



A sudden Union attack at Cedar Mountain, nearly defeated Stonewall Jackson.

## SCENARIO

# CEDAR MOUNTAIN

### August 9, 1862

#### THE SCENARIO

This scenario recreates the entire Battle of Cedar Mountain. The scenario can be played by two Union and two or three Confederate players. The game uses the 150-Scale and takes 3-4 hours to play.

#### TERRAIN

A 5-ft. deep by 6-ft. wide playing area is needed in 15mm. Terrain should be laid out as shown in the scenario map. Terrain effects for the scenario are as follows:

**Elevations.** There are two areas of high ground separated by the Cedar Run South Fork. The lower slope of Cedar Mountain extends along the south table edge. It is represented by a two-level elevation with a continuous slope from the base of the first elevation and rising off the table edge.

tion and rising off the table edge.

A two-level elevation ridge also extends across the north table edge. Two long spurs extend south from this ridge. The ridge and spurs have continuous slopes from the base of the first level and rising to the crest line.

A defending unit in charge combat receives a +1 modifier for favorable ground against an attacker charging up a slope.

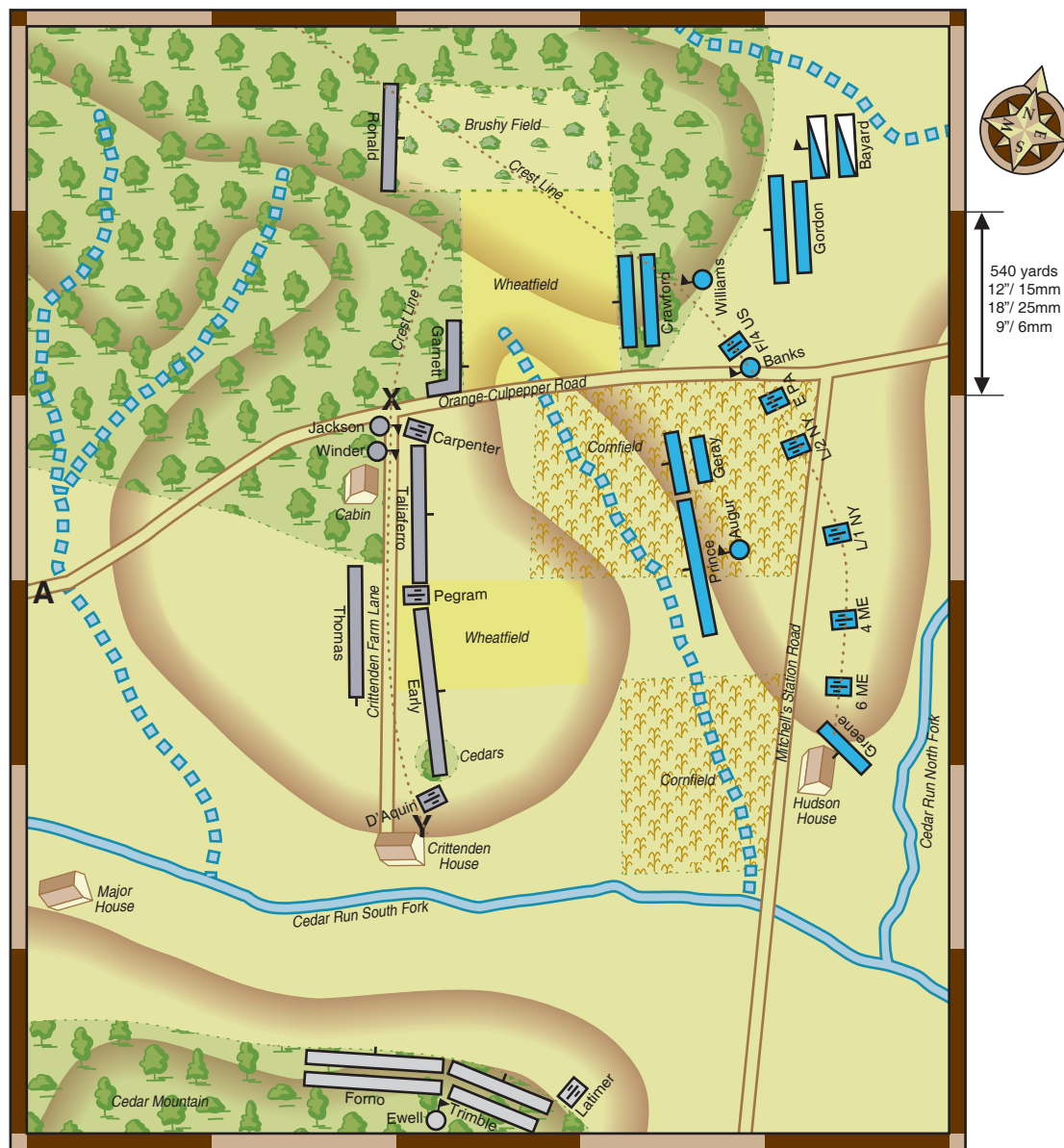
**Woods.** All woods are rated broken ground for movement. Line of sight through woods is reduced to 2". Firing stands suffer a -1 modifier for partial cover when firing through woods, or -2 for full cover if the target is dismounted cavalry. In charge combat, a defending unit in woods receives a +1 modifier for favorable ground.

