

STONEWALL

“THE BATTLE OF KERNSTOWN” MARCH 23, 1862 GBACW, VOL. 0

Union Player Set Up

Sullivan's Brigade
Brodhead's Cavalry Brigade
E, 4th U.S. Arty Res. Battery

Setup: on any hex north of Hogg Run, south of 0024 hex row, and east of 3200 hex column, inclusive.

Kimball's Brigade
H, I Ohio Arty Battery
L, 1st Ohio Arty Battery

Setup: on or adjacent to any hilltop hex of Pritchard's Hill

First Player: CSA

Tyler's Brigade
Union Supply Wagon
A, 1st W. Virginia Light Arty
B, 1st W Virginia Light Arty
Setup: on or adjacent to hex 2907

Strategic Victory Chart

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| 0-1 | Union Strategic Victory! No additional troops sent to the Valley. McClellan's operation is unimpeded! |
| 2 | Draw! Some additional troops sent to the Valley. McClellan's operation is slightly weakened. |
| 3-6 | Confederate Strategic Victory! McDowell's Corps is withdrawn from McClellan's command, Peninsula campaign is hampered |

Confederate Player Set Up

Ashby's Cavalry Brigade
Chew's Horse Arty Battery

Setup: on any hex south of Hogg Run that is between hex columns 2800 and 4300, inclusive.

All remaining Confederate units

Enter: CSA Player Turn 1 on any hex of the South map edge between column 2400 and 4300, inclusive.

STONEWALL SPECIAL RULES:

SR 1: Union Set Up: As listed above. Artillery MUST setup unlimbered.

Arty is considered attached as listed for SR 12 purposes.

SR 2: Confederate Setup / Reinforcements: CSA units are deployed as listed. Artillery set up on map must be unlimbered. Reinforcement Artillery enters limbered. Reinforcements enter the map at the hex/range listed on that player turn. Reinforcements are not subject to command restrictions until the turn after they enter the map.

SR 3: Starting the Game: The Union sets up first; the Confederate is the first player.

SR 4: Cavalry Special Rules: Fire: may not fire mounted. **Movement:** may move and dismount without a leader, but must be in Command to mount. Must be in command to charge or melee. Dismounted Cavalry are treated like Infantry in line, and must be in command to function.

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

SR 6: Melee: Units eligible to advance into melee do not have to make a die roll. Advance into melee is automatic.

SR 7: Melee Strength Adjustment: Only one point may be added to the melee defender's strength for terrain.

SR 8: Ammo Depletion: In Stonewall, Ammo Depletion happens on a subsequent dr of 1 or 2 following a Fire Combat result of 6. Ammo Depletion

affects both sides, but only the Union has a supply wagon. The CSA may resupply their units if they capture the Union supply wagon.

SR 9: Ammo depletion and morale: Ammo Dep. Units add +1 to any morale check die roll.

SR 10: Ammo Depletion and BCE: Confederates: Each regiment that is Ammo Depleted causes its brigade to lose 2 points from its current BCE level.

Union: Each regiment that is Ammo Depleted causes a loss of 1 point from their brigade's BCE level. If resupplied, these points return, and this may bring a brigade back from BCE.

SR 11: Brigade Combat Effectiveness Loss: Takes place immediately!

- BCE units may not initiate melee.
- If a regiment of a BCE'd brigade routs and is in command radius of its leader, all other brigade units in command radius of that leader rout automatically.
- The Union cost to move a unit of a BCE'd brigade is 10 points. (See SR 12.)

SR 12: Union Army Morale Level: The Union Army in Stonewall starts the game with 30 Army Morale Points (AMP). At the beginning of each Game Turn, the Union player receives 10 additional AMPs.

Movement: At the beginning of the Union Player Turn, the Union player subtracts 5 AMPs for each brigade he wishes to expend movement points that turn. (This excludes leaders.) If the brigade is BCE'd, the cost is 10 AMPs instead.

Tyler's Brigade: is considered in reserve at the start of the game. The Union must expend 15 additional AMPs (20 AMPs total) to activate/move Tyler. This only applies the first time Tyler's Brigade moves - after that, it is 5 AMP per turn.

Losses, Rallies: The Union Player subtracts 1 AMP for each Inf. or Cav. strength point that is eliminated, captured, or routed. 1 AMP is gained for each SP that rallies. Leaders lost also cost AMPs, based on 1 x their Effectiveness rating.

SR 13: Demoralization: At the end of any Game Turn, if the Union has less than 30 AMPs, each Union Brigade must roll for demoralization. The result is the number of BCE points lost from that brigade's BCE level! If demoralized once, subsequent rolls have a -1 modifier.

VICTORY CONDITIONS:

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

Victory: At the end of the game, total the Victory Points.

If the difference is:

1 to 30 VPs : Marginal Victory (Strategic modifier: Union: -1, CSA: +1)

31 to 60 VPs: Substantial Victory (Strategic modifier: Union: -2)

61 or above: Decisive Victory! (Strategic modifier: Union: -3)

The Union player now rolls on the Strategic Victory chart, modified as noted above. (If CSA Substantial or Decisive, the result is a CSA Strategic Victory!)

SPECIAL TERRAIN RULES:

Pikes, Trails and Roads: Units in column, limbered artillery, mounted cavalry and leaders using the road pay the road movement cost rather than the terrain in the hex (not including slopes, ridges, crests, and hilltops.)

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

Rivers and Streams: Rivers have solid lines, and may only be crossed at fords or bridges. (Bridges only if in column / mounted.)

Stonewalls: Only affect movement of Artillery Units and Wagons. Does affect Combat/Melee.

Kernstown: 1 hex per turn for Infantry/dismounted Cavalry, 3 MP for Mounted Cavalry/Leaders, and Arty/ Wagons may only enter on roads.

SR 14: Victory points are given for casualties (x1), captures (x2), and causing BCE losses to enemy brigades. (as listed.) Cavalry is (x3) per SP loss.

SR 15: VPs for Exiting the map: CSA units may exit the North map edge (only) to fulfill Victory Conditions. These units are not eliminated, but they may never return. The Confederate player receives 5 times the current combat strength of any Infantry, Artillery or Horse Artillery unit exited . The CSA gets 10 times the current combat strength of any Cavalry unit that exits . NOTE: These points are awarded at the end of the game ONLY if their brigade commander (or replacement) has also exited. EXC: Ashby , not a replacement, must exit for the Cavalry points to count.

Also, no points if the exited Brigade is BCE!

SR 16: VP for Hex Control: The CSA gets 5 VPs per current strength point hex for the occupation of certain hexes with a non-routed unit at the end of the game: These points are awarded only if the unit is not routed. BCE ok.

Pritchard's Hill: (Any hilltop level hex around/including 2219.)

Hill 2411: (The crest hexes centered around/including 2411.)

Hill 2910: (Hex 2910 only)

Hill 2912: (Hex 2912 only)