

GREAT BATTLES OF THE AMERICAN CIVIL WAR

Getting Started with Cedar Mountain



with Russ Gifford

Playing the GBACW System

Cedar Mountain



Playing the GBACW System

Introduction

On this installment:

Getting Started with Cedar Mountain.

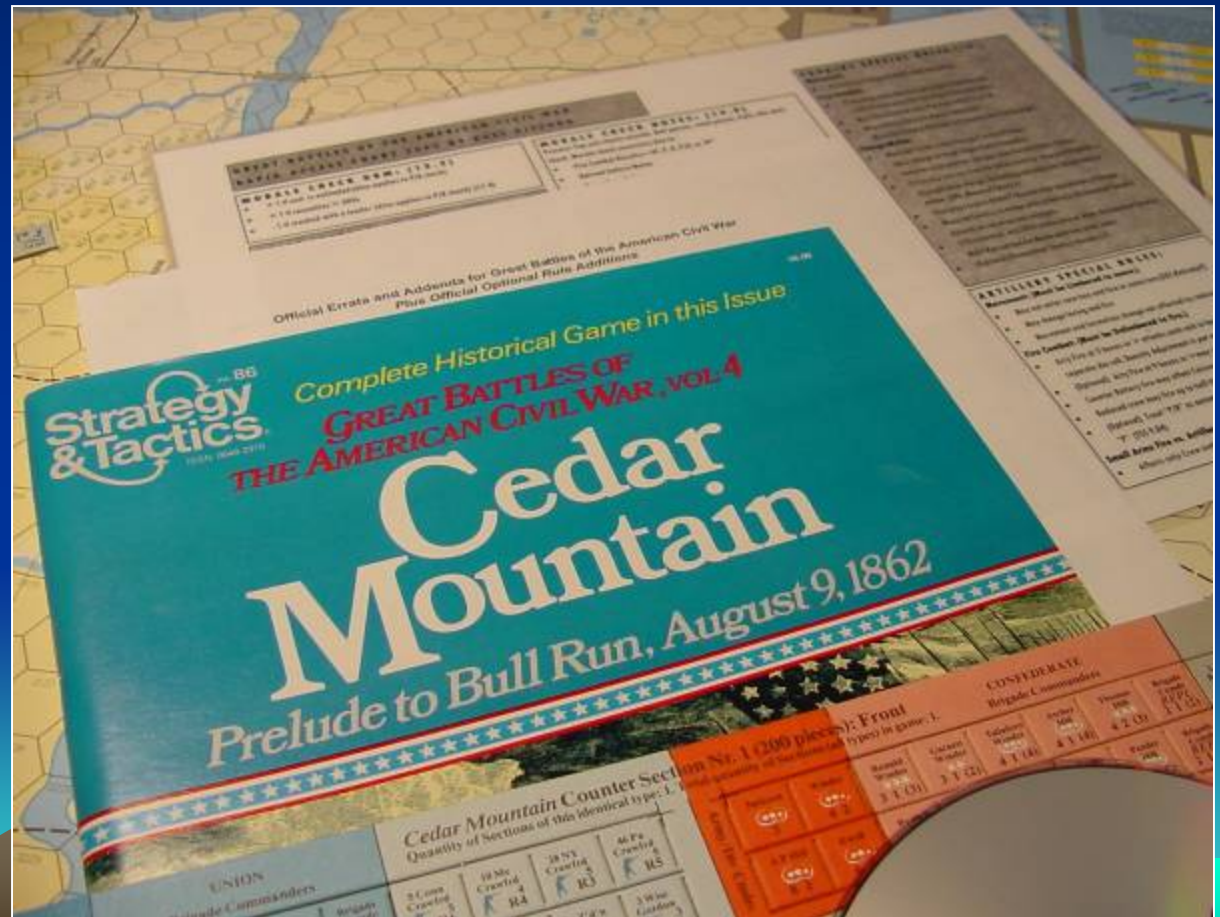
- Examining the Exclusive Rules Changes.
- Determining Your Objectives
- Deciding ‘How to Win – i.e. Defining your Strategy’



Playing the GBACW System

The Exclusive Rules

Each GBACW game builds on the basic rules.

