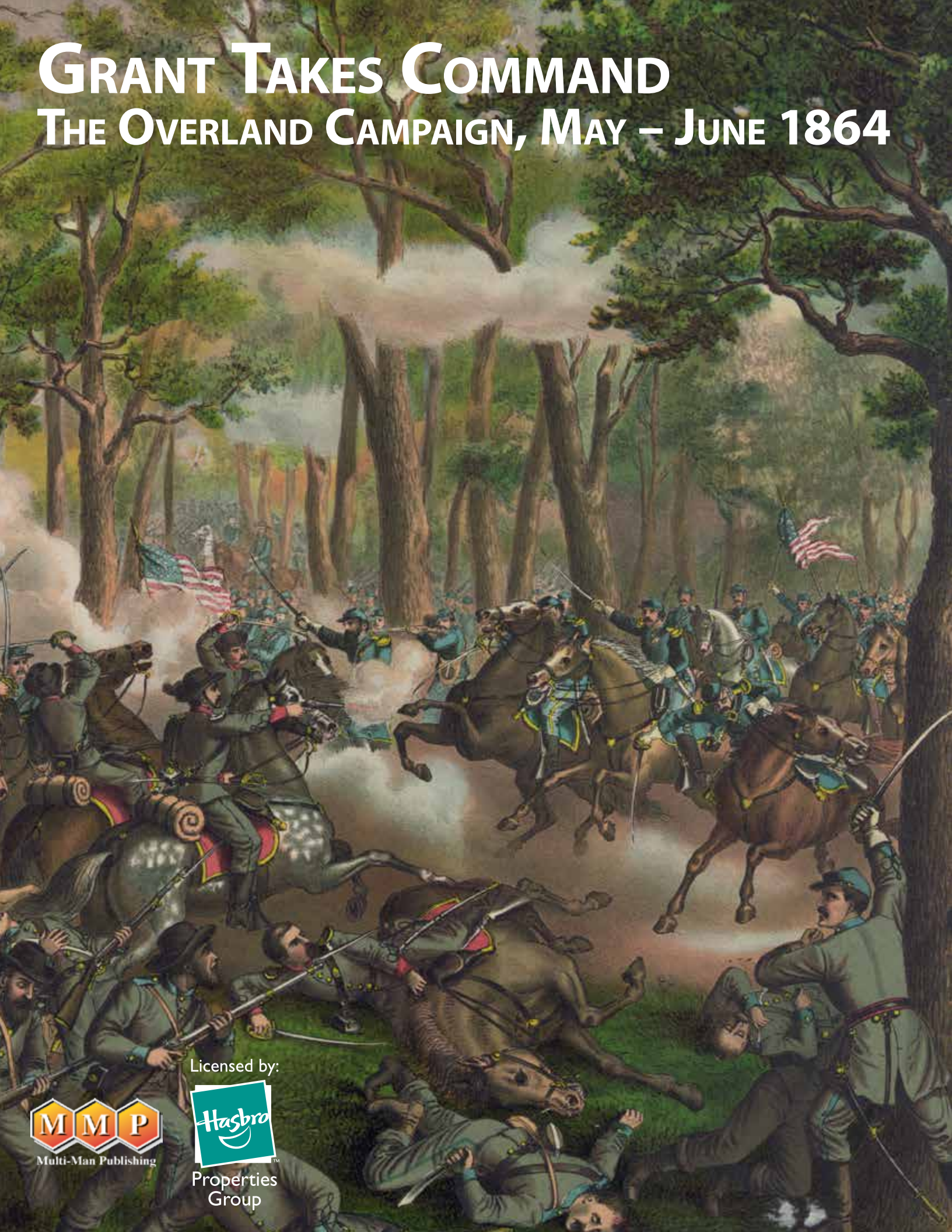


GRANT TAKES COMMAND

THE OVERLAND CAMPAIGN, MAY – JUNE 1864



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GRANT TAKES COMMAND

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(RECEIVED 1.50 P.M.)

MAJ. GEN. H. W. HALLECK,
CHIEF OF STAFF:

THE CROSSING OF THE RAPIDAN EFFECTED. FORTY-EIGHT HOURS NOW WILL DEMONSTRATE WHETHER THE ENEMY INTENDS GIVING BATTLE THIS SIDE OF RICHMOND. TELEGRAPH BUTLER THAT WE HAVE CROSSED THE RAPIDAN.

