

The Shock Resolution Table

Die Roll	Result
≤ 1	Attacker Retreats: Attacker retreats one hex and is Disordered. Defender may use Shock Continuation [11.47].
2–3	Stand Off: Both sides are Disordered.
4	Bloody Stand Off: Each side loses 1 SP (total, not from each unit) and is Disordered. If more than one unit is involved on one side, apply the step loss to the unit with the highest Cohesion Rating (exception to 8.36). If artillery is alone in the hex or is the top unit in the hex, it loses 1 gun.
5–7	Defender Retreats: Defending unit Retreats one hex and is Disordered.
8–9	Defender Retreats: Defending unit Retreats one hex and is Disordered; <i>plus</i> Attacker may/must Continue Shock [11.47].
≥ 10	Defender Retreats: Defending unit Retreats two hexes, is Disordered and then undergoes an additional UDD; if it fails, it routs. <i>plus</i> Attacker may/must Continue Shock [11.47]. All artillery are Abandoned [11.64].

Shock Adjustments

All adjustments are cumulative (there is no maximum DRM).

Strength Adjustments:

Mounted Cavalry Charging through Flank or Rear: **Double** (2X) printed strength.
Mounted Cavalry Charging or Shocking into Woods, or defending in Woods: **Halve** (½ X) printed strength.

Shock Die Roll Adjustments:

Pro-Attacker	Pro-Defender
+? Odds Ratio Benefit	–? Odds Ratio Benefit
+1 Any Defender Disordered	–1 Any Attacker Disordered
+1 Charge Benefit ^a	–1 Attacker has no Brigadier
+1 Stacked with Aggressive Leader	–1 Attacker with Advance Orders
+? As per Terrain Chart (see TEC)	–1 Defender behind Breastworks
+1 Charging Lancers (<i>Gringo!</i>)	–1 Each Successive Continued Shock
	–? As per Terrain Chart (see TEC)

Position Modifiers: ^b
+2 Rear Attack
+3 Flank Attack
+4 Front and Flank
+4 Front and Rear
+4 Flank and Rear
+5 Surrounded

^a Applies to both Infantry and Cavalry units that move before Shock and do not Fire during Movement. See 11.21 and 11.51 for the non-charging exception.
^b For any Position Attack Adjustments, subtract one (–1) from the die roll for each hex of attacking unit(s) that is in a frontal hex of an enemy unit other than the defending unit.



VMI Cadet in 1864

Shock Resolution Procedure

- Designate all targets of Shock and Charges [11.31].
- Perform Retreat Before Shock [11.33].
- Green Attacker Commitment Check [11.36].
- Defender’s Pre-Shock Cohesion Check [11.37].
- Pre-Shock Reaction Fire [11.38].
- Resolve Shock [11.4].
 - Determine Shock DRMs
 - Resolve Shock
 - Conduct all Advances
 - Shock Continuation?
 - Apply Post-Shock Automatic Disorder

Defender’s Pre-Shock DRMs

DRMs	Reason
–?	Per Leader Rank [11.73]
–1	Unit in Breastworks
+2	Unit is in March Mode
+1	Unit is Disordered
+1	Defender is being attacked from the Flank or Rear
+1	Cavalry charging any unit except mounted cavalry [11.55].

All of the above are cumulative.

Odds Ratio DRM Benefit

Attack Odds	DRM
1-4	–4
1-3	–3
1-2	–2
1-1½	–1
1-1	0
1½-1	+1
2-1	+2
3-1	+3
4-1	+4
≥ 5-1	+5



DEATH VALLEY
Battles for the Shenandoah

Player
Aid Card

Rally Table [13.4]

Die Roll	Result
≤ Cohesion Rating	The unit is no longer Disordered; flip the unit to its normal side. The player may adjust facing by one vertex.
> Cohesion Rating	The unit remains Disordered. Check if next cases apply.
≥ Cohesion Rating x2	The unit remains Disordered and loses 1 SP.
An adjusted 9 or higher	The unit remains Disordered and loses 1 SP.

DRMs:

- +1 Unit is adjacent to an enemy combat unit.
- 1 Unit is Mounted Cavalry.
- ? If unit is stacked with a Leader or Commander, subtract from the die roll the Leader/Commander’s rank (number of stars).

Loose Cannon [6.24]

If the result of the Brigade Orders Change Table is Loose Cannon, the player who was trying to change Orders consults the Action Profile of the Brigadier in question [Aggressive (A), Normal (N), Cautious (C), or Unreliable (U)] and follows the instructions below:

Aggressive:

The Phasing Player does one of the following:

- If any unit in the Brigade is within 3 MPs of an enemy combat unit, the player places that Brigade under Attack Orders and launches an Infantry Charge [11.21] with as many units in that Brigade as possible. Choice of targets is up to the player.
- If no unit in the Brigade is within 3 MPs of an enemy unit, place the Brigade under Advance Orders and move it as far as possible towards the nearest enemy units.

