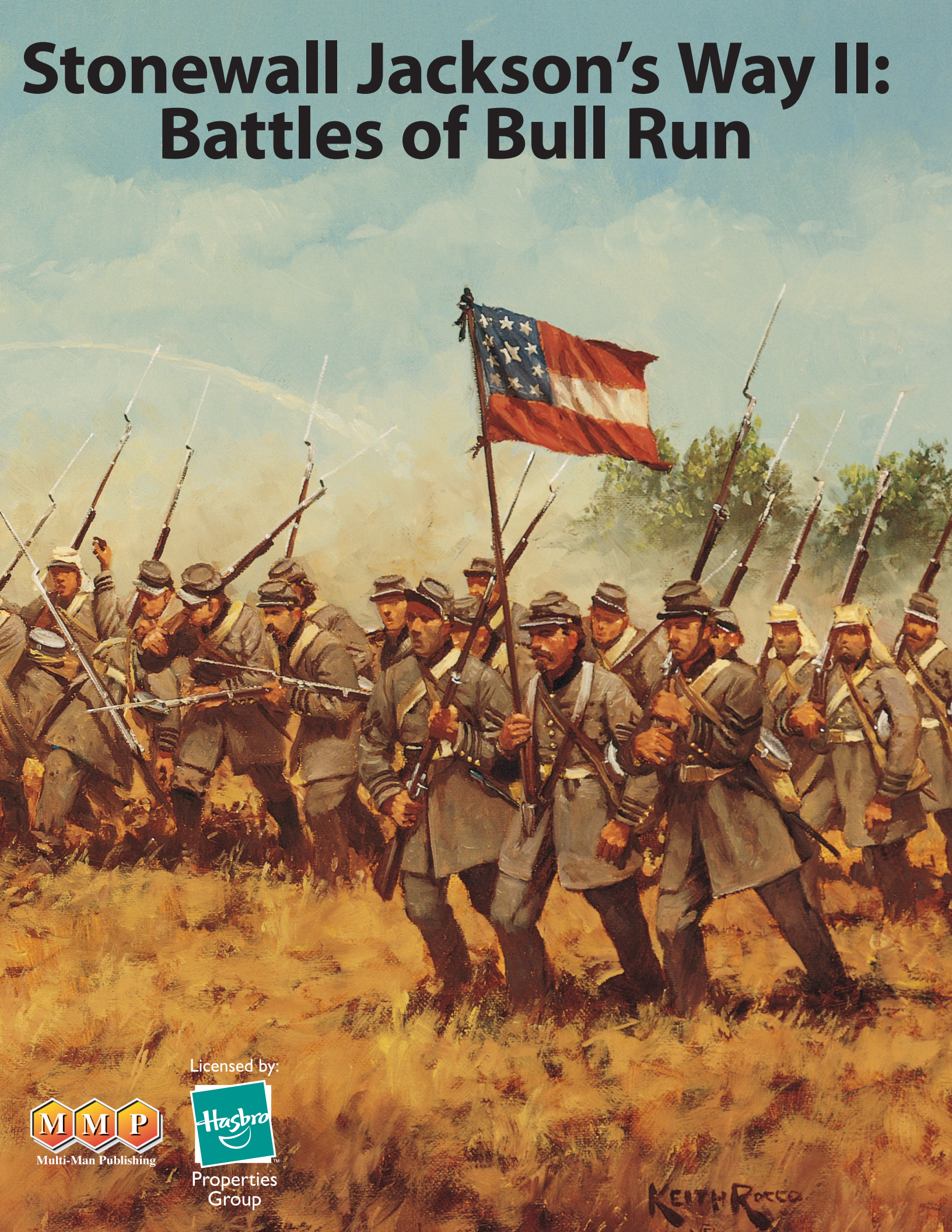
Stonewall Jackson's Way II: Battles of Bull Run



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All Green Alike

The First Bull Run Campaign, July 1861

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Basic Game Rules

1.0 Introduction

All Green Alike (AGA) simulates the clash between the Confederate and Union troops near Manassas and in the Shenandoah Valley in the summer of 1861. The map portrays Northern Virginia as it was in 1861, drawn principally from Civil War period maps. A hexagonal grid has been superimposed over the map and each hex equals about 2,000 yards (1.15 miles) from side-to-side. Military units from regiments to brigades are represented along with the selected division and district leaders from each side. Units consist of a varying number of points, each of which represents about 500 infantrymen or 700 cavalrymen.

The AGA rules are similar to those of the previous eight games in the Great Campaigns of the American Civil War (GCACW) series. Minor differences in the game system from one game to the next existed in this series prior to the 1999 publication of the Standard Series Rules Upgrade Kit in Issue No. 1 of *The Skirmisher*. These Standard Series Rules now form the basis for all games in the series. *All Green Alike* includes these Standard Rules in the separate rule booklet entitled: *GCACW Standard Basic Game Rules, Version 1.4*. This standard rule booklet forms a comprehensive guide to the common rules shared between all eight games in the series. The primary copy of Basic Game rule sections 2.0 through 12.0 appear in this separate booklet.

You will also find some significant additions to the Standard Rules that need to be used just when playing AGA scenarios. These new items are delineated over these first three pages of the AGA rulebook. For clarification, a few rules below are repeated from the Standard Rules and are noted as repeats.

Game Components

A complete game of *All Green Alike* contains the following:

- Two Rules Booklets
- Two 22" by 32" Map-sheets
- Three 280-piece Counter-sheets
- Two Charts and Tables Cards
- One Terrain Chart
- Two Force Displays
- Two 6-sided Dice

Abbreviations

AGA: *All Green Alike*
Brig: Brigade
Cav: Cavalry
CT: Connecticut
DC: District of Columbia
Div: Division
FB: Fredericksburg District (Confederate)
HCR: *Here Come the Rebels*
Ldr: Leader
IN: Indiana
Inf: Infantry
LA: Louisiana
MI: Michigan
MS: Mississippi
NJ: New Jersey
NY: New York
NE: No Effect
NC: North Carolina
Org: Organized
PA: Pennsylvania
P: Potomac District (Confederate), Pennsylvania District (Union)
RR: Railroad
Regt: Regiment
S: Shenandoah District (Confederate)
SC: South Carolina
SJW: *Stonewall Jackson's Way*
Sub: Substitute unit
VC: Victory Condition
VP: Victory Points
V: Northeastern Virginia District (Union)
ZOC: Zone of Control

Note: The abbreviations for the districts are not the historical names. For example, the Confederate Potomac District was actually the "Army of the Potomac", while the Union Northeastern Virginia District was actually the "Department of Northeastern Virginia". However, the "district" designations are used in these rules for simplicity, to highlight that the leaders are GCACW style District Leaders, and to avoid confusion with the use of "armies" in the Advanced Rules Section 10.2.

2.2 Playing Pieces

Military Units

The tactical value of -1 on some military units represents a negative 1. If a unit with a tactical value of negative 1 occupies a hex (and no unit with a higher tactical value occupies the hex), and this unit is attacked by a unit with a tactical value of 0, the attacking player gains a +1 Tactical modifier; if it is attacked by a unit with a tactical value of 1, the attacking player gains a +2 Tactical modifier, etc.

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Union 4th Division

The Union 4th division units have markings for the 4th division, but they do not have a divisional leader since they did not operate as a division historically.

Leaders

Beauregard and Johnston may occupy a hex containing units and activate units from either Confederate District or infantry units that do not belong to a district (e.g., Beauregard may occupy a hex that contains only units from the Shenandoah District). All Union leaders may only occupy hexes containing units under their own command (the standard rule).

Beauregard's tactical rating of "2/1" means he has a value of 2 during any type of attack and a 1 during defense.

Confederate Heavy Artillery

The Confederate player has a single heavy artillery unit that represents entrenched heavy artillery at Camp Pickens at Manassas Junction. It may not entrench (intrinsically it is already considered entrenched). It does not get the 1.5x defensive multiple (combat or artillery) from the Redoubt (ref. 9.0 in the Standard Rules), but it does get the flank benefits.

The heavy artillery unit may not activate in a march or activate leader action, nor may it participate in any type of attack. If forced to retreat it is eliminated. No unit may attach to it, nor may it attach to other units.

Cavalry

All cavalry units are permanently on their disorganized sides. During recovery they only recover their fatigue and exhausted status as appropriate. Cavalry units are treated as one manpower for combat losses. There are no leaders that may activate cavalry.

2.3 The Map

The *All Green Alike* maps are the same as for *Stonewall Jackson's Way* (SJW), the other campaign module included in this game box. The maps are generally referred to as the SJW maps, but these are one and the same as the AGA maps.

Scenarios 1, 2, and 7 use the *Here Come the Rebels* (HCR) west map which is not included in this game box. Players should lay the SJW north map over the HCR west map to use the latest map adjustments on the SJW map. Where there are differences in the road networks at the junction of the two maps once joined, the roads at the SJW edge are the correct ones. The following are the changes required to the HCR west map to match its roads up correctly:

- Remove road in HCR W0131 and road from W0130-W0131
- Add roads from HCR W0631 and W0831 to SJW N0701
- Add road from HCR W1031 to SJW N1101

Harpers Ferry

Although the bridge from Harpers Ferry (HCR W2521) to the Naval Battery (HCR W2620) has been destroyed at the start of all scenarios of this module (players may rebuild it), a ferry still exists at this location. This ferry functions as a normal major river ferry. It may be destroyed and/or repaired by either player. If it is destroyed, place a second "Destroy" marker in the hex. If a player attempts to repair either the bridge or the ferry, he must indicate which he is attempting to repair.

DC Defense Area

The DC Defense Area for this game consists of a subset of the DC Defense Area for the SJW game. For AGA the only DC Defense Area hexes are the four hexes SJW N5814-N5817. Confederate units may neither enter this area nor attack into it under any circumstances.

Johnston's Railroad

Johnston's Railroad (from N4124-N4319) was not built until 1862 and should be ignored for all purposes for all AGA scenarios. The railroad bridge from N4220-N4221 also does not exist for AGA; however, the ford across this hexside does exist for AGA.

Snicker's Ferry and Berry's Ferry

Reminder: Snicker's Ferry (N1702) and Berry's Ferry (N1207) are fords if destroyed, per the exception to these two ferries in section 10.2 of the Standard Rules.

2.5 Command Radius

The command radius for all leaders is **2** hexes and not **3** in AGA.

5.2 Activate Leader

Union district leaders may only activate units belonging to their district and may only activate 2 infantry units maximum (the 2 units may be from different divisions within their district). **All Union division leaders may activate a maximum of 4 units, all of which must be from their division**. No Union leader may activate the cavalry units.

Confederate district leaders may activate any infantry unit and up to a maximum of 3 units. The 3 infantry units may be a mixture of units from within different districts and units that do not belong to a district. Confederate district designations are for informational purposes only (the Confederate commanders recognized the emergency of the situation and decided not to rest on the formality that Beauregard was technically the subordinate). Neither Confederate leader may activate the cavalry units.

For all leaders of both sides, only the first unit to march as part of an Activate Leader action may conduct an attack on a hex containing an enemy infantry unit(s). Any subsequent unit marching in the same Activate Leader action may not attack a hex with enemy infantry (but it may induce a cavalry retreat if there is no enemy infantry in the hex with the cavalry; and if this enemy cavalry chooses not to cavalry retreat then it may be attacked if it is not stacked with enemy infantry). Thus, a maximum of one unit (which must be the first one moving) may attack enemy infantry in an Activate Leader action (this first unit may repeatedly attack enemy infantry in this activation as long as it has movement points left).

6.3 Leader Transfer

Reminder: per the Standard Rules (6.3), district leaders may transfer with a division leader if a division leader activates a unit(s) and the district leader is in the same hex as the division leader. However, if a district leader activates a unit(s) then a division leader is not allowed to transfer with the district leader (even if a unit in the division leader's division is activated).

7.1 Attacks

Reminder as per the Standard Rules:

Assault Die Roll Modifier: The following modifier applies to the active player's assault die roll in Step 5 of the assault procedure:

-2: If the active leader is a *district* (not division) leader, *subtract* 2 from the assault die roll

Grand Assault

Reminder as per the Standard Rules: A Union or Confederate district leader can both assault and grand assault in the same attack. For the Confederates, if the other district leader was in range then either leader could attempt a grand assault.

9.0 Entrenchments

Camp Pickens Redoubt

Several scenarios use the Camp Pickens marker. This represents a Confederate redoubt at Manassas Junction (reference Standard Rules section 9.0 for effects of redoubts).

10.0 Bridges And Ferries

The Union player may build one *minor* river bridge, but only with a unit from the Northeastern Virginia district. If this bridge is destroyed, the Union player may not build another bridge. If it is dismantled, the Union player may build another minor river bridge, although no more than one bridge may be on the map at any time. The Union player may not build any *major* river bridges.

The Confederate player may not build a bridge of any type.

Both players may destroy and repair bridges as per the Standard Rules.

10.2 Destroying Bridges And Ferries

Add the following Destruction Die Roll Modifier for ferries only:

+2 All cavalry in All Green Alike scenarios

Note: Confederate cavalry have an effective modifier of zero when destroying ferries after adding the above modifier to the Standard Rules "-2" modifier for Confederate units destroying ferries.

13.0 Scenarios And Control Markers

Some scenarios specify which side controls certain "objective hexes" at the start of the game and the VPs given for control of an objective hex. Players may wish to place Union or Confederate "Control" markers on objective hexes to denote which side controls them. A player gains control of an enemy-controlled objective hex at the moment one of his undemoralized infantry (not cavalry) units enter that hex. A player maintains control of an objective hex even if he does not have an infantry unit occupying it, assuming the enemy does not gain control of that hex. **Note**: if a player's infantry unit has its "Demoralize-1" marker removed while it occupies an enemy-controlled objective hex, the player immediately gains control of that hex.

Some scenarios specify that Victory Points are given for occupation by infantry of certain objective hexes. Players should take care to note when Victory Conditions require occupation or just control of an objective hex.

Basic Game Scenarios

There are five Basic Game scenarios of varying degrees of length and complexity. Unless otherwise noted in the following instructions, all units begin the game with their front (normal) sides face-up at Fatigue Level 0 with organized Strength markers. Before starting, place the Turn marker on the Turn Track in the box corresponding to the date on which the scenario begins. This is Turn one. At the end of the game, calculate Victory Points (VP) and determine a winner. Since combat losses cause VP gain or loss, the players should keep track of Manpower value losses on a piece of paper.

Map

The SJW/AGA map is divided into a north and south section. All Basic Game scenarios only use the north map. The Advanced Game scenarios optionally use the south map. In set-up instruction, hexes are listed by four-digit numbers preceded by "N" (north map) or "S" (south map). For example, "N4124" means hex 4124 on the north map. To join the two map sections together refer to the "Map" section at the end of the SJW Basic Rules.

To join the SJW north map with the HCR west map, players must cut the gray border area from the north edge of the SJW north map. Only the gray area to the west of the Shenandoah river on the SJW north map should need to be cut because that is the only area connecting the two maps that is needed for scenarios 1, 2, and 7. (Units are permitted to move east of the Shenandoah on the HCR West map, but it is extremely unlikely that they would want to; therefore, players can keep their map cutting to a minimum as indicated). Also refer to additional notes "The Map" section 2.3 above.

Scenario 1: Across The Potomac

NOTES: After an aborted crossing of the Potomac in mid-June, Patterson's army was at last ready to cross the Potomac and advance into enemy-occupied territory. Apart from the Alexandria area, this would be the first serious incursion into Confederate territory in Virginia. Johnston, back in Winchester, was worried that his small army would be beaten; Patterson, on the other hand, feared that Johnston's force outnumbered him and advanced with the utmost caution.

MAP: HCR west map (only the western half is used).

GAME LENGTH: 4 turns, July 2-5, 1861.

SPECIAL RULES:

1. *First Initiative*: The Union player wins the first initiative on Turn 1. After this initiative is determined normally.
2. *Turn 1*: Bartow, Bee, and Elzey may only move to Fatigue Level 1 on Turn 1.
3. *Union Movement Restrictions*: The 13 PA regiment may not activate or entrench until Turn 3 (July 4th). This restriction is removed if a Confederate infantry unit moves within four hexes of it.
4. *Hex Control*: The Confederate player controls all of the objectives at the start of the scenario.

Victory Conditions:

The Union player gains and loses VPs for the following occurrences at the end of the game:

VP	Reason
+2	If the Union player controls either W1910, W1607 (Falling Waters), W1905, or W2115 (Shepherdstown) at the end of the game. In order to gain these VP, the Union Player must also control Hagerstown (W2502) at the end of the game.
+6	If the Union player controls either W1314 (Martinsburg) or W1717 (Kearneysville) at the end of the game. In order to gain these VP, the Union player must also control any of W1910, W1607 (Falling Waters), W1905, or W2115 (Shepherdstown) at the end of the game. He does not need to control Hagerstown (W2502).
+9	If the Union player controls either W0820 (Bunker Hill) or W1222 (Smithfield) at the end of the game. In order to gain these VP, the Union player must also control either W1314 (Martinsburg) or W1717 (Kearneysville) at the end of the game. He does not need to control W1910, W1607 (Falling Waters), W1905, W2115 (Shepherdstown), or Hagerstown (W2502).

Note: In any of three victory conditions above, if all six hexes surrounding the objective hex that the Union player is receiving VP for are occupied by un-demoralized Confederate infantry units, and/or their ZOC, or are separated from the objective hex by impassable hexsides, then he does not receive VP for this objective hex.

+1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
-1	For each point of Union Manpower value lost in combat or retreat (not in extended march, force march, or moving from one enemy ZOC to another)

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At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

Union VP	Winner
14 or more	Union Decisive Victory
9 to 13	Union Substantive Victory
4 to 8	Union Marginal Victory
-1 to 3	Confederate Marginal Victory
-6 to -2	Confederate Substantive Victory
-7 or less	Confederate Decisive Victory

First Battle of Bull Run, chromolithograph by Kurz & Allison

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Stuart	Regt	-	Cav	1%	HCR W1607
Jackson	Brig	S	Inf	4	HCR W1410
Johnston	District	S	Ldr	-	HCR W0330 (Winchester)
Bartow	Brig	S	Inf	5	HCR W0330 (Winchester)
Bee	Brig	S	Inf	5	HCR W0330 (Winchester)
Elzey	Brig	S	Inf	4	HCR W0330 (Winchester)

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Patterson	District	P	Ldr	-	HCR W2004 (Williamsport)
Cadwalader	Div	1-P	Ldr	-	HCR W2004 (Williamsport)
Thomas	Brig	1-P	Inf	5	HCR W2004 (Williamsport)
Williams	Brig	1-P	Inf	4	HCR W2004 (Williamsport)
Longenecker	Brig	1-P	Inf	3	HCR W2004 (Williamsport)
Keim	Div	2-P	Ldr	-	HCR W2004 (Williamsport)
Wynkoop	Brig	2-P	Inf	3	HCR W2004 (Williamsport)
Negley	Brig	2-P	Inf	4	HCR W2004 (Williamsport)
Abercrombie	Brig	2-P	Inf	4	HCR W2004 (Williamsport)
Thomas	Regt	-	Cav	1%	HCR W2004 (Williamsport)
13 PA	Regt	1-P	Inf	1*	HCR W2004 (Williamsport)
4 CT	Regt	2-P	Inf	1	HCR W2502 (Hagerstown)

% Indicated units begin the game on their disorganized sides.
* The 13 PA may not activate or entrench until Turn 3 (July 4th). See Special Rule 3.

Painting of capture of Rickett's battery at first Battle of Bull Run

Photograph of Federal cavalry at Sudley Springs ford after first Battle of Bull Run

Scenario 2: Johnston Vs. Patterson

NOTES: Union forces in the Valley were led by Patterson whose mission was to tie down Johnston so he could not assist Beauregard. On July 18th Johnston was ordered to reinforce Beauregard "if practicable". Johnston slipped away on the 18th after Patterson withdrew to Charlestown on the 17th instead of advancing on Winchester. Johnston entrained most of his force at Piedmont station (a few miscellaneous regiments and Smith's entire brigade did not make it to Manassas Junction). Patterson claimed that "the enemy has stolen no march on me"; however, Johnston assumed Patterson would shadow him out of the Valley and meet up with McDowell. Patterson was soon relieved of command while Johnston's force arrived just in time for the 1st Battle of Bull Run.

If both sides exit all units and there are no combat losses, then the Confederates will have an exact victory. If the Confederates exit all units, while the Union takes Winchester with just 2 units then the Union will win even if they take a loss. Therefore, the Confederates cannot just run everyone off-map or they will probably lose. They must attack, block Union exit or Union advance on Winchester, or use some combination of these strategies - and the VPs are such that any of these plans are possible. On the other side, the Union could see anything from complete Confederate exit to an all out attack and must plan accordingly.

MAP: HCR west map (southwest eighth only – bounded by columns 01XX-14XX and rows XX18-XX34 (both inclusive), and SJW north map (northwest eighth only – bounded by columns 01XX-14XX and rows XX01-XX17 (both inclusive). All other hexes are considered off-map.

GAME LENGTH: 3 turns, July 17-19, 1861.

SPECIAL RULES:

1. *Confederate movement restrictions*: On turn 1 the Confederates may not move into row HCR WXX31, except by retreat or cavalry retreat (in which case the restriction is lifted for the retreated units). This restriction is removed for all Confederate units if any Union unit moves into row HCR WXX28. This restriction is lifted for all units at the start of turn 2 if it has not already been removed.
2. *Exiting the map for VPs*: Any unit from both sides except Carson, Meem, and Thomas may exit the map at designated hexes and gain VPs. Once a unit exits the map it is removed from play and may not return. Units may retreat or cavalry retreat off-map at their exit points without retreat loss and this counts as exiting.
   - Union units exit by entering SJW N1401 or SJW N1409 and then must spend 1 additional movement point to exit.
   - Confederate units exit by entering either hex SJW N1409 or SJW N0815 and then must spend 1 additional movement point to exit. To exit via SJW N0815 there may not be any Union units on the railroad to the east or previously exited from SJW N1409. SJW N0815 is on-map but is considered the map edge for exiting.
   - Thomas may also exit like other Union units, but does not gain any VPs.
   - Carson and Meem may not exit the map.
3. *Panic*: Although this is not an Advanced Game scenario, the Panic rules in AGA Advanced Game Rules section 10 apply, but with the following changes:
   - The "Retreat March" destination for the Union is HCR West row XX18.
   - Neither side may "Exit the map for VPs" going to fatigue level 5 or 6 during a "Retreat March".
   - The panic point for both players' armies is 20 for this entire scenario.

Victory Conditions:

The Confederate player gains and loses VPs for the following:

VP	Reason
+8	For each Confederate infantry unit that exited the map (reminder: Carson and Meem may not exit the map)
-6	If any of the five Confederate infantry that are eligible to exit the map for VPs did not exit
+2	If Stuart exited the map
+16	If Johnston exited the map
-2	For each Union infantry unit that exited the map
-1	For each Union leader that exited the map
-6	If a Union infantry unit occupies Winchester
+33	If the Union army panicked
-33	If the Confederate army panicked
-1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
+1	For each point of Union Manpower value lost in combat or retreat (not in extended march, force march, or moving from one enemy ZOC to another)

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

Confederate VP	Winner
54 or more	Confederate Decisive Victory
46 to 53	Confederate Substantive Victory
38 to 45	Confederate Marginal Victory
30 to 37	Union Marginal Victory
22 to 29	Union Substantive Victory
21 or less	Union Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Johnston	District	S	Ldr	-	HCR W0330 (Winchester)
Jackson	Brig	S	Inf	5	HCR W0329
Bartow	Brig	S	Inf	5	HCR W0229
Bee	Brig	S	Inf	6	HCR W0229
Elzey	Brig	S	Inf	4	HCR W0429
Smith	Brig	S	Inf	5	HCR W0429
Carson	Brig	-	Inf	2+	HCR W0330 (Winchester)
Meem	Brig	-	Inf	3$	HCR W0329
Stuart	Regt	-	Cav	1%	HCR W0329

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Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Patterson	District	P	Ldr	-	HCR W0820 (Bunker Hill)
Cadwalader	Div	1-P	Ldr	-	HCR W0820 (Bunker Hill)
Thomas	Brig	1-P	Inf	5	HCR W0820 (Bunker Hill)
Williams	Brig	1-P	Inf	4	HCR W0820 (Bunker Hill)
Longenecker	Brig	1-P	Inf	4	HCR W0820 (Bunker Hill)
Keim	Div	2-P	Ldr	-	HCR W0820 (Bunker Hill)
Wynkoop	Brig	2-P	Inf	4	HCR W0820 (Bunker Hill)
Negley	Brig	2-P	Inf	4	HCR W0820 (Bunker Hill)
Abercrombie	Brig	2-P	Inf	5	HCR W0820 (Bunker Hill)
Sandford	Div	3-P	Ldr	-	HCR W0820 (Bunker Hill)
Stone	Brig	3-P	Inf	5	HCR W0820 (Bunker Hill)
Butterfield	Brig	3-P	Inf	5	HCR W0820 (Bunker Hill)
Thomas	Regt	-	Cav	1%	HCR W0820 (Bunker Hill)

$ Indicated units begin the game under a fort marker.
+ Indicated units begin the game under a Breastworks Complete marker.
% Indicated units begin the game on their disorganized sides.

Scenario 3: McDowell's Opportunity

NOTES: McDowell consolidated at Centreville after his defeat in the engagement at Blackburn's Ford on the 18th. On the 19th and 20th McDowell scouted a route to turn the Confederate left flank. Meanwhile Johnston's Valley troops were railing in and were critical in defeating the Union when McDowell finally attacked on the 21st. This scenario shows the extended battle that could have occurred had McDowell continued attacking on the 19th. The unit setup is historical so the scenario is only a "what-if" in the sense that the attack actually started 2 days later.

MAP: SJW north map

GAME LENGTH: 3 turns, July 19-21, 1861.

SPECIAL RULES:

1. *Turn 1*: The following are in effect for turn 1 (only).
   - Beauregard may not transfer in the leader transfer phase.
   - The Union automatically wins the 1st initiative.
   - Confederate command paralysis is in effect (ref. AGA Advanced Rule 2.0).
2. *Railroad Movement*: The Confederates may use railroad movement per AGA Advanced Rule 3.0. For RR movement purposes the Confederates always automatically control all counties on the map except Fairfax and Loudoun. No units embarked on the 18th, so this scenario starts with the Confederates getting the -1 modifier for no units having recently embarked.
3. *Substitute Units*: Although this is not an Advanced Game scenario, both players may both attach and detach units per AGA Advanced Game Rule 7.0. Artillery value transfers are specifically allowed.
4. *Sequence of Play*: The Reinforcement Phase and the Attachment Phase are added to the sequence of play per AGA Advanced Rule 1.0 (none of the other advanced game phases are added). The only reinforcement in the scenario is Hampton.
5. *Richardson Replaces Miles*: In the Reinforcement Phases of turns 2 and 3 the Union player rolls one die to determine if Richardson replaces Miles (ref. AGA Advanced Rule 2.0). This is done if the die roll is 1-5. If successful on turn 2, no roll is needed on turn 3.
6. *Turn 3*: In the Reinforcement Phase of turn 3:
   - Hampton is placed at fatigue 0 on his exhausted side per Advanced Rule 4.2. Hampton does not gain any fatigue doing this placement and does not count against Confederate RR movement or embarkment limitations.
   - The Union player rolls two dice. If the result is anything except a 5, the Union brigade Franklin immediately loses 25% of his manpower, rounded up (with a minimum of 1 manpower). If this eliminates this unit it is removed from play with any artillery it has. If Franklin is already eliminated there is no effect. No VPs are lost for this manpower reduction.
7. *Objectives Controlled by the Union at Start*: At the start of the game the Union only controls Centreville.

Victory Conditions:

The Union player gains and loses VPs for the following occurrences at the end of the game:

VP	Reason
+15	If a Union infantry unit occupies Manassas Junction (N4124)
+4	If an undemoralized Union infantry unit is adjacent to Manassas Junction (N4124) and no Union infantry unit occupies Manassas Junction (a Confederate unit may occupy Manassas Junction)
+3	If the RR station at Manassas Junction (N4124) is destroyed or damaged
+10	If the Union controls Groveton (N3720) and no Confederate infantry units are adjacent to Groveton
+6	If a Union infantry unit occupies Groveton (N3720) and a Confederate infantry unit is adjacent to Groveton
+3	If a Union infantry unit occupies Gainesville (N3421)
+1	If the RR station at Gainesville (N3421) is destroyed or damaged
+2	If the Union controls Stone Bridge (N3919)
+7	If the Union controls Bull Run Bridge (N4422)
+3	If a Union infantry unit occupies Bristoe Station (N3726)
+1	If the RR station at Bristoe Station (N3726) is destroyed or damaged

Note: For the Union to gain VPs for any of the Bristoe Station Victory Conditions, the Union must control either Bull Run Bridge or Manassas Junction

-4 If a Confederate infantry unit occupies Centreville (N4318)
-1 For each point of Union Manpower value lost in combat or retreat (not in extended march, force march, or moving from one enemy ZOC to another)
+1 For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

Union VP	Winner
18 or more	Union Decisive Victory
14 to 17	Union Substantive Victory
10 to 13	Union Marginal Victory
6 to 9	Confederate Marginal Victory
2 to 5	Confederate Substantive Victory
1 or less	Confederate Decisive Victory

What-If Variant:

An interesting variant of this scenario is where the Confederate Valley troops do not join the battle. To play this variant, remove these units from the Setup: all Confederate Shenandoah District units, Stuart, and 6 NC. Special Rule 3 also no longer applies. The Victory Conditions are the exact same as above except add 8 VPs to each victory level.

Battlefield of Bull Run, ruins of the stone bridge, March 1862 photograph

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Bonham	Brig	P	Inf	7+	N4221
11 NC	Regt	-	Inf	1+	N4221
8 LA	Regt	-	Inf	1+	N4221
Ewell	Brig	P	Inf	5+	N4422 (Bull Run Bridge)
Jones	Brig	P	Inf	4+	N4321
Beauregard	District	-	Ldr	-	N4322 (McLean House)
Longstreet	Brig	P	Inf	4*	N4322 (McLean House)
Cocke	Brig	P	Inf	4+	N4020
Withers	Regt	P	Inf	2+	N3920 (Lewis House)
Hunton	Regt	P	Inf	1*	N3219
Early	Brig	P	Inf	4*	N4321
Evans	Brig	P	Inf	2+	N3919
Holmes	Brig	FB	Inf	2^	N4027 (Brentsville)
13 MS	Regt	-	Inf	1	N4124 (Manassas Junction)
5 NC	Regt	-	Inf	1*	N4124 (Manassas Junction)
Camp Pickens	-	-	-	-#	N4124 (Manassas Junction)
Heavy Artillery	Regt	P	Art	1	N4124 (Manassas Junction)
Radford	Regt	-	Cav	1%	N4122
Munford	Regt	-	Cav	1%	N4122
Johnston	District	S	Ldr	-	N1615 (Piedmont Depot)
6 NC	Regt	-	Inf	1*	N1615 (Piedmont Depot)
Jackson	Brig	S	Inf	5*	N1514
Bartow	Brig	S	Inf	5*	N1510 (Paris)
Bee	Brig	S	Inf	6*	N1409
Elzey	Brig	S	Inf	4	N1006 (Millwood)
Stuart	Regt	-	Cav	1%	N1510 (Paris)
Hampton Legion	Regt	-	Inf	1*	See Special Rule 6

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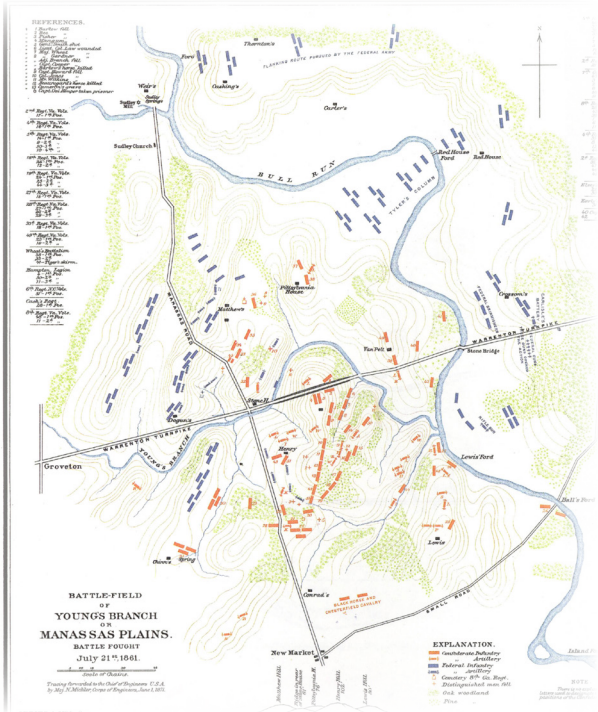
Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
McDowell	District	V	Ldr	-	N4318 (Centreville)
Tyler	Div	1-V	Ldr	-	N4319
Schenck-A	Brig	1-V	Inf	5	N4319
Sherman	Brig	1-V	Inf	6*	N4319
Keyes	Brig	1-V	Inf	5	N4319
Richardson	Brig	1-V	Inf	6^%	N4319
Hunter	Div	2-V	Ldr	-	N4318 (Centreville)
Porter	Brig	2-V	Inf	6	N4318 (Centreville)
Burnside-A	Brig	2-V	Inf	6	N4318 (Centreville)
Heintzelman	Div	3-V	Ldr	-	N4418
Franklin-A	Brig	3-V	Inf	6	N4418
Willcox-A	Brig	3-V	Inf	4	N4418
Howard	Brig	3-V	Inf	6	N4418
4 MI	Regt	3-V	Inf	2	N5020 (Fairfax Station)
1/3 NJ	Regt	4-V	Inf	3	N5220 (Burke's Station)
41 NY	Regt	4-V	Inf	2	N5017 (Fairfax Court House)
1/2 NJ	Regt	4-V	Inf	3	N5214 (Vienna)
Miles	Div	5-V	Ldr	-	N4418
Blenker	Brig	5-V	Inf	6	N4418
Davies	Brig	5-V	Inf	6	N4418
Palmer	Regt	-	Cav	1%	N4318 (Centreville)

+ Indicated units begin the game under a Abatis-Build marker.
^ Indicated units begin the game on their exhausted sides at fatigue level 1.
* Indicated units begin the game on their exhausted sides at fatigue level 0.
% Indicated units begin the game on their disorganized sides.
# Reference Basic Game Rules section 9.0 for the permanent redoubt Camp Pickens



The Official Military Atlas of the Civil War, plate 5, map 1

Scenario 4: An End To Innocence

NOTES: At 2:30 A.M. July 21, a Union column of 3 divisions began a flank march around the Confederate left. Crossing at Sudley Ford they were delayed by Evans. Then Johnston's brigades, who had mostly arrived the previous day, shifted over to stop a disjointed Union attack, culminating with Jackson's "stone wall" defense. Constantly arriving Confederate reinforcements turned the tide, and the defeated Union troops went back the way they came. A retreat turned into a rout and the Confederates gained a decisive victory. There were 2708 Union to 1897 Confederate aggregate losses; and the Union only controlled Centreville.

MAP: SJW north map

GAME LENGTH: 1 turn, July 21, 1861.

SPECIAL RULES:

1. *Leader Transfer Phase*: The Confederate player may not make any leader transfers in the initial Leader Transfer Phase that starts the game.
2. *Union Night March*: The scenario starts with an automatic Union Night March per AGA Advanced Game rule 11.2. All Union units in this scenario are part of the Union Potomac Army (ref. rule 10.2), so the Union player gets 3 free initiatives (per the restrictions of rule 11.2).

3. *Confederate Command Paralysis*: The Confederate player has command paralysis per AGA Advanced Game rule 2.0. After the second initiative win with a roll of 6, all effects of Command Paralysis are over.

4. *Elzey*: Elzey starts the game embarked. He may not move until Confederate command paralysis ends (after the second initiative win with a roll of 6) or until the Union player passes. Once either of these events occurs, he may move on any Confederate initiative. Reference AGA Advanced Rules Section 3.0 for railroad movement. Elzey is the only unit that may move by rail. He may not move past Manassas Junction (N4124) by rail.
5. *Richardson*: Richardson belongs to both the 1st and 5th divisions in this scenario. Therefore, Miles may both activate and stack with him. McDowell and Tyler may also still activate Richardson.
6. *Objectives Controlled by the Union at Start*: At the start of the game the Union only controls Centreville.

Victory Conditions:

The Union player gains and loses VPs for the following occurrences at the end of the game:

VP	Reason
+15	If a Union infantry unit occupies Manassas Junction (N4124)
+3	If an undemoralized Union infantry unit is adjacent to Manassas Junction (N4124) and no Union infantry unit occupies Manassas Junction (a Confederate unit may occupy Manassas Junction)
-15	If a Confederate infantry unit occupies Centreville (N4318)
+8	If the Union controls Groveton (N3720) and no Confederate infantry units are adjacent to Groveton
+4	If a Union infantry unit occupies Groveton (N3720) and a Confederate infantry unit is adjacent to Groveton
-2	If a Confederate infantry unit occupies Groveton (N3720) and a Union infantry unit is adjacent to Groveton
-4	If the Confederates control Groveton (N3720) and no Union infantry units are adjacent to Groveton
+4	If the Union controls Bull Run Bridge (N4422)
+2	If the Union controls Stone Bridge (N3919)
+1	If the RR station at Gainesville (N3421) is destroyed or damaged or if a Union infantry unit occupies Gainesville. The maximum VP for this condition is 1
+1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
-1	For each point of Union Manpower value lost in combat or retreat (not in extended march, force march, or moving from one enemy ZOC to another)

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

Union VP	Winner
14 or more	Union Decisive Victory
10 to 13	Union Substantive Victory
6 to 9	Union Marginal Victory
2 to 5	Confederate Marginal Victory
-2 to 1	Confederate Substantive Victory
-3 or less	Confederate Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Beauregard	District	P	Ldr	-	N4322 (McLean House)
Bonham	Brig	P	Inf	7+	N4221
11 NC	Regt	-	Inf	1+	N4221
8 LA	Regt	-	Inf	1+	N4221
Ewell	Brig	P	Inf	5+	N4422 (Bull Run Bridge)
Jones	Brig	P	Inf	4+	N4321
Longstreet	Brig	P	Inf	5$	N4321
Cocke	Brig	P	Inf	4+	N4020
Hunton	Regt	P	Inf	3+	N3920 (Lewis House)
Early	Brig	P	Inf	5	N4322 (McLean House)
Evans	Brig	P	Inf	2	N3919
Holmes	Brig	FB	Inf	2	N4323
Hampton Legion	Regt	-	Inf	1*	N4124 (Manassas Junction)

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Confederate Set-Up (cntd)

Camp Pickens	-	-	-	-#	N4124 (Manassas Junction)
Heavy Artillery	Regt	P	Art	1	N4124 (Manassas Junction)
Radford	Regt	-	Cav	1%	N4122
Munford	Regt	-	Cav	1%	N4122
Johnston	District	S	Ldr	-	N4322 (McLean House)
Jackson	Brig	S	Inf	5	N4222
Bartow	Brig	S	Inf	2*	N4222
Bee	Brig	S	Inf	3*	N4222
Elzey	Brig	S	Inf	5^	N1615 (Piedmont Depot)
Stuart	Regt	-	Cav	1*%	N4021

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
McDowell	District	V	Ldr	-	N4318 (Centreville)
Tyler	Div	1-V	Ldr	-	N4118
Schenck-A	Brig	1-V	Inf	5	N4118
Sherman	Brig	1-V	Inf	6	N4118
Keyes	Brig	1-V	Inf	5	N4218
Richardson	Brig	1-V	Inf	6	N4320
Hunter	Div	2-V	Ldr	-	N4318 (Centreville)
Porter	Brig	2-V	Inf	6	N4318 (Centreville)
Burnside-A	Brig	2-V	Inf	6	N4318 (Centreville)
Heintzelman	Div	3-V	Ldr	-	N4418
Franklin-A	Brig	3-V	Inf	4	N4418
Willcox-A	Brig	3-V	Inf	4	N4418
Howard	Brig	3-V	Inf	6	N4418
4 MI	Regt	3-V	Inf	2	N5020 (Fairfax Station)
1/3 NJ	Regt	4-V	Inf	3	N5220 (Burke's Station)
41 NY	Regt	4-V	Inf	2	N5017 (Fairfax Court House)
1/2 NJ	Regt	4-V	Inf	3	N5214 (Vienna)
Miles	Div	5-V	Ldr	-	N4418
Blenker	Brig	5-V	Inf	6	N4418
Davies	Brig	5-V	Inf	6	N4418
Palmer	Regt	-	Cav	1%	N4318 (Centreville)

* Indicated units begin the game on their exhausted sides at fatigue level 0.
+ Indicated units begin the game under a Breastworks Complete marker.
$ Indicated units begin the game under an Abatis marker.
% Indicated units begin the game on their disorganized sides.
^ Elzey starts the game embarked and at f0 on his normal side.
# Reference Basic Game Rules section 9.0 for the permanent redoubt Camp Pickens

FAIRFAX COURT-HOUSE, July 21, 1861:

The men having thrown away their haversacks in the battle and left them behind, they are without food; have eaten nothing since breakfast. We are without artillery ammunition. The larger part of the men are a confused mob, entirely demoralized. It was the opinion of all the commanders that no stand could be made this side of the Potomac. We will, however, make the attempt at Fairfax Court-House.

