

Cedar Mountain

GBACW Volume 4, SPI Games, 1980

Movement and Tactics

Maneuver with Meaning – and Menace!

Below is the scene at the end of the first Union Movement / Player Turn (Union Turn 2). Note that Greene is detached, so he will be able to act independently. (See Rules [17.2, 17.6, and 4.0 A, note 1]). Notice that the Union East Pa Battery and the L 2 NY Battery moved BACKWARD – they started limbered on the road and moved into 1106 together. They spent another 4 MP to change formation to unlimbered. **Why?** Also – note Bayard's Union Cavalry in 1516-1517. **Why?**



Artillery – mind the ranges.

The PA6 has a range of 26 hexes, and the TB has a range of 20 hexes. The PA is on the same level as the hexes in 2020, so they can rain shells on units on that plateau, and on any units on the FRONT of the Level 5 hexes (1822 to 2124.) Don't forget rule [8.22] as well: If units are stacked in the hex, the arty fire from 3 or more hexes away will "bounce thru" and attack each unit separately, while applying the stacking density of the hex, not the unit



Both these batteries will also have the option for the area near Mrs. Brandt's House in 3014 and the PA can reach onto the Level 3 of Cedar Mountain's VP hex. All can be important.

A key to this distant fire is really more about harassment of the reinforcements that will be hurrying to the hilltop.

Ovreshoot (Scatter)

Remember though: in **Cedar Mountain**, there is a rule that at 9 hexes, the artillery is subject to possible overshoot. From 9 to 15 hexes, it is a 50-50 chance, and above that, it is only 1 in 6 chance of accuracy.

[22.3] OVERSHOOT TABLE		
RANGE IN HEXES FROM FIRING UNIT TO TARGET HEX		
DIE	9-15	16 or more
1	S	S
2	S	S
3	S	S
4	A	S
5	A	S
6	A	A

Results: **S** = Fire scatters into adjacent hex; roll a die and consult scatter diagram. **A** = Fire is accurate.

Scatter can be very frustrating. But once battle is joined, and troops are crowded together, accuracy might not be as important!



Cavalry – the Constant Threat

The Why to the Cavalry is more complex. I feel the hardest thing to do in the SPI GBACW series is to use the Cavalry as they SHOULD be used. And the point of Cavalry is the THREAT they pose.

What threat? Cavalry has the power to cover a long distance AND pack a punch that no one else has in GBACW. On a ROAD network, a cavalry unit can move 24 hexes! That is unimaginable in this game system!

More importantly, in a game where a clash usually leads to a small loss of men and a safe retreat, Cavalry infiltrating a position and getting behind you can change a 1-point loss into a crushing regiment loss if you are not careful!

If the Cavalry gets the chance to get behind the CSA, it can be devastating with this game's retreat rules that can force a surrender! (See rule [23.0, 23.1])

An Example

For this game, and our strategy of wrecking Early and the other first-entry brigades, the correct application of the Cavalry's ability to project power seems vital. And the best chance to have them in a position to break things open is place them close to where the action is. In our case, that will be the hilltop.

Note this picture. Because the Cavalry is attacking from a flank, there is NO Defensive Fire to stop them. Imagine if the Cavalry had gotten to hex 2124 as well? Or perhaps they should have been sent in via the front? If the Cavalry had gone around the CSA front and crashed into the smaller regiments in column? Units in column ALSO have no Defensive Fire!

These are cavalry regiments moving full tilt – they are not charging. Had the 12 GA not shut the door with his Zone of Control covering hex 1819, these Cavalry troops could have reached 2124 easily! Meaning, the THREAT of the Cavalry provoked Early to make a choice to commit further forward than he wanted – but he didn't realize the Cavalry could still force the issue by going through the Woods in 1619 for 3 movement points.

Thus you see the power of Cavalry to force an issue just by being nearby!

Imagine if these were a Cavalry CHARGE? We'll look at that example after the quiz on the next page!

But this picture also invokes the next important question: Who can see whom?? Height matters!

I Can See Clearly Now – Understanding Line of Sight

To shoot anything in GBACW, you have to be able to see the target. One point of confusion for many people is understanding the line of sight (LOS) rules in GBACW. But you will find if we break this question down to a few simple rules, we will find LOS is not as daunting as it seems at first glance.

Defining LOS:

“Line of sight” (LOS) means the direct line that connects the *center of the hex of the sighting unit to the center of the hex of the target.*

Anything that line touches must be evaluated as a potential block!

Rule #1: If the Sighting unit and the Target are on the same LEVEL, ANY blocking **Hexes** or **Troops** on that SAME LEVEL that touch the LOS means LOS is blocked.

So, using the picture on the previous page, Bayard, and the cavalry unit with him, can see the 1 NJ cavalry, the 1 Md artillery, and the 1 Rhode Island Cavalry. He cannot see anyone else.

Rule #2: You can always see **INTO** blocking Terrain, but **NOT** through it. **At one hex distance:** You can see your opponent no matter what.

That really translates as “NOTHING can block you from seeing an *adjacent* hex, and any unit in it.” Even if it is blocking terrain.



So going back to the picture, that means we can show Bayard can also see Hex 1723 – which is on the same level. And Rule 2 says he can see hex 1724, 1824.

What about hex 1925? We’ll need more rules to answer that!