**Cedar Run and Streams.** Due to drought, all streams with the exception of the Cedar Run South Fork and North Fork have dry beds. The river and dry streambeds are rated broken ground to cross and do not affect line of sight. In charge combat, a defending unit receives a +1 modifier for favorable ground only if the attacker charged across the Cedar Run South Fork or North Fork. Dry stream beds do not affect combat.

**Brushy Field.** A field overgrown with brush, adjacent to the wheatfield north of the main road, is rated broken ground for movement. The brush does not affect line of sight or combat.

**Cornfields & Wheatfields.** Cultivated fields are minor terrain features placed solely for their visual effect. They do not affect line

## Cedar Mountain Scenario Map



of sight, movement or combat.

**Roads.** All roads are in good condition. Brigades in march column, limbered batteries, and leaders may move at the prorated road-movement rate.

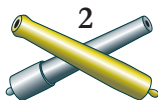
**Buildings.** Buildings are rated broken ground for movement. They have no effect on combat or line of sight.

**Friendly Table Edge.** Broken Union units must retreat toward the east table edge. Broken Confederate units must retreat toward the west table edge. If a broken unit at the table edge fails to reform in the following Maneuver Phase, its remaining stands are removed from play and count toward heavy casualties.

## ORDER OF BATTLE

The following number of stands is needed:

STAND	UNION	CONFEDERATE
Infantry	40	106
Infantry command	5	10
Cavalry	7	0
Cavalry command	1	0
Dismounted cavalry	5	0
Dismounted cavalry command	1	0
Horse holders	2	0
Artillery (gun with limber)	6	4
Corps leader	1	1
Division leader	2	3





Exceptional brigade commander	1	2
Total	71	126

**Union Forces.** Total stands represent a force of 8,850 men and 36 guns.

1) All units and leaders start on the table:

II Corps leader Banks

Division leader Williams with 2 infantry brigades (Crawford and Gordon) in supported line

Division leader Augur with 2 infantry brigades (Prince and Greene) deployed in line, and 1 infantry brigade (Geary) in supported line

1 cavalry brigade (Bayard) in supported line

6 unlimbered corps batteries (4 ME, 6 ME, L-2 NY, E PA, M-1 NY, and F-4 US)

2) Crawford is rated exceptional.

3) Corps batteries may only be positioned within the command

radius of the corps leader or any division leader within the corps, or by attaching to any brigade within that corps.

4) Alternate label for dismounted cavalry.

**Confederate Forces.** Total stands represent a force of 18,000 men and 24 guns. Reinforcements enter without a maneuver check and move at the double-quick rate.

a) The following units and leaders may move at the start of the scenario:

