

Game Design by John Poniske
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FIRE ON THE MOUNTAIN

RULES OF PLAY

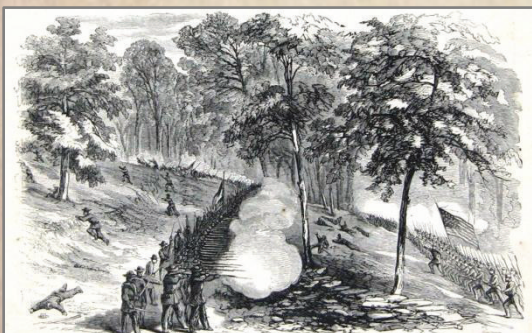
During the Army of Northern Virginia's first invasion of the North, Robert E. Lee learned of a threatening Federal advance east of Hagerstown, Maryland. Since "Stonewall" Jackson was besieging Harper's Ferry and could be endangered by the Federal advance, Lee instructed Daniel Harvey Hill to hold the South Mountain passes and prevent the Union army from crossing the Blue Ridge Mountains. It was essential to delay George McClellan's Union army so Jackson would have time to take Harper's Ferry and Lee could then reunite his scattered forces.

Having been misinformed by J.E.B. Stuart that the Union army was not pursuing him, Hill assigned a small force of artillery, Garland's and Colquitt's Brigades to join the 5th Virginia Cavalry. These forces were to defend Turner's and Fox's Gaps. Elements of Mahone's Virginia Brigade and Robertson's Cavalry Brigade were to defend Crampton's Gap further to the south. As he sat at Turner's Gap, D. H. Hill watched in horror as the I, VI and IX Corps filled the valley below him and prepared to assault the Confederate positions. Hill notified Lee of his predicament and Lee briefly entertained the idea of a general retreat across the Mason-Dixon Line. In the end, Lee learned that Harper's Ferry was about to fall so he ordered Longstreet to reinforce D. H. Hill. Longstreet felt that South Mountain was indefensible and therefore acted under protest but he ordered Jones's, Walker's and Hood's Divisions forward to assist in holding Turner's and Fox's Gaps.

Union Wing Commander Ambrose Burnside arrived and ordered a pause in the fighting so that he could review the situation. Burnside vacillated long enough for Longstreet to strengthen the Confederate positions. In addition to the extra troops, D. H. Hill reported, "the mountains are steep, rugged and thickly wooded, and rendered peculiarly hard to climb by reason of the presence of many ledges and loose rocks. A good many stone fences also were found there, and they afforded much protection to the troops defending the position."

Good defensive positions do not always decide a battle and the Union Army had the advantage of superior numbers. Confederate forces were seriously strained and Crampton's Gap fell rather easily. Union forces were prevented from pouring through Fox's and Turner's Gaps only because of Longstreet's arrival and the coming of darkness. Even though fighting continued after dark, it tapered off with the Confederates barely holding onto their positions around the final two gaps.

In the end, Lee had to retreat and his defense of the South Mountain passes cost him 2,800 casualties and General Samuel Garland, Jr. The Union lost 2,300 men and Jesse Reno, the IX Corps commander. Since the fearful slaughter of Antietam was just three days away, these losses are somewhat forgotten.



Despite the strong defensive features, the numeric superiority of the Union forces should have overwhelmed the Confederates fairly quickly but the inaction of Generals Pleasonton and Burnside squandered their advantage. The Battle of South Mountain was therefore a tactical victory for the Union but a strategic victory for the Rebels. Even though South Mountain pales in comparison to the looming battle of Antietam, it still caused over 5,000 casualties, killed two Generals and, most importantly, cost McClellan a great opportunity to divide the Army of Northern Virginia and defeat it in detail.

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Special thanks to the following people who assisted in bringing this game to production.

- Rick Barber (who's map artwork the hobby will miss)
- Chris Wood
- Wayne Hanson
- Mark Palmer
- John Vinal

And most of all to the customers who waited so patiently, one in particular Martin Svensson.

1). GAME:

1.1) Scale:

Each hex is 300 yards across and the map area is approximately two and a half miles by three miles.

The basic Infantry playing piece is Brigade size. Artillery pieces are a combination of batteries. Cavalry pieces vary from small detachments to near Brigade size.

Game Turns represent one hour of real time.

1.2) Abbreviations:

| | |
|-----|------------------------|
| 1d6 | One (1) six-sided die |
| CM | Command Modifier |
| DRM | Die Roll Modifier |
| LCM | Leader Casualty Marker |
| LOS | Line of Sight |
| MP | Movement Point |
| OOB | Order of Battle |
| SP | Strength Point |
| ZOC | Zone of Control |

1.3 Terminology:

Brigade – used when a rule applies specifically to Brigades.

Commander – used when a rule applies specifically to Commanders.

Leader – used when a rule applies to both Commanders and inherent Brigade Officers.

Unit – used when a rule applies to both Brigades and Commanders.

Combat – used when referring to attacking or defending during the Combat Phase.

Assault – used when the phasing player is conducting an attack on enemy Brigades.

2). UNIT COUNTERS:

2.1). There are three types of counters in "Fire on the Mountain" that represent the soldiers on the field.

- **Commanders** (Division, Corps and Army)
- **Brigades** (Infantry, Cavalry, Artillery)
- **Guards** (special detachments)

Confederate counters are gray and Union counters are either light blue (I Corp), dark blue (IX Corp), or white (XII Cavalry Corp). Collectively they are referred to as Confederate Forces or Union Forces.



2.2). **Commanders** are named for the person the counter represents in the game. The only exception to this is General Reno, who is inherent in the General Cox counter.

Each Commander counter has a single number which is a Command Modifier (CM). The CM is a positive Die-Roll Modifier (DRM) that is applied to a Brigade's Rally attempt, Regroup attempt or Morale Check. It also represents the number of Brigades that a Commander can apply its CM to.



2.3) Brigades are named for their Commander during the battle (located in the colored band on the bottom of the counter) so some Brigade names may seem unfamiliar if you are well versed in the history of the battle. Regimental IDs are included for historical flavor only.

Each Brigade has an icon that identifies it as Infantry, Artillery or Cavalry.

Brigade Officers are an inherent part of each Brigade (not represented by a counter) and allow Brigades to conduct Rally attempts (not Regroup) and Morale Checks. Brigade Officers may be lost due to combat (see 16.0 Leader Casualties).

Each Brigade has a number, or numbers, on it, the respective values are as follows:



Infantry and **Cavalry** Brigades have a single number which represents their strength in combat, referred to as Strength

Points (SP). Brigades with a **Red SP** are Sharpshooter Brigades (see 7.2).

