

Game Design by
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HISTORY

During Robert E. Lee's first invasion of the North, Lee learned of a threatening federal advance east of Hagerstown, Maryland. Because Stonewall Jackson was besieging Harper's Ferry, he instructed Daniel Harvey Hill to hold the South Mountain passes in the rugged Blue Ridge, just East of Boonsboro. It was essential to delay McClellan's progress so Jackson would have time to take Harper's Ferry and reunite his scattered divisions before the Army of the Potomac caught him unprepared.

Having been misinformed by Stuart that federal battalions were pursuing him, on the 14th of September 1862, Hill assigned a scratch force of Garland's and Colquitt's brigades along with the fifth Virginia Cavalry under Colonel T.L. Rosser and several small artillery contingents to defend Turner's Gap and Fox's Gap. Colonel Thomas Munford of Mahone's Virginia Brigade and elements of Robertson's Cavalry Brigade defended Crampton's Gap further to the south.

Hill watched with horror as first the Federal VI Corps then IX Corps and I Corps filled the valley and assaulted his positions. Three reserve brigades would not stem the flow of blue. When Lee realized Hill's predicament he briefly entertained a general retreat across the Mason-Dixon but instead ordered Longstreet to reinforce Hill. Longstreet, who felt South Mountain was indefensible sent Jones' Walker's and Hood's Divisions to the rescue, under protest. Meanwhile, Federal Wing Commander, Ambrose Burnside arrived and provided the timely reprieve Hill needed. As usual, the federals felt they faced a larger force than was the case. Burnside vacillated long enough for Longstreet to strengthen the line

Fighting continued after dark, tapering off just as the Federal II Corps and XI Corps arrived on the field. According to Hill's report *"The mountains are steep, rugged, and thickly wooded, and rendered peculiarly hard to climb by reason of the presence of many ledges and loose rocks. A good many stone fences also were found there, and they afforded much protection to the troops defending the position."* But good defensive positions do not always decide a battle. Confederate forces were severely strained. Crampton's Gap was taken, as was Fox's Gap and Turner's Gap held only by the arrival of Longstreet and the greatest effort of will.

In the end, Lee's defense of the South Mountain passes cost him 2800 casualties as opposed to the attackers loss of 2300 and led directly to the fearful slaughter at Antietam. During the battle of South Mountain, Confederate Brigadier General Samuel Gardner and Union Corps Commander, Jesse Reno, were killed at Fox's Gap. In addition McClellan's comments provided Gibbon's Pennsylvanians with the legendary nickname, "Iron Brigade."

Despite strong defensive features, numeric federal forces should have overwhelmed the rebels but the inaction of Pleasonton and Burnside squandered their advantage. Fire on the Mountain concentrates on the action around Turner's Gap and Fox's Gap, emphasizing the difficulty of mountainous terrain and the seesaw nature of battle into which reinforcements continue to trickle and the effects of officer casualties. The playing board is approximately 2.5 by 3 miles long while each hex is about 300 yards across. The basic playing piece is brigade size. Turns are an hour long.



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GETTING READY

ORDERS OF BATTLE

ORDER OF BATTLE charts show army organization, chain of command; provide reinforcements and step loss control. Silhouettes indicate brigade identification, show how many playing pieces and how many steps belong to each brigade

Playing pieces → 3/5. ← Brigade steps

UNIT STEPS & STEP LOSS

Most Fire on the Mountain units have multiple steps (1-6). Casualties are recorded by step loss. When a step is lost in battle, flip the unit to a reduced step. If already reduced to its lowest step, remove the piece to the casualty box on the ORDER OF BATTLE chart and replace it with the next lowest Brigade step. When an officer or commander rallies a unit. The next step is retrieved from the casualty box and replaces the current step piece, which is returned to its brigade silhouette on the Order of Battle chart. A damaged unit may not be returned to full strength.

SET-UP

- Decide sides, scenario and options.
- Place the turn marker on 7:00
- Place all military units on their respective Order of Battle charts
- Place starting forces on or within two hexes of their corresponding silhouettes.

