

GAME SPECIFIC RULES FOR  
**JACKSON &  
SHERIDAN**  
*The Valley Campaigns*

## 1. INTRODUCTION

The 1862 Shenandoah campaign was a strategic and tactical victory for the Confederates. Jackson won every battle except for Kernstown, which occurred in March. Due to a lack of coordination between three separate Union armies, and poor leadership, the Confederates were able to use interior lines, and hard marching to make sure they had tactical superiority despite being out numbered strategically 3 to 1. President Lincoln took a direct hand, unsuccessfully, in trying to handle the situation.

The 1864 Shenandoah campaign was a huge Union success that spelled the end of the Confederacy in Virginia. Despite an initial success by Jubal Early in almost catching the Union off guard and capturing Washington DC, Lincoln and Grant never panicked or wavered and put Phil Sheridan in command. Giving Sheridan sufficient forces for the job, he steamrolled the Confederates in the Valley, destroying one of the Army of Northern Virginia's primary sources of supply. In April of 1865 it was Sheridan's forces that were in front of Lee as he tried to flee from Appomattox.

## 2. GAME BOARD:

On the game board is a dotted black line that defines the Shenandoah Valley, west of the line units are "in" the valley, east of the line units are "out" of the valley. There is blue dotted line to the south and a gray dotted line to the north. These lines define victory points for each side. The Confederate player receives VP for having in supply units north of the gray line and the Union receives VP for having in supply units south of the blue line.

## 3. GAME UNITS

In the Sheridan 1864 game, both sides have one cavalry unit that can move like cavalry (4 locations) but for all other purposes act like infantry and they can fight in battles. They can also do cavalry screens with their SP being their screen number. The owning player must decide if he wants to screen or fight. In summary they are fast infantry that can screen like cavalry.

## 4. COMMAND ACTION POINTS

### 1862:

Each turn the Confederate player starts with 2 CAP, the Union starts each turn with 2 CAP. Both players can receive one extra CAP if successful during the CAP roll.

Jackson's Confederate Army Commander Rating is a 7. The Lincoln Army Commander Rating is a 9. Note that LINCOLN is the army commander because he tried to control and coordinate his commanders in the Valley.

### 1864:

Each turn the Confederate player starts with 2 CAP, the Union starts each turn with 2 CAP. Both players can receive one extra CAP if successful during the CAP roll.

Early's Confederate Army Commander Rating is a 7. Sheridan's Union Army Commander rating is an 8.

## 5. SUPPLY

The supply location for the Union player is Harpers Ferry. The supply location for the Confederate player is Staunton. Tracing supply for both players must be along roads "in" the Shenandoah Valley. They can not be traced on roads outside of the valley (black dotted line shows boundaries).

## 8. REPLACEMENTS

**1862:** Each player receives one replacement point per turn.

**1864:** The Union player receives 1 replacement point per turn. The Confederate receives 1 replacement point each even turn.

Union Replacement Location 1862 and 1864: Harpers Ferry

Confederate Replacement Location 1862 and 1864: Staunton

## 10. MOVEMENT

**RAIL MOVEMENT:** Rail movement is not allowed for either side in 1862 and 1864.

### Special Leader Abilities:

**1862 JACKSON:** For 1 AP per unit, Jackson may move with up to 2 Confederate units 4 locations with those units as long as start and end in the same location.

**1864 SHERIDAN:** For 1 AP Sheridan may move with 1 Union unit 4 locations as long as they start and end in the same location.

**1864 EARLY:** For 1 AP Early may move with 1 Confederate unit 4 locations as long as they start and end in the same location.

Weather and Supply effects still apply to all above special abilities.

## 12. VICTORY

1862 and 1864: The player with the most VP at the end of turn 16 wins the game.

### Earning VP in 1862 and 1864:

The Confederate player receives 1 VP any time an IN SUPPLY infantry unit is in a location north of the gray dotted line at the end of the Union player turn. In supply means that the unit can trace supply to Staunton.

The Union player receives 1 VP any time an IN SUPPLY infantry unit is in a location south of the blue dotted line at the end of the Confederate player turn. In supply means that the unit can trace supply to Harpers Ferry for the Union.

The Confederates get 3 VPs once in the game for occupying Harpers Ferry at the end of the Union turn with an in supply infantry unit.

Other than Shields in the 1862 game, if any other unit of a side ends their turn outside of the valley black dotted line, it is one VP for their opponent in 1862 and 1864. It is only one VP regardless of the number of units outside the Valley.

