

GREAT BATTLES OF THE AMERICAN CIVIL WAR

Volume 0

Stonewall

The Battle of Kernstown March 23, 1862

EXCLUSIVE RULES

[19.0] INTRODUCTION

Stonewall is a grand tactical, regimental-level simulation of the Battle of Kernstown, March 23, 1862. The game enables players to recreate the encounter between Major General T.J. “Stonewall” Jackson’s Confederate Valley Army and Brigadier General James Shields’s Division, part of the Union Army of the Potomac.

The map sheet portrays the area of the Shenandoah Valley in Virginia in which the battle was fought.

Players should read the Standard Rules, familiarize themselves with the game system, then read the Exclusive Rules. All Standard Rules are in effect except where specifically noted in the Exclusive Rules.

Each game turn is 20 minutes of real time, each hex is 120 yards in scale, and each Strength Point is 100 men or one gun.

[20.0] UNITS AND GAME INVENTORY

[20.2] ARTILLERY CREWS

[20.21] *Stonewall* comes with no gun crew markers. Use gun crew markers from any other GBACW game to signify gun crews.

[20.22] When an unlimbered battery crew fails a morale check, the Player whose unit is affected places a neutral crew counter on the battery and performs rout movement, abandoning the guns. Abandoned guns may not fire, change formation or move until they are re-crewed by their original crew. Abandoned guns also have no ZOC. If the original crew is eliminated the gun is considered captured and removed from play.

[20.23] Crew counters also have half-crew indicated on the reverse side which is used to mark batteries which have reduced crews. A player with a half crew should mark the battery’s status on his OB sheet.

[21.0] MODIFICATIONS AND ADDITIONS TO THE STANDARD RULES

[21.1] MOVEMENT ALLOWANCE

[21.11] Infantry, Dismounted Cavalry and supply units have 5 MP’s.

[21.12] Standard Artillery (Limbered) have 8 MP’s.

[21.13] Mounted Cavalry, Leaders, and Horse Artillery (Limbered) have 10 MP’s.

[21.14] Pikes, Roads and Trails negate costs of other terrain in the hexes crossed. *Exception:* in *Stonewall*, Pikes Roads and Trails do NOT eliminate the cost of a change in height due to crossing a slope, ridge or crest.

[21.15] See Terrain Effects Chart (TEC 9.0 on the *Stonewall* map) for specific Terrain costs.

21.2 STONE WALLS

[21.21] A number of hexsides on the map are considered Stone Walls (see the Terrain Key on the map.) Stone Walls do not affect the movement of Infantry or Cavalry in any formation. However, neither Artillery or Supply Wagons may cross a Stone Wall hexside. In addition, Stone Walls have an effect on combat and melee, although they have no effect on Line of Sight.

21.3 KERNSTOWN

The town of Kernstown offers unique problems for both movement and combat.

[21.31] *Infantry/dismounted Cavalry* in line formation may move only one hex per Player Turn in either of the two town hexes of Kernstown. (i.e., it costs these unit their total movement allowance to enter these hexes) unless the unit is moving in column formation on the Valley Turnpike or the Back Road.

[21.32] *Artillery Units / Supply Wagons* may enter town hexes only on Pike or Road hexes. Otherwise, the town is treated as impassible.

[21.33] *Mounted Cavalry* units may move normally on the Valley Turnpike or the Back Road within the town, otherwise they may enter town hexes at a cost of 3 MP’s per hex.

[21.34] *Leaders* move as mounted Cavalry.

21.4 RIVERS AND STREAMS

[21.41] Rivers are noted with black lines at the edge. Rivers may only be crossed at fords (paying the addi-

tional ford movement cost) or at bridges. (Note: To use a bridge an infantry unit *must* be in column formation.)

[21.42] Streams may be crossed at any location paying the additional stream movement cost.

[21.5] SLOPES, RIDGES, CRESTS AND HILLTOPS

[21.51] Slopes count only for movement. They do not affect LOS or Fire Combat. Slope do *not* imply the unit at the top of a slope is at a higher level. Slopes do *not* block LOS.

[21.52] Ridges and Crests affect movement, LOS, fire combat and melee.

[21.53] Hilltops affect LOS. But the combination of ridges and crests and hilltops may affect LOS, Fire Combat and Melee.

[21.6] AMMO DEPLETION

[21.61] The standard ammo depletion rule is in effect for *Stonewall*, but it occurs on the roll of a six, not 1. (On a Fire combat die roll of six, each unit firing will roll a subsequent die. On a roll of one or two, the unit is marked as ammo depleted.)