PHASE SEQUENCE

1. Union
 - (Burnside's Roll)
 - Rally Units

- Movement
- Reinforcements
- Combat

2. Confederate (Repeat #1)
3. Check Victory Conditions
4. Move Turn Marker



UNIT/MARKER IDENTIFICATION

The side bar indicated the formation the Brigade is attached to and the Name on the top bar is the Brigade Leader. The Regiment names are include for historical purposes only.

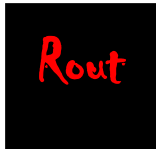
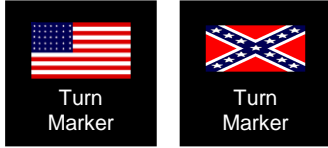
The icon indicates the type of unit:
Infantry - Artillery - Cavalry (not shown)

The Red number is Combat Strength or Leader Modifier.

The Black number is Movement Points

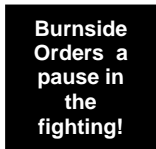
Artillery units have a Range which is indicated by the number in the small Yellow circle.

The Markers for this game have not yet been designed and these are playtest images only.



ROUT

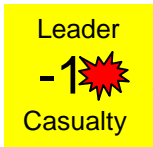
Placed on defender after receiving 4 hits in one combat round



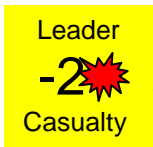
BURNSIDE PAUSES (OPTIONAL)

Marker to indicate inability of Union forces to initiate combat.

LEADER CASUALTY (OPTIONAL)



Generic Leader casualty. Place on a brigade. -1 RALLY from rally roll



2nd Generic Leader casualty. Place on a brigade. -2 RALLY from rally roll



COLUMN MARKERS (OPTIONAL)

Marching in column on roads. Takes one turn of movement to place or remove



MASKING MARKERS (OPTIONAL)

Covers Confederate Units. Only facing is revealed



Use in conjunction with the Pleasanton option.

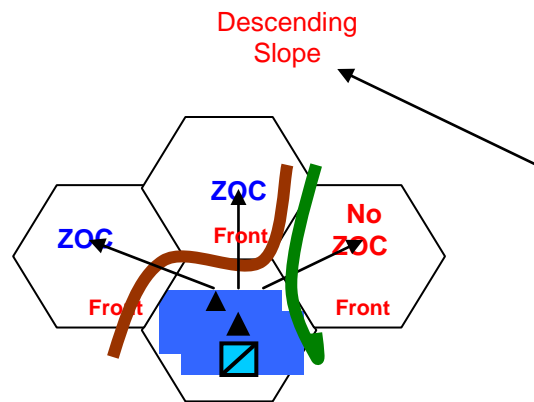
BASIC CONCEPTS

STACKING

Up to three units may stack in a hex, two brigades and one artillery unit or two artillery units and one brigade, or three artillery units. Leaders do not affect stacking. If over stacking occurs, the owning player's opponent retreats a unit of his choice one hex (to a legal location- i.e. artillery or cavalry cannot be moved across a double elevation hex).

ZONES OF CONTROL (ZOC)

The three hexes to a unit's front, indicated by the black or white triangle, identify the zones it controls with its firepower. These are zones of control (ZOC). Enemy units must stop when entering a ZOC hex. A unit may move out of a ZOC into a non-ZOC hex so as to enter another unit's ZOC but he may not move directly from one unit's ZOC into another unit's ZOC. Zones of control do extend downslope but Zones of control do not extend upslope.



OPENING TURN

Unit silhouettes on the board represent initial placement. Federal forces move first. Once Pleasonton's cavalry is within bombardment range of Confederate artillery (3 hexes, 4 if the artillery is on a higher elevation), cavalry may move no further West until Reno's Infantry and artillery passes its lead unit. For the remainder of the game Federal Cavalry must remain within two hexes of Federal infantry and/or artillery. This represents Pleasonton's lack of enemy intelligence and his unwillingness to commit until infantry and artillery were able to join the assault.

BURNSIDE

When Burnside arrives he orders the offensive broken off so he can review the situation. At 12:00 all Federal units must disengage from Confederate ZOCs and may not engage Confederate units until 3:00, otherwise Federal units move freely during this time (within OPENING TURN restrictions) If Confederate units initiate combat or enter Federal ZOCs, offensive operations may resume

RALLY UNITS

A Rally refers to one unit regaining one lost step. Before a player moves he may attempt to rally units that are not in an enemy ZOC. Only Commanders may attempt to rally units within an enemy ZOC. **NOTE:** A damaged unit may never be brought back to full strength.

