

# *GREAT BATTLES OF THE AMERICAN CIVIL WAR*

Setting Objectives in Cedar Mountain



with Russ Gifford

# Playing the GBACW System

## Part 2 – Objectives

On this installment:

Getting Started with Cedar Mountain.

- How do you get victory points in Cedar Mountain?
- Determining Your Objectives
- Deciding ‘How to Win – i.e. Defining your Strategy’

# Playing the GBACW System

## Victory in Cedar Mountain

Like all the TSS/GBACW games, Cedar Mountain awards Victory Points for inflicting casualties and capturing enemy units.

But there is more...



# Playing the GBACW System

## Victory in Cedar Mountain

In Cedar Mountain, each side earns victory points by:

- Causing Casualties
- Capturing troops/guns/leaders
- **Capturing and holding terrain**

| VICTORY POINT HEX POSSESSION |      |      |      |      |
|------------------------------|------|------|------|------|
| Victory Point                |      |      |      |      |
| GAME-TURN                    | Hex  |      |      |      |
|                              | 2319 | 1921 | 1323 | 3415 |
| 1                            |      |      |      |      |
| 2                            |      |      |      |      |
| 3                            |      |      |      |      |
| 4                            |      |      |      |      |
| 5                            |      |      |      |      |

**HOW TO**  
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# Playing GBACW Games

## Notes

Victory – straight Victory Point Comparison.  
And points pretty similar for both sides.

But – deciding strategy - some factors to weigh:

Terrain - Position of Victory Hexes

Comparison of Forces

Time





# Playing the GBACW System

## Determining Your Strategy



# Playing GBACW Games

## Notes

‘Even’ fight until turn 7, then Confederate Reinforcements enter.

So after turn 9, Confederates will rule the VP hexes.

If Union does not back off, they will be defeated in detail (BCE’d and likely captured!)

To win, the Union must make this a ‘spoiling fight’ – injure the lead units, (BCE them), and avoid being BCE’d themselves, and don’t lose leaders or Guns.



# Playing the GBACW System

## Determining Your Strategy



**These three are where most of the fighting will occur, at least in the first part of the game.**

# Playing GBACW Games

## Notes

Union Strategy: Spoiling attack, then fall back.

To win, the Union must –

- 1) Destroy (BCE) the CSA lead units
- 2) Avoid being BCE'd themselves
- 3) Don't lose leaders or Guns.

# Playing GBACW Games

## Notes

### Confederate Strategy:

To win, the CSA must use their overwhelming force –

- 1) Close with Union early and contest VP hexes  
But avoid big units being BCE'd
- 2) Later attempt to encircle and capture Brigades  
But don't lose your own leaders

# Playing GBACW Games

## Notes

Some suggested Union tactics for opening turns are shown next.

These are from Moves 57 article by Eric Lee Smith, who developed the game.



Detach Greene,  
and head for  
Slaughter's  
Mountain.