U. S. GRANT,
LIEUTENANT-GENERAL.

*Headquarters Army of the Potomac,
May 4, 1864.*

SOLDIERS: Again you are called upon to advance on the enemies of your country. The time and the occasion are deemed opportune by your commanding general to address you a few words of confidence and caution. You have been reorganized, strengthened, and fully equipped in every respect. You form a part of the several armies of your country, the whole under the direction of an able and distinguished general, who enjoys the confidence of the Government, the people, and the army. Your movement being in co-operation with others, it is of the utmost importance that no effort should be left unspared to make it successful. Soldiers! The eyes of the whole country are looking with anxious hope to the blow you are about to strike in the most sacred cause that ever called men to arms.

Remember your homes, your wives and children, and bear in mind that the sooner your enemies are overcome the sooner you will be returned to enjoy the benefits and blessings of peace. Bear with patience the hardships and sacrifices you will be called upon to endure.

Have confidence in your officers and in each other. Keep your ranks on the march and on the battle-field, and let each man earnestly implore God's blessing, and endeavor by his thoughts and actions to render himself worthy of the favor he seeks. With clear consciences and strong arms, actuated by a high sense of duty, fighting to preserve the Government and the institutions handed down to us by our forefathers—if true to ourselves—victory, under God's blessing, must and will attend our efforts.

GEO. G. MEADE,
Major-General, Commanding

BASIC GAME RULES

On To Richmond II: The Union Strikes South includes three separate game modules which share most of the components included in this game. This booklet contains the *Grant Takes Command II* module (hereafter referred to as *Grant Takes Command* or *GTC*), which is a redesign of the original *Grant Takes Command* produced by Multi-Man Publishing in 2001. The scenarios have been rebalanced as needed and the maps have been updated.

Grant Takes Command simulates the Union spring 1864 offensive toward the Confederate capital of Richmond. In the game, the players control Union and Confederate military forces in turns representing one day of real time. The map portrays a part of Virginia as it was in 1864, drawn exclusively from Civil War period maps. A hexagonal grid has been superimposed over the map and each hex equals about 2,000 yards (1.15 miles) from side-to-side. Military units from regiments to divisions are represented along with the selected division, corps, district, and army leaders from each side. Military units consist of a varying number of points, each of which represents about 500 infantry men or 500-700 cavalrymen.

The *GTC* rules are similar to those of the previous games in the *Great Campaigns of the American Civil War (GCACW)* series. Minor differences in the system from one game to the next existed prior to the 1999 publication of Standard Series Rules Upgrade in Issue No. 1 of *The Skirmisher*. These Standard Series Rules have been upgraded over time (currently to Version 1.5) and now form the basis for all games in the series. *Grant Takes Command* includes these Standard Rules in a separate rules booklet entitled “*GCACW* Standard Basic Game Rules.” This booklet forms a comprehensive guide to the common rules shared between all games in the series.

GAME COMPONENTS

A complete game of *Grant Takes Command* contains the following:

- One *GCACW* Standard Series Rules Booklet (Version 1.5)
- One *Grant Takes Command* Rules Booklet
- Four 22" by 32" Mapsheets
- Two Force Displays
- Five 280-piece Countersheets
- Two 6-sided Dice
- Two Charts and Tables Cards
- One Terrain Chart
- One Off-Map Display

ABBREVIATIONS

ANV: Army of Northern Virginia
 AJ: Army of the James
 AP: Army of the Potomac
 Art: Artillery
 Brig: Brigade
 Cav: Cavalry
 Ch: Church
 Clrd: Colored
 Cmd: Command
 Disorg: Disorganized
 Div: Division
 Dmorige: Demoralized
 FL: Fitzhugh Lee's division
 GA: Georgia
 H: Hampton's/Hoke's division
 IL: Illinois
 J: BR Johnson's division
 Inf: Infantry
 Ldr: Leader
 MD: Maryland
 MP: Movement Points
 NC: North Carolina
 NJ: New Jersey
 NY: New York
 OH: Ohio
 Org: Organized
 P: Pickett's division
 PA: Pennsylvania
 Ptrbg: Petersburg
 Regt: Regiment
 Res: Reserve