OFFICER EFFECTS

Units have integral officers See **OFFICER EFFECTS ON MORALE**. These officers allow a roll of **5-6** to restores one step to a unit. If a **-1 LCM** See **LEADER CASUALTY MARKER** is attached to the unit, subtract one

from the die roll. If a **-2 Officer Casualty Marker** is attached to the unit a rally attempt may only be made if a Commander is present in the hex.

COMMANDER EFFECTS

Division, Corps and Army commanders (hereafter called Commanders) are separate leader units whose top left number represents a morale/rally factor to be added to a morale or rally roll. If such a leader is present, add this factor to the die roll. A successful roll recovers one step. In the case of a routed unit, the rout token is removed before the step is regained and the unit is turned to face the enemy. A replacement Commander with a "0" factor will still allow a unit in an enemy ZOC to attempt to rally.

COMMANDER RESTRICTIONS

Commanders Burnside and McClellan may not voluntarily enter an enemy ZOC. When in an enemy ZOC due to enemy advance they must exit the ZOC during the next movement phase.

MOVEMENT

Infantry and Artillery are allowed 4 movement points (MPs), Cavalry and Horse Artillery are allowed 6 MPs, as indicated in the upper right corner of each unit

MOVEMENT COST (per hex)

Road movement

| | |
|----------------------------------|-----------------|
| All units other terrain cost) | 1/2 MP (negates |
|----------------------------------|-----------------|

Clear hexes

| | |
|-----------|------|
| All units | 1 MP |
|-----------|------|

Woods hexes

| | |
|----------|------|
| Infantry | 2 MP |
|----------|------|

| | |
|-------------------|-------|
| Cav. & horse arty | 3 MPs |
| Artillery | 3 MPs |

Ascent or descent in ONE elevation hex

| | |
|-------------------|--------|
| Infantry | +0 MPs |
| Cav. & horse arty | +1 MPs |
| Artillery | +1 MPs |

Ascent or descent in TWO elevation hex

| | |
|-----------------|------------|
| Infantry | +2 MPs |
| All other units | Prohibited |

Ascent or descent in THREE elevation hex

| | |
|-----------|------------|
| All units | Prohibited |
|-----------|------------|

COMMANDERS

Commanders may move from one enemy ZOC to another enemy ZOC but only if traveling from one friendly unit to another.

MOVEMENT RESTRICTIONS

Units may not use the road rate to engage in combat. Units must use terrain rate to engage in combat. Ascending or descending a single elevation level costs one extra MP for Cavalry and Artillery and horse artillery.. Infantry does so at no extra cost, Cavalry and horse artillery do so at the cost of +1 MP to the normal cost of the hex being entered. Infantry may ascend or descend two elevation levels in a single hex at a cost of +1MP to the normal cost of the hex being entered. Cavalry, horse artillery and artillery are prohibited from ascending or descending two elevations in a single hex. No unit may ascend or descend three levels in a single hex. **NOTE:** units may move across such hexes as long as they move along the same level

and that level constitutes the majority of the hex in question.

OCCUPIED HEXES

Units may move/retreat/rout through hexes, which are friendly occupied. Units may not move/retreat/rout through hexes, which are enemy occupied. If a unit cannot retreat or rout due to all surrounding hexes either being impassable terrain or occupied by enemy units. The unit(s) is captured and counted for Victory Points.

REINFORCEMENTS

Reinforcements are listed on the turn track. Entry hexes are numbered. #1 is National Pike West, #2 is the Frost Town Road, #3 is National Pike East and #4 is Old Sharpsburg Road South. Units enter at maximum hex limit stacking see **STACKING**. All units enter at their full movement rate. If a reinforcement hex is blocked, units enter an adjacent hex of the owner's choosing.

COMBAT

When adjacent units face each other on the same elevation level, combat is mandatory. Combat between adjacent units on different elevation levels is at the option of the phasing player. Combat uses the Combat Points (CPs) printed on a unit. One die is rolled per CP. **NOTES:** Attacker is restricted to a maximum of ten dice in any bombardment/assault. Play rolling the dice determines the casualties.