Corps leader Jackson

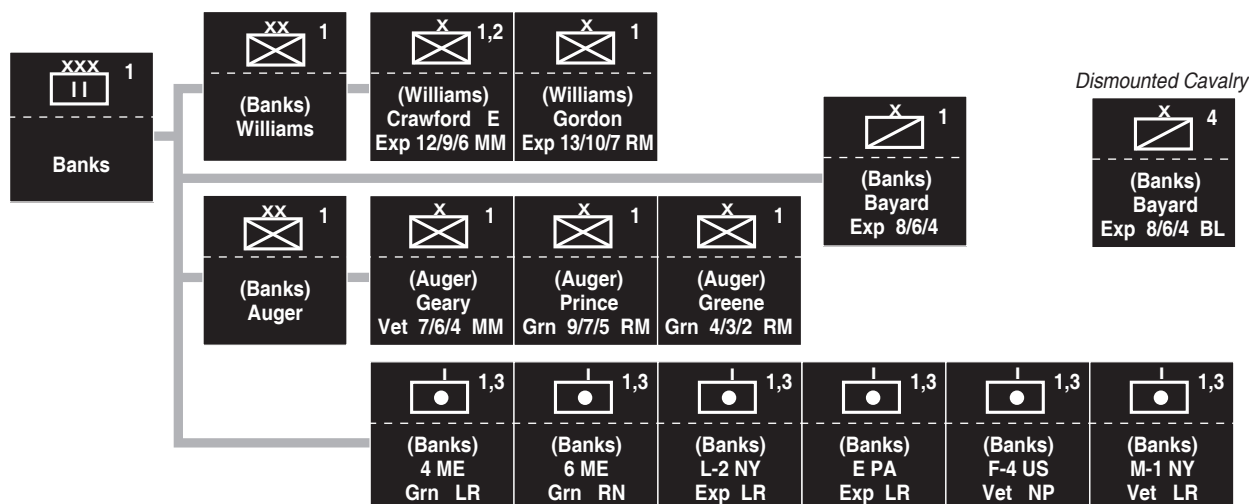
Division leader Winder with 3 infantry brigades (Ronald, Garnett, and Taliaferro) in line; and 1 unlimbered divisional battery (Carpenter).

1 infantry brigade (Early) in line, and 1 unlimbered divisional battery (D'Aquin), from Ewell's Division

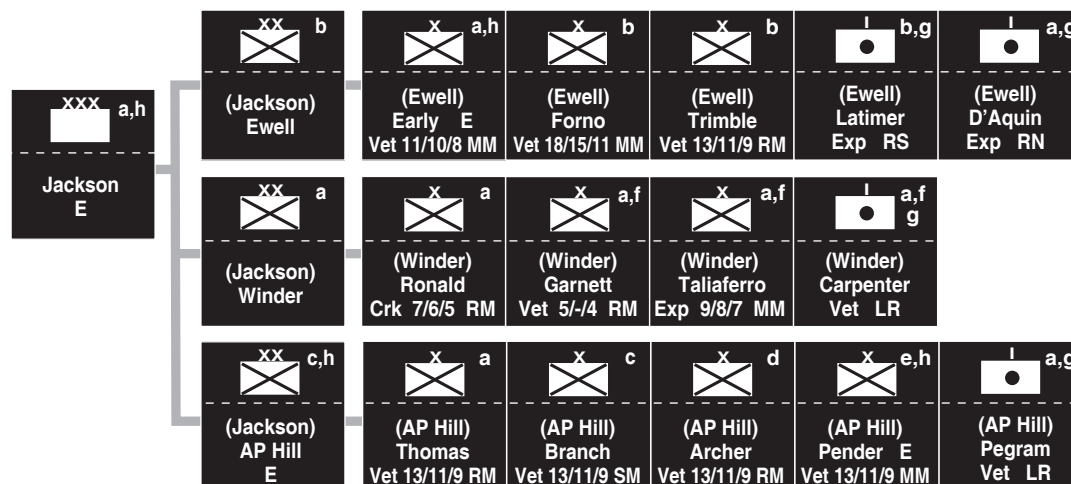
1 infantry brigade (Thomas) in march column, and 1 unlimbered divisional battery (Pegram), from AP Hill's Division

### Cedar Mountain Scenario

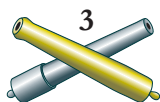
#### Union Order of Battle



#### Confederate Order of Battle



- Photocopy and cut out labels -



- b) The following units and leader start on the table but are not activated until turn 5: Division leader Ewell with 2 infantry brigades (Forno and Trimble) in supported line, and 1 unlimbered divisional battery (Latimer), (see special scenario rule).
- c) Enter on turn 1 at **A**: Division leader AP Hill with 1 infantry brigade (Branch) in march column.
- d) Enter on turn 2 at **A**: 1 infantry brigades (Archer) in march column, from AP Hill's Division.
- e) Enter on turn 3 at **A**: 1 infantry brigade (Pender) in march column, from AP Hill's Division.
- f) Garnett and Taliferro start the game marked disordered, and Carpenter is silenced (see special scenario rule).
- g) Divisional batteries may only be positioned within the command radius of their respective division leader or higher corps leader, or by attaching to any brigade within that division.
- h) Jackson, AP Hill, Early, and Pender are rated exceptional.

