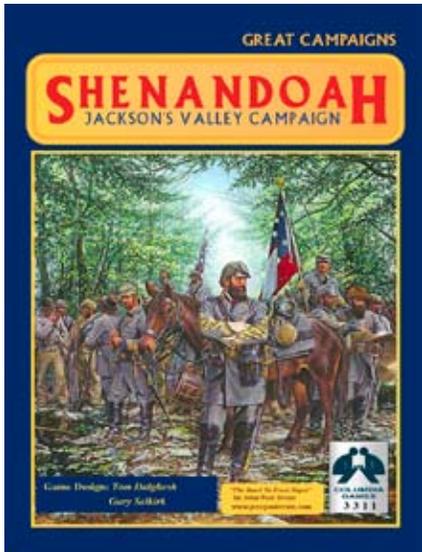


SHENANDOAH



INTRODUCTION

Shenandoah simulates the great Valley Campaign between Union (USA) and Confederate (CSA) forces in May and June of 1862. The map depicts the Shenandoah Valley of Virginia from Staunton north to Harpers Ferry, as it was during the American Civil War.

Military units are represented by blocks which provide elegant mechanics for Fog of War and Step Reduction. A self-adhesive label must be attached to each block; blue (USA) labels on blue blocks and butternut (CSA) labels on gray blocks.

GAME EQUIPMENT

- Game Map
- 71 blocks (39 blue, 32 gray)
- Label sheet (for blocks)
- USA Order of Battle Card
- CSA Order of Battle Card
- Dice (4)
- These rules

1.0 DEPLOYMENT

Choose sides. Set up blocks on each Order of Battle (OB) card.

Deploy on the map all blocks at their indicated strength and location.

Detachments are added to play as noted in 4.3 and 7.5.

2.0 GAME TURNS

Shenandoah is played over sixteen (16) Game Turns, each simulating three (3) days of real time. Game Turns have four (4) Phases, played in the sequence given:

2.1 INITIATIVE PHASE

To start each Game Turn, both players roll two six-sided dice (2d6). High total is Player 1 for this Game Turn. CSA win ties.

Exception: *CSA is always Player 1 on Game Turn 1. No roll is made.*

2.2 MOVEMENT PHASE (5.0)

Player 1 goes first, then Player 2. Battles are fought **after both** players have moved.

PLAYER 1 activates any/all friendly HQs for command by turning them face-up in their **current** town. Any/all blocks within Command Range of an active HQ can move. If attacking or reinforcing, blocks can move one town only; otherwise they can move one or two towns. After movement is complete, active HQs are reduced one (1) step and can then move normally.

Player 2 now repeats the Command and Move actions for his blocks.

2.3 BATTLE PHASE (6.0)

Battles are fought between opposing blocks in the same town. They are fought **one by one** in any sequence chosen by Player 1. The first round of combat is **mandatory**. The attacker for each battle must win by the end of round 3, or retreat during round 4.

2.4 SUPPLY PHASE (7.0)

After all battles are resolved, **both** players get Supply Points (SP). Player 1 goes first, then Player 2. Players build steps on friendly blocks, including HQs, and receive one detachment. Only blocks that can trace a supply line to their Supply Base, are eligible to receive SPs. Supply points may not be saved for later use – use 'em or lose them.

Rulebook Organization

This rulebook is formatted so that the sidebar (right column) contains definitions, examples, design notes, optional rules, and suggestions to help you understand and enjoy the game.

Living Rules

We maintain the latest rules for this game on our website for free download:

www.columbiagames.com/shenandoah

Initiative

Random initiative simulates the uncertainty of warfare. Bad things can happen. The player moving second in a Game Turn **may** move first in the next Game Turn. Getting two turns in a row can upset the best of enemy plans. Coping with the chaos this system can produce is more realistic than fixed alternating turns.

Historical Note

When the USA supreme commander McClellan sought to defeat the CSA with his bold if risky Peninsula Campaign, he pledged to leave sufficient forces around Washington to protect the capital. President Lincoln soon came to believe this was not true.

The CSA leadership sought to upset the USA plan with a flanking campaign in the Shenandoah Valley. Jackson's brilliant success in the Valley caused Lincoln to fear for Washington. He refused to allow a large USA corps at Fredericksburg to move south to attack Richmond and used part of that corps to reinforce USA troops in the Valley.