COMBAT SEQUENCE

1. Determine Elevation (+ or - 1 CP)
2. Attacker rolls for suppression fire and removes enemy step losses. (Defender may retreat).
3. Defensive Artillery and infantry rolls and removes enemy step losses (Attacker may retreat).

4. Attacking Infantry rolls and removes steps
5. Defender may retreat or be forced to rout.

OFFENSIVE ARTILLERY

Range 3 hexes (+1 range for higher elevation), firing hex not included.

The attacker declares the hex to be attacked and whether he will bombard separately or combine his bombardment with an assault. Having determined relative elevation (if assaulting uphill he subtracts a number of CPs equal to the number of units attacking), Offensive Artillery must target artillery if present. The attacker targets one unit then rolls dice equal to the CPs indicated by the first combat number in the upper left hand corner of all participating artillery. If a **6** is rolled the defender reduces the unit by one step. Only one step loss may be due to offensive artillery. If offensive artillery causes a retreat, any friendly infantry adjacent to the target hex may advance but may not fire after advancing.

DEFENSIVE ARTILLERY

The defender now uses his own artillery in the attacked hex to either fire at attacking batteries (SUPPRESSION FIRE) or against attacking infantry and cavalry (CANISTER FIRE).

SUPPRESSION FIRE

Range 3 hexes (+1 range for higher elevation), firing hex not included.

Having determined relative elevation (if assaulting uphill he subtracts a number of CPs equal to the number of units attacking), the defender targets attacking enemy artillery with his artillery, if within range. The defender targets one unit and rolls dice

equal to the CPs indicated by the first combat number in the upper left hand corner of the unit. If a **6** is rolled the attacker reduces the unit by one step. Suppression Fire may cause only one step loss.

CANISTER FIRE

Range 1 hex (no disadvantage for elevation).

The defender names his target unit and rolls dice equal to the CPs indicated by second combat number in the upper left hand corner of the unit. For every **6** rolled the defender reduces the target unit by one step. Step loss must be taken from the target unit. No more than two steps may be lost to canister Fire. If two steps are lost, the attacker immediately rolls for morale *see* MORALE ROLL without conducting his planned assault. Failing his morale roll the attacker abandons the space from which he attacked. The defender does not occupy the abandoned space.

The defender names COMBAT ASSAULT

Combat Assault is only mandatory between adjacent units on the same elevation level and even then if one side contains nothing but artillery, mandatory attack is not required. Otherwise all combat is at the option of the attacker. Except for artillery, combat takes place between units in adjacent hexes. Following offensive and defensive artillery fire, the attacker totals the CPs of all attacking infantry and cavalry adjacent to the defending target hex (if assaulting uphill he subtracts a number of CPs equal to the number of units attacking). The Attacker then rolls a number of dice equal to the total.

For every **6** rolled the defender loses one step. Steps must be taken from undamaged units first. If two steps are lost, the attacker must make a morale roll *see* MORALE ROLL.

No more than two steps may be lost in an assault; however, if four or more 6s are rolled the attacker automatically routs. **NOTE:** This means four sixes between those rolled during bombardment *and* those rolled during the assault. See **ROUT**.

LEADER CASUALTIES MARKERS (LCMs)

Following every bombardment and Assault, if an attacker rolls three or more “1”s, a key defending officer has been hit. Place a -1 LCM on the unit. If one is already present, flip it to its -2 Casualty side. -2 is the highest number of Leader casualties a hex can accrue. LCMs cannot be removed. LCM do not necessarily belong to any one unit, but if a damaged unit leaves the hex it takes one or both of the LCMs with it. LCMs affect a unit’s morale, its ability to rally and its ability to make optional forced marches. **Note:** Leader Casualty checks include bombardment *and* assault. If a “1” is rolled during bombardment and two “1”s during the following assault, an LCM *is* placed on the defending units.

MORALE ROLL

After sustaining a two-step loss a player may choose to retreat or roll one die per unit to remain. A roll of 5-6 allows a unit to remain in the hex.