Normal:

The Brigade retains its Orders.

Cautious:

The player retreats each unit in the Brigade one hex, after which he places the Brigade under Advance Orders.

Unreliable:

Roll the die, consult the table below, and treat the Brigadier in the appropriate manner listed above.

Die Roll	Result
0-2	Aggressive
3-6	Normal
7-9	Cautious

Brigade Orders Change Table [6.2]

Die Roll	Result
≤ 1	Retain and Stand
2-3	Retain
4	Loose Cannon
5	Change and Stand
≥ 6	Change

DRMs:

- +1 Brigadier is stacked with his Division Leader
- +2 Brigadier is stacked with his Corps or Overall Commander
- +/–? Brigadier’s Orders Rating

EXPLANATION OF RESULTS:

- Retain:** Brigade keeps the Orders it has.
- Change:** Brigade may change to Attack or Advance Orders.
- Stand:** Regardless of the result, the units of the brigade may not move this Phase.
- Loose Cannon:** See 6.24.

Brigade Coordination Table [5.34]

Die Roll	Result
≤ 2	Confusion
3-6	Fail
7-9	2
10-11	3
≥ 12	All

DRMs:

- +/–? Division Leader’s Coordination Rating

EXPLANATION OF RESULTS:

- All:** All eligible Brigades may undertake actions as if they were one Brigade.
- 2, 3:** The player may undertake actions with that number of in-command Brigades from that division as if they were 1 Brigade.
- Fail:** No penalty; Brigades move individually: No coordination is possible, but there is no penalty for trying.
- Confusion:** No move/combat actions that Activation. Not only is no coordination possible, but all of the leaders involved are confused as to what is supposed to happen. As a result, they do nothing. No in-command Brigade in that division may undertake any move or combat actions that AM.



RANGE EFFECTS CHART											
Weapon Type		Range in Hexes									
Small Arms		Max/Prep	1	2	3	4	5-7	8-12	13-16	17-20	21+
P	Pistol ^a	1/NA	+1	-	-	-	-	-	-	-	-
M	Musket	2/1	+2	-2	-	-	-	-	-	-	-
C	Carbine	3/1	0	-1	-4	-	-	-	-	-	-
ER	European Rifle	3/1	+1	0	-2	-	-	-	-	-	-
BC	Breechload Carbine	3/1	+2	0	-2	-	-	-	-	-	-
SC	Spencer Carbine	3/1	+3	+1	-1	-	-	-	-	-	-
BR	Breechload Rifle	4/1	+3	+2	0	-2	-	-	-	-	-
SR	Spencer Rifle	4/1	+3	+2	0	-1	-	-	-	-	-
R	Rifled Musket	5/1	+1	+1	-2	-3	-5	-	-	-	-
Weapon Type		Range in Hexes									
Field Artillery		Max Range	1 ^{sa}	2 ^{sa}	3 ^{sa}	4	5-7	8-12	13-16	17-20	21+
H12	12 lb Howitzer ^{RF}	7	+4	+3	+1	0	-1	-	-	-	-
L	6 lb Smoothbore ^{RF}	9	+3	+1	0	0	-1	-3	-	-	-
TA	Older Rifle ^b	9	+3	+1	0	0	0	-2	-	-	-
N	Napoleon ^{RF}	11	+4	+2	+1	0	0	-1	-	-	-
TB	3” Rifle	15	+3	+2	+1	0	0	-1	-2	-	-
P10	10 lb Parrott	20	+2	+2	+1	0	0	-1	-1	-3	-
P20	20 lb Parrott	30	+2	+2	+1	0	0	-1	-1	-1	-2
Max/Prep: The first number is the maximum firing range; the second is the range over which that unit may use Prepared Fire [10.51].											
- = May not fire at that range.											
+#, -# = Die roll adjustment.											
^{RF} = May use Rapid Fire [10.68].											
^a = Pistols may never be used for Prepared Fire.											
^b = Includes re-bored James rifles, etc.											
^{sa} = When firing artillery at these ranges, treat as if from small-arms for result distribution.											

STACKING LIMITATIONS CHART	
March Orders	
Infantry:	7 Infantry or Dismounted Cavalry SPs from the same brigade.
Cavalry:	4 Mounted SPs from same brigade.
Artillery:	Two batteries, regardless of the number of guns, or 12 guns from any number of batteries, may occupy a hex. This includes all sections from those batteries. May not stack with other units.
Advance and Attack Orders	
Infantry:	May stack any units from the same brigade, up to a maximum of 15 SPs per hex, or any one unit regardless of strength, plus one battery or 6 guns from any number of batteries.
Cavalry:	7 Mounted SPs from the same brigade, or one mounted unit regardless of strength, plus one battery or 6 guns from any number of batteries.
Artillery:	If not stacked with infantry or cavalry, up to 2 artillery batteries per hex, regardless of strength, or 12 guns from any number of batteries. If stacked with infantry or cavalry, artillery is limited to 1 battery per hex, or 6 guns from any number of batteries.