RR: Railroad
 SEV: Southeastern Virginia
 SC: South Carolina
 Sub: Substitute unit
 VA: Virginia
 VMI: Virginia Military Institute
 VP: Victory Points
 Wash: Washington
 WL: W H Lee's division
 WV: West(ern) Virginia
 ZOC: Zone of Control

2.2 PLAYING PIECES

Look at the light/dark background color for Leaders and Military Units to tell between the 1862 and 1864/65 campaigns. For markers (many of which are shared between all years) the background color is not indicative of what years the marker is in use.

10.1 PONTOON BRIDGES

In *GTC*, the Union and Confederate players are limited to eight and four Minor River Bridge markers, respectively. Each side is limited to one Major River Bridge marker. The extra markers are for *The Petersburg Campaign* and may not be used in *GTC*.

BASIC GAME SCENARIOS

There are eight Basic Game scenarios of varying degrees of complexity. Unless otherwise noted in the following rules, all units begin the game with their front (normal) sides face-up at Fatigue Level 0 with organized Strength markers. Before starting, place the Turn marker on the Turn Track in the box corresponding to the date on which the scenario begins. This is Turn 1. At the end of the game, calculate Victory Points (VP) and determine a winner. Since combat losses cause VP gain or loss, the players should keep track of Manpower value losses on a piece of paper or on the VP Track with the Manpower value loss counters.

Map: The *Grant Takes Command* maps are divided into a North and South section. Some scenarios use only one map; others use both *GTC* maps, and some scenarios also use one or both *On to Richmond (OTR)* maps. In setup instructions, hexes are listed by four-digit numbers preceded by “N” (North map) or “S” (South map). For example, on the *GTC* North map “N4111” means hex 4111 (Fredericksburg). “The Map” section in each scenario also defines which map(s) are being referenced.

To join the various map sections together, the *GTC* North map's south edge aligns with the *GTC* South map's and the *OTR* North map's north edges. Note that there is a small amount of overlap on the maps. Find a common hex on the maps when joining them together to get them aligned correctly. For example, St. Luke's School is hex *GTC*N3734 and *GTC*S3101. No cutting of the map edges should be done.

Use the instructions in “The Map” section in each scenario to determine which map should lie on top of another in that scenario. The maps are identical in the overlap regions; the only reasons a specific overlay is defined for each scenario are: 1) To specify how units are placed on the map at the start of a scenario according to setup instructions; and, 2) To specify for the players which maps will be used more or less often in a scenario.

The Confederate redoubts and “permanent” forts (see 19.0 below) printed on the maps with a “63+” in their hex (e.g., *OTR* N1130) were built in 1863 and are only used for scenarios taking place in and after 1863. Therefore, these features are used in all the *GTC* scenarios.

Control Markers: Some scenarios specify which side controls certain “objective hexes” at the start of the game. Players may wish to place Union or Confederate “Control” markers on objective hexes to denote which side controls them. A player gains control of an enemy-controlled objective hex at the moment one of his undemoralized infantry (not cavalry or artillery) units enters that hex. (**Exception:** In Scenario 1, some of the objective hexes change control at the moment *cavalry* enters that hex.) If using Control markers, place a Control marker in the hex of the appropriate side (or flip an enemy Control marker over to its reverse side). A player maintains control of an objective hex even if he does not have an infantry unit occupying it, assuming the enemy player does not gain control of that hex.

SCENARIO 1: THE BATTLE OF THE WILDERNESS

NOTES: This scenario covers the two days of bloody fighting that occurred when Grant and Lee squared off for the first time in the Wilderness.

MAP: Use only the *GTC* North map.

GAME LENGTH: 2 turns; May 5 to May 6, 1864.