[21.62] In *Stonewall*, units that are ammo depleted add one to their morale check die roll.

[21.63] In *Stonewall*, any Confederate unit that suffers Ammo Depletion also deletes 2 from it’s BCE level. Any Union unit that suffers ammo depletion deletes 1 from it’s BCE level. If these units are re-supplied, these temporary changes to BCE are ignored. If this change returns a brigade to non-BCE status, that change occurs immediately.

[21.64] In *Stonewall*, the Confederate units have no supply wagons. If they capture a Union supply wagon, they may use it to supply small arms ammo to their troops.

[21.7] FIRE COMBAT CHANGES

[21.71] Mounted cavalry may *not* fire.

[21.72] Changes to the Fire Combat Effects Table. *Stonewall* uses a special Fire Combat Effects table. (10.9 on the *Stonewall* Map.)

Changes:

Pin: A Pin result means the target unit is automatically pinned. (No morale check is necessary.)

***: An Asterisk means that if the firing unit was Artillery and the target is infantry or dismounted cavalry ignore the result and the defending unit is pinned instead.

Special Note: While the 1 FP and 2 FP firepower columns are identical, they are in place to lessen the impact of column shifts at lower firepower ranges.

[21.8] LOS RULE CHANGES

[21.81] The *Stonewall* map uses the original TSS map design, meaning Slopes, Crests, Ridges and Hilltops are used instead of color-coded levels.

The Standard GBACW rules apply: Combat units, woods, towns, as well as crests, ridges and hilltops block LOS between units at the same level, *unless* one of the units occupies the blocking terrain. (Referred to below as blocks or blocking terrain.)

You may always fire *into* blocking terrain, but not *through* it.

Exception: Units at higher elevations *may* be able to shoot 'over' these obstacles, depending on distance and height.

The following specific LOS rules apply to *Stonewall*:
[21.82] Units may *always* fire at enemy units in an adjacent hex.

[21.83] There are three height levels in *Stonewall*: Ground level, Ridge/Crest level, and Hilltop level. (Ground level is the lowest, Ridge/Crest level is the intermediate level, and hilltop is the highest.) Units occupying these levels are said to be at that level. Blocking terrain are also judged by the level they occupy.

[21.84] Ridge/Crest: Units must be adjacent to a ridge or a crest hexside to see or be seen. Units adjacent to a ridge or crest are considered to be at the intermediate height level unless they also occupy a hilltop hex. (If units are fired on *through* that ridge or crest they receive a defensive shift. This benefit only applies if the unit is fired on through the 'upslope' splash of a crest or ridge.)

[21.85] Units *in* a hilltop hex must still occupy a hex whose hexside is a ridge to shoot through a ridge hexside at a lower unit, *or to be shot through a ridge hexside by a unit at a lower level.*

[21.86] LOS Blocks, basic rules: (Same or similar to GBACW standard rules.)

If the block exists on the same level as both units and is *between* the units, the fire is *blocked*.

Intervening blocking units or terrain that are *higher* than either the firing unit's level or the target's level *blocks* fire.

Intervening blocking units or terrain that are *lower* than both the firing unit's level or the target's level *does not block* fire.

[21.87] LOS Blocks, advanced: (Slightly different from GBACW standard rules.)

If the block is at the *same* level as the lower unit, and the other unit is higher, there are two possible outcomes:

1. If the blocking terrain or unit is closer to the *lower* unit, the LOS is *blocked*.
2. If the blocking terrain or unit is closer to the *higher* unit, the LOS is *clear*.

[22.0] ARTILLERY

[22.1] Artillery are considered independent units in *Stonewall*.

[22.2] *Optional:* Players may agree to use artillery overshoot rules. (See *Cedar Mountain*, 22.0)

[23.0] CAVALRY

[23.1] Cavalry in *Stonewall* may always move and dismount without a leader, but they must be in command to mount.

[23.2] Once dismounted, cavalry must be in command to move or mount.

[24.0] MORALE

[24.1] Units in *Stonewall* use letters instead of numbers for morale. Substitute the following morale for each letter: A: 6*, B:5*, C:4, D:3, E:2. (The asterisk means that if that unit's morale is rolled, roll again. If the subsequent die is six, the unit routs, otherwise, no effect.)

[25.0] UNION ARMY MORALE LEVEL

Union Army Morale is a cumulative measure of various factors. The Union entered the battle of Kernstown relatively well prepared but uncertain as to the number of Southern units they faced. (General Shields believed he faced 9,000 to 11,000 Southern troops, about 3 times the number Jackson had available. These rules reflect that uncertainty.