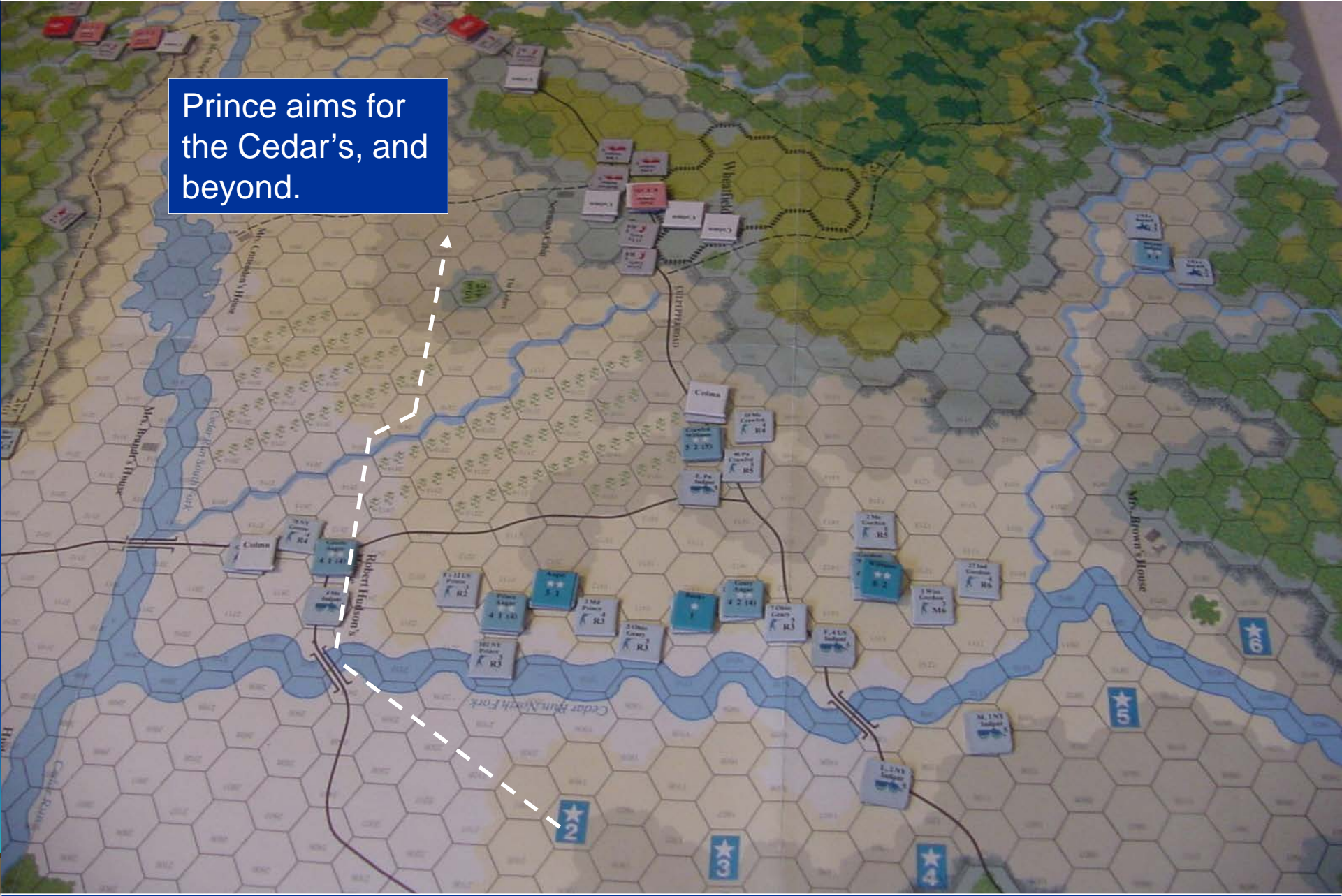




While Crawford moves forward to engage.



Prince aims for the Cedar's, and beyond.