OFFICER EFFECTS

Two officers are considered integral to each unit. The presence of a -1 LCM subtracts one from that unit’s morale roll. A -2 LCM prevents a morale roll (eliminating the option to remain after the loss of two steps) unless a commander is present to affect a die roll.

COMMANDER EFFECTS

Any Commanders present in the hex adds his morale/rally factor to the morale roll. No more than two Commanders may occupy the same space. If two occupy the same space assign each to different units. Two Commanders may not add their effects together. Commanders can become casualties themselves if no integral officers remain in the hex *or* if targeted by sharpshooters. See **SHARPSHOOTER EFFECTS**. **NOTE:** McClellan, Longstreet and Lee have no replacement sides. For purposes of this battle they are irreplaceable.

SHARPSHOOTER EFFECTS

Phelps, US Brigade and Jenkins, CS Brigade includes sharpshooters. Both are designated with red starbursts. When these units are involved in combat, rolling *two* “1”s causes a leader casualty. No more than one leader casualty may occur in any one assault or bombardment.

CAVALRY RESTRICTIONS

Cavalry is considered dismounted when fighting in the forest. This is simulated by halving cavalry combat strength and rounding any fractions down. Cavalry may not attack uphill but may defend if attacked from a higher level (half strength rounded down, if in forest). Cavalry still travels at ½ point per hex on roads that pass through forest. When mixed with Infantry, Infantry always takes the first hit. When mixed with artillery, Cavalry takes the first hit. Artillery never takes casualties in an assault unless all other defending units have taken a step loss.

RETREAT

Whether units are forced or chosen to retreat the path of retreat is always first away from

the enemy and second toward a hex on the same or lower elevation. If no adjacent hex is free of enemy ZOCs, retreating units may travel through friendly units to the next available hex.

ROUT

A rout occurs if four or more 6s are rolled during an assault (remember, assault loss is restricted to two steps, additional sixes indicate the ferocity of an attack) *or* if a force, consisting of only of one step infantry units is forced to retreat. Even one step cavalry will screen a retreat and prevent a rout. If a rout takes place, follow the retreat instructions See **RETREAT**. Turn the directional marker on the routed units away the enemy and place a **ROUT** marker on the affected units. Unless rallied, routed units move use their maximum MPs toward the nearest road in an attempt to exit the board via one of their Army's entry hexes. Routed units are considered eliminated for Victory Point purposes.

COMBAT ADVANCE

If a defending hex is abandoned through casualties or retreat the attacker must occupy the hex with at least one unit. Artillery may not be used to occupy an abandoned hex. If an attacker abandons his hex due to Canister Fire, defending units may not move to occupy it.

DUSK TURNS

Poor visibility during the 20:00 and 21:00 Dusk turns reduces all movement by one MP. Artillery fires only at adjacent hexes and players subtract one from all rally rolls.

SCENARIOS

AM- FORCES JOINED 7:00-2:00

PM- FINAL STRUGGLE 2:00-9:00
See scenario chart for set-up.

CAMPAIGN GAME

VICTORY CONDITIONS

A player automatically wins if he holds both Fox and Turner Gap hexes at the close of the scenario. If both players control one Gap hex, victory is based on victory points (VPs) Use the following schedule to tally points. **1 VP for each LCM**

1 VP per destroyed artillery or cavalry unit.

2 VPs per destroyed infantry brigade.

2 VPs for loss of a divisional leader

5 VPs for loss of Longstreet / Burnside

10 VPs for loss of McClellan

(15 VPs for the loss of RE Lee)

5 VPs for control of each STAR hex

| | | |
|------|------------|------------------|
| 0-7 | point lead | Draw |
| 8-15 | point lead | Minor Victory |
| 16+ | point lead | Decisive Victory |

OPTIONAL RULES

BURNSIDE'S ROLL

Beginning the 1:00 and 2:00 turns the Federal player rolls one die to see if Burnside has become decisive. If not, the Federal player is still restricted from offensive operations. If the Confederate player initiates any attack during Burnside's contemplative period the Federals may resume their offensive.

- 12:00 No roll allowed
- 1:00 roll of 5-6 US resumes offensive
- 2:00 roll of 4-6 US resumes offensive
- 3:00 No roll, US resumes offensive

BURNSIDE'S RESOLVE

Instead of General Burnside's historic hesitation, give him some resolve by ignoring the Burnside roll. Commit troops without hesitation. Be a mensch!