IRVIN McDOWELL.

Scenario 5: The Retreat To Washington

NOTES: After what seemed to be a good beginning, McDowell's army was finally routed in the afternoon of July 21st by a combined Confederate attack. The Confederates failed to press their advantage, however, and the Union army retreated into Washington nearly unmolested. This scenario covers what could have happened if the Confederate army had been more active in attempting to cut off and destroy the panicked Union army.

MAPS: SJW north map

GAME LENGTH: 3 turns, July 21 to July 23, 1861.

SPECIAL RULES:

1. *Union Panic*: Earlier in the day (July 21), before the beginning of this game, the Union army has panicked. Therefore all rules applying to a panicked army (see Advanced Rules, 10.4, "Effects of Panic") apply to all Union units during this scenario. Players do not need to read the entire section (10.0) about morale for this scenario, only section 10.4. Note that some units have already performed retreat marches (and so are at Fatigue Level 5 or 6). Note: Because the Union has panicked on turn 1, Union units can perform retreat marches on turns 1 & 2 only, not on turn 3.
2. *No Leader Transfer*: Since this scenario begins in the middle of the day, the Transfer Phase is skipped on Turn 1. The scenario begins with the Action Cycle. The Transfer Phase is not skipped on other turns, however.
3. *Turn 1*: The Union player automatically wins the first initiative on Turn 1. After this point, initiative is determined normally.
4. *Night on Turn 1*: If the Confederates had pursued the retreating Union forces, this would have started very late in the day on July 21. This special rule restricts both players' ability to attack on Turn 1 accordingly. Players must keep track of how many times the Confederate player gains initiative on Turn 1. After the second time that the Confederate player wins the initiative roll, dusk has fallen. Dusk has no effect on game play, but signals to both players that night will soon fall, ending attacks for this turn. Once dusk has fallen, attacks can continue as usual until the first subsequent initiative die roll in which a tie roll for initiative occurs. As soon as this tie roll occurs, night has fallen. The Confederate Player still wins the initiative per usual, but this action, and all subsequent Turn 1 actions, are under the following restrictions:
   - If a hex contains at least one infantry unit, it may not be attacked, either by an assault action or during a march action.
   - If a hex containing only cavalry is attacked (by an assault action or during a march action), the defending player adds 2 to his combat die roll.
   - If a cavalry unit performs a cavalry retreat, add 2 to the cavalry retreat die roll.
5. *Rain on Turn 2*: Although Random Events are not determined in this scenario, Rain occurs automatically on Turn 2 (but not on other turns). Rain rules are in effect throughout all of Turn 2.
6. *McConnell*: McConnell belongs to both the 1st and 5th divisions in this scenario. Therefore, Richardson may activate him (for movement or assault), and Richardson may stack with him. McDowell and Tyler may also still activate McConnell.
7. *Bull Run Bridge Destroyed*: Place a destroyed bridge marker on Bull Run Bridge (N4422-N4522).
8. *Hex Control at Start*: At the beginning of the game the Union player controls all objective hexes.

Victory Conditions:

The Confederate player gains and loses VPs for the following occurrences at the end of the game:

VP	Reason
+10	If the Confederate player controls either Fairfax Court House (N5017) or Fairfax Station (N5020)
+14	If the Confederate player controls both Fairfax Court House (N5017) and Fairfax Station (N5020)

Note: The Confederate player can gain a maximum of 14 VP for Fairfax Court House and Fairfax Station

+14	If the Confederate player controls only one of the following hexes: Falls Church (N5715), Annandale (N5618), or Springfield (N5620)
+20	If the Confederate player controls exactly two of the following hexes: Falls Church (N5715), Annandale (N5618), or Springfield (N5620)
+25	If the Confederate player controls all three of the following hexes: Falls Church (N5715), Annandale (N5618), and Springfield (N5620)

Note: The Confederate player can gain a maximum of 25 VP for Falls Church, Annandale, and Springfield

+1	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
-1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

Confederate VP	Winner
28 or more	Confederate Decisive Victory
22 to 27	Confederate Substantive Victory
16 to 21	Confederate Marginal Victory
10 to 15	Union Marginal Victory
4 to 9	Union Substantive Victory
3 or less	Union Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Stuart	Regt	-	Cav	1%[4]	N3719 (Sudley Church)
Beauregard	District	-	Ldr	-	N3819
Cocke	Brig	P	Inf	4[2]	N3819
Hunton	Regt	P	Inf	3[2]	N3819
Early	Brig	P	Inf	5[5]	N3819
Elzey	Brig	S	Inf	4[7]	N3819
Jackson	Brig	S	Inf	4[5]	N3820 (Henry House Hill)
Munford	Regt	-	Cav	1%[3]	N3919
Holmes	Brig	FB	Inf	2[2]	N3920 (Lewis)

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Confederate Set-Up (cntd)

Ewell	Brig	P	Inf	5[2]	N3920 (Lewis)
Evans	Brig	P	Inf	1[8]	N3920 (Lewis)
Bartow	Brig	S	Inf	1[9]	N3920 (Lewis)
Bee	Brig	S	Inf	2[9]	N3920 (Lewis)
Kershaw	Regt	P	Inf	2[2]	N4018
Hampton Legion	Regt	-	Inf	1[6]	N4018
Radford	Regt	-	Cav	1%[3]	N4018
Johnston	District	S	Ldr	-	N4221
Bonham	Brig	P	Inf	7	N4221
Longstreet	Brig	P	Inf	5	N4321
Jones	Brig	P	Inf	4	N4321

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
McDowell	District	V	Ldr	-	N4318 (Centreville)
Tyler	Div	1-V	Ldr	-	N4318 (Centreville)
Schenck-B	Brig	1-V	Inf	4[5]	N4318 (Centreville)
Keyes	Brig	1-V	Inf	5[10]	N4318 (Centreville)
Richardson	Div	5-V	Ldr	-	N4318 (Centreville)
Blenker	Brig	5-V	Inf	6	N4318 (Centreville)
Davies	Brig	5-V	Inf	6[1]	N4320
McConnell	Brig	1-V	Inf	6[1]	N4320
Sherman	Brig	1-V	Inf	5[11]	N4518
Burnside-B	Brig	2-V	Inf	6[11]	N4618
Palmer	Regt	-	Cav	1%[8]	N4618
Porter	Div	2-V	Ldr	-	N4718
Lyons	Brig	2-V	Inf	5[12]	N4718
Willcox-B	Brig	3-V	Inf	3[12]	N4817
Howard	Brig	3-V	Inf	5[12]	N4817
Heintzelman	Div	3-V	Ldr	-	N4917 (Germantown)
Franklin-B	Brig	3-V	Inf	3[12]	N4917 (Germantown)
41 NY	Regt	4-V	Inf	2	N5017 (Fairfax Court House)
4 MI	Regt	3-V	Inf	2	N5020 (Fairfax Station)
McCunn	Brig	V	Inf	3[2]	N5020 (Fairfax Station)
1/3 NJ	Regt	4-V	Inf	3	N5220 (Burke's Station)
1/2 NJ	Regt	4-V	Inf	3	N5214 (Vienna)

1 Davies and McConnell begin the game at Fatigue Level 1 on their normal sides with organized strength markers.

2 Cocke, Hunton, Kershaw, Holmes, Ewell, and McCunn begin the game at Fatigue Level 2 on their normal sides with organized strength markers.

3 Radford and Munford begin the game at Fatigue Level 2 on their normal sides with disorganized strength markers.

4 Stuart begins the game at Fatigue Level 2 on his exhausted side with a disorganized strength marker.

5 Early, Jackson, and Schenck-B begin the game at Fatigue Level 3 on their normal sides with organized strength markers.

6 Hampton begin the game at Fatigue Level 3 on his exhausted side with an organized strength marker.

7 Elzey begins the game at Fatigue Level 4 on his normal side with an organized strength marker.

8 Evans and Palmer begin the game at Fatigue Level 4 on their normal sides with disorganized strength markers.

9 Bartow and Bee begin the game at Fatigue Level 4 on their exhausted sides with disorganized strength markers.

10 Keyes begins the game at Fatigue Level 5 on his normal side with an organized strength marker.

11 Sherman and Burnside begin the game at Fatigue Level 6 on their normal sides with disorganized strength markers.

12 Lyons, Willcox, Howard, and Franklin begin the game at Fatigue Level 6 on their normal sides with disorganized strength markers, and Demoralize-1 markers.

% All cavalry units are permanently on their disorganized sides. See Basic Rule Changes, 2.2, "Cavalry".

All Green Alike

Advanced Game Rules

Introduction

The following rules are used only in Scenarios 6 and 7, unless they are specifically called for in the special rules of the Basic Game scenarios. Rules colored blue below are Standard Advanced Game Rules. Where these rules are used in other games in the GCACW series, they will not be changed. However, text which is not colored blue may change in other games.

1.0 Advanced Game Sequence Of Play

Each turn in the Advanced Game is performed according to the following "sequence of play".

1. Random Events Phase

Two dice are rolled; the players consult the Random Events Table.

2. Harpers Ferry Phase (Scenario 7 only)

The players determine whether Union units in or near Harpers Ferry are surrounded. If so, the players consult the Harpers Ferry Table to see if a surrender occurs.

3. Reinforcement Phase

Both players check to see if they receive any reinforcements. The Union player may also have to reduce the amount of manpower in his armies as Three-Months' Men leave (see 5.0), and both players adjust their "Panic Point" markers if needed (see 10.3).

4. Leader Transfer Phase

Leaders may be transferred from one subordinate unit to another.

5. County Control Phase

The players determine whether control of a county has changed from one player to another since the last turn.

6. Supply Phase (*only on July 19th and 24th turns*)

The Confederate player may repair damaged or destroyed RR stations. Then, both players must check to see whether their units are "in supply" or not.

7. Attachment Phase

Substitute units may be reattached to other units.

8. Night March Determination Phase

Both players may attempt a night march (see 11.0). If a player succeeds, his units receive free initiatives at the beginning of the Action Cycle.

9. The Action Cycle

Action Phase:

A. Initiative Segment: Both players roll a die. The player with the higher roll wins (the Confederate player wins ties). The winner must take initiative or pass.

B. Activation Segment: The player who has taken initiative must perform a single action with an eligible leader or unit. At the end of Activation Segment, the players return to the Initiative Segment and a new Action Phase begins. Players continue to perform Action Phases indefinitely until both players pass in the same Action Phase.

10. Recovery Phase

Eligible units may forage, entrench, build bridges, repair bridges and ferries, and recover from fatigue, disorganization, exhaustion, and demoralization.

In addition, all Morale Markers are moved halfway back down the Morale Track (see 10.1).

11. Turn Indicator Phase

The Turn marker is advanced one box on the Turn Record Track and the players begin a new turn.

2.0 Random Events

Either player rolls two dice in each Random Events Phase. The players consult the Random Events Table (located on the Charts & Tables Card, and below), checking the result corresponding to that dice roll sum.

The effects of results from the Random Events Table are listed below:

Heat (Current)

Heat rules are in effect throughout the current turn only. Place a Heat marker on the Turn Track in the box corresponding to the current turn. The only effect of Heat is that one is added to all extended march die rolls.

Command Paralysis

If this result occurs, then the first 2 times in the current turn that the indicated player wins the initiative with a 6, the opposing player is considered to have won the initiative instead. (This gives the opposing player 2 initiatives that he would not otherwise have won.) The third time (and all times after this) that the indicated player wins the initiative with a 6, he wins the initiative and play proceeds normally.

Three-Months' Men Stay

If this result occurs, and the Union player is scheduled to lose manpower due to Three-Months' Men leaving in the current Reinforcement Phase (see 5.0), he may reduce the amount of manpower he is scheduled to lose in any one army by two. (Example: On July 25th, the Union player is scheduled to lose three manpower from the Pennsylvania District and six manpower from the Northeastern Virginia District. If a "Three-Months' Men Stay" result occurs on this day, the Union player may choose to either lose only one manpower from the Pennsylvania District, or lose only four manpower from the Northeastern Virginia District). If this result occurs on a turn when the Union player is not scheduled to lose any Three-Months' Men, it is converted to NE.

Richardson Replaces Miles

If this result occurs, the Union player flips the "Miles" division leader counter (5th division, Northeastern Virginia District) to its "Richardson" side. The "Richardson" brigade counter is replaced with the "McConnell" brigade counter. Richardson remains in command of the 5th division for the rest of the game.

If this result has already occurred once (i.e., Miles has already been replaced) it is converted to NE.

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Random Events Table

2	NE
3	NE
4	Heat (Current)
5	Three-Months' Men Stay
6	Richardson Replaces Miles
7	Confederate Command Paralysis
8	NE
9	Three-Months' Men Stay
10	Rain (Current)*
11	Union Command Paralysis
12	Rain (Current)*

* Convert to "NE" on July 15th – July 18th.

3.0 Railroad Movement

"Railroad Movement" is a special type of movement enabling units to move long distances without marching.

Only the Confederate player may move units by rail.

Embarkation

Only "embarked" units may perform RR movement. The Confederate player may embark a unit for RR movement if it meets all of the following requirements:

- It must occupy a RR station on the Manassas Gap RR or Orange & Alexandria RR at the beginning of the Action Phase.
- It must be an infantry (not cavalry) unit.
- It must have a Fatigue Level of 0 or 1. (It may be exhausted).
- It must not occupy a Union ZOC.
- It must not occupy a Union-controlled county (see 6.0).
- A maximum of three embarkation attempts may be made per turn – on the same or different units. The total Manpower value of embarked units may not exceed 10 per turn.

To embark an eligible unit, the Confederate player must select that unit for a march, and the unit gains one Fatigue Level. However, embarkation is not automatic. Instead, each time the Confederate player attempts embarkation, he rolls a die and consults the "RR Embarkation Table". If the result is "Success", a "RR Movement" marker is placed on the unit. If the result is "Failure", no action is taken. A unit attempting to embark gains one Fatigue Level whether it succeeds or not. After this roll the action ends, and a new Action Phase begins. If the Confederate player fails to embark a selected unit, he may attempt to embark it again later in the Action Cycle, but a second attempt is considered another action – causing the unit's Fatigue Level again to be increased by one.

An extended march never occurs due to RR embarkation. An embarked unit may only move by rail; it may not move normally. A unit selected to participate in a leader activation may not embark. A leader stacked in the same hex as an embarked subordinate may also embark.

RR Embarkation Table

4 or less	Success
5-6	Failure

Modifiers (cumulative):

-1	If no unit has successfully embarked in the current day or the previous day
-1	If the unit that is attempting to embark has a manpower value of 3 or less

Disembarking

The Confederate player may "disembark" a unit, removing its "RR Movement" marker, any time he holds the initiative. There is no cost in Fatigue Levels to disembark. It is not an action. A unit must disembark under any of the following circumstances:

- The Action Cycle ends.
- A Union unit moves into an adjacent hex.
- It finishes a rail move of 1 or more hexes.

How RR Movement is Performed

To move an embarked unit by rail, the Confederate player activates that unit for a march action. (It may not move by rail as part of an activate leader action). The player determines the unit's Movement Allowance based on the "RR Movement Allowance Table" below. Its allowance depends on how many Fatigue Levels it expends. Subject to RR movement restrictions, he may then move the embarked unit up to its entire movement allowance, regardless of terrain, as long as the unit moves only across RR hexsides. As soon as the unit finishes its movement, it disembarks and its "RR Movement" marker is removed. The unit may end its move in any RR hex, not just in a RR station.

If a rail move would increase a unit's Fatigue Level above 4, a move of that distance is prohibited. An extended march never occurs due to RR movement. Leaders may accompany units moving by rail. RR movement may take place in rain turns with no detrimental effect.

RR Movement Limitations

A unit moving by rail is subject to the following limitations:

- It may not cross a hexside containing a destroyed bridge.
- It may not enter a hex containing a destroyed or damaged RR station.
- It may not enter a Union ZOC.
- It may not enter a Union-controlled county (see 6.0).

RR Movement Allowance Table

Hex(es) Moved	Fatigue Level Gain
1 to 18	1
19 to 36	2
37 to 54	3

4.0 Reinforcements

Both the Union and Confederate players may receive reinforcements. There are two types of reinforcements: Washington Reinforcements (Union) and Richmond Reinforcements (Confederate).

4.1 Washington Reinforcements

During each Reinforcement Phase starting with July 19th, the Union player rolls one die and checks the Washington Reinforcement Table (below) to see if he receives any Washington Reinforcements. If he receives a reinforcement, the Union player immediately places the next unit, in the order listed in the Union Set-Up, in any hex in the DC Defense Area (see 2.3 in the AGA Basic Rules). They are placed at Fatigue Level 0 on their normal sides. If all Washington Reinforcements have already been placed and a reinforcement result is received, no more units are placed in the DC Defense Area.

Washington reinforcements have no division designation. When they are placed in the DC Defense Area, the Union player must designate which division they belong to. He should note this on a piece of paper. Different brigades may be assigned to different divisions.

Washington Reinforcement Table

1-5	NE
6 or greater	1 brigade

Modifiers:

+2 If at least one brigade has already been placed, or if a Union infantry unit occupies Prince William County (**Note**: These two modifiers are not cumulative.)

Washington Reinforcements In Scenario 7

In Scenario 7, the Union player may assign Washington reinforcements to a division in the Pennsylvania District if he wishes, instead of to the Northeastern Virginia District. In addition, he may delay the arrival of Washington reinforcements, and place them on the HCR West map, instead of in the DC Defense Area. He may do this in one of two ways:

- He may place the unit on the turn Track two turns ahead of the current turn. At the start of the turn corresponding to the box occupied by the unit, the Union player places the unit in any RR hex on the Baltimore and Ohio RR on the HCR West map from W2620 (Naval Battery) to W5817. **Note**: The unit must be able to trace a path of RR hexes from the hex it is placed in to W5817. This path may not enter a hex occupied by a Confederate unit, a Confederate ZOC, a destroyed or damaged RR station, or go across a destroyed bridge.
- He may place the unit on the turn Track four turns ahead of the current turn. At the start of the turn corresponding to the box occupied by the unit, the Union player places the unit in any hex on the north edge of the west HCR map from W1401 and W3301 (inclusive), or in W2502 (Hagerstown). **Note**: If the unit is placed in W2502 (Hagerstown), this hex and W2501 may not be occupied by a Confederate unit or a Confederate ZOC.

The Union player may still assign Washington Reinforcements to a division in the Northeastern Virginia District, and place them in the DC Defense Area. Furthermore, different brigades may be assigned to different districts.

4.2 Richmond Reinforcements

During the each Reinforcement Phase starting with July 18th, the Confederate player rolls one die and checks the Richmond Reinforcement Table (below) to see if he receives any Richmond Reinforcements. If he receives any reinforcements, the Confederate player immediately places the next unit(s), in the order listed in the Confederate Set-Up, on the map. They are placed at Fatigue Level 0 on their exhausted sides. They may be placed in any hex containing a RR (not necessarily a RR station). The Confederate player must be able to trace a path of RR hexsides from the RR hex the unit is placed in to N2734 (**Note**: This hex is changed if the SJW south map is being used; see 12.0). The path (including the hex the unit(s) are placed in) may not enter a destroyed or damaged RR station, cross a destroyed bridge, or enter a hex occupied by a Union unit or Union ZOC (even if that ZOC is occupied by a Confederate unit). If all Richmond Reinforcements have already been placed and a reinforcement result is received, no more units are placed on the map. If a reinforcement cannot be placed due to the presence of Union units or their ZOC, it is delayed until the first Reinforcement Phase in which it can be placed. Reinforcements that cannot be placed on the map are never lost; they are only delayed.

Richmond Reinforcement Table

1	NE
2-3	1 regiment
4-6	2 regiments

5.0 Three-Months' Men

Nearly all of the regiments in Patterson's Pennsylvania District, and some of the regiments in McDowell's Northeastern Virginia District, had enlisted for only three months. Since these regiments had enlisted in April of that year, their terms began to expire in late July. As their terms expired these regiments left for home. To simulate this, the Union player must reduce the size of his armies as these regiments leave. During the Reinforcement Phase of the days listed below, the Union player must reduce the total amount of manpower in his armies as indicated (**Note**: This number will be reduced by two if the Union player receives a "Three-Months' Men" result during the Random Events Phase (see 2.0)). The Union player loses no VP for this manpower reduction. If any unit is reduced to 0 manpower, it is removed from the map. If this unit had any artillery point(s), these point(s) are lost permanently.

The Union player may lose no more than two manpower of 3-months' men from units of the 4th Division of the Northeastern Virginia District (1/2 NJ, 1/3 NJ, and 41 NY).

Note: Since Scenario 6 does not include Patterson's Pennsylvania District, only manpower from the Northeastern Virginia District are lost in this scenario.

Pennsylvania District

July 19th: 2 manpower
July 20th: 5 manpower
July 21st: 4 manpower
July 22nd: 5 manpower
July 23rd: 5 manpower
July 25th: 3 manpower
July 28th: 2 manpower

Northeastern Virginia District

July 21st: 2 manpower
July 24th: 3 manpower
July 25th: 6 manpower
July 26th: 3 manpower
July 27th: 4 manpower
July 28th: 2 manpower

Example: On July 20th, the Union player must reduce the total manpower in the Pennsylvania District by 5. He reduces Stone's brigade by from 5 to 3, Wynkoop's brigade from 5 to 3, and Negley's brigade from 3 to 2.

Compensating For Manpower Loss (Optional)

In most games, where the Union player does not lose a large amount of manpower to marching and combat, the rules above will be sufficient for 3-Months' Men. However, when the Union player loses a large number of manpower from either army, then it may become critical which manpower have been lost from among 3-Months' Men. For example, approximately 2/3 of the manpower of the Pennsylvania District are 3-Months' Men, which depart at some time during the game. This means that for every 3 manpower lost from combat or marching, 2 of them are 3-Months' Men, so the Union player should lose 2 less manpower of 3-Months' Men at a later point in the game. In the Northeastern Virginia District, approximately 1/3 of the manpower is 3-Months' Men which leave during the game; so 1 in 3 manpower should be considered lost from 3-Months' Men which leave later in the game.

If this rule is used, the Union player must keep track of how much manpower he loses (for any reason except 3-Months' Men losses) from both armies. For every 3 manpower lost from the Pennsylvania District, he may deduct 2 from the number of manpower he is next scheduled to lose according to the chart above. Similarly, for every 3 manpower lost from the Northeastern Virginia District, he may deduct 1 from the number of manpower he is next scheduled to lose according to the chart above.

6.0 County Control

Checking For County Control

In the County Control Phase of each turn, and at the end of the game, the players must check to see which counties they each control.

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Each Turn (County Control Phase): The players check to see which player controls each of the counties on the map. Control is important for determining where RR movement (4.0) is possible during the remainder of the turn.

At the end of the game: Players again determine which player controls each county. Players may be awarded VP if they control certain counties during this segment.

How A Player Controls Counties

Counties may be controlled by either player, in one of two ways:

By "Occupation": Either player controls a county by "Occupation" if one of their infantry (not cavalry) units with a Manpower value of 2 or more occupies the control seat. In addition, that player must also have a combined Manpower value among all his units (including cavalry) in that county of at least 10. **Note**: These units do not need to be "in supply". **Exception**: If at least half the manpower being used to control the county are part of the Union "Pennsylvania District" (Patterson's army), the Union player must have 20 manpower in the county to control it.

By "Default": If the Union player does not fulfill the Occupation requirements listed above for a particular county, the Confederate player controls the county by "Default". **Exception**: If neither player fulfills the Occupation requirement for Jefferson County, Berkeley County, or a county in Maryland, the Union player controls that county by "Default".

Effects Of County Control

The effects of county control are listed below:

- A player may gain VP for controlling counties at the end of the game.
- RR movement is prohibited in counties that are enemy-controlled.
- Damaged or destroyed RR stations may not be repaired in enemy-controlled counties.

Control Seats

Control seats for counties are listed below:

Fairfax: Fairfax Court House (N5017)
Prince William: Manassas Junction (N4124)
Fauquier: Warrenton (N2426)
Loudoun: Leesburg (N3502, HCR W3533)
Warren: Front Royal (N0214)
Frederick (VA): Winchester (HCR W0330)
Clarke: Berryville (N3101, HCR 1332)
Jefferson: Harpers Ferry (HCR WW2521)
Berkeley: Martinsburg (HCR W1314)

7.0 Substitute Units

The Union and Confederate players have six "substitute" infantry regiments each.

Detachment

Either player may detach one or more substitute infantry regiments from a marching infantry unit as long as the unit has a Manpower value of 2 or more.

How To Detach

To detach, a player places a substitute in the same hex as the unit from which it detaches and assigns it a Manpower value. A Strength marker equal to the Manpower value assigned to the substitute is placed under it. The substitute's Manpower value is subtracted from the parent unit's Manpower value, and the parent unit is assigned a new Strength marker, on the same side as the one it replaces, reflecting its reduced value.

Placement Of Detached Units

A detached substitute may be placed in the hex in which an active infantry unit begins its march or in any hex entered by the active unit during its march. After a substitute is placed on the map, the active unit may continue its march (but the substitute may not move further during this action). After placement, substitutes function normally.

Detachment Restrictions

Counter Limits: The number of substitutes provided in the game is a strict limit. If all substitutes are currently in use, no more may be used. However, if substitutes reattach to other units, they are removed from the map and again become available for use.

Size: After detaching a parent unit must have a minimum Manpower value of 1. Substitute units must be assigned a Manpower value from 1 to 3.

Determining Status Of Detachments

Fatigue: If a substitute is placed in the hex in which an active unit begins a march, the substitute is assigned a Fatigue marker equal to the active unit's Fatigue Level before it was selected to march. If a substitute is placed in any hex except the one in which the active unit begins a march, the substitute is assigned a Fatigue marker equal to the active unit's Fatigue Level at that moment.

Entrenchment: If an entrenched active unit detaches a substitute in the hex in which it begins a march, the substitute is assigned the same kind of entrenchment marker possessed by the active unit.

Disorganized, Demoralized, Exhausted: If an active unit has a disorganized Strength marker, is on its exhausted side, possesses a Demoralized marker, or possesses an Out of Supply marker, any substitute detached by this unit must possess the same characteristics.

Command: The owning player should note on a piece of paper the number of each substitute placed on the map and the command to which it belongs. (It belongs to the same command as the unit from which it detaches, but it may eventually attach to a unit of a different command.)

Attachment

In the Attachment Phase, a substitute (or a normal infantry regiment – see "Special Attachment") stacked in the same hex as a friendly unit may "attach" to that unit. As long as a substitute attaches to an infantry unit, it may attach to any friendly unit regardless of size or affiliation. Cavalry regiments and infantry brigades may not attach.

How To Attach

Remove attaching units and all accompanying markers from the map. The Manpower value of an attaching unit is added to the Manpower value of the unit to which it attaches; this unit receives a new Strength marker with an enhanced Manpower value.

Attachment Restrictions

Unity: A unit may not attach a portion of its strength to another unit. The whole unit must be attached (and the unit removed from the map).

Size: A unit may not attach to another unit if the addition of its Manpower value would raise the Manpower value of the unit remaining on the map above the following strengths:

- Infantry brigades may not be raised above a Manpower Value of 7.
- Infantry regiments may not be raised above a Manpower Value of 3.

Militia (Confederate player only): No unit that detaches from the Confederate militia brigades (Carson and Meem) may attach to any other unit except either Carson or Meem.

4th Division, Northeastern Virginia District (Union player only): No unit that detaches from any unit of the 4th Division of the Northeastern Virginia District (1/2 NJ, 1/3 NJ, and 41 NY), or any of these units themselves, may attach to any other unit except units of the 4th Division.

Determining Status After Attachment

Strength Marker: The unit to which a unit attached is assigned a new Strength marker on the same side (organized or disorganized) as the one it replaces. **Exception**: If the Manpower value of an attaching unit is greater than the Manpower value of the unit to which it attaches, the new Strength marker of the unit remaining on the map is placed on the same side as the attaching unit's Strength marker.

Fatigue, Exhaustion: If a unit attaches to a unit and the two units have different Fatigue Levels, the unit remaining on the map after attachment receives a Fatigue Level equal to the highest of the two levels. If a unit attaches to a unit and one of the units is exhausted and the other is on its normal side, the unit remaining on the map is flipped to (or remains on) its exhausted side.

Entrenchments: If an entrenched unit attaches to an unentrenched unit, the unit remaining on the map remains unentrenched. However, if an entrenched unit or unentrenched unit attaches to an entrenched unit, the unit remaining on the map remains entrenched.

Demoralized: If a unit attaches to a unit and at least one of the units is demoralized, the unit remaining on the map is assigned a demoralization level equal to the most severe level possessed by one of the units prior to attachment.

Supply: Supply status is determined by the supply status of the unit with the larger manpower. Thus the unit remaining on the map is out of supply if either:

- the unit being attached to was out of supply and possessed a manpower value at least equal to the attaching unit, or
- the attaching unit was out of supply and was greater in manpower than the unit to which it is attaching.

In all other cases, the unit remaining on the map is in supply.

Special Attachment

Both players' non-substitute infantry regiments may attach to any friendly infantry brigade unit as long as attachment rules are adhered to.

Substitutes and Artillery Values

If the players wish, they may transfer Artillery value points to or from detaching and attaching units. Artillery markers are provided to ease tracking of these changes to Artillery values.

Detachment: If a substitute detaches from a unit, it may be assigned some or all of the Artillery value points of the parent unit. If so, an Artillery marker equal to the Artillery value assigned to the substitute is placed under it. The substitute's Artillery value is subtracted from the parent unit's Artillery value, and the parent unit is assigned a new Artillery marker, reflecting its reduced value.

Attachment: If a unit attaches to another unit, assign the attaching unit's entire Artillery value to the unit to which it attaches. This unit receives a new Artillery marker with an enhanced Artillery value.

8.0 Supply

To function at full effectiveness, units must be in supply. Supply is determined during the Supply Phase, which occurs on the July 19th and 24th turns only. During the Supply Phase, first the Confederate player repairs RR stations (8.2), then both players determine supply status (8.3).

8.1 Depots

Several Union and Confederate depots begin the game on the map (the Union player also has one off-map depot). Depots act as supply sources for the player owning them. They have no Combat Value and may not be attacked, nor may they move or retreat. Units may enter a hex occupied by an enemy depot as long as no enemy units occupy that hex. At the moment a Damage or Destroy marker is placed in a RR station hex due to a "Burn RR Station" action, a depot in that hex is removed from the map and is considered destroyed. Players achieve Victory Points for this accomplishment. **Note**: Players may not destroy their own (friendly) depots.

8.2 RR Station Repair

At the beginning of each Supply Phase (which occurs on the July 19th and 24th turns only) the Confederate player may remove Damage or Destroy markers from RR station hexes. During each Supply Phase, he may either remove 3 Damage markers or 1 Destroy marker. RR stations may only be repaired if the county in which the RR station resides is not Union-controlled. The RR station's hex can not be Union-occupied or in a Union ZOC.

8.3 Supply Status

During the Supply Phase (which occurs on the July 19th and 24th turns only), both players must determine whether each of their military units is "in supply" or "out of supply". Players do not determine supply status for leaders.

A unit is in supply if, during a Supply Phase, it can trace a continuous path of road, pike, or RR hexes no more than 25 hexes in length (for Union units) or 15 hexes in length (for Confederate units) to a friendly depot. This path may not enter a hex containing an enemy infantry unit or enemy infantry ZOC (unless that ZOC is occupied by a friendly unit). It may enter a hex occupied by an enemy cavalry unit and enemy cavalry ZOC. It may cross a ford or ferry hexside, even if the river is currently unfordable.

The first hex of the path (from the unit's hex to an adjacent hex) does not need to be across a road, pike, or RR, but all other hexes after this must be.

For the supply status of certain Confederate units in the Supply Phase of July 19th, see special rule 11 in Scenario 6, and special rule 15 in Scenario 7.

Confederate RR Hex Path: The Confederate player must be able to trace a "RR Hex Path" for his depots to be usable during a Supply Phase. A "RR Hex Path" is a path of RR hexes from a hex containing a depot to SJW N2734 (**Note**: If the SJW south map is being used (see 12.0), this path must be traced to SJW S0833 or S4534). This path may not enter a hex occupied by a Union infantry unit under any type of entrenchment marker (Breastworks-Build, Abatis, or Breastworks-Complete). It may enter hexes occupied by unentrenched Union infantry units, entrenched or unentrenched Union cavalry units, and all Union ZOC. It may not enter a hex with a damaged or destroyed RR station. No railroad bridge along the path may be destroyed. If the Confederate player cannot trace a "RR Hex Path" for a depot during a Supply Phase, that depot is useless during that Supply Phase. Depots which are not usable are not removed from the map; but they cannot be used for supply purposes during that Supply Phase.

Note: For the depot in Winchester (HCR W0330) to be usable, the Confederate player must trace two paths: first, a path of road or pike hexes from Winchester to Front Royal (SJW N0214). This must follow the same rules as those listed above for "RR Hex Paths", except that it will be along road or pike hexes. Second, he must trace a "RR Hex Path" from Front Royal to SJW N2734.

In Supply: If a unit is in supply, it functions at full effectiveness and remains in supply until the next Supply Phase, at which time its supply status is checked again.

Out of Supply: Place an "Out of Supply" marker on a unit that is out of supply. This marker accompanies the unit wherever it goes until the unit regains "in supply" status in a Supply Phase or due to foraging (see 8.4), at which time the marker is removed. Out of supply units function normally in terms of movement and combat.

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However, they suffer penalties in steps 3 & 6 of the Recovery Phase. Also, they may suffer Manpower value loss.

Manpower Value Loss: If, during a Supply Phase, a unit which is *already* out of supply cannot achieve "in supply" status, its Manpower value is reduced by one. If the unit is not eliminated, its new Strength marker is placed on its disorganized side.

8.4 Foraging

In Step 2 of the Recovery Phase, both players may "forage" with any of their units that are out of supply and at Fatigue Level 0, 1, or 2. A unit may not forage at Fatigue Level 3 or 4, nor may it forage if it built a bridge, repaired a bridge or ferry, or entrenched in Step 1 of that phase. An exhausted unit may forage. Leaders may not forage. Players perform the following procedure for each foraging unit:

1. Roll a die and modify this roll by *adding the unit's current Fatigue Level*. (At Fatigue Level 0, the roll is not modified.) This roll may be further modified by other factors (see below).
2. If the modified roll is less than or equal to the Forage Value of the county the unit occupies (see below), the unit has successfully foraged and immediately regains "in supply" status. Its Out of Supply marker is removed, and the unit remains in supply until the next Supply Phase, at which time its supply status is determined normally.

Forage Modifier: If all six hexes adjacent to a foraging unit are enemy occupied, in an enemy ZOC (even if occupied by a friendly unit), or are hexes into which the foraging unit cannot move due to terrain restrictions, *1 is added* to the unit's forage roll.

Forage Values:

- All counties in Virginia (except the "Shenandoah Valley", see below): **4 (for Union units) / 5 (for Confederate units)**
- The Shenandoah Valley (Berkeley, Jefferson, Frederick (VA), Clarke, and Warren counties): **5 (for Union units) / 6 (for Confederate units)**
- All counties in Maryland: **4**

9.0 Harpers Ferry

In Scenario 7 of the Advanced Game, the players must determine whether Union units in and around Harpers Ferry (HCR W2521) are surrounded, and if so, whether or not they surrender. This determination takes place in the Harpers Ferry Phase.

How To Determine If Harpers Ferry Is Surrounded

In the Harpers Ferry Phase, every Union unit occupying Harpers Ferry/Bolivar (HCR W2521) *or within three hexes of hex W2521*, must attempt to trace a continuous path of road, pike, or RR hexes of unlimited length to any hex on the north or east mapedge. This path may not enter a Confederate-occupied hex or a Confederate ZOC unless that ZOC is occupied by a Union unit. (Remember that ZOC do not extend across unbridged/unforded minor and major river hexsides or into or out of mountain hexes unless across hexsides crossed by a road, pike, or RR. For example, a Confederate unit in hex W2621 does not exert a ZOC into hex W2521, W2620, or W2721.

How To Determine If Harpers Ferry Surrenders

If there are no Union units in or within three hexes of W2521, or all Union units in or within three hexes of W2521 can successfully trace such a path, no action is taken and play proceeds to the next phase. However, if at least one union unit cannot trace such a path, the Confederate player rolls two dice, combines the rolls into a single sum, and consults the Harpers Ferry Table. (The dice sum may be modified; see below.) If the modified dice sum is *11 or less*, the result is "no effect", and play proceeds to the next phase. If the modified dice sum is *12 or more*, the result is "surrender" (see below). The Confederate player may take a maximum of one dice roll per turn to attempt to achieve the surrender of Harpers Ferry.

Surrender Of Harpers Ferry

If the Confederate player achieves a "surrender" result, all Union units and leaders in or within three hexes of Hex W2521 which cannot trace a path of hexes to the north or east mapedge as previously described are immediately eliminated from play. The Union player loses VP if this occurs (see scenario victory conditions).

Harpers Ferry Table Modifiers

The Confederate player's Harpers Ferry Table dice roll is modified if any of the following conditions are in effect (all modifiers are cumulative):

+3	If a Confederate infantry unit with an Artillery Value of at least 1 occupies Hex W2620 (Naval Battery)
+1	If a Confederate infantry unit with an Artillery Value of at least 1 occupies Hex W2621 (Loudoun Heights)
+1	If a Confederate infantry unit with an Artillery Value of at least 1 occupies Hex W2420 (Bolivar Heights)

10.0 Morale

During the Advanced Game both players must keep track of the amount of manpower from each army which has retreated or routed. If a significant amount of manpower retreats or routs the army may panic.

10.1 The Morale Track

Both players keep track of their armies' morale on the Morale Track. Two counters are placed on the Morale Track for each army: a "Morale Marker" and a "Panic Point Marker". (**Note**: See the section below, "Armies", to see how armies are defined.) At the beginning of the Advanced Game the four Morale Markers are all placed on the "0" space of Morale Chart. The Panic Point Markers are placed at different points on the Morale Track (**Note**: See the section below, "Panic Points", to see where these markers are placed.) During the Action Cycle, an army's Morale Marker is moved each time any of its combat units retreats or routs:

- If a unit retreats, increase the Morale Marker by one space for each manpower of the unit(s) that retreat.
- If a unit routs, increase the Morale Marker by two spaces for each manpower of the unit(s) that rout.
- If a unit performs a cavalry retreat or voluntary retreat, the Morale Marker is not increased.
- Use the total manpower of the unit(s) before taking any combat or retreat losses. If a unit is completely eliminated in a retreat or rout, its manpower before taking any combat or retreat losses is still used to increase the Morale Marker.
- Only manpower values are used on the Morale Track, not combat values. (**Exception**: If a cavalry unit retreats or routs, use its combat value (½). If a single cavalry unit retreats, do not move the Morale Marker; but if two cavalry units retreat, or if one cavalry unit routs, move the marker by one).

If the Morale Marker for an army reaches or goes past the Panic Point for that army, the army may panic. Immediately after this happens, roll one die. If the result is 1 or 2, no action is taken. If the result is from 3 to 6, the army panics (**Note**: See below, "Effects of Panic", for what to do when an army panics.). If a unit retreats or routs when the Morale Marker is already past the army's Panic Point, roll a die to see if the army panics (as above). **Exception**: If the army's Morale Marker reaches a point that is 10 spaces above its Panic Point, the army panics automatically.

If an army panics, remove its Morale Marker and Panic Point Marker from the Morale Track. That army may not panic again during the game (although some of the effects of panic will apply to that army for the remainder of the game; see 10.4).

During each Recovery Phase, move all Morale Markers down to half of their current position on the Morale Track, dropping any fractions. For example,

if an army's Morale Marker is at 15 at the end of a day, it is moved down to 7 during the Recovery Phase.