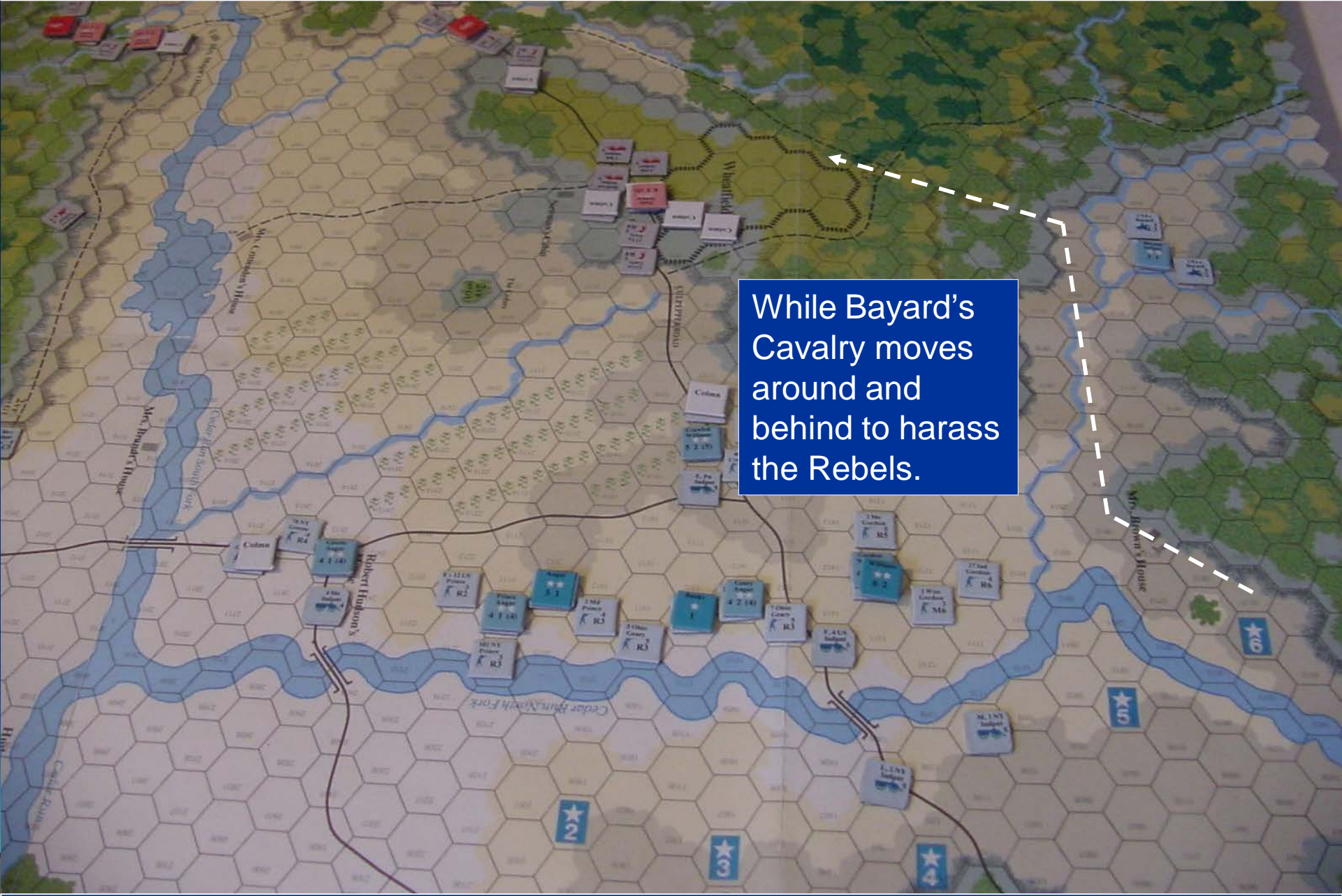
Gordon will try to drive Early from the heights.





Geary stretches to fill the gap.