SPECIAL RULES:

1. *Random Events:* There are no random events in this scenario.
2. *Turn 1:* The Confederate player automatically wins the first initiative on Turn 1.
3. *Union Movement Restriction:* Sheridan was tasked with helping to guard the Union wagon train in addition to his normal cavalry activities. Therefore, the Union Player must keep two cavalry units (of any manpower level) within two hexes of Chancellorsville (N3210) for the entire game. The Union player may never move a cavalry unit outside this radius if it will drop the number of cavalry units within two hexes to less than two. If the number of units ever drops below two due to combat losses or retreat, Union cavalry fall under the following restrictions:
 - Union cavalry units may not make any attack or entrench.
 - All March actions undertaken by Union cavalry units must end with these cavalry units closer to Chancellorsville than the hex from which the march started.

These restrictions are lifted once the number of units within two hexes of Chancellorsville has again been restored to two.

4. *Union Reinforcements:* Burnside, Willcox, Potter and the Provisional Brigade are listed as reinforcements in this scenario. On Turn 1, the Union player may give up an activation and instead place all four units on the map. These units must enter the map by being placed in any non-enemy-occupied hexes from N1701 to N2201 (inclusive of both; units may be placed in different hexes). Potter and the Provisional Brigade are given a Fatigue Level 2 marker after this placement, and Willcox is given a Fatigue Level 1 marker. These units may not move any further during this action, nor may any other Union unit move during this action.
5. *Attachment:* Although this is not an Advanced Game scenario, the rules for attachment listed in the "Substitute Units" section of the Advanced Game (see 17.2) apply in this scenario. Thus, the Attachment Phase is added to the Sequence of Play. Note that detachment is *not* permitted.
6. *Hex Control:* The Confederate Player controls Todd's Tavern, Shady Grove Church, Piney Branch Church, and Locust Grove at the start of the game. The Union Player controls all other objectives (Wilderness Tavern, hex N2811, Parker's Store, hex N2507, Chancellorsville, and hex N3007).

VICTORY CONDITIONS:

The Union player gains and loses VP for the following occurrences:

VP	Reason
+18	Union control of Wilderness Tavern (N2709)
+15	Union control of hex N2811 (Brock Road/ Plank Road intersection)
+12	Union control of Parker's Store (N2612)
+12	Union control of hex N2507 (southeast side of Germanna Ford)
+12	Union control of Locust Grove (N2311)
+9	Union control of Chancellorsville (N3210)
+9	Union control of hex N3007 (south side of Ely's Ford)
+6	Union control of Todd's Tavern (N3114). Note that the last undemoralized infantry or cavalry unit to pass through this hex gains control.
+3	Union control of Shady Grove Church (N2815). Note that the last undemoralized infantry or cavalry unit to pass through this hex gains control.
+3	Union control of Piney Branch Church (N3313). Note that the last undemoralized infantry or cavalry unit to pass through this hex gains control.
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and the players consult the following chart to determine the winner.

UNION VP	WINNER
111 and above	Union Decisive Victory
95 to 110	Union Substantive Victory
79 to 94	Union Marginal Victory
63 to 78	Confederate Marginal Victory
47 to 62	Confederate Substantive Victory
46 or less	Confederate Decisive Victory



The crossing of the Rapidan at Germanna Ford, May 5, 1864.

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
WH Lee	Div	WL	Ldr	—	N0811
Chambliss	Brig	WL	Cav	2*	N0811
Anderson	Div	III	Inf	15	N1012
Longstreet	Corps	I	Ldr	—	N1221 (Brock's Bridge)
Kershaw	Div	K-I	Inf	10	N1221 (Brock's Bridge)
Field	Div	F-I	Inf	12	N1221 (Brock's Bridge)
Ramseur-B	Brig	II	Inf	3*	N1608
Steuart-A	Brig	II	Inf	3*	N1806
Wilcox-A	Div	III	Inf	16	N1813 (Verdiersville)
Lee	Army	ANV	Ldr	—	N1914
Hill	Corps	III	Ldr	—	N1914
Heth-A	Div	III	Inf	16	N1914
Stuart	Corps	Cav	Ldr	—	N2013
Rosser	Brig	H	Cav	2	N2013
Early	Div	II	Inf	10	N2112 (Rowe's Mill)
Rodes	Div	II	Inf	10	N2211
Ewell	Corps	II	Ldr	—	N2311 (Locust Grove)
E Johnson	Div	II	Inf	9	N2311 (Locust Grove)
I NC	Regt	WL	Cav	1	N2409
Johnston	Brig	II	Inf	3	N3629 (Chilesburg)
F Lee	Div	FL	Ldr	—	N4016 (Massaponax Ch)
Lomax	Brig	FL	Cav	2	N4016 (Massaponax Ch)
Wickham	Brig	FL	Cav	3	N4016 (Massaponax Ch)

* Chambliss, Ramseur, and Steuart start under Fort-Complete markers



Germana Ford, Rapidan River, Virginia.