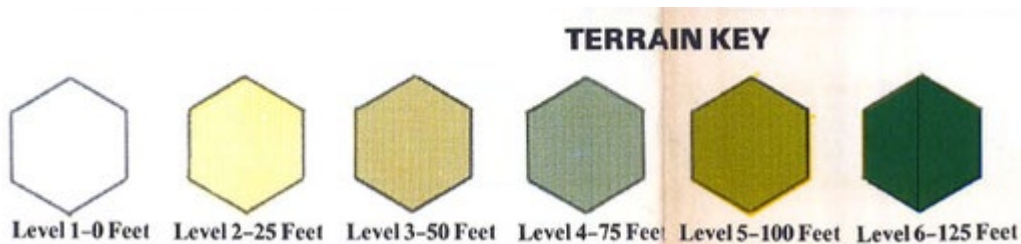
But so far, pretty easy. We KNOW combat units, friendly or enemy, block LOS. (Exception: Abandoned Guns do NOT block LOS!)

So, using this picture, who can the 25 VA see?

We know he can see everyone in an adjacent hex – so the two units in column to the right (not the third, though) and the 1 MD, and the 1 NJ. But ... can he see the 4 MD?

Rule #3: If a LOS follows the hexside of a blocked LOS hex and a Clear LOS hex, then the LOS is CLEAR.

To understand that we have to be able to define what LEVEL each unit is on in this picture! For that, we need the terrain key.



But the 25 VA hex has TWO colors! Which height / level is he at? Same with the In-Column unit in 2022? How do we define that level if there are TWO different levels?

In GBACW, if a hex has more than one level, the unit is ALWAYS at the LOWEST level. So 25 VA and the unit in column are at Level 4.

That matters for LOS, doesn't it?

Remember the words in **Rule #1** — “ANY blocking **Hexes** or **Troops** on that SAME LEVEL” block LOS.

So if the units are at a different height, things are different.

We know the 1 NJ cavalry is at 100 feet, and the 25 VA is down slope at 75 feet. The In-Column units in 2022 and 2021 are both also at 75 feet.

Can the 1 NJ at 100 feet see ‘over’ the adjacent 25 VA at 75 feet to the unit In-Column 2021? Yes. A 5-foot troop is far below the LOS of the Sighting unit to the target.

So, we can we also decide if the 1 NJ can see the In-Column unit at 2022?

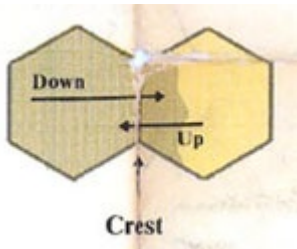
Well, that’s a question. The LOS (center point to center point, remember) follows the HEX LINE between the 75 foot height, and the 100 foot height (hexside 1922/1923).

Rule #3: If a LOS follows the hexside of a blocked LOS hex and a Clear LOS hex, then the LOS is CLEAR.

That ALSO means 1 RI cavalry can see hex 2124, right? Rule three is about all BLOCKS, not just Terrain.

Well, before we go further, we need to define which hexes are CREST hexes.

Defining a CREST



If a hex with two or more terrain levels is always at the LOWER (lowest) height of the colors, then the hexside UP slope from that is the CREST HEXSIDE. The higher level hex is the CREST HEX.

According to the Terrain Effects Chart, a CREST HEX is BLOCKING Terrain to/from a lower level.

As per Rule 2, you can see INTO the hex, but not through it. So, as per the Terrain chart, if the sighting or target unit is in the hex with that hexside, they can see out, and be seen.

(Of course, that depends on OTHER blocking hexes the LOS passes through.)



Example:

The Union is in the CREST Hex. The units can see each other.

The CSA troop cans see all BUT 2418 and 2419, as 2519 and 2520 are CREST Hexes and thus are BLOCKING Terrain.

Hex ID	2519	2619
Level 3	Union	
Level 2		CSA

Graphically, the above picture looks like this. The Union unit is one higher, and can see the one lower – and vice versa.

From this, we can derive that 1 height in level can see past a single hex deep crest.

Thus: barring any other terrain, we can extrapolate that

Level x +5	Unit a				
Level x +4		Unit b			
Level x +3			Unit c		
Level x +2				Unit d	
Level x +1					Unit e
Level x					Unit f

all these units, one hex distant from the adjacent unit, and only one level lower, can see each other.

However, using the Crest Hex rule, we find this is also a fact:

1 level height CANNOT see past a unit 2 hexes distant to ANOTHER hex that is ONE (or more) Levels lower.

But this is the hexrow 19XX in our picture

	1924	1923	1922	1921	1920	1919			
Level 5	1 RI	1 MD						So can we derive which can see which?	
Level 4			25 VA	Early				1 MD can see 25 VA and Early	
Level 3					12 GA			Early can see 12 GA and 28 NY	
Level 2						28 NY		12 GA can see Early and 28 NY	
								28 NY can see 12 GA and Early.	

I should add – Early can also see 1 MD and 25 VA. And 1 RI can only see 1 MD, and 1 MD can also see 1 RI.

Each game has blocking terrain. Use the specific game Terrain Effects Chart to decide!

Blocking Terrain In Cedar Mountain – Woods, Cornfields, Crests.

Each game has its own Terrain Effects Chart

Terrain Type	Cavalry Charge into or through	Blocks Line of Sight	Shift Fire Strength Column	Effect on Melee Strength ¹
Clear	yes	no	-	-
Woods	no	yes	1 left	-
Cornfield (see 21.4)	yes	yes	-	-
Stream	yes	no	-	-
Run	no	no	-	Subtract 1 SP when crossed
Crest	yes	yes ²	-	-
Steep Crest	no	yes ²	1 left	Subtract 1 SP when crossed

Woods is a given in most games. Woods is easy. And remember it is 20 ft tall.