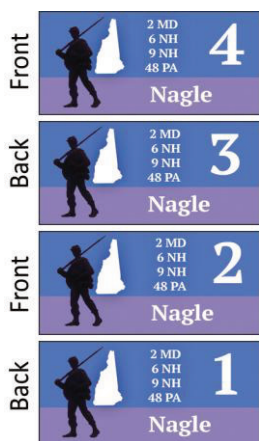


Artillery Brigades have two SP numbers, Ranged Fire (left) and Canister Fire (right).

EXAMPLE: an artillery Brigade with an SP of 3-4 would have an SP of three (3) if using Ranged Fire (two or more hex range), and an SP of four (4) if using Canister Fire (adjacent hex only).

The Pelham (Confederate) and the Robertson (Union) are the only two Horse Artillery Brigades in the game. This is denoted by the white Cavalry color band used on these units





There are multiple counters for each Brigade that reflect the Brigade's current SP. The Order Of Battle chart is used to track Brigade step loss status.

If a Brigade takes a step loss, the Brigade counter is either flipped to the lower SP (on the back side) or replaced with the Brigade counter of the next lower SP, which is found on the Order of Battle (OOB) chart.

EXAMPLE: A Brigade with a full strength value of four (4) SP loses two (2) steps during combat so the owning player would move the four (4) SP Brigade counter to the OOB chart and replace it on the map with the two (2) SP Brigade counter from the OOB chart.

Brigades can also regain SP when a Commander or an inherent officer rallies the Brigade. The Brigade counter is either flipped to the higher SP (on the front side of the counter) or replaced with the Brigade counter with the next higher SP found on the OOB chart.

EXAMPLE: In the earlier example, the two (2) SP Brigade is rallied so the three (3) SP Brigade counter is taken from the OOB chart and replaces the Brigade counter on the map. The two (2) SP Brigade counter is placed back on the OOB.

Note. A Brigade that suffers a step loss may not be rallied back to full strength.

If a Brigade that is already reduced to one (1) SP takes a step loss remove the Brigade from the map and place it in the appropriate Casualty Box on the map. This Brigade is considered eliminated and cannot be rallied.



2.4) Guards are special detachments used to escort captured enemy Brigades off the map. Guards have a single number on them that represents the SP detached from

one (1) Brigade of that Division. Guards rejoin their parent Brigade one Game Turn after exiting the map. Guards cannot use their SP in combat and are immediately eliminated if they are the target of an Assault. The captured Brigade is also removed but does not generate any VPs. (see 17.5 Captured Brigades)

3). GAME MARKERS:

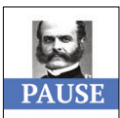
3.1). There are a number of game markers used while playing Fire on the Mountain that help track the status of units and game functions.



“Turn Marker” –indicates the current Game Turn.



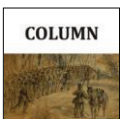
“Rout Marker” –placed on a Brigade to indicate it has routed (see 17.0 Retreat & Rout).



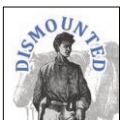
“Burnside Pauses Marker” –indicates the inability of Union forces to enter enemy ZOCs, or initiate Assaults (see 11.4 Burnside)



“Leader Casualty Marker (LCM)” – indicates a Brigade has suffered an inherent Brigade Officer casualty (see 10.3 Brigade Officers)



“Column Marker” – placed on a Brigade to indicate it is in column formation (see 13.3 Columns & Road Column Movement).



“Dismounted” – indicates Cavalry and Horse Artillery Brigades are no longer mounted (see 8.0 Cavalry & Horse Artillery).

4). STACKING:

4.1). A maximum of three Brigades, of any type, may stack together in one (1) hex with one exception; three (3) infantry Brigades **cannot** stack together.

A maximum of two (2) Commanders can stack in one (1) hex (in addition to the three Brigades).

Guards do not count against stacking limits. They are considered attached to the Brigade they have captured.

If over stacking occurs (usually due to retreat), the **opponent** of the over stacked Brigades decides which Brigade in the over stacked hex will retreat one (1) additional hex.

Brigades entering the map as reinforcements are allowed to enter at the maximum stacking limit.

4.2). Lead Brigade is an integral aspect of the combat system in Fire on the Mountain as the Lead Brigade absorbs all step losses during combat. The order in which Brigades are **stacked** determines the Lead Brigade and the general rule is:

- Each defending **hex** will have one Lead Brigade.
- Each **Assault** will have one Lead Brigade.

Infantry is always the Lead Brigade **unless** a Cavalry Brigade is present **and all** Infantry Brigades have lost two (2) or more SPs. If such a case exists a player **can choose** a Cavalry Brigade (Mounted or Dismounted) as the Lead Brigade.

Sharpshooter Brigades, if present, are **automatically** the Lead Brigade regardless of how many SPs they have lost.

Artillery Brigades can **never** be the Lead Brigade **unless** they are alone in a hex that is the target of an Assault.

EXAMPLE: One hex contains three Brigades, two Infantry Brigades and one Artillery Brigade, stacked in that order, top to bottom.

The phasing player initiates an Assault using the top Infantry Brigade and the Artillery Brigade. In this Assault the Infantry Brigade is the Lead Brigade.

The phasing player then initiates an Assault using the remaining Infantry Brigade. In this Assault the sole Infantry Brigade is the Lead Brigade.

EXAMPLE: One hex contains three Brigades, two (2) Infantry Brigades and one (1) Artillery Brigade, stacked in that order. An adjacent hex contains two Infantry Brigades and one Cavalry Brigade, stacked in that order.

The phasing player uses all six Brigades to initiate an Assault and chooses the top Infantry Brigade from either hex as the Lead Brigade.

EXAMPLE: One hex contains three Brigades, two (2) Infantry Brigades and one (1) Artillery Brigade, stacked in that order. An adjacent hex contains two Infantry Brigades and one Cavalry Brigade, stacked in that order.

The phasing player is using all three Brigades from the first hex, and the middle Infantry Brigade from the second hex to initiate an Assault and chooses either the top Infantry Brigade from the first hex, or the middle Infantry Brigade from the second hex as the Lead Brigade.

*The phasing player then uses the top Infantry Brigade and the Cavalry Brigade from hex two to initiate an Assault. If the Infantry Brigade has not lost two steps then it would automatically be the Lead Brigade. If the Infantry Brigade has lost two (or more) steps then the assaulting player **can** choose the Cavalry Brigade as the Lead Brigade.*

A player can only change the stacking order:

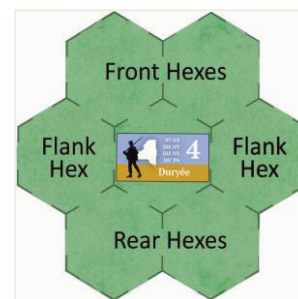
- during their own Movement Phase
- at the end of an Assault (phasing player only) whether advancing into a vacated hex or not

OPTIONAL: If players are new to wargames, or want to simplify the game, players are allowed to change stacking order at any time, except during an Assault.