Jackson eventually defeated USA forces triple his size in the Valley, yet was still able to leave and defend Richmond against McClellan. It is a campaign still studied at war colleges everywhere.

VERSION 1.1 CHANGES

June 30, 2013

4.21 Headquarters: HQs no longer count for move limits or supply stacking.

4.23 Cavalry that retreat on the first round of a battle, must take pursuit fire from enemy cavalry.

5.11 Jackson Command: The Jackson HQ now has Command Range 2.

5.13 Force March: CSA "foot cavalry" fail only with a roll of 1-2.

9.0 Shields Division: deployment options revised.

Other changes are cosmetic or typos.

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3.0 MAP

3.1 TOWNS

Towns govern the location and movement of blocks. Blocks move from town to town along the connecting roads.

Major Towns have a numeric value which equals Victory Points (VPs).

3.2 TOWN CONTROL

Town control is determined by the current location of blocks and is important for command, attacks, retreats, and supply. Towns can be either Friendly, Enemy, Contested, or Neutral.

3.21 Friendly towns contain one or more friendly blocks. Vacant major towns are **friendly** to the USA (blue) or CSA (red).

3.22 Enemy towns are those friendly to the enemy player.

3.33 Contested towns contain blocks of both players awaiting Battle Resolution. They are currently friendly to neither player.

3.34 Neutral towns are vacant **minor** towns. They are controlled by neither player. Vacant **major** towns are never neutral (see 3.21).

IMPORTANT: *Changes to town control are effective immediately. Vacated minor towns are immediately neutral. Similarly, attacking an enemy town, immediately converts it to a contested town until that battle is resolved.*

3.3 STACKING LIMITS

Blocks can "**overstack**" to fight a battle, but those that exceed supply limits (owner choice) during the SUPPLY PHASE are **each** reduced by one step. See 7.0.

3.4 ROADS

Several classes of road appear on the map: pike (thick) and road (thin), and trail (dashed). Different amounts of blocks can use these roads each MOVE PHASE.

Pike: Move 12, Attack 6

Road: Move 8, Attack 4

Trail: Move 4, Attack 2

Ferry: Move 2, Attack 1 (See: 3.6)

3.5 BRIDGES & FORDS

Most river crossings are shown as bridges. However, since nearly all bridges were destroyed during the campaign by retreating armies, they are treated as fords.

Blocks that Attack or Reinforce over a bridge or ford are subject to -1 (C2=C1) firepower on **their first** combat round. Thereafter they fire normally.

Note: *Because artillery are already -1 (A2=A1) when they attack/reinforce on their first combat round, they are (A2=A0) to attack/reinforce over a bridge or ford, meaning they cannot fire at all in their first combat round. Remember that a block's first combat round might be round 2 or round 3.*

Note: *Where a section of road crosses two (or more) bridges or fords the effect is the same as one.*

3.6 FERRIES

Two river crossings of the Shenandoah River are named ferries. They have Move/Attack limits of 2/1, **and** the attacking block is -1 fire (C2=C1) on its first combat round.

3.7 GAPS

Passes through mountain terrain in Virginia are called "gaps". Dozens of them existed to cross the Blue Ridge and Shenandoah mountains. Only the gaps that could be used by brigade sized forces are shown on the map.

Named gaps are all located on trails (broken lines). They have Move/Attack limits of 4/2.

Gaps also affect supply lines. See 7.42.

IMPORTANT: *HQs do not count for any/all move or attack limits. Hence, 8 CSA units plus Jackson can move along a Road, 4 CSA plus Jackson can attack along a road, and 2 CSA plus Jackson can attack via a Gap.*

Rivers

Virginia rivers run high in May and June, impassable except at bridges and fords. Most bridges were destroyed by retreating armies.

Valley Pike

The highway that ran from Staunton north to Martinsburg was a tollway built by private and state funding in the 1830s. Up to the Civil War, the road was the only *macadamized* road in Virginia. This method of construction used a thick surface of angular small stones and stone dust compressed by traffic to form an all-weather road. The macadamized road enabled fast movement of heavy wagon trains and gun carriages, even during rainy weather when normal dirt roads turned to mud.

The National Road

A macadamized road that connected Baltimore with the Ohio River, and eventually west to the Mississippi. Built between 1815 and 1825, it was the first federally funded road. The name is sometimes applied only to the road from Cumberland westward, but contemporary Civil War maps also record this name from Cumberland eastward.