THIS., in our previous example, where a unit one hex away and one hex down does not block LOS to the next level – WOODS, at 20 feet, will.

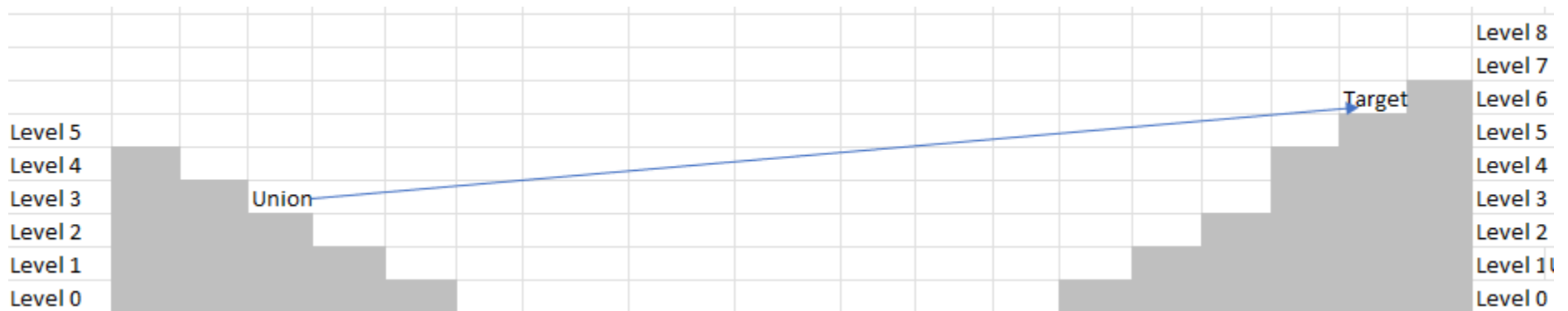
So rule of thumb:

Crest (25 feet), Woods (20 ft) blocks a height advantage.

Troops (5 feet) or Cavalry (10 ft) will not block a height advantage.

We care at 3 to 4 hexes because rifles reach that far.

- At over 6 hexes, hexes, we are dealing with Artillery shelling someone – and that is pretty easy. Why do I say that?
- If the terrain in between is equal to or higher than the firing or target hex it is blocked. That easy.
- If they aren't – it is pretty clear.
- If the units are not on the same level, and there is wooded one level down adjacent LOS is LIKELY Blocked.



Quiz Time!

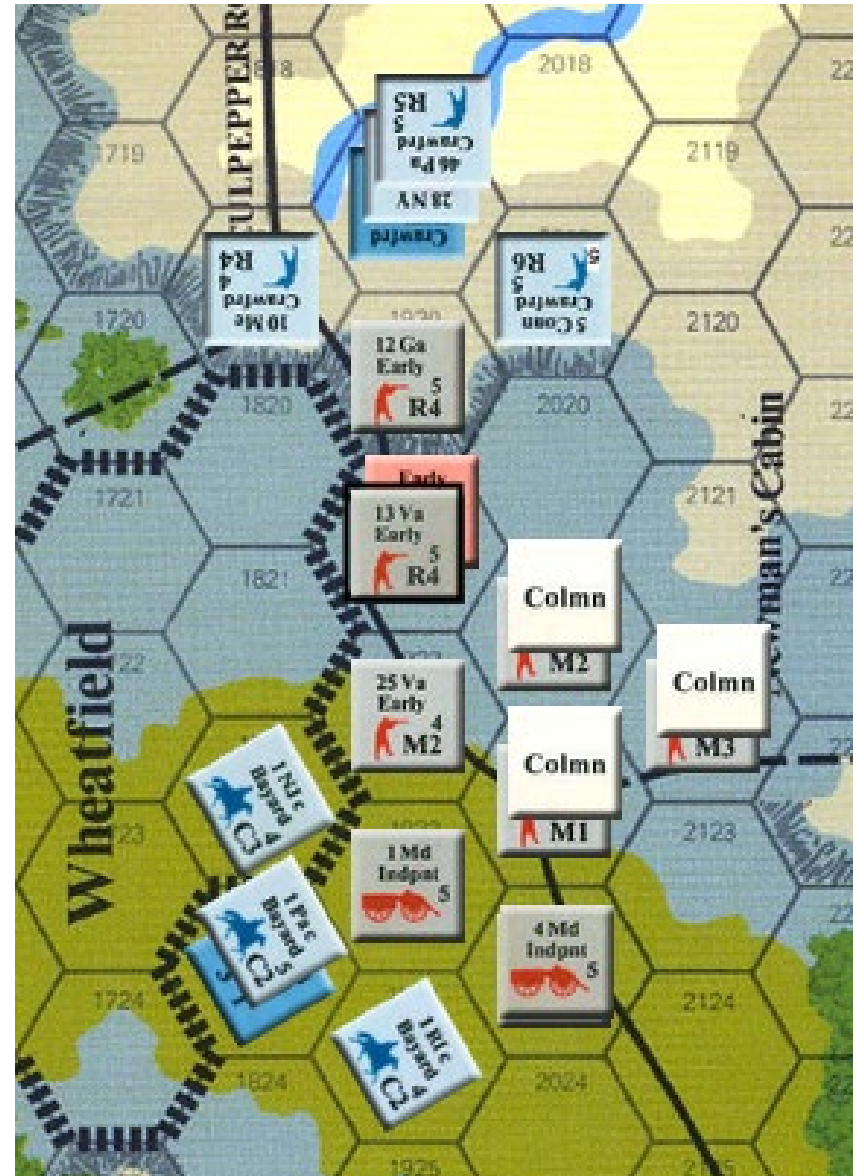


For questions 1 to 8, choose the height in feet:

1. 1 . Crawford, 28 NY, 46 PA?
2. 2. 5 CONN, 10 ME?
3. 3. 12 GA?
4. 4. Early, 13 VA?
5. 5. Three Units in Column?
6. 6. 25 VA?
7. 7. 1 MD, 4 MD, Bedford Batteries?
8. 8. Bayard and 1 NJ, 1 PA, 1 RI?