10.2 Armies

"Armies", in this section, are determined by where a unit is on the map, not which command it belongs to. Both players have two armies: their Potomac Army and their Shenandoah Army. The armies are split as described below:

- Shenandoah "Army": All units in the following locations:
  - Washington County
  - Berkeley County
  - Jefferson County
  - Frederick (VA) County
  - Clarke County
  - Warren County
  - Loudoun County (only in hexes west of column 30xx, inclusive)
  - Fauquier County (only in hexes northwest of the line of hexes from SJW N1326 to SJW N2818, inclusive)
  - Rappahannock County
- Potomac "Army": All other units.

(**Note**: In Scenario 6, the Union "Shenandoah" army is not on the map. The Confederate "Shenandoah" army enters the map on Turn 3. However, units of the Confederate "Shenandoah" army are not considered part of the "Potomac" army until they are in the correct area (as described above.)

If the defender's units were attacked in one area and retreated into the other (for example, if they retreated from a hex in Clarke County (Shenandoah Army) to a hex in Loudoun County (Potomac Army)), the army which panics is the one which the unit occupied when it was attacked. In the example above, this would be the Shenandoah Army.

If an army panics (for example, the Potomac army), and units of the player's other army which did not panic (the Shenandoah army, in this example) enter the area of the army that did panic, these units (of the Shenandoah army) are considered to part of the panicked army, and are therefore under the effects of panic (see 10.4 below).

10.3 Panic Points

Each army's "Panic Point Marker" is placed on a different space at the beginning of the advanced game. These spaces are:

- Potomac Army (Union): 35
- Shenandoah Army (Union): 20
- Potomac Army (Confederate): 25
- Shenandoah Army (Confederate): 20

Several of these markers are moved during the course of the game, as described below:

- If at least 11 Confederate brigades occupy the "Potomac" area (see above, "Armies) at the end of any Reinforcement Phase, the Panic Point Marker for the Confederate Potomac Army is moved to the "35" space, and the Panic Point Marker for the Confederate Shenandoah Army is moved to the "15" space. If, at the end of any Reinforcement Phase following this, fewer than 11 Confederate brigades occupy the "Potomac" area, the Confederate Panic Point markers are moved back to their original positions.
- (Scenario 7 only) The Panic Point Marker for the Union Shenandoah Army is moved to the "15" space at the end of the Reinforcement Phase of July 21st, and then moved to the "10" space at the end of the Reinforcement Phase of July 23rd. (**Note**: If at least 25 manpower of Union units occupy the "Shenandoah" area (see above, Armies) at the end of the Reinforcement Phase of July 23rd or of any day following, the Panic Point Marker is moved back up to the "15" space.)

10.4 Effects of Panic

There are two effects of panic:

1. For the remainder of the game, the player subtracts 1 from his combat die rolls when units of the panicked army are involved, whether he is attacking or defending. This is in addition to other modifiers.
2. For the remainder of the current turn in which "Panic" occurs, as well as the entire following turn, the following rules apply:
   A. Units of the panicked army may not force march. They may perform extended march, and may even march beyond Fatigue Level 4 (see below).
   B. Units of the panicked army may perform a "Retreat" march action. This is not an ordinary retreat after combat but a specific type of march. Units may perform a "Retreat" march as a "March" action, or as part of an "Activate Leader" action. (If an "Activate Leader" action is performed, either all or none (but not some) of the units activated must perform a "Retreat" march. The player must declare whether he is performing a "Retreat" march in Step 2 of the "Activate Leader" action, before he determines his units' movement allowance.) If a unit performs a "Retreat" march, it gains two bonuses:
      1. It subtracts 3 from its extended march die roll. However, all other modifiers are applied normally.
      2. The unit may march even if it is at Fatigue Level 4. If it is at Fatigue Level 4, place an additional Fatigue Level 1 marker under it (to indicate Fatigue Level 5). If it is already at Fatigue Level 5, flip the additional Fatigue Level 1 marker to its "2" side, indicating Fatigue Level 6. If a unit from a panicked army is attacked and receives an "f", "F", or "D" result, its Fatigue marker is moved past Fatigue Level 4 as far as required, up to Fatigue Level 6. (**Note**: Units which are involved in the retreat/rout when the army panics do not have their fatigue level increased beyond 4 for that retreat. They may go to Fatigue Level 5 or 6 in subsequent attacks, however.) Units marching to Fatigue Level 5 or 6 are treated as if they were going to Fatigue Level 4 on the Extended March Table. During the Recovery Phase, all units have their second Fatigue marker (at Level 1 or 2) removed and then recover normally.

      To perform a "Retreat" march, the player's units must adhere to three rules:
      1. They may not attack.
      2. They may not enter an enemy ZOC. (They may enter an enemy ZOC if there is no other way to exit the hex.)
      3. They may not end their march further away from their "destination", which varies between armies:
         - Confederate units may not end a "Retreat" march farther from the south edge of the SJW north map.
         - Units of the Union Potomac Army may not end a "Retreat" march farther from hexes N5809-5817.
         - Units of the Union Shenandoah Army may not end a "Retreat" march farther from one of two "destinations": either hexes HCR W1401-3101, or HCR W3101-W3121 (see "Note" below).

      Units do not need to march closer to their "destination". Therefore a unit may end a march at the same distance from its "destination" that it started. In addition, it may move further away from its "destination" during its march, as long as it does not end its march further away.
      (**Note**: The Union Shenandoah army has two "destinations". At the moment that a unit performs a "Retreat" march, the player may select one of these two destinations, and ignore the other. He may select a different destination for each "Retreat" march.

A player's units from a panicked army may attack only if they are at Fatigue Level 3 or less. The results of the attack may increase their Fatigue Level up to 6.

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11.0 Night March

Night marches allow a player several free initiatives at the beginning of the Action Cycle.

11.1 Attempting a Night March

During the Night March Determination Phase, both players may attempt a night march. A night march may be attempted by an "army" (see 10.2). To attempt a night march, the player rolls one die and consults the Night March Table (below). If he receives a "Success" result, he may perform the night march. If he receives a "Failure" result, he may not perform a night march during the current day (although he may try again on any other day). A player may attempt a night march with both of his armies (Potomac and Shenandoah) during the same day. If both players attempt a night march on the same day, the night marches must be attempted in the following order:

1. Union Potomac army
2. Confederate Shenandoah army
3. Confederate Potomac army
4. Union Shenandoah army

If the Union Potomac or Confederate Shenandoah army successfully performs a night march, the opposing army (Confederate Potomac or Union Shenandoah) may not attempt a night march during that day. If armies from both the Shenandoah and Potomac armies are able to perform night marches in the same day, the Potomac army performs the night march first.

Players may only perform a maximum of one night march per army per game. If an army successfully completes a night march it may not perform another one for the duration of the game.

Night March Table

1-4 Success
5+ Failure

Modifiers:

+2 If the Confederate Potomac army or Union Shenandoah army attempts a night march
+1 If the player has Command Paralysis (see 2.2) in the current day
-1 If all of the player's units attempting the night march were at Fatigue Level 0 at the beginning of the last Recovery Phase (i.e., these units did not move in the previous day). (**Note**: A player may use this modifier even if all of his units in an army were not at Fatigue Level 0. He must declare before he rolls the die, however, if he is using the modifier; and if the night march succeeds, he may only use units that were at Fatigue Level 0, even if the modifier was not necessary to get the "Success" result.)

11.2 Performing a Night March

If a night march succeeds, the player's **army** automatically wins the first initiative die rolls of the current turn (no dice are rolled). Only units from this army may move during these free initiatives. If the Union Potomac army performs a night march it gets three free initiatives; all other armies from both sides get two free initiatives.

The player does not have to use all of the free initiatives that he has. After he has used all of the initiatives he wishes to use (regardless of whether he has used all, some, or none of them), initiative is determined normally; and the player who had the night march is free to move any unit he could normally move if he wins the initiative.

The following restrictions apply during these free initiatives:

- Only an "Activate Leader" action may be performed. No single-unit activations are permitted.
- No unit may move twice (i.e., no unit which moves in the first initiative may move in the second or third initiatives, etc.). (**Note**: Any leader may be used in more than one initiative, provided that he activates different units during each initiative.)
- No unit may attack (although units may move into one enemy ZOC – see below). Cavalry units may not perform cavalry retreats.
- Only one enemy ZOC may be entered (although this hex may be in the ZOC of enemy units in multiple hexes). After one unit has moved into an enemy unit's ZOC, other units may not move into any other enemy ZOC (including other ZOC of the same enemy unit, or other enemy ZOC which had already been occupied). However, other units moving during the night march (in the current or any following initiatives of it) are free to move into the one ZOC which has just been occupied.
- No unit may move from one enemy ZOC to another.

12.0 Using The SJW South Map (Optional)

Although both scenarios of the Advanced Game use only the north SJW map, players may add on the south SJW map if they feel the need. In this case, the following changes are made to the rules and setup:

- The Confederate infantry brigade Holmes is placed on the map in S4624 (Water Tower). He may not activate or entrench until July 18. After that he may activate and entrench normally. Ignore the special rule titled "Holmes", which describes how Holmes comes onto the map as a reinforcement.
- A Confederate depot is placed in S4328 (Fredericksburg).
- In the second Reinforcement Phase after a Union infantry unit occupies Stafford or Culpeper counties, the Confederate player may place the infantry brigade Ruggles, with a manpower value of 2, on the south mapedge of the south SJW map from S4233 (Massaponax Church) to S5833, or on the east mapedge from S5824 to S5833. Ruggles is placed at Fatigue Level 0, on his exhausted side.
- When the Confederate player is placing Richmond Reinforcements, he must be able to trace a path of RR hexes to S0833 or S4534 (not N2734). For this game, the railroad runs from S4328 (Fredericksburg) to S4427 (Chatham) across a bridge, although the map does not show this. In addition, the railroad runs from S1028 to S1128 (Rapidan Station) across a bridge, although the map does not show this.
- If a Confederate army panics and the Confederate player performs a "Retreat" march (see 10.0), Confederate units must end this march closer to the south edge of the SJW south map.
- The following are control seats for counties on the SJW south map:
  Culpeper: Culpeper (S1418)
  Stafford: Stafford Court House (S4520)
  Spotsylvania: Spotsylvania Court House (S3734)
  Orange: Orange Court House (S0832)
- The following Victory Conditions are added to the scenario:
  +30 If the Union player controls Orange County at the end of the game
  +25 If the Union player controls Spotsylvania County at the end of the game
  +23 If the Union player controls Culpeper County at the end of the game
  +15 If the Union player controls Stafford County at the end of the game

  Note: If the Union player controls more than one of the four above counties (or Loudoun, Prince William, or Fauquier counties) at the end of the game, he is awarded VP only for the county with the highest VP award. However, if he also controls either Frederick (VA) or Warren counties, he is awarded VP for this county also.
  -10 If the Union player controls or occupies one of the above counties and cannot trace a line of occupied counties up to and through both Fairfax and Prince William counties (**Note**: For a county to be "occupied" as described above, a Union infantry unit of at least 2 manpower must occupy the county seat. The Union player need not control the county. In addition, if the Union player occupies Prince William County as is described in the third Victory Condition of scenarios 6 & 7, it is considered "occupied" here.)
  +3 If the Confederate depot at Fredericksburg (S4328) is destroyed

Scenario 6: The Bull Run Campaign

NOTES: This scenario covers the period from when McDowell's army first advanced through the conclusion of the campaign. Although the Union army had retreated into Washington by July 22nd, the scenario continues through July 28th to give the players the opportunity to continue longer if neither army panics.

MAP: SJW north map (**Note**: The SJW south map may be added on. See 12.0 of the advanced rules.)

GAME LENGTH: 13 turns, July 16 to July 28, 1861.

SPECIAL RULES:

1. *Turn 1 Movement*: On Turn 1, only Union units may activate or entrench. However, if a Union unit moves within 3 hexes of any of a Confederate unit's startup hex, the unit(s) in that hex may activate or entrench freely.
2. *Turn 2 Movement*: On Turn 2, all units may activate or entrench except for Hunton. (Therefore Hunton may not move on turns 1 or 2).
3. *Turn 3 Movement*: On Turn 3, all units may activate freely.
4. *Union Set-Up*: All Union units of the Northeastern Virginia District ("V") begin the game off-map. On Turn 1, the Union player must initiate "Activate Leader" actions to place these units on the map. In each "Activate Leader" action, he must activate a division leader, and select all units of that leader's division, and bring them all on the map during that action. (**Exception**: He must initiate a march action to bring Palmer on the map.) Each unit must pay a certain number of movement points (MP) to be placed on the map in its entrance hex. These MP costs and entrance hexes for these units are listed below:

Division	MP Cost	Entrance Hex
1st (Tyler)	1^	N5815
2nd (Hunter)	3*+	N5817 (Barcroft's Mill)
Palmer	5^	N5817 (Barcroft's Mill)
5th (Miles)	2*	N5818 (Urquhart's Tavern)
3rd (Heintzelman)	1*	N5821 (Mt. Olivet Church)

^ - These units are placed on the map at Fatigue Level 1.
* - These units are placed on the map at Fatigue Level 2.
+ - McDowell is placed with Hunter's division.

Note: The Fatigue Level listed above is the Fatigue Level the unit is assigned in that Action Phase, *not* the Fatigue Level the unit was at before it entered the map. For example, at the end of the Action Phase in which Hunter's division enters the map, Hunter's brigades will be at Fatigue Level 2, not Fatigue Level 3.
If a unit does not possess enough MP to pay the above cost, it is placed in its "Entrance Hex", ending its march as if it had made a minimum move of one hex. If a unit has remaining MP after placement, it may continue its march.

5. *Union 4th Division, NEV*: The three units of the 4th Division of the Northeastern Virginia District, "1/2 NJ", "1/3 NJ", and "41 NY", begin the game off-map. At the beginning of Turn 3, the Union player may place them on the map in any hex on the east mapedge from N5816 (Munson's Hill) to N5822. They are placed at Fatigue Level 0, on their normal sides.
6. *Confederate Reinforcements*: All Confederate units of the Shenandoah District ("S"), and Stuart, begin the game off-map. On Turn 3, the Confederate player must initiate an "Activate Leader" action or a march action to place each unit on the map. Each unit must pay a certain number of movement points (MP) to be placed on the map in its entrance hex. These MP costs and entrance hexes for these units are listed below:

Division	MP Cost	Entrance Hex
Jackson, Bee, Bartow	3	N0501 or N0401
Elzey, Smith	4	N0601
Stuart	6	N0601

Note: All units are placed on the map at Fatigue Level 1. Johnston may be placed with any unit which he activates. He may activate up to three infantry units to bring them on the map. Johnston may activate units, bringing them on the map, but remain off-map himself. Then, in a later action, he may activate additional off-map infantry units. However, he may not activate units which have been placed on the map while he is off-map, and once he has been placed on the map, he may not activate any units which are still off-map.
If a unit does not possess enough MP to pay the above cost, it is placed in its "Entrance Hex", ending its march as if it had made a minimum move of one hex. If a unit has remaining MP after placement, it may continue its march.

7. *Holmes*: The infantry brigade Holmes is placed on the map in the Reinforcement Phase of Turn 4. Holmes may be placed in any of the following hexes: SJW N3534, 3633, 4033, 4134, 4334, 5033, or 5134 (Dumfries). Holmes is placed on his exhausted side at Fatigue Level 1.
8. *Off-Map Depot*: The Union player has one off-map depot (place this depot off the east mapedge). For supply purposes, this depot is 6 hexes from the east mapedge (from N5816 (Munson's Hill) to N5822).
9. *RR Stations Destroyed*: Place "Destroy" markers on the following RR stations:
   - N5220 (Burke's Station)
   - N5620 (Springfield)
   - N5214 (Vienna)
   - N4913 (Hunter's Mill Station)
10. *Three-Months' Men*: If a Three-Months Men Stay result occurs on the Random Events Table, the Union player rolls a die: if the result is 1-4, it occurs normally; if it is 5-6, it is ignored.
11. *Confederate Supply on July 19th*: All Confederate units of the Shenandoah District ("S"), Stuart, and Hunton, are "In Supply" in the Supply Phase of July 19th, regardless of their proximity to a friendly depot.

Victory Conditions:

The Union player gains and loses VPs for the following occurrences at the end of the game:

VP	Reason
+20	If the Union player controls Fauquier County at the end of the game (**Note**: These VP are reduced to 10 if the Union player does not also control or occupy Prince William County according to either of the *two* (+17 or +15) Victory Conditions below.)
+17	If the Union player controls Prince William County at the end of the game
+15	If the Union player occupies Prince William county with at least 10 manpower but does not control it, *and* a Union unit occupies any hex adjacent to Manassas Junction (N4124), *and* a Union unit occupies Bristoe Station (N3726) at the end of the game
+8	If the Union player occupies Prince William county with at least 10 manpower but does not control it, *and* a Union unit occupies any hex adjacent to Manassas Junction (N4124)) at the end of the game
+6	If the Union player occupies Prince William county with at least 10 manpower but does not control it) at the end of the game **Note**: The four Victory Conditions above are for Prince William County. The Union player may only gain VP for one of them (the one with the highest VP award).
+4	If the Union player controls Loudoun County at the end of the game **Note**: If the Union player controls or occupies more than one of the three above counties (Fauquier, Prince William, or Loudoun) at the end of the game, he is awarded VP only for the county with the highest VP award.
-15	If the Confederate player controls Fairfax County at the end of the game, and at least 10 Confederate manpower occupy the county (**Note**: Remember that the Confederate player controls this county automatically if the Union player does not. However, to gain these VP, the Confederate player must control the county *and* occupy it with at least 10 manpower.)
+6	If the Confederate depot at Manassas Junction (N4124) is destroyed

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+1 If the RR station at Bristoe Station (N3726) is destroyed at any time during the game
+1 If the RR station at Warrenton Junction (N3131) is destroyed at any time during the game
-10 If the Union Potomac army panics at any time during the game
+8 If the Confederate Potomac army panics at any time during the game (**Note**: This is changed to +10 if at least 11 Confederate brigades occupy the Potomac area at the time the army panics; see 10.0 of the advanced rules.)
Note: These VP's may only be counted once. For example, if the Union Potomac army panics on July 22nd and again on July 24th, the Union player loses 10 (not 20) VP. In addition, the maximum VP the Union player may gain from Confederate panic is 10. For example, if the Confederate Potomac army panics under its 8 VP condition and later panics under its 10 VP condition, the Union player gains 10 (not 18) VP.
+1 For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
-1 For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

Union VP	Winner
26 or more	Union Decisive Victory
18 to 25	Union Substantive Victory
11 to 17	Union Marginal Victory
3 to 10	Confederate Marginal Victory
-5 to 2	Confederate Substantive Victory
-6 or less	Confederate Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Hunton	Regt	P	Inf	1	N3502 (Leesburg)
Bonham	Brig	P	Inf	7+	N5017 (Fairfax Court House)
Radford	Regt	-	Cav	1%	N5017 (Fairfax Court House)
Munford	Regt	-	Cav	1%	N5017 (Fairfax Court House)
Ewell	Brig	P	Inf	5+	N5020 (Fairfax Station)
Cocke	Brig	P	Inf	6+	N4318 (Centreville)
Evans	Brig	P	Inf	2	N4312 (Frying Pan)
Early	Brig	P	Inf	4	N4322
Jones	Brig	P	Inf	4	N4323
Beauregard	District	P	Ldr	-	N4124 (Manassas Junction)
Longstreet	Brig	P	Inf	4	N4124 (Manassas Junction)
Camp Pickens	-	-	Redoubt	-#	N4124 (Manassas Junction)
Heavy Artillery	Regt	P	Art	1	N4124 (Manassas Junction)
Depot	-	-	-	-	N4124 (Manassas Junction)
Johnston	District	S	Ldr	-	See Special Rule 6
Bartow	Brig	S	Inf	5	See Special Rule 6
Bee	Brig	S	Inf	6	See Special Rule 6
Jackson	Brig	S	Inf	5	See Special Rule 6
Elzey	Brig	S	Inf	4	See Special Rule 6
Smith	Brig	S	Inf	5	See Special Rule 6
Stuart	Regt	-	Cav	1%	See Special Rule 6
Holmes	Brig	FB	Inf	2	See Special Rule 7
8 LA	Regt	-	Inf	1	See 4.2, Richmond Reinforcements
11 NC	Regt	-	Inf	1	See 4.2, Richmond Reinforcements
6 NC	Regt	-	Inf	1	See 4.2, Richmond Reinforcements
13 MS	Regt	-	Inf	1	See 4.2, Richmond Reinforcements
5 NC	Regt	-	Inf	1	See 4.2, Richmond Reinforcements
Hampton Legion	Regt	-	Inf	1	See 4.2, Richmond Reinforcements

Confederate Set-Up (cntd)

6 SC	Regt	-	Inf	1	See 4.2, Richmond Reinforcements
9 SC	Regt	-	Inf	1	See 4.2, Richmond Reinforcements
12 MS	Regt	-	Inf	1	See 4.2, Richmond Reinforcements
9 LA	Regt	-	Inf	1	See 4.2, Richmond Reinforcements

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Tyler	Div	1-V	Ldr	-	See Special Rule 4
Schenck-A	Brig	1-V	Inf	5	See Special Rule 4
Sherman	Brig	1-V	Inf	6	See Special Rule 4
Keyes	Brig	1-V	Inf	5	See Special Rule 4
Richardson	Brig	1-V	Inf	6	See Special Rule 4
McDowell	District	V	Ldr	-	See Special Rule 4
Hunter	Div	2-V	Ldr	-	See Special Rule 4
Porter	Brig	2-V	Inf	6	See Special Rule 4
Burnside-A	Brig	2-V	Inf	6	See Special Rule 4
Palmer	Regt	-	Cav	1%	See Special Rule 4
Miles	Div	5-V	Ldr	-	See Special Rule 4
Blenker	Brig	5-V	Inf	6	See Special Rule 4
Davies	Brig	5-V	Inf	6	See Special Rule 4
Heintzelman	Div	3-V	Ldr	-	See Special Rule 4
Franklin-A	Brig	3-V	Inf	6	See Special Rule 4
Willcox-A	Brig	3-V	Inf	6	See Special Rule 4
Howard	Brig	3-V	Inf	6	See Special Rule 4
1/2 NJ	Regt	4-V	Inf	3*	See Special Rule 5
1/3 NJ	Regt	4-V	Inf	3*	See Special Rule 5
41 NY	Regt	4-V	Inf	2*	See Special Rule 5
Depot	-	-	-	-	See Special Rule 8
McCunn	Brig	(-)	Inf	6	See 4.1, Washington Reinforcements
Couch	Brig	(-)	Inf	6	See 4.1, Washington Reinforcements
McCall	Brig	(-)	Inf	7	See 4.1, Washington Reinforcements

* 4-V units (1/2 NJ, 1/3 NJ, and 41 NY) are placed on the map on Turn 3 (see Special Rule 5).
% All cavalry units are permanently on their disorganized sides. See Basic Rule Changes, 2.2, "Cavalry".
+ Bonham, Ewell, and Cocke begin the game under Breastworks Complete markers.
# Reference Basic Game Rules section 9.0 for the permanent redoubt Camp Pickens.

HEADQUARTERS ARMY OF THE POTOMAC,
Manassas, Va., July 25, 1861.
Soldiers of the Confederate States:
One week ago a countless host of men, organized into an army, with all the appointments which modern art and practical skill could devise, invaded the soil of Virginia. Their people sounded their approach with triumphant displays of anticipated victory. Their generals came in almost royal state; their great ministers, senators, and women came to witness the immolation of our army and the subjugation of our people, and to celebrate the result with wild revelry.
It is with the profoundest emotions of gratitude to an overruling God, whose hand is manifest in protecting our homes and our liberties, that we, your generals commanding, are enabled, in the name of our whole country, to thank you for that patriotic courage, that heroic gallantry, that devoted daring, exhibited by you in the actions of the 18th and 21st, by which the hosts of the enemy were scattered and a signal and glorious victory obtained.
The two affairs of the 18th and 21st were but the sustained and continued effort of your patriotism against the constantly-recurring columns of an enemy fully treble your numbers, and their efforts were crowned on the evening of the 21st with a victory so complete, that the invaders are driven disgracefully from the field and made to fly in disorderly rout back to their intrenchments, a distance of over thirty miles.
They left upon the field nearly every piece of their artillery, a large portion of their arms, equipments, baggage, stores, &c., and almost every one of their wounded and dead, amounting, together with the prisoners, to many thousands. And thus the Northern hosts were driven from Virginia.

J. E. JOHNSTON, General, C. S. Army.
G. T. BEAUREGARD, General, C. S. Army.

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Scenario 7: The Virginia Campaign

NOTES: This scenario covers the same time period as Scenario 6. In addition, however, the two armies in the Shenandoah Valley (Johnston's and Patterson's) are included with the addition of the HCR west map.

MAPS: SJW north map, HCR west map (**Note**: The SJW south map may be added on. See 12.0 of the advanced rules.)

GAME LENGTH: 14 turns, July 15 to July 28, 1861.

SPECIAL RULES:

1. *Turn 1 Movement*: Only units which begin the game on the HCR west map may activate or entrench on Turn 1. No other units may activate or entrench on Turn 1.
2. *Turn 2 Movement*: On Turn 2, all units may activate or entrench except Confederate units in the Potomac District (Beauregard's units), and the cavalry units Radford and Munford. However, if a Union unit moves within 3 hexes of any of these units' startup hexes, the unit(s) in that hex may activate or entrench freely.
3. *Turn 3 Movement*: On Turn 3, all units may activate or entrench except for Hunton. (Therefore Hunton may not move on turns 1-3).
4. *Turn 4 Movement*: On Turn 4, all units may activate freely.
5. *Union Set-Up*: All Union units of the Northeastern Virginia District ("V") begin the game off-map. On Turn 2, the Union player must initiate "Activate Leader" actions to place these units on the map. In each "Activate Leader" action, he must activate a division leader, and select all units of that leader's division, and bring them all on the map during that action. (**Exception**: He must initiate a march action to bring Palmer on the map.) Each unit must pay a certain number of movement points (MP) to be placed on the map in its entrance hex. These MP costs and entrance hexes for these units are listed below:

Division	MP Cost	Entrance Hex
1st (Tyler)	1^	N5815
2nd (Hunter)	3*+	N5817 (Barcroft's Mill)
Palmer	5^	N5817 (Barcroft's Mill)
5th (Miles)	2*	N5818 (Urquhart's Tavern)
3rd (Heintzelman)	1*	N5821 (Mt. Olivet Church)

^ - These units are placed on the map at Fatigue Level 1.
* - These units are placed on the map at Fatigue Level 2.
+ - McDowell is placed with Hunter's division.

Note: The Fatigue Level listed above is the Fatigue Level the unit is assigned in that Action Phase, not the Fatigue Level the unit was at before it entered the map. For example, at the end of the Action Phase in which Hunter's division enters the map, Hunter's brigades will be at Fatigue Level 2, not Fatigue Level 3.
If a unit does not possess enough MP to pay the above cost, it is placed in its "Entrance Hex", ending its march as if it had made a minimum move of one hex. If a unit has remaining MP after placement, it may continue its march.

6. *Union 4th Division, NEV*: The three units of the 4th Division of the Northeastern Virginia District, "1/2 NJ", "1/3 NJ", and "41 NY", begin the game off-map. At the beginning of Turn 4, the Union player may place them on the map in any hex on the east mapedge from N5816 (Munson's Hill) to N5822. They are placed at Fatigue Level 0, on their normal sides.
7. *Confederate Movement Restrictions in the Shenandoah Valley*: During turns 1 through 3, none of the Confederate units which begin the game within one hex of Winchester (HCR W0330), and the cavalry regiment Stuart, may move into or through the line of hexes running northeast from SJW N0103. This line of hexes runs through SJW N0202 (Mennonite Church), SJW N0302, HCW W0731 (Spout Spring Mill), HCR W1328 (Clifton), etc. In addition, these units may not cross the Potomac River. If a Confederate unit is forced to retreat out of this area during turns 1 through 3, it must attempt to move back into the area if it is activated again during those turns. Confederate units are released from these restrictions at the beginning of Turn 4, or at the moment a Union unit moves into this line of hexes.
8. *Confederate Movement Restrictions in Maryland*: Confederate units may not move or attack into any hex in column 31xx in Maryland, or into any hex in Maryland east of this. If a unit is forced to retreat into this area, the Confederate player must attempt to move it out of this area when it is activated again.
9. *Holmes*: The infantry brigade Holmes is placed on the map in the Reinforcement Phase of Turn 5. Holmes may be placed in any of the following hexes: SJW N3534, 3633, 4033, 4134, 4334, 5033, or 5134 (Dumfries). Holmes is placed on his exhausted side at Fatigue Level 1.
10. *Off-Map Depot*: The Union player has one off-map depot (place this depot off the east mapedge). For supply purposes, this depot is 6 hexes from the east mapedge (from N5816 (Munson's Hill) to N5822).
11. *Bridge Destroyed*: Place a "Bridge Destroyed" marker on the bridge from HCR W2521 (Harpers Ferry) to HCR W2620 (Naval Battery). Remember that a ferry still exists at this location (see Basic Game Rules).
12. *RR Stations Destroyed*: Place "Destroy" markers on the following RR stations:
    - N5220 (Burke's Station)
    - N5620 (Springfield)
    - N5214 (Vienna)
    - N4913 (Hunter's Mill Station)
    - HCR W2521 (Harpers Ferry)
    - HCR W2018 (Duffields Depot)
    - HCR W1514 (Opequon Station)
    - HCR W1307 (North Mountain Depot)
13. *Patterson's Change of Base*: Patterson was moving his supply base from Hagerstown to Harpers' Ferry during this time. Therefore, the rules below are added for supplying Union units in the Valley area:
    - The Union player places a Depot marker on the Turn Track on July 18 turn. At the beginning of the July 18 turn, he places this depot in HCR W2721 (Sandy Hook).
    - In the July 19 Supply Phase the depot at Hagerstown functions normally, but units can trace "Supply Paths" of no more than 10 hexes to the Sandy Hook depot.
    - In the July 24 Supply Phase the depot at Sandy Hook functions normally, but units can trace "Supply Paths" of no more than 10 hexes to the Hagerstown depot.
14. *Patterson's Command Posture*: Before the game begins, the Union player must determine Patterson's "Command Posture". He rolls one die, and checks the result below:

1-3 Timid
4-5 Cautious
6 Aggressive

- If Patterson is "Timid", then no units of the Pennsylvania District, and the cavalry regiment Thomas, may move off of the HCR west map, move into row xx30 on the HCR west map, or attack HCR W0329 or HCR W0330 (Winchester), for the duration of the game.
- If Patterson is "Cautious", then the restrictions above are used until the second day after less than 15 manpower of Confederate units are north of row xx03 on the SJW north map. At that point, all restrictions on Patterson are removed, except that Patterson's units may not enter Warren County, Fauquier County, or Prince William County west of column 32xx. On the second day after the this, all restrictions are removed. (For example, at the end of July 18th, only 10 manpower of Confederate units occupy Winchester, and all other units are in row xx03 or farther south. On July 20th, Patterson would be partially released, and on July 22nd, Patterson would be fully released.)
- If Patterson is "Aggressive", he has no movement restrictions. Each "Command Posture" has a separate Victory Condition (see below).

For a game with some "Fog of War", the Union player should write down Patterson's Command Posture on a scrap of paper and conceal it from the Confederate player. However, players may choose to decide Patterson's Command Posture at the beginning of the game in order to play the game a certain way; or the Union player may choose Patterson's Command Posture without rolling a die. In any case, the game will be balanced, as long as the appropriate Victory Condition is used.

15. *Confederate Supply on July 19th*: Any units which start the game within one hex of Winchester, and Stuart, are automatically "In Supply" in the Supply Phase of July 19th if they can trace a "Supply Path" (see 8.3 of the advanced rules) during the Reinforcement Phase of *July 18th* (the day Johnston is released). Hunton is "In Supply" in the Supply Phase of July 19th, regardless of his proximity to a friendly depot

Victory Conditions:

The Union player gains and loses VPs for the following occurrences at the end of the game:

VP	Reason
+20	If the Union player controls Fauquier County at the end of the game (Note: These VP are reduced to 10 if the Union player does not also control or occupy Prince William County according to either of the *two* (+17 or +15) Victory Conditions below.)
+17	If the Union player controls Prince William County at the end of the game
+15	If the Union player occupies Prince William County with at least 10 manpower but does not control it, *and* a Union unit occupies any hex adjacent to Manassas Junction (N4124), *and* a Union unit occupies Bristoe Station (N3726) at the end of the game
+8	If the Union player occupies Prince William County with at least 10 manpower but does not control it, *and* a Union unit occupies any hex adjacent to Manassas Junction (N4124)) at the end of the game
+6	If the Union player occupies Prince William County with at least 10 manpower but does not control it) at the end of the game **Note**: The four Victory Conditions above are for Prince William County. The Union player may only gain VP for one of them (the one with the highest VP award).
+4	If the Union player controls Loudoun County at the end of the game **Note**: If the Union player controls or occupies more than one of the three above counties (Fauquier, Prince William, or Loudoun) at the end of the game, he is awarded VP only for the county with the highest VP award. However, if he also controls either Frederick (VA) or Warren counties (see below), he is awarded VP for this county also.
+5	If the Union player controls either Frederick (VA) or Warren counties at the end of the game
-15	If the Confederate player controls Fairfax County at the end of the game, and at least 10 Confederate manpower occupy the county (Note: Remember that the Confederate player controls this county automatically if the Union player does not. However, to gain these VP, the Confederate player must control the county and occupy it with at least 10 manpower.)
-3	If the Confederate player controls either Berkeley or Jefferson counties at the end of the game
-6	If at least 12 Confederate infantry manpower occupy any hexes in Maryland at the end of the game (Note: These VP are reduced to 3 if the Union player controls Prince William, Fauquier, Warren, Jefferson, or Frederick (VA) counties at the end of the game.)
+6	If the Confederate depot at Manassas Junction (N4124) is destroyed
+1	If the RR station at Bristoe Station (N3726) is destroyed at any time during the game
+1	If the RR station at Warrenton Junction (N3131) is destroyed at any time during the game
+2	If the Confederate depot at Winchester (HCR W0330) is destroyed
-2	If the Union depot at Sandy Hook (HCR W2721) is destroyed
-1	If the Union depot at Hagerstown (HCR W2502) is destroyed
-10	If the Union Potomac army panics at any time during the game
-4	If the Union Shenandoah army panics at any time during the game
+8	If the Confederate Potomac army panics at any time during the game (Note: This is changed to +10 if at least 11 Confederate brigades occupy the Potomac area at the time the army panics; see 10.0 of the advanced rules.)
+5	If the Confederate Shenandoah army panics at any time during the game (Note: This is changed to +3 if at least 11 Confederate brigades occupy the Potomac area at the time the army panics; 10.0 of the advanced rules.) **Note**: These VP's may only be counted once. For example, if the Union Shenandoah army panics on July 20th and again on July 22nd, the Union player loses 4 (not 8) VP. In addition, the maximum VP the Union player may gain from Confederate panic is 13. For example, if the Confederate Shenandoah army panics under its 5 VP condition and later the Confederate Potomac army panics under its 10 VP condition, the Union player gains 13 (not 15) VP.
+1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
-1	For each point of Union Manpower value lost in combat, retreat, cavalry retreat, or due to the surrender of Harpers Ferry (not in extended march, force march, or moving from one enemy ZOC to another)
-0	If Patterson's Command Posture is "Timid" (see Special Rule 14)
-1	If Patterson's Command Posture is "Cautious" (see Special Rule 14)
-3	If Patterson's Command Posture is "Aggressive" (see Special Rule 14)

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

Union VP	Winner
26 or more	Union Decisive Victory
18 to 25	Union Substantive Victory
11 to 17	Union Marginal Victory
3 to 10	Confederate Marginal Victory
-5 to 2	Confederate Substantive Victory
-6 or less	Confederate Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Hunton	Regt	P	Inf	1	N3502 (Leesburg)
Bonham	Brig	P	Inf	7+	N5017 (Fairfax Court House)
Radford	Regt	-	Cav	1%	N5017 (Fairfax Court House)
Munford	Regt	-	Cav	1%	N5017 (Fairfax Court House)
Ewell	Brig	P	Inf	5+	N5020 (Fairfax Station)
Cocke	Brig	P	Inf	6+	N4318 (Centreville)
Evans	Brig	P	Inf	2	N4312 (Frying Pan)

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Confederate Set-Up (cntd)

Early	Brig	P	Inf	4	N4322
Jones	Brig	P	Inf	4	N4323
Beauregard	District	P	Ldr	-	N4124 (Manassas Junction)
Longstreet	Brig	P	Inf	4	N4124 (Manassas Junction)
Camp Pickens	-	-	Redoubt	-#	N4124 (Manassas Junction)
Heavy Artillery	Regt	P	Art	1	N4124 (Manassas Junction)
Depot	-	-	-	-	N4124 (Manassas Junction)
Johnston	District	S	Ldr	-	HCR W0330 (Winchester)
Carson	Brig	-	Inf	2	HCR W0330 (Winchester)
Depot	-	-	-	-	HCR W0330 (Winchester)
Bartow	Brig	S	Inf	5	HCR W0229
Bee	Brig	S	Inf	6	HCR W0229
Jackson	Brig	S	Inf	5	HCR W0329
Meem	Brig	-	Inf	3^	HCR W0329
Elzey	Brig	S	Inf	4	HCR W0429
Smith	Brig	S	Inf	5	HCR W0429
Stuart	Regt	-	Cav	1%	HCR W0820 (Bunker Hill)
Holmes	Brig	FB	Inf	2	See Special Rule 9
8 LA	Regt	-	Inf	1	See 4.2, Richmond Reinforcements
11 NC	Regt	-	Inf	1	See 4.2, Richmond Reinforcements
6 NC	Regt	-	Inf	1	See 4.2, Richmond Reinforcements
13 MS	Regt	-	Inf	1	See 4.2, Richmond Reinforcements
5 NC	Regt	-	Inf	1	See 4.2, Richmond Reinforcements
Hampton Legion	Regt	-	Inf	1	See 4.2, Richmond Reinforcements
6 SC	Regt	-	Inf	1	See 4.2, Richmond Reinforcements
9 SC	Regt	-	Inf	1	See 4.2, Richmond Reinforcements
12 MS	Regt	-	Inf	1	See 4.2, Richmond Reinforcements
9 LA	Regt	-	Inf	1	See 4.2, Richmond Reinforcements

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Tyler	Div	1-V	Ldr	-	See Special Rule 5
Schenck-A	Brig	1-V	Inf	5	See Special Rule 5
Sherman	Brig	1-V	Inf	6	See Special Rule 5
Keyes	Brig	1-V	Inf	5	See Special Rule 5
Richardson	Brig	1-V	Inf	6	See Special Rule 5
McDowell	District	V	Ldr	-	See Special Rule 5
Hunter	Div	2-V	Ldr	-	See Special Rule 5
Porter	Brig	2-V	Inf	6	See Special Rule 5
Burnside-A	Brig	2-V	Inf	6	See Special Rule 5
Palmer	Regt	-	Cav	1%	See Special Rule 5
Miles	Div	5-V	Ldr	-	See Special Rule 5

Union Set-Up (cntd)

Blenker	Brig	5-V	Inf	6	See Special Rule 5
Davies	Brig	5-V	Inf	6	See Special Rule 5
Heintzelman	Div	3-V	Ldr	-	See Special Rule 5
Franklin-A	Brig	3-V	Inf	6	See Special Rule 5
Willcox-A	Brig	3-V	Inf	6	See Special Rule 5
Howard	Brig	3-V	Inf	6	See Special Rule 5
1/2 NJ	Regt	4-V	Inf	3*	See Special Rule 6
1/3 NJ	Regt	4-V	Inf	3*	See Special Rule 6
41 NY	Regt	4-V	Inf	2*	See Special Rule 6
Depot	-	-	-	-	See Special Rule 10
Patterson	District	P	Ldr	-	HCR W1314 (Martinsburg)
Cadwalader	Div	1-P	Ldr	-	HCR W1314 (Martinsburg)
Thomas	Brig	1-P	Inf	5	HCR W1314 (Martinsburg)
Williams	Brig	1-P	Inf	4	HCR W1314 (Martinsburg)
Longenecker	Brig	1-P	Inf	4	HCR W1314 (Martinsburg)
Keim	Div	2-P	Ldr	-	HCR W1314 (Martinsburg)
Wynkoop	Brig	2-P	Inf	3	HCR W1314 (Martinsburg)
Negley	Brig	2-P	Inf	4	HCR W1314 (Martinsburg)
Abercrombie	Brig	2-P	Inf	5	HCR W1314 (Martinsburg)
Sandford	Div	3-P	Ldr	-	HCR W1314 (Martinsburg)
Stone	Brig	3-P	Inf	5	HCR W1314 (Martinsburg)
Butterfield	Brig	3-P	Inf	5	HCR W1314 (Martinsburg)
11 IN	Regt	P	Inf	1	HCR W1314 (Martinsburg)
Thomas	Regt	-	Cav	1%	HCR W1314 (Martinsburg)
3 PA	Regt	2-P	Inf	1	HCR W2004 (Williamsport)
4 CT	Regt	2-P	Inf	1	HCR W2502 (Hagerstown)
Depot	-	-	-	-	HCR W2502 (Hagerstown)
McCunn	Brig	(-)	Inf	6	See 4.1, Washington Reinforcements
Couch	Brig	(-)	Inf	6	See 4.1, Washington Reinforcements
McCall	Brig	(-)	Inf	7	See 4.1, Washington Reinforcements

* 4-V units (1/2 NJ, 1/3 NJ, and 41 NY) are placed on the map on Turn 4 (see Special Rule 6).
% All cavalry units are permanently on their disorganized sides. See Basic Rule Changes, 2.2, "Cavalry".
+ Bonham, Ewell, and Cocke begin the game under Breastworks Complete markers.
^ Meem begins the game under a Fort Complete marker.
# Reference Basic Game Rules section 9.0 for the permanent redoubt Camp Pickens.