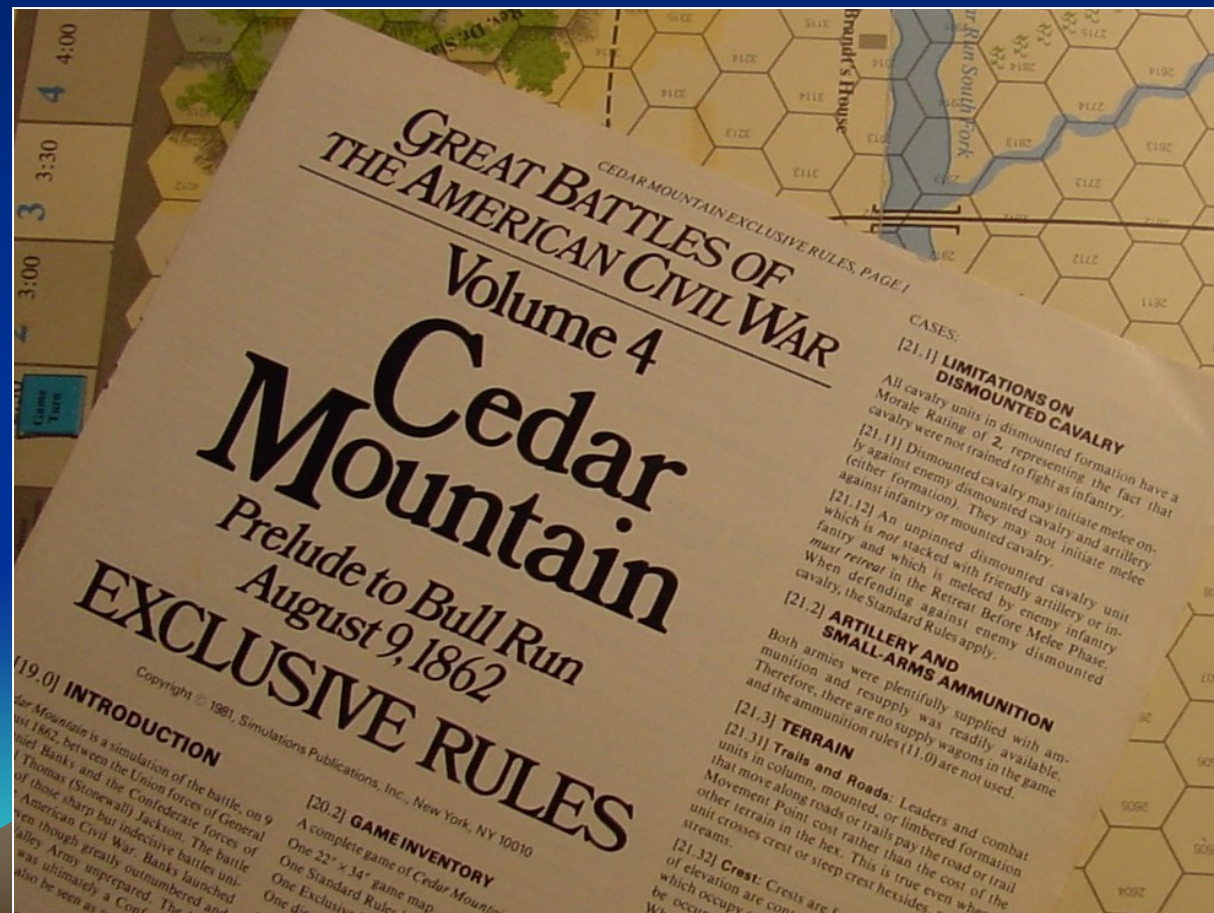


Playing the GBACW System

The Exclusive Rules

Each GBACW game builds on the basic rules.

But each game adds exclusive rules as well.



Playing the GBACW System

The Exclusive Rules

These rules tell you the deployment of forces, victory conditions, and rules changes *for this game only.*