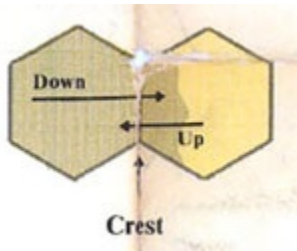
Now that we know the heights, Judge who can see whom. Answer YES or NO.

9. All Crawford's troops can see the 12 GA?
10. All Crawford's troops can see Early and the 13 VA?
11. All of Crawford's troops can see the 25 VA?
12. Can the 5 CONN see any of the troops in Column?
13. Can the 10 ME or the 5 CONN see 1 MD?
14. Can Crawford, the 28 NY, or 46 PA see the 1 MD?
15. Can Crawford, the 28 NY, or 46 PA see the 4 MD or Bedford?
16. Can the 10 ME or the 5 CONN see 4 MD and Bedford?
17. Can the 1 PA or the 1 RI see any enemy troops other than the 1 MD, 4 MD, or Bedford artillery?
18. The 1 NJ can see the 12 GA?
19. Can the 1 NJ see the 10 ME?
20. Can the 1 NJ see the 5 CONN?
21. Can the 1 NJ see CRAWFORD?
22. Can the 1 NJ see the 4 MD or Bedford?
23. Can the 1 NJ see the units in Column?



Review: Line of Sight Basics for GBACW:

1. You can fire INTO obstacle hexes, but your LOS can't go THRU them to another hex. [9.7]
2. Adjacent units can see each other, period. (You can see OUT OF and INTO Blocking hexes) [9.7]
3. Troops on the SAME LEVEL block LOS - friendly or enemy. (EXC: *abandoned* Guns) [9.71]
4. IF LOS follows a hexside, and one hex blocks but the other is CLEAR, LOS is CLEAR. [Last line of 9.7]



5. A unit in a hex with a crest line is ALWAYS at the LOWER level. [Standard Terrain Rule in Exclusive rules. Cedar Mountain fixed in Errata.]
6. IF LOS crosses a crest hexside you can see into the FIRST higher hex - the front edge of the higher level. [9.56 Terrain Chart CREST Footnote 2. It reads:
Crests and Steep Crests block LOS if they are HIGHER than either the firing or target unit AND neither occupies that CREST hex.
HEXSIDE is the CREST.]



So in this example, 2519, 2520 are the first hexes of the hilltop. 31 NC can see 2518, 2618, 2519, 2520.

BUT he CANNOT see 2419 because the 9.56 Crest Steep Crest footnote – the hexsides on 2419 are NOT the CREST hexside, so the 2519 and 2520 are BLOCKING LOS.

NOTE:

7. With a 25' level step, you can see OVER a blocking level that is one hex deep. So seeing OVER a 5 ft tall unit is an easy LOS. So F, 4 US can see 2720 with no problem.

Answers to LOS Quiz, with notes.

- | | |
|--|---|
| 24. All Crawford's troops can see the 12 GA? | YES (Check 1 and 2 above.) |
| 25. All Crawford's troops can see Early and the 13 VA? | YES (Check 4, 5, 6, 7) |
| 26. All of Crawford's troops can see the 25 VA? | NO (Not Adjacent, and 6 – it is on the level above but a hex BEHIND the front of the hill. #6) |
| 27. Can the 5 CONN see any of the troops in Column? | NO (One hex lower, can see into 2020, but not beyond. #6) |
| 28. Can the 10 ME or the 5 CONN see 1 MD? | NO (While 1 MD is a level higher, the shelf of the level below goes out too far and blocks. #7) |
| 29. Can Crawford, the 28 NY, or 46 PA see the 1 MD? | NO (Same as above, but even FURTHER blocked because they are another step LOWER. #7) |
| 30. Can Crawford, the 28 NY, or 46 PA see the 4 MD or Bedford? | NO (Same reasoning, and further away from the crest line.) |
| 31. Can the 10 ME or the 5 CONN see 4 MD and Bedford? | NO (Same.) |
| 32. Can the 1 PA or the 1 RI see any enemy troops other than the 1 MD, 4 MD, or Bedford artillery? | NO (See #3.) |
| 33. The 1 NJ can see the 12 GA? | NO (Close – but much like number 28. Passes through 1921, and the lip blocks it. #7) |

34. Can the 1 NJ see the 10 ME?

NO (Much the same as above. #7)

35. Can the 1 NJ see the 5 CONN?

YES (This one is a surprise – but note it is a full hex further out – And #4 is the difference now.)

36. Can the 1 NJ see CRAWFORD?

NO (See 29 and 30 above.)