Port Republic

A town located where the North and South rivers merged to become the South Fork of the Shenandoah. Port Republic was a depot to ship local goods downriver to Harpers Ferry, and then to ports on the Potomac.

Design Note

The Valley Campaign is a difficult one to simulate historically. USA commander Banks believed by mid-April that Jackson had left the Valley for Richmond, and reported this to Washington. On May 1st, Lincoln ordered Shields division transferred from Banks to McDowell's corps at Fredericksburg. However, not until May 12th, (Turn 3) did Shields actually leave New Market for Fredericksburg via Luray, Front Royal, and Manassas Gap. Ewell's CSA division at Standardsville could easily have intercepted Shields on that march, but did not. Shields actual withdrawal begins four days after Jackson has defeated Fremont's advance brigades at McDowell, and has then pursued them as far as Franklin. Clearly, Banks and Shields had no idea Jackson has won this battle, partly because General Fremont reported it by telegram as a minor skirmish and tactical retreat. USA players are not obliged to mimic this foolishness.

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4.0 BLOCKS

The blocks represent USA (blue) and CSA (gray) forces. One sheet of die-cut labels is included. One label must be attached to each block, blue on the blue blocks, and butternut on the gray blocks. Lightly position each label, ensure it is straight, then press firmly.

4.1 BLOCK DATA

4.11 Block Strength

The current strength of a block is the number on the top edge when the block is standing upright. Strength determines how many six-sided dice (d6) are thrown for a block in combat. For a block at strength 3, roll 3d6 (three six-sided dice).

4.12 Step Reduction

Blocks have a maximum strength of 4, 3, 2, or 1. HQs have a zero (0) step. For each hit taken in combat, the block's current strength is reduced by rotating the block 90 degrees counter-clockwise. See sidebar.

4.13 Firepower

Letter and number such as A2 or C1. The letter reflects quality and range, the number is the **maximum** roll that scores a hit in combat.

EXAMPLE: a block rated B1 scores a hit for each "1" rolled, and one rated B2 scores a hit for each 1 or 2 rolled.

4.2 BLOCK TYPES

4.21 Headquarters (HQs)

HQs represent a general, headquarters staff, couriers, and an escort guard. They are treated like other blocks for combat, but do **not** count for movement limits or supply. HQs have a unique command ability, see 5.0.

The CSA has 3 HQs: Jackson, Johnson, and Ewell, each commanding their own division. Jackson is the overall CSA commander in the Valley and may therefore also command any/all units of Johnson and Ewell.

The USA has 3 HQs: Banks, Fremont, and Shields, each commanding their own division. There is no overall USA commander in the Valley.

Each HQ has a detachment HQ that can be used to replace an eliminated HQ or to act as a secondary leader.

4.22 Infantry



Infantry represent brigades of 600 to 2400 men. Most have combat ratings of C1 or C2, but a few elite brigades are rated C3.

4.23 Cavalry



Cavalry represent battalions of 200 – 600 men. They are rated B1 or B2. They may retreat *during* the first Battle Round, if they also take pursuit fire from enemy cavalry. Cavalry are +1 (B1=B2) in pursuit (6.73).

4.24 Artillery



Artillery represent brigades of 2 – 4 batteries. They have firepower of A2 which reflects the superior range of artillery. Attacking artillery are -1 firepower (A2=A1) on their **first** combat round; defending artillery are normal.

4.3 DETACHMENTS



Detachments exist for each division. They are one step blocks and represent small forces that can be deployed during the SUPPLY PHASE. See: 7.5.

4.4 HARPER'S FERRY GARRISON



The Harper's Ferry Garrison is a static defense force of two units. They are not permitted to move, including Retreat or Regroup. If attacked they must win or are eliminated.



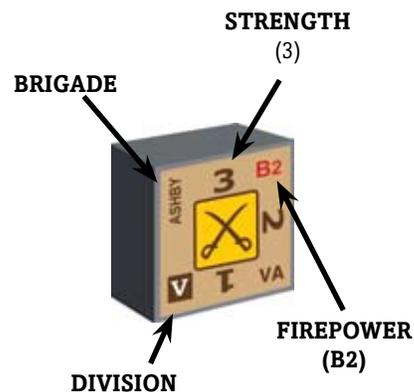
BLOCK TYPES		
Type	CSA	USA
HQs	3	3
Infantry	9	14
Cavalry	2	3
Artillery	3	4
TOTAL	17	24
Detachments: both sides also have fifteen (15) detachments not listed above.		