32 CEDAR MOUNTAIN EXCLUSIVE RULES, PAGE 4

UNION OB ROSTER INFANTRY and CAVALRY BRIGADES			CONFEDERATE OB ROSTER INFANTRY BRIGADES		
Designation	Area of Deployment	Brigade Combat Effectiveness Limit	Designation	Game-Turn/ Hex of Entry	Brigade Combat Effectiveness Limit
Banks <input type="checkbox"/>	with any Union unit		Jackson <input type="checkbox"/>	2/2934	
Williams <input type="checkbox"/>	with any brigade unit		Winder <input type="checkbox"/>	2/2934	
Gordon <input type="checkbox"/>	5	13 of 19 □□□□□□□□□□□□ = 12 VP's	Ronald <input type="checkbox"/>	5/2934	6 of 10 □□□□□□ = 16 VP's
Repl <input type="checkbox"/>		□□□□□□	Repl <input type="checkbox"/>		□□□□
Crawford <input type="checkbox"/>	4	13 of 18 □□□□□□□□□□□□ = 17 VP's	Garnett <input type="checkbox"/>	2/2934	4 of 7 □□□□ = 10 VP's
Repl <input type="checkbox"/>		□□□□□□	Repl <input type="checkbox"/>		□□□□
Augur <input type="checkbox"/>	with any brigade unit		Taliaferro <input type="checkbox"/>	2/2934	7 of 13 □□□□□□□□ = 14 VP's
Geary <input type="checkbox"/>	3	7 of 11 □□□□□□□ = 10 VP's	Repl <input type="checkbox"/>		□□□□□□
Repl <input type="checkbox"/>		□□□□	Ewell <input type="checkbox"/>	1/4032	10 of 20 □□□□□□□□□□ = 16 VP's
Prince <input type="checkbox"/>	2	8 of 14 □□□□□□□□ = 9 VP's	Repl <input type="checkbox"/>		□□□□□□□□
Repl <input type="checkbox"/>		□□□□□□	Forno <input type="checkbox"/>	1/4032	15 of 30 □□□□□□□□□□□□□□ = 24 VP's
Greene <input type="checkbox"/>	1	3 of 6 □□□ = 5 VP's	Repl <input type="checkbox"/>		□□□□□□□□□□□□□□
Repl <input type="checkbox"/>		□□□	Hill <input type="checkbox"/>	9/2934	10 of 20 □□□□□□□□□□ = 20 VP's
Bayard <input type="checkbox"/>	6	3 of 7 □□□ = 10 VP's	Repl <input type="checkbox"/>	9/2934	□□□□□□□□
Repl <input type="checkbox"/>		□□□□	Archer <input type="checkbox"/>	10/2934	10 of 20 □□□□□□□□□□ = 22 VP's
Independent Cavalry		<i>Strength</i>	Repl <input type="checkbox"/>		□□□□□□□□□□
1 Me	1	□□□□□	Thomas* <input type="checkbox"/>	7/2934	14 of 20 □□□□□□□□□□□□ = 30 VP's
			Repl <input type="checkbox"/>		□□□□□□□□□□□□

Exclusive Rules Cedar Mountain

The Exclusive Rules

Cedar Mountain has fewer Exclusive Rules than most of the GBACW games. They include:

- Morale Limitations on dismounted Cavalry
- Ammo Rules - not in use
- Artillery Overshoot
- Other terrain rules - Cornfields
- Brigade Combat Effectiveness
- And most importantly - How to Win!

Exclusive Rules Cedar Mountain

Dismount Cavalry Morale = 2

This is an easy one – it is printed on the counter!

These units were trained to recon and screen, not fight in line.

Mounted



Dismounted



Exclusive Rules Cedar Mountain

Dismount Cavalry Melee

Dismounted Cav
units will only
initiate Melee vs
Arty OR other
Dismounted
Cavalry.

The c denotes this is
Dismounted Cavalry



Exclusive Rules Cedar Mountain

Dismount Cavalry Retreats

Dismounted Cav units will Retreat Before Melee if not stacked with Arty or other Infantry units, unless attacker is dismounted Cavalry.