37. Can the 1 NJ see the 4 MD or Bedford?

NO (#3)

38. Can the 1 NJ see the units in Column?

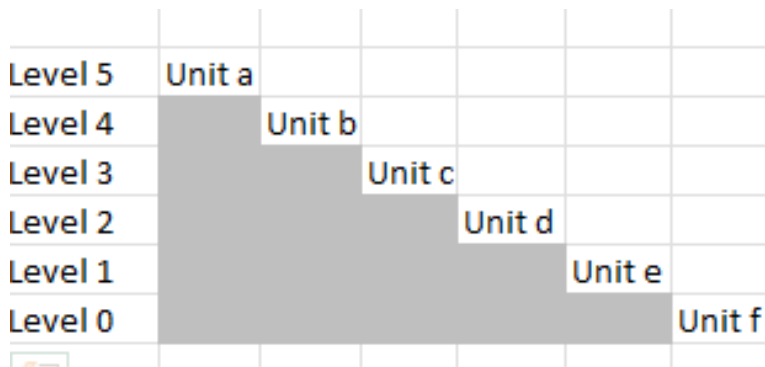
YES (Note that the troops that would block are 25 feet LOWER. So 1 NJ sees over them.)

Do NOT get confused by the unit height. Unit height is added to the Terrain level height IF the UNIT is a POTENTIAL obstacle.

For review, check this link: https://www.spigames.net/GBACW_PDF/GBACWMod6LOS.pdf

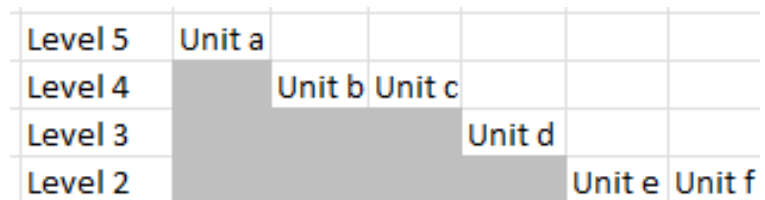
Seeing clearly:

The point of all this, we can make a GENERAL assumption on LOS:

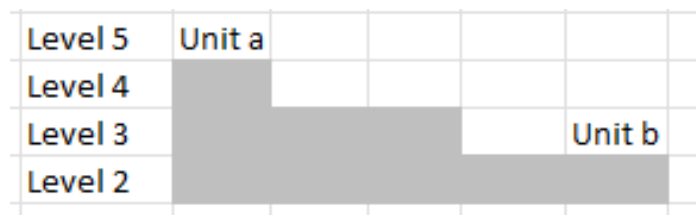


All units can see each other

1 level down and one hex out, CLEAR unless other terrain / units interfere.



Unit a CANNOT see Unit d or e but CAN see Unit b, c, and f



Unit a CAN see Unit b



Moving On – A Cavalry CHARGE!

We said a Cavalry Charge can be powerful. We will see why in this example.

- To declare a charge, it must be the unit's Player Turn / Movement Phase.
- The Cavalry unit must be mounted (Changing formation ENDS a Cavalry unit's move. [6.22], [16.2])
- The Cavalry must start within 4 hexes of the target. [16.23]
- Certain terrain prevents a charge: For Cedar Mountain, Woods, STEEP crests and Runs prevent a Charge. [See Chart 9.56.] The 14 LA is safe [See Terrain Key - He is in a Run hex!] And the Routed unit in 3415 is safe, too – the Cavalry would have to cross a Steep Hex crest to reach him!

And Forno, a wonderful target – is 5 hexes away. Dang!

So 1 Maine declares he is CHARGING the 6 LA.

1 Me will move adjacent, *WITHOUT* passing through any prohibited hexes to a hex adjacent to the 6 LA

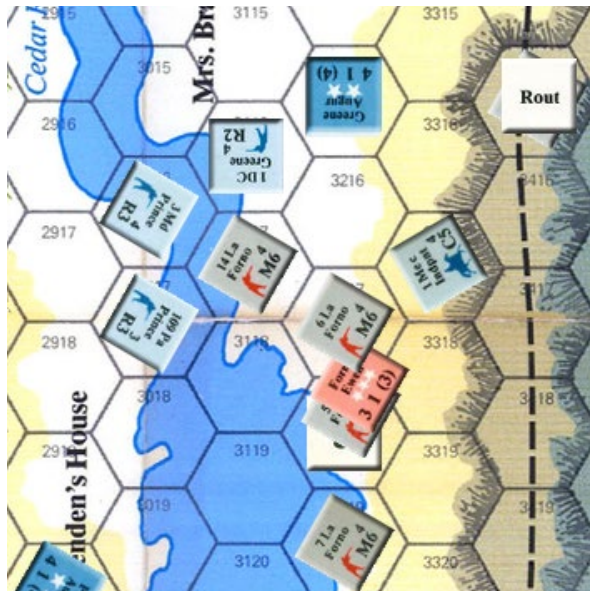
- For the Charge to occur, the Cavalry unit **MUST STILL BE ADJACENT** when the Melee Phase begins. [16.24]

Thus, Charge is a part of Melee, and uses Melee rules. The difference? The Charging unit's Combat strength is **DOUBLED**. [16.24]

WHERE the charging unit moves adjacent is a BIG deal. **Considerations: A Mounted Cavalry unit is ALWAYS enfiladed when fired on, regardless of facing.** [16.35]

That means any Defensive Fire would shift 1 column to the right, AND a resulting MC DR is +1! [13.26]

To have a successful Charge, you need to minimize the chance of Defensive Fire. The CSA failure to rally the unit in 3415 last turn makes this charge possible!