Fog of War

Fog of War is a great feature of all block games. Except in combat, the blocks stand upright, their label facing the owner. This promotes bluff and innovative strategies because players are never sure of the strength or identity of an enemy block. Like all successful generals, you must be bold and decisive in an atmosphere of doubt and deception.

STEP REDUCTION

The current strength of a block is the number on the top edge when the block is standing upright. For each hit taken in combat, strength is reduced by rotating the block 90 degrees counter-clockwise. The diagram below shows the same block at 3-2-1 strength.



5.0 MOVEMENT

5.1 COMMAND

The first action in a Player Turn is to activate (turn face-up) as many HQs as desired. Non-active HQs cannot move.

After commanding movement, each **active HQ** is reduced one (1) step, and can then move normally. HQs at zero (0) strength cannot activate, but may straggle (5.13) at risk of elimination.

5.11 Command Range (CR)

HQs have a command range (CR) of one (1). This means that HQs command in the same or in adjacent towns that are connected by road.

JACKSON: *This HQ has CR2, allowing it to command up to two towns range. However, Jackson CR cannot be traced through any contested town or any blue town, unless occupied by CSA units.*

5.12 Command Integrity

HQs may **only** command blocks from their own division.

JACKSON: *This HQ may command any CSA block within command range.*

5.13 Force March

Blocks can move one **extra** town, subject to a die roll:

USA	CSA
1-3 -1 Step	1-2 -1 Step
4-6 No Loss	3-6 No Loss

Blocks that fail the roll always move the extra town, but take a step loss. Blocks may force-march to attack or reinforce. Make all die rolls after **all** friendly movement is done.

Blocks **without command** can move **one** town with a force-march die roll.

5.2 MOVEMENT

Players are never compelled to Move. They can do nothing if desired. Blocks only move once per Player Turn, except to Retreat or Regroup. When a block has finished moving, turn it face-down to show that it cannot move again this turn.

All movement must be completed before the BATTLE PHASE starts.

5.21 Road Limits

Road Limits depend on road type and whether they are attacking or just moving. (see 3.4). Blocks can start their move from different towns, but once the maximum Move or Attack limit is met for any road

section, it is closed to further movement (except retreats and regroup) for this Player turn. However, both players get this maximum, meaning Player 2 can move along a road that Player 1 has used.

5.3 MOVEMENT RATES

All blocks can move only **one** town if they **attack** or **reinforce**. They can move one or two towns if not attacking.

5.4 PINNING

Player 1 attacking blocks prevent an **equal** number of Player 2 defending blocks from moving – ignore reinforcements (6.5) for pinning. If there are less attacking blocks than defending blocks, Player 2 chooses which blocks are pinned. Unpinned blocks may leave the battle, using any roads not used by Player 1 to attack, and may even attack or reinforce adjacent towns.

IMPORTANT: *Pinned HQs cannot activate or straggle (5.13). Unpinned HQs may activate and command normally, or move with a Straggle Roll.*

5.5 PLAYER 2 MOVEMENT

Player 2 can activate any HQs to command **unpinned** blocks to move. Options are:

Move one or two towns normally, with no attacks. Move Limits apply.

Attack adjacent enemy towns. Resolve battles normally. Attack Limits apply.

Reinforce contested towns. Attack Limits apply.

Player 2 can also move **uncommanded** blocks with a Force March (5.13).

5.6 CSA RAIL MOVE

CSA is permitted to move by rail on the *Virginia Central RR*. This railroad runs from *Charlottesville* in the southeast, to *Buffalo Gap* in the southwest. Blocks located in a railroad town(s) can move any distance along the railroad to another railroad town(s). They cannot attack or reinforce, nor leave a battle even if unpinned. Normal HQ command is required. Rail movement on other railways is prohibited by either player.

5.7 OFF-BOARD MOVEMENT

Blocks cannot move off-board, nor can they Regroup or Retreat off-board.

Exception: Shields' division, 9.0.

Jackson's Command

The USA suffered from a divided command. BANKS, SHIELDS and FREMONT had separate commands and supply lines. JACKSON, on the other hand, had a unified command. This significant advantage for the CSA is reflected in the command rules.

EWELL'S division is outside Jackson's command range at the start of play and requires a separate activation for movement.