NON-PHASING FIRE Eligibility	
Infantry/Cavalry	
Return Fire.	When fired at or if adjacent to the target or the firing enemy unit; only once per enemy brigade activation. Simultaneous with phasing fire.
Pre-Shock Fire.	Fire at its shock attacker, after Pre-Shock check. Units not being shocked may fire if adjacent to the flank or rear of the attacker.
Withdrawal Fire.	Enemy unit leaving Frontal hex; during Phasing Player Movement only; once per enemy brigade activation.
Artillery	
Return Fire.	As for infantry, but simultaneous with phasing fire at range of 3 hexes or less.
Pre-Shock.	As for infantry.
Approach Fire.	At any unit that moves within 3 hexes; once per phase.


FIRE TABLE																
Type and Number of SPs Firing																
Adjusted DR	Small Arms							Artillery								
	1	2	3	4-5	6-8	9-14	15+	1	2	3	4-5	6-8	9-12	13-17	18+	
-2	-	-	-	-	-	-	d-2	-	-	-	-	-	-	-	-	d-3
-1	-	-	-	-	-	d-2	d-1	-	-	-	-	-	-	d-3	-	d-2
†0†	-	-	-	-	d-2	d-1	d	-	-	-	-	-	d-3	d-2	-	d-1
1	-	-	-	-	d-2	d	d	-	-	-	-	d-3	d-2	d-1	-	d
2	-	-	-	d-2	d-1	d	d+1	-	-	-	d-3	d-2	d-1	d	-	d
3	-	-	d-2	d-1	d	d+1	d+2	-	-	d-3	d-2	d-1	d	d	-	d+1
4	-	d-2	d-1	d	d	d+1	d+2	-	d-3	d-2	d-1	d	d	d+1	-	d+2
5	d-2	d-2	d	d	d+1	d+2	D	d-3	d-2	d-1	d	d	d+1	d+2	-	d+3
6	d-2	d-1	d	d+1	d+2	D	1d+2	d-2	d-1	d	d	d+1	d+2	d+3	-	D
7	d-1	d	d+1	d+2	D	1d+2	1D	d-1	d	d	d+1	d+2	d+3	D	-	D
8	d-1	d+1	d+2	D	1d+2	1D	1D	d	d	d+1	d+2	d+3	D	D	-	D
9	d	d+2	D	1d+2	1D	1D	2D	d	d+1	d+2	d+3	D	D	D	-	D
†10†	d+1	D	1d+2	1D	1D	2D	2D	d+1	d+2	d+3	D	D	D	D	-	D
11	D	1d+2	1D	1D	2D	2D	3D	d+2	d+3	D	D	D	D	D	-	D
12	1d+2	1D	1D	2D	2D	3D	3D	d+3	D	D	D	D	D	D	-	D

* For artillery see 10.69. For infantry see 10.91. For units armed with Spencer Repeaters see 14.33.

† For artillery using Rapid Fire the unit is Out of Ammo [10.68].

EXPLANATION OF RESULTS [10.17]

- = No Effect
- d = Check for Disorder
- d-# = Check for Disorder subtracting number from die roll
- D = Automatic Disorder
- d+# = Check for Disorder adding number to the die roll
- # = Lose that number of Strength Points



View of the Valley Turnpike where Sheridan joined the army at Cedar Creek.
From a photograph taken in 1865.

ADJUSTMENTS TO THE FIRE DIE ROLL

All adjustments are cumulative.

Mod. Reason [10.81, and as cited for more detail]

- +/- ? Range Effects; see Range Effects Chart
- +/- ? Terrain Effects; see Terrain Effects Chart
- +2 Sharpshooters Firing [BB 14.64]
- +1 Artillery fire at lower level target [10.67]
- +1 Fire from Breastworks [15.23]
- +1 Massed Target [8.34]
- +1 Prepared Fire [10.5]
- +1 Sharpshooters moving and firing [BB 14.64]
- +1 Target is non-phasing, mounted cavalry [14.24]
- +1 Target hit by Flanking Fire [10.81]
- 1 Disordered unit firing [12.34]
- 1 Dispersed target [8.34]
- 1 Fire at unit behind Breastworks [15.23]
- 1 Fire at a unit in Open Order [BB 10.10]
- 1 Green infantry unit firing [14.1]
- 1 Mounted cavalry firing [14.24]
- 1 Skirmishers firing [BB 14.45]
- 2 Artillery moved during the phase [10.61]
- 2 Artillery became the top unit during the phase [10.61]
- 2 Dawn/Dusk fire at 2+ hexes [16.11]
- 2 Fire at Skirmishers [14.45]
- 2 Low Ammo [10.69, 10.91]
- 2 Non-phasing artillery changed facing [9.62]
- ? Fatigue [17.31]
- ? Night turn fire [16.12]