain in the hex. This is true even when a unit crosses crest or steep crest hexsides, runs, and streams.

[21.32] Crest: Crests are formed when two levels of elevation are contained in the same hex. Units which occupy crest hexes are always considered to be occupying the higher of the two elevations. When a unit enters a hex of a different elevation, it usually pays additional Movement Point costs. The cost to go uphill is greater than the cost to go downhill. These costs are listed on the Terrain Effects on Movement Chart (see map). Crests also affect combat (see 9.52).

[21.33] Steep Crest: A steep crest presents a greater impediment to movement than a crest. Steep crests are indicated by a splash pattern along a crest hexside. The additional Movement Point cost to go up or down a steep crest is paid only when the unit crosses the steep crest hexside.

[21.34] Lakes: All-lake hexsides (each as 3119/3218) are impassable for purposes of movement. Only combat may be performed across all-lake hexsides.

[21.35] Runs and Streams: The North and South Forks of Cedar Run were deeper than the small streams of the area. Thus, the Movement Point costs to cross the two are different. Runs are indicated by the solid lines running along their banks. Players should refer to the Terrain Effects on Combat Chart (see map) when initiating melee against a unit on the other side of a run or stream.

[21.4] CORNFIELDS

The corn in the fields near Cedar Mountain was ripe and the stalks were nearly six feet tall. Consequently, the corn affects Line of Sight.

[21.41] Cornfield hexes have a height of 5 feet above the elevation of the terrain on which the corn grows. A unit occupying a cornfield hex is located on the elevation level of that hex, not the elevation plus five feet.

[21.42] Cornfield hexes block LOS (i.e., no unit may fire through a standing cornfield hex into another hex). A unit which occupies a cornfield hex may always fire out of that hex and may be fired upon by units which have a LOS into that hex (but not through another cornfield hex). Example: A unit in 3017 would be able to fire at and
The following rule is used to simulate the sometimes gross inaccuracy of artillery fire at extended ranges. This fire tended to land before, behind and beside the intended target. Thus, when an artillery unit fires at a target at a 9 or greater hex range, there is a chance that the fire will miss the target and land in a hex adjacent to the hex the target occupies.

PROCEDURE:
The following procedure is used to resolve all artillery fire combat executed at a range of 9 hexes or greater:
1. The player announces aloud an artillery fire combat executed at a range of 9 hexes or greater:
2. The player rolls one die for each firing unit and consults the Overshoot Table (22.3) to determine whether or not the battery has hit the target hex. The range is figured separately for each firing battery. The Overshoot Table results will indicate whether the fire was accurate or scattered.
3. All batteries which received an "accurate" result on the Overshoot Table have their strengths combined and the combat is resolved normally using the Fire Combat Results Table.
4. Batteries whose fire "scattered" now resolve their attacks. The player rolls one die for each battery and compares the result with the Scatter Diagram printed on the map. A battery whose fire scattered will attack one of the six hexes adjacent to the target hex. If the scatter hex is unoccupied by enemy units, there is no combat; if occupied by enemy or friendly units, the player resolves a normal attack against the hex using the Fire Combat Results Table. The strengths of all batteries which scatter into the same hex are combined as usual and are not treated as individual attacks.

Example: Batteries in 3105 and 3138 combine to attack an enemy unit in 2207. The player who owns the batteries rolls one die per battery and compares this result with the range from battery to target on the Overshoot Table. The result for the battery in 3105 is 5, and thus the fire is accurate since the range is between 8 and 9. The result for the battery in 3138 is 4, and thus the fire is accurate since the range is between 9 and 15. The fire from this battery lands in hex 2208, which is unoccupied and thus has no effect.

CASES:

[22.0] ARTILLERY OVERSHOOT

GENERAL RULE:
The following rule is used to simulate the sometimes gross inaccuracy of artillery fire at extended ranges. This fire tended to land before, behind and beside the intended target. Thus, when an artillery unit fires at a target at a 9 or greater hex range, there is a chance that the fire will miss the target and land in a hex adjacent to the hex the target occupies.

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CASES:

[22.1] INTENDED TARGETS OF ARTILLERY FIRE
A player may never attack a vacant hex in the hope that his fire will overshoot into a hex containing enemy units. A target hex for artillery fire must contain an enemy unit or else the fire may not be executed.
The Union player is always the first player in the
brigades and artillery units. The player sets up all
map. The Confederate Army enters play starting
and consists of the central, numbered hex and the
Union Deployment Area is indicated on the map
any brigade of its command, and General Banks
may be set up along with any unit in the Union Army.
[26.4] If an entry hex is occupied by a Union unit,
the units scheduled to enter there are delayed a
Game-Turn and then entered in either that hex, if
clear, or the closest unblocked hex. Should two
hexes be equidistant, the Confederate player has
his choice of hexes.
[26.45] If there are more reinforcing units scheduled
to arrive than can physically be entered onto the
map during a Game-Turn, the remaining off-map
units are simply brought into play on the following
Game-Turns.

Reinforcements always enter in column
(infantry), mounted (cavalry) and limbered (art-
tillery) formation.

[27.0] HOW TO WIN

GENERAL RULE:

Victory is determined by the accumulation of Vic-
tory Points. Victory Points are awarded for inflict-
ing casualties on enemy combat units and leaders,
and for controlling certain hexes at the end of each
Game-Turn. At the end of the game, both players
total their Victory Points. The smaller total is sub-
tracted from the larger and the result is compared
to the schedule given in 27.1 to determine the level
of victory.