Foot Cavalry

The CSA gain a movement advantage from the Force March (5.13) rule.

Road Junctions

A few road junctions occur outside a town due to river terrain. Examples are *Sharpsburg*, *Front Royal*, *Harper's Ferry*, and *Port Republic*. Such junctions are treated as if they were located in the town. Move/attack limits apply separately to each road.

Example: Port Republic has one road and one trail joining east of middle ford. However, blocks cannot bypass enemy blocks located in Port Republic. Four (4) blocks can attack from Conrad's Store and two (2) blocks from Brown's Cove (one group being reinforcements).

Major-General James Shields

A native of Ireland, U.S. senator, and former governor of Oregon, SHIELDS was given command of a division by his good friend, President LINCOLN. That military career began well when his division, assigned to BANKS' command in the Valley, defeated JACKSON at Kernstown in March 1862. SHIELDS later basked in the glory of being the only USA general to defeat JACKSON in battle, but in fact was abed in the hospital with a minor wound when Kernstown was fought. After Kernstown, SHIELDS' division transferred to McDOWELL'S Corps at Fredericksburg. Ordered back to the Valley on May 27 (Turn 8) in response to BANKS' defeat at Winchester, SHIELDS recaptured Front Royal on May 30 and came very close to trapping JACKSON when he united with FREMONT at Strasburg. SHIELDS then returned to Front Royal to advance (slowly) up the Page Valley. His division, poorly handled, was routed by JACKSON at Port Republic on June 9th (Turn 12). That defeat cost SHIELDS his command and he retired from the army in March 1863.

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6.0 BATTLES

Blocks entering an **enemy-occupied** town are **attacking**; the enemy blocks are **defending**. Blocks may *attack* or *reinforce* (6.5) from multiple towns subject to *command* (5.1) and *attack limits* (6.2).

6.1 BATTLE SEQUENCE

Battles are fought one by one after both players have moved. Player 1 determines battle sequence. Reveal blocks in the first battle by tipping them forward at current *strength*. After that battle is completed, stand all blocks upright, **regroup** (6.8) as desired, then Player 1 selects the next battle.

6.2 ATTACK LIMITS

Attack Limits are half (50%) of Move Limits. Hence, only six (6) blocks can attack along a *Pike*, four (4) along a *Road*, and two (2) along a *Trail*. Bridges and Fords (3.5) do not affect Attack Limits, but do have combat penalties. Ferries (3.6) have both Attack Limits and combat penalties. HQs do not count for Attacks

6.3 BATTLE ROUNDS

All battles are fought over four rounds or less. **The first round is mandatory** (except for Cavalry), but blocks can retreat in later rounds. The attacker **must** retreat in round 4 unless the battle is won.

6.4 BATTLE TURNS

Each block has one battle turn per battle round. In its turn, a block may **either Fire or Retreat**. Retreat is not allowed in round 1, except for Cavalry. The sequence of turns depends on firepower ratings. "A" blocks go before "B" blocks, then "C" blocks. With the same letter code, the defender goes first. *See sidebar.*

6.5 REINFORCEMENTS

When attacking via two or more roads, one **attack** (attacker choice) must be declared the **Main Attack**. Blocks attacking along other roads are **Reinforcements**.

Reinforcements do not fire, retreat, or take hits in Round 1. They arrive and take normal combat turns starting Round 2.

6.5.1 Defender Response

Blocks moved by Player 2 to a battle started by Player 1 are **reinforcements**. Reinforcements using **one** declared road (Player 2 choice) arrive at the *beginning* of round 2; those using other roads arrive at the beginning of **Round 3**.

IMPORTANT: *Battlefield Control changes if the Attacker wins in Round 1 before Defending reinforcements arrive. The Attacker is now the Defender for all later rounds.*

As with attacking artillery, reinforcing artillery have -1 firepower in their **first** battle round, which could be round 2 or 3.

Battle Sequence

The sequence of fighting battles is determined by Player 1. Consider the effect of attacking an enemy group with just one block. This may not pin all enemy blocks in that town but, because changes to town control are effective immediately, it will deny **retreats** or **regroups** into that town until this battle is resolved. This tactic is less effective for Player 2 because Player 1 controls battle sequence.