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Custer	Brig	Cav-1	Cav	3	N2003 (Salubria)
Merritt	Div	Cav-1	Ldr	—	N2304 (Sheppard's Grove)
Devin	Brig	Cav-1	Cav	3	N2304 (Sheppard's Grove)
Gibbs	Brig	Cav-1	Cav	3	N2304 (Sheppard's Grove)
Stevenson	Div	IX	Inf	7	N2306
Ricketts	Div	VI	Inf	11	N2507
Sedgwick	Corps	VI	Ldr	—	N2508 (Flat Run Church)
Wright	Div	VI	Inf	15	N2508 (Flat Run Church)
Griffin	Div	V	Inf	17	N2510 (Saunders's Field)
Getty	Div	VI	Inf	18	N2608
Crawford	Div	V	Inf	7	N2609 (Ellwood)
5 NY	Regt	Cav-3	Cav	1	N2612 (Parker's Store)
Wilson	Div	Cav-3	Ldr	—	N2616
McIntosh	Brig	Cav-3	Cav	2*	N2616
Chapman	Brig	Cav-3	Cav	2*	N2616
Grant-A	Army	AP	Ldr	—	N2709 (Wilderness Tavern)
Warren-A	Corps	V	Ldr	—	N2709 (Wilderness Tavern)
Robinson	Div	V	Inf	11	N2709 (Wilderness Tavern)
Wadsworth	Div	V	Inf	14	N2709 (Wilderness Tavern)
Kitching	Brig	AP	Inf	5	N3209
Hancock-A	Corps	II	Ldr	—	N3210 (Chancellorsville)
Barlow	Div	II	Inf	16	N3210 (Chancellorsville)
Gibbon	Div	II	Inf	13	N3210 (Chancellorsville)
Birney	Div	II	Inf	14	N3210 (Chancellorsville)
Mott-A	Div	II	Inf	10	N3311
Sheridan	Corps	Cav	Ldr	—	N3312
DM Gregg	Div	Cav-2	Ldr	—	N3312
Davies	Brig	Cav-2	Cav	4	N3312
JI Gregg	Brig	Cav-2	Cav	4	N3312
Burnside-A	Corps	IX	Ldr	—	Union Reinforcement
Potter	Div	IX	Inf	11	Union Reinforcement
Provisional	Brig	IX	Inf	6	Union Reinforcement
Willcox-A	Div	IX	Inf	12	Union Reinforcement

* McIntosh and Chapman start at Fatigue Level 1.

SCENARIO 2: GRANT CROSSES THE RAPIDAN

NOTES: George Meade, leading the Army of the Potomac for Ulysses Grant as the campaign opened, proceeded very gingerly into the Wilderness. His tentativeness was caused by the need to protect the largest military wagon train in history that was breaking camp at Brandy Station and following the army south. This scenario highlights Grant's and Meade's historical difficulties, as the Union player must break his winter camps and move his army—and its supplies—to a new base on the south side of the Rapidan.

MAP: Use only the *GTC* North map.

GAME LENGTH: 5 turns; May 4 to May 8, 1864.

SPECIAL RULES:

1. *Random Events:* There are no random events in this scenario.
2. *Bridge:* The Union player starts with a Minor River Bridge marker in place from hex N2401 to N2501 (Kelly's Ford).
3. *Turn 1:* The Union player automatically wins the initial initiative dice roll on Turn 1. The Union Player can have up to six free Action Phases before initiative is rolled (one for each leader in the following list: Hancock, Warren, Sedgwick, Torbert, Sheridan, and Wilson). Union activities during these Action Phases are subject to the following restrictions:
 - The Union player may only select an Activate Leader action (no individual unit activations allowed);
 - Each Union leader listed above may only be selected for one Activate Leader action during these free initiatives;
 - No Union unit may move into a Confederate ZOC during these Action Phases.