Confederate fortifications at Manassas, Va., March 1862 photograph

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The Game as History

November, 1860 – May, 1861

In late June of 1861, in and around Alexandria, Virginia, (ALX 0605), the largest army that has ever been seen on the American continent is being assembled. By the time it is ready to advance, it will number around 35,000 men. While it is small by comparison with armies later in the American Civil War, it is a demonstration of the change which has happened in the United States within the past seven months. In November, 1860, a nation at peace with itself holds a presidential election. The winner of this election is Abraham Lincoln, from the newly formed Republican Party. Lincoln believes that slavery is morally wrong, and the Republican Party's platform calls for the containment of the institution of slavery where it exists. This convinces many in the slave-holding southern states that their way of life can no longer be maintained, and on December 20, South Carolina secedes from the union. By February 1, 1861, six others states follow: Mississippi, Florida, Alabama, Georgia, Louisiana, and Texas. They form a new government, the "Confederate States of America," and elect Jefferson Davis as their president. On April 12, the first battle between troops of the newly-formed Confederacy and those of the United States begins in the harbor of Charleston, South Carolina, at Fort Sumter; and the next day Fort Sumter surrenders to the Confederacy. Following this, through April and May, four more states secede and join the Confederacy (Virginia, Tennessee, Arkansas, and North Carolina). Across the country, regiments are now being raised on both sides.

May 23 – July 14, 1861

On May 24, General Winfield Scott, 74-years old and the hero of the Mexican War, gives orders that some of the newly-arrived regiments of volunteer soldiers in Washington, D.C. (several thousand men) are to march over the bridges across the Potomac River, into Virginia, to take Alexandria. The few Confederate soldiers there evacuate the city, and the first Union advance into Virginia is a success.

With the threat of the growing Union army around Washington and Alexandria, Confederate regiments begin to be sent to Manassas (N4124) to prevent a deeper incursion into southern territory. The Confederate commander in the Manassas area is the hero of Fort Sumter, General Pierre G. T. Beauregard. He begins organizing the incoming troops, and preparing to defend behind Bull Run, some few miles northeast of Manassas, against the expected Union advance. The rail junction at Manassas is of great importance because the Manassas Gap Railroad, which runs west from the junction, allows rapid movement of troops between that place and the Shenandoah Valley. If it is lost, any troops going between Manassas and the Valley will be forced to march the entire way. By June 3, Beauregard has about 6,000 troops; by June 20, with about 15,000 troops, he feels strong enough to organize his force into six brigades. He leaves three of these brigades behind Bull Run, sends three to advance positions in front of Bull Run, and awaits an advance by the Union forces in Washington.

In the Shenandoah Valley, a second Confederate army is being formed at Harpers Ferry (HCR W2521). It is under the command of a colonel in the Virginia militia, Thomas J. Jackson. Jackson's force is about 5,000 men by late May. He is not unopposed, however; since late April another Union army has been assembling in southern Pennsylvania. This is commanded by Robert Patterson, an aging Pennsylvania militia general. Although he served directly under Winfield Scott in the war with Mexico from 1846-1848, his talents are much more in the realm of finance and business; he is not the best choice for command of an independent army. Nevertheless, having been given command over the "Department of Pennsylvania," which included that state, Delaware, and portions of Maryland, he sets about organizing the quickly forming militia regiments (mostly from Pennsylvania) into brigades, and by early June has assembled an army of over 10,000 men at Chambersburg (RTG N0929). On June 15 the army marches south and occupies Hagerstown (HCR W2502), and on June 17, Cadwalader's division marches across the Potomac at Williamsport (HCR W2004) into Virginia. However, on the same day, General Scott, back in Washington, orders Patterson to send back to Washington the few regular troops in his army (two batteries and several regiments of infantry). Patterson complies; but with no artillery and his best troops gone, he orders Cadwalader back to the Maryland side of the river. Thus ends Patterson's first occupation of southern territory.

The Confederate situation at Harpers Ferry is more precarious than Patterson imagines. On May 23, General Joseph E. Johnston, who was one of the highest ranking officers in the U.S. army before leaving for the Confederacy, is assigned to the command of Harpers Ferry, and begins organizing brigades out of the regiments which have been training there. However, Johnston feels that Harpers Ferry is an indefensible position. While Jackson occupied the heights on the Maryland side (HCR W2620) some weeks earlier, preventing any federal force from bombarding the town from that vantage point, if Patterson were to move south and advance on Harpers Ferry from the west, the Confederate forces could easily be cut off from the rest of Virginia. With that in mind Johnston telegraphs the Confederate capital in Richmond, Virginia, that he wants official sanction before he gives up Virginia soil and retreats to Winchester (HCR W0330). However, with the news that Patterson is preparing to move across the Potomac, he gives orders to leave, after sending all of the rifle-making machinery south, and destroying the bridge to Maryland Heights. On June 15 the army marches out of Harpers Ferry, and on the 16th, while still on the march, Johnston receives the official authorization from Richmond. On June 18 the main portion of the army camps around Winchester, with Jackson's brigade in an advance position at Martinsburg (HCR W1314).

North of the Potomac, Patterson is preparing to move again within a few days. With some of his regular troops returning, news that Harpers Ferry has been evacuated by the Confederates, and the promise of support by a brigade of troops under Charles P. Stone which has marched out from Washington to Poolesville (HCR E4431), Patterson once again prepares to cross the Potomac. On June 30, he assembles his troops at Williamsport (HCR W2004), and two days later, on July 2, they march across the Potomac. Jackson moves forward to Falling Waters (HCR W1607), and after a sharp skirmish withdraws, having discovered that Patterson is indeed crossing the Potomac with a large force. Johnston, in the meantime, is advancing from Winchester to support Jackson, and goes into camp at Darkesville (HCR W1018), where Jackson meets him on July 3. Having recently formed his army, and with his ammunition supply still low, Johnston is not interested in attacking Patterson's force, but is quite willing to fight a defensive battle if Patterson will advance. Patterson, however, contents himself with occupying Martinsburg, and puts his army into camp there. When Patterson fails to attack, Johnston waits for a few days and then falls back to Winchester. Stone, having marched up from Poolesville, arrives on Maryland Heights (HCR W2620) on July 2, finds the place empty of Confederate troops and moves up the Potomac on the Maryland side to reinforce Patterson.

Back in Washington, changes in leadership have occurred. Earlier, in April, Winfield Scott had assigned all troops in Washington, D.C. to Joseph Mansfield, a 57 year old colonel in the Regular Army. However, once troops crossed the Potomac, they were out of his department; so a new department was created of all troops south of the Potomac, and General Irvin McDowell, who was only a major in the Regular Army before the war, is given command on May 27. Throughout the month of June, regiments are received, brigades are created, and plans are made on how a coordinated advance can be made against the Confederate positions by both McDowell and Patterson. The final plan, agreed to on June 29, is for McDowell to advance three columns from the Alexandria area, of 10,000 men each, with a reserve of 10,000. After moving out of Alexandria, they will cross the Occoquan River southeast of where Beauregard's men are, turning the Confederate right, and hopefully forcing either an evacuation of the Manassas area or a battle where the Confederates will not be fighting behind their prepared entrenchments. McDowell wants to avoid a headlong assault on fixed fortifications with his green troops. Supporting this movement, Patterson needs to tie down Johnston's army in the Valley, because McDowell doubts whether he will be able to win a battle against the combined armies of both Beauregard and Johnston. McDowell himself doesn't expect an overwhelming victory, one that could win the war, in the upcoming campaign. His objective is not Richmond, but merely Manassas. He hopes that once Manassas is taken, the Confederates will fall back to a line on the Rappahannock River.

The date of the advance is set for July 8, but this means a good deal of organization will have to take place quickly. On June 26 McDowell has only 14,000 men in his department (not including Mansfield's forces, between 10,000 – 15,000, in Washington). In addition to the large number of men which will have to be assembled in the Alexandria area, the supply problems are immense. In this army, as with the others on both sides forming in the Virginia area, one of the largest difficulties proves to be finding an adequate number of wagons to distribute supplies to the thousands of men now assembling in one area. In addition, McDowell's staff will be faced with the problem of using their few wagons to

supply an army that, once on the march, might move unpredictably from one location to another at little or no notice.

McDowell's infantry certainly is green, and his supply line will be shaky; but at least his artillery is reliable. While the regular army numbered a mere 16,000 men at the outbreak of the war, this included 48 artillery batteries, of about 150 men each, spread around the county. Whatever else the army might lack, it is well supplied with trained artillerists. When McDowell's army leaves Alexandria, it is accompanied by 9 of these regular army batteries.

In reality, the July 8 advance date proves to be unrealistic. McDowell is forced to delay until July 13, and even then he is not ready; a few days more will be required to put everything together. This extra time allows more troops to arrive. In addition to the three columns which had been planned (now divisions, under the commands of generals Daniel Tyler, David Hunter, and Samuel Heintzelman), and the fourth reserve division, under General Theodore Runyon, a fifth division is formed, and Colonel Dixon S. Miles is put in command of it.

The longer the advance is delayed, the larger another of McDowell's problems becomes: Many of the Union regiments enlisted directly after April 15, in response to Lincoln's call at that time for 75,000 men to serve for three months' time. Now, they have nearly finished their time of service. Nearly all of them will be going home in the later weeks of July. Patterson's army is almost completely made up of three-months' men, and about a third of McDowell's men are also three-months' regiments. So any advance will have to be done quickly. If new regiments have to be raised, the campaign might be delayed for several months. With all of the northern newspapers calling out "Forward to Richmond!" and the people of the north, many within the government – including President Lincoln – urging McDowell to push his army out on a campaign, this is not an option.

Patterson is also preparing for his part in the upcoming campaign. Reinforced with a few more regiments and the brigade under Colonel Stone, he forms another division under Charles Sandford, an older militia general who had command of the forces occupying Alexandria (under Winfield Scott), before McDowell was given command of the area.

All told, Patterson counts about 20,000 men in his ranks, while McDowell has about 35,000. Opposing them, Beauregard has a mere 17,000, and Johnston, 15,000. Given good coordination, good generalship, and hopefully some good luck, McDowell and Patterson can reasonably expect to inflict a substantial defeat upon the Confederates.

July 15 – 17, 1861

On July 15, McDowell is still not quite ready to put his army on the road. But Patterson is, and he sets off from Martinsburg towards Johnston's army at Winchester, and arrives at Bunker Hill (HCR W0820) the same day. He encounters little resistance – only a brief skirmish with the Confederate cavalry. However, he is already becoming concerned that a large portion of his army will leave within a week. In his opinion, few will be convinced to stay for even a few more days.

On July 16, McDowell's troops finally set out from their encampments around Alexandria. The march goes uneventfully and by nightfall Tyler's division has reached Vienna (N5214), Miles' has reached Annandale (N5618), Hunter's has reached N5718, and Heintzelman's has reached N5231. These are all the locations that McDowell had assigned. Runyon's fourth reserve division will follow after the main portion of the army to maintain a presence on McDowell's supply line.

On July 17, McDowell hopes to steal a march on Beauregard and surround and capture a full brigade. The target is Bonham's brigade, encamped at Fairfax Court House (N5017). Tyler's division will march south to Germantown (N4917), Miles will march to the south of Fairfax Court House and then turn north, while Hunter will continue straight ahead, directly toward Bonham. But Bonham is ready; in fact, he has received news several days earlier about the date the Federals would advance, and has forwarded that news on to Beauregard. Early on the morning of July 17, his scouts report the Federals are advancing on three roads. Since he has orders from Beauregard to fall back if pressed by "superior force," Bonham quietly orders his brigade out of their entrenchments, and Burnside's brigade of Hunter's division finds an empty camp upon entering the town.

If McDowell has failed to capture a brigade, at least the Confederates show no signs of trying to hold their position. Heintzelman also finds Ewell's camp empty when Wilcox's brigade enters Fairfax Station (N5020) later that day, so he pushes on to Sangster's Station (N4721) before nightfall. The rest of the army camps to the north, several miles short of Centreville (N4318).

During this second day of marching, the army's "volunteer" character is beginning to show. Many of the men stop to refill their canteens at any opportunity, fall out of line to pick blackberries, or otherwise demonstrate that they are not used to a soldier's life and a soldier's discipline. McDowell believes this is at least part of the reason his men failed to capture Bonham's brigade. There is no way he can turn back now, and give his troops more time to become real soldiers. But there is at least the consolation that the Confederate commanders cannot claim to have troops of any longer service than his. Before McDowell advanced, he protested to Lincoln about the poor quality of the troops in his army. Lincoln replied, "You are green, it is true, but they are green also; you are all green alike."

Back in the Valley, Patterson has become hesitant. Rather than advancing with his whole army on Winchester, he sends a reconnaissance toward that town on July 16, and then on July 17 moves his army to Charlestown (HCR W1924), from where he begins to send the Pennsylvania regiments home as their terms expire. As he had feared, most of the regiments will not stay; some refuse to serve an hour beyond their enlistment time.

Meanwhile, on the Confederate side, telegrams are flying frantically. Once Beauregard knows that McDowell is on the move, he telegraphs Richmond that he needs reinforcements. In addition to any regiments that the government can order up from deep in the South, he hopes that they will allow General Holmes, who with a couple thousand men has command of the entire stretch of Virginia coastline south to Yorktown, to move to reinforce him; Holmes has a thousand men just north of Fredericksburg (S4328) who would be able to reach the Manassas area in a few days. More importantly, however, Beauregard wants Johnston's army in the Shenandoah to come to his aid. Without Johnston, Beauregard has little hope of winning a battle against McDowell's army, and he knows it. When he finally receives word late in the evening of July 17 that Johnston has been ordered to abandon the Valley and move his army to Manassas, he is afraid that the decision has been made too late. McDowell will likely attack him the next day, and they will have to "fight him and sell our lives as dearly as possible."

July 18, 1861

Johnston has always been aware that he might be called to join Beauregard, and when the order comes at 1 AM on July 18, it finds him ready to act. The morning is spent getting the troops ready to march. JEB Stuart, in command of Johnston's cavalry, informs him by 9 AM that Patterson is not moving. By noon, Jackson's brigade is on the march south, followed soon after by Johnston's other four brigades, and by nightfall, Jackson has reached Paris (N1510). Stuart so effectively screens the movement that Patterson has no idea that the army he has been ordered to keep occupied has just disappeared on him. Johnston orders the two militia commanders, Carson and Meem, to stay and defend Winchester, but "to fall back if the enemy should approach in force." They have no reason to fear; the only war Patterson is waging is telegraphically with Winfield Scott in Washington. Scott is trying by any means to get Patterson to move, while Patterson is trying to convince Scott he is doing all he can, which is more than enough. In fact, on July 18, he telegraphs Scott regarding Johnston that "I have kept him actively employed, and by threats and reconnaissances in force caused him to be re-enforced."

If Patterson is stuck in one place, at least McDowell is not. On the morning of July 18 he rides south to join Heintzelman to determine where the division will cross the Occoquan and move on Beauregard's right flank. He also leaves orders for Tyler to "keep up the impression that we are moving on Manassas." Upon arriving at Sangster's Station, he looks over the terrain with Heintzelman and is not pleased by what he sees. In fact, the terrain is so bad he decides to call off the movement towards the Confederate right. In his words, "the roads were too narrow and crooked for so large a body to move over, and the distance around too great to admit of [the movement] with any safety." Instead, he decides the army will have to go around the Confederate left, where the terrain is more open.

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While McDowell is spending the morning with Heintzelman, Tyler is busy interpreting McDowell's orders to "keep up the impression that we are moving on Manassas." His advance brigade, under Colonel Richardson, marches through Centreville (N4318), which the Confederates have evacuated, and then marches south to Blackburn's Ford (N4220). There are obviously some Confederates behind Bull Run, but Tyler is unsure of how many. Manassas is only a few miles away, and he has visions of seizing the ford and moving into Manassas that afternoon. After all, the Confederates have yet to attempt to hold a position. With that in mind, he orders Richardson's brigade forward to "feel out" the position. Unfortunately for Tyler, there are more Confederates behind Blackburn's Ford than Richardson can handle. Specifically, Longstreet's entire brigade is directly behind the ford, and shortly after Richardson sends his men forward, Beauregard orders two regiments of Early's brigade to support Longstreet. Not only can't Richardson dislodge the Confederates, some of them advance across the ford and rout one of his regiments. Sherman's brigade arrives soon after Richardson pulls back from the ford, but Tyler decides not to press the issue; he has already considerably exceeded McDowell's order. When McDowell arrives at Tyler's position later in the afternoon, he is displeased for the second time that day, this time with Tyler's conduct. Tyler has given the Confederates a victory, however small, and the effect is sure to dampen the spirits of the Union army and raise the enemy's.

July 19, 1861

July 19 is a quiet day, at least for the Union troops. McDowell decides to give his troops a rest after the march from Alexandria. The supply wagons arrive and replenish the brigades' food; some units have gone through their food considerably faster than expected, this being the first time they had ever been on a campaign. Meanwhile, McDowell tries to formulate a plan to assault the Confederate left flank, and sends reconnaissances to see what routes he could use to get over or around Bull Run without a head-on assault.

Johnston arrives at Piedmont Depot (N1615) on the night of July 18 ahead of his troops and spends the time organizing rail transportation for them. It will not be easy, since there is only one locomotive on the line. However, Jackson's brigade, which arrives at Piedmont Depot at 6 AM in the morning, is loaded and sent to Manassas, arriving eight hours later; with the train immediately returning to Piedmont Depot to pick up more troops. Finally, Beauregard's outnumbered army is receiving substantial reinforcements. Given a little more time, he might even number as many men in his army as there are in the Union army across Bull Run.

July 20, 1861

On July 20 McDowell finally has his plan ready. However, due to the time it has taken to find out where the roads actually lead, and the fact that McDowell wants to begin the operation under cover of darkness, the men will not move until the early morning of July 21. On the evening of July 20, McDowell explains the plan to his generals: Tyler will march his division to the Stone Bridge (N3919), demonstrate there, and, if possible, secure the bridge. Meanwhile, Hunter and Heintzelman will follow Tyler to Cub Run (N4118), turn off to the north on one of the roads discovered during McDowell's reconnaissances, follow it as it leads around the Confederate left and over Bull Run, march south along the southern side of Bull Run and attack the first Confederates they meet. Miles' division, with Richardson's brigade temporarily attached, will remain in the Centreville area, and by demonstrating on the north side of Bull Run, attempt to keep Confederate units from moving to the left flank.

Johnston's units continue to creak their way toward Beauregard's army on the Manassas Gap Railroad. On July 20, portions of first Bartow's and then Bee's brigades arrive in Manassas; Johnston himself comes with Bee's brigade. Technically, Johnston is superior to Beauregard; but because Beauregard knows the terrain, and Johnston has not examined it, he defers to Beauregard. And Beauregard has been making plans: With the addition of the troops from the Shenandoah, and Holmes' brigade from Fredericksburg, there are now roughly 28,000 Confederate troops in the Bull Run area, opposed by about 30,000 Union troops in and around Centerville. With these reinforcements, Beauregard prepares to go on the offensive on the morning of July 21 – the same time McDowell will be moving against him.

Beauregard's plan is based on the condition that he can actually send his army forward. With eleven Confederate brigades now in the Bull Run area, any orders to conduct an offensive have to be sent to each of the brigade commanders, and coordinated amongst them. If Beauregard had organized his troops into divisions earlier, as McDowell had done, his job would have been much easier. Instead, this reorganization all has to be done in less than a day. In the evening of the 20th, he prepares a lengthy order, breaking up his entire command, and those of Johnston and Holmes, into five "divisions" of two brigades each, with a reserve of two additional brigades. The orders are for all Confederate brigades, apparently beginning with those on the right (the order is not clearly worded), to cross Bull Run and engage the Union army around Centerville. After Centerville has fallen, the orders include directions for a movement on Fairfax Court House by two of the "divisions," with the other three supporting as necessary. However, the commanders of the new "divisions" are not notified of their new commands. The orders state that brigades will move "according to circumstances" with the divisions keeping their flanks together "according to the nature of the country." The order even refers to brigades which still have not arrived from the Shenandoah. Last, instead of stating a time for the attack, the order repeatedly notes that "the order to advance will be given by the commander-in-chief." It is an order that even a veteran army would have been hard-pressed to execute, and the newly appointed Confederate commanders will find it impossible.

July 21, 1861

When Beauregard's order is finally signed by Johnston at 4:30 AM on the 21st, the Federal advance is already beginning. It was supposed to have started at 2:00 AM, but McDowell expected a bit too much out of his green troops; Schenck (Tyler's lead brigade) does not reach the Stone Bridge (N4018) and begin his demonstration until just after 6:00 AM. But Beauregard's confusing order has thrown everything into chaos on the Confederate right, so no Confederates are advancing to disrupt McDowell's plans. Out of all of the Confederate brigades, only Longstreet's, D.R. Jones', and Ewell's are to make it across Bull Run that morning. Beauregard tries desperately to resuscitate his plan even as cannon fire can be heard on the Confederate left, while Johnston chafes under what he believes to be a bad decision. He wants to ride to the left flank and see the situation personally. Slowly, Beauregard comes to realize what is happening. First, at 5:30, when he receives news from Evans that northern troops (Tyler's division) are massing in his front, he sends word to Evans and Cocke to "maintain their position to the last extremity." Then, at 7:00, while Beauregard still waits for firing on the Confederate right, which would indicate that his brigades have engaged the enemy, Bee and Bartow are given orders to march their brigades and support Evans at the Stone Bridge. Jackson also is given orders at the same time to march to a position between Cocke and Bonham and support either as necessary. At 9:00, news comes from a signal tower on the left that Union columns have been sighted crossing Bull Run two miles to the north of the Stone Bridge – meaning that Northern troops have actually marched around the Confederate left flank. Beauregard responds by sending orders for Bee and Jackson to advance north of the Stone Bridge, and for the newly-arrived "Hampton Legion," 600 men organized by the planter Wade Hampton, also to march to the threatened left. Then, at 10:30, Ewell sends news to Beauregard that he has just received the orders for the general offensive and is crossing Bull Run. Beauregard finally realizes just how little his "offensive" has progressed. With the sounds of a heavy battle coming from the left flank, he orders all brigades north of Bull Run to recross to the south bank. Finally, at 11:00, as the firing continues to grow on the Confederate left, Johnston has had enough, and turns to Beauregard, saying, "The battle is there. I am going!" Beauregard quickly gives orders for Early, Holmes, and part of Bonham's brigade to move north, while he and Johnston ride to the sound of the battle.

Meanwhile, on the Confederate left, Evans, a born fighter, has been in a desperate engagement since the morning. At 6:00, when the first shells are fired from one of Schenck's cannons, signaling that Tyler is beginning his demonstration, Evans has only about 1,000 men on his side of the Stone Bridge (N3919). Tyler soon has about 6,000 opposing him (Schenck's and Sherman's brigades). Instead of displaying his entire command, Evans sends a few skirmishers down to Bull Run and keeps the rest of his men hidden. Tyler contents himself with keeping up an artillery barrage, to which Evans responds with his two cannon. Then, about 9:00, Evans receives word from a signal tower that his left is turned. With confirmation from skirmishers he had posted at Sudley Ford (N3718), he knows now that Tyler's division is not the main Union force. So, instead of withdrawing his men – which he would have been completely justified in doing, based on the odds now against him – he leaves a few hundred men to keep up the show for Tyler and goes with the rest of his command to try to stall the Union advance north of the Stone Bridge.

Marching to Matthews Hill (N3719), Evans deploys his command just before Hunter's division appears in his front at 9:15, with Burnside's brigade in the lead. After forcing Hunter to deploy both brigades (totaling about 6,000 men), Evans orders one of his two regiments – the "Louisiana Tigers" – forward on what he knows to be a hopeless charge – but one that might buy some time. The attack comes as a surprise to Hunter, but his men quickly repulse it, and 48 of the Tigers are casualties. However, during the attack, Bee's brigade arrives to bolster Evans, followed soon afterwards by Bartow's. Together, Bee and Bartow have about 2,800 men. Hunter's division has been thrown into some confusion by the attack of the Louisiana Tigers, and in fact Hunter himself has been wounded and command turned over to Porter. However, all three Confederate generals know it is only a matter of time before their still-outnumbered line will be attacked; or, even worse, Porter might be reinforced by yet more troops, making their position completely untenable. So at 10:30, they launch an attack by all three of their brigades straight into the Union line. Burnside and Porter have no trouble stopping them. Meanwhile, back at the Stone Bridge, Sherman has discovered another ford just north of the bridge and has taken his brigade across there, virtually unopposed by the few men Evans had left behind in the area. Moving west, Sherman encounters the right of the attacking Confederate brigades just as Porter and Burnside are mounting a counterattack, and sends his own men in to attack the disorganized Confederates. By 11:00, as the lead units of Heintzelman's division are completing their flank march and joining Porter and Burnside, the Confederate troops are fleeing Matthews Hill in disorder. Evans, Bee, and Bartow have bought two hours for the Confederacy, but now it appears that this has all been in vain. McDowell thinks the battle is won. He now has Hunter's division, two brigades (Franklin's and Wilcox's) of Heintzelman's division, and Sherman's brigade north of Henry House Hill (N3819 & N3919), with the rest of Tyler's division across the bridge. The only Confederates in sight have already been beaten once, and they are either running for their lives or clustered in small groups on the slopes of Henry House Hill (N3820) hoping to hold out against an advance by the entire Union army.

McDowell now halts the advance temporarily to put his units back in order as they have been thrown into some confusion by the Confederate attacks. This gives Confederate reinforcements precious time to arrive and form an organized line. The first is the Hampton Legion, marching up Matthews Hill just as Evans, Bee, and Bartow are retreating down it. Suddenly, Hampton finds the entire Union army focused on his little unit, and after taking a severe beating, he is forced to retreat to the foot of Henry House Hill. Just before noon, Jackson arrives with his brigade. Having marched to the battle of his own initiative – he has not received Beauregard's orders to advance to the Stone Bridge – he places his brigade on Henry House Hill, but does not advance into the battle which is still going on directly in his front. When Bartow rides up from the fighting and shouts, "General, they are beating us back!," Jackson, preparing to defend the position he now occupies, responds, "Sir, we'll give them the bayonet." Bee, looking up at Jackson's brigade on top of the hill, exclaims that Jackson is standing "like a stone wall." Although it is possible that he doesn't mean this in a complimentary fashion, since Jackson is not actually engaged in the battle, the result is that Thomas J. Jackson is known thereafter as "Stonewall" Jackson. Shortly afterwards, Bee leads one of his regiments in a charge to try to throw the Federals back. The attempt is hopeless; the Federal artillery tears through the regiment before it even reaches the enemy lines and the regiment breaks and runs, leaving Bee dead on the field. Apart from Jackson's brigade and the Hampton Legion, the Confederate line is in bits and pieces. Around noon, Beauregard and Johnston arrive and begin to reassemble the disorganized commands. While this is being done, Bartow is also killed while bringing his men into ranks beside Jackson's brigade. But a semblance of a line is finally formed once again. When this is done, both generals agree that it would be better for only one of them to direct operations on the front line while the other goes to the rear and directs the reinforcements to where they can be best used. Johnston, once again deferring to Beauregard, goes back to the Lewis House (N3920), a little less than a mile behind the main Confederate line.

By about 1:00 PM, the Confederates have managed to gather about 6,500 troops – of many different organizations – together on Henry House Hill to resist the impending Union onslaught. McDowell, with two brigades each of Hunter's, Heintzelman's, and Tyler's divisions, has about 15,000 men. Howard's brigade, ordered to the battle by McDowell at noon, is still marching along the flank route Hunter and Heintzelman have taken and has not yet arrived. Just after 1:00, McDowell at last resumes the offensive – but not with a general assault. Instead, believing that the hill is only occupied by a few shaky rebel units, he orders only Griffin's and Ricketts' regular army batteries forward. He thinks that after they have softened up the enemy line, he can send forward a charge which should finish off any remaining defenders. Griffin is concerned about going out in front of the Union line with no infantry support, but is assured by William F. Barry, McDowell's chief of artillery, that an infantry regiment, the 11th New York, will be right behind them. After advancing to the crest of Henry House Hill (the Confederates are a few hundred yards further back, in some woods), Griffin and Ricketts set up their batteries and begin shelling the Confederate line. But just as the 11th New York, with a few other small units, arrives on the right of the batteries, Jackson's entire brigade opens fire. Most of the Union infantry support fall back, although Ricketts and Griffin keep up their fire. Just then Colonel Cummings, commanding the 33rd Virginia regiment of Jackson's brigade, orders his men (contrary to Jackson's orders) out of the woods and toward the Union line. Griffin has two guns turned on them, loaded with canister, and is ready to fire, even though the Virginians are wearing blue uniforms (standard uniforms being non-existent in the armies at this point). But Barry, directing the two batteries, believes they are the promised Union infantry support, and have lost track of their position on the field. When the 33rd Virginia fires a volley into the batteries, however, there is no doubt left. Neither, for that matter, is there much of the batteries left. The first volley kills many of the artillerists and about half of their horses. After a few minutes of this fire, Griffin is forced to order his men to retire and leave the guns behind; Ricketts has been wounded and is captured as the Confederates overrun the batteries. Seeing what Cummings has done, Jackson orders the rest of his brigade forward to where the Union guns stand. What McDowell meant to be the final coup de grace has given the Confederates new life.

The next two hours of fighting – from 2:00 through 4:00 – are a confused struggle for the Union guns. Instead of ordering a general assault, McDowell sends a few regiments from one brigade forward to recapture the guns, and then the Confederates respond with a counter charge and re-capture them. All through the afternoon the story repeats itself. The few Union troops sent forward cannot maintain their hold on the batteries; regiments from both Franklin's and Willcox's brigades of Heintzelman's division go up the hill only to be driven back down later. On the Union left, Sherman also is given orders to send his brigade toward the Confederates– which he does, one regiment at a time, all of which are beaten back. Finally, at about 3:45, Howard's brigade arrives, and McDowell orders him to attack from the Union right. But Howard's men have made the long march during the hottest part of the day. Many have fallen out of the ranks, and the ones still remaining are exhausted. Howard sends his men forward, but they soon begin to fall back under a heavy Confederate fire, and Howard is forced to order his men to retreat, in an effort to keep his brigade in some semblance of order.

While Howard's brigade is the only reinforcement that McDowell has received during the afternoon, the Confederates can expect many more. Early, Holmes, and Ewell have all been given orders to march to the Confederate left, and none have arrived by 3:45, when Howard receives his order to attack. In addition, another Confederate brigade under Colonel Arnold Elzey has arrived by rail from the Valley at Manassas Junction at about 12:30, and is marching to the battle. (The brigade is actually commanded by Kirby Smith at this time; he has arrived without his brigade and is senior to Elzey.) The timing of the arrival of these brigades will be critical. Smith, upon reaching Johnston's headquarters, is told by Johnston, "Take them to the front. Go where the fire is hottest." Smith marches his brigade to the far left of the Confederate line, where he is wounded shortly after coming into range of the Union bullets, and Elzey takes command. Shortly afterward, Early also arrives and takes up position on Elzey's right. It is about 4:00 when Elzey leads his men down toward the Union army, and Early follows once he sees Elzey go forward. Elzey's men run directly into Howard's right, which is the right flank of the Union line. Howard's men have already attacked the Confederate line, and been driven back. They, along with many of the other Union troops, are not as anxious for battle as they had been earlier in the morning; at that time, they had been rested, and most had never heard a shot fired in anger. But July 21st has been a day unlike anything they have ever experienced. First, there has been the long march, then hours of watching their friends go up Henry House Hill – or going themselves – only to be driven back down again, leaving some behind on the hill, dead or wounded. At this point, many just want to get back to camp. When Elzey hits Howard's brigade in the flank, the men break and run. As they flee, the rest of the men in Heintzelman's and Hunter's divisions begin a disorderly retreat with them; they have had enough of battle for one day. Beauregard, up on Henry House Hill, sensing that victory is within his grasp, gives orders for the rest of the Confederate line to charge, and they send the remaining Union troops at the foot of the hill into a hasty retreat

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back across Bull Run. Tyler, with Sherman's and Keyes' brigades on the Union left, is not attacked as the Confederate troops in his front are the exhausted remnants of Evans', Bee's, and Bartow's brigades. When an aide tells him that the rest of the army is retreating, he orders his two brigades back across the Stone Bridge. But it will not be an orderly withdrawal. As Hunter's and Heintzelman's men flee, most leave their regiments and try to get back as best they can, either across the Stone Bridge or along the route of the flank march they had taken that morning. Tyler's brigades are quickly caught up in the panic and also begin to disintegrate. Adding to the panic, Confederate cavalry under Colonel Radford charge the fleeing troops. Then a Confederate artillery shell overturns a wagon in the center of the bridge over Cub Run (N4018-N4118), throwing into confusion the wagons and artillery that are attempting to cross. Any semblance of order in the Union ranks is lost. Soldiers drop their guns, their packs, anything that might slow them down. To make matters worse, since it is a Sunday, many civilians – including congressmen – have come out from Washington to "see a battle." Now their carriages add to the chaos as they leave the battlefield with the mass of fleeing soldiers.

McDowell returns to Centreville with the last of his troops, and upon his arrival after 5:00, has to make the decision whether to attempt to hold part of his gains – that is, to make a stand at Centreville or perhaps Fairfax Court House – or to fall back to Alexandria. Most of his troops are already on the way back to their camps in the Alexandria area, not withstanding that many have already marched 20 miles that day. However, not all of McDowell's army is on the run. Miles' division, with Richardson's brigade, is still intact; they have spent the day south of Centreville in front of Bull Run and have not been engaged. Miles is now back at Centreville with his division, but not in a fit state to command. He has been ill on the march to Bull Run, and after opium and quinine have no effect, his doctor authorizes Miles to drink some brandy to give him a little less discomfort. Apparently Miles, who is more than a steady drinker, exceeds the doctor's orders that day; he rides among his troops changing the location of regiments which Richardson had already positioned, and generally not sounding coherent. When McDowell is advised of the situation, he removes Miles from command and replaces him with Richardson. Richardson prepares his brigades to receive an attack by the victorious Confederates, but apart from a small cavalry skirmish, none materializes. It is obvious that Richardson will not be able to hold off an attack by the entire Confederate army, however; so at 2:00 on the morning of the 22nd, Richardson, as the rear guard of the army, forms his brigades and starts on the way back to Alexandria.

There actually are a few fresh Union troops on their way to Bull Run. Earlier that day, Winfield Scott sent forward four fresh regiments from Washington, in a brigade commanded by Colonel McCunn, with a promise that "Others shall follow to-morrow; twice the number, if necessary" – but tomorrow is too late now. McCunn has only made it halfway from Washington to Bull Run when he hears news of the retreat. He places his regiments in position to defend against a Confederate attack, but later that night Scott sends him orders to return to Washington.

On the Confederate side, there has been elation at the stunning victory, but little action to follow it up. Ewell's and Holmes' brigades arrive soon after the rout starts. However, Beauregard and Johnston send Ewell marching back to Union Mills Ford (N4422), when a rumor is received that the Federals are advancing on the Confederate right. It turns out to be false, but Ewell's men march all the way back before they learn this. Many of the remaining Confederate units have become disorganized during the hard day's fighting, and they are all exhausted after an entire day of marching and battle. The men are no more used to it than their Union counterparts. On top of this, it is almost nightfall. When President Jefferson Davis arrives at the Lewis House after the rout begins (he has been unwilling to stay in Richmond with so important a battle being fought), Beauregard and Johnston give him some details of the battle. Initially, the two generals – with Davis' agreement – consider sending forward Bonham's brigade to pursue the fleeing Union troops; but with darkness coming on, all three agree that it would be best to wait until morning.

July 22, 1861

In the morning, Bonham's brigade is sent forward to Centreville in the midst of a drenching rain and finds it vacant. Apart from that the battlefield is quiet. No concerted effort is made to follow up the victory of the previous afternoon.

The Union troops, on the other hand, continue to make their way back toward the capital though the rain. By the morning of the 22nd, stragglers are drifting into the capital, and soon what organized units are left in the army begin arriving. By 2:00 PM, the last of the army, Richardson's division, arrives in the Alexandria area. The campaign is over.

July 23 – November, 1861

Across both the North and the South, the reaction is one of shock at the awful cost of the battle. The North has lost over 3,000 men, killed, wounded or missing that day. The South has lost almost 2,000. Both sides expected this to be the battle that would decide the war, but they can now see that it will be a more protracted struggle. In the North, once the horror and dismay wear off, there is a stronger determination that the war must be won, and men begin to enlist in great numbers all over the northern states. In the South, there is joy that they have held their own. Although they see that the North is much more determined than they had first believed, it seems that, if the northern troops do come out to fight again, the South will have little trouble in turning them back.

The Union army is in no state to fight a battle after getting beaten at Bull Run, but the Confederates are in little better shape themselves. Within a few days, Beauregard and Johnston send their troops forward to retake the line that they had held in front of Alexandria before the Union advance. Once that is done, they move in several miles closer to Alexandria, but the Confederates do not take the "offensive" any further. Their supply situation is difficult already; there is little food on hand, not much extra ammunition, and barely enough wagons to keep the army supplied while it stays in one place. To be able to put together an offensive campaign with a good chance of success, even against a beaten enemy, will probably be impossible. Beyond this, McDowell has had forts built at the bridges from Washington to Alexandria, so any Confederate offensive will have to cross the Potomac north of Washington to be able to fight the Union army in an open battle. During a meeting with President Davis that Fall, Johnston and Beauregard propose a plan to go on the offensive; however, they will need 20,000 men in reinforcements from across the Confederacy. Davis cannot supply the additional troops, so the idea is dropped. Instead, they will wait for the Union army to move again.

Back in the Valley, Patterson has been relieved of command on July 19, but stays until his replacement, Nathanial Banks, who is then in command of the troops around Baltimore, can arrive. When Banks officially takes command in the Valley on the 25th, a few regiments of troops which had enlisted for longer than three months are still left (several thousand men), and Winfield Scott will soon reinforce him with other troops arriving from the North. On November 4, "Stonewall" Jackson arrives in Winchester to take command of the militia in the Valley opposing Banks; his own brigade follows him a few days later.

Although few assign the blame for losing the battle to McDowell, he will not remain in command of the army for long. Early on the morning of July 22, Winfield Scott orders General George B. McClellan to leave the command of his small army in western Virginia and come to Washington. Upon his arrival on July 25, Scott gives him command of all troops in the area around Washington and Alexandria. It will be up to McClellan to rebuild an army which can go out and defeat the victorious Confederates.

In Washington, the condition of the army after its arrival back from Bull Run is disheartening. When McClellan arrives, in his words, "The city was almost in condition to have been taken by a dash of a regiment of cavalry." While this is a great exaggeration, it does reflect the state of the troops. There are about 50,000 soldiers in the Washington, D.C. area, but many have deserted their regiments, and instead occupy the saloons and gutters of Washington. Also, many of the longer term soldiers are in a black mood after seeing the three-months' men go home while they have to stay with the army. McClellan immediately sets about reorganizing the army, establishing rigorous discipline for the men and replacing incompetent officers. The last of the three-months' men go home, and new regiments begin to pour in as men from all over the North respond to the need by enlisting, this time for three years instead of three months. During August and September, they pour into Washington at the rate of 10,000 men per week. What had been the "Department of Northeastern Virginia" under McDowell and the "Department of Washington" under Mansfield, will become a unified "Army of the Potomac" under McClellan. The Confederacy has successfully repulsed the first, somewhat premature offensive by the Union; it remains to be seen whether they can withstand the full might of the North, built, trained, and finely tuned by McClellan.