Battle Turn

The USA defends **Winchester** with 4 blocks: A2 Artillery, B1 BANKS HQ, C1 and C2 Infantry. The CSA attacks from Newtown with 5 blocks: B3 Jackson HQ (after command), A2 Artillery, B1 Cavalry, C3 Infantry, and C2 Infantry. The sequence of battle turns per battle round:

1. USA A2 Artillery (A2 defense)
2. CSA A2 Artillery (A1 offense) ¹
3. USA B1 Banks HQ
4. CSA B3 Jackson HQ ²
5. CSA B1 Cavalry ²
6. USA C1 Infantry
7. USA C2 Infantry
8. CSA C3 Infantry
9. CSA C2 Infantry

¹ In round 2, CSA artillery is A2.

² The two CSA "B" blocks, can fire in any order, as can the two USA and CSA infantry.

Battle Reinforcements

CSA attacks **Front Royal** from **Strasburg** with artillery 3A2, cavalry 3B2, infantry 3C2, and Infantry 2C2, the maximum number of blocks that can attack along the road. USA has infantry 2C1 defending, but reinforces with infantry 3C2 and artillery 3A2 from Newtown. These two USA blocks are **reinforcements** and do not arrive until Round 2. The CSA units eliminate USA infantry in round 1, so they become the defenders of **Front Royal** in later rounds.

Round 1

1. CSA 3A2 Artillery (no fire)¹.
2. CSA 3B2 Cavalry (fires at B1, one hit)
3. USA 1C1 Infantry (misses)
4. CSA 3C2 Infantry (fires at C1, one hit) This eliminates the USA C1, CSA is the defender for later rounds.

Round 2

1. CSA 3A2 Artillery (A2 defense, one hit)
2. USA 3A2 Artillery (no fire, unit retreats)²
3. CSA 3B2 Cavalry (one hit)
4. CSA 2C1 Infantry (misses)
5. CSA 3C2 Infantry (misses)
6. USA 2C1 Infantry (retreats)³

¹ All CSA units are -1 for Round 1 (ford).

² This is first battle round for the reinforcing USA artillery and a river was crossed. Unit is A0 and elects to retreat. Reinforcements can retreat in their first round.

³ This is optional, but wise.



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6.6 BATTLE HITS

Each block in its battle turn rolls as many dice as its current *strength*. A hit is scored for each die roll equal to or lower than the block's firepower.

EXAMPLE: *A brigade with three steps rolls 3 dice. If it has C2 combat, rolls of 1 or 2 are hits.*

NOTE: *Firepower is reduced (C2=C1) when attacking or reinforcing across rivers. See 3.5.*

Except as noted in *Counterbattery 6.63*, enemy blocks cannot be targeted. **Each hit** is applied **separately** to the **strongest** enemy block at that **instant**. When two or more blocks share the highest strength, the owner chooses which to reduce. Blocks at their lowest strength are eliminated if they take one more hit.

NOTE: *Combat is not simultaneous. All hits are applied immediately.*

6.61 Eliminated Blocks

Blocks losing their last step are permanently eliminated. Place them off-board, standing upright and hidden to be counted as Victory Points (VP). See 8.0.

6.62 HQ Elimination

HQs are eliminated if they are at zero strength and take one more hit. The eliminated HQ is counted as 2vp for the enemy player. Eliminated HQ detachments are worth 1vp.

6.63 Counter Battery

Artillery units may target enemy *artillery* units. This must be declared before firing an artillery. Hits scored are all taken on the enemy target; surplus hits are wasted. If not declared, artillery fire hits are distributed normally.

6.7 RETREATS

Each block may retreat in its battle turn (instead of firing). Blocks can **not** retreat on round 1, except cavalry. Reinforcements can retreat on their first turn which is Round 2. Blocks can never retreat off-board.

6.71 Retreat Limits

Attack limits (6.3) apply to retreating blocks **each** Battle Round. Blocks can never retreat to **enemy-occupied** or **contested** towns. Blocks can always retreat to vacant towns, even major towns.

6.72 Attacker Retreats

Attacking blocks can retreat on their battle turn starting in Round 2 and must retreat during Round 4. Attacking blocks can only retreat to adjacent friendly or vacant towns via roads used to attack or reinforce the battle.

6.73 Pursuit Round

When a battle lasts into a 4th round, attacking blocks **must retreat** on their normal battle turn. Blocks that cannot retreat when required are eliminated. Defending blocks fire normally on their battle turn, except cavalry are +1 firepower (B1=B2).