## GAME LENGTH

Each game turn represents 20-minutes. There are 8 game turns, starting with the Union player turn at 5:20 PM, and ends after the Confederate player turn at 7:40 PM. Starting on turn 6, visibility is reduced by twilight for the last three turns (7:00-7:40 PM). See special scenario rules for twilight turns.

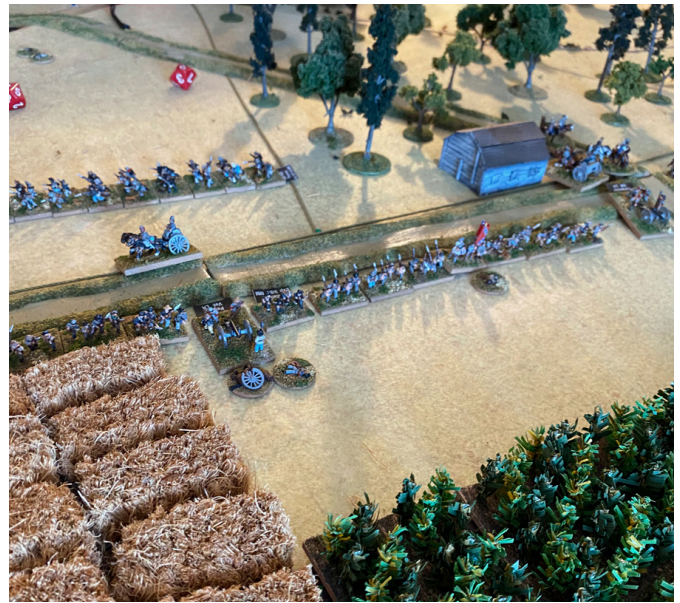
## VICTORY CONDITIONS

One side must acquire more victory points than its opponent to claim victory. Victory points are awarded by inflicting heavy casualties and greater losses on the enemy, and occupying the key positions, as follows:

**Heavy Casualties.** Both sides suffered from the scorching summer heat, and the Confederates more so after a long and exhausting march. As a result of the hot weather, the effectiveness level of both armies is reduced. The Union player receives one victory point after the Confederate army loses 24 (20%) troop or gun stands. The Confederate player receives one victory point after the Union army loses 15 (25%) stands. After each army reaches its threshold for heavy casualties, all units in that army receive a -1 modifier in subsequent maneuver checks.

**Greater Losses.** An army is at greater losses when its total troop and gun stands lost exceed the total stands lost in the enemy army. The modifier for heavy casualties increases to a -2 to the army that currently is at greater losses. The side that inflicts greater losses on the enemy at the end of the game is awarded a victory point.

**Key Position.** The crest line extending south of the Orane-Culpeper Road and parallel to the Crittenden Farm Lane, is a key position. The Union player is awarded one victory point after at least one friendly infantry unit occupies the crest line between points **X-Y** for one full Union player turn. The Union keep the victory point even if they lose control of the key position later in the game.



View of the Confederate defense line along Crittenden Farm Lane. Playtest hosted by Kip Trexel, and the Gentlemen's Gourmet Wargaming Society, in September 2022.

## SPECIAL SCENARIO RULES

**Twilight.** The last three game turns (7:00 to 7:40 PM) are in twilight. The gradual fading of light after sunset is represented by reducing the maximum distance allowed each turn for weapon range, starting with 24" on turn 6, down to 12" on turn 7, and 6" on turn 8. In a maneuver check, a leader's command radius is reduced to 4" during twilight. Firing stands suffer a -2 modifier for target in full cover if half or more of the fire points were fired from over 2".

**Ewell's Movement Restrictions.** Ewell's division occupied a commanding position at the base of Cedar Mountain, so he was reluctant to leave it until after AP Hill's Division reached the field. Division leader Ewell with Forno's Brigade, Trimble's Brigade, and Latimer's battery cannot move until turn 5. However, they may fire at any enemy unit within weapon range.

**Crawford's Charge.** Historically, the battle began with an unexpected Union attack that rolled up the Confederate left flank, and nearly cost Jackson the battle. To recreate this initial Union success, the following special rule applies. On the first game turn, Crawford's Union Brigade does not resolve a maneuver check. It must full move at the double-quick rate and charge Garnett's Brigade. Garnett's Confederate Brigade starts the scenario marked disordered. It cannot fire and does not apply the modifier for defending favorable ground during the first Union player turn.