In the 1862 game, the Shields unit can move in and out of the valley. Beginning on turn 4 if the Shields unit (S) does not end the Union turn in the Manassas location the Confederate player receives 1 VP. If the Jackson Leader unit ENDS a Confederate turn "outside" the black dotted Valley line, the Union receives 2 VP each turn this happens.

**1862 AUTOMATIC UNION VICTORY CONDITIONS:** The Union player receives an automatic victory if the Jackson leader unit is eliminated.

**1864 AUTOMATIC UNION VICTORY CONDITIONS:** The Union player receives an automatic victory if he has infantry units occupying Staunton AND Lynchburg AND no Confederate infantry units (in or out of supply) are north of the Confederate VP gray line.

### 13. SETUP

This 1862 and 1864 games are 16 turns long. Union player sets up first in both games. The Confederate player is the first player in the 1862 game and the Union player is first in the 1864 game.

#### 1862 Campaign

UNION UNITS	SETUP LOCATIONS
F (12SP)	Moorefield
Garrison (2SP)	Romney
B (12SP)	Strasburg
Garrison (4SP)	Harpers Ferry
Cavalry (2)	Dry River Gap
M (6SP)	McDowell
S (12SP)	New Market

CONFEDERATE UNITS	SETUP LOCATIONS
JO (4SP)	Lebanon Springs
2 Garrison (2SP)	Staunton
Cavalry (2)	Harrisonburg
Jackson (Leader), JA (8SP)	Port Republic
EW (8SP)	Conrad's Store

#### 1864 Campaign

UNION UNITS	SETUP LOCATIONS
Sheridan (Leader) VI (12SP), VIII (10SP), XIX (10SP), Cavalry (3SP), Garrison (4SP)	Harpers Ferry
Garrison (2SP)	Martinsburg

CONFEDERATE UNITS	SETUP LOCATIONS
Early (Leader) EA <sup>A</sup> (8SP), EA <sup>B</sup> (8SP), VMI (2SP)	Strasburg
Cavalry (3SP), 2 Garrison (2SP)	Staunton

### 14. STRATEGY

#### 1862 Campaign

**UNION PLAYER:** You have no leaders with special abilities and a high commander rating with Lincoln's 9. The odds of coordinating all 3 of your big infantry units in one turn is low. What you do have is the ability to move 2 units that have as much SP as all of the Confederate units combined. A good strategy is to use Shields early when you can to try to catch Jackson or Ewell separate and pound them in a pitched battle. Between Shields, Fremont, Blenker, and Milroy, if you get 3 CAP in a turn you have the possibility of trapping Jackson and winning the game early. If that doesn't happen get Shields to Manassas and while keeping one command in Winchester try to push south towards Staunton and the blue line. Taking Staunton can cut Jackson's supply line and slow him. Use your numbers to your advantage to create several hammer's while you anvil is in Winchester or at worst Harper's Ferry.