The Following picture is after the Union Movement. CSA Defensive Fire. *But they don't have a shot at the Cavalry, so they cannot prevent the charge!*

Since our interest is seeing how a Charge really works, I will not do the full movement, CSA Defensive Fire, or all the Union Offensive Fire. But be aware in the Offensive fire, the 1 ME did fire his Carbines into the flank of the 6LA. (Why only 4, not 5? See [9.33]. The Fire was on the 15 to 20 column, as the enfilade moved it one column to the right. [7.23]) The 6 LA lost 100 men, but passed the Morale Check, despite the enfilade shot. A +1 to the MC DR. [13.26]

I WILL upload the FULL LOG of these segments (Union Move, CSA Def Fire, Union Offensive Fire, and Melee) to my website here. [Play Log](#) Get the VASSAL module [here](#).

So, we have finished the move and the Defensive Fire. Notice that Greene played his troops to other side of the Run. Why?

Remember, at the conclusion of a charge, the Charging unit will break and rout away. [16.25]

Thus, as you will see, their goal is to provide cover for the Cavalry AFTER the Charge. It does no good to

win a charge if you lose the whole unit the next turn!

OK, on with the example. It is now the Melee phase. ***THIS is when the ACTUAL CHARGE TAKES PLACE!!***



As the Charging unit is still adjacent to the target and not pinned, he may institute the charge, which he does.

1. The target of a Cavalry Charge MAY NOT choose to Retreat Before Melee! [16.26]
2. The 1 ME cavalry moves into hex 3217. Its Combat strength of 5 is doubled to 10. The 6 LA regiment is a 5 SP following the Offensive Fire phase. So the ratio is 10 minus 5 = +5 for the Attacker.

[12.98] MELEE COMBAT RESULTS TABLE

Melee Strength Differential (Attacker minus Defender)

DIE		-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6
1	Attkr: Defdr:	R2 -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2	- C1R3	- C2R3	- C2R3	- C2R3	- C2R3
2	Attkr: Defdr:	C1R2 -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- R2	- C1R2	K C1R2	- C2R2	- C2R2	- C2R2
3	Attkr: Defdr:	C1R2 -	C1R2 -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2	K C1R2	- C2R2	- C2R2
4	Attkr: Defdr:	C1R2 -	C1R2 -	C1R2 -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2	K C1R2	- C1R2
5	Attkr: Defdr:	C2R2 -	C2R2 -	C1R2 -	C1R2 -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2	K C1R2
6	Attkr: Defdr:	C3R3 -	C3R2 -	C2R2 -	C1R2 -	C1R2 -	C1R2 -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2

Attkr=Effect on Attacker. Defdr=Effect on Defender.
K=Strength Point becomes a casualty. C1,2, or 3=That number of Strength Points is captured by the Enemy. R2 or 3=Units must retreat that number of hexes, then perform a Morale Check. Eng=The units are Engaged; see 12.94.
- = No result against that side. Rpls = The units are Repulsed;

see 12.95. Terrain and Leader Effects on Melee Combat; see 12.3 and 12.4. Retreats are always executed after losses; thus, a C2R2 means remove two Points which are captured, then retreat the remaining units two hexes. Differentials less than -4 are treated as -4; differentials greater than +6 are treated as +6.

- Using the Melee table, the Attacker rolls 1 die. In this example, the result is DR = 2, no modifiers.
- DR 2 under the +5 column is ATTKR: -(no Effect on the Attacker), and DEFDR: C2R2. That's 2 SP Captured, and the remainder Retreat two hexes and then check Morale.

Reduce the 6 LA to a 3, and retreat him 2 hexes in good order. He must follow any exclusive rules on retreat, then he must go into a vacant hex if possible, and once he reaches the end of the retreat, he takes a morale check. If he fails, he routs three hexes. If he passes, he can adjust his facing.

The 6 LA's current strength is now 3 which is 50%, so no modifier. [13.24].DR = 1. He laughs it off. Adjust facing, and now the Attacker has duties to perform!

At the end of a charge the Attacker must Rout – so he will get a Routed marker, and be retreated 3 hexes, as per standard Rout rules.



Now we see the point of moving Greene's regiments where they are. The 78 NY is near to provide some hope of protection. Remember, it is the CSA's Movement next turn.

Likely 3216 would have been a better final place for the 78 NY to move – but my crystal ball was foggy.

We are not quite through, however. After the Melee phase is the Rally Phase.

PHASING PLAYER units may Rally if:

- Stacked with a friendly leader.
- Within Effectiveness Radius of *their* Brigade Leader and the Leader can expend a Rally Point.
- OR if they are an independent unit, they can try a die roll. If they roll less than or equal to their morale, they are Rallied!

The 1 ME is Independent and has a morale of 4. He rolls – and the DR = 1. He rallies!



The long saga of a Charge! It doesn't really take that long – but look at the results!

It cost the enemy half of one regiment in the charge, and the arty took a toll on another regiment. All that, and the Cavalry is one hex from where it started, ready to go again!

While the dice were not outstanding for either side, we can see that 1 or 2 pips difference on Morale checks for the CSA and thins look a LOT different.

The 14 LA and the 6 LA could both be in a rout that displaced and routed the rest of the Brigade. It would have left almost all of Forno's group in shambles! How different this would this picture look then?

And really, one die roll is the only difference between this 'ok' result, and a lost turn on the CSA right.

But that result would not have been a 'gamewinner.' The Union player in Cedar Mountain is terribly outgunned. The best he can do, especially with Forno's oversized regiments, is use any advantage he has to chip away at them with his longer ranged rifles, and his well-placed Artillery, and hope the Union can peel off a few CSA strength points per turn.

