

CEDAR CREEK BY LAURENT MARTIN

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Cedar Creek 1864 simulates the Civil War battle that took place on October 19, 1864 and resulted in a Union victory. It uses many of the rules of *Bull Run 1861* (W89); the principal changes are the scale, rout, activation by division, the role of cavalry, and the absence of both operational movement and the extended line. Cedar Creek-specific rules are in blue; common rules are in black.

1 - OVERVIEW

The map consists of zones representing Cedar Creek and the areas around the village of Middletown.

The game consists of nine game turns. A round in each game turn represents 30 minutes. The scenario begins at 5:30 a.m. with the Confederate surprise attack. Playing pieces represent brigades and markers. Union brigades are in blue, and those of the Confederates are gray. A six-sided die is required for each player. *Note: Die modifications occur during play.*

2 – PLAYING PIECES

There are two types of counters: combat brigades (Infantry or Cavalry) and markers.

Divisions consist of 2-4 brigades. The Confederate side has five divisions: (R)amseur, (P)egram, (E)vans, (K)ershaw and (W)harton. There are nine Union divisions: (W)heaton, (G)etty, (K)eiffer, (M)McMillan, (B)irge, (T)hoburn, (H)ayes, (M)erritt and (C)uster.

A yellow border around the commander's initial (upper left corner) denotes divisions with superior commanding generals.

Certain brigades, marked with a star, receive a command bonus for being more cohesive due to better small unit leaders.

Brigades may have two combat ratings. The first is combat power, which represents the

number of troops as well as their quality. The second represents attached artillery batteries (Union) or sharpshooter battalions assigned to selected Confederate brigades (marked with S).

Note: Counters do not indicate their movement capability. All infantry brigades have six movement points while cavalry units have eight movement points (MP).

The reverse side of infantry brigade counters, with combat ratings in red, denotes the unit has taken its first step loss. Markers indicate subsequent losses.

The reverse side of cavalry counters shows the unit's combat ratings when in its dismounted status.

The markers are:

«Tour» and «Phase de Movement» note the specific turn and movement phase round.

«Fatigue 1» and «Fatigue 2» indicate a brigade's level of fatigue.

«1», «2», «3», «4», «5» and «6» represent the additional losses a brigade has suffered.

«Attaque», «Charge» and «Deroute», indicate a unit action or status (attacking, charging, routed).

The three headquarters: «Sheridan» and «Wright» for the Union; «Early» for the Confederates.

The counters «Train d'Artillerie» (Carter) and «Artillerie» represent Confederate artillery formations.

3 - THE MAP

The map is divided into zones and contains several manmade and topographical features (road, woods, hill, ford, bridge, village) that can affect movement and combat.

Letters and numbers on the map indicate the historical placement of brigades or locations where newly arriving units enter.

4 - OBJECT OF THE GAME

The winner is the player who receives the most victory points (VP) at end of play. In case of ties, the Union wins.

- Players count their unit step losses. The side with fewer losses receives VPs equal to the difference between each side's totals.

- Players total their VPs received for holding certain zones: the two Middletown zones are each worth two VPs and the zones containing entry points 11, 12 and 13 are worth one VP each for the Union and three VPs each for the Confederate.

- The last player to pass through a zone controls it.

Historical Note: The Union won with seven victory points against three Confederate VPs.

5 – GAME TURN

Each turn consists of four phases that players execute in the following order.

1 – Initiative Phase

2 – Movement Phase for Player 1 then Player 2 (repeated 3, 4 or 5 times)

3 - Continuation Phase

4 - Administrative Phase

6 – INITIATIVE PHASE

Each player throws a die and the one with the higher roll gains the initiative. He becomes player 1 for the turn and his opponent is player 2. In case of a tie, reroll the die. For the first turn, the Confederate has the initiative.

6.1 – Tactical Retreat

Once Sheridan arrives, the Union must decide whether to order a tactical retreat to reorganize, at the beginning of each Initiative Phase. The Union player may not conduct a partial withdrawal or initiate one in the final game turn.