Note that the Union player is not required to take all six of these free actions. Once the Union player finishes his free actions, initiative is determined normally for the rest of the game.

4. *Confederate Movement Restrictions:* The infantry brigade Johnston may not move or entrench until Turn 2 (May 5). The cavalry leader Hampton and the cavalry brigades Young and Gordon may not move or entrench until Turn 4 (May 7). These restrictions are individually lifted if any Union unit comes within ten hexes of their setup hex. Gordon's cavalry brigade belongs to WH Lee's division and cannot be activated by Hampton.
5. *Union Reinforcements:* The IX Corps and its attached cavalry regiments are all reinforcements in this game. On Turns 1 and 2, the Union player may bring in a group of reinforcements with an activation instead of undertaking a March, Entrench, or Activate Leader action with units already on the map. Each unit placed on the map in this manner appears in any hex from N1701 to N2501 (inclusive of both), at the Union player's discretion. Units are placed on the map with a Fatigue Level that is greater than zero on their normal sides. The following table summarizes the order that these groups must appear, the turn of appearance, and the initial Fatigue Level. If reinforcements are not brought on in the specified turn, they may instead be brought in on any subsequent turn, as long as the order of entry listed below is still followed. Note that reinforcements that have been delayed one or more turns always enter the board at Fatigue Level 0.

REINFORCEMENT GROUP 1	TURN	FATIGUE LEVEL
Stevenson	1	2
REINFORCEMENT GROUP 2	TURN	FATIGUE LEVEL
Willcox-A	2	1
REINFORCEMENT GROUP 3	TURN	FATIGUE LEVEL
Burnside-A	2	N/A
Potter	2	2
Provisional Brigade	2	2

REINFORCEMENT GROUP 4	TURN	FATIGUE LEVEL
Ferrero	2	3
IX Corps Art	2	3
3 NJ	2	3
22 NY	2	3
2 OH	2	3
13 PA	2	3

6. *Union Wagon Trains:* The Union player has three wagon train units, which move like Union infantry (although they may not force march). If activated, they must perform a March action. (They may not participate in an Activate Leader or Assault action.) If a Union infantry, artillery, or wagon train unit enters a hex occupied by a wagon train, it must pay the most severe possible Movement Point penalty for entering a friendly-occupied hex (+2 MP to enter a city, clear, rolling, hill, or rough hex; +4 MP to enter a woods, swamp, or mountain hex; see 6.2), even if the hex occupied by the wagon has a combined Combat value of less than 12. If a wagon makes an extended march, the Union player adds 1 to his extended march die roll in addition to other modifiers. If a "D" or "I" result occurs, it is applied to the wagon normally—and the Union player loses VP (see Victory Conditions). Wagon units pay an additional +5 MP penalty to cross a ford over a minor river. Wagon units may never cross a ford over a major river. There is no additional Movement Point penalty for wagons to cross a bridge, dam, or ferry. Wagons may never entrench.
7. *Special Pontoon Construction:* During the Turn 1 Recovery Phase, the Union Player may automatically construct two pontoon bridges as per Standard Rules section 10.1. These two bridges may only be constructed over a hexside that meets all of the following conditions:
 - The hexside is a ford over a minor river;
 - A Union unit of any manpower and unit type must be adjacent to the ford; and,
 - No Confederate unit of any manpower or unit type may be adjacent to the ford.
 In any two locations where these conditions are met, the Union player may place a Minor River Bridge marker without having to roll for success.
8. *Attachment:* Attachment rules apply for both players throughout the scenario. Detachment is not permitted.