5). FACING :

5.1). The top of the Brigade counter determines its facing. A Brigade must be positioned in the hex so that the top of the counter faces one of the apexes. This is referred to as its "Facing".

Facing determines the Brigade's Zones of Control. It also determines direction of movement and the Brigade's strength (SP) in combat.



Use the Brigade's full SP when conducting combat into its Front hexes. Use one half of a Brigade's SP (rounded up) when conducting combat into its Flank hexes. Combat is not allowed into a Brigade's Rear hexes.

EXAMPLE: The Brigade above can attack/defend into either one of the two front hexes with four (4) SP. The Brigade can attack/defend into either one of the two flank hexes at half firepower (rounded up), two (2) SP. The Brigade cannot attack/defend into rear hexes.

6). ZONE OF CONTROL (ZOC):

6.1). The two (2) hexes to the Brigade's front and the two hexes to the Brigade's flank identify the Brigade's Zone of Control (ZOC). The two hexes to the rear of the Brigade **do not** have a ZOC.

ZOC **does** extend down slope into hexes at a lower elevation. Except into hexes that are a 3 elevation change.

ZOC **does not** extend upslope to hexes at a higher elevation.

Units must stop whenever they enter an enemy Brigade's ZOC. Friendly Brigades occupying a hex in an enemy ZOC do not negate the effect of the enemy ZOC.

A Brigade **cannot** move directly from a hex in an enemy Brigade's ZOC to another hex in an enemy Brigade's ZOC. Commanders **can** move directly from a hex in an enemy Brigade's ZOC to another hex in an enemy Brigade's ZOC **only** if there are friendly Brigades present in both hexes.

A unit **can** move from a hex in an enemy Brigade's ZOC into a non-ZOC hex and then into a different hex in an enemy Brigade's ZOC.

7.0). INFANTRY:

7.1). The Infantry Brigade is the main fighting force in the game and the rules governing them are dispersed throughout these rules. The following rules apply to special Infantry Brigades.

7.2). Sharpshooters:

The Phelps Brigade (Union) and the Jenkins Brigade (Confederate) include Sharpshooters indicated by a **Red SP**. These are referred to as Sharpshooter Brigades.

When Sharpshooter Brigades are involved in combat, the following rules apply:

- The Sharpshooter Brigade **must** be the lead Brigade, regardless of the number of step losses it has incurred.
- Rolling two ones (1s) during Defensive Fire or Close Combat causes a Leader Casualty. In addition, the Sharpshooter Brigade can select a Commander over an inherent Brigade Officer to satisfy the Leader Casualty if a Commander is in the hex (even if the Lead Brigade has one (1), or no LCMs).

8.0). CAVALRY & HORSE ARTILLERY:

8.1). Cavalry and Horse Artillery Brigades are considered Mounted unless a Dismounted marker is placed on the Brigade. It costs 1MP to place/remove a Dismounted marker which can only be done at the beginning or end of the owning player's Movement Phase. If a Cavalry Brigade starts the Movement Phase Mounted it has 6 MP; Dismounted it has 4 MP.

8.2). Mounted Cavalry Brigades:

- **Cannot** Assault into a hex at a higher elevation
- **Cannot** Assault into a woods hex
- **Must** stop when entering a woods hex (unless moving along a road)

8.3). Dismounted Cavalry Brigades halve their SPs (rounded down) and function as an Infantry Brigade for all game purposes, **except** as a Lead Brigade (see 4.2).

8.4). Horse Artillery Brigades **must** be:

- Dismounted before they can fire
- Mounted before they can move

8.5). U.S. Cavalry Breakout:

Up to five (5) Union Cavalry Brigades can exit the West edge of the map beginning the turn after either Fox's Gap (hex #1607) or Turner's Gap (hex #2405) has been captured. Once exited these Brigades cannot return.

These Brigades can exit the map over a series of turns. For **each** Cavalry Brigade that exits the map award the Union player one (1) VP.

Beginning with the Movement Phase of the turn immediately following the Union Cavalry Breakout, the Confederate player must begin moving an equal number of un-routed SPs (Infantry or Cavalry) off the map via the shortest path (by MPs).

The Confederate SPs must first be taken from those Brigades within seven (7) hexes of the Union Cavalry Brigade's exit hex. If there are not enough un-routed Confederate SPs available with seven (7) hexes then use the next closest Confederate SPs. The exited Confederate SPs cannot return and do **not** earn VPs for the Union player.

9.0). ARTILLERY :

9.1). Artillery Brigades have two SP numbers on the counters:

- Ranged Fire - the left SP
- Canister Fire - the right SP

The term "firing hex" refers to the hex that the attacking Artillery Brigade occupies. The term "target hex" refers to the hex occupied by the enemy Brigade under fire.

Artillery Brigades can project their SPs a number of hexes, referred to as "range". When determining range, count the target hex but not the firing hex.

Ranged Fire has a range of:

- three (3) hexes if the target hex is at the same or higher elevation as the firing hex
- four (4) hexes if the target hex is at a lower elevation than the firing hex

Canister Fire has a range of:

- one (1) hex

9.2). Ranged Fire is used when the target hex is more than one (1) hex away, or if targeting enemy Artillery Brigades in an adjacent hex using Suppression Fire.

Ranged Fire to a target hex that is at a higher elevation than the firing hex reduces the SP by one (1) for each Artillery Brigade.

9.3). Canister Fire can only be used if the target hex is adjacent to the firing hex. Canister Fire never suffers a reduction in SPs for a one (1) or two (2) elevation change (up or down). Canister Fire is not allowed for a three elevation change.

9.4). Suppression Fire is a form of Artillery Fire where attacking Artillery Brigades are specifically targeting enemy Artillery Brigades and **always** uses Ranged Fire. Suppression Fire is rolled separate from Close Combat and only one (1) step loss can occur per instance of Suppression Fire.

EXAMPLE: If two Artillery Brigades are targeting a hex with only one enemy Artillery Brigade a player must combine them into one instance of Suppression Fire.