Tactical retreat provides + 1 bonus to the initiative roll and all activation rolls for the

Union during the entire turn. However, activated Union brigades may neither attack nor enter enemy zones of control except in case of voluntary rout.

-Note: During the Sheridan-ordered tactical retreat, some of the Confederate units, instead of exploiting their advantage, preferred to storm into the Union encampments to plunder what they could. To reflect the resulting disorganization, subtract -2 from all Confederate activation rolls during this turn.

7 – MOVEMENT PHASE

7.1 Activation

This phase consists of 3-5 rounds during which the brigades may move and fight. The active player (Player 1 first) rolls a die to determine the number of divisions that must be activated during each round.

<u>Roll</u>	<u>Activated Division(s)</u>
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1 or less	0
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2 to 4	1
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5 and above	2
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Modifiers (cumulative):

CSA during Turns 1-3: +2

Union Withdrawal: USA: +1, CSA: -2

USA with Sheridan: +1

USA without Sheridan: -1

The active player selects his divisions one by one and activates each of its assigned brigades one by one. He must finish with one brigade before going on to the next. A brigade can act repeatedly during a game turn but only once during each round.

Players have the choice of conducting one action for each activated brigade:

- Reduce one level of Fatigue; or

- Declare a voluntary rout if it has taken at least two step losses; or

- Move and possibly initiate an attack.

After all his movements, the active player resolves the attacks of all engaged units.

When Player 1 completes his movement and combat, Player 2 becomes the active player and conducts his actions for the round.

Then advance the « Phase de Movement » one box on the time track to indicate the number of completed rounds for the current turn.

7.2 Headquarters Movement

After divisional movement, but before attacks are resolved, the active player may move his headquarters. Each HQ has 8 movement points, and it may not come into contact with an enemy brigade or receive a movement bonus by becoming fatigued. At the end of its movement, turn the HQ to its « Active » side; it may not move again during the turn, except to retreat.

7.3 Movement of the Confederate Artillery Train

The Confederate Artillery Train (Carter) arrives after the divisions have entered play, and it must deploy to use its batteries. It may move at the same time as the Confederate HQ (after divisional movement), but it has only 6 movement points. At the end of its movement, the Confederate player turns the train counter to its « Active » side or he may choose to deploy the artillery by using some or all of the 5 « Artillerie » markers. He may place them three or less zones from the train counter.

Remove the artillery train marker from the map after all of its artillery has deployed. Artillery markers remain in play until eliminated and have 6 MPs.

An « Artillerie » marker functions just like the batteries assigned to a Union brigade except that the counter is turned over if its supported brigade suffers a loss, and it is removed from play if it takes another loss. Do

not include « Artillerie » counters when totaling Confederate losses.

The artillery train can be attacked when it is not deployed. It has a combat strength of three, and a « Hit » will eliminate it.

8 - CONTINUATION PHASE

After conducting 3 rounds, one of the players throws a die. A roll of 1-4 results in a 4th round. Otherwise, proceed to the Administrative Phase.

At the end of the 4th round, throw the die again. On a roll of 1 or 2, a 5th and final round is played. Otherwise, play continues with the Administrative Phase.

9 – ADMINISTRATIVE PHASE

Routed units conduct an additional rout movement (See 11.4).

Remove « Fatigue 1 » markers or turn over « Fatigue 2 » markers to their « Fatigue 1 » sides.

Turn over the headquarters and artillery train counters from their « Active » sides.

Then test routed units by rolling a die for each of them:

1-3: The unit remains routed.

4-5: The unit becomes organized.

6: The unit becomes organized and recovers one step.

Modifiers: +1 for Union units if Sheridan is in command.

Move the « Phase Movement » marker to Box 1.

Proceed to the next turn. Move the « Tour » marker to the next box on the time track.

10 – MOVEMENT

A player must conclude actions with one activated division before proceeding with the next division.