VICTORY CONDITIONS:

The Union player gains and loses VPs for the following:

VP	Reason
+10	For each Union wagon train unit at Chancellorsville (N3210) that can trace a line of communications (LOC) to both Spotsylvania Court House (N3517) and a Union supply source.
+6	For each Union wagon train unit at Chancellorsville (N3210) that can trace an LOC to both Todd's Tavern (N3114) and a Union supply source—but that can't trace an LOC to Spotsylvania Court House (N3517).
+3	For each Union wagon train unit at Chancellorsville (N3210) that can trace an LOC to a Union supply source but that can't trace an LOC to Spotsylvania Court House (N3517) or Todd's Tavern (N3114).
+10	For each Union wagon train unit at Orange Court House (N0615) that can trace an LOC to Gordonsville (N0222) and a Union supply source.
+6	For each Union wagon train unit at Orange Court House (N0615) that can trace an LOC to both Madison Run Station (N0520) and a Union supply source but that can't trace an LOC to Gordonsville (N0222).
+3	For each Union wagon train unit at Orange Court House (N0615) that can trace an LOC to a Union supply source—but that can't trace an LOC to Gordonsville (N0222) or Madison Run Station (N0520).
For the purposes of the six victory conditions listed above, a line of communications (LOC) is defined as a path of continuous hexes connected by road, pike, RR, or bridge (not ford) hexsides between the two locations listed above. Confederate units or their	

ZOC may not be present along any hex of the path (including the ends of the path), regardless of the presence of Union units. A Union supply source is defined as one of the following four hexes: Culpeper (N1201), N1701, Aquia Creek Station (N4804), or Belle Plain (N4808). An LOC may not cross a major or minor river unless a bridge is present on that hexside.

- +3 For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
- 2 For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
- 5* For each Union wagon train destroyed by the Confederate player.
- 2* For each "D" or "1" result suffered by a Union wagon train in an extended march.
- 1* For each hex into which a Union wagon train retreats due to combat.

* For each Union wagon train, the total number of Union VP lost due to the three victory conditions marked with asterisks (*) may not exceed 5. For example, if a wagon train suffers a "D" or "1" result in an extended march (-2 VP) and is later eliminated (-5 VP), the total loss is

5, not 7. However, Manpower value losses for Union wagon trains do not count toward this limit. Thus, if a Union wagon train is eliminated, the Union player loses 5 VP from the asterisk condition and an additional 4 VP from the loss of the wagon train's Manpower value of 2.

At the end of the game, the Union VP total is calculated and the players consult the following chart to determine the winner.

UNION VP	WINNER
38 and above	Union Decisive Victory
28 to 37	Union Substantive Victory
18 to 27	Union Marginal Victory
8 to 17	Confederate Marginal Victory
-2 to 7	Confederate Substantive Victory
-3 or less	Confederate Decisive Victory

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Longstreet	Corps	I	Ldr	-	N0220 (Bell)
Field	Div	F-I	Inf	12	N0220 (Bell)
Kershaw	Div	K-I	Inf	10	N0226 (Mechanicsville)
Anderson	Div	III	Inf	15	N0415
Stuart	Corps	Cav	Ldr	-	N0615 (Orange Court House)
Rosser	Brig	H	Cav	2	N0615 (Orange Court House)
Lee	Army	ANV	Ldr	-	N0616
Hill	Corps	III	Ldr	-	N0616
Heth-A	Div	III	Inf	16	N0616
WH Lee	Div	WL	Ldr	-	N0811
Chambliss	Brig	WL	Cav	2*	N0811
Wilcox-A	Div	III	Inf	16	N0813
Rodes	Div	II	Inf	10*	N1408
Ewell	Corps	II	Ldr	-	N1410
Early	Div	II	Inf	10	N1410
Ramseur-B	Brig	II	Inf	3*	N1608
E Johnson	Div	II	Inf	9	N1609 (Palmyra)
Steuart-A	Brig	II	Inf	3*	N1806
I NC	Regt	WL	Cav	1	N2508 (Flat Run Ch)
Johnston	Brig	II	Inf	3+	N3629 (Chilesburg)
F Lee	Div	FL	Ldr	-	N4314 (Hamilton's Crossing)
Lomax	Brig	FL	Cav	2	N4314 (Hamilton's Crossing)
Wickham	Brig	FL	Cav	3	N4314 (Hamilton's Crossing)
Hampton	Div	H	Ldr	-++	N4727 (Milford)
Young	Brig	H	Cav	1++	N4727 (Milford)
Gordon	Brig	WL	Cav	1++	N4727 (Milford)

* Chambliss, Rodes, Ramseur, and Steuart start under a Fort-Complete marker

+ Johnston may not move or entrench until Turn 2 (May 5)