Mounted



Dismounted

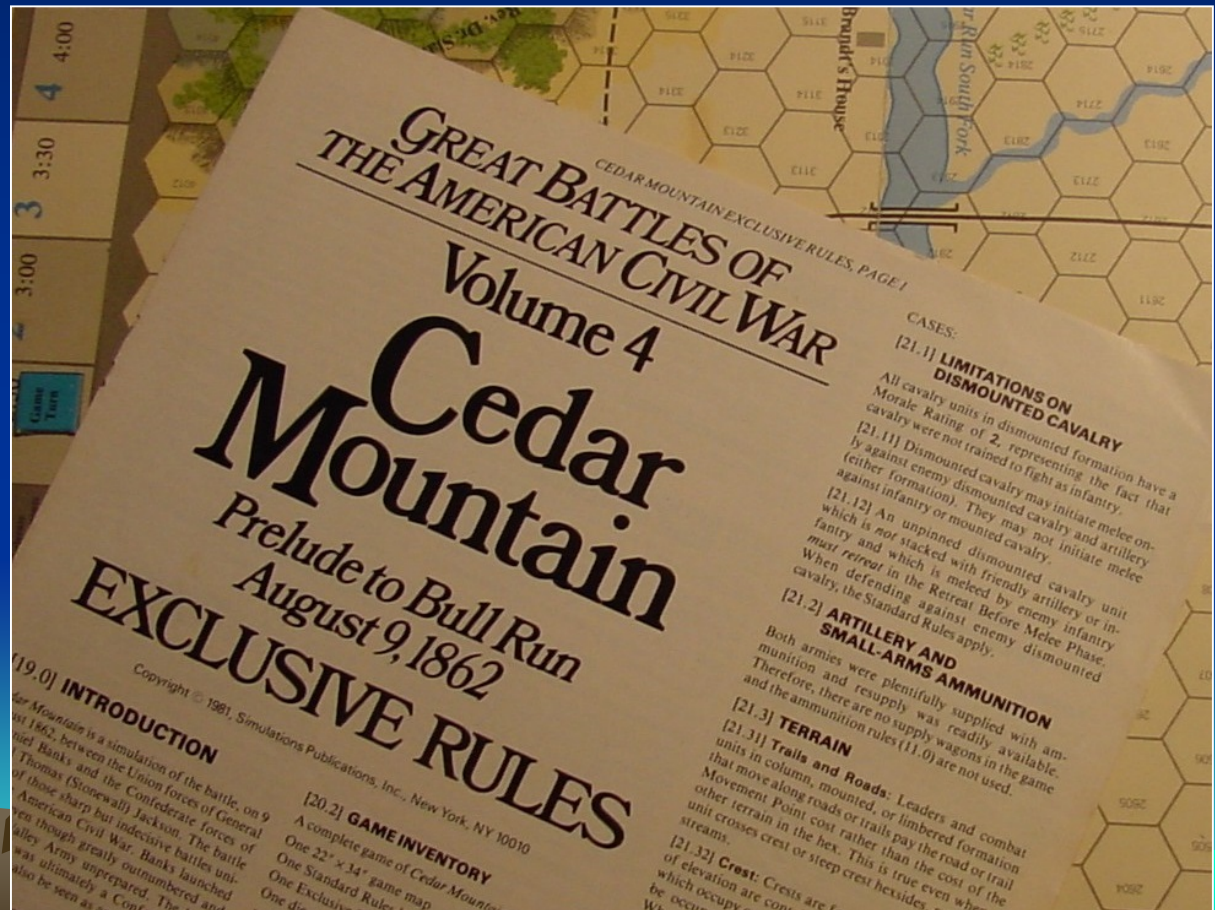


Exclusive Rules Cedar Mountain

No Ammo Rules in CM!

No chance to run out of ammo at Cedar Mountain!

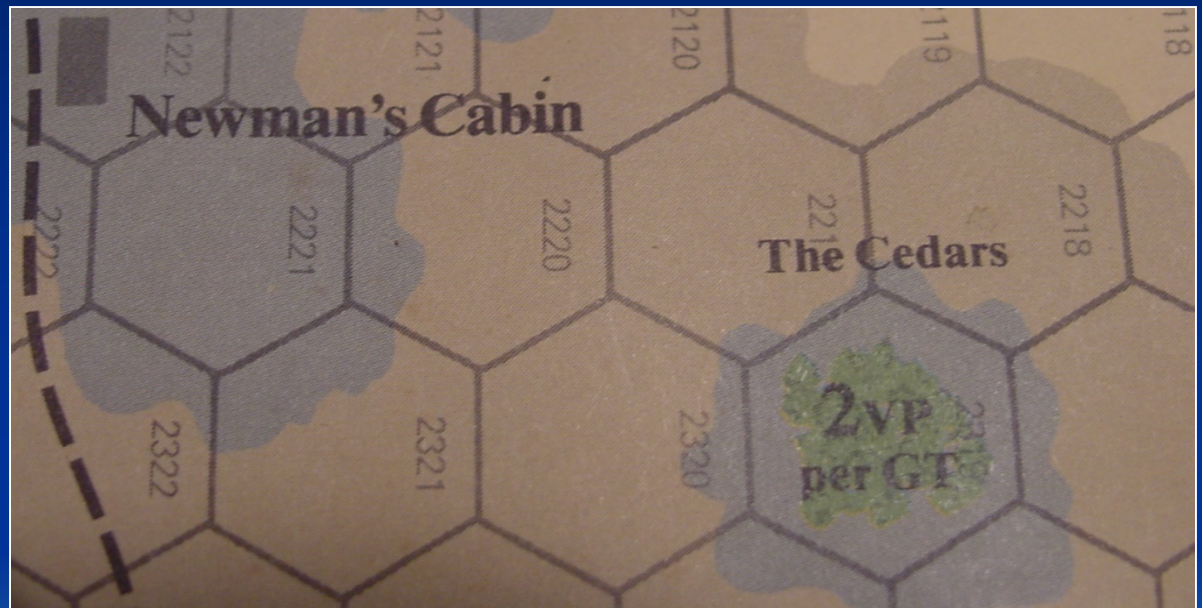
Good thing – as there are no Supply Wagons, either!