Then, perhaps, when the Rebels close with the Union, the Northerners can have a hope of success in those toe to toe faceoffs of the later turns.

All you are doing is trying to buy time to make an orderly withdrawal.

Summary

I have often wondered how many people realize the real power of the Cavalry units, or just how much impact the Artillery can have?

Both are frequently misused – likely the same way they were in real life: by commanders that had no experience making them count.

Without experience, it can be hard to use them well in the scope of most of the smaller GBACW games. But the Artillery has a place – and not always in the front line! And I have never had an opponent use the Cavalry's ability to strike, retreat, and repeat. But once you pull it off, you are always looking for a chance to charge!

Consider Bayard's force now: With a Leader, he can do the same thing with THREE units. If one is left in overwatch to protect the others after a retreat, then Bayard can stack with one and if within 3 hexes, automatically rally both units!

Much like the Artillery and the Cavalry, there is a LOT you can do within these games! This series continues to provide as much excitement 40 years after their original printing as the day I first bought them in the store!

I hope this replay showed you something you might not have known, and it allows you to wow an opponent in an upcoming game!

By the way – more Review Questions follow, using the picture where we determined the LOS. Remember, the Calvary is NOT charging in this picture!



A Review: Running the Numbers! (Answers are in GREEN) CSA Defensive Fire

Since we determined the 13 VA can see everyone, it will fire 2 FP into the 10 ME, and 2 FP into the 5 CONN.

39. What is the Fire Table Column for each of those attacks?

R2 at 2 hexes = 1x = 2 FP = 1 to 3 Column on each attack.

40. If the first roll is for the attack is 4 on the 10 ME, what is the result?

P Check.

41. IF the 10 ME rolls a 5, what happens?

The 10 ME fails the Pin check, and is marked with a P.

42. IF the Second attack DR is 3 on the 5 CONN, what is the result?

The result is a miss on the 5 CONN

43. That means the 12 GA will fire his 4 FP into the stack with Crawford, 28 NY, and 46 PA.

What is the final Column?

R4 at 1 hex is x2 = 8 FP + 1 right Shift due to density = 11 to 14 column.

44. If the CSA Attack DR is 5, what happens?

Result = 1, meaning the top unit 46 PA loses 100 men, and his SP count is adjusted to a 4. The Leader has to make a casualty check and rolls a 1,3 = 4, so he is ok. The top squad will make Morale check, and rolls a 6. But he is stacked with a leader, so he passes. Because he passed, the other squad does NOT have to check.

It is now the USA Offensive Fire.

45. If the L NY Battery TB6 and the E PA PA6 fire at Early and the Overshoot DR is a 5 on EACH unit, what happens? A: *Shot Scattered. Roll for direction for each battery.*

46. IF E PA rolls a 4, and the L NY rolls a 3, what happens?

A: The E PA will attack the 25 VA, and the L, 2NY will attack the unit in 2021. Each will need a 6 to get a result. But if you GET a 6, do not resolve the result until AFTER the rest of the attacks. They are all simultaneous.

47. What is the maximum FP I can get on the 12 GA?

A: 16 FP, no shifts. (Maximum of 4 SP attack out any hexside.) Pinned 10 ME can't fire.

48. Does the crest affect the combat?

A: No, a STEEP crest would, but not a normal crest.

49. IF the result is a 4 on the attack, what happens?

A: The 12 GA loses 100 men, makes a DR, and if 6 he will rout. Otherwise, he stands.

50. Each Cavalry Unit can only fire at the units before it. What is the modifiers and final column for each? *Carbines at 1 hex is 3x, so L to R, 7-10, 4-6, 4-6.*

51. The 12 GA Morale Check is a 4. If Crawford, the 28 NY and the 46 PA move into the hex to melee, what is the situation if the Attacker die roll is 4?

A: The +5 column is used, 28 NY is 3, 46 PA is 4. Ldr adds 1. 12 GA is 3, difference is 8 minus 3 = +5. A 4 is a K result on the Attacker, and that means one Union unit loses 100 men and Leader has to check for casualty. A 2,12, or 6 will remove the leader. Then remove 100 from the 28 NY, The CSA unit will lose 100 men (captured) and then retreat 2 hexes and check morale. Oops – he can't – read 12.92! The 12 GA Surrenders!

52. Next player turn IF the 3 CSA Artillery units only change formation, can they fire in the coming player turn? *YES – if not pinned or routed when changing!*

Playing it Out

Because of that last question, we need to play out the outlined Offensive Fire of the Cavalry, and if the arty is still there, they WILL choose to Melee. Assuming most of the things discussed in the questions happened, I will try to pick up the action with the rest of the Offensive Fire (the Cavalry on the Artillery) and then move on to the all-important Melee Phase.

I had asked everyone to consider what happens in the Offensive fire Phase. With the Cav limited to the one hexside, no grouped fire can happen. The batteries will each face a 2FP x 3 (1 hex range) = 6, with a right shift for Enfilade, and left shift for density, so 0 shifts in the end. The attacks will be in the 4-6 column. The 25 VA will stand a 3FP x3 for 9, and again, +1 shift Enfilade, - 1 Density, for a 7-10 Column.

Let's see how it goes:

1 NJ vs 25 VA: 7-10 Column. DR = 3 = R, meaning Rout Check.

Since the shot was an Enfilade, the Morale Check has a +1 added to the roll.

R Check for 25 VA: DR = 5 + 1 = 6, and the 25 VA routs.