PRESENCE OF LEE

What if Lee had joined Longstreet at South Mountain? Enter the Lee Commander unit with Longstreet at 15:00. Lee may voluntarily enter enemy ZOCs. His presence affects the morale and rally capability not only of any units in his hex but also of all units adjacent to his hex. Loss of Lee is worth 15 points to the US player.

MASKING

Instead of historical set-up, the CS player sets up freely anywhere on the board with the provision that he put a masking marker over each initial unit as well as all reinforcements.

Federal units are not masked. Rebels on the heights observe them. Unit designations may not have been unknown but size and branch of service were evident. It is suggested that MASKING is combined with INTELLIGENCE GATHERING.

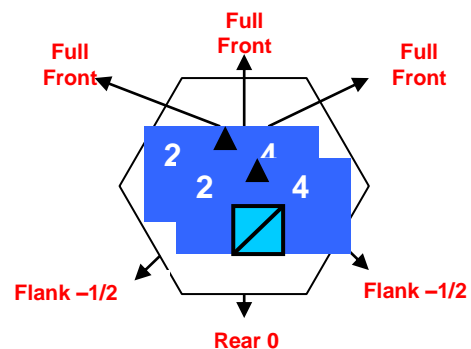
INTELLIGENCE GATHERING

Use in conjunction with MASKING. When any of Pleasonton's units move adjacent to the enemy, confederate-masking marker is removed. Pleasonton may continue to gather intelligence in this way. He cannot initiate combat without infantry support but can defend himself if attacked. Long-range artillery is revealed at the time of attack

FORCED MARCHES

A forced march allows any infantry and cavalry one additional hex. Any force that does not carry a -2 Officer Casualty marker may attempt a force march. Announce a forced march and roll one die for each unit. A roll of 1-3 causes the unit to lose one step. A roll of 4-6 allows the unit to arrive intact. If a unit has a specific leader token (not a casualty) attached, add the commander's CPs to the die roll. If a -1 Officer Casualty marker is attached, subtract one from the roll.

COMBAT FACING



The purpose of facing is to show direction of movement and firepower. When using combat facing, a unit's ZOCs are still the hexes designated to the front but use half CPs when a unit uses its flank side to attack. Flank hexes are now considered Zones of control. The moment an enemy enters a flank hex (even if the unit intended on passing through the hex). This causes the unit to halt and pursue an assault (unless the enemy unit occupies an impassable three level hex). In the example shown the Union player attacks across his front with 4 CPs and on his two flank hex sides he attacks with $\frac{1}{2}$ his strength or 2 CPs. The units have no firepower to the rear (nor is the rear hex considered a ZOC).

MOVEMENT FACING

A unit can turn one or two hex facings without movement penalty. Three or more hex facings costs 1 MP

COLUMNS

Units did not automatically go into battle after a long march. Formations had to be changed and that took time. To simulate this, road movement can only be used by units in column. Entering into column and entering into line costs one MP. To enter into column from line, subtract one regular MP and place a column marker on the combined units in a hex, facing the column in the direction of their intended march. To enter into line from column, subtract a regular MP, remove the column marker and face the unit in the direction of intended movement. movement and firepower

ARTILLERY RESTRICTIONS

Artillery fire is based on line of sight. Artillery trajectory still begins from center of firing hex to center of target hex and trajectory may still trace into an adjacent

woods hex but may only travel through additional hexes on the same level if the hex or hexes thereafter are clear. To clarify, a single woods hex on the same level ends the trajectory. A trajectory may travel into higher or lower elevations in subsequent hexes but may not end on the opposite side of hill from which it began. Fire may have been attempted on the defilade side of a hill but was rarely if ever effective. A Trajectory may only fire across, but not into, a hex that contains a double or triple elevation change unless the target hex is on the same level as the firing hex and the trajectory does not cross a hill between them.

FRIENDLY FIRE

Whenever artillery is fired over the heads of friendly units add a different colored die to the dice roll. This die cannot cause damage to the enemy but may cause damage to you if the resulting roll is 6. Friendly fire casualties are as always chosen by the player rolling the dice.