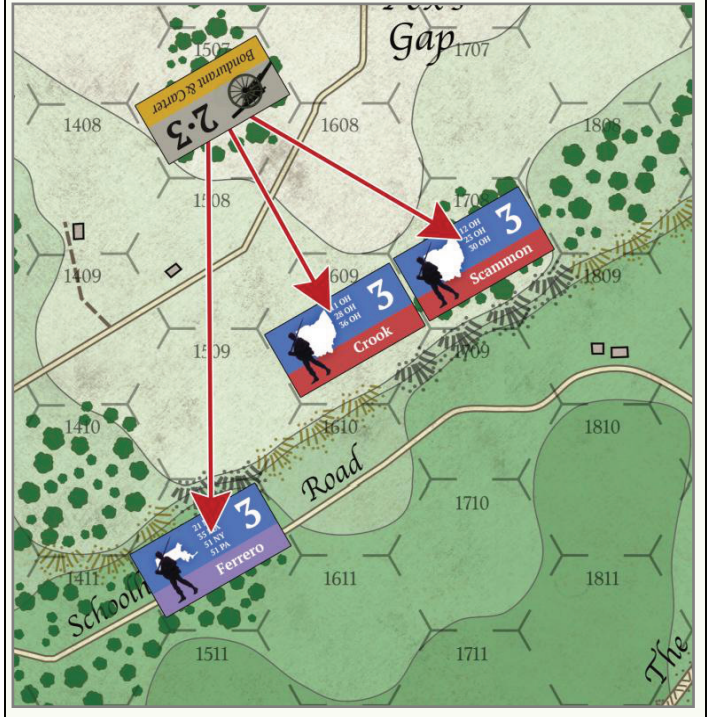
9.5). Line of Sight (LOS)

Artillery Fire is based on Line of Sight (LOS) which is traced using a straight line from the center of the firing hex to the center of the target hex. If any part of that line passes through blocking terrain LOS is blocked. If the straight line passes along a hex side with blocking terrain in one hex but not the other LOS is not blocked.

LOS is blocked:

- If a hex contains Woods. Artillery Fire may **begin and/or end** in a woods hex but it may not travel through a woods hex.
- If enemy or friendly Brigades occupy an intervening hex at the same elevation as the firing hex **and** the target hex.
- If an intervening hex is at a higher elevation than the firing hex **and** the target hex
- If the firing hex **or** target hex is not adjacent to a hex at a higher/lower elevation. In essence an Artillery Brigade located at the top of a hill would have to be adjacent to a hex that is at a lower elevation in order to fire down the hill. The reverse would also be true if the Artillery Brigade was firing uphill (see example next page)

EXAMPLE: The Confederate Artillery Brigade has three Union Brigades advancing. Of those three Brigades it only has LOS to the Crook Brigade. LOS to the Scammon Brigade is blocked because there is an intervening hex at the same level as the firing Brigade, and the target Brigade is at a lower elevation. LOS to the Ferrero Brigade is blocked because there are two intervening hexes of the same elevation and the target hex is at a lower elevation. For the same reasons hexes 1611 and 1710 would also be out of LOS.



Artillery fire at this time was not sophisticated and Players should use common sense when determining if an Artillery Brigade has LOS to the intended target hex.

10.0). COMMANDERS & BRIGADE OFFICERS:

10.1). Commander counters (Division, Corps and Army) have a single Command Modifier (CM) which is used to affect die rolls conducted for Morale Checks, Rally attempts, and Regroup attempts.

The CM also indicates the number of Brigades that a Commander can affect in the hex they occupy.

Except in one unique instance the CM is not used as an SP (see 10.5 Longstreet Bonus -optional rule).

When in an enemy ZOC due to an enemy advance, Burnside and McClellan must exit the ZOC during the next Movement Phase.

10.2). Commander Effects:

A Commander in a hex applies its CM as a positive DRM added to a friendly Brigade's Morale Check, Rally attempt, or Regroup attempt die roll.

No more than two (2) Commanders may occupy a single hex. Commanders in the same hex may **not** add their CMs together and apply it to a single Brigade's Rally/Regroup attempt or Morale Check die roll but they can each apply their CM to different Brigades stacked in the hex.

Commanders can become casualties if the Brigade they are stacked with has two (2) LCM markers and a Leader Casualty result is rolled.

or

they are targeted by Brigades that are identified as sharpshooters, those with a **Red SP** (see 7.2 Sharpshooters).

10.3). Brigade Officers:



All Brigades are considered to have officers that are an inherent part of the Brigade. These Brigade Officers can conduct Rally attempts and Moral Checks. LCMs are

attached to Brigades to indicate the loss of those officers.

If one (1) LCM is attached to a Brigade, **subtract** one (1) from all Rally attempt or Morale Check die rolls.

If two (2) LCMs are attached to a Brigade the Brigade Officers cannot conduct Rally attempts or Morale Checks and a Commander would need to be in the hex in order to do so.

10.4). Presence of Lee (Optional):



Due to an injury suffered at 2nd Manassas Lee did not appear on the South Mountain battlefield. But what if Lee had been there to exert more influence on the battle?

If the players agree to this optional rule, the Confederate player can bring Lee onto the map during the Rally Phase of any Game Turn from 3 pm onwards. Lee is placed in the hex Longstreet occupies and moves as per the rules for Commanders.

Lee can apply his CM on Rally attempts for up to four (4) Brigades that occupy the same hex, or an adjacent hex, to the hex Lee occupies.

Lee must be removed from the map during the Rally Phase three Game Turns **after** his arrival. Once Lee has left the map he cannot return.

The Union player receives one (1) Victory Point (VP) for each Game Turn that Lee is within two (2) hexes of a Union Brigade.

Lee cannot be wounded or killed. His soldiers were fiercely protective of him (“Lee to the Rear”) and would have kept him out of real danger. Should a Union Brigade somehow move adjacent to his hex, he is immediately removed from the map.

10.5). Longstreet Bonus (Optional):



Lee and Longstreet had a close working relationship, even when they disagreed on strategy. If Lee is either in, or adjacent to, the hex Longstreet occupies on the Game

Turn Lee is removed from the map, the Confederate player has the following options on the Game Turn following Lee’s exit from the map:

- Longstreet may conduct Rally/Regroup attempts with a +1 DRM (in addition to his CM);
- or**
- Longstreet can add two (2) SP to any Assault he participates in. Note: Using Longstreet in an Assault risks his loss but that is the potential cost of this one-time bonus.

10.6). Burnside Resolve (Optional):

Instead of Burnside’s historic hesitation, he is much more aggressive and he pulls his troops back during the 12 pm Game Turn. He immediately decides to attack during the 1 pm Game Turn so ignore the Burnside roll and resume the offensive (see 11.5 Burnside Roll)

11.0). SEQUENCE OF PLAY:

11.1). Set Up:

Decide which player will control the Confederate forces, which side will control the Union forces, and any optional rules to use.

Place the Turn Marker on the 7 am Game Turn box on the map.

Place the Confederate starting units either on, or within two hexes of their listed starting hex.

Place the Union units in their listed starting hex.