Designers' Notes

This is the second set of GCACW scenarios I have designed with Mike Belles (RWH was the first). Our final design is much superior due to team arrangement. While there is the obvious benefit of two people doing the research, another important aspect is the final balance brought about by our styles and occasionally different opinions. One of the main things I bring to our partnership is my interest in simple pick-up-and-play scenarios suitable for playing in a few hours, and with the goal that it could be a tournament scenario. One of Mike's strong suits is his innovation and ability to develop the special advanced rules required for a specific campaign. His "panic" rule in this campaign is a perfect example.

There are numerous interesting details to recount about our design of this campaign. We started research in fall 2000. The first playtest was in April 2001 on "An End to Innocence". We used this first basic scenario to test how the tacticals and modifications to the Standard Rules worked. Mike then developed the full campaign scenario and we deliberately used that scenario to then direct the rules and other aspects of the game. We finished design and playtest of all the scenarios at the end of 2003, waiting for publication issues to be resolved. Meanwhile Mike moved on to develop BAC with Ed Beach, while I re-designed both SJW and RTG. Finally with publication issues resolved, BAC re-invigorating interest in the series, and Ed Beach reworking the map and overseeing the project, we go to print a decade after we first started!

Special thanks must go to my friend Steve Likevich who did countless playtests with me, and to Ian MacKay and Niall Taylor for significant contributions in helping us balance the scenarios.

- Chris Withers

Looking back after completing this module, I can't help but compare it to "Rebels in the White House" (Chris & my previous module), which covers Early's raid on Washington in July of 1864. Out of the eastern campaigns of the American Civil War, these must be two of the most different. Early's campaign involved hard-marching troops of the Army of Northern Virginia, veterans of three years of war, versus untried militia, a circle of forts, and (later in the campaign) a portion of the equally experienced Army of the Potomac. During the 1st Bull Run campaign, neither of these two armies even existed yet (The Union army was the "Department of Northern Virginia", while the Confederate army was, ironically, the "Army of the Potomac"). At the beginning of the campaign, very few of the troops had been involved in anything that could be described as a battle. While Early's men marched about 150 miles from Winchester to Washington and back, at the rate of about 20 miles a day, McDowell's men covered only 50 miles, at about 10 miles a day. This is not to say that the Bull Run campaign makes a less interesting game, just that different factors are involved. This was the first time that armies this large had existed on the North American continent, and no one knew what to expect. Many of the problems they encountered did not exist after a few more months of war; but in this campaign players have to live with – and if possible, turn to their advantage – the unique situation the armies fought in.

For example, McDowell's army, although it is green, is much better organized than Beauregard's. McDowell's men are organized into divisions, which allows him to spread his army out and still have each part act independently; while Beauregard has eight brigades under him, with no leaders other than himself. Even once Johnston arrives, the two of them have thirteen brigades to handle, which makes coordinated action very difficult. However, the Confederate leaders are better than the Union leaders, and having Beauregard in the right place at the right time can make the difference in the game.

The Union army is also on a very tight schedule. A large portion of its troops will be leaving in a couple weeks – and in Patterson's case, a couple days. At the beginning of the campaign, McDowell has a very strong numerical superiority against Beauregard (just over 2:1). However, over the course of the game, this will go down to 1.5:1 as McDowell's men leave, or even 1:1 if Johnston moves his whole force to reinforce Beauregard. If McDowell acts quickly, he stands an excellent chance of being able to force Beauregard back (how far is a question of his skill on the battlefield). But if he waits for everything to be perfect before engaging the Confederates, his offensive will usually grind to a halt very quickly.

Another interesting rule that is not likely to be used in any other campaign (except those involving green troops) is the one regarding morale and panic. No amount of drill could prepare these men for the horror of the battlefield, and when they first met many of then ran. Although it was the Union army that eventually fled, the Confederate army came close at the beginning of the battle. If Jackson had not held his ground, and Beauregard and Johnston had been unable to put together a new defensive line, the Confederate army might well have disintegrated early in the afternoon of the 21st. This rule could be used in other campaigns, but it is critical in this game. In later campaigns, the armies' "Panic Points" would be much higher. Here, they are roughly half of the armies' strength (for example, the Union Department of Northern Virginia, with about 70 manpower, has a panic point of 35). Later on, these panic points would probably rise to roughly equal to the armies' strength. If a player has suffered that badly in a single day (this would mean either every unit in his army had retreated, or half had routed) the odds are that he wouldn't be too interested in continuing to play anyway. But in this campaign the men can quite easily be tired of fighting before the general is. McDowell was not near ready to count the battle as a loss when his troops decided that they'd had enough.

There were some potential scenarios that did not make the final cut. I thought for a while about making a scenario starting in May, with the outbreak of the war; I thought there might be some interesting strategic possibilities that neither side had exploited. After looking into it, though, it became obvious that making a scenario wouldn't be realistic. Although the armies may have existed in name, they were completely unable to conduct offensive operations against each. The men might have been able to march out of their camps, but expecting them to be able to follow orders while under fire, cooperate with each other, or to have sufficient supplies brought with them, was too far beyond their capacity at that point. McDowell wanted to advance on July 8th (instead of on the 16th when he actually did), but was unable to because of logistical problems. So setting a scenario before that day would be unrealistic. I also considered another long scenario, directly after the battle. It would have covered a hypothetical Confederate offensive against Washington in the days after the battle (using the "Here Come the Rebels" east map with the Alexandria add-on map). The only forts around Washington at that stage of the war covered the bridges from the Alexandria area to Washington, and the Union army was in a state of demoralization for at least a week, if not longer; so a Confederate offensive crossing the Potomac around Leesburg and moving against Washington could have had a chance of success. However, there were so many "what-if's" about this scenario (the ability of the Confederates to provide even minimal supplies to an army on the march, or to come up with any additional ammunition; the ability of the Union army to fight a battle; the quality (and quantity) of Union reinforcements coming from the northeast; etc.) that it was decided not to pursue it. But who knows, someone could find this interesting enough to complete it and add it to a future issue of the Skirmisher.

Once again, working with Chris has been a real pleasure, not to mention a tremendous help. He has done the vast majority of the behind-the-scenes work in this module (researching unit strengths, movements, locations, etc.) And when my rules have become too complex without any real benefit, his ability in keeping only what is necessary has been much appreciated. Plus he added several rules in where they were lacking. Also, he's lived with it when I've had a few wacky ideas stuck in my head until I've seen the light and come around to his point of view. Hopefully the end result should be enjoyable. It certainly has been interesting creating it.

-Mike Belles

All Green Alike Credits

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Further Reading

Russel Harrison Beatie, Jr., Road to Manassas; New York, Cooper Square Publishers, Inc. 1961.

William C. Davis, Battle at Bull Run; Mechanicsburg, Stackpole Books, 1995.

John Hennessy, The First Battle of Manassas; H.E. Howard Inc., 1989

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Stonewall Jackson's Way

Cedar Mountain To 2nd Manassas, August 1862

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BASIC GAME RULES

1.0 Introduction

Stonewall Jackson's Way simulates the Civil War campaign in central Virginia during August 1862 between the Confederacy's Army of Northern Virginia and the Union's Army of Virginia and Army of the Potomac. In large measure, this campaign forged the lofty reputations of Southern leaders such as Stonewall Jackson, James Longstreet, and Robert E. Lee. Indeed, for the remainder of the war, Confederate fortunes were never higher than they were following the Southern triumph at the Battle of Second Manassas.

In the game, the players control Union and Confederate military forces in turns representing one day of real time. The map is a detailed representation of central Virginia as it was in the summer of 1862, drawn almost exclusively from Civil War period maps. All geographical features affecting military operations, such as roads, mountains, fords, and railroads, are portrayed. A hexagonal grid has been superimposed over the map and each hex equals about 2,000 yard (1.15) miles) from side-to-side. Military units from regiments to divisions are represented along with each side's corps and army leaders. Military units consist of a varying number of points, each of which represents about 500 infantry men or 700 cavalrymen.

This module is a redesign of the original *Stonewall Jackson's Way* (SJW) produced by Avalon Hill. All the original scenarios have been modified, new scenarios have been added, the maps have been modified, and the rules used are now the Standard Rules.

The SJW rules are similar to those of the previous eight games in the Great Campaigns of the American Civil War (GCACW) series. Minor differences in the game system from one game to the next existed in this series prior to the 1999 publication of the Standard Series Rules Upgrade Kit in Issue No. 1 of *The Skirmisher*. These Standard Series Rules now form the basis for all games in the series. *Stonewall Jackson's Way* includes these Standard Rules in the separate rule booklet entitled: GCACW Standard Basic Game Rules, Version 1.4. This standard rule booklet forms a comprehensive guide to the common rules shared between all eight games in the series. The primary copy of Basic Game rule sections 2.0 through 12.0 appear in this separate booklet.

You will also find some significant additions to the Standard Rules that need to be used just when playing SJW scenarios. These new items are delineated over these first two pages of the SJW rulebook. For clarification, a few rules below are repeated from the Standard Rules and are noted that they are reminders.

Game Components

A complete game of *Stonewall Jackson's Way* contains the following (identical to *All Green Alike*):

- Two Rules Booklets
- Two 22" by 32" Mapsheets
- Three 280-piece Counter-sheets
- Two Charts and Tables Cards
- One Terrain Chart
- Two Force Displays
- Two 6-sided Dice

Abbreviations

AP: Army of the Potomac (Union)
AV: Army of Virginia (Union)
ANV: Army of Northern Virginia (Confederate)
Brig: Brigade
Cav: Cavalry
DC: District of Columbia (Military District of Washington)
Div: Division
Ldr: Leader
IN: Indiana
Ind: Independent
Inf: Infantry
J: Jackson
Kan: Kanawha Division (Union)
L: Longstreet
MD: Maryland
ME: Maine
NY: New York
NE: No Effect
Org: Organized
RI: Rhode Island
Res: Reserve Division (Union Pennsylvania Reserves)
RR: Railroad
Regt: Regiment
Shen: Shenandoah Military District (Union)
SJW: *Stonewall Jackson's Way*
Sub: Substitute unit
VA: Virginia
VC: Victory Condition
VT: Vermont
VP: Victory Points
ZOC: Zone of Control

2.2 Playing Pieces

The Union player has two army leaders: Pope (commander of the Army of Virginia -AV) and McClellan (commander of the Army of the Potomac - AP). These army leaders may stack with an infantry unit from either army. These army leaders may bring in units into a Grand Assault that are not part of their army. The only game purpose difference between the two Union armies is AV units have an additional extended march modifier.

Players can identify which army a leader or military unit belongs to based on the color of the box around that counter's tactical value. For AV units this color is blue, and for AP units this color is green.

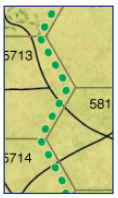
- All units not specifically noted as AP are considered AV
- The only AP units are: McClellan; Pleasanton; and the corps of Sumner, Heintzelman, Porter, and Franklin
- DC, Shenandoah (Shen), Res (Reserve), and Kan (Kanawha) units are leaderless units belonging to the AV

2.3 The Map

Centreville Redoubt

Centreville (N4318) is a permanent redoubt hex for both sides. Reference section 9.0 in the Standard Rules, except that this redoubt provides these benefits to whichever side occupies Centreville. Scenarios with Centreville in the play area have a redoubt marker in their setups (the side it is listed under is irrelevant).

DC Defense Zone



The DC Defense Zone in portions of column N58xx exists in this module. Confederate units may neither enter this area nor attack into it under any circumstances.

Snicker's Ferry and Berry's Ferry

Reminder: Snicker's Ferry (N1702) and Berry's Ferry (N1207) are fords if destroyed, per the exception to these two ferries in section 10.2 of the Standard Rules.

5.1 Extended March Table Modifiers

Reminder: players should take special note of the various modifiers specific to different Union units.

7.4 Combat Die Roll Modifiers

Jackson

Reminder: reference this section in the Standard Rules for a special rule on assaults with Jackson.

13.0 Scenarios and Control Markers

Some scenarios specify which side controls certain "objective hexes" at the start of the game and the VPs given for control of an objective hex. Players may wish to place Union or Confederate "Control" markers on objective hexes to denote which side controls them. A player gains control of an enemy-controlled objective hex at the moment one of his *undemoralized* infantry (not cavalry) units enter that hex. A player maintains control of an objective hex even if he does not have an infantry unit occupying it, assuming the enemy does not gain control of that hex. Note: if a player's infantry unit has its "Demoralize-1" marker removed while it occupies an enemy-controlled objective hex, the player immediately gains control of that hex.

Some scenarios specify that Victory Points are given for occupation by infantry of certain objective hexes. Players should take care to note when Victory Conditions require occupation or just control of an objective hex.

14.0 Special Units

Reynolds

The Union unit commanded by Reynolds (3rd Division, V Corps, Army of the Potomac) is considered subordinate to both McDowell's III Corps in the Army of Virginia and to Porter's V Corps in the Army of the Potomac. When Reynolds performs an extended march, the unit is always treated as an Army of the Potomac unit.

Basic Game Scenarios

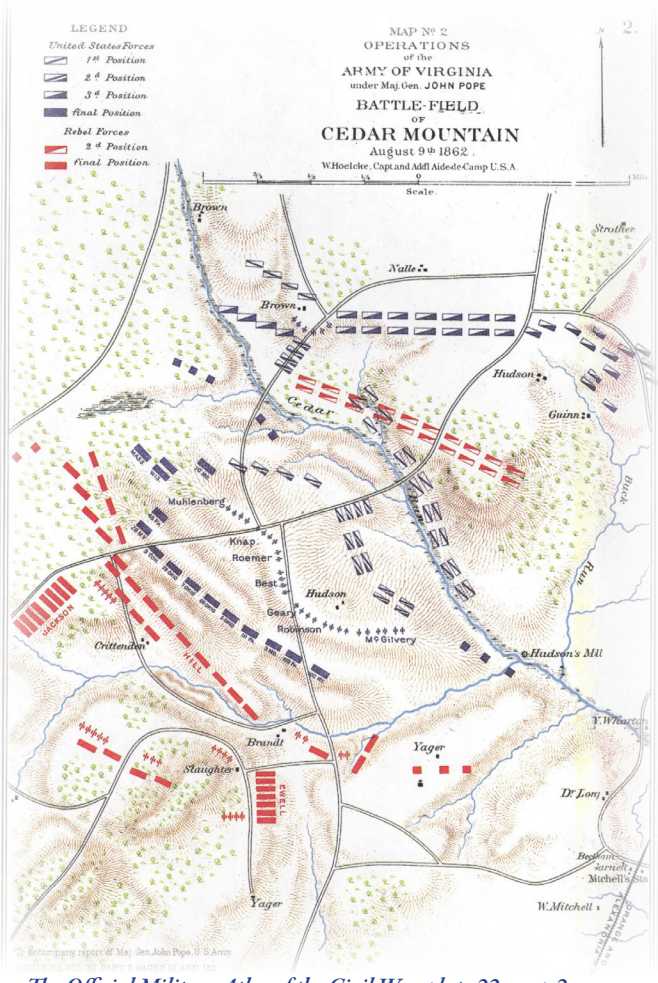
There are seven Basic Game scenarios of varying degrees of length and complexity. Unless otherwise noted in the following instructions, all units begin the game with their front (normal) sides face-up at Fatigue Level 0 with organized Strength markers. Before starting, place the Turn marker on the Turn Track in the box corresponding to the date on which the scenario begins. This is Turn one. At the end of the game, calculate Victory Points (VP) and determine a winner. Since combat losses cause VP gain or loss, the players should keep track of Manpower value losses on a piece of paper. In scenarios where routs count as VP (dependent on the combat power of the defending infantry prior to the combat), players should keep track of these VP on a piece of paper.

Map

The *Stonewall Jackson's Way* maps are the same as for *All Green Alike*, the other campaign module included in this game box. The maps are generally referred to as the SJW maps, but these are one and the same as the AGA maps.

The SJW/AGA map is divided into a north and south section. In set-up instruction, hexes are listed by four-digit numbers preceded by "N" (north map) or "S" (south map). For example, "N4124" means hex 4124 on the north map.

When placing the two maps together, note that they overlap – the south map's northernmost 10-11 hexes are identical to the north map's southernmost 10-11 hexes. For example, hex S2403 on the south map (Warrenton) is the same hex as N2426 on the north map. To place the two maps together, lay them so that the south map lies on the top of the north map's hexes whose last two digits number "24" (e.g., hex S4101 [Manassas Junction] on the south maps should lie directly on top of hex N4124 on the north map). In set-up instructions, for scenarios that use both maps (only Advanced Game scenarios use both maps), hexes in the overlap area are listed by the south map's hex number.



The Official Military Atlas of the Civil War, plate 22, map 2

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SJW Scenario 1: Cedar Mountain

NOTES: This scenario simulates Jackson's attempt to halt the Army of Virginia's movement towards Orange Court House, Gordonsville, and Charlottesville, culminating in the Battle of Cedar Mountain on 9 August 1862.

MAP: Use only the SJW south map.

GAME LENGTH: 3 turns, August 8 to August 10, 1862.

SPECIAL RULES:

1. *Turn 1*: The following movement restrictions exist on turn 1. These are all lifted at the start of turn 2:
   - Neither players' units may perform an extended march (i.e. they may not reach a fatigue level of 3 or 4 by marching). Also, no unit may participate in a corps assault action if its fatigue level reaches 3 or 4 as a result. Units may reach a fatigue level of 3 or 4 due to combat result or cavalry retreat.
   - Neither players' units may force march.
   - The Union player may not perform any actions or entrench with Rickett's division.
2. *Gregg and Lawton*: For the entire game, Gregg's and Lawton's Confederate brigades may not enter a hex whose 1st two digits number "09" or more (e.g. S0920), nor may they enter a hex whose last two digits number "24" or less (e.g. 0624). Their zone-of-control do extend beyond these limits and they may attack but not advance into the restricted area.

Victory Conditions:

The Confederate player gains and loses VPs for the following:

VP	Reason
+16	If a Confederate infantry unit occupies Culpeper (S1418) and no Union undemoralized infantry unit occupies any adjacent hex.
+9	If a Confederate infantry unit occupies Culpeper (S1418) and an undemoralized Union infantry unit occupies any adjacent hex.
+2	If an undemoralized Confederate infantry unit is adjacent to Culpeper (S1418) but no Confederate infantry unit occupies Culpeper. The presence of Union units in or adjacent to Culpeper does not affect this VC.
+1	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

Confederate VP	Winner
19 or more	Confederate Decisive Victory
16 to 18	Confederate Substantive Victory
13 to 15	Confederate Marginal Victory
10 to 12	Union Marginal Victory
7 to 9	Union Substantive Victory
6 or less	Union Decisive Victory

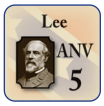
Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Sigel	Corps	I	Ldr	-	S0108 (Sperryville)
Schurz	Div	I	Inf	6	S0108 (Sperryville)
Schenck	Div	I	Inf	7	S0107
Steinwehr	Div	I	Inf	2	S0206 (Browning Mill)
Milroy	Brig	I	Inf	4	S0310
Augur	Div	II	Inf	8	S0614 (Boston)
Pope	Army	AV	Ldr	-	S0815 (Griffinsburg)
Banks	Corps	II	Ldr	-	S0815 (Griffinsburg)
Williams (A)	Div	II	Inf	4	S0815 (Griffinsburg)
Crawford	Brig	II	Inf	4	S1418 (Culpeper)
Ricketts	Div	III	Inf	18	S1415
Buford	Brig	-	Cav	3	S0124 (Madison Court House)
Bayard	Brig	-	Cav	1	S0825
1 RI	Regt	-	Cav	1	S1128 (Rapidan Station)
1 ME	Regt	-	Cav	1	S1624

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Jackson	Corps	J	Ldr	-	S0832 (Orange Court House)
A.P. Hill	Div	J	Inf	18	S0832 (Orange Court House)
Ewell (A)	Div	J	Inf	12	S0333 (Liberty Mill)
Winder	Div	J	Inf	8	S0833
Gregg	Brig	J	Inf	4	S0733
Lawton	Brig	J	Inf	4	S0632
Robertson	Brig	Cav	Cav	3	S0628 (Twyman's Mill)

SJW Scenario 2: Lee Vs. Pope



NOTES: This conjectural scenario simulates a Confederate offensive that did not actually take place on the indicated date – but very nearly did. Following the Army of Northern Virginia's secret concentration near Gordonsville in mid-August 1862, Lee planned to move across the Rapidan and crush Pope's Army of Virginia on 18 August. However, the offensive did not actually begin until 20 August due to logistical difficulties and the failure of some Confederate units to reach their appointed positions on time. By then Pope had been warned of the impending Confederate attack and had pulled his army back behind the Rappahannock. This scenario simulates what might have happened had the Army of Northern Virginia attacked Pope and his unprepared army on the date originally planned for the offensive. Compare this scenario's set-up with that of the Advanced Game to grasp Lee's missed opportunity.

MAP: Use only the SJW south map.

GAME LENGTH: 2 turns, August 18 to August 19, 1862.

SPECIAL RULES:

1. *Turn 1 start*: There is no Leader Transfer Phase on turn 1. The Confederate player automatically wins the initiative die roll in the first Action Phase of turn 1. Afterwards, initiative is determined normally.
2. *Attachment*: At the start of turn 2 only, an attachment phase is added. The only unit that may attach for either side is Milroy and only to a division in Sigel's corps. No detaching is allowed in this scenario.
3. *Control*: At the start of the game the Union controls all the objective hexes.

Victory Conditions:

The Confederate player gains and loses VPs for the following:

VP	Reason
+8	If the Confederates control Bealeton Station (S2612) and no undemoralized Union infantry division occupies any adjacent hex
+3	If a Confederate infantry unit occupies Bealeton Station (S2612) and an undemoralized Union infantry division occupies any adjacent hex
+8	If the Confederates control Rappahannock Station (S2414) and no undemoralized Union infantry division occupies any adjacent hex (even one across the river)
+3	If a Confederate infantry unit occupies Rappahannock Station (S2414) and an undemoralized Union infantry division occupies any adjacent hex (even one across the river)
+8	If no Union infantry division (demoralized or undemoralized) occupies or is adjacent to either Bealeton Station or Rappahannock Station. Note: this VC prevents the Union fleeing the field of battle
+1	For each Union infantry division (not brigade) that does not end the game in Stafford, Fauquier, Prince William or Culpeper (north of the Thornton & Hazel rivers – e.g. S1610 but not S1210) County. Union infantry divisions that are entirely eliminated are included in this total
+?	For each "R" (rout) result obtained in combat against Union infantry units. If the total Combat Value (prior to the combat) of the infantry units in the routed stack is between 1-11 it is +1 VP; if it is more than 11 it is +2 VP. Cavalry is ignored for these VP
+1	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
-1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
-?	For each "R" (rout) result obtained in combat against Confederate infantry units. If the total Combat Value (prior to the combat) of the infantry units in the routed stack is between 1-11 it is -1 VP; if it is more than 11 it is -2 VP. Cavalry is ignored for these VP

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

Confederate VP	Winner
28 or more	Confederate Decisive Victory
23 to 27	Confederate Substantive Victory
18 to 22	Confederate Marginal Victory
13 to 17	Union Marginal Victory
8 to 12	Union Substantive Victory
7 or less	Union Decisive Victory

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Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
6 NY	Regt	-	Cav	1	S2820
Reno	Corps	IX	Ldr	-	S1524
Ferrero	Div	IX	Inf	7	S1524
Stevens	Div	IX	Inf	8	S1923
Buford	Brig	-	Cav	3	S1824
Pope	Army	AV	Ldr	-	S1418 (Culpeper)
Banks	Corps	II	Ldr	-	S1418 (Culpeper)
Greene	Div	II	Inf	10	S1418 (Culpeper)
Williams (B)	Div	II	Inf	6	S1417
McDowell	Corps	III	Ldr	-	S0925
Ricketts	Div	III	Inf	18	S0925
King	Div	III	Inf	18	S1125
Bayard	Brig	-	Cav	2	S1128 (Rapidan Station)
Sigel	Corps	I	Ldr	-	S0623
Schenck	Div	I	Inf	9	S0623
Milroy	Brig	I	Inf	3	S0422
Steinwehr	Div	I	Inf	2	S0422
Schurz	Div	I	Inf	7	S0725
Beardsley	Brig	-	Cav	2	S0124 (Madison Court House)

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Stuart	Corps	Cav	Ldr	-	S1625
Robertson	Brig	Cav	Cav	2	S1625
F. Lee	Brig	Cav	Cav	2	S1825
2 VA	Regt	Cav	Cav	1	S1130
Lee	Army	ANV	Ldr	-	S1727
Longstreet	Corps	L	Ldr	-	S1727
D.R. Jones	Div	L	Inf	14	S1727
Wilcox	Div	L	Inf	9	S1828
Kemper	Div	L	Inf	10	S1728
Hood	Div	L	Inf	8	S1829
Evans	Brig	L	Inf	5	S1729
Jackson	Corps	J	Ldr	-	S1529
A.P. Hill	Div	J	Inf	18	S1529
Taliaferro	Div	J	Inf	14	S1429 (Orange Church)
Ewell (B)	Div	J	Inf	14	S1430 (Mt. Pisgah Church)
Anderson	Div	L	Inf	14	S0832 (Orange Court House)

SJW Scenario 3: Stuart's Raid

NOTES: This scenario simulates J.E.B. Stuart's 22 August cavalry raid against Pope's lifeline, the Orange and Alexandria Railroad. This is a very simple scenario and should only take a few minutes to play. This is somewhat of a hypothetical scenario as Stuart's raid actually encountered little opposition.

MAP: Use only the SJW south map.

GAME LENGTH: 3 turns, August 22 to August 24, 1862.

SPECIAL RULES:

1. *Turn 1*: Only the Confederate player may perform actions on turn 1. Both Union units may perform no actions throughout this turn. Because no Union actions are permitted on turn 1, it is not necessary to make an initiative die roll at the start of each Action Phase of turn 1. The Confederate player may perform actions with Stuart and F. Lee in consecutive Action Phases for as long as he is willing or able to do so, after which point the turn 1 Action Cycle ends. After turn 1 the Union player may perform actions and the initiative die roll must be made.
2. *F. Lee*: On turn 1, F. Lee may not make an extended march (i.e. he may not reach Fatigue Level 3 due to a march), and he may not force-march. On all turns in this scenario F. Lee's artillery value is 0 and not the printed 1 on his counter.
3. *Confederate Movement Restriction*: Stuart and F. Lee may not enter or retreat into a hex within four hexes of Rappahannock Station (S2414), nor may they enter or retreat into a hex adjacent to Fox's Mill (S2111) or Foxville (S2109).
4. *Entrenching*: No units may entrench in this scenario.

Victory Conditions:

The Confederate player gains and loses VPs for the following:

VP	Reason
+3	If Catlett's Station (S3307) has a Damage marker at the end of the game
+3	If Warrenton Junction (S3108) has a Damage marker at the end of the game
+2	If F. Lee ends the game in Waterloo (S1905) or White Sulphur Springs (S2007)
+1	For each point of Union Manpower value lost for any reason (including extended march, force march, and moving from one enemy ZOC to another)
-1	For each point of Confederate Manpower value lost for any reason (including extended march, force march, and moving from one enemy ZOC to another)

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

Confederate VP	Winner
10 or more	Confederate Decisive Victory
8 to 9	Confederate Substantive Victory
7	Confederate Marginal Victory
6	Union Marginal Victory
4 to 5	Union Substantive Victory
3 or less	Union Decisive Victory

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
1 MD	Regt	-	Cav	1	S2109 (Foxville)
4 NY	Regt	-	Cav	1	S2007 (White Sulphur Springs)

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Stuart	Corps	Cav	Ldr	-	S1913
F. Lee	Brig	Cav	Cav	3	S1913

The Rebel forces under General Jackson advancing upon the Rappahannock Station at the river - National batteries replying to the Rebel artillery, August 23, sketch by — Edwin Forbes.

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SJW Scenario 4: Jackson's March

NOTES: This scenario simulates Stonewall Jackson's flank march around Union forces in late August 1862 – the beginning of the end for John Pope's Army of Virginia.

MAP: Use only the SJW north map.

GAME LENGTH: 3 turns, August 26 to August 28, 1862.

SPECIAL RULES:

1. *Turn 1*: On turn 1, only Confederate units and leaders may perform actions. Union units/leaders may neither perform actions nor entrench. Because no Union activities are permitted on turn 1, it is not necessary to make an initiative die roll at the start of each Action Phase of this turn. The Confederate player may perform actions with his units and leaders in consecutive Action Phases for as long as he is willing or able to do so, after which point the turn 1 Action Cycle ends.
2. *Turn 2*: On turn 2, both players' units and leaders may perform actions normally except for Porter, Morrell, and Sykes. These three Union units/leaders may not perform actions or entrench until turn 3.
3. *Morrell*: Morrell starts turn 3 with a Fatigue Level 2 marker but not exhausted. This marker is not adjusted during recovery of turn 2. In actuality, Porter and his 2 divisions are reinforcements that marched into the map area during turns 2 and 3. Morrell's fatigue level 2 turn 3 start status represents early marching this unit did on turn 3 to enter the map.
4. *Union movement restriction*: Union units may not enter any hex whose first two digits number "18" or less (e.g., 1829).

Victory Conditions:

The Confederate player gains and loses VPs for the following:

VP	Reason
+3	For each of the following RR stations with a Destroy (not Damage) marker at the end of the game: • Bull Run Bridge (N4422) • Manassas Junction (N4124) • Bristoe Station (N3726)
+1	For each of the following RR stations with a Damage or Destroy marker at the end of the game: • Sangster's Station (N4721) • Fairfax Station (N5020) • Burke's Station (N5220)
+2	For each Confederate infantry division (not cavalry brigade) ending the game either in or adjacent to any of the following hexes (maximum of 2 VP per division): • Groveton (N3720) • Gainesville (N3421) • Hay Market (N3220)
+1	If all three Confederate infantry divisions are awarded 2 VP apiece for achieving the previous victory condition, the Confederate player gains 1 bonus VP
+1	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
-1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
-3	For each Confederate infantry division ending the game in a hex within Fairfax County or in a hex in Prince William County that is south of the line formed by Cedar Run and the Occoquan River

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

Confederate VP	Winner
21 or more	Confederate Decisive Victory
18 to 20	Confederate Substantive Victory
14 to 17	Confederate Marginal Victory
11 to 13	Union Marginal Victory
8 to 10	Union Substantive Victory
7 or less	Union Decisive Victory

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Scammon	Brig	-	Inf	1	N5020 (Fairfax Station)
Taylor	Brig	VI-AP	Inf	3	N5220 (Burke's Station)
Waagner	Regt	-	Inf	1	N4422 (Bull Run Bridge)
Sigel	Corps	I	Ldr	-	N2426 (Warrenton)
Milroy	Brig	I	Inf	3	N2426 (Warrenton)
Schenck	Div	I	Inf	9	N2426 (Warrenton)
Steinwehr	Div	I	Inf	2	N2426 (Warrenton)
Schurz	Div	I	Inf	7	N2426 (Warrenton)
McDowell	Corps	III	Ldr	-	N2228
Reynolds	Div	V-AP	Inf	12	N2228
Ricketts	Div	III	Inf	18	N1928 (Waterloo)
King	Div	III	Inf	18	N2030 (White Sulphur Springs)
Williams (B)	Div	II	Inf	6	N2232
Banks	Corps	II	Ldr	-	N2334
Greene	Div	II	Inf	10	N2334
Pope	Army	AV	Ldr	-	N3131 (Warrenton Junction)

Union Set-Up (cntd)

Reno	Corps	IX	Ldr	-	N3131 (Warrenton Junction)
Stevens	Div	IX	Inf	8	N3131 (Warrenton Junction)
Ferrero	Div	IX	Inf	7	N3131 (Warrenton Junction)
Porter	Corps	V-AP	Ldr	-	N3231
Morrell	Div	V-AP	Inf	11*	N3231
Sykes	Div	V-AP	Inf	9	N3231
Heintzelman	Corps	III-AP	Ldr	-	N2930 (3-Mile Station)
Kearny	Div	III-AP	Inf	13	N2930 (3-Mile Station)
Hooker	Div	III-AP	Inf	14	N2930 (3-Mile Station)
Piatt	Brig	V-AP	Inf	2	N3032
Redoubt	-	-	-	-%	N4318 (Centreville)

* Morrell starts turn 3 with a Fatigue Level 2 marker
% Reference SJW Basic Game Rules, section 2.3

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
2 VA	Regt	Cav	Cav	1	N2719
Jackson	Corps	J	Ldr	-	N2518 (White Plains)
Ewell (B)	Div	J	Inf	14*	N2518 (White Plains)
A.P. Hill	Div	J	Inf	18*	N2418
Taliaferro	Div	J	Inf	14*	N2319
Stuart	Corps	Cav	Ldr	-	N1628
F. Lee	Brig	Cav	Cav	2	N1628
Robertson	Brig	Cav	Cav	2	N1731

* Ewell, A.P. Hill, and Taliaferro begin the game on their exhausted side and with Fatigue Level 1 markers

Second Battle of Bull Run, Currier and Ives Lithograph, 1862

Manassas Junction, Va. Soldiers beside damaged rolling stock of the Orange & Alexandria Railroad, 1862

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SJW Scenario 5: From The Rappahannock To Bull Run

NOTES: This scenario simulates the decisive phase of the Second Manassas campaign, including Jackson's flank march around the Army of Virginia, Pope's pursuit, and the climactic battle of Second Manassas on 28-30 August, 1862.

MAP: Use only the SJW north map.

GAME LENGTH: 6 turns, August 25 to August 30, 1862.

UNION REINFORCEMENTS:

During the Reinforcement Phase (right after the Random Events Phase) of Turn 3, place the following Union units and leaders on the map in hex N2734 (unexhausted). If this hex is Confederate occupied, the counters are placed stacked in N3534, or N3633 at the Union player's option.

Unit/Leader	Size	Command	Type	Manpower Value
Porter	Corps	V-AP	Ldr	-
Morell	Div	V-AP	Inf	11*
Sykes	Div	V-AP	Inf	9%

*Place Fatigue Level 2 marker under Morrell upon placement
%Place Fatigue Level 1 marker under Sykes upon placement

CONFEDERATE REINFORCEMENTS:

During the Reinforcement Phase of the indicated turns, place the following Confederate units on the map in hex N1633. If this hex is Union occupied, the counters are placed in N1233, N1033, N0833, or N0433 at the Confederate player's option.

Turn	Unit/Leader	Size	Command	Type	Manpower Value
5	Ripley	Brig	L	Inf	7
6	Hampton	Brig	Cav	Cav	3

SPECIAL RULES:

1. *Turn 1*: On turn 1, only the following Confederate units/leaders may perform actions: Jackson, Ewell, AP Hill, Taliaferro, and 2 VA. However, none of these units may enter a Union ZOC on turn 1. No other units of either side may perform actions nor entrench on turn 1 (since Stuart may not activate on turn 1, 2 VA may not use Stuart's corps movement bonus on turn 1). The Confederate player may perform actions with his eligible units in consecutive Action Phases without rolling for the initiative for as long as he is willing or able to do so, at which point the turn 1 Action Cycle ends.
2. *Union Movement Restrictions*: All Union units are released to move on the turn indicated below. However, an individual unit or leader is released from all its restrictions at the moment a Confederate unit moves or retreats to within 2 hexes of the unit's or leader's hex. The exception is that no units may be released on turn 1.
   - On turn 2 all units that have an asterisk next to their manpower value are released (do not recover these units on turn 1; they are already correct for use with the Standard Rules). Also, Waagner and Pope are released on turn 2.
   - The following units may not perform any actions or entrench until turn 3: Heintzelman, Kearny, Hooker, Piatt, Reno, Stevens, Ferrero, Taylor, Scammon
   - Taylor and Scammon's brigades are each permitted to perform a single special railroad move in their initial march action of Turn 3 only. To move by rail, Taylor or Scammon must execute a march action, thereby increasing their Fatigue Level by one. They may then move up to 35 hexes as long as they move only along continuous railroad hexes and do not enter an enemy ZOC or a Damage/Destroy marker in a RR station hex.
   - The following units may not perform any actions or entrench until turn 5: Franklin, Slocum, Smith, Sumner, Richardson, Sedgwick, Kimball, and Whipple.
   - Whipple may not enter or retreat into a hex whose first two digits number "49" or less
   - Sturgis and Moor may not perform any actions or entrench until turn 6.
3. *Confederate Movement Restrictions*: All units with an asterisk next to their manpower value may not move until turn 2. Do not recover these units on turn 1; they are already correct for use with the Standard Rules. In addition, F. Lee, Robertson, and Stuart may not move until turn 2. The army leader Lee may not transfer or move until turn 2.
4. *Union Depot*: Confederate units may enter the Union depot's hex as long as no Union units are situated there. At the moment a Damage or Destroy marker is placed in Manassas Junction due to a "Burn RR Station" action, the Union depot is removed from the map and is considered destroyed. The depot has no Combat Value and may not be moved. It may not be corps assaulted if alone in the hex.

Victory Conditions:

Special Victory Condition Rules:

- The Confederate player may gain VPs for infantry units (divisions or brigades) that end the game within 4 hexes of a strategic point. However, Ripley is not eligible for these VPs (thus the eligible units are the 9 infantry units set-up on the map at start). At the end of the Recovery Phase of turn 5 the Confederate must declare which objective they will use for this purpose. While several of these objectives have the same point amount and are listed together below, only the one declared objective may be used. The Confederate need not occupy or control this objective at the end of the game to gain any VPs for this Victory Condition (VC) but he does lose VPs under a different VC if the Union occupies it. For example, at the end of turn 5 the Confederate declares Groveton as the objective. At the end of the game the Confederate has 8 eligible infantry units within 4 hexes of Groveton. The other eligible infantry unit has been pushed away to Fairfax Court House. The Confederate gains VPs for 8 units and none for the one in Fairfax Court House (it is more than 4 hexes from Groveton, and even being in a different end-game objective does not qualify since Groveton was the Confederate's stated end game objective).

The Confederate player gains and loses VPs for the following:

VP	Reason
+10	If the Union depot in Manassas Junction is destroyed
+6	For each of the following RR stations with a destroy marker at the end of the game: • Springfield Station (N5620) • Burke's Station (N5220) • Fairfax Station (N5020) • Sangster's Station (N4721)
+4	For each of the following RR stations with a destroy marker at the end of the game: • Bull Run Bridge (N4422) • Manassas Junction (N4124) • Bristoe Station (N3726)
+2	For each of the following RR stations with a destroy marker at the end of the game: • Catlett's Station (N3330) • Warrenton Junction (N3131)
+1	For any of the above RR stations with a damage marker at the end of the game
-12	If there is an un-demoralized Union infantry division adjacent to the stated Confederate objective at the end of the game. The Union does not gain VPs for this condition if they gain VP for occupying the objective
-30	If there is an un-demoralized Union infantry division that occupies the stated Confederate objective at the end of the game
+6	For each eligible Confederate infantry unit that ends the game

within 4 hexes of just one of the following end-game objectives: Hay Market (N3220), Groveton (N3720), Gainesville (N3421), Bristoe Station (N3726), Manassas Junction (N4124), or Bull Run Bridge (N4422).
- Exception: if all six hexes surrounding a Confederate unit are occupied by un-demoralized Union infantry divisions and/or their ZOC or impassable hexsides, that Confederate receives only 4 VPs

+8 For each eligible Confederate infantry unit that ends the game within 4 hexes of just one of the following end-game objectives: Springfield Station (N5620), Burke's Station (N5220), Fairfax Station (N5020), Sangster's Station (N4721), Centreville (N4318), or Fairfax Court House (N5017).
- Exception: if all six hexes surrounding a Confederate unit are occupied by un-demoralized Union infantry divisions and/or their ZOC or impassable hexsides, that Confederate unit receives only 6 VPs

+? For each "R" (rout) result obtained in combat against Union infantry units. If the total Combat Value (prior to the combat) of the infantry units in the routed stack is between 1-11 it is +1 VP; if it is more than 11 it is +2 VP. Cavalry is ignored for these VP

+1 For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)

-1 For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)

-? For each "R" (rout) result obtained in combat against Confederate infantry units. If the total Combat Value (prior to the combat) of the infantry units in the routed stack is between 1-11 it is -1 VP; if it is more than 11 it is -2 VP. Cavalry is ignored for these VP

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

Confederate VP	Winner
100 or more	Confederate Decisive Victory
85 to 99	Confederate Substantive Victory
70 to 84	Confederate Marginal Victory
55 to 69	Union Marginal Victory
40 to 54	Union Substantive Victory
39 or less	Union Decisive Victory

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Sumner	Corps	II-AP	Ldr	-	N5715 (Falls Church)
Richardson	Div	II-AP	Inf	11	N5715 (Falls Church)
Kimball	Brig	II-AP	Inf	4	N5715 (Falls Church)
Sedgwick	Div	II-AP	Inf	14	N5715 (Falls Church)
Moor	Brig	-	Inf	3	N5816 (Munson's Hill)
Whipple	Brig	-	Inf	2	N5517 (Mills Crossroads)
Franklin	Corps	VI-AP	Ldr	-	N5618 (Annandale)
Slocum	Div	VI-AP	Inf	9	N5618 (Annandale)
Smith	Div	VI-AP	Inf	13	N5618 (Annandale)
Sturgis	Brig	-	Inf	1	N5819 (6-Mile Post)
Taylor	Brig	VI-AP	Inf	3	N5620 (Springfield Station)
Scammon	Brig	-	Inf	2	N5620 (Springfield Station)
Waagner	Regt	-	Inf	1	N5825 (Accotink)
Buford	Brig	-	Cav	2*	N2024
McDowell	Corps	III	Ldr	-	N2228
Reynolds	Div	V-AP	Inf	12*	N2228
Ricketts	Div	III	Inf	18*	N1928 (Waterloo)
King	Div	III	Inf	18*	N2030
Bayard	Brig	-	Cav	2*	N2027 (Carter's Run Church)
Beardsley	Brig	-	Cav	2*	N2229
Sigel	Corps	I	Ldr	-	N2426 (Warrenton)
Schenck	Div	I	Inf	9*	N2426 (Warrenton)
Steinwehr	Div	I	Inf	2*	N2426 (Warrenton)
Milroy	Brig	I	Inf	3*	N2426 (Warrenton)
Schurz	Div	I	Inf	7*	N2426 (Warrenton)
Banks	Corps	II	Ldr	-	N2334

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Union Set-Up (cntd)

Greene	Div	II	Inf	10*	N2334
Williams (B)	Div	II	Inf	6*	N2232
Pope	Army	AV	Ldr	-	N3131 (Warrenton Junction)
Reno	Corps	IX	Ldr	-	N3131 (Warrenton Junction)
Stevens	Div	IX	Inf	8	N3131 (Warrenton Junction)
Ferrero	Div	IX	Inf	7	N3131 (Warrenton Junction)
Heintzelman	Corps	III-AP	Ldr	-	N2930 (3-Mile Station)
Kearny	Div	III-AP	Inf	13	N2930 (3-Mile Station)
Hooker	Div	III-AP	Inf	14	N2930 (3-Mile Station)
Piatt	Brig	V-AP	Inf	2	N2930 (3-Mile Station)
Union Depot	-	-	Inf	-	N4124 (Manassas Junction)

* Indicated units begin the game with a Fatigue Level 1 marker & on their exhausted side. Do not adjust these units during turn 1 recovery.