To be activated, a division must be within command range, i.e. one of its brigades can trace a path to the HQ marker that does not

pass through a zone containing an enemy brigade and is no more than 8 movement points in length (do not count movement costs for elevation changes). A division beyond headquarters range can also be activated by passing an initiative test. Roll a die and apply any modifiers:

1-3: The division is activated.

4-6: The division remains in place and unable to act.

Modifiers:

-1 If Cavalry Division

-1 If in contact with an enemy unit

-1 If a division with a superior commander

+1 If the Union on Turn 1

Divisions with superior commanders:

United States: (G)rover, (W)heaton, (K)eifer; (G)etty; (Me)rritt, (C)uster.

CSA: (R)amseur; (P)egram, (K)ershaw.

A division that fails an initiative test is considered to have moved.

During Turns 1 and 2, initiative tests cannot be used to activate Union divisions.

A unit that enters the map during the Movement Phase is considered activated for that round. It must comply with command rules during subsequent rounds.

Note: Early must be on the map to activate divisions.

Brigades belonging to the same division must begin and end their movement two zones or less from one another. If for some reason, a brigade fails to meet this condition, that unit (unless routed) must attempt to fulfill this requirement during its next move.

10.2 – ZOC/Orientation/Front

Each brigade exerts a zone of control (ZOC) in all the areas that surround it except those across Cedar Creek, even if a bridge or ford is present.

The presence of a friendly ZOC or brigade does not negate an enemy ZOC.

Each brigade must face a zone, and its Front consists of that zone and the two zones adjacent to it.

A Front comprises 3 zones; the other zones form its Flank.

10.3 Movement

An infantry brigade has 6 MPs; cavalry brigades have 8 MPs.

A brigade may increase its movement allowance by two MPs by receiving one Fatigue level at the end of its movement. A brigade can receive no more than 2 Fatigue levels. The decision is made after the unit expends its MP allowance.

Moving from one zone to another costs 2 MP. A unit may move along a road at a cost of only 1 MP provided it moves directly from one zone with a road to another.

Crossing a bridge or ford to enter another zone costs one additional MP.

Entering a zone with a higher elevation or crossing an escarpment costs one additional MP.

A brigade that enters the ZOC of an enemy brigade must stop its movement. It can, however, reorient itself and decide to attack if it has enough MP remaining.

If a Brigade comes into contact with an enemy HQ (even across Cedar Creek), the HQ moves one or two zones (owner's choice) so it is no longer in contact with an enemy brigade. If it was not already, turn the HQ to its « Active » side.

A brigade may leave an enemy ZOC at the beginning of its movement, but it may not move directly into another enemy ZOC.

Units must pay 2 MPs to engage one or more adjacent brigades in combat. Place an « Attaque » marker on the attacking brigade.

A cavalry brigade may change from its mounted/dismounted status at the cost of 2 MP at the start of its movement. The unit then uses the 6 MP allowed dismounted cavalry for the rest of its movement.

A mounted cavalry brigade can choose to charge an enemy brigade instead of attacking normally. It costs 4 MPs, and the action does not increase its movement capability. The brigade receives a +1 bonus to its combat die roll, but it must receive one fatigue level at the end of combat. When charging, cavalry cannot receive a bonus for any attached artillery.

10.4 – Changing Facing

At the end of its movement, a Brigade orients itself by facing the zone of its choice. HQs have no facing.

However, when a brigade comes into contact with an enemy brigade, it must orient itself so the enemy brigade is in its Front. The enemy brigade is then obligated to change facing (if necessary) so the opposing brigade is to its Front. If a brigade is already facing an enemy, it does not change its facing.

Units may change their facing during rounds used to reduce fatigue.

10.5 – Stacking

Up to two brigades of the same division (and as many markers as needed) may stack in a zone. A brigade crossing through a zone during movement may temporarily exceed the stacking limit.

When two brigades are stacked, the top unit is considered the first line and the other the second line.

Players may change the stacking order during either brigade's activation.

The brigade that enters the zone last can choose to be in the first or second line. A cavalry brigade that charges is always in the first line.