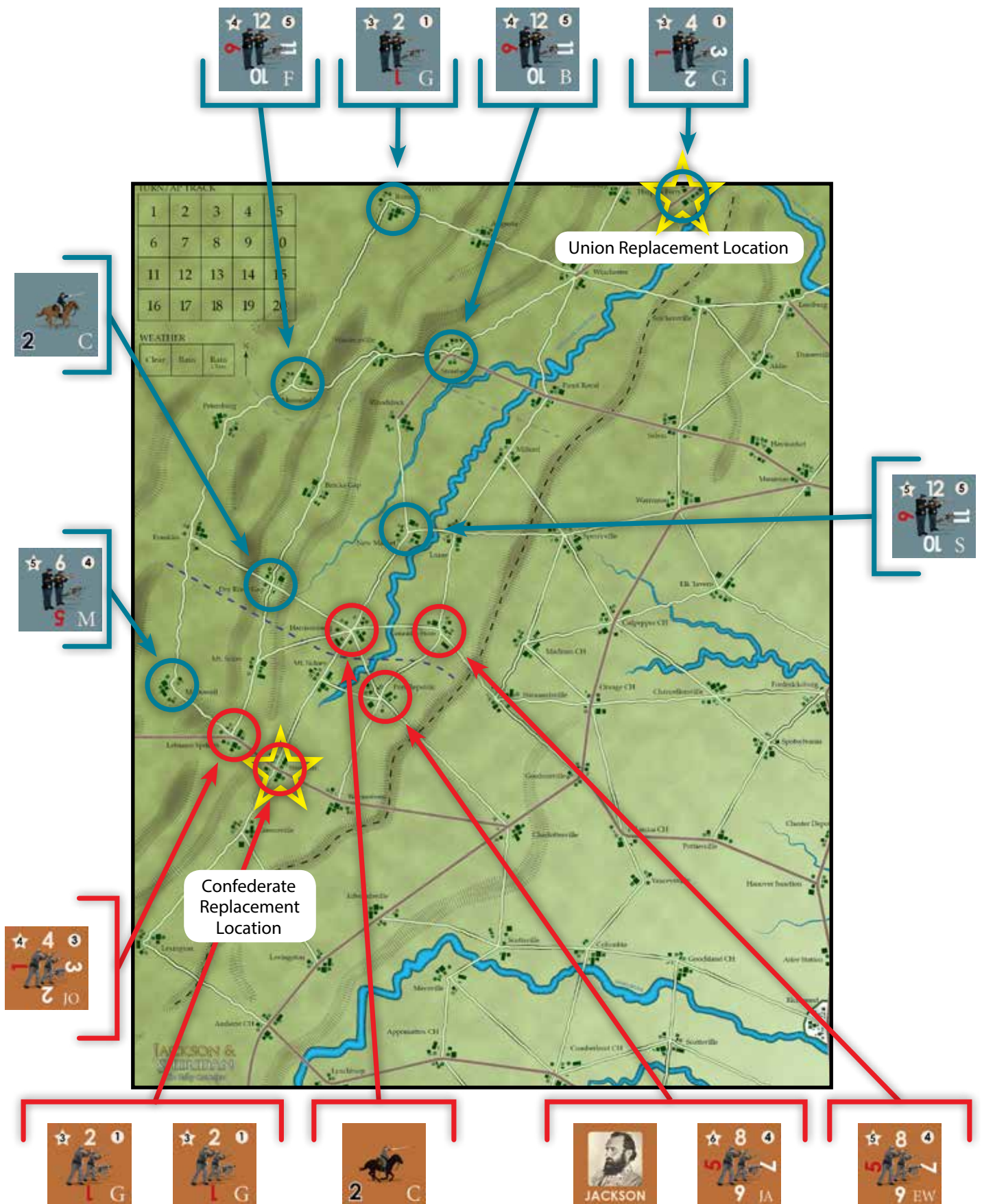
**CONFEDERATE PLAYER:** Oh what fun it is to be Stonewall in the Valley! You have superior mobility and you better use it. Threaten constantly to push north of the gray line for VP. In play testing this game frequently came down to a 1 VP difference between the two sides. When moving you constantly have to be aware of retreat routes for Jackson. Getting him trapped loses you the game. Much like the real campaign you have to constantly be threatening Harper's Ferry and always trying to use your superior mobility to strike and destroy a piece of the Union army. They have superior overall numbers but with your superior mobility you can normally hit a piece of the Union army somewhere that is at worst equal to your units.

#### 1864 Campaign

**UNION PLAYER:** You have Sheridan and your goal is to be a juggernaut. You've got superior numbers but a bit higher command rating of 8. With Sheridan you can move one unit 4 locations, with a big unit and the cavalry alone you can make a very strong mobile army. Using that ability to strike south to Staunton or even Lynchburg should be your goal. Leaving several units at or north of the gray line should prevent the Confederates from winning.

**CONFEDERATE PLAYER:** You have Jubal Early. This is a difficult game for you. The only advantage you have is that your command rating is 1 better at 7 than Sheridan's at 8. Play defensively here looking to always have your units in a position that when you get the extra CAP you can strike a piece of the Union army. If you can destroy even one lone corps it could be a game changer.

# JACKSON 1862



# SHERIDAN 1864

**TURN OF TRACK**

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

**WEATHER**

Clear	Rain	Bain
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**Union Replacement Location**

**Confederate Replacement Location**

**Icons and Brackets:**

- Red Bracket (Left):**
  - EARLY (Portrait)
  - ☆ 8 4 (Icon)
  - 9 EA<sup>A</sup> (Icon)
  - ☆ 8 4 (Icon)
  - 9 EA<sup>B</sup> (Icon)
  - ☆ 2 0 (Icon)
  - LVMI (Icon)
  - ☆ 3 0 (Icon)
  - ☆ 2 0 (Icon)
  - ☆ 2 0 (Icon)
- Blue Bracket (Right):**
  - SHERIDAN (Portrait)
  - ☆ 12 6 (Icon)
  - OL VI (Icon)
  - ☆ 10 9 (Icon)
  - 6 VIII (Icon)
  - ☆ 10 9 (Icon)
  - 6 XIX (Icon)
  - ☆ 3 2 (Icon)
  - ☆ 4 0 (Icon)
- Top Center:** ☆ 2 0 (Icon)