Place all remaining Brigades and Commanders on their respective Order of Battle charts.

11.2). Phase Sequence:

Each Game Turn follows the Sequence of Play as shown below. The player currently active is called the phasing player the other player is the non-phasing player. The Union player is first during all Game Turns.

A - Union Forces (Phasing Player):

1. Burnside Roll (Game Turns 1 pm & 2 pm only)
2. Rally Phase
3. Movement Phase
4. Reinforcement Phase
5. Combat Phase

B - Confederate Forces (Phasing Player):

1. Rally Phase
2. Movement Phase
3. Reinforcement Phase
4. Combat Phase

C - Check Victory Conditions

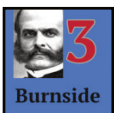
D - Move Turn Marker

11.3). Game Turn One (7 am):

Game Turn one (1) begins with the Union forces Movement. Once Pleasanton's cavalry Brigade is within range of Confederate artillery (3 hexes in most cases but 4 hexes if they are firing from a higher elevation), Pleasanton's cavalry Brigade must stop. **No** Union cavalry Brigade can move further West until a Union Infantry or Artillery Brigade moves West of all of Pleasanton's Cavalry Brigade.

For the remainder of the game, Union Cavalry Brigades must remain within two hexes of Union Infantry or Artillery Brigades. (This represents Pleasanton's lack of intelligence about the enemy and his unwillingness to commit his cavalry troops until infantry and artillery support arrived. (See 8.5))

11.4). Burnside:



When Burnside arrived on the battlefield, he ordered the offensive broken off while he reviewed the situation. During the 12 pm Game Turn **all** Union units must move out of Confederate ZOC. This "pause" lasts until either the Burnside Roll indicates offensive operations resume (see 11.5) or the 3 pm Game Turn when normal offensive operations resume. Union units can move freely during this "pause" but cannot enter a Confederate ZOC, and cannot initiate an Assault.

If Confederate infantry or artillery Brigades initiate an Assault (other than Suppression Fire) or enter a Union ZOC, Union forces may resume normal offensive operations.

Confederate Artillery Brigades can Assault Union artillery Brigades with Suppression Fire and those Union Artillery Brigades may conduct Defensive Fire (Suppression Fire only) without triggering offensive operations to resume.

11.5). Burnside Roll:

During the 1 pm and 2 pm Game Turns, the Union player rolls 1d6 to see if Burnside becomes decisive and resumes offensive operations or if he remains indecisive.

- 1 PM - on a roll of five or six (5 or 6), Union forces resume offensive operations.
- 2 PM - on a roll of four, five or six (4, 5 or 6), Union forces resume offensive operations.

11.6). Dusk:

Poor visibility during the 8 PM and 9 PM Game Turns has the following affects:

- Reduces the MP allowance of each Brigade by one (1) MP.
- Artillery range is one (1) hex.
- Apply a negative one (-1) DRM to all Rally and Regroup attempts.
- Ignore the first six (6) rolled during Combat.

12.0). RALLY PHASE:

12.1). The Rally Phase consists of attempts to regain SPs lost due to combat, termed "Rally", and attempts to remove Rout markers termed "Regroup".

12.2). Rally: The phasing player may attempt to rally Brigades that have lost **two (2) or more** steps. Once a Brigade has taken a step loss it may never be rallied back to full strength.

A 1d6 roll of five or six (5 or 6) results in a successful Rally and the Brigade immediately regains one (1) SP.

Brigades that **are not** in an enemy ZOC can conduct a Rally attempt using inherent Brigade Officers **OR** a Commander.

Brigades that **are** in an enemy ZOC can only conduct a Rally attempt if a Commander is present in the hex.

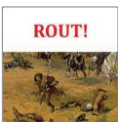
If using Inherent Officers the following apply:

- **1 DRM** if one (1) LCM is attached to a Brigade
- Not Allowed** if two (2) LCMs are attached to a Brigade

If using a Commander the following apply:

- + **DRM** equal to a Commander's CM

12.3). Regroup:



The phasing player may attempt to Regroup Brigades that have a Rout marker on them. A Commander must be present in the hex in order to make a Regroup attempt.

A 1d6 roll of five or six (5 or 6) results in a successful Regroup attempt; the Rout marker is removed and the regrouped Brigade is turned to face the enemy. The Commander's CM is added as a positive DRM to the Regroup attempt die roll.

During the turn in which a Brigade is regrouped it:

- may move normally
- may not participate in an Assault
- may defend normally

13.0). MOVEMENT PHASE:

13.1). Movement is conducted from hex to hex with each Unit expending a certain number of Movement Points (MP) for each hex entered. MP allowances are the maximum that can be spent in a single Game Turn.

- Infantry and Artillery Brigades have an allowance of four (4) MP.
- Commanders, Cavalry and Horse Artillery have an allowance of six (6) MP.
- Guards (and their captured Brigade) have an allowance of four (4) MP.

A Unit is always allowed to move one hex even if the MP cost of that hex exceeds its MP allowance.

Brigades are only allowed to move into one of their two (2) "Front" facing hexes as determined by their facing at the instant of movement. A Brigade is allowed to change its facing hex at any point during the Movement Phase as long as they have the MPs available to do so (See 17.4).

EXAMPLE: A brigade changes facing and moves one hex forward, changes facing in that hex and moves forward one additional hex.

13.2). MOVEMENT COSTS:

See the Terrain Effects Chart on the map for a quick reference to MP costs of each specific unit & hex type.

TERRAIN TYPES:

- **Clear Hex:**
 - All Brigades **1 MP**
- **Woods Hex:**
 - Infantry Brigades **2 MP**
 - Cavalry, Artillery, Horse Artillery Brigades **3 MP**
Plus they **must stop** when entering a woods hex (unless moving along a road).
- **Road Hex:**
 - Negates the cost to enter a woods hex if moving from one road hex to another road hex.
- **One Elevation Change Hex:**
 - Infantry Brigades ascend/descend at the normal cost to enter the hex.
 - Cavalry, Artillery and Horse Artillery Brigades ascend/descend at the cost of **1 MP plus** the normal cost to enter the hex.
- **Two Elevation Change Hex:**
 - Infantry Brigades ascend/descend at the cost of **1 MP plus** the normal cost to enter the hex.
 - Cavalry, Artillery and Horse Artillery Brigades are prohibited.
- **Three Elevation Change Hex:**
 - All units are prohibited
- **Steep Hillside:** (hexes with a two or three elevation change on opposite sides, one higher, one lower)
 - **+1 MP** for all Brigades

OTHER MOVEMENT COSTS:

- **Road Column Movement:**
 - **1/2 MP** for all Brigades in Column Formation
 - **1/2 MP** for Commanders
- **Formation Change:** 1 MP to change from Line to Column Formation or Column to Line Formation (Brigades only).
- **Mount/Dismount:** 1 MP to change from Mounted to Dismounted or Dismounted to Mounted. Applies to Cavalry and Horse Artillery Brigades only.