EXAMPLE: *Attacker has Artillery A2 and Infantry C2. Defender has Cavalry B1 and Infantry C2. Round 4, the attackers must retreat. Sequence:*

Attacker Artillery retreats (no fire)

Defender Cavalry fires B2 (+1)

Defender Infantry fires C2

Attacker Infantry retreats.

6.74 Defender Retreats

Defending blocks can retreat on their battle turn starting Round 2. Retreat is made to adjacent towns, except along roads used by the **attacker**.

6.75 Overstacked Retreats

Blocks can retreat into fully stacked towns, subject to overstacking (3.3).

6.8 REGROUPS

When a battle ends the **victor** may instantly **Regroup**. Any/all victorious blocks (including any reinforcements) **can** move to any adjacent town(s) that are **friendly** or **vacant**, even major towns.

IMPORTANT: *attack limits (6.2) apply to Regroups. Each regroup must be made before fighting the next battle.*

Battle Hits Example

USA 3-step block rolls two hits against two CSA blocks, one 2-step and one 3-step. The first hit **must** be taken on the 3-step CSA block because it has the most steps. The CSA player may apply the second hit to either block because they both now have two steps.

Retreats & Regroups

Town control applies at the instant of Retreat or Regroup. Retreat and Regroup destinations in one battle may change available retreats for battles fought later that same BATTLE PHASE.

Retreat Roads

Attacking or reinforcing along a road makes it available for retreats by **any** attacking blocks, provided the destination is not enemy-occupied.

If reinforcing blocks arrive as defenders, they retreat like defenders. If they arrive as attackers (because the original attacker won in round 1) then they retreat as attackers, meaning only along a road(s) they used to reinforce.

Be aware that players can interfere with enemy retreat options by occupying towns adjacent to a battle. Player 2, in particular, can create havoc by moving to cut retreats.

Remember that retreat limits apply **per round** so that it is possible to extricate an army over time - if it survives long enough.

Command Seniority

Should JACKSON fall, CSA central command devolves to EWELL, then to JOHNSON (should Ewell fall).

There is no central commander for the three USA divisions. HQs that fall can only be replaced with their own HQ detachment, built normally.

7.0 SUPPLY PHASE

7.1 SUPPLY LIMITS

There is a limit to the number of blocks that can be supplied in any town during each SUPPLY PHASE. This is equal to four (4) blocks plus two (2) if located on a Pike or Railway.

EXAMPLE: *Strasburg is located on the the Valley Pike. It can therefore supply six blocks (4+2).*

Blocks that exceed supply limits (owner choice) during the SUPPLY PHASE are **each** reduced by one step.

EXAMPLE: *Harrisonburg has eight (8) CSA blocks at the beginning of a SUPPLY PHASE. It can supply only six (6) blocks. Two (2) blocks (CSA choice) must each be reduced by one (1) step.*

7.2 SUPPLY POINTS

After all battles are resolved, both players get Supply Points (SP), CSA 2SP and USA 3SP. Players expend their SP to add steps to **existing** blocks.

Any unused SPs are forfeit.

Each block can receive only **one** step of replacements per SUPPLY PHASE.

7.3 SUPPLY BASES

The CSA has two Supply Bases:

Charlottesville (Ewell)
Staunton (Jackson & Johnson)

The USA has three Supply Bases:

Hagerstown (Banks)
Cumberland (Fremont)
Salem (Shields)

Divisions must trace supply lines to their own Supply Base.

7.4 SUPPLY LINES

To be in supply blocks must be able to trace a continuous Supply Line via **Friendly** or **Vacant** towns back to their division's Supply Base.

EXCEPTION: *Supply Lines cannot be traced via vacant, major enemy towns.*

Unsupplied blocks command, move, and fight normally, but cannot receive SPs until their Supply Line is reopened.

7.41 Good Supply

Supplied blocks have a replacement step cost of 1SP regardless of type.

7.42 Bad Supply

Supply traced via a *Mountain Gap(s)* is **Bad Supply**. Blocks with Bad Supply have a replacement cost of **2SP** per step.

Detachments cannot be deployed with blocks in Bad Supply.

EXCEPTIONS: *Because of railway links, the USA can trace good supply via the **Manassas Gap**, and the CSA can do the same via **Rockfish Gap**.*

7.5 DETACHMENTS

Each player has a pool of fifteen (15) detachments upright off map. Each SUPPLY PHASE, players **choose** one (1) **free** detachment and deploy it on the map.