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
2 VA	Regt	Cav	Cav	1	N1529
Stuart	Corps	Cav	Ldr	-	N1828
F. Lee	Brig	Cav	Cav	2	N1828
D.R. Jones	Div	L	Inf	14*	N1828
Robertson	Brig	Cav	Cav	2	N1829
Hood	Div	L	Inf	8*	N1829
Lee	Army	ANV	Ldr	-	N1931
Longstreet	Corps	L	Ldr	-	N1931
Wilcox	Div	L	Inf	9*	N1931
Kemper	Div	L	Inf	10*	N1733 (Oak Shade)
Evans	Brig	L	Inf	5*	N1733 (Oak Shade)
Anderson	Div	L	Inf	14*	N1633
Jackson	Corps	J	Ldr	-	N1630
Ewell (B)	Div	J	Inf	14	N1630
A.P. Hill	Div	J	Inf	18	N1731
Taliaferro	Div	J	Inf	14	N1831 (Jefferson)
Redoubt	-	-	-	-%	N4318 (Centreville)

* Indicated units begin the game with a Fatigue Level 1 marker & on their exhausted side. Do not adjust these units during turn 1 recovery.
% Reference SJW Basic Game Rules, section 2.3

Charge of Union troops of the left flank of the army commanded by General Stonewall Jackson at Cedar Mountain, 1862 drawing by Edwin Forbes

SJW Scenario 6: Bag The Whole Crowd

NOTES: Jackson, after his daring flank march, moved to the Groveton area from Manassas Junction on the night of the 27th. Pope wanted to "bag the whole crowd" (meaning Jackson's corps), but was completely outfoxed by Jackson's moves. On the 28th, Pope ignored Longstreet and sent his army to Manassas Junction. Finding Jackson gone, Pope ordered his army to Centreville where one of Jackson's divisions had gone in a wide route to Groveton. Jackson eventually let himself be found and was in a pitched battle while Longstreet made his way through Thoroughfare Gap. The Federals exhausted themselves attacking Jackson; and on the afternoon of the 30th, Longstreet counterattacked and the Union army was defeated.

MAP: Use only the SJW North map.

GAME LENGTH: 3 turns, August 28 to August 30, 1862.

SPECIAL RULES:

1. *Union Reinforcements*: During the Reinforcement Phase (it precedes the Leader Transfer Phase) of turn 2, Franklin's entire corps is placed on the map in hex N5818 at fatigue level 1 (not exhausted). On turn 2, Franklin's corps may only march to fatigue level 2 and may not force march. During the Reinforcement Phase of turn 3, Sumner's entire corps is placed on the map in hex N5817 at fatigue level 1 (not exhausted). Both corps have no movement restrictions on turn 3. These entry hexes are in the DC defense zone and may not be Confederate occupied.
2. *Confederate Reinforcements*: Ripley and Hampton arrive on the turns indicated in the Confederate Setup. During the Reinforcement Phase of the indicated turns, place these units on the map in hex N1633. If this hex is Union occupied, placement is in N1233, N1033, N0833, or N0433 at the Confederate player's option.
3. *Objectives Controlled by the Confederates at Start*: At the start of the game the Confederates control only Groveton.

Victory Conditions:

The Confederate player gains and loses VPs for the following:

VP	Reason
+15	If the Confederates control Groveton (N3720) and no undemoralized Union infantry division occupies any adjacent hex.
+8	If a Confederate infantry unit occupies Groveton (N3720) and an undemoralized Union infantry division occupies any adjacent hex.
-2	If a Union infantry unit occupies Groveton (N3720) and an undemoralized Confederate infantry division occupies any adjacent hex.
-4	If the Union controls Groveton (N3720) and no undemoralized Confederate infantry division occupies any adjacent hex.
+8	If the Confederates control Gainesville (N3421).
+4	If the Confederates control Hay Market (N3220).
+15	If no Union infantry division (demoralized or un-demoralized) occupies or is adjacent to Groveton, or occupies Gainesville or Hay Market. Note: this victory condition (VC) prevents the Union from fleeing the field of battle and these VPs are in addition to the VPs obtainable for the objectives in the other VCs.
+1	For each of the following RR stations with a damage or destroy marker at the end of the game • Burke's Station (N5220) • Vienna (N5214)
-1	For each turn that each division in Banks' corps ends a turn located on the Orange & Alexandria RR west of hex N3825 inclusive.
+1	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
Note:	If the Confederates control but do not occupy Groveton and if the Union is adjacent to it then the VPs are 0 for it.

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

Confederate VP	Winner
41 or more	Confederate Decisive Victory
33 to 40	Confederate Substantive Victory
25 to 32	Confederate Marginal Victory
17 to 24	Union Marginal Victory
9 to 16	Union Substantive Victory
8 or less	Union Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Stuart	Corps	Cav	Ldr	-	N4222
2VA	Regt	Cav	Cav	1	N4222
Robertson	Brig	Cav	Cav	2	N4222
F. Lee	Brig	Cav	Cav	2*	N5220 (Burke's Station)
Hampton	Brig	Cav	Cav	3^	Reinforcement on turn 3 (Aug 30)
Lee	Army	ANV	Ldr	-	N2418
Longstreet	Corps	L	Ldr	-	N2418
D.R. Jones	Div	L	Inf	14*	N2418
Hood	Div	L	Inf	8*	N2418
Wilcox	Div	L	Inf	9*	N2418
Kemper	Div	L	Inf	10*	N2418
Evans	Brig	L	Inf	5*	N2418
Anderson	Div	L	Inf	14*	N2018 (Salem)

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Confederate Set-Up (cntd)

Ripley	Brig	L	Inf	7^	Reinforcement on turn 2 (Aug 29)
Jackson	Corps	J	Ldr	-	N3719 (Sudley Church)
Taliaferro	Div	J	Inf	14*	N3719 (Sudley Church)
Ewell (B)	Div	J	Inf	14*	N4321
A.P. Hill	Div	J	Inf	18*	N4318 (Centreville)
Redoubt	-	-	-	-%	N4318 (Centreville)

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Buford	Brig	-	Cav	2*	N2720 (Georgetown)
Bayard	Brig	-	Cav	2*	N3421 (Gainesville)
Beardsley	Brig	-	Cav	2#	N2426 (Warrenton)
Porter	Corps	V-AP	Ldr	-	N3131 (Warrenton Junction)
Morrell	Div	V-AP	Inf	11	N3131 (Warrenton Junction)
Sykes	Div	V-AP	Inf	9	N3131 (Warrenton Junction)
Piatt	Brig	V-AP	Inf	2	N3131 (Warrenton Junction)
Reynolds	Div	V-AP	Inf	12	N3022 (Buckland)
McDowell	Corps	III	Ldr	-	N3022 (Buckland)
Ricketts	Div	III	Inf	18*	N3022 (Buckland)
King	Div	III	Inf	18*	N3022 (Buckland)
Steinwehr	Div	I	Inf	2	N3122
Sigel	Corps	I	Ldr	-	N3122
Schenck	Div	I	Inf	9*	N3221
Schurz	Div	I	Inf	7*	N3322
Milroy	Brig	I	Inf	3*	N3421 (Gainesville)
Banks	Corps	II	Ldr	-	N3031
Greene	Div	II	Inf	10	N3031
Williams (B)	Div	II	Inf	6	N3031
Reno	Corps	IX	Ldr	-	N3224 (Greenwich)
Stevens	Div	IX	Inf	8	N3224 (Greenwich)
Ferrero	Div	IX	Inf	7	N3224 (Greenwich)
Kearny	Div	III-AP	Inf	13	N3224 (Greenwich)
Heintzelman	Corps	III-AP	Ldr	-	N3825
Hooker	Div	III-AP	Inf	13*	N3825
Pope	Army	AV	Ldr	-	N3825
Franklin	Corps	VI-AP	Ldr	-^	Reinforcement on turn 2 (Aug 29)
Slocum	Div	VI-AP	Inf	11^	Reinforcement on turn 2 (Aug 29)
Smith	Div	VI-AP	Inf	13^	Reinforcement on turn 2 (Aug 29)
Sumner	Corps	II-AP	Ldr	-^	Reinforcement on turn 3 (Aug 30)
Sedgwick	Div	II-AP	Inf	14^	Reinforcement on turn 3 (Aug 30)
Richardson	Div	II-AP	Inf	11^	Reinforcement on turn 3 (Aug 30)
Kimball	Brig	II-AP	Inf	4^	Reinforcement on turn 3 (Aug 30)

* Indicated units begin the game on their exhausted sides at fatigue Level 0
# Indicated units begin the game on their exhausted sides at fatigue Level 1
^ Indicated units are reinforcements. See Special Rules for placement location
% Reference SJW Basic Game Rules, section 2.3

SJW Scenario 7: Which Way Did He Go

NOTES: "Which Way Did He Go?" and the preceding scenario "Bag The Whole Crowd" are essentially two different variants of the 2nd Bull Run battle. The initial setups are identical for each variant/scenario, except in "Which Way Did He Go" the Confederate selects where Jackson and Stuart are placed. The Victory Conditions and some of the Special Rules are different for each scenario, and therefore so are how they each play out completely changes. "Bag The Whole Crowd" depicts the historical battle in the Groveton area. "Which Way Did He Go" is played with some fog-of-war rules and simulates the Union's ineptness in finding Jackson.

MAP: Use only the SJW North map.

GAME LENGTH: 3 turns, August 28 to August 30, 1862.

SPECIAL RULES:

1. *Union Reinforcements*: During the Reinforcement Phase (it precedes the Leader Transfer Phase) of turn 2, Franklin's entire corps is placed on the map in hex N5818 at fatigue level 1 (not exhausted). On turn 2, Franklin's corps may only march to fatigue level 2 and may not force march. During the Reinforcement Phase of turn 3, Sumner's entire corps is placed on the map in hex N5817 at fatigue level 1 (not exhausted). Both corps have no movement restrictions on turn 3. These entry hexes are in the DC defense zone and may not be Confederate occupied.
2. *Confederate Reinforcements*: Ripley and Hampton arrive on the turns indicated in the Confederate Setup. During the Reinforcement Phase of the indicated turns, place these units on the map in hex N1633. If this hex is Union occupied, placement is in N1233, N1033, N0833, or N0433 at the Confederate player's option.
3. *Initial Setup*: The Confederate player places Jackson, Taliaferro, Ewell, Hill, Stuart, 2VA, and Robertson within 7 hexes of Manassas Junction, exclusive (e.g., Centreville is exactly 7 hexes away). At least one of these infantry units and Jackson must be placed in the objective hex for the objective set that the Confederate picks (see below). No units may be placed adjacent to Union units. These units must be placed north of Broad Run river and Cedar Run river. The fatigue and exhaustion status of these units is the same as in the setup no matter where they are placed. Force markers are used instead of these actual units. The Union player does not get to see the composition of these force markers. No other actual units on either side are hidden beyond those listed above.
4. *Dummy Force Setup*: At the same time Jackson and Stuart are placed, the Confederate may also place force markers that represent non-existent dummy forces. Only 5 force markers may be used for this purpose. There is no restriction on the setup location of dummy force markers. They may even be placed in the same hex as other force markers representing Jackson/Stuart hidden forces. However, in this case only one force marker is placed on the map to represent both the dummy force and the hidden units. The dummy force marker or real force marker may then split from each other later during the game. New dummy markers may not be added into the game after the initial setup.
5. *Objective Set*: During the initial setup, the Confederate secretly selects and writes down which Objective Set (see below) they are selecting for their Victory Condition. At the end of turn 1 the Objective Set is revealed.
6. *Fog of War*: Fog of war rules are used in a special manner as detailed below and were copied and derived from Patrick Hirtle's article in "The Skirmisher", Issue No. 2.
   - The Jackson and Stuart units listed above are the only units that can be hidden. Once completely revealed, an individual unit remains revealed for the remainder of the game. Once a dummy force marker is revealed it is permanently removed from the game.
   - The Confederate may move a hidden unit from one hidden force marker to another hidden force marker. A hidden unit may split off from a stack of hidden units and be represented by a new force marker. However, additional dummy counters may not be added.
   - All normal game rules apply to hidden units (fatigue, movement allowance, etc). However, the status of these units is kept hidden from the Union player. All die rolls for hidden units are hidden from the Union. Hidden units do not have to show any additional movement point penalties to enter a hex with friendly units. Hidden units merely trace their movement path.
   - Movement of dummy force markers may be any number of hexes desired by the Confederate without having to roll the die (and dummies have no fatigue). Dummies may be either individually activated or activated by Jackson or Stuart if in their range.
   - A Union unit retreating after combat must treat a hidden marker as if it is an enemy unit with a ZOC for purposes of deciding the retreat path. If a Union unit does retreat next to a hidden marker, the normal rules below apply as to revealing its status.
   - There are 2 ways for the Union player to gain information about hidden force markers:
     I. *Exerting Zone of Control*: The instant that a hidden marker comes within the unrestricted ZOC of a Union unit, information is revealed about the units in the marker. This applies to when any Union unit moves such that it exerts an unrestricted ZOC into a hidden marker's hex or if the hidden marker itself moves into a Union unrestricted ZOC. The Confederate only reveals the number and type of each unit - infantry or cavalry (in this scenario the approximate unit sizes are already known). Fatigue, exhaustion, etc., status is not revealed. The existence of leaders in the hex is not revealed. If a dummy counter is in the hex it is permanently removed.
     II. *Attacking*: The Confederate player reveals all information on the units in the hidden marker the instant that a march attack or successful corps assault is conducted on the marker. The type of march attack must be specified in advance and once declared, the attack must proceed. If the marker represents a dummy, the dummy marker is permanently removed, the attackers gain a fatigue and may perform an advance after combat into that hex (as if an "a" was the result; and if marching, may continue the march if movement points remain after subtracting the movement points for the "attack"). If a Confederate hidden marker attacks the Union (even an unsuccessful corps assault), all information is revealed about the hidden units that declare the attack.
     III. *Cavalry Probes*: Due to Pope's inefficient use of cavalry, Union cavalry may not conduct cavalry probes (ref. "The Skirmisher" article on "Fog of War"). Union cavalry only gain information on hidden markers per the "Exerting ZOC" section.
   - If a hidden unit moves adjacent to Union cavalry, the Union decides on the cavalry retreat after the partial information is given on the hidden unit's status (infantry or cavalry), but before the full information is given about the hidden attacker. Also, the Union does not get to know how many movement points remain, if any, for the hidden unit since the die roll was hidden.
7. *Objectives Controlled by the Confederates at Start*: At the start of the game the Confederates control only the primary objective that they have chosen (i.e., only Groveton in that Objective Set).

Victory Conditions:

Common VPs: The following VPs are common to all objective sets. The Confederate player gains and loses VPs for the following:

VP	Reason
+1	For each of the following RR stations with a damage or destroy marker at the end of the game • Burke's Station (N5220) • Vienna (N5214)
-1	For each turn that each division in Banks' corps ends a turn located on the Orange & Alexandria RR west of hex N3825 inclusive.
+1	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

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Groveton Objective Set

VP	Reason
+15	If the Confederates control Groveton (N3720) and no undemoralized Union infantry division occupies any adjacent hex.
+8	If a Confederate infantry unit occupies Groveton (N3720) and an undemoralized Union infantry division occupies any adjacent hex.
-2	If a Union infantry unit occupies Groveton (N3720) and an undemoralized Confederate infantry division occupies any adjacent hex.
-4	If the Union controls Groveton (N3720) and no undemoralized Confederate infantry division occupies any adjacent hex.
+8	If the Confederates control Gainesville (N3421).
+4	If the Confederates control Hay Market (N3220).
+15	If no Union infantry division (demoralized or un-demoralized) occupies or is adjacent to Groveton, or occupies Gainesville or Hay Market. **Note**: this victory condition (VC) prevents the Union from fleeing the field of battle and these VPs are in addition to the VPs obtainable for the objectives in the other VCs.

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

Confederate VP	Winner
43 or more	Confederate Decisive Victory
35 to 42	Confederate Substantive Victory
27 to 34	Confederate Marginal Victory
19 to 26	Union Marginal Victory
11 to 18	Union Substantive Victory
10 or less	Union Decisive Victory

Manassas Junction Objective Set

VP	Reason
+25	If the Confederates control Manassas Junction (N4124) and no undemoralized Union infantry unit occupies any adjacent hex.
+8	If a Confederate infantry unit occupies Manassas Junction (N4124) and an undemoralized Union infantry unit occupies any adjacent hex.
-2	If a Union infantry unit occupies Manassas Junction (N4124) and an undemoralized Confederate infantry division occupies any adjacent hex.
-4	If the Union controls Manassas Junction (N4124) and no undemoralized Confederate infantry division occupies any adjacent hex.

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

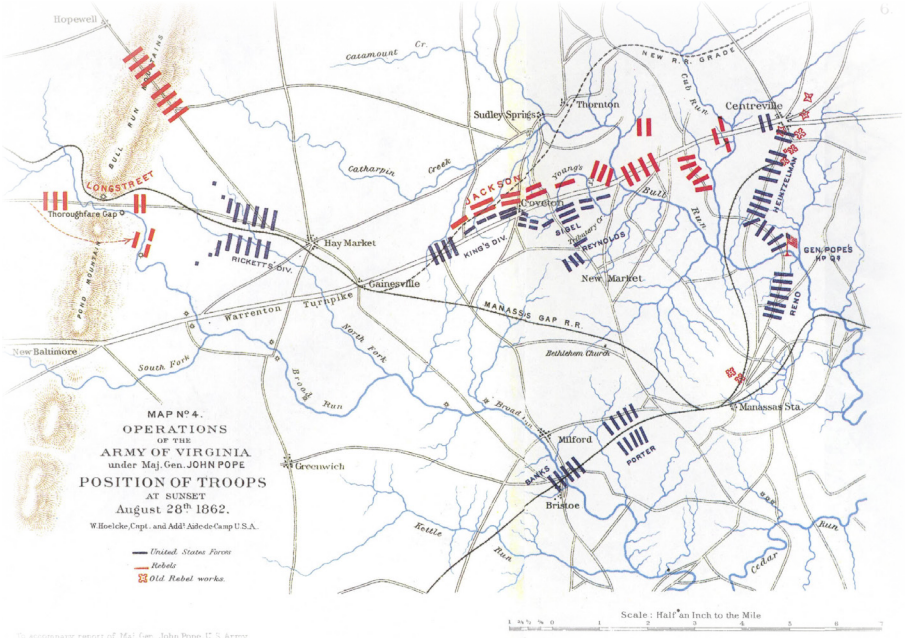
Confederate VP	Winner
22 or more	Confederate Decisive Victory
17 to 21	Confederate Substantive Victory
12 to 32	Confederate Marginal Victory
7 to 11	Union Marginal Victory
2 to 6	Union Substantive Victory
1 or less	Union Decisive Victory

Centreville Objective Set

VP	Reason
+25	If the Confederates control Centreville (N4318) and no undemoralized Union infantry unit occupies any adjacent hex.
+8	If a Confederate infantry unit occupies Centreville (N4318) and an undemoralized Union infantry unit occupies any adjacent hex.
-2	If a Union infantry unit occupies Centreville (N4318) and an undemoralized Confederate infantry division occupies any adjacent hex.
-4	If the Union controls Centreville (N4318) and no undemoralized Confederate infantry unit occupies any adjacent hex.

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

Confederate VP	Winner
22 or more	Confederate Decisive Victory
17 to 21	Confederate Substantive Victory
12 to 16	Confederate Marginal Victory
7 to 11	Union Marginal Victory
2 to 6	Union Substantive Victory
1 or less	Union Decisive Victory



The Official Military Atlas of the Civil War, plate 22, map 6

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Stuart	Corps	Cav	Ldr	-	See special rule 3
2VA	Regt	Cav	Cav	1	See special rule 3
Robertson	Brig	Cav	Cav	2	See special rule 3
F. Lee	Brig	Cav	Cav	2*	N5220 (Burke's Station)
Hampton	Brig	Cav	Cav	3^	Reinforcement on turn 3 (Aug 30)
Lee	Army	ANV	Ldr	-	N2418
Longstreet	Corps	L	Ldr	-	N2418
D.R. Jones	Div	L	Inf	14*	N2418
Hood	Div	L	Inf	8*	N2418
Wilcox	Div	L	Inf	9*	N2418
Kemper	Div	L	Inf	10*	N2418
Evans	Brig	L	Inf	5*	N2418
Anderson	Div	L	Inf	14*	N2018 (Salem)
Ripley	Brig	L	Inf	7^	Reinforcement on turn 2 (Aug 29)
Jackson	Corps	J	Ldr	-	See special rule 3
Taliaferro	Div	J	Inf	14*	See special rule 3
Ewell (B)	Div	J	Inf	14*	See special rule 3
A.P. Hill	Div	J	Inf	18*	See special rule 3
Redoubt	-	-	-	-%	N4318 (Centreville)

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Buford	Brig	-	Cav	2*	N2720 (Georgetown)
Bayard	Brig	-	Cav	2*	N3421 (Gainesville)
Beardsley	Brig	-	Cav	2#	N2426 (Warrenton)
Porter	Corps	V-AP	Ldr	-	N3131 (Warrenton Junction)
Morrell	Div	V-AP	Inf	11	N3131 (Warrenton Junction)
Sykes	Div	V-AP	Inf	9	N3131 (Warrenton Junction)
Piatt	Brig	V-AP	Inf	2	N3131 (Warrenton Junction)
Reynolds	Div	V-AP	Inf	12	N3022 (Buckland)
McDowell	Corps	III	Ldr	-	N3022 (Buckland)
Ricketts	Div	III	Inf	18*	N3022 (Buckland)
King	Div	III	Inf	18*	N3022 (Buckland)
Steinwehr	Div	I	Inf	2	N3122
Sigel	Corps	I	Ldr	-	N3122
Schenck	Div	I	Inf	9*	N3221
Schurz	Div	I	Inf	7*	N3322
Milroy	Brig	I	Inf	3*	N3421 (Gainesville)
Banks	Corps	II	Ldr	-	N3031
Greene	Div	II	Inf	10	N3031
Williams (B)	Div	II	Inf	6	N3031
Reno	Corps	IX	Ldr	-	N3224 (Greenwich)

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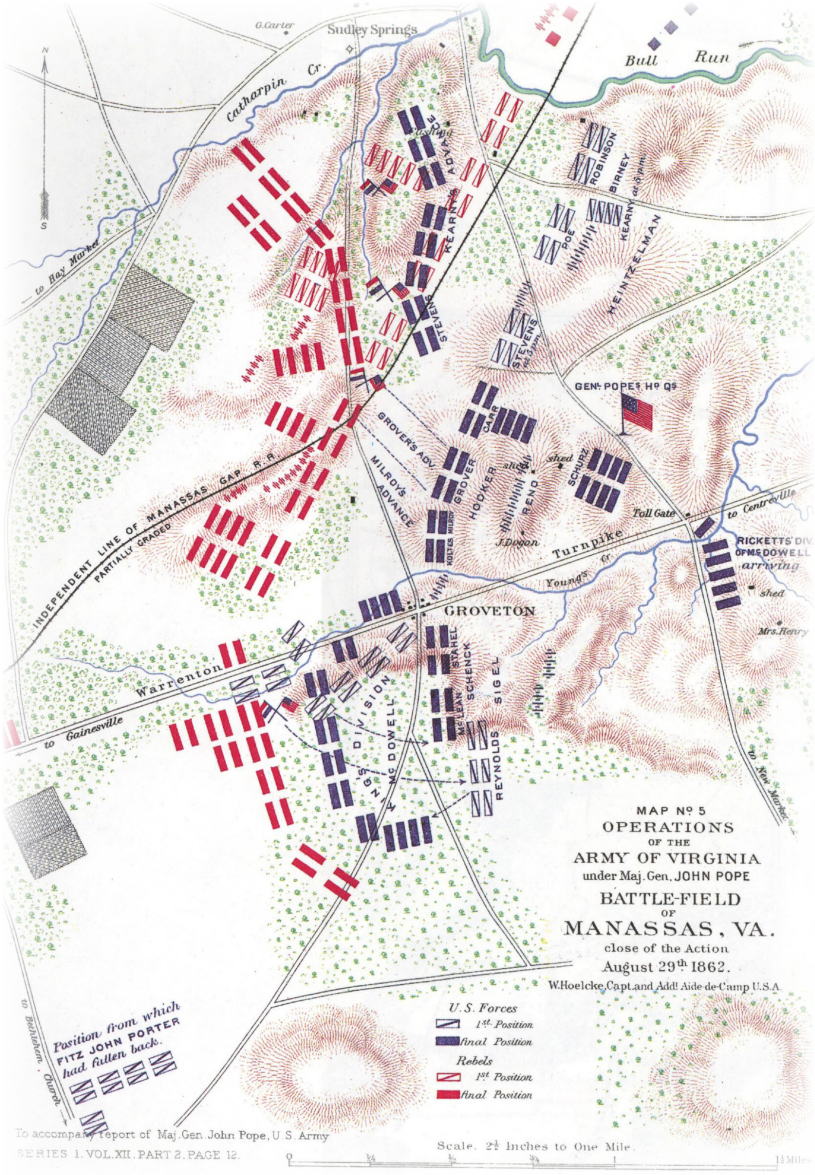
Union Set-Up (cntd)

Stevens	Div	IX	Inf	8	N3224 (Greenwich)
Ferrero	Div	IX	Inf	7	N3224 (Greenwich)
Kearny	Div	III-AP	Inf	13	N3224 (Greenwich)
Heintzelman	Corps	III-AP	Ldr	-	N3825
Hooker	Div	III-AP	Inf	13*	N3825
Pope	Army	AV	Ldr	-	N3825
Franklin	Corps	VI-AP	Ldr	-^	Reinforcement on turn 2 (Aug 29)
Slocum	Div	VI-AP	Inf	11^	Reinforcement on turn 2 (Aug 29)
Smith	Div	VI-AP	Inf	13^	Reinforcement on turn 2 (Aug 29)
Sumner	Corps	II-AP	Ldr	-^	Reinforcement on turn 3 (Aug 30)
Sedgwick	Div	II-AP	Inf	14^	Reinforcement on turn 3 (Aug 30)
Richardson	Div	II-AP	Inf	11^	Reinforcement on turn 3 (Aug 30)
Kimball	Brig	II-AP	Inf	4^	Reinforcement on turn 3 (Aug 30)

* Indicated units begin the game on their exhausted sides at fatigue Level 0
# Indicated units begin the game on their exhausted sides at fatigue Level 1
^ Indicated units are reinforcements. See Special Rules for placement location.
% Reference SJW Basic Game Rules, section 2.3



Stonewall Jackson's Way

Advanced Game Rules

Introduction

The following rules are used only in Scenarios 8 and 9, unless they are specifically called for in the special rules of the Basic Game scenarios. Rules colored blue below are Standard Advanced Game Rules. Where these rules are used in other games in the GCACW series, they will not be changed. However, text that is not colored blue may change in other games.

1.0 Advanced Game Sequence Of Play

Each turn in the Advanced Game is performed according to the following Sequence of Play:

1. Random Events Phase

Two dice are rolled; the players consult the Random Events Table.

Exception: This phase is skipped on turns 1 and 2.

2. Reinforcement Phase

Both players determine if they are due reinforcements.

3. Leader Transfer Phase

Leaders may be transferred from one subordinate unit to another.

4. Supply Line Repair Phase (only on turns 6 and 11)

The Union player may attempt to repair damaged RR stations.

5. Supply Status Phase (only on turns 6 and 11)

Both players determine the supply status of their units.

6. Attachment Phase

Substitute units may be reattached to other units.

7. The Action Cycle

Action Phase:

A. Initiative Segment: Both players roll a die. The player with the higher roll wins. The winner must take initiative or pass (the Confederate player wins ties). If both players roll 1's, the Action Cycle may end (starting with turn 3; see 3.0).
B. Activation Segment: The player who has taken initiative must perform a single action with an eligible leader or unit. At the end of an Activation Segment, the players return to the Initiative Segment and a new Action Phase begins. Players continue to perform Action Phases indefinitely until both players pass in the same Action Phase or a roll of a 1 by both players leads to the end of the Action Cycle.

8. Recovery Phase

Eligible units may forage, entrench, build bridges, repair bridges and ferries, and recover from fatigue, disorganization, exhaustion and demoralization.

9. Turn Indication Phase

The Turn marker is advanced one box on the Turn Record Track and the players begin a new turn.

2.0 Random Events

In the Random Events Phase of each turn starting with Turn 3, one of the players rolls two dice. The players consult the Random Events Table, checking the result corresponding to that dice roll sum. The results are described below.

2.1 Random Events Table

Dice	Result
2*	Rain (Current + 1)
3*	Rain (Current + 1)
4	Accelerate Reinforcements (Union)
5	Accelerate Reinforcements (Confederate)
6	Delay Reinforcements (Union)
7	Accelerate Reinforcements (Union)
8*	Rain (Current)
9	Command Paralysis (Union)
10	Accelerate Reinforcements (Confederate)
11	Delay Reinforcements (Confederate)
12	Command Paralysis (Confederate)

* In the 8 turn campaign scenario, no more than two turns may be rain turns. In the 15 turn scenario, no more than four turns may be rain turns (all 4 may be in the first 8 turns). After the maximum number of rain turns occurs, all rain results are treated as "No Effect" (the random event is not re-rolled) and instead are clear weather. For example, in the long campaign if 3 turns of rain have occurred and a "Rain (Current +1)" result is rolled, it is converted to "Rain (Current)".

2.2 Explanation of Random Events

Rain

Refer to the Standard Rules section 12.0

Delay Reinforcements

If this result occurs, all of the indicated player's reinforcements scheduled to arrive in the current turn are delayed by one turn and arrive in the following turn's Reinforcement Phase. If the result occurs again in the following turn, the arrival of the delayed reinforcements (as well as any new reinforcements) is postponed by yet another turn. This result has no effect if the indicated player has no scheduled reinforcements in the current turn.

Note: This result does not affect units that are already on-map that have movement restrictions such as Porter's corps (these types of units are not reinforcements). Therefore, this result is a "No Effect" until turn 6 for the Union and turn 8 for the Confederates.

Accelerate Reinforcements

If this result occurs, all of the indicated player's reinforcements scheduled to arrive in the following turn arrive in the current turn's Reinforcement Phase instead. This result has no effect if the indicated player has no scheduled reinforcements in the following turn.

Note: This result does not affect units that are already on-map that have movement restrictions such as Porter's corps (these types of units are not reinforcements).

Command Paralysis

If this result occurs, the indicated player suffers the following penalties throughout the Action Cycle of the current turn:

- The Movement Allowance of every infantry unit performing a march is reduced by two to a minimum of one (even in an Activate Leader action).
- The Movement Allowance of every cavalry unit performing a march is reduced by four to a minimum of one (even in an Activate Leader action).

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- Infantry and cavalry units may not force march (they may perform extended marches).
- The player may not conduct an Assault action.

3.0 Random End Of Action Cycle

Starting with Turn 3, Action Cycles may end due to the players' Initiative Segment die rolls. If in any Initiative Segment of an Action Cycle from Turn 3 to the end of the game, both players roll a 1 when determining initiative, there is a chance that the Action Cycle may end. In this event, either player rolls another die. If this result is a 1-2 then the Action Cycle immediately ends and play proceeds to the Recovery Phase. If the subsequent die roll is not as indicated above, then the Action Cycle continues normally (with the Confederate player winning that double-1 initiative die roll).

Exception: If double "1's" occur in an Initiative Segment, the Action Cycle automatically continues if both players have not performed at least one action in the current cycle. In this case, the Confederate player wins the double "1's" initiative roll and play proceeds normally.

4.0 Railroad Movement

Only Union infantry units (and attached leaders) may move by rail; and only on the 25, 26, and 27 August turns (turns 7-9) of the Advanced Game. In order to move by rail, a Union infantry unit must begin a march action in any of the following RR stations (not in an enemy ZOC and not containing a Damage/Destroy marker):

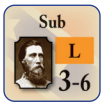
- Sangster's Station (N4721)
- Burke's Station (N5220)
- Fairfax Station (N5020)
- Springfield Station (N5620)
- 6-Mile Post (N5819)

To move an eligible unit by rail, the Union player declares a march action when he has the initiative. The unit's Fatigue Level is increased by one as per normal march rules. There is never an extended march roll for a unit that is moving by rail no matter what its fatigue or exhaustion status. Any eligible leaders in the RR station start hex of the unit may move by rail with the unit just like in a normal march. The unit may then move up to 35 hexes as long as it moves only along continuous railroad hexes and does not enter an enemy ZOC or a Damage/Destroy marker in a RR station hex. It may also not cross a hex side containing a destroyed bridge (this rule applies even if a friendly pontoon bridge has been build across the hexside). It may transit Union-occupied hexes without any added movement penalty. The unit may not enter a non-railroad hex throughout this rail move. Before or after moving by rail a unit may perform actions normally in the Action Cycle.

More than one Union infantry unit may move by rail per turn, but the maximum combined Combat Value of all units moving by rail per turn is 16. Units with disorganized Strength markers may move by rail.

5.0 Death Of Confederate Leaders

How Confederate Corps Leaders Are Killed



In any combat in which one or more Confederate corps leaders occupy either the defending hex or any hex containing subordinate attacking units, one of those corps leaders may be killed. If in the combat procedure both players roll a 1 before any modifiers are taken into account, combat resolution is temporarily halted while the Confederate player rolls another die. If this roll is even, a Confederate corps leader is killed; if the roll is odd, Confederate corps leaders are unaffected. If more than one Confederate corps leader occupies the defending hex or the hexes containing subordinate attacking units, the one with the highest Tactical Value is killed (if the two leaders involved are Jackson and Longstreet then roll another die to randomly determine which is killed). The Confederate army leader Lee may never be killed.

Effects of a Confederate Corps Leader's Death

If a Confederate corps leader is killed, flip its counter over to its reverse side, revealing a substitute leader ("Sub" is printed on the back of the counter). This leader is considered the new corps commander. Aside from reduced Tactical and Command Values, the new leader functions in exactly the same way as the one who was killed. If Jackson is killed, his substitute does not get the special Jackson assault bonus but does get the Lee assault bonus if stacked with Lee. A substitute leader remains in play for the rest of the game and may never be killed. A leader's death does not affect the tactical modifier in the current combat.

6.0 Union Panic

How Union Panic Occurs

Any combat result applying to the Union player containing an italics result causes "Union panic" (reference the combat chart; for example, a >= +6 result if the Union is the defender using the 12-18 column). Union panic may occur a maximum of once per game; ignore Union panic results after the first one.

Effects of Union Panic

For the remainder of the current turn in which Union panic occurs, as well as the entire following turn, the Union player suffers the following penalties:

- He subtracts 1 from his combat die rolls, whether he is attacking or defending (this is in addition to any other modifiers).
- His units may not force march (they may perform extended marches).

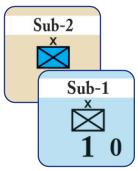
At the start of the second turn following the turn in which Union panic occurred (the turn in which panic penalties no longer apply), remove the leader Pope from the game. Place the leader McClellan in the hex vacated by Pope. McClellan is now the commander of all Army of Virginia and Army of Potomac units. For the rest of the game, all Union "Army of Virginia" units performing extended marches are treated as "Army of the Potomac".

7.0 The Union Bridge Train

Advanced game scenarios have a Union pontoon bridge (called Chatham Bridge) between S4328 and S4427. This functions as a Union pontoon bridge even though it is printed on the map (ref. Standard Rules 10.1 in the section on Chatham Bridge).

Only the Union player may build a major river bridge and only over the Rappahannock River. The Union player may only build one major river bridge, but Chatham Bridge does not count against this total. As noted in the Standard Rules, both players may build an unlimited number of minor river bridges.

8.0 Substitute Units



Each player has three "substitute" infantry brigades and two "substitute" cavalry regiments.

8.1 Detachment

Either player may detach one or more substitute infantry brigades from a marching infantry unit as long as the unit has a Manpower value of 2 or more. Either player may detach one or more substitute cavalry regiments from a marching cavalry unit as long as the unit has a Manpower of 2 or more.

How To Detach

To detach, a player places a substitute in the same hex as the unit from which it detaches and assigns it a Manpower value. A Strength marker equal to the Manpower value assigned to the substitute is placed under it. The substitute's Manpower value is subtracted from the parent unit's Manpower value, and the parent unit is assigned a new Strength marker, on the same side as the one it replaces, reflecting its reduced value.

Placement Of Detached Units

A detached substitute may be placed in the hex in which an active infantry unit begins its march or in any hex entered by the active unit during its march. After a substitute is placed on the map, the active unit may continue its march (but the substitute may not move further during this action). After placement, substitutes function normally.

Detachment Restrictions

Counter Limits: The number of substitutes provided in the game is a strict limit. If all substitutes are currently in use, no more may be used. However, if substitutes reattach to other units, they are removed from the map and again become available for use.

Size: After detaching a parent unit must have a minimum Manpower value of 1. The Manpower value of a substitute is limited.

- Substitute infantry brigades must be assigned a Manpower Value of 9 or less.
- Substitute cavalry regiments must be assigned a Manpower Value of 2 or less.

Determining Status Of Detachments

Fatigue: If a substitute is placed in the hex in which an active unit begins a march, the substitute is assigned a Fatigue marker equal to the active unit's Fatigue Level before it was selected to march. If a substitute is placed in any hex except the one in which the active unit begins a march, the substitute is assigned a Fatigue marker equal to the active unit's Fatigue Level at that moment.

Entrenchment: If an entrenched active unit detaches a substitute in the hex in which it begins a march, the substitute is assigned the same kind of entrenchment marker possessed by the active unit.

Disorganized, Demoralized, Exhausted, Supply, Insubordination: If an active unit has a disorganized Strength marker, is on its exhausted side, possesses a Demoralized marker, possesses an Out of Supply marker, or possesses an Insubordination marker, any substitute detached by this unit must possess the same characteristics.

Command: The owning player should note on a piece of paper the number of each substitute placed on the map and the command to which it belongs. It belongs to the same command as the unit from which it detaches, but it may eventually attach to a unit of a different command.

Exception: detachments from Sigel's corps see below.