• **Change Facing:**

- A Brigade can make up to two (2) hex facing changes per Movement Phase at 0 MP cost.
- A Brigade pays 1 MP for each hex facing change beyond two (2).

- **Orderly Withdrawal:** A Brigade can move into one of its Rear hexes without changing facing. Double the MP cost of the first hex entered.

MOVEMENT NOTATIONS:

- Cavalry Brigades that are Dismounted move as if they are Infantry
- Horse Artillery Brigades **must** be Mounted to move
- Commanders pay **1 MP** per non-road hex
- Commanders pay **½ MP** per road hex

13.3). COLUMNS & ROAD COLUMN MOVEMENT:

Brigades use Column formation to move quickly along roads and Line formation to maneuver on the battlefield. Brigades can utilize Line Formation and Column Formation in the same Movement Phase. Commanders automatically use the Road Column Movement rate when moving on a road and do not pay any MP cost to change formation.

Changing from Line formation to Column formation costs one (1) MP and can **only** be done while the Brigade occupies a road hex. Place a column marker and face the Brigade in the direction of intended march.

In order to use the Road Column Movement a Brigade must move from a road hex to a contiguous road hex.

Brigades using Road Column Movement that move through a hex that contains three (3) Brigades must pay the normal non-road terrain cost of the hex.

Brigades may **not** use Road Column Movement to enter an enemy ZOC.

Brigades in Column formation are subject to combat penalties (see 15.2).

Reinforcements can enter the map in Column Formation.

13.4). Occupied Hexes:

Units may move/retreat/rout through hexes which are occupied by friendly Brigades.

Units may not move through hexes that are occupied by enemy Brigades.

13.5). Forced March:

A Forced March allows an Infantry or Cavalry Brigade to move one (1) additional hex.

Forced Marching is automatic but may result in a step loss (due to stragglers). After completing the move, roll 1d6 for each Brigade:

- 1-3 Brigade is reduced one (1) step
- 4-6 no effect

The following DRMs apply:

- Commander in hex, add CM
- Brigade has one (1) LCM, minus one (-1)

If the Brigade has two (2) LCMs, they **cannot** Force March.

14.0). REINFORCEMENTS:

14.1). Reinforcements are listed in Section 19.0 located on a separate player aid.

14.2). Reinforcements can enter the map at their maximum stacking limit. Stacks enter in Column Formation, using Road Column Movement so each unit in the column adds ½ MP for each off map hex it has to move through in order to reach the map.

EXAMPLE: The first stack in the reinforcement column enters the map with its full 4 MP allowance. The second stack in the column expends 1/2 MP while moving off map so it can move up to 3.5 MP after entering the game. The third stack in the reinforcement column has to move two off map hexes at a combined cost of 1 MP and therefore enters the map with 3 MP remaining.)

If a reinforcement hex is blocked, units enter within two hexes of the designated hex at the owning player's discretion.

15.0). COMBAT PHASE :

15.1). Combat (which includes Suppression Fire, Defensive Fire, and Close Combat) is defined as attacking or defending, and takes place between friendly and enemy Brigades during the Phasing player's Combat Phase. The Phasing player conducts an attack (via initiating an **Assault**) and is deemed the "attacker" while the non-phasing player is deemed the "defender".

An Assault can be composed solely of Artillery Brigades, Infantry Brigades, Cavalry Brigades, or any combination of the three.

Each Combat Phase can be made up of multiple Assaults. The phasing player determines the order of Assaults and each follows this sequence to resolve before proceeding to the next.

- a). **Initiation** - Phasing player
- b). **Offensive Artillery Fire** – Phasing player
 - Suppression Fire against enemy Artillery Brigades
 - Ranged Fire or Canister Fire against enemy Infantry and Cavalry Brigades
- c). **Defensive Fire** – Non-phasing player (this may also include Suppression Fire)
- d). **Close Combat** – Phasing player

EXCEPTION: If an Assault consists only of Artillery Brigades then the phasing player either uses:

- Suppression Fire to attack enemy Artillery Brigades
- or**
- Ranged Fire / Canister Fire to attack enemy Infantry or Cavalry Brigades.

15.2). Combat Basics:

Combat uses the Strength Points (SP) printed on each Brigade. Dice rolling determines casualties and 1d6 is rolled per SP involved; with a roll of six (6) causing one (1) step loss to the opposing Brigade. Attackers and defenders are limited to ten (10) dice per Assault even if their SP exceeds ten (10).

The following rules apply:

- A Brigade **cannot** divide its SP between multiple target hexes.
- A Brigade may only Assault once per Combat Phase.
- A hex may only be the target of one Assault per Combat Phase. All Assaulting Brigades must combine their SPs as “one Assault”.
- Multiple Brigades occupying a single hex **can** Assault enemy Brigades occupying different hexes. In some cases they will be required to if the adjacent Brigades are at the same elevation level and Assault is mandatory.
- Brigades occupying multiple hexes **can** Assault enemy Brigades occupying a single hex. This would be considered a “single Assault” and would be subject to the 10 die limit.

When Brigades from different Union Corps are involved in the same Assault (attacking or defending), reduce the combined SPs by one (1) due to confusion and uncoordinated fire.

Dismounted Cavalry SPs are reduced by 50%, fractions rounded **down**.

A Brigade in Column Formation defends at 25% of its SP rounded **up**. A Brigade in Column Formation **cannot** attack.

15.3). Combat Terrain Effects

The following effects apply based on the **hex that is the target** of the Close Combat or Ranged Fire.

Clear Hex:

- no effect

Woods Hex:

- Defender gets to reroll one (1) of the attackers 1d6 rolls of six (6). On a roll of five (5) or (6) the defender takes a step loss.
- Mounted Cavalry Brigades cannot Assault into.

At a Higher Elevation:

- Subtract one (1) SP from the total SPs for **each hex, and for each level** of elevation difference during Close Combat.
- Subtract one (1) SP from each Artillery Brigade using **Ranged Fire** (regardless of elevation difference).

At a Lower Elevation:

- Add one (1) SP to the total SPs from **each hex** during Close Combat (regardless of elevation difference).
- Artillery Brigades add one (1) **hex** to their range when using Ranged Fire.

15.4). Assault Sequence

Initiation: The phasing player announces an Assault and indicates which hex is being assaulted, which adjacent friendly Brigades are participating in the Assault, and which friendly Artillery Brigades are supporting the Assault. Supporting Artillery Brigades can occupy any of the hexes from which the Assault is being initiated, or a hex which is in range of the enemy Brigades being assaulted.