Detachments must be deployed with block(s) of the **same** division in **good supply**, subject to stacking limits.

NOTE: *HQ detachments are deployed at strength zero (0) and can then be raised to strength 1 on a **later** SUPPLY PHASE by expending 1SP as normal.*

Eliminated detachments count for victory points, see 8.0.

Supply Phase

This phase simulates a complex variety of battle effects, such as restocks of ammunition, and resting and rallying troops.

Shattered Brigades

Brigades are rarely eliminated in battle, but some had more than 50% losses, which effectively removes them from combat. Blocks eliminated in game play are really "shattered brigades".

Vacant Enemy Towns

Blocks cannot trace **supply** through a vacant, major, enemy town, but they can retreat or regroup to such towns. Stopping the passage of wagons is relatively easy compared to a fighting or fleeing brigade.

Detachments (optional)

Detachments can also be created by reducing an **existing** unit (not an HQ) by one step. During a SUPPLY PHASE, deploy a **chosen** detachment of the same division and type (infantry, cavalry, etc.) in the same town. Thereafter, the detachment functions as an independent unit, but can later merge with the same or another brigade.

Detachments can **merge** into a brigade of the **same** division and type when located in the same town during a SUPPLY PHASE. Raise the brigade by one step and return the detachment to the pool. Non-detachment blocks cannot merge. Bad Supply has no affect on merging a detachment with its parent unit.

8.0 VICTORY

Victory is gained at the end of Game Turn 16 (June 19-21) by the player with the highest VP total. Both players gain VP as follows.

1VP per eliminated enemy block, except
2VP per HQ, and one half (1/2) VP per detachment (1VP per detachment HQ).

VP value of enemy *major* towns
occupied.

The USA player also gains 1VP per **SHIELDS** block off-map, see 9.0.

NOTE: VP totals are hidden from the other player by keeping eliminated and off-board blocks upright.

9.0 SHIELDS' DIVISION

USA SHIELDS' division was transferred from the Valley to Fredericksburg, effective May 1, but was still gathering at New Market when this game starts.

SHIELDS marched eastward out of the Valley between Turns 3 and 5, because neither he nor BANKS were aware that JACKSON had defeated FREMONT's advanced brigades at McDowell. This allowed JACKSON to advance and defeat the weaker BANKS with relative ease. SHIELDS was later sent back into the Valley with orders to trap and destroy JACKSON.

The USA player has two deployment options, start the game with SHIELDS on the map, or start Shields off map.

9.1 SHIELDS ON-MAP

SHIELDS deploys **on-map** as per OB cards. If desired, the USA player can later move the division (under HQ command) off-map at Salem (only).

SHIELDS' units can Move, Retreat, or Regroup off-map from Salem. They are worth **1VP** each to the USA provided they exit by the end of **Turn 6** and stay there. They can return to the map as per 9.2.

9.2 SHIELDS OFF-MAP

Deploy SHIELDS' division **off-map** near Salem. Each block is worth 1VP to the USA provided it remains there.

Starting on Turn 7, one or more SHIELDS' blocks may re-enter play. Deploy desired blocks in Salem during the MOVE PHASE. They can move immediately under HQ command. Any blocks that return to the map forfeit their VPs, even if they later exit the map.

If Salem is occupied by CSA forces, SHIELDS may attack (limit 4) on board. HQ Command is required. If the CSA force is defeated, SHIELDS' blocks can Regroup normally, including the option to bring more off-map SHIELDS' blocks into Salem. If SHIELDS' blocks are defeated, they must retreat back off-map, and forfeit their VPs. They can return to the map later.

NOTE: SPs can be used to rebuild SHIELDS units off-map. Such units are in "Good Supply" (7.41). However, Shields' detachments cannot be deployed off-map. These detachments cannot be chosen until the Shield's HQ enters the map.

CREDITS

Game Design: Tom Dalglish
Gary Selkirk

Art/Graphics: Tom Dalglish
John Paul Strain (Box)
"The Road to Front Royal"

Developer: Grant Dalglish

Contributors: Dan Dolan
Matt Looby
Stan Hilinski
John Longstreet
Vic Mac Farlane
Cody Sandifer
Bill Thomson



COLUMBIA GAMES, INC
POB 3457, BLAINE
WA 98231 USA
360/366-2228
800/636-3631 (toll free)

For game updates and discussion, see:
www.columbiagames.com

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