Exclusive Rules Cedar Mountain

Terrain Rules in CM

Errata:: 21.32
Should read
'occupying
LOWER of the
two elevations'



Unit in 2221 would be 1 level HIGHER than
unit in 2220, 2321, 2322, etc.

Exclusive Rules Cedar Mountain

Terrain Rules in CM

Units using
Roads and Trails
pay that cost, not
other terrain in
hex – this
includes height
costs!



**Unit MUST be in Column, Mounted, or
Limbered to use Road or Trail Movement!!**

Exclusive Rules Cedar Mountain

Terrain Rules in CM

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**Limbered Arty on Road
Pays 1 MP per hex,
ignores uphill cost.**

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Playing the GBACW System

Terrain Rules - Cornfield

Cornfield is a 5 foot LOS Block.

No different than Trees – Fire or See into or out of, but not through.



Playing the GBACW System

Terrain Rules - Cornfield

Combat fire INTO a cornfield hex can result in it being ‘blown down’ and thus no longer an LOS block.

Small Arms fire at a range of 1 hex or

Artillery Fire at a range of 3 or less hexes.

And there must be a target in the hex – can’t use the ammo to ‘clear’ the blocking corn!



Exclusive Rules Cedar Mountain

Arty Accuracy/ Overshoot!

Artillery must check for accuracy, and potential scatter.

If not accurate, resolve 1 hex error using 1D6 on compass rose.