Artillery Brigades can initiate an Assault by themselves, targeting enemy Brigades within range.

Offensive Artillery Fire: (Phasing Player)

Total up all SPs using Suppression Fire (if there is any), adjust for terrain effects, and roll for step losses to enemy Artillery Brigades (see 9.4 Suppression Fire).

Or

Total up all SPs using Ranged or Canister Fire, adjust for terrain effects, and roll for step losses to enemy Infantry or Cavalry Brigades.

Defensive Fire: (Non-Phasing Player)

Defensive Fire is conducted by the Brigades that are the target of the Assault, and can only be directed at Brigades conducting the Assault.

Total the SPs using Suppression Fire (if there is any), adjust for terrain effects, and roll for step losses to enemy Artillery Brigades.

The non-phasing player then totals the SPs of all Infantry Brigades and Cavalry Brigades, plus any Artillery Brigades which did not conduct Suppression Fire, adjusts the SP total for terrain effects, and rolls for step losses.

Close Combat: (Phasing Player)

Total the SPs of all Infantry and Cavalry Brigades, adjust the SP total for terrain effects, and roll for step losses.

- Close Combat is **mandatory** if the opposing Brigades are in adjacent hexes and on the **same** elevation level. All enemy Brigades that meet this criteria **must** be Assaulted using Close Combat.
- Close Combat is **optional** if the opposing Brigades are in adjacent hexes and on **different** elevation levels.

15.5). Artillery in Combat:

The phasing player announces an **Assault** (see 15.4 Assault Sequence) and indicates which Artillery Brigades are supporting that Assault. These supporting Artillery Brigades can occupy any of the hexes from which the Assault is being initiated (those adjacent to the enemy Brigades), or occupy a hex that is not adjacent to enemy Brigades but which is in range of the enemy Brigades under attack.

Artillery Brigades can initiate an Assault by themselves, targeting enemy Brigades within range.

Defending artillery units must occupy the hex that is the target of the Assault.

15.6). Offensive Artillery Fire:

Offensive Artillery Fire takes place before Defensive Fire, and Close Combat. Attacking artillery Brigades **must** use Suppression Fire to target enemy Artillery Brigades if they are present in the defending hex.

If there are no enemy Artillery Brigades in the defending hex, attacking Artillery Brigades will target defending Infantry or Cavalry Brigades using either Ranged Fire or Canister Fire.

If Offensive Artillery Fire causes the enemy Brigades to retreat, thus vacating the hex, any friendly Infantry or Cavalry Brigades may occupy the hex.

15.7). Defensive Artillery Fire:

Defensive Artillery Fire can use either:

Suppression Fire to target attacking enemy Artillery Brigades (roll separately).

or

Canister Fire to target assaulting enemy Infantry and Cavalry Brigades.

If using Canister Fire the Artillery Brigade's SPs are combined with Infantry and Cavalry SPs as one roll. A maximum of two (2) step losses can occur which are taken from the Lead Brigade.

If two (2) steps are lost the assaulting Lead Brigade immediately conducts a Morale Check. If the Brigade fails the Morale Check, the attacker retreats all Brigades from the hex but the defender **does not** occupy the abandoned hex.

If the Morale Check is passed the Assault continues.

15.8). Step Losses:

Each 1d6 roll of six (6) removes one (1) enemy step. If a Brigade takes a step loss, the Brigade counter is either flipped to the lower SP (on the back side) or replaced with the Brigade counter of the next lower SP, which is found on the Order of Battle (OOB) chart.

Step losses due to Suppression Fire are taken from the Artillery Brigade being targeted and no more than one (1) step loss can occur per instance of Suppression Fire.

Step losses due to Close Combat are taken from the Lead Brigade and no more than two (2) steps can be lost in a single instance of Close Combat.

Therefore the maximum step loss during **one Assault** is three (3); one (1) step due to Suppression Fire, and two (2) steps due to Close Combat.

After the loss of two (2) steps, the Lead Brigade is moved to the bottom of the stack which will require a different unit to be designed as the Lead Brigade and the stack reordered (see 4.2 Lead Brigade)

15.9). Leader Loss During Combat:

Brigade Officers and Commanders can become casualties during the Combat Phase. See section 13: Leader Casualty

15.10). Post Combat Advance:

If a **defending hex** is vacated through elimination or retreat, the attacker **must** occupy the hex with at least one (1) Infantry or Cavalry Brigade. Artillery Brigades cannot be used to occupy a vacated hex. If an **attacker** vacates the hex due to Canister Fire, defending Brigades **cannot** occupy it.

16.0). LEADER CASUALTIES:

16.1). A Leader Casualty occurs during combat that includes **both** Artillery Fire **and** Close Combat and the attacker rolls four (4) or more **sixes** (6s).

EXAMPLE: rolling a six (6) during Suppression Fire and then rolling three (3) sixes (6s) during Close Combat results in a Leader Casualty.

A Leader Casualty can also occur when Sharpshooter Brigades are present during an Assault and two (2) **ones** are rolled during Close Combat **or** Defensive Fire.

- When a Leader Casualty occurs place an LCM on the Lead Brigade.
- If an LCM is already present on the Lead Brigade, place a second LCM.
- LCMs are permanently attached to a Brigade and cannot be removed.
- No Brigade can have more than two (2) LCMs.
- LCMs affect Morale Checks, Rally attempts, and the ability to Force March.

16.2 Commander Casualties:

A Commander will become a casualty if the Lead Brigade they are stacked with has 2 LCMs and a Leader Casualty occurs. If there are two Commanders in the hex, roll 1d6 for each Commander with the higher number indicating which suffers the casualty result.

A Commander can also become a casualty when Sharpshooter Brigades are present in an Assault (see 7.2 Sharpshooters).

If a Commander becomes a casualty the counter is flipped to its reverse “replacement” side if it has one. If a “replacement” Commander becomes a casualty it is removed from the game.

The only **exception** to this is General Reno, who is combined with General Cox. If General Cox is a casualty, it is considered to be Reno and therefore Cox’s counter does not flip over until he is a casualty for the second time.

The McClellan (Union) and Lee (Confederate) Commander counters have no “replacement” on the reverse side. For the purposes of this battle, they are irreplaceable and are removed from the game if they suffer a Leader Casualty. McClellan generates VPs, Lee does not.

17.0). RETREAT & ROUT:

17.1). After an Assault is completed Brigades may stay in place, retreat, rout, or be captured.

17.2). Morale Check:

After sustaining a two-step loss, a Brigade may choose to retreat or attempt to remain by conducting a Morale Check.