CASES:

[27.1] LEVELS OF VICTORY

Draw
(in effect, the Union has won
a moral victory) 0 to 5 VP’s
Marginal Victory
6 to 10 VP’s
Tactical Victory
11 to 18 VP’s
Strategic Victory
(he Battle of Cedar Mountain has major effects upon the
Eastern Theater and on the
upcoming campaign of
Second Bull Run) 19 or more VP’s

[27.2] VICTORY POINTS

[27.21] A player receives Victory Points for the elimination or capture of enemy Strength Points, guns, and leaders, and for enemy brigades which have reached their BCE limit.

Enemy infantry Strength Point/gun:

Eliminated 1 VP each
Captured 2 VP’s each

Enemy cavalry Strength Point:

Eliminated 2 VP’s each
Captured 3 VP’s each

Enemy brigade commander:

Wounded 1 VP each
Killed 2 VP’s each
Captured 3 VP’s each

Enemy division commander:

Wounded 3 VP’s each
Killed 5 VP’s each
Captured 8 VP’s each

If Jackson is a casualty
or captured, the Union
player receives:

Wounded 5 VP’s
Killed 10 VP’s
Captured 15 VP’s

If Banks is a casualty
or captured, the Confederate
player receives:

Wounded 3 VP’s
Killed 5 VP’s
Captured 8 VP’s

Note: A player receives no VP’s for the elimination of enemy battery crews. If a brigade com-
mander has been promoted, he is considered a division commander for Victory Point purposes.
The number of Victory Points awarded for an entire brigade reaching its BCE limit is listed on
the OB Roster next to that brigade.

[27.22] Either or both players may receive Victory Points for the occupation or control of certain
Victory Point hexes (see map). Each of the hexes is
worth 2 Victory points per Game-Turn for the con-
trolling player. The Points are awarded at the end
of the Confederate Player-Turn and are recorded
on the Union OB Roster each Game-Turn. Impor-
tant: All Victory Point hexes begin uncontrolled
by either player; thus, it is physically impossible
for either player to control any of the hexes at the
conclusion of Game-Turn One. Control of a Vic-
tory Point hex is defined as having been the last
player to have actually occupied the hex with a
combat unit.

[27.23] Either player may exit his units off the map through hex 0101. To do so, a unit must oc-
cupy 0101 and expend one Movement Point to
leave the map. It is not eliminated, but it may
never return to play once removed. Units may only
be exited during the friendly Movement Phase
(they are still eliminated if forced to retreat off the
map). Important: The Confederate player (only)
receives one Victory Point for each combat unit or
battery exited off the map. The Union player never
receives VP’s for exiting units.
### UNION OB ROSTER

**INFANTRY and CAVALRY BRIGADES**

<table>
<thead>
<tr>
<th>Designation</th>
<th>Area of Deployment</th>
<th>Brigade Combat Effectiveness Limit</th>
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</thead>
<tbody>
<tr>
<td>Banks</td>
<td>with any Union unit</td>
<td></td>
</tr>
<tr>
<td>Williams</td>
<td>with any brigade unit</td>
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</tr>
<tr>
<td>Gordon</td>
<td>5</td>
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<tr>
<td>Repl</td>
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<tr>
<td>Crawford</td>
<td>4</td>
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<tr>
<td>Augur</td>
<td>with any brigade unit</td>
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<tr>
<td>Geary</td>
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<tr>
<td>Repl</td>
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<tr>
<td>Prince</td>
<td>2</td>
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<tr>
<td>Greene</td>
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<tr>
<td>Bayard</td>
<td>6</td>
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<td>Independent Cavalry</td>
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<td>1 Me</td>
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### CONFEDERATE OB ROSTER

**INFANTRY BRIGADES**

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<th>Game-Turn/ Hex of Entry</th>
<th>Brigade Combat Effectiveness Limit</th>
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<tbody>
<tr>
<td>Jackson</td>
<td>2/2934</td>
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<tr>
<td>Ronald</td>
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<td>Garnett</td>
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<td>Taliaferro</td>
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<tr>
<td>Ewell</td>
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<tr>
<td>Trimble</td>
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<tr>
<td>Hill</td>
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<tr>
<td>Branch</td>
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<td>Repl</td>
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<tr>
<td>Archer</td>
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*Thomas enters detached*

### INDEPENDENT UNITS

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<tr>
<td>Early</td>
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### VICTORY POINT HEX POSSESSION TRACK

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<th>HEX</th>
<th>POSSESSION TRACK</th>
</tr>
</thead>
<tbody>
<tr>
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<td></td>
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</tbody>
</table>

### HOW TO USE THE OB ROSTER

The OB Roster (Order of Battle Roster) is used to record the losses suffered by each army, to determine the time and place of entry for Confederate units, and the historical Set-up Areas for Union units. Each time an infantry or cavalry unit suffers casualties, a number of boxes, equal to the number of Strength Points lost, are marked off the BEE section of that unit's brigade record. When the number of boxes reaches the BEE limit, the brigade has lost effectiveness (see 24.0) and the enemy player is awarded the number of Victory Points for that brigade listed next to its BEE limit. Independent regiments and artillery units have losses recorded on their strength record, not a BEE section. Leader losses are marked off in the box next to the leader’s name. The symbols used to mark boxes are:

- **= Strength Point/Gun eliminated, and leader killed.
- X = Strength Point/Gun/leader captured.
- Z = Leader wounded.

Each copy of the OB Roster without marks on it, since duplicate copies will be needed to play the game more than once. SPI grants permission to reproduce the OB Roster for personal use. Additional copies are not available from SPI.