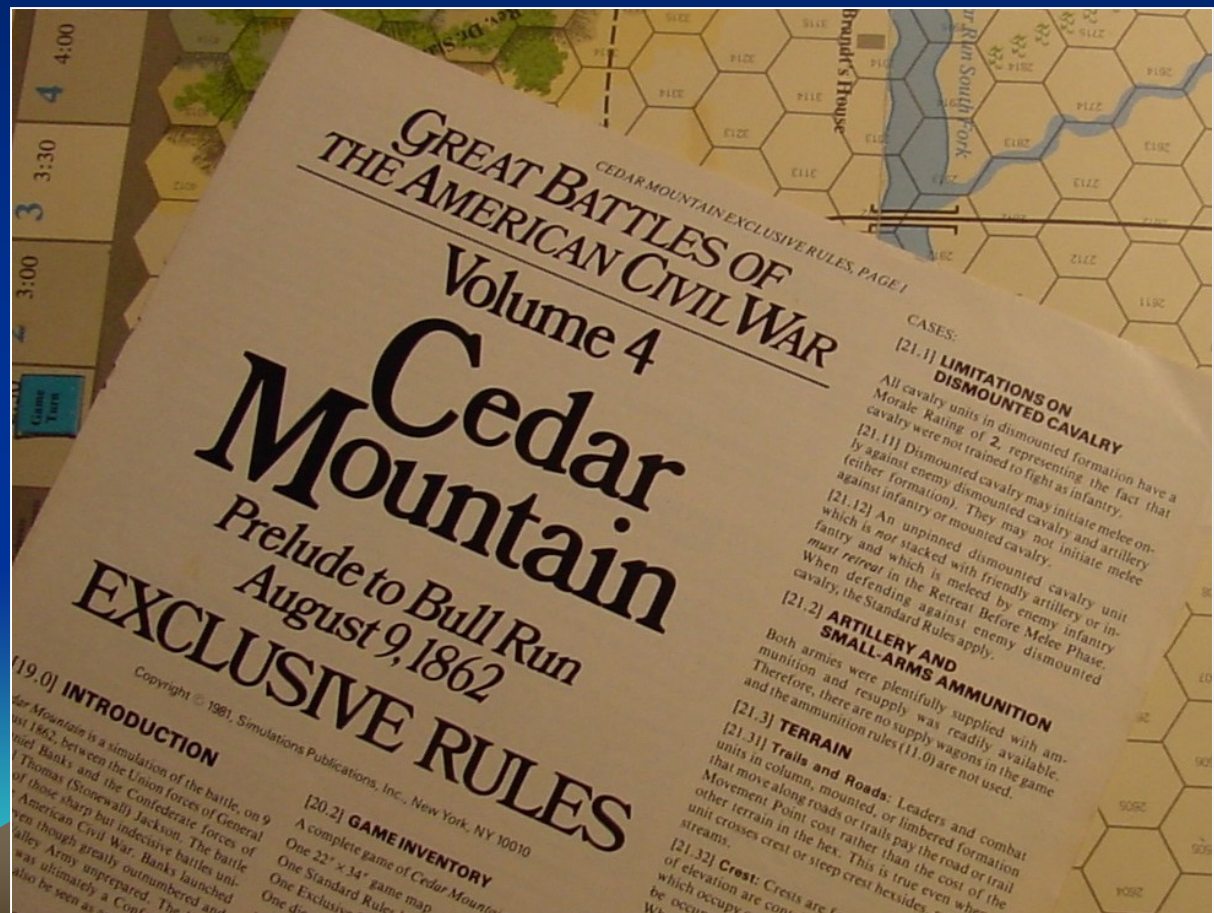
Range (hexes)	Accurate
1- 8	1-6 (100%)
9-15	4-6 (50%)
16 and up	6 (16%)

Cannot fire on empty hex to try to scatter into hex beyond range!

Playing the GBACW System

Routing Direction Limited!

Toughest Routing rules! Units must route 'toward home' or will surrender if path blocked by enemy units!



Playing the GBACW System

BCE Unit Limits!

Toughest BCE rules!

<i>Designation</i>	<i>Game-Turn/ Hex of Entry</i>	<i>Brigade Combat Effectiveness Limit</i>
Early <input type="checkbox"/>	1/2934	8 of 16
Repl <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> = 30 VP's
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

IF BCE Reached, that Brigade's regiments

Add 1 to all Morale Checks DR

May Not initiate Melee

Fire Combat Strength shifts 1 column Left

May not Voluntarily Enter Enemy ZOC

Will Surrender if only Retreat is through Enemy ZOC

May only be Rallied by DR, in Command Radius and Rally Point Spent

If stacked with Brigade or Division Commander, -1 from DR and no Rally Point

If stacked with Army Commander unit rallies Automatically, no DR or Rally Point

Playing the GBACW System

Command Structure Outlined

Jackson and Banks have command points which can be allocated to extend the Divisional Command Radius of any divisional commander.

The divisional commander must be within three hexes during the Initial Command Phase and Jackson's 3 points can be allocated as desired. Banks only has 1, so it can only increase 1 leader.



Playing the GBACW System

Victory in Cedar Mountain

That's the overview of all the Exclusive game rules in Cedar Mountain. If you have played any TSS / GBACW game, you can play Cedar Mountain in minutes!

But there is more... How do you play well?

See Part 2: Determining Objectives in Cedar Mountain!



Created By:

- **Russell Gifford**



***Victory Trackers and Scenario Cards
for:***

*Battle of Monmouth
Battle of Corinth
Cedar Mountain
Pea Ridge*

Training Sessions for:

***Learning the GBACW Game System
(10 sessions)***

***Learning Advanced Squad Leader
(15 sessions)***



Free Extras

Support Items for Cedar Mountain

Cedar Mountain:

[Scenario Card](#) (PDF)

(Modeled after the later ASL scenario cards, presenting Exclusive Rules and Reinforcement arrival.)

[Victory Tracker v3](#) (Excel)

(Calculates LOS; Tracks Casualties, BCE, VP Hexes, and Determines Level of Victory!)

[Exclusive Rules](#) (PDF)