8.2 Attachment

In the Attachment Phase, a substitute (or a normal infantry regiment or brigade, or cavalry regiment—see "Special Attachment") stacked in the same hex as a friendly unit of the same type may "attach" to that unit. As long as one of these allowable units attaches to a unit of the same type (infantry or cavalry), it may attach to any friendly unit regardless of size or affiliation. Artillery units, cavalry brigades, and infantry divisions may not attach.

Exception: detachments from Sigel's corps may only reattach to units in Sigel's corps.

How To Attach

Remove attaching units and all accompanying markers from the map. The Manpower value of an attaching unit is added to the Manpower value of the unit to which it attaches; this unit receives a new Strength marker with an enhanced Manpower value.

Attachment Restrictions

Unity: A unit may not attach a portion of its strength to another unit. The whole unit must be attached (and the unit removed from the map).

Size: A unit may not attach to another unit if the addition of its Manpower value would raise the Manpower value of the unit remaining on the map above the following strengths:

- Infantry divisions may not be raised above a Manpower Value of 18.
- Infantry brigades may not be raised above a Manpower Value of 9.
- Infantry regiments may not be raised above a Manpower Value of 2.
- Cavalry brigades may not be raised above a Manpower Value of 4.
- Cavalry regiments may not be raised above a Manpower Value of 2.

Determining Status After Attachment

Strength Marker: The unit to which a unit attached us assigned a new Strength marker on the same side (organized or disorganized) as the one it replaces. Exception: If the Manpower value of an attaching unit is greater than the Manpower value of the unit to which it attaches, the new Strength marker of the unit remaining on the map is placed on the same side as the attaching unit's Strength marker.

Fatigue, Exhaustion: If a unit attaches to a unit and the two units have different Fatigue Levels, the unit remaining on the map after attachment receives a Fatigue Level equal to the highest of the two levels. If a unit attaches to a unit and one of the units is exhausted and the other is on its normal side, the unit remaining on the map is flipped to (or remains on) its exhausted side.

Entrenchments: If an entrenched unit attaches to an unentrenched unit, the unit remaining on the map remains unentrenched. However, if an entrenched unit or unentrenched unit attaches to an entrenched unit, the unit remaining on the map remains entrenched.

Demoralized: If a unit attaches to a unit and at least one of the units is demoralized, the unit remaining on the map is assigned a demoralization level equal to the most severe level possessed by one of the units prior to attachment.

Supply: Supply status is determined by the supply status of the unit with the larger manpower. Thus the unit remaining on the map is out of supply if either:

- the unit being attached to was out of supply and possessed a manpower value at least equal to the attaching unit, or
- the attaching unit was out of supply and was greater in manpower than the unit to which it is attaching.

In all other cases, the unit remaining on the map is in supply.

Special Attachment

Unlike other GCACW games, not all non-substitute infantry regiments and brigades and cavalry regiments may attach. For non-substitutes, only the units listed below may attach and they may only attach as indicated. If any of the following do attach, they are permanently removed; they may not return as a detachment.

Special Union Attachment

- Griffin's brigade may attach to any division in the V corps.
- Taylor's brigade may attach to Slocum's or Smith's division in the VI corps.
- Kimball's brigade may attach to Sedgwick's or Richardson's divisions (II-AP corps).
- The 3 IN and 6 NY cavalry regiments may attach to any cavalry brigade.
- Waagner's regiment, the Purnell Legion, the 9 VT regiment, and the 60 NY regiment may attach to any infantry brigade or division.
- Milroy's brigade may attach to any division in Sigel's corps.

Special Confederate Attachment

- Evans's brigade may attach to any unit in Longstreet's corps.
- The 2 VA cavalry regiment may attach to any cavalry brigade.

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8.3 Substitutes and Artillery Values

If the players wish, they may transfer Artillery value points to or from detaching and attaching units. Artillery markers are provided to ease tracking of these changes to Artillery values.

Detachment: If a substitute detaches from a unit, it may be assigned some or all of the Artillery value points of the parent unit. If so, an Artillery marker equal to the Artillery value assigned to the substitute is placed under it. The substitute's Artillery value is subtracted from the parent unit's Artillery value, and the parent unit is assigned a new Artillery marker, reflecting its reduced value.

Attachment: If a unit attaches to another unit, assign the attaching unit's entire Artillery value to the unit to which it attaches. This unit receives a new Artillery marker with an enhanced Artillery value.

9.0 Supply

To function at full effectiveness, units must be in supply.

9.1 Union Depots

Four Union depots begin the game on the map. Depots act as Union supply sources. They have no Combat Value and may not be attacked, nor may they move or retreat. Confederate units may enter a hex occupied by a Union depot as long as no Union units occupy that hex. At the moment a Damage or Destroy marker is placed in a RR station hex due to a "Burn RR Station" action, a Union depot in that hex is removed from the map and is considered destroyed. The Confederate player achieves Victory Points for this accomplishment. The Union player is not allowed to destroy his own depots. Exceptions: The Union depot in Langley (N5811) is within the D.C. Defense Area; it cannot be destroyed because Confederate units cannot enter this area. Also, the Union depot in Winchester Toll House (N0301) is not situated in a RR station hex. To destroy this depot, the Confederate player does not have to perform a Burn RR Station action; instead, at the moment a Confederate unit enters Winchester Toll House, the Union depot there is removed from the map and is considered destroyed.

9.2 Repairing Damaged RR Stations

During the Supply Line Repair Phase (which occurs on Turns 6 and 11 only), the Union player may attempt to remove Damage markers from RR station hexes. Destroy markers may never be removed. For each RR station on the map with a Damage marker which is neither occupied by a Confederate unit nor in a Confederate ZOC, the Union player rolls a die. On a roll of 1-4, the Damage marker is removed; on a roll of 5-6 the Damage marker remains in place. If the Union player fails to remove a Damage marker in the Turn 6 Supply Line Repair Phase, he may make another attempt to remove it in the Turn 11 Supply Line Repair Phase.

9.3 Supply Status

During the Supply Status Phase, which occurs on Turns 6 and 11 only, both players must determine whether each of their military units is "in supply" or "out of supply". Players do not determine supply status for leaders.

In Supply

Units which are calculated to be in supply in the Supply Status Phase of Turn 6 automatically remain in supply no matter where they move until the Supply Status Phase of Turn 11, at which time their supply status is again determined. Units which are calculated to be in supply in the Supply Status Phase of Turn 11 automatically remain in supply for the rest of the game no matter where they move.

If a unit is determined to be in supply (during the Supply Status Phase or by foraging) then it should not have an Out of Supply (OOS) marker. If it does not have one, then nothing is done to the unit during the Supply Status Phase. If the unit does have an OOS marker then that marker is removed and nothing further is done to the unit at the instant of removal of this marker. Units which are in supply function normally in all respects.

Out of Supply

If a unit is out of supply it should have an Out of Supply (OOS) marker. If a unit goes out of supply and it does not already have an OOS marker, it gets this marker and nothing further is done at this point in time. If a unit is determined to be out of supply during the Supply Status Phase and it is already out of supply, it retains the OOS marker; in addition its Strength marker is replaced by one with a Manpower Value one less than the one being removed and the new Strength marker is placed on its Disorganized side. A unit can be eliminated in such a fashion.

Out of supply units may perform actions normally and do not have their movement or combat restricted. However, they may suffer a penalty in the Recovery Phase (ref. Standard Rules 8.0). Out of supply units also add one to their extended marches. Out of supply units may become re-supplied prior to the next Supply Status Phase by foraging (see Foraging Section).

Recovery Phase Reminders:

- In step 3 of the Recovery Phase, out of supply units possessing disorganized Strength markers do not have their disorganized Strength markers flipped to their organized sides if they are at Fatigue Level 0 or 1; instead, their Strength markers remain disorganized.
- In step 6 of the Recovery Phase, out of supply units with organized Strength markers have their Strength markers flipped to their disorganized sides.

Determining Confederate Supply Status

If during a Supply Status Phase a Confederate unit is situated in any of the following five counties it is in supply:

- Caroline
- Culpeper
- Madison
- Orange
- Spotsylvania

If during a Supply Status Phase a Confederate unit is situated in any county except the five listed above, it is out of supply unless it can be supplied by a Union depot. To be supplied by a Union depot a Confederate unit must occupy the same hex as the depot during the Supply Status Phase. A maximum of two Confederate units (of any size or type) may be supplied per occupied depot. If three or more Confederate units are stacked with a depot in a Supply Status Phase, the Confederate player must specify which two units will be supplied by the depot. Once a depot is destroyed, it may no longer provide this benefit to Confederate units.

The presence of Union units in a county (or adjacent to a Confederate occupied Union depot) has no effect on Confederate supply status, even if a Confederate unit is surrounded by Union units or ZOC.

Determining Union Supply Status

There are two methods of determining the supply status of Union units:

1. If during the Supply Status Phase, Union units are situated in a county which currently contains a Union depot, which does not have a Confederate infantry unit occupying the depot, the Union units are automatically in supply. If the Confederate player eliminates a Union depot in a particular county, Union units in that county are no longer automatically in supply. Note: The Union Depot in N5811 (Langley, Fairfax County) is within the D.C. Defense Area and therefore may not be destroyed; thus, Union units in Fairfax County are always in supply.

2. If during the Supply Status Phase, Union units are situated in a county which has at least one RR station without a Damage or Destroy marker, the units are in supply if a continuous path of railroad hexes can be traced from such a RR station to either of the following two hexes:
   - Upton's Hill (N5814)
   - 6-Mile Post (N5819)

Neither the RR station from which the path originates nor any RR station along that path may contain a Damage or Destroy marker. The presence of Confederate units or Confederate ZOC anywhere along the railroad path to Upton's Hill or 6-Mile Post (including in the RR station from which the path originates) has no effect on Union supply determination.

9.4 Foraging

In the Recovery Phase (before fatigue levels are reduced; see Standard Rules 8.0) out of supply units at Fatigue Levels 0-2 may forage (but not if they entrenched or built/repaired a bridge). Units which are in supply or at Fatigue Levels 3 or 4 may not forage. Leaders may not forage and have no need to. For each eligible unit wishing to forage, the owning player performs the following procedure in Step 2 of the Recovery Phase:

1. Determine the "Forage Value" of the county occupied by the unit by consulting the County Display or the Forage Value Table. Each county has two Forage Values: one Union, one Confederate. Use the value corresponding to the unit's nationality.
2. Roll a die and modify this roll by adding the unit's current Fatigue Level (if the unit is at Fatigue Level 0 the roll is not modified).
3. Compare the modified roll to the Forage Value determined in Step 1 above:
   - If the modified roll is less than or equal to the Forage Value, the unit has successfully foraged and its OOS marker is removed. The unit is now in supply and remains so until the next Supply Status Phase, at which time its supply status is determined normally.
   - If the modified roll is greater than the Forage Value, the unit has not foraged successfully and remains out of supply. It may forage again in Recovery Phases of ensuing turns (assuming it meets the above requirements).

Dispersal (Optional)

To simulate the fact that foraging was most effectively performed by armies that were dispersed over wide areas, players may use the following optional rule: A player must add 1 to an infantry unit's forage die roll for each friendly infantry unit that has already made a forage attempt in that unit's hex or any adjacent hex at an earlier point in the current Recovery Phase. For example, if three infantry units were stacked in the same hex and all three attempted to forage in the same Recovery Phase, the first would forage normally; the second would have 1 added to its forage roll; the third would have 2 added to its forage roll. This is in addition to the unit's Fatigue Level modifier. Foraging cavalry units are unaffected by this rule; similarly, cavalry units adjacent to infantry units do not affect those infantry units when the infantry units forage.

Forage Values Table

County	Confederate	Union
Caroline	6	3
Clarke	5	5
Culpeper	5	3
Fairfax	3	5
Fauquier	4	4
Frederick	5	5
King George	4	4
Loudoun	5	6
Madison	5	3
Montgomery	4	6
Orange	6	3
Prince William	4	4
Rappahannock	4	3
Spotsylvania	5	3
Stafford	4	4
Warren	4	4

Culpeper Court House, Va. street scene, 1862 photograph

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Advanced Game Scenarios

There are two Advanced Game scenarios, one of 8 turns and the other of 15 turns. Units begin these scenarios on their front sides at Fatigue Level 0 and possess organized Strength markers. Place the Turn marker on the Turn Record Track in the August 19 box, this is turn one. All objectives start the game under Union control. At the end of the game, calculate Victory Points (VP) and determine a winner. Since combat losses cause VP gain or loss, the players should keep track of Manpower value losses on a piece of paper. Infantry routs also count as VP (and are dependent on the combat power of the defending infantry prior to the combat), so players should keep track of these VP on a piece of paper.

In Advanced Game scenarios, both the north and the south maps are used. In the set-up instructions, hexes in the overlap area are listed by the south map's hex number. Refer to the SJW Basic Game Rules for how to join the two maps together.

Scenario 8: From The Rapidan To The Rappahannock

NOTES: This scenario simulates the first seven days of Lee's offensive against Pope's Army of Virginia. The scenario is eight turns long because Pope's forces began to withdraw from the Rapidan on the day before Lee's attack began.

MAP: Use both the north and south maps

GAME LENGTH: 8 turns; August 19 to August 26, 1862

SPECIAL RULES:

1. *Turn 1*: The following are the turn 1 movement rules:
   - Only eligible Union units and leaders may perform actions or entrench on Turn 1. These eligible units are those starting the game in Culpeper County, as well as Griffin's brigade, which begins in Aquia Creek Station (S5021).
   - Union units/leaders eligible to perform actions on Turn 1 may not enter a Confederate ZOC during this turn (they may exit enemy ZOC), nor may they cross to the south side of the Rapidan River. They are permitted to make extended marches and force marches.
   - All Union units, except Griffin, receive an extended march modifier of -1 on turn 1. For example, if a unit in Sigel's corps marches to Fatigue Level 3 its modifiers would be a total of +1 (+1 Union unit, +1 Army of Virginia unit, -1 turn one special modifier). Note: Pope's army started to break camp the afternoon of the 18th, began to march early the next morning, and almost all units made it across the Rappahannock River on the 19th in good condition. These units start in their locations later in the morning of the 19th after the first part of their march.
   - All Confederate units and leaders may neither perform actions nor entrench on Turn 1.
   - Because no Confederate activities are permitted on Turn 1, there is no need to roll the die to determine initiative. The Union player may perform actions with his eligible units and leaders for as long as he is willing and able to do so, at which time the Turn 1 Action Cycle ends.
2. *Union Movement Restrictions*: The Union player is subject to the following movement restrictions:
   - White's brigade and the 9VT regiment may not enter a hex outside of Frederick, Clarke, or Warren Counties for the duration of the game.
   - Fairchild's and Harland's brigades, as well as the 3 IN cavalry regiment, may not perform actions or entrench for the duration of the game. However, they are exempt from these restrictions at the moment a Confederate unit enters a hex in (or is placed as a reinforcement in) Spotsylvania or Stafford Counties. These units are automatically in supply until the first Supply Status Phase following their initial action. They then determine their supply status like other Union units.
   - The leader Porter and the divisions of Reynolds, Morell, and Sykes, all of which begin the game in Aquia Creek Station (S5021), may not perform actions or entrench until the following turns:

Turn	Unit/Leader
3 (Aug 21)	Reynolds
4 (Aug 22)	Porter, Morell
5 (Aug 23)	Sykes

   - Waagner's regiment and Whipple's brigade may not perform actions or entrench until Turn 8. They are exempt from these restrictions at the moment a Confederate unit enters Fairfax County. Whipple may not enter or retreat into a hex whose first two digits number "49" or less.

Victory Conditions:

The Confederate player gains and loses VPs for the following. All VPs are tallied at the end of the game except for losses and routs:

VP	Reason
+5	If "Union Panic" occurred during the game
+3	For each Union depot eliminated
+12	If Falls Church (N5715) is Confederate controlled
+8	If Fairfax Court House (N5017) is Confederate controlled
+3	For each of the following hexes that are Confederate Controlled: • Culpeper (S1418) • Warrenton (S2403) • Falmouth (S4426) • Aquia Creek Station (S5021) • Front Royal (N0214) • Winchester Toll House (N0301) • Leesburg (N3502)
+3	For each of the following RR stations that has a Destroy (not Damage) marker: • Bristoe Station (S3703) • Manassas Junction (S4101) • Bull Run Bridge (N4422) • Sangster's Station (N4721) • Fairfax Station (N5020) • Burke's Station (N5220) • Springfield Station (N5620) • **Note**: there are no VPs for Damage of any RR station on the map. RR stations above must be destroyed to gain VPs. The only effects damaging a RR station might have is disruption of Union supply and RR movement
+?	For each Confederate infantry division (not infantry or cavalry brigade) ending the game in the indicated county. Note: if all six hexes surrounding a Confederate division are occupied by undemoralized Union infantry divisions and/or their ZOC, or are impassable from the Confederate division's hex, that Confederate division is not eligible for this VP award: +3 Fairfax County. These VP are changed to 4 VP for each division in Fairfax County that ends the game within 4 hexes of Fairfax Court House or the DC Defense Zone +1 Prince William County. These VP are changed to 2 VP for each division in Prince William County that ends the game within 3 hexes of Groveton or 2 hexes of Manassas Junction or 3 hexes of Bull Run Bridge (N4422) +1 Loudoun, Clarke, or Frederick Counties
+1	For each point of Union Manpower Value lost in combat, retreat, or cavalry retreat (not in extended march, force march, moving from one enemy ZOC to another, or due to supply effects)
-1	For each point of Confederate Manpower Value lost in combat, retreat, or cavalry retreat (not in extended march, force march, moving from one enemy ZOC to another, or due to supply effects)
+?	For each "R" (rout) result obtained in combat against Union infantry units. If the total Combat Value (prior to the combat) of the infantry units in the routed stack is between 1-11 it is +1 VP; if it is more than 11 it is +2 VP. Cavalry is ignored for these VP
-?	For each "R" (rout) result obtained in combat against Confederate infantry units. If the total Combat Value (prior to

the combat) of the infantry units in the routed stack is between 1-11 it is -1 VP; if it is more than 11 it is -2 VP. Cavalry is ignored for these VP

At the end of the game, the Confederate VP total is calculated and the players consult the following chart to determine the winner.

Confederate VP	Winner
65 or more	Confederate Decisive Victory
55 to 64	Confederate Substantive Victory
45 to 54	Confederate Marginal Victory
35 to 44	Union Marginal Victory
25 to 34	Union Substantive Victory
20 or less	Union Decisive Victory

Scenario 9: From The Rapidan To Manassas

NOTES: This scenario is set-up and played exactly like the 8 turn campaign scenario except that it lasts 15 turns. Although the conditions by which the Confederate player gains and loses VP are identical to the previous scenario, Scenario 9 has its own victory conditions.

GAME LENGTH: 15 turns; August 19 to September 2, 1862

Victory Conditions:

At the end of the game, the Confederate VP total is calculated and the players consult the following chart to determine the winner.

Confederate VP	Winner
105 or more	Confederate Decisive Victory
90 to 104	Confederate Substantive Victory
75 to 89	Confederate Marginal Victory
60 to 74	Union Marginal Victory
45 to 59	Union Substantive Victory
44 or less	Union Decisive Victory

Campaign Scenarios Set-Up

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Fairchild	Brig	IX	Inf	9	S4426 (Falmouth)
Harland	Brig	IX	Inf	3	S5021 (Aquia Creek Station)
Reynolds	Div	V-AP	Inf	13	S5021 (Aquia Creek Station)
Porter	Corps	V-AP	Ldr	-	S5021 (Aquia Creek Station)
Griffin	Brig	V-AP	Inf	4	S5021 (Aquia Creek Station)
Morell	Div	V-AP	Inf	7	S5021 (Aquia Creek Station)
Sykes	Div	V-AP	Inf	9	S5021 (Aquia Creek Station)
Union Depot	-	-	-	-	S5021 (Aquia Creek Station)
3 IN	Regt	-	Cav	1	S4328 (Fredericksburg)
6 NY	Regt	-	Cav	1	S2820
Reno	Corps	IX	Ldr	-	S1920 (Stevensburg)
Ferrero	Div	IX	Inf	7^	S1920 (Stevensburg)
Stevens	Div	IX	Inf	8^	S2219
Buford	Brig	-	Cav	3	S1824
Pope	Army	AV	Ldr	-	S1916 (Brandy Station)
Banks	Corps	II	Ldr	-	S1916 (Brandy Station)
Greene	Div	II	Inf	9^	S1916 (Brandy Station)
Williams (B)	Div	II	Inf	6^	S1916 (Brandy Station)
McDowell	Corps	III	Ldr	-	S1418 (Culpeper)
Ricketts	Div	III	Inf	18^	S1418 (Culpeper)
King	Div	III	Inf	18^	S1418 (Culpeper)
Bayard	Brig	-	Cav	2^	S1419
Sigel	Corps	I	Ldr	-	S1418 (Culpeper)

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Union Set-Up (cntd)

Schenck	Div	I	Inf	9^	S1418 (Culpeper)
Milroy	Brig	I	Inf	3^	S1418 (Culpeper)
Steinwehr	Div	I	Inf	2^	S1418 (Culpeper)
Schurz	Div	I	Inf	7^	S1418 (Culpeper)
Beardsley	Brig	-	Cav	2^	S1319
Waagner	Regt	-	Inf	1	S5802 (Accotink)
Whipple	Brig	-	Inf	2	N5811 (Langley)
Union Depot	-	-	-	-	N5811 (Langley)
Union Depot	-	-	-	-	S4101 (Manassas Junction)
White	Brig	-	Inf	3*	N0301 (Winchester Toll House)
9 VT	Regt	-	Inf	1*	N0301 (Winchester Toll House)
Union Depot					N0301 (Winchester Toll House)
Purnell Legion	Regt	II	Inf	1	S3108 (Warrenton Junction)
60 NY	Regt	II	Inf	1	S2007 (White Sulphur Springs)
Redoubt	-	-	-	-%	N4318 (Centreville)

^Indicated units begin the game on their normal sides at fatigue Level 1
* Indicated units are each deployed under a Fort marker
% Reference SJW Basic Game Rules, section 2.3

Union Reinforcements

During the Reinforcement Phase of the indicated turns, place the following Union units and leaders on the map in the listed hexes.

Turn	Unit/Leader	Size	Command	Type	Manpower Value	Hex
6-Aug 24	Heintzelman	Corps	III-AP	Ldr	-	S5021 (Aquia Creek Station)#
6-Aug 24	Kearny	Div	III-AP	Inf	13	S5021 (Aquia Creek Station)#
7-Aug 25	Hooker	Div	III-AP	Inf	14	S5021 (Aquia Creek Station)#
7-Aug 25	Piatt	Brig	V-AP	Inf	2	N5819 (6-Mile Post)
9-Aug 27	Taylor	Brig	VI-AP	Inf	3	N5819 (6-Mile Post)
9-Aug 27	Scammon	Brig	-	Inf	2	N5819 (6-Mile Post)
9-Aug 27	Sturgis	Brig	-	Inf	1	N5819 (6-Mile Post)
11-Aug 29	Sumner	Corps	II-AP	Ldr	-	N5816 (Munson's Hill)
11-Aug 29	Richardson	Div	II-AP	Inf	11	N5816 (Munson's Hill)
11-Aug 29	Sedgwick	Div	II-AP	Inf	14	N5816 (Munson's Hill)
11-Aug 29	Kimball	Brig	II-AP	Inf	4	N5816 (Munson's Hill)
11-Aug 29	Franklin	Corps	VI-AP	Ldr	-	N5818 (Urquhart's Tavern)
11-Aug 29	Slocum	Div	VI-AP	Inf	9	N5818 (Urquhart's Tavern)
11-Aug 29	Smith	Div	VI-AP	Inf	13	N5818 (Urquhart's Tavern)
12-Aug 30	Moor	Brig	-	Inf	3	N5816 (Munson's Hill)
14-Sept 1	Couch	Div	VI-AP	Inf	11	N5819 (6-Mile Post)
15-Sept 2	Pleasonton	Brig	-	Cav	3	N5819 (6-Mile Post)

The Union player may place Heintzelman, Kearny, and Hooker in N5819 (6-Mile Post), but this option delays their arrival by one turn (i.e. Heintzelman and Kearny would arrive on Turn 7, and Hooker would arrive on Turn 8). If this option is used, it must be used by all three counters – not just one or two. If Aquia Creek is Confederate occupied on Turn 6, the Union player must reroute the three counters to 6-Mile Post as described. An Accelerate Union Reinforcements result on turn 6 does not affect Kearny but does mean Hooker would arrive at 6-Mile Post on turn 7 if he was re-routed there. A Delay Union Reinforcements result on the turn of their 6-Mile Post arrival date, if re-routed there, has no effect, but it does affect their re-routing date from Aquia Creek. For example, if the Delay result occurs on turn 7 then Kearny would still arrive at 6-Mile Post on turn 7, but Hooker would be delayed a turn (and he would continue to be delayed until a Delay result did not occur so he could get re-routed).

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Stuart	Corps	Cav	Ldr	-	S1625
Robertson	Brig	Cav	Cav	2	S1625
F. Lee	Brig	Cav	Cav	2	S1825
2 VA	Regt	Cav	Cav	1	S1130
Lee	Army	ANV	Ldr	-	S1727
Longstreet	Corps	L	Ldr	-	S1727
D.R. Jones	Div	L	Inf	14	S1727
Wilcox	Div	L	Inf	9	S1828
Kemper	Div	L	Inf	10	S1728
Hood	Div	L	Inf	8	S1829
Evans	Brig	L	Inf	5	S1729
Jackson	Corps	J	Ldr	-	S1529
A.P. Hill	Div	J	Inf	18	S1529
Taliaferro	Div	J	Inf	14	S1429 (Orange Church)
Ewell (B)	Div	J	Inf	14	S1430 (Mt. Pisgah Church)
Anderson	Div	L	Inf	14	S0832 (Orange Court House)

Confederate Reinforcements

During the Reinforcement Phase of the indicated turns, place the following Confederate units and leaders on the map in any of the following hexes: S0134, S0233 (Somerset), S0334, and S0833. If an arrival hex is Union occupied, the Confederate units may not be placed there. The Confederate player may delay the arrival of any or all of his reinforcements by one turn and place them in any of the following hexes: S3033, S3534, S3734 (Spotsylvania Court House), S3934, S4233 (Massaponax Church).

Turn	Unit/Leader	Size	Command	Type	Manpower Value
8-Aug 26	Ripley	Brig	L	Inf	7
9-Aug 27	Hampton	Brig	Cav	Cav	3
10-Aug 28	McLaws	Div	L	Inf	17
10-Aug 28	D.H. Hill	Div	L	Inf	11
12-Aug 30	Walker	Div	L	Inf	7

Retreat of the Union through the town of Centreville after the battle of second Bull Run; Aug 31, 1862

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The Game As History

July 1862: Outmaneuvered and outfought by Robert E. Lee's Army of Northern Virginia in the Seven Days Battle at the gates of Richmond, George McClellan's Army of the Potomac has retired to Harrison's Landing on the James River. Here the Federals have remained inactive for the entire month. Meanwhile, John Pope's Army of Virginia, established on June 26 from scattered Federal forces in the Shenandoah Valley and northern Virginia, is slowly concentrating east of the Blue Ridge Mountains. Pope himself has remained in Washington D.C. for more than a month, directing the movement of his forces by telegraph.

Pope has received no definitive instructions from President Lincoln or the Cabinet, nor does he have firm plans of his own. He has expressed his desire to cooperate directly with McClellan. but the Army of the Potomac's retreat to the James has considerably lengthened the distance between the two armies. Furthermore, Lee's forces are now interposed between Pope and McClellan, making direct cooperation nearly impossible.

Sometime in the last week of July, the newly appointed commander of all the armies of the United States, Major General Henry W. Halleck, makes a momentous decision: the Army of the Potomac will withdraw from Richmond and redeploy by water to northern Virginia. McClellan's and Pope's forces will then consolidate. McClellan is aghast. "Halleck is turning out just like the rest of the herd," he writes to his wife. "I see more clearly every day their settled purpose to force me to resign. I am trying to keep my temper."

Pope has already made a name for himself even before he joins his forces in the field. His July 14 message to the Army of Virginia—which begins, "I come to you from the West, where we have always seen the backs of our enemies"—causes deep resentment among many veterans of the Shenandoah Valley campaign. Even worse, his July 23 general order, viewed by many northerners as an injudicious escalation of the war, sparks profound anger in the South. "Commanders...will proceed immediately to arrest all disloyal male citizens within their lines, or within their reach," the order states. "Such as are willing to take the oath of allegiance to the United States...shall be permitted to remain at their homes...Those who refuse shall be conducted south, beyond the extreme pickets of this army, and be notified that if found again anywhere within our lines, or at any point in rear, they will be considered spies and subjected to the extreme rigor of military law." When Lee hears of Pope's declarations, he states, "I want Pope suppressed."

Pope finally joins his army in the field on July 29. Thereafter many of his orders have the heading "Headquarters in the Saddle"—a phrase which produces much sarcasm in the newspapers on both sides. Pope has devised a plan to exploit Confederate weakness on his front and draw enemy attention away from McClellan's withdrawal from Richmond. The scheme calls for the bulk of his army to concentrate around Culpeper (S1418) and advance southward down the Orange and Alexandria Railroad toward Orange Court House (S0832) and the key railroad junction at Gordonsville (offmap), thereby disrupting a vital enemy supply link between the Shenandoah Valley and Richmond. However, Pope has remained cautious because he knows that if Lee's Army of Northern Virginia moves north against him, Union forces in Culpeper County will be greatly outnumbered and subject to total defeat before help from McClellan can arrive.

While watching McClellan at Harrison's Landing, Lee has kept a sharp eye on Pope's activities. Pope's intentions deeply trouble Lee, and on July 13 he dispatches Stonewall Jackson and two strong divisions to Gordonsville to protect the Virginia Central Railroad.

By early August, the Army of the Potomac has been passive on the James for one month, and Lee is searching expectantly for signs of impending Federal withdrawal from the Richmond front.

When the safety of Richmond is assured, Lee is ready to transfer the bulk of his army by rail to reinforce Jackson at Gordonsville. Then he will attempt to crush "the miscreant Pope" before the Federals can unite their two armies. The game is about to begin.

August 8, 1862

Pope's cavalry is probing toward the Rapidan River south of Culpeper (S1418) and Madison Court House (S0124). Crawford's infantry brigade of Banks's II Corps has been ordered to advance from Culpeper to the area of Cedar Mountain (S1024) to support the cavalry. The rest of Banks's Corps is advancing to Culpeper from Sperryville (S0108), followed by Sigel's I Corps. Ricketts' division of McDowell's III Corps, recently deployed to Culpeper from Waterloo (S1905), stands ready to come to Crawford's aid should an engagement develop.

Jackson's force, reinforced to three divisions upon the arrival of A.P. Hill's famous Light Division from Richmond, moves north from Gordonsville to Orange Court House on August 7. Jackson has received intelligence that Crawford's brigade stands unsupported at Culpeper, and Stonewall is determined to crush it before Pope's army can concentrate there. He orders his little army forward at dawn on the 8th. Ewell's division will cross the Rapidan at Liberty Mills (S0333); Hill's and Winder's divisions at Barnett's Ford (S0830). However, a traffic snarl at Barnett's and confusion about the order of march prevents the Confederates from making much headway by day's end. Jackson is angered by Hill's performance; Hill declares that Stonewall never informed him of a key change in orders.

August 9, 1862

Banks's and Jackson's troops clash just north of Cedar Mountain (S1023) about noon. Banks is vastly outnumbered, but does not grasp the fact that most of Jackson's command is on the field. The Federals attack and surprisingly gain a dramatic success on the Confederate left. However, the Rebels quickly rally and bring up reinforcements from Hill's division. A Confederate counterattack pushes the Federals back behind Cedar Run, earning Jackson a narrow victory. Banks's corps is decimated, but by no means routed. Union reinforcements from Ricketts' division and Sigel's corps arrive on the field after dark, preventing Jackson from exploiting his victory. Rebel losses are about 1,300; Union losses, about 2,300.

August 10, 1862

In the words of historian Douglas Southall Freeman, "The Battle of Cedar Mountain exposed much and decided nothing." After resting and reorganizing, Jackson decides to retire south of the Rapidan after learning that the Federals to his front amount to most of Pope's army. On the Federal side, Pope blames Banks for launching a premature attack on August 9; Banks produces a transcript of a verbal order from one of Pope's officers ordering the previous day's assault. Pope decides to remain in position but will not attack. He claims victory at Cedar Mountain, but most of his officers consider this bombast.

August 11, 1862

The dead are buried on the field at Cedar Mountain. Rebels and Yankees intermingle between the lines under a flag of truce. Jackson retires in the afternoon, leaving the battlefield to Pope.

August 12 – August 18, 1862

Lee must determine the Army of the Potomac's intentions on the Richmond front before he dares to uncover the Rebel capital and join Jackson in Orange County. According to Lee the enemy's strategy can be ascertained by figuring out the destination of the Federal IX Corps, commanded by General Ambrose Burnside, which has recently been transferred from the North Carolina coast to Fortress Monroe, Virginia. From there the DC Corps can either reinforce McClellan near Richmond or deploy to northern Virginia to aid Pope. About August 6, Lee learns that the DC Corps is disembarking at Aquia Creek (S5021), near Fredericksburg. "From every indication it appears that McClellan's forces on James River are being withdrawn and sent to reinforce Pope," Lee writes to the Confederate Secretary of War. Four Confederate infantry divisions are moved north to Orange County to join Jackson. Three more divisions follow shortly thereafter.

Pope's entire Army of Virginia is now concentrated in Culpeper and Madison Counties, holding a lengthy defensive line along the Rapidan and Robertson Rivers. Pope is soon reinforced by two divisions from Burnside's DC Corps,

which he places on his left. Pope strongly suspects that Jackson has been reinforced by troops from Richmond, and he is wary of a Confederate attack across the Rapidan.

Lee is planning just such an attack. He arrives at Gordonsville on August 15 and promptly concentrates his army behind Clark's Mountain (S1427)—unbeknownst to Pope—where it is in a perfect position to cross the Rapidan and overwhelm Pope's weak left flank. Lee plans to ford the Rapidan late on August 17 and attack the Federal IX Corps the following morning. However, due to logistical difficulties and the failure of some units to reach their assigned positions on time, Lee postpones the attack until August 20.

On August 18 a Federal cavalry raid south of the Rapidan nearly captures the Rebel cavalry leader JEB Stuart at Verdiersville (S2030). One of the Confederate prisoners taken in the raid, an aide to Stuart by the name of Fitzhugh, is carrying papers which clearly reveal Lee's intentions against Pope. The Federals have been alerted, and on the afternoon of August 18 they hastily retreat northeastward toward the Rappahannock.

August 19, 1862

Pope's retreat, directly observed by Lee atop Clark's Mountain, continues all day. The Federal withdrawal is skillfully managed, and by nightfall Pope's army holds a line along the Rappahannock from Beverly Ford (S2213) to Barnett Ford (S2820). In Washington, Halleck considers ordering another retirement closer to the Federal capital, but he expects McClellan's Army of the Potomac to arrive on the scene at any moment and therefore orders Pope to hold the line of the Rappahannock until he can be reinforced.

August 20, 1862

Pope's forces consolidate their strong positions along the Rappahannock. Meanwhile, General FitzJohn Porter's V Corps— the first arrival from McClellan's Army of the Potomac—begins disembarking at Aquia Creek. Longstreet's Confederates cross the Rapidan at Raccoon Ford (S1825), led by Fitz Lee's cavalry brigade. Jackson's wing crosses two miles upstream at Somerville Ford, preceded by Robertson's cavalry brigade (led personally by Stuart). Cavalry skirmishes take place at Kelly's Ford (S2618) and Brandy Station (S1916). At day's end, Longstreet's forces bivouac near Kelly's Ford; Jackson's rest at Stevensburg (S1920).

August 21, 1862

Pope continues to strengthen his Rappahannock line. Griffin's brigade from the Army of the Potomac assumes a defensive position on Pope's left at Barnett Ford. Heintzelman's III Corps of the Army of the Potomac, which has been ordered to land at Aquia Creek, is directed to Alexandria instead because of the crowded conditions at Aquia's landing facilities. Meanwhile, Jackson's Confederates reach a position opposite Pope at the Orange and Alexandria Railroad crossing at Rappahannock Station (S2413), where a Union brigade holds a fortified bridgehead on the west side of the river (S2315). Lee quickly determines that Pope's position on the Rappahannock is too strong to assail directly, so he orders Longstreet's wing to sidestep northward toward the Orange and Alexandria Railroad.

August 22, 1862

Lee realizes that Union reinforcements from the Army of the Potomac are landing in large numbers at Aquia Creek. He therefore determines to move his forces northward up the Rappahannock in order to lengthen the distance between Pope and Aquia Creek, as well as to seek Rappahannock crossing sites which are less heavily defended. Longstreet assumes Jackson's old position astride the Orange and Alexandria. Meanwhile Jackson slips northward across the Hazel River at Wellford's Ford (S1914) and reaches the White Sulphur Springs turnpike (S1908) by late afternoon. He crosses part of Ewell's division to the Springs (S2007), but a heavy downpour at dusk causes the river to rise precipitously, isolating the Rebel detachment on the east bank. Pope is fully aware of Jackson's move northward. Sigel's I Corps marches up the east bank to keep pace with the Rebels and even launches a limited attack against the rear of Jackson's column near Freeman's Ford (S2011). Heintzelman's III Corps of the Army of the Potomac, redirected to Alexandria (near N5819) from Aquia Creek, begins disembarking. Pope realizes that his Orange and Alexandria lifeline is vulnerable to enemy raids, so he directs that key sites on the railroad be guarded by elements of Sturgis's Reserve Division from the defenses of Washington. This is a wise precaution, but it is never carried out. Stuart's Rebel cavalry, with 1,500 men, attempts to cut Pope's supply line by conducting a raid across the Rappahannock at Waterloo (S1905), passing through Warrenton (S2403) en route to the railroad bridge across Cedar Run near Catlett's Station (S3307).

August 23, 1862

Aware that a flanking move is being made around his right, Pope considers retreating behind Cedar Run. He abandons this idea because he believes the Confederates are vulnerable to a Union foray across the Rappahannock south of the Hazel River, where only a portion of Longstreet's wing remains. However, this scheme proves impossible because of yesterday's rain, which has made the Rappahannock virtually unfordable. Instead, Pope decides to slip northward toward White Sulphur Springs and Waterloo, hoping to block the fords there and crush Ewell's detachment at the Springs, isolated on the east bank by the swollen river. However, Sigel's I Corps is considerably delayed by the high waters of Great Run near Foxville (S2109), and Ewell's detachment escapes to the west bank late that night. Before dawn, Stuart's Rebel horsemen strike at Pope's headquarters near Catlett's Station, capturing a large number of prisoners and, more important, Pope's dispatch book. The raid is only a partial success, however, because the heavy rains prevent Stuart from destroying the Cedar Run railroad bridge. Stuart returns to Jackson's lines near Waterloo by nightfall. Porter's V Corps from the Army of the Potomac is marching hard from Aquia Creek toward the Army of Virginia, but Pope is becoming deeply concerned about the late arrival of the rest of McClellan's army. A small portion of Kearny's division of Heintzelman's HI Corps deploys by rail to Warrenton Junction (S3108) by noon, but will be incapable of action for a few days while waiting for supplies, artillery, and ammunition. The rest of Heintzelman's corps is expected to follow in Kearny's wake.

August 24, 1862

Buford's Federal cavalry brigade pushes up the east bank of the Rappahannock as far as Waterloo, followed closely by elements of Sigel's corps. Pope decides to concentrate his forces in the vicinity of White Sulphur Springs, Foxville, Fox's Mill, and Warrenton. (Except for two division's of Porter's V Corps, which are making an exhausting march from Aquia Creek to join Pope.) Lee's plan to turn Pope's right has so far been effectively foiled. Longstreet's wing has now also moved north of the Hazel River and is concentrated south of Jefferson (S1808, also known as "Jeffersonton"). Lee does not wish to make a frontal assault across the Rappahannock at Waterloo or Sulphur Springs, so he decides to implement a daring strategy. On the following morning, Jackson's entire wing of three divisions—about 23,000 men—will commence a broad sweep around Pope's right to get between the Army of Virginia and Washington.