The two brigades always have the same facing, which is that of the first line.

Units cannot enter enemy-occupied zones.

11 – COMBAT

11.1 – Attack

Activated brigades may attack by spending 2 MPs (4 MPs if charging); immediately place an « Attaque » marker on them. Attacking brigades may then change their facing.

The active player selects the order of attacks.

Several brigades in different zones may combine to attack the same zone only if their zones are adjacent to one another.

A brigade must attack all zones in its Front that contain enemy units unless other friendly brigades are attacking those zones.

The active player may attack a zone only once during each round.

Brigades in different zones cannot combine and attack enemy brigades occupying two or more zones.

11.2 – Combat Resolution

Each player calculates his combat modifiers based on the strength ratio and the tactical situation before rolling a die to resolve combat.

11.3 – Modifiers

Strength Ratio: Take the sum of the attacker's and defender's current combat strengths and divide the greater by the lesser (rounded in favor of the lesser) to determine the strength ratio.

The strength ratio provides the stronger force a combat bonus. When combat strengths are equal, the attacker receives the 1/1 modifier.

1/1: +1

3/2: +2

2/1: +3

3/1: +4

Examples: 6 strength points attacking 3 results in 2/1 odds for the attacker and a +3 bonus. 3 points attacking 4 results in 1/1 odds and a +1 bonus for the defender. 3 points attacking 3 results in 1/1 odds and a +1 bonus for the attacker. 4 points against 6 results in 3/2 odds and a +2 bonus for the defender.

Supporting Brigade

If a brigade attacks and its zone includes a brigade in the second line, the second brigade provides attack support. The unit need not be activated and, as long as it does not have « Fatigue 2 » marker, it provides a +1 bonus to the attack if it has a combat strength of at least 2 points.

Ignore the supporting brigade's command bonus and fatigue level, but its artillery strength or sharpshooter capability may provide an additional combat bonus.

If attacking from two or more zones, each zone that contains a supporting brigade provides a +1 bonus for the assault.

A supporting brigade may not advance after combat nor does it receive a fatigue level unless the first-line brigade retreats. If that happens, the supporting brigade must also retreat and take a fatigue level, but it does not suffer any losses.

Artillery: During combat resolution, roll a die for each front-line brigade (attacker and defender) and each supporting brigade participating in the combat that has artillery (Union) or an « Artillerie » marker (Confederate). If the result is less than or equal than the artillery strength, the player receives a +1 bonus.

Sharpshooters: As with the artillery, roll a die for each first-line or supporting brigade that possesses sharpshooters. **Full-strength brigades have a sharpshooter potential of 2; reduced-strength units have a potential of 1.**

Brigades with a « Loss » marker have no sharpshooter capability.

Cavalry: +1 for each mounted brigade that charges.

Surprise Attack: During the first turn, Union units suffer a -2 penalty whether attacking or defending. On the second turn, the penalty is -1.

Other Combat Modifiers:

+1 command bonus; but only one bonus per attack

+X terrain bonus for the defender:

+2 defender on higher elevation or if attacked across a ravine

+2 attacked across a bridge or ford

+1 defender in woods

+1 defender in town

-1 or -2 for fatigued units (if multiple brigades, use the higher fatigue level)

-1 for the defender if at least one enemy brigade attacks its flank

-2 for the attacker if there is an enemy brigade not under attack on its flank

All modifiers are cumulative

11.4 – Combat Results

Each player rolls a die and adjusts it by the cumulative modifiers. The result may not be less than 1. Then compare the adjusted die rolls.

- If the rolls are identical, the attacker receives 1 level of fatigue
- If one die roll is larger, the player with the lower roll suffers 1 fatigue level
- If one die roll is twice as large as the other, the player with the lower roll receives a hit and 1 fatigue level

All front-line brigades suffer the same result

Fatigue: The brigade becomes less effective and less organized. Place a « Fatigue 1 » marker on the brigade or turn over the

marker to « Fatigue 2 ». Units can never receive more than two fatigue levels.