[25.1] The Union Army Morale level begins at 30.

[25.2] The Union receives 10 points at the beginning of each game turn, including turn 1.

[25.3] The Union player immediately reduces his Army Morale level 1 point for every friendly infantry or cavalry strength point eliminated captured or routed.

[25.4] The Union player immediately increases his Army Morale level 1 point for every friendly infantry or cavalry strength point that rallies.

[25.5] The Union player loses Army Morale points for each leader killed, wounded or captured. The points are equal to the Effectiveness Radius of the lost leader.

[25.6] Morale Point Usage: In the initial command phase, the Union player must expect 5 morale points for any brigade he wishes to move that turn. (Movement is considered the use of movement points, so even if a unit is not alerted by the expenditure of Morale Points, it may change facing, fire, etc.)

[25.7] If the brigade in question has lost BCE, the Union player must expend 10 points instead to activate the brigade.

[25.8] The Union player must expend 20 points the first time it activates Tyler's Brigade. After the first time, it costs only normal points to move Tyler's Brigade.

[25.9] DEMORALIZATION

[25.91] At the end of each Game Turn where the Union player has less than 30 Morale Points, each Union Brigade must immediately check for demoralization. The Union player rolls a die for each brigade, consulting the Demoralization table on the map. (19.42)

[25.92] If a brigade becomes demoralized, the Union player rolls again and that is the number of points that brigade's BCE level is reduced.

[25.93] If a brigade loses BCE, no further demoralization rolls are needed since demoralization can have no further effect.

[25.94] However, a demoralized brigade that has not lost BCE is subject to future BCE rolls. If a brigade is demoralized and has to check demoralization again, subtract 1 from the demoralization die roll.

[25.95] NO victory points are awarded to the Confederate for brigades that lose BCE due to demoralization. However, if further combat losses would have caused the unit to become BCE without demoralization, then the CSA player receives the BCE victory points for the brigade.

[26.0] BRIGADE COMBAT EFFECTIVENESS

[26.1] In *Stonewall*, a Brigade's BCE level is affected by it's ammo supply. (See 21.63).

[26.2] In *Stonewall*, Union troops BCE levels are also affected by their Union Army Morale Level. (See 25.0)

[26.3] Artillery losses do NOT count toward BCE. Artillery is NOT affected by BCE loss.

[26.4] In *Stonewall*, the following BCE loss penalties take effect immediately on losing 1 point more than the listed BCE level:

1. No Unit in the brigade may initiate melee.

2. If a brigade unit is routed and it is within the Effectiveness Radius of the brigade's commander, all other units of that brigade that are within the command radius of that officer are routed immediately. Units not in command or in melee are not affected.

[27.0] CONFEDERATE UNITS EXITING THE MAP

[27.1] Except as outlined below, no unit may voluntarily exit the map. If a unit is forced to do so it is *captured*.

[27.2] Confederate units (only) may exit the North map edge in order to fulfill certain Victory Conditions (see 29.0). These units may exit any North map edge hex by expending a number of additional MPs equal to the MP cost of the hex they occupy.

[27.3] Infantry units in column, limbered Artillery units and Mounted Cavalry units leaving the map via the turnpike pay double the road movement cost.

[27.3] Once units exit the map they may not re-enter.

[28.0] DEPLOYMENT

[28.1] The game begins at 1400 and ends at 1900, a total of 15 Game Turns. The Union Player deploys all his units on the map. Then the Confederate Player deploys his units. The Confederate player is the first player.

[28.2] Cavalry units may be deployed either mounted or dismounted; artillery must be deployed unlimbered. (See original *Stonewall* rules 21.1 and 21.2 for deployments.)

[29.0] VICTORY CONDITIONS

[29.1] Victory is awarded to the player who has amassed the most Victory Points according to the following schedule. Both players receive :

- 1 VP for each enemy SP killed.
 - 2 VP for each enemy SP captured.
 - 3 VP for each enemy Cavalry SP killed or captured.
 - 1 VP for each enemy gun destroyed by artillery fire.
 - 2 VP for each gun captured in Melee.
- Leaders wounded or killed:
- 1 VP per each Effectiveness Rating point
- Leaders Captured:
- 2 VP per each Effectiveness Rating point.

[29.2] Each side receives VPs as assigned for each enemy brigade that loses BCE. (*Exception:* 25.95)

[29.3] The CSA player also receives VPs for controlling terrain and for units exiting the map. (See original *Stonewall* rule 22.2)

[29.4] The Union player gets one VP for each of his Army Morale Points that remain at the end of the game. See *Stonewall* rule 22.4 for levels of victory.

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