August 25, 1862

The decisive phase of the campaign now begins. Unfortunately for Pope, the Army of Virginia is about to suffer its first bout of command paralysis. Pope's new plan calls for a defensive line running south from Warrenton through Fayetteville (S2410) to Bealeton Station (S2612), with the left anchored at Kelly's Ford (S2718). But Pope's instructions are not clearly transmitted, and most of his corps commanders do not proceed to their assigned positions. Sometime in the afternoon, however, Pope's situation changes dramatically when he receives definitive reports from his signal stations in the mountains west of Warrenton that the enemy—in considerable force—is on the march northward again. That evening he changes his plans yet again, ordering McDowell's III Corps to make a reconnaissance across the Rappahannock at Sulphur Springs the following day and Sigel's I Corps to do the same at Waterloo. The Rebels spotted by Pope's signalmen are, of course, Jackson's troops, who make 25 miles from dawn to dusk. Their route takes them from Jefferson to Amissville (S1406), across the Rappahannock at Hinson's Mill (S1405) into Fauquier County, through Orleans (S1502) and to the vicinity of Salem (N2018). Meanwhile Longstreet's wing attempts to distract Pope with a demonstration along the Rappahannock from Waterloo to Sulphur Springs. Lee is gambling on Pope's passivity, for the Army of Northern Virginia has now been divided into two independent wings, both of which could be overwhelmed by Pope in detail if he should recognize the true situation.

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August 26, 1862

Pope suspects that Jackson's force is moving to the Shenandoah Valley via Front Royal (N0214) and thus does little about the enemy maneuver except to warn General Julius White at Winchester (near N0301) to expect trouble. Pope is unaware of his vulnerability—or his opportunity—and his forces remain relatively inert west and south of Warrenton (except for Porter's V Corps, which is still marching to join Pope; and Heintzelman's III Corps, which is now fully assembled at Warrenton Junction upon the arrival of Hooker's division). Four days earlier, Pope had directed Sturgis to forward some of his troops stationed in the District of Columbia defenses to guard the Orange and Alexandria Railroad: now the failure to do so will have disastrous consequences. From Salem, Jackson's wing marches along the Manassas Gap Railroad to White Plains (N2518) and through the Bull Run Mountains at Thoroughfare Gap (N2819). No opposition is encountered. Somewhere near Hay Market (N3220), Jackson is joined by Stuart's cavalry. At Gainesville (N3421), the column diverges from the railroad and heads for Bristoe Station (N3726), located directly on Pope's Orange and Alexandria supply line. Led by the 2nd Virginia Cavalry, Ewell's division reaches Bristoe by nightfall and proceeds to wreck portions of the track, several Federal locomotives, and the Broad Run railroad bridge (N3925). With hardly a shot fired in anger, Jackson's men have marched more than 50 miles in two days and cut Pope's tie to Washington. A brigade from Ewell's division proceeds up the tracks toward Manassas Junction (N4124) and discovers a giant Federal supply depot, virtually unprotected. Back on the Rappahannock, Longstreet's wing (except for Anderson's division, which remains at Jefferson) follows in Jackson's wake, but only makes Orleans by nightfall. Here they are separated from Jackson by 40 miles. The entire Army of Virginia—as well as a substantial mountain range—lies between the two Rebel wings.

August 27, 1862

Pope receives reports that the Orange and Alexandria has been cut, but he blames an enemy cavalry raid for the damage. He is not even certain whether Jackson's force has come through Thoroughfare Gap. Nevertheless he decides to retire from the Rappahannock and reposition his forces about 15 miles to the northeast near Buckland (N3022) and Gainesville. By nightfall, Sigel's and McDowell's corps are strung out west of Gainesville on the Warrenton Turnpike. Reno's IX Corps and Kearny's division of the III Corps (Army of the Potomac) march from Catlett's Station (N3330) to Greenwich (N3324). Porter's V Corps and Banks's II Corps are coming up from Warrenton Junction and Fayetteville (N2433), respectively. Upon receiving rumors that the enemy is in force at Bristoe, Hooker's division marches up the railroad and encounters Ewell's division at Kettle Run (N3626). A sharp battle is fought, and Ewell falls back toward Manassas. For the first time Pope realizes that Jackson has gotten in his rear. Taliaferro's and Hill's divisions of Jackson's wing plunder the Union depot at Manassas and repel a foolhardy attack by a New Jersey brigade from the VI Corps, which has been sent by rail from Alexandria to protect the Orange and Alexandria bridge over Bull Run. The Rebels pursue the defeated Federals to Bull Run and haphazardly burn the bridge—which is hastily repaired by Union railroad crews. Realizing that Pope can surround him at Manassas, Jackson decides to retire northward to Groveton (N3720) near the old battlefield of Bull Run (N3820). Fitz Lee's Rebel cavalry brigade begins a raid toward Alexandria, hoping to disrupt the Orange and Alexandria between there and Bull Run. From Orleans, Longstreet's wing moves hastily to Jackson's assistance, reaching White Plains by nightfall. Lee's concern about uniting the Rebel army mounts when Buford's Union cavalry brigade confronts Longstreet's column near White Plains and forces it to deploy into line of battle for a short time. If Longstreet cannot pass Thoroughfare Gap quickly, Lee feels that Jackson may be overwhelmed.

August 28, 1862

Jackson's three divisions unite at Groveton by noon. Expecting to pocket Jackson at Manassas Junction, Pope orders his army to concentrate there. By the time the first Federals arrive at Manassas around noon, Jackson is long gone. Pope pushes Heintzelman's III Corps and Reno's IX Corps to Centreville (N4318) and finds evidence of Rebel presence in the last 24 hours. By dusk Pope has accomplished nothing and still has no idea of Jackson's location. Fitz Lee's cavalry brigade passes through Fairfax (N5016) and damages the railroad near Burke's Station (N5220). He retires by way of Vienna (N5214). At Gainesville, McDowell is warned by Buford that Longstreet is about to pass through Thoroughfare Gap. McDowell directs Sigel's I Corps and Reynolds' division to confront Longstreet at the gap. However, Pope's order to concentrate at Manassas changes McDowell's plans drastically. Only Ricketts' division of McDowell's corps is detached to Thoroughfare Gap, where it clashes with D.R. Jones's division of Longstreet's wing. Ricketts effectively delays Longstreet at the gap until dusk and then retreats. His position becomes untenable when Longstreet sends Wilcox's division across the mountains at Hopewell Gap (N2816). At nightfall, Longstreet's vanguard rests east of the mountains. McDowell and Sigel march toward Manassas, but they receive orders that afternoon to redirect their march to Centreville. Pope is thoroughly baffled. King's division of McDowell's corps is marching on the Warrenton Turnpike late in the afternoon when it is unexpectedly attacked by Jackson at Groveton. A fierce battle ensues, known as the Battle of Brawner's Farm. The fight is inconclusive, but casualties on both sides are extraordinarily high. Shortly after midnight, King unwisely retires from the field, but Pope has now figured out Jackson's exact location.

August 29, 1862

Pope is wrongly convinced that Jackson is retiring to the mountains. "McDowell has intercepted the retreat of the enemy," he writes to Kearny. "Unless he can escape by bypaths leading to the north tonight, he must be captured." Much of Pope's army swings westward from Centreville to Groveton along the Warrenton Turnpike, but Pope is angered when he discovers that King's division has abandoned yesterday's battlefield to the Rebels. Sigel's corps and Reynolds' division open the Second Battle of Manassas by attacking Jackson's line unsuccessfully along an unfinished railroad embankment (N3619, N3719). After a lull of several hours, Heintzelman and Reno launch fierce attacks against Jackson's left and center which come very close to breaking the Rebel line. However, the Federals are driven back at great cost to both sides. Earlier, McDowell and Porter are ordered to march from Manassas Junction to Gainesville via Bethlehem Church (N3822) so that Jackson's "retreat" down the Warrenton Turnpike from Groveton will be blocked. However, Buford informs McDowell that the enemy already occupies Gainesville in strength. These are Longstreet's men, who get an early start at Thoroughfare Gap and march rapidly to Jackson's aid at Groveton. Longstreet's presence at Gainesville, as well as the sound of gunfire to the north, clearly demonstrate to McDowell and Porter (in N3722) that Jackson is not retreating, and is indeed about to be reinforced by Longstreet. Instead of marching to Gainesville, McDowell's corps moves to the Warrenton Turnpike via New Market (N3821) and joins the battle that has been raging at Groveton. Porter, who is confused by Pope's unclear orders, remains inactive with his V Corps on the Manassas Gap Railroad (N3722) for most of the day and does not take part in the battle. For this—and several other charges—Porter is later court-martialed, found guilty, and dismissed from the U.S. Army. (In 1882, President Chester Arthur remits Porter's sentence.) On the Rebel side, Longstreet reaches the field before noon, but is strangely inactive during the day. Lee wishes him to attack Pope's left flank, but Longstreet demurs, arguing for more time to prepare. One of his divisions (Hood's) clashes with McDowell on the Warrenton turnpike in late afternoon and retires. Fitz Lee's cavalry brigade returns from its raid and takes position on Jackson's left near Sudley Springs (N3718).

August 30, 1862

What Pope has always feared is finally happening: he is being attacked by Lee's Army of Northern Virginia before McClellan's Army of the Potomac has arrived in its entirety from Richmond. Actually, aside from McClellan's IV Corps (which has been ordered to remain on the Peninsula), the entire Army of the Potomac has already redeployed to northern Virginia. Unfortunately for Pope, Sumner's II Corps and Franklin's VI Corps are only now beginning to march to Pope's aid after much delay in disembarking at Alexandria. Their progress is so slow that President Lincoln's secretary remarks that "it really seemed to him [Lincoln] that McClellan wanted Pope defeated." Sumner's and Franklin's presence at Bull Run would give Pope a decided advantage over Lee, but they do not arrive in time. On the battlefield Porter's inactive V Corps redeploys to the front at Groveton and Pope orders a massive attack against Jackson shortly after noon. Again the Rebel line is severely battered, but it holds its ground. Pope is unaware of the threat against his left flank posed by Longstreet (in N3621), who is now ready to strike. Longstreet's attack is successful, but does not drive the Federals from the field. At dusk, Pope holds a concave line with his right resting on Bull Run (N3819) and his

left holding the Henry House Hill (N3820). After dark Pope's army retires to Centreville (N4318) in fairly good order, moving by way of the Warrenton Turnpike over the Stone Bridge (which is demolished by Sigel's men). Lee does not pursue aggressively. Federal casualties are about 14,500 in the threeday battle; the Confederates lose approximately 9,000.

August 31, 1862

At Centreville, Pope joins Franklin's fresh VI Corps and deploys in expectation of another attack by Lee. Banks's II Corps (Army of Virginia), which has been guarding Bristoe Station during the battle, and Sumner's II Corps (Army of the Potomac) arrive at Centreville during the day to strengthen Pope. Fortunately for the Federals it rains heavily most of the day, considerably hindering Lee's pursuit. Longstreet's wing spends the entire day on the battlefield, occasionally demonstrating to draw Pope's attention. Meanwhile, Jackson's three divisions begin another wide flank march northward to attempt to get between Pope and Washington, marching by way of Sudley Mineral Springs (N3718) to the Little River Turnpike (N3713) and resting for the night at Pleasant Valley (N4114) and Gum Springs (N3812). Fitz Lee's and Robertson's Rebel cavalry brigades precede Jackson and skirmish with Federal cavalry as far east as Ox Hill (N4716).

September 1, 1862

Rebel cavalry activity on the Little River Turnpike provides Pope a hint that the enemy is attempting another flank march around his right. Strong detachments of Pope's army are deployed to Germantown (N4917) and Fairfax (N5017) to hold open a line of retreat to Washington. Meanwhile, Pope orders his corps commanders at Centreville to reconnoiter northward to figure out what the Rebels are up to. Jackson continues his march toward Fairfax, reaching Chantilly (N4415) about 9 AM and Ox Hill about six hours later. Since Ox Hill is only about three miles past Chantilly, it is obvious that Jackson is restraining his advance so that Longstreet's wing, now on the march from Sudley Springs, will be in supporting distance in the event of a battle. In early afternoon Pope becomes so concerned about Jackson's whereabouts that he orders his entire army to withdraw from Centreville to Germantown. Reno's IX Corps and Heintzelman's III Corps lead the retreat with instructions to move north to the Little River Turnpike and form a defensive position several miles northwest of Germantown. Stevens' division of Reno's IX Corps clashes with Jackson's wing just south of Ox Hill in late afternoon. The Federals bring up reinforcements and make costly piecemeal attacks, failing to dislodge the Rebels. However, Jackson's advance on Fairfax is brought to a halt, and Pope's line of communication with Washington is held open. Both sides fight in great disorder due to a massive thunderstorm near dusk. In this Battle of Chantilly, Federal Generals Issac Stevens and Philip Kearny are killed. Pope does not yet realize it, but the campaign is about to come to an abrupt end.

September 2, 1862

Pope warns Lincoln: "Unless something can be done to restore tone to this army, it will melt away before you know it." Early in the morning Lincoln and Halleck call on McClellan and direct him to take charge of the Washington defenses, consolidating the Army of Virginia and Army of the Potomac. Despite his strong position at Germantown, Pope suggests retreating back to the capital defenses and receives permission to do so before noon. At Munson's Hill (N5816), Pope and McClellan have an icy meeting during which the Federal troops happily learn that "Little Mac" has been restored to command. According to Robert E. Lee, "The proximity of the fortifications around Alexandria and Washington rendered further pursuit useless." He therefore rests his army all day near Chantilly, except for Stuart's cavalry, which occupies Fairfax and probes toward Flint Hill (N5116) and Vienna (N5214). Also, the 2nd Virginia Cavalry makes a dash to Leesburg (N3402) to capture a small Federal force that has been operating in northern Loudoun County. Lee then decides to embark on a daring new strategy. He feels strongly that his army cannot capture Washington by direct assault, nor can it live very long by foraging in ravaged Fairfax County without a secure railroad link to Richmond. He therefore determines to invade Maryland. By doing so he theorizes that Maryland may be encouraged to throw off the Union's yoke and join the Confederacy. Furthermore his troops will find it easier to live off the land in the rich Maryland countryside, while the devastated farmland of central Virginia will gain time to recover from Federal occupation.

The Antietam campaign is about to begin.

Map Gazetteer

The following gazetteer should enhance the players' feel for the region portrayed on the Stonewall Jackson Way map:

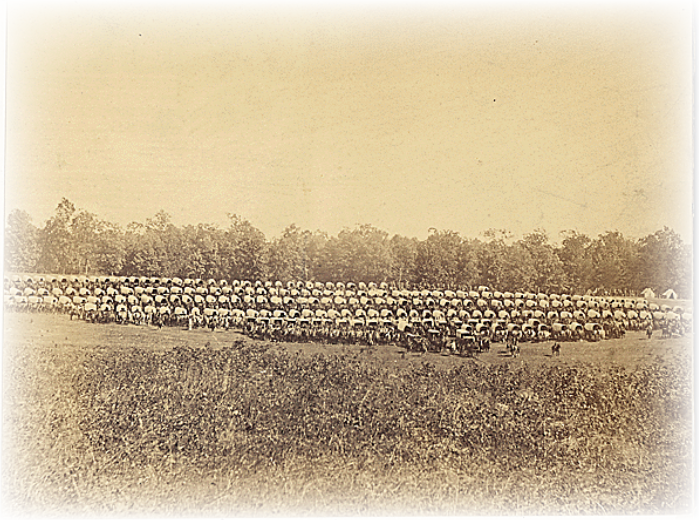
Montpelier (Hex S0533): Home of President James Madison (17511836) and his wife Dolley. Now owned by the National Trust for Historic Preservation. Open to the public.

Cedar Mountain (Hex S1024): The battle between Jackson and Banks on August 9, 1862 took place in an adjacent hex, S1023. The entire battlefield is privately owned.

Clark's Mountain (Hex S1527): A favorite Confederate observation post and signal station. Lee observed Pope's army on the north side of the Rapidan from its summit. Today the mountain top is privately owned and cannot be accessed by the public.

Hinson's Mill (Hex S1405): The spot where Jackson's wing crossed the Rappahannock at the start of its epic march around Pope's Army of Virginia on August 25, 1862.

Brandy Station (Hex S1916): Site of the largest cavalry battle of the war, which took place on June 9, 1863. The battlefield (including nearby Fleetwood Hill and St. James Church) has changed little since the battle, but portions of it are threatened by development. On June 5 (and again on June 8), JEB Stuart's Confederate cavalry held a grand review in a field about one and one half miles west of Brandy Station (S1816).



Wagon park at Brandy Station, 1863

Kelly's Ford (Hex S2618): One of the Army of the Potomac's favorite Rappahannock crossing sites. The famous Confederate horse artilleryman John Pelham was killed here on March 17, 1863 during a cavalry engagement. There is a monument to his memory near the ford.

Salubria (Hex S2220): The Kilpatrick Dahlgren cavalry raid against Richmond in February-March 1864 began at this colonial manor house near the Rapidan.

Stevensburg (Hex S1920): JEB Stuart's famous scout Will Farley was killed two hexes north of here (S1918) during the Battle of Brandy Station. As recounted by D.S. Freeman in Lee's Lieutenants, Farley called for his severed leg shortly before his death and said, "It is an old friend, gentlemen, and I do not wish to part with it."

Culpeper (Hex S1418): In 1749, 17-year old George Washington obtained a surveyor's license in Culpeper.

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Germanna, Culpeper Mine, Ely's Fords (Hexes S2623, S2924, S3223): The Rapidan crossings used by the Army of the Potomac at the start of the Wilderness campaign in May 1864.

Ellwood (Hex 2826): Now owned by the National Park Service, Ellwood is the most historic home in the Wilderness area. Lafayette visited here during his American tour in 1824. Stonewall Jackson's arm, amputated during the Battle of Chancellorsville in May 1863, lies buried in a nearby cemetery. The home was used as headquarters by Warren's V Corps of the Army of the Potomac during the nearby Wilderness battle.

Vaucluse Gold Mine (Hex S2925): One of many mines in the Wilderness area during the mid19th century. Signs of its existence are still visible on Vaucluse Road off of modern-day Route 3.

Wilderness Church (Hex S3227): Jackson's famous 2 May 1863 flank attack at the Battle of Chancellorsville crushed the Union XI Corps one mile to the west of this hex (S3127).

Beverly Ford (Hex S2213): Used by Union cavalry (along with Kelly's Ford) as a Rappahannock crossing site immediately prior to the Battle of Brandy Station on June 9, 1863.

Catlett's Station (Hex S3307): The nearby Orange and Alexandria Railroad bridge across Cedar Run was the objective of JEB Stuart's 22 August 1862 cavalry raid during the Second Manassas campaign. Although Stuart failed to destroy the bridge, he captured a great deal of paraphernalia from Pope's headquarters tent—including the Union general's fulldress overcoat.

Hazel Grove and Chancellorsville (Hexes S3328 and 3427): The center of the Union line at the Battle of Chancellorsville in May 1863. Jackson's Confederates outflanked this position on May 2, marching from the Orange Plank Road (S3428) past Catherine Furnace and the Wellford House (S3429 and S3330, remnants of which are still visible in the National Battlefield Park), then on to the Brock Road all the way to the Old Turnpike near the Wilderness Tavern (S2926).

Parker's Store (Hex S2829): Site of the opening skirmish of the southern portion of the Battle of the Wilderness on May 5, 1864. Eventually A.P. Hill's Confederates drove back Hancock's II Corps to the junction of the Orange Plank and Brock Roads (S3028). Trenches from the Wilderness battle can still be seen today at this road junction.

Spotsylvania Court House (Hex S3734): Lee and Grant fought the Battle of Spotsylvania in Hexes S3633, S3733, and S3833 from May 8 to May 19, 1864.

Salem Church (Hex S4028): This quaint brick church, now almost completely surrounded by shopping malls, was the site of a May 3, 1863 engagement that marked the end of the Battle of Chancellorsville.

Fredericksburg (Hex S4328): Burnside's assault against the Confederate positions on Marye's Heights (S4228) took place on December 13, 1862. Many buildings in Fredericksburg still show damage from the 1862 battle.

Pontoon bridges across the Rappahannock River at Fredericksburg, 1863

Banks' Ford (Hex S4027): Confederate entrenchments are still clearly visible on the south bank of the Rappahannock at this site.

Scott's Ford (Hex S4126): The ford over which General John Sedgwick's VI Corps escaped over the Rappahannock at the close of the Battle of Salem Church, effectively ending the Chancellorsville campaign.

Snowden (Hex S4227): This beautiful hilltop house just outside Fredericksburg was the site of a November 1862 conference between Robert E. Lee and Mayor Slaughter of Fredericksburg concerning General Burnside's threat to bombard the town should the mayor refuse to surrender to Union forces. The original house was destroyed by fire after the Civil War, but a nearly identical structure was built on the same site.

Falmouth (Hex S4426): Founded in 1720, Falmouth's iron forges helped supply the Continental Army with much of its equipment during the Revolution.

Chatham (Hex S4427): This beautiful home on a bluff overlooking the Rappahannock River was Union General Irvin McDowell's headquarters in April 1862 and General Edwin Sumner's headquarters during the Fredericksburg campaign. Union guns on Chatham's front lawn bombarded Fredericksburg on December 11. 1862. Now the headquarters of Fredericksburg and Spotsylvania National Military Park, the house is a "must" for Civil War tourists. Among the visitors to the house were George Washington, Abraham Lincoln, Clara Barton, and Walt Whitman. Try to spot Union graffiti on the interior walls.

Hamilton's Crossing (Hex S4531): The Confederate right flank at the Battle of Fredericksburg. A stone pyramid memorial along the Richmond, Fredericksburg, and Potomac Railroad tracks (still used by AMTRAK) marks the site of a successful Union attack by Meade's division.

Water Tower (Hex S4624): After examining the railroad bridge over nearby Potomac Creek built by the Union railroad genius Herman Haupt in the spring of 1862, Abraham Lincoln remarked: "That man Haupt has built a bridge across Potomac Creek, about 400 feet long and nearly 100 feet high, over which loaded trains are running every hour, and upon my word, gentlemen, there is nothing in it but beanpoles and cornstalks."

Belle Plain (Hex S5025): Union supply base during the initial phase of Grant's Wilderness Spotsylvania campaign. Also a holding area for Confederate prisoners prior to shipment to prisoner of war camps.

Confederate prisoners at Belle Plain, photograph by Mathew Brady

Boscobel (Hex S4625): Home of prominent Fredericksburg lawyer William Little, who was rumored to be a Confederate spy. The house was destroyed by fire after the Civil War, but part of the Boscobel graveyard is still visible.

Snowdon (Hex S4930): Home of Major John Seddon, brother of Confederate Secretary of War James Seddon. After John Seddon's death in 1863, his widow, Mary Little Seddon, remained in the home with her children, mother and sister. On the night of August 9, 1864 Snowdon was burned by order of Union General Ben Butler in retaliation for the burning of Postmaster General Montgomery Blair's home, "Silver Spring," by Confederate troops during Early's raid on Washington.

King George Court House (Hex S5828): John Wilkes Booth's escape route following the assassination of President Abraham Lincoln took him just east of here. He was killed by Union cavalry on April 26,1865 just a few miles off the southeast corner of the map.

Gunston Hall (Hex S5805): The home of the great American patriot George Mason, the "Father of the Bill of Rights." Open to the public.

Pohick Church (Hex S5602): Still standing on the east side of Route 1 near present-day Fort Belvoir, this was the parish church for nearby Mount Vernon and Gunston Hall.

Winchester Toll House (Hex N0301): The town of Winchester, which changed hands several times during the war, is off the north mapedge by a distance of only one hex.

Kernstown (Hex N0102): Site of the opening battle of Stonewall Jackson's famous Shenandoah Valley campaign on March 23, 1862. Also the site of a battle on July 24, 1864 during Jubal Early's operations in the Valley.

White Post (Hex N0707): Named after a marker erected by George Washington when surveying a route to the nearby home of Lord Thomas Fairfax prior to the Revolution.

Front Royal (Hex N0214): Here on May 23, 1862 Stonewall Jackson surprised and overwhelmed a small Union garrison guarding one of the key gateways to the Shenandoah Valley. Never was the war of "brother against brother" more poignant than at Front Royal, where the Confederate 1st Maryland Infantry engaged in close combat with the Union 1st Maryland Infantry. The Union rallying cry at Front Royal, "Rally 'Round the Flag," became the postwar motto of the 1st Maryland Infantry, Maryland National Guard, and is still used today by the 115th Infantry, Maryland National Guard.

Upperville (Hex N1910): Site of a cavalry skirmish on June 21, 1863 during the Gettysburg campaign. The heart of what would later be known as "Mosby's Confederacy."

Aldie (Hex N3111): Site of a cavalry skirmish on June 17,1863 during the Gettysburg campaign.

Buckland (Hex N3022): Site of a cavalry skirmish on October 19, 1863, in which JEB Stuart's Confederates routed a Union force patrolling westward across Broad Run. The Confederates referred to the affair as the "Buckland Races."

Centreville (Hex N4318): The point of concentration for McDowell's Federal army prior to the Battle of First Manassas in 1861. Also the place to which Pope's battered Army of Virginia retreated following its defeat at Second Manassas one year later.

Centreville, fortifications on the heights, March 1862

Groveton (Hex N3720): The Battles of First and Second Manassas were fought in this vicinity. At First Manassas, which took place on July 21, 1861, McDowell's Union army marched around the Confederate left flank at Sudley Springs (N3718) and pushed the enemy south of the Warrenton Turnpike. In heavy fighting on the Henry House Hill (N3820), Confederate reinforcements forced McDowell to withdraw via Sudley Springs and the Stone Bridge (N3919). For information about Second Manassas, consult the "Game as History" section.

Ball's Bluff (Hex N3701): Site of a disastrous Union foray to the south side of the Potomac on October 21, 1861, in which Col. Edward Baker—a senator from Oregon and a close friend of President Lincoln—was killed. The Union force also suffered close to 1,000 casualties.

Leesburg (Hex N3502): Founded in 1758, Leesburg was a haven for President James Madison and his Cabinet following the British capture of Washington in August 1814.

Edwards' Ferry (Hex N3903): Major Potomac crossing site used by Hooker's Army of the Potomac in pursuit of Lee during the Gettysburg campaign, June 1863.

Fairfax Court House (Hex N5017): Site of one of the first skirmishes of the Civil War, June 1, 1861. The court house building, which was built in 1800, was used as a stable by Union troops during much of the war.

Fairfax Court House, Mathew Brady photograph

Falls Church (Hex N5715): Founded in the mid1700's, Falls Church is now swallowed up by the Washington D.C. metropolitan area. The church from which the town took its name still survives. It was used as a Union hospital during the Civil War.

Dumfries (Hex N5134): Dumfries is best known as the home of the earliest biographer of Washington, Parson Weems—the man who invented the story of the cherry tree.

Occoquan (Hex N5227): Once a bustling international port in the colonial period, Occoquan slowly declined in importance as the Occoquan River silted up, preventing ships from sailing upriver directly to the town.

Springfield Station (Hex N5620): You won't find any sign of the Civil War here. Today this junction of the Washington Beltway (Interstate 495) and Interstate 95 has some of the worst traffic on the East coast.

6 Mile Post (Hex N5819): Alexandria, the terminus of the Orange and Alexandria Railroad, is about four and one half miles (four hexes) directly east of this hex.

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Designer's Notes

Reprinted from the original 1992 publication

Inspiration in game design can come at odd moments. The idea for *Sixth Fleet* (Victory Games, 1985) came to me while playing the outfield in a boring YMCA softball game in the summer of 1983. The inspiration for *St. Lo* (West End Games, 1986) hit me while stuck in a District of Columbia bus in the middle of a blizzard. While sitting on the banks of the Rappahannock River at Kelly's Ford during a 1991 vacation (Hex S2618 in the game), I came up with the idea for *Stonewall Jackson's Way*.

One of the most positive aspects of living in Maryland for me is the proximity of Civil War sites. With a half dozen National Battlefield parks within a two hour drive of my home, I've spent much of my leisure time over the past decade exploring Gettysburg, Antietam, Harpers Ferry, Manassas, Fredericksburg, Chancellorsville, the Wilderness, and Spotsylvania. I have always experienced a curious excitement, however, when venturing to some of the lesser known Civil War locales in Maryland and Virginia, most of which are unprotected by the National Park Service. Without the convenience of a slick Park Service brochure, one has to have done a good bit of background research to figure out exactly what happened 130 years ago at an obscure crossroads in rural Maryland or a hidden ford in the Virginia woods. However, the rewards of this type of Civil War tourism are great, and that is the reason why I took a week off from work in the spring of 1991 to take a leisurely drive in Virginia. In addition to Kelly's Ford, my journey took me to such forgotten sites as Ellwood (Hex S2826, where Stonewall Jackson's arm is buried), Clark's Mountain (Hex S1527, from where Robert E. Lee observed Pope's Army of Virginia across the Rapidan in August 1862), Sperryville (Hex S0108, where Sigel dallied in the summer of 1862), Amissville (Hex S1406, where Jackson began his flank march around Pope), and Germanna Ford (Hex S2623, where Grant's army entered the Wilderness in May 1864).

While picnicking at Kelly's Ford, it occurred to me that there is a "hidden" Civil War in our own backyard that even serious Civil War buffs know little about. Whereas we understand a great deal about Civil War battlefields and tactics, our familiarity with the circumstances that brought the armies to battle is not as deep. This is somewhat surprising, as Civil War battles were rarely decisive. The North's great victory at Gettysburg, for example, was no Waterloo, and Lee's army fought on for almost two more years—yielding only to attrition and lack of supply. Clearly the human drama of armed struggle is the primary reason why most students of the Civil War focus on battles rather than campaigns. There isn't much interest in rates of march, road networks, logistics, or other considerations that dominated the minds of army commanders.

Or is there? If you're searching for brilliant Civil War generalship, don't look for it on the battlefield; look instead at Jackson's flank march around Pope, Grant's Vicksburg campaign, or Lee's daring decision to split his army on the road to Chancellorsville. Very few generals in the Civil War grasped the profound tactical implications of rifled weapons, and as a result Civil War battles were generally bloody toe-to-toe struggles in which little tactical subtlety was employed. Usually the victor was just as exhausted as the vanquished by the end of the engagement.

It is important to note that generals like Jackson, Grant, and Lee did not gain their lofty reputations by their battlefield performances. Rather, they achieved immortality by adhering to the basic rule of getting there "firstest with the mostest." How did these men succeed while so many others failed? The answer lies in their more effective use of "grand tactics" to bring the enemy to battle on terms favorable to themselves. By beating Burnside in a race to Fredericksburg in November 1862, Lee forced his opponent to launch a foolhardy attack that was doomed to failure from the start. However, had Burnside moved from Warrenton to Fredericksburg with greater celerity and with a firmer idea of what to do once he got there, the battle might have taken a very different turn. Thus, those leaders who succeeded were usually those who most effectively maneuvered their forces prior to battle.

Ever since Avalon Hill's original Gettysburg in the early 1960's, Civil War games have had a decidedly tactical flavor. Virtually every significant engagement of the Civil War has been covered (often more than once) at a variety of scales. Only a handful of games, most notably Lee vs. Grant, The Campaigns of Robert E. Lee, and Grant Moves South, have portrayed the war's operational side. The popularity and longevity of the Great Battles of the American Civil War system attests to the hobby's appetite for tactical games. There seems every reason to believe that hobbyists will have a similar interest in Civil War gaming at a slightly different scale.

With *Stonewall Jackson's Way*, Avalon Hill is initiating a new series of Civil War games. Using a common scale of one mile per hex and one day per turn, the games are primarily intended to provide the players with an enjoyable—and fairly simple—game system which realistically captures the flavor of a Civil War campaign. We are already working on Volume II, entitled Here Come the Rebels. This one will cover the Antietam campaign in September 1862 as well as Jubal Early's raid on Washington in July 1864. It will have one and one half maps, both of which will link up with the *Stonewall Jackson's Way* map in case anyone is dedicated enough to simulate Lee's entire offensive in the summer of 1862, from Cedar Mountain to Antietam. Volume III will be High Tide at Gettysburg, a two map game covering Lee's invasion of Pennsylvania in the summer of 1863. Stonewall in the Valley, also with two maps, will be Volume IV.

None of the first four volumes in the series will require ownership of any other volume, so we expect to be able to refine the game system as the series progresses based on the gamers' comments. Players familiar with Victory Games' Fleet series know how effectively the game system changed from one game to the next based on their suggestions for improvement. We hope to duplicate that success again in this series—so keep in touch.

A note on the map. Never in seventeen years of game design did I work harder on a map than I did on this one. The whole process, from research to final product, took almost four months. The task took me to county historical societies all over Maryland and Virginia, where I was usually able to obtain or copy county insurance maps from the Civil War period. These invaluable sheets portrayed road networks in great detail and listed the owners of virtually every home inside the county borders. I enjoyed studying these maps immensely and have attempted to impart some of their rich flavor onto the game map. Players are assured that each and every road on the map had its counterpart in reality roughly in the indicated location—give or take a few hundred yards due to the distortions necessitated by the hexfield. (Note that very narrow roads or small farm tracks were usually omitted from the map; their presence is indirectly reflected in the cost required to enter a hex across a nonroad hexside.) I would deeply appreciate comments on the map from gamers who might have access to historical maps of even greater detail—even down to modifications in individual hexes. Sources of new information will allow us to correct mistakes and improve maps in future volumes of the series.

One of the most surprising discoveries I made while working on this project occurred when I enlarged a map by the famous Confederate cartographer Jed Hotchkiss to precisely the same scale as a modern Maryland road map. I superimposed the Hotchkiss map on top of the modern map on a glass table and examined them together while shining a powerful light from underneath. With few exceptions, the modern road network and the Civil War roads matched up almost exactly! During my several exploratory trips in the Virginia and Maryland countryside, the discovery that modern development has changed Civil War topography less than one would imagine enhanced my understanding of the campaign covered in *Stonewall Jackson's Way*. If there is suficient interest—and again we would appreciate hearing from customers about this—maybe we can arrange a gamer's Civil War campaign tour immediately prior to (or following) a local convention or Avaloncon.

Joseph M. Balkoski

Redesign notes, Feb 2013

This project originally started with my design of the new scenario Bag the Whole Crowd in spring 1999. After Mike Belles and I designed All Green Alike, publishing a game package including both campaigns became the goal. Therefore, a redesign of the original SJW scenarios was required to update them to the Standard Rules and rebalance them. The following are some interesting notes on the redesign of a few of the scenarios.

Cedar Mountain was always a nice scenario to play, but both the original version and others old redesign were biased in the Confederate favor with no way to balance it with a bid. The problem was high Union losses causing players to be afraid to disposition their forces in a combative manner around the objective (Culpeper). The solution was to make the objective worth a high multiple of combat losses, and also giving VPs for varying levels of control of the objective. The resultant VPs make for a balanced scenario, without the risk of Union flight or Jackson munching on Sigel as the standard way to victory; instead both sides now want to mix it up around the objective.

Lee vs. Pope got me hooked on GCACW due to how well it highlights sweeping maneuver and open field combat. It was fun to play despite being heavily biased against the Union; but this bias was not completely fixable with a high Confederate bid. Reducing the length of the scenario from 5 to 2 days changes it so the initial historical objectives for each side are achievable, and it still features a significant amount of maneuver and combat. The resultant scenario turned out to be quite tense and remains one of my favorites.

In both From the Rappahannock to Bull Run and the campaign scenarios, one of my main objects of the redesign, besides converting them to the Standard Rules and balancing them, was to take the focus off the Confederates being able to win the game mostly from burning RR stations. This is what most players did, especially when simply converting it to the Standard Rules with the extra fatigue per turn vs. the original rules this scenario was designed under. Therefore, the VPs for the RR station burns have been reduced and the Confederates get the bulk of their points from uniting their army on good ground in one of the several strategic locations. The wide latitude given the Confederates on choice of endgame locations (and their relative VPs), along with typical move and combat variability, makes these scenarios extremely replayable.

Many thanks go to Steve Likevich who endlessly replayed scenarios with me while I tweaked them.

Chris Withers

At Christmas when I was age eleven I received my first two games: Battle of the Bulge (Avalon Hill) and The American Revolution (SPI). My life as a strategy gamer was underway. Two-player historical wargames, most set during World War II, would be my main focus for the next 5 years. But I moved in a different direction during high school and college. Now role playing and multiplayer diplomatic games came to the fore: Dungeons and Dragons, SPI's Dragonquest, Diplomacy, Machiavelli, Illuminati and even Dune were my usual fare. A special favorite was Britannia and it was with that title in mind that I made my way to the 1992 Avaloncon convention in Camp Hill, Pennsylvania.

Once I'd been knocked out of that tournament, I made my way to the AH sales booth to see if there was anything interesting before we hit the road. One title caught my eye, bringing back memories of my childhood obsession with The Golden Book of the Civil War. Stonewall Jackson's flank march at Chancellorsville was particularly baffling in that children's history book. That book's big attraction was its hand-painted battle maps that looked like an aerial view of a huge miniatures display. The drawing of Chancellorsville showed Jackson marching from one corner of the page to another before coming back into view on the opposite side of the page from which he started. Maybe this new Stonewall Jackson's Way game would help shed some light on that confused memory.

Well it turned out this game was not on Chancellorsville, but instead the much less familiar Second Manassas campaign of one year earlier. Still, even though this was a serious two-player wargame, I was hooked. I spent the month before the next Avaloncon playing and replaying the Cedar Mountain scenario that was going to be used in the brand new Stonewall Jackson's Way tournament. And I looked forward to the seminar Joe Balkoski was going to hold discussing the series.

My practice sessions paid off: I made it to the finals and won the first SJW tournament in 1993. Better still was Joe's talk about his plans for the series. More games on Antietam, Gettysburg and the Valley Campaign were to come.

My only disappointment was that no Chancellorsville title would be made. When I asked Joe about that possibility, he replied that each game should add new maps to the series' repertoire; since the action at Chancellorsville would fit neatly on the existing map for SJW he wasn't going to cover it.

Once Roads to Gettysburg was out I tried an experiment. What if I took the RTG units (much the same as those that appeared at Chancellorsville just one month before) and set them up on the southern SJW map? Surely I almost had a Chancellorsville game for my new-found favorite game series. Maybe if I was lucky I could write an article for AH's General Magazine and get a scenario or two published.

So I decided to write a letter to Joe Balkoski and see what he thought of my crazy idea. He was most encouraging and even said that if I proceeded far enough on the project he'd talk to AH about publishing it as a new title in the series. Now was surely the time to give my already well-loved copy of SJW a workout. Playtest counters from scenarios that would form the heart of Stonewall's Last Battle flew back and forth across my SJW south map.

Fast forward to 1998. Stonewall's Last Battle had been published and Joe and I had decided to join forces to create a sixth title in the series on the Peninsula campaign. However Avalon Hill's financial difficulties led to their sale to Hasbro that summer. Our combined work (On to Richmond!) barely made it out the door before the AH game operation shut its doors. By the following year Hasbro was offering the entire GCACW inventory at rock bottom prices.

Now deeply involved with everything GCACW, I decided to order one copy of each game as a backup set. My heavily worn copy of SJW would certainly not hold up much longer. However something went awry; when the games arrived I had received two copies of Stonewall in the Valley but no Stonewall Jackson's Way. I had boxes of GCACW games all over the house now; but still only the one copy of SJW.

Fifteen more years have passed. Amazingly, my hobbyist work on SLB and OTR has served as the springboard for a full-time career as a computer and board game designer. Despite numerous new projects, I've still pulled out my copy of SJW every year or so for the GCACW events at the World Boardgaming Championships (WBC); we play both Jackson's March and From the Rappahannock to Bull Run every few years. It became a critical asset once we started the move to reprint SJW with Multi-Man Publishing. Ripped along the seams and water-stained on the Fredericksburg panel, my tired mapsheets became the reference point for our new work with Charlie Kibler to bring the maps up to "modern" GCACW standards. The counters, now rendered oddly glossy by repeated use, emerged once more to be pushed over the reprint maps whenever we demoed this new edition at MMP's Winter Offensive or WBC.

And now it's 2013 and time for the reprint of Stonewall's Jackson Way to be released at last. With completely updated counters, full-color rulebooks and charts, and a vibrant new map, it puts my old war horse to shame. So my old copy of SJW can now rest at last. It will go up on my shelf with pride. Surely it has served with valor and distinction.

Ed Beach

Stonewall Jackson's Way 2 Credits

Original Game Design: Joe Balkoski
Series Game Design: Joe Balkoski
Scenarios Redesign: Chris Withers
New Scenarios Design (Bag the Whole Crowd, Which Way Did He Go): Chris Withers
Redesign Game Development: Ed Beach, Chris Withers
Map Painting: Charlie Kibler
Graphic Design: Nicolas Eskubi
Cover Art: Keith Rocco "Baptism at Manassas"
Rules Layout: Nick Richardson
Playtesters: Ed Beach, Mike Belles, Juan Caballero, Rob Doane, Steve Likevich, Jay Meyer, Paul Nied, Justin Rice, Alberto Romero, Steve Sandy, Toshi Takasawa, Chris Withers
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