Each LCM adds a negative one (-1) DRM to the Morale Check die roll. A single Commanders CM is added as a positive DRM to the Morale Check die roll.

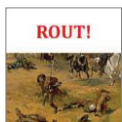
- The Brigade fails on a roll of one through four (1-4) and must retreat
- The Brigade passes on a roll of five (5) or six (6) and remains in the hex

17.3). Retreat:

When a Brigades chooses to retreat, or is forced to retreat the path of retreat is as follows:

- Must move one (1) hex away from the assaulting Brigades
- Cannot enter an enemy ZOC
- Must move to a hex on the same or lower elevation: (however, if there is no available hex at the same or lower elevation, the Brigade may retreat to a higher elevation)
- If the only available hex is at the maximum stacking level a retreating Brigades can continue to the next available hex

17.4). Rout:



A rout occurs if four (4) or more sixes (6s) are rolled during an Assault. Step losses are restricted to two (2) per Assault but the additional sixes (6s) will result in a Rout. If a rout occurs **all** Brigades in the hex will rout.

A rout also occurs if a single Brigade with only one (1) step remaining is forced to retreat.

If a **mounted** Cavalry Brigade is present in an assaulted hex, they will screen any retreat and prevent a rout.

If a rout occurs, turn the routed Brigade around with its rear towards the attacking enemy Brigade, place a rout marker on the Brigade, and follow the retreat instructions listed in 17.3.

Until they are regrouped, routed Brigades use their full MP allowance each Game Turn to first move towards the nearest road, and then follow that road in an attempt to exit the map via one of their Army's entry hexes. Once a routed Brigade exits the map they are considered eliminated for VP purposes.

- Routed Brigades may not enter an enemy ZOC.
- If a routed Brigade is attacked it defends with 25% of its SP (rounded up).
- If a routed Brigade routs again it is captured.

17.5). Captured Brigades:



When a Brigade cannot retreat, or a routed Brigade is routed again, it is captured. A one (1) SP Guard counter is detached from the capturing Brigade (if multiple Brigades are involved the owning player chooses) and the Guard escorts the captured Brigade off the map via an entry hex used by that Force.

Each Guard counter is detached from the capturing Brigade (if multiple Brigades are involved the owning player chooses) and the Guard escorts the captured Brigade off the map via an entry hex used by that Force.

- Each Guard counter can escort two (Brigades) off the map.
- Guards use their full MP allowance each Game Turn to move to the nearest road, and then follow that road to exit the map via one of their Force's reinforcement entry hexes.
- When a Guard and its prisoner Brigade exit the map, the capturing player earns 1 VP per Brigade.
- Captured Brigades still on the map at the end of the game do **not** earn VPs.
- After exiting the map the Guard counter is placed one (1) Game Turn ahead on the Turn Track to be absorbed back into its parent Brigade, increasing the SP by one (1), during the Reinforcement Phase of that Game Turn.

18.0). HOW TO WIN:

18.1). A player wins a **Decisive Victory** if they hold both Fox's Gap (hex #1607) and Turner's Gap (hex #2405) at the end of the game.

If both players control one Gap hex apiece, the winner is determined by VPs earned by each side. Use the following schedule to tally points:

- 1 VP for each eliminated Artillery or Cavalry Brigade.
- 1 VP for each Leader Casualty Marker (LCM).
- 1 VP **per turn** that Lee is within two (2) hexes of a Union Brigade.
- 1 VP per captured Brigade exited off the map.
- 1 VP per Union Cavalry Brigade exited off the West map edge.
- 2 VPs for each eliminated Infantry Brigade.
- 2 VPs for each named Commander Leader Casualty (Commander counter is flipped to the Repl. side).
- 5 VPs for controlling hex #2601.
- 5 VPs if Longstreet is a casualty.
- 5 VPs if Burnside is a casualty.
- 10 VPs if McClellan is a casualty.

Total up the VPs for each side, subtract the lower VP value from the higher VP value and determine the winner.

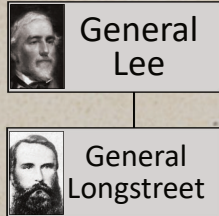
- 0 – 7 VPs Draw
- 8 – 15 VPs Minor Victory
- 16+ VPs Major Victory

19.0). GAME SET UP & REINFORCEMENTS:

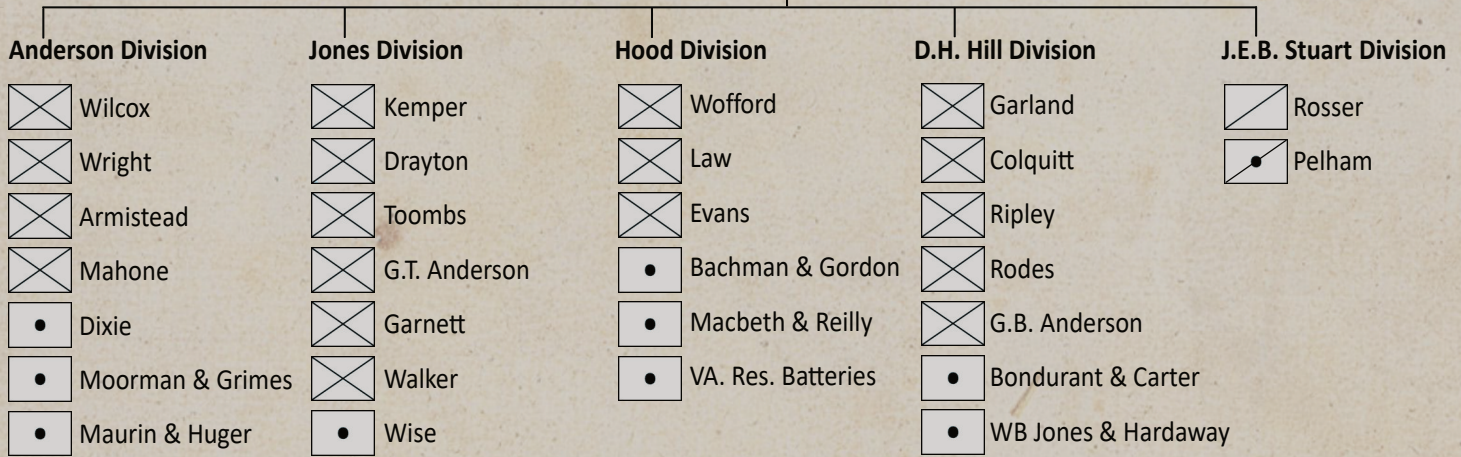
See the Player Aid card for game set up and entry of reinforcements.



Confederate Order of Battle



The Battle of South Mountain
FIRE ON THE MOUNTAIN
September 14, 1862



Union Order of Battle