Hit: The brigade is affected. The player must choose between taking a step loss or trying to retreat in order.

The player rolls a die when retreating.

1-4: Orderly retreat

5 or more: Disorderly retreat

Modifiers:

-1 for command bonus

+1 on turns 1 and 2 for the Union

+1 if « Fatigue 2 »

+1 if holding a position with two or more losses

Orderly Retreat: the brigade retreats one or two zones away from the combat.

Disorderly Retreat: the brigade loses one strength point and retreats two zones.

Hold the Position: the brigade loses one strength point, remains in place and one of the enemy brigades in the first line (owner's choice) takes one fatigue level.

If a brigade has lost half or more of its original combat strength, then a disorderly retreat becomes a rout.

In addition, **during the first two turns**, a disorderly retreat automatically becomes a rout for Union brigades.

When a brigade vacates a zone, one of the winning first-line brigades (owner's choice) may immediately occupy the zone.

Rout (or Voluntary Rout): A routed brigade retreats 3 zones (4 for mounted cavalry) taking the most direct route possible towards its edge of the map (north for the Union; south for the Confederate). Place a « Deroute » marker on the brigade after it completes its movement. A disorganized brigade may neither move nor attack during the Movement Phase. Always treat a routed unit as being « Fatigue 2 » when attacked.

Retreat/Rout Restrictions

A brigade that retreats (whether ordered or disordered) or routs across the enemy's front must lose an additional strength point for each zone traversed. It must obey stacking limits at the end of its withdrawal (rout or retreat). When overstacking is unavoidable, the unit must move an additional zone. A brigade that retreats or routs may still change facing. It cannot exit the map.

Withdrawal Priorities:

- 1) Away from enemy units
- 2) Not across an enemy's front
- 3) Not in an enemy ZOC
- 4) Towards the player's map edge

Losses: Turn the brigade, unless it is cavalry, to its reverse side when it suffers its first strength point loss. Place a « Loss » marker under the brigade to indicate subsequent losses. Each lost point reduces by 1 the unit's combat and artillery/sharpshooter capability, and the former is counted towards a player's total losses.

Remove brigades when they lose their last strength point.

12 – SCENARIO

- The Union player places his units according to the locations shown on the map. There must be at least one brigade per zone. This is the only time more than two brigades may be in a zone. Merritt's brigades begin dismounted.
- Place Wright in the Belle Grove zone.
- The Confederate player's units are located off the map. Divisions enter the map following activation.
- Place the « Phase de Movement » and « Tour » markers in Box 1 of the time track.

Entering the Map: Players must activate their divisions normally to enter them onto the map. Entry zones always cost 1 MP (even Zone 8) for arriving units.

- Confederate divisions enter on Turn 1 (or on Turn 2 for any remaining units) in the following entry zones: (R)amseur and (P)ayne -Zone 8, (P)egram-Zone 7, (E)vans-Zone 5 or 6, (K)ershaw-Zone 3 or 4; and (W)harton-Zone 2. Early and Carter enter only after Wharton.
- Union Reinforcements: Turn 3-Moore in Zone 3; Turn 4 or 5-Sheridan (see below); Turn 6-Custer in Zone 13.
- Union Divisions: (W)heaton, (G)etty, and (K)eiffer may not be selected for activation until Turn 2. (M)erritt may be selected beginning on Turn 3.
- Sheridan: before determining the initiative on Turn 4, the Union player rolls a die. On a **1-3** Sheridan enters the game (just exchange him for the Wright marker); on **4-6** he enters on Turn 5.
- Independent Cavalry: The Payne (CSA) and Moore (USA) cavalry brigades are independent units. They enter the game as mounted cavalry without activation into the indicated zones. They can be activated when a division located 2 zones or less away attempts to do so at the beginning of the Movement Phase. They can also activate independently by using an activation. They can stack with other brigades within the constraints of rule 10.5.

Example of Play - Movement Phase

Turn 2: The Confederate player has the initiative.