His rout path is forced by the exclusive rules. And it will make a mess. He first has to enter 2022, which will force the In-column unit already there to 2123, where the displaced unit will take a morale check.. The In Column unit must take a morale check for his forced retreat, and is also a 4 morale, so DR = 1, no problem. Well, actually, there is a problem, because the routed unit that displaced him has to move three hexes – and again, he will have to displace the unit. - but there is a problem, because he will be forced to move again, as the routing 25 VA has two more hexes to move.

This time the In Column unit will go to 2124, and check morale there. DR = 6 - FAIL – and the displaced unit is flipped to Routed, and he now routs 2125, 2126 - 2127. The original routing unit, 25 VA which had moved to 2123 for his second hex, now goes to 2223, where he ends his rout. One shot, two units routed, and two more shots to come. That seems ok!

The 1st NJ will take a risk and advance after Combat into 1922, and face as he is facing now.

The 1 PA, against the 1 MD, on the 4-6 table. DR = 2 MISS - That is a BAD one to miss!

And the 1 RI against the stacked batteries - the 4 MD and the Bedford.

4-6 column. DR = 4 R check.

Morale Check requires a +1 DR as it is an enfilade. DR = 3 + = 4 Pass. No check required on the bottom unit as the top unit passed the morale check for the stack. (Had he failed, he would have routed, and then the next unit in the stack would have checked morale.)

After the items I mentioned here is the situation BEFORE MELEE. Early and his troops are in trouble. (See Picture Below)



While the 12 GA stood their ground in the Offensive Fire, now comes the Melee Phase - and with the 1 NJ advance after combat, the back door is at least temporarily closed.

What's that you say? You can Retreat through an Enemy ZOC, you just take fire? True for NORMAL retreats due to Rout, or being forced to Retreat due to a Friendly unit's Retreat pushing you out of your hex.

But Melee adds a new factor - neither Retreats BEFORE Melee, nor a Retreat mandated by a Melee result, can retreat through an Enemy ZOC. Remember, While Mounted cavalry can only FIRE through their ONE frontal hexside - their ZOC extends into ALL SIX of their surrounding hexes. [12.92] So, if the 12 GA are forced to retreat due to a Mele result - which is pretty certain, they are ALL going to surrender!

Designating the Union Melees:

The 1 PA Cavalry will melee the 1 MD; the 1 RI will Melee the 4 MD and Bedford Batteries, and Crawford, the 46 PA, and the 28 NY will Melee the 12 GA.

Only the 4 MD/Bedford Batteries may retreat before Melee. (And only because they are limbered.)

Now, they have to pass a Morale Check to successfully LEAVE the ZOC, and at that point they will take Reaction fire from the 1 RI, evaluated at the hex they are leaving. Should they get a Pin result, they will have to take the Melee.

The other units cannot Retreat before Melee because they would have to ENTER an Enemy ZOC. [12.82, 12.92]

And yes, Pinned units STILL have a ZOC. But this is also why the 5 CONN will NOT participate in the Melee. One, it is overkill, but two, we need to keep his ZOC in hex 2020. (And yes, I replaced the picture with the units facing correctly.)

4 MD DR on Retreat Before Melee: 3 Easy Pass.

Reaction Fire by 1 RI as the stack leaves: 2FP x 3 = 6, Enfilade and Density shifts leaves attack on the 4-6 Column. DR= 6! 4 MD crew reduced to half. Takes Morale Check. DR = 2 and both batteries go two hexes to 2125. (Now, personally, I'd like to go to 2224 into the woods, BUT [14.4] says "path of least resistance" meaning, lowest MPs.) But they live and will make the 1 RI future hell, I am sure.

The 1 RI will take the hex the 4MD vacated. I would rather stay where he is, but he can't adjust his facing if he does. By advancing after the Retreat Before Melee decision, he can adjust his facing, and will.

Now the next Melee - Bayard and the 1 PA Cavalry vs 1 MD, who cannot Retreat Before Melee. Thus, they stand to take it. The 2 SP + Ldr = 3, the Defender's full strength crew is 1, so the difference is a +2 Melee. The DR: 5. Engaged. Well... it could have been worse - but... oh well. You pays your money and you takes your chances. On to THE BIG ONE.

Crawford, the 28 NY and the 46 PA $1+3+4 = 8$ vs the 12 GA = $3 = 8-3 = +5$. DR = 4. Arrrgh. K on the Attacker! And C1R2 on the Defender. -- But as Martha Reeves nad the Vandellas said, "Nowhere to run, baby, nowhere to hide." First though, the K. The top unit will lose 100 men, so the 28 NY is now 2, and we have to roll to see if Crawford happened to be standing in the wrong spot and caught a bullet. Two dice this time: 2, 4 = 6! DANG! Of course Crawford is Wounded!! (See [17.72, 17.75 Chart]. Flip Crawford's counter, but it is actually removed until the Final Command Phase of the Union's Player turn - just a moment from now. (Meaning, it is FAR worse to lose a Leader in the Enemy player turn - your troops will be out of command in your coming player turn because they don't come back until the END of your player turn if that happens!)



Because the 12 GA cannot enter an Enemy ZOC in a Melee Retreat, they are ALL captured.

For all of that, I think in that round the Union lost 300 men and their most able leader is wounded, meaning - out of the game. The Rebels lost 100 men, and had 300 more captured.

The Cavalry, as they were not charging, stirred lots of people up, but failed on a GOOD chance to take 3 batteries out of action. As it is, with reinforcements coming, Bayard and the Cavalry will likely be lost or severely damaged.

I hope this play through was helpful, and enjoyable! Let me know if you have any questions!