++ Hampton, Young, and Gordon may not move or entrench until Turn 4 (see rule 4)

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Devin	Brig	Cav-1	Cav	3	N1101
Torbert	Div	Cav-1	Ldr	—	N1103
Custer	Brig	Cav-1	Cav	3	N1103
Merritt	Brig	Cav-1	Cav	3	N1105
Horse Art	Brig	AP	Art	2	N1201 (Culpeper)
Art Res-1	Brig	AP	Art	2	N1201 (Culpeper)
Kitching	Brig	AP	Inf	5	N1201 (Culpeper)
Crawford	Div	V	Inf	7	N1202
Wadsworth	Div	V	Inf	14	N1301
Art Res-2	Brig	AP	Art	2	N1302
Robinson	Div	V	Inf	11	N1303
Warren-A	Corps	V	Ldr	—	N1402
Griffin	Div	V	Inf	17	N1402
Wagon Train-A	—			2	N1701
Wagon Train-B	—			2	N1701
Wagon Train-C	—			2	N1701
Wright	Div	VI	Inf	15	N1701
Ricketts	Div	VI	Inf	11	N1701
Grant-A	Army	AP	Ldr	—	N1701
Sedgwick	Corps	VI	Ldr	—	N1701
Getty	Div	VI	Inf	18	N1701
Birney	Div	II	Inf	14	N1701
Mott-A	Div	II	Inf	10	N1701
Gibbon	Div	II	Inf	13	N1701
Hancock-A	Corps	II	Ldr	—	N1702
Barlow	Div	II	Inf	16	N1702
Wilson	Div	Cav-3	Ldr	—	N1703 (Stevensburg)
McIntosh	Brig	Cav-3	Cav	3	N1703 (Stevensburg)
Chapman	Brig	Cav-3	Cav	2	N1703 (Stevensburg)
Sheridan	Corps	Cav	Ldr	—	N2202 (Paoli Mills)
DM Gregg	Div	Cav-2	Ldr	—	N2202 (Paoli Mills)
Davies	Brig	Cav-2	Cav	4	N2202 (Paoli Mills)
JI Gregg	Brig	Cav-2	Cav	4	N2202 (Paoli Mills)
Burnside-A	Corps	IX	Ldr	—	Union Reinforcement
Stevenson	Div	IX	Inf	7	Union Reinforcement
Potter	Div	IX	Inf	11	Union Reinforcement
Willcox-A	Div	IX	Inf	12	Union Reinforcement
Ferrero	Div	IX	Inf	7	Union Reinforcement
Provisional	Brig	IX	Inf	6	Union Reinforcement
3 NJ	Regt	Cav	Cav	1	Union Reinforcement
22 NY	Regt	Cav	Cav	1	Union Reinforcement
2 OH	Regt	Cav	Cav	1	Union Reinforcement
13 PA	Regt	Cav	Cav	1	Union Reinforcement
IX Corps Art	Brig	IX	Art	2	Union Reinforcement

SCENARIO 3: RACE FOR SPOTSYLVANIA

NOTES: After the Battle of the Wilderness, Union morale was boosted by Grant's decision to press on south. Grant's night march on May 7-8 was designed to steal a march on Lee and get between the Army of Northern Virginia and Richmond. However, Lee anticipated the Union move, setting up the race to establish control of Spotsylvania Court House between Anderson's Confederate I Corps and the Union Corps of Warren and Sedgwick.

MAP: Use only the *GTC* north map.

GAME LENGTH: 1 turn; May 8, 1864.

SPECIAL RULES:

1. *Random Events:* There are no random events in this scenario.
2. *First And Second Initiatives:* The first initiative of the game is determined normally. The player that lost the first initiative automatically wins the second initiative of the game. All subsequent initiative die rolls are determined normally.
3. *Movement Restrictions:* No unit from either player may move or retreat into the following hexes for the duration of the game: N3115, N3014, N2914, N2913, N2812, N2712, N2711, N2610, N2609 and N2608. These hexes are treated as impassable hexes for the purpose of flank bonus determination.
4. *Hex Control:* The Confederate Player controls all objective hexes at the start of the scenario.

VICTORY CONDITIONS:

The Union player gains and loses VPs for the following occurrences at the end of the game:

VP	