Round 1

The die roll of 2, with a +2 modifier (for Turn 2) results in a 4. The Confederate player may activate one division. He selects Ramseur, who is beyond Early's command range. The initiative test roll is 4, but Ramseur is a superior division commander (-1 modifier)—the division activates.

The Confederate player uses 2 MPs to move Cook one zone and declares an attack against Kitching for another 2 MP (Cook and the three Union units may change facing). He then moves Cox two zones (4 MPs) and places that brigade under Cook (so it may support the attack as a second-line brigade). Payne, which is two zones away from one of Ramseur's activated brigades, moves two zones at a cost of 4 MP and declares a charge—using its remaining 4 MPs. He next moves Battle one zone to attack Coates and Duval for a total of 4 MPs. He does the same for Grimes.

First Attack: Cook, Cox and Payne against Kitching. Cox is not included in determining the strength ratio because it is in the second line. The 7 to 4 ratio results in a +2 modifier for the South. Other Confederate modifiers include a +1 command bonus, +1 for the charge and +1 for the supporting unit for a total of +5. The Union player rolls a die to determine whether Kitching's artillery will provide a bonus. He gets a 1 and receives the +1 modifier. Other Union modifiers include +2 for occupying a higher elevation and a -1 Turn 2 surprise attack penalty for a total of +2.

Each player throws a die. The Confederate gets a 4 for a total of 9. The Union rolls a 2 for a total of 4. The Confederate total is more than twice that of the Union, so Kitching takes a hit. It receives a « Fatigue 1 » marker and must choose between holding its position or retreating in order. He opts to retreat. The die roll is 2 so the retreat is orderly. Kitching retreats to Middletown, and Cook advances into the vacated zone and changes its facing. Payne becomes fatigued because it charged, and it receives a « Fatigue 1 » marker.

Second Attack: Grimes and Battle against Coates and Duval. The strength ratio is 8 against 6 for a +1 bonus for the Confederate. His other modifiers include a +1 command bonus and a -1 for Grimes' fatigue for a total of +1. Union modifiers are +2 for higher elevation, +1 for a supporting second line, -1 for the flanking attack and a -1 Turn 2 surprise attack penalty for a total of +1, too. They both roll a die. The Confederate gets a 4 for a total of 5, and the Union rolls a 1 for a total of 2. The Union must take a hit. A « Fatigue 1 » marker is placed on Coates, and the unit retreats, knowing it will take a step loss because it must cross the Front of Cook, which now occupies Kitching's former zone. A roll of 2 means an orderly retreat. The two units fall back two zones. Coates loses a step, Duval receives a « Fatigue 1 » marker, and Battle advances into the vacated zone (if Coates remained in position it would have lost a step, nothing would have happened to Duval and one of the Confederate units would have become fatigued. However, the position would have become dangerous due to Cook's presence).

The Union becomes the active player and rolls the die to determine activation status.

After the Union completes all actions, the first round comes to an end. Advance the « Phase de Movement » marker on the time track to Box 2.

Reminders:

Turn 1: CSA—Initiative and Activation bonus of +2; Union—Activation penalty of -1 and Combat penalty of -2

Turn 2: CSA—Initiative and Activation bonus of +2; Union—Activation penalty of -1 and Combat penalty of -1

Turn 3: CSA—Activation bonus of +2; Union—Activation penalty of -1 and arrival of Moore

Turn 4: Conditional arrival of Sheridan (Activation bonus of +1; possible withdrawal)

Turn 6: Custer arrives

Combat Modifiers:

+1 to +4 for Strength Ratio (A or D)

+1 per Support Brigade (A and D)

+1 per Artillery/Sharpshooter (A and D)

+1 per Mounted Cavalry Charge (A)

+1 Command Bonus (A and D); Max +1

+1 to +3 Terrain Benefit (D)

-1 or -2 Fatigue Level (A and D)

-1 Enemy Attack or Brigade on Flank (D)

-2 Unattacked Enemy on Flank (A)

-2 Turn 1 Surprise Penalty (Union)

-1 Turn 2 Surprise Penalty (Union)