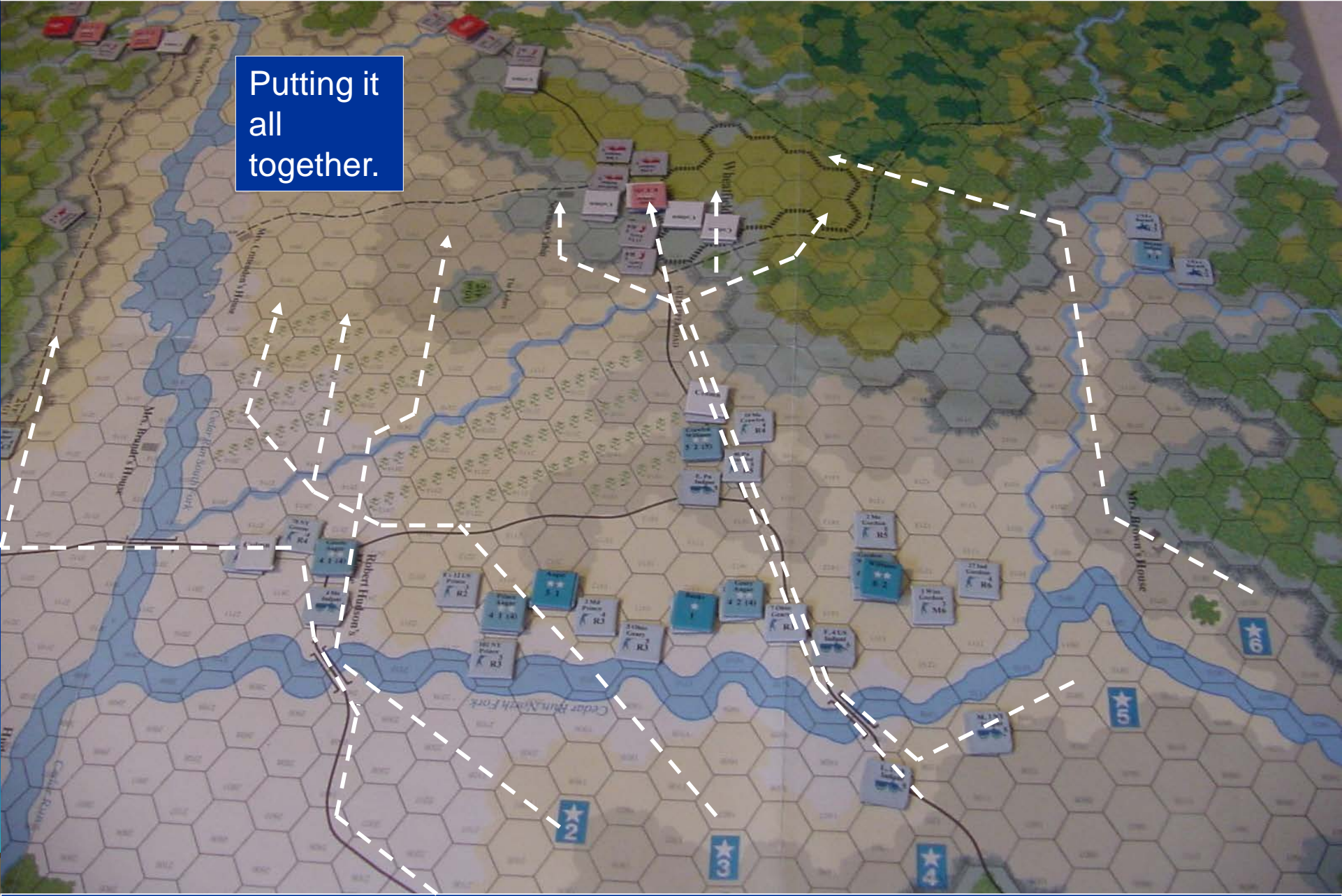




While Bayard's Cavalry moves around and behind to harass the Rebels.



Putting it  
all  
together.







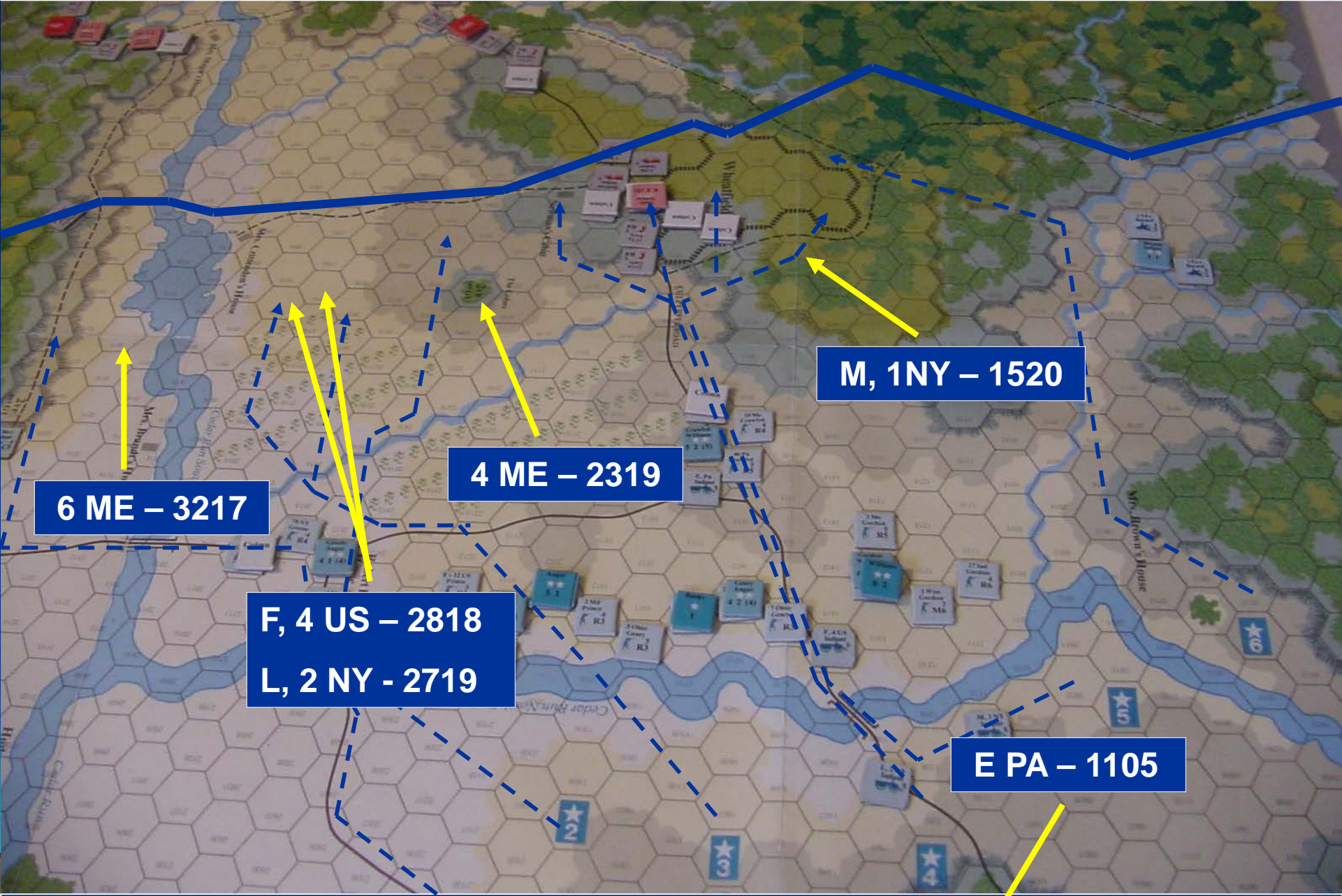
But realize this blue line is the likely high water mark for the Union!





GBACW Designer Eric Lee Smith goes a step further and suggests the following placement for arty:





6 ME - 3217

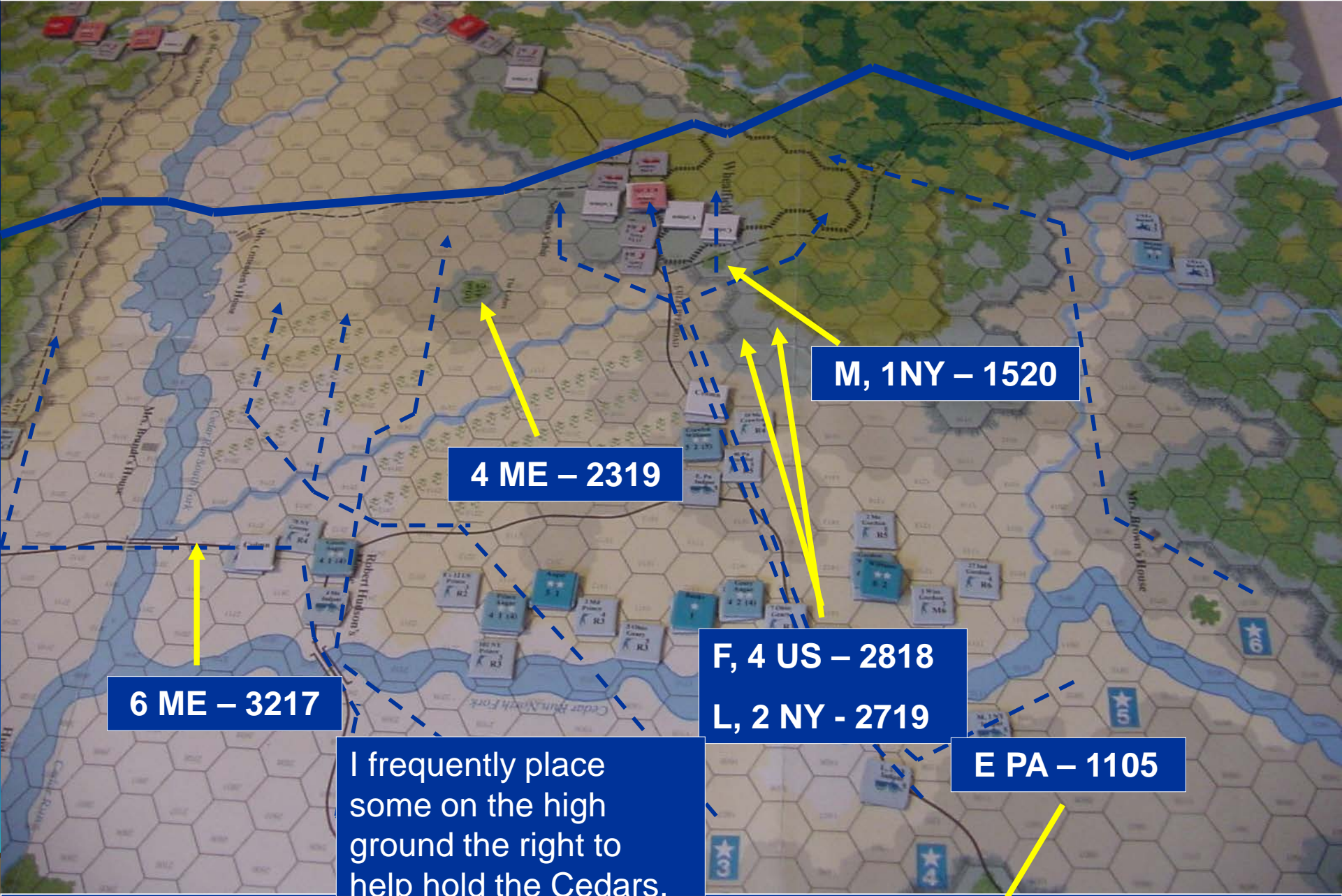
4 ME - 2319

M, 1 NY - 1520

F, 4 US - 2818  
L, 2 NY - 2719

E PA - 1105





**M, 1 NY – 1520**

**4 ME – 2319**

**6 ME – 3217**

**F, 4 US – 2818**

**L, 2 NY - 2719**

**E PA – 1105**

I frequently place some on the high ground the right to help hold the Cedars.

# 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)

# Created By:

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*Victory Trackers and Scenario Cards  
for:*

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

*Training Sessions for:*

*Learning the GBACW Game System  
(ten sessions)*

*Learning Advanced Squad Leader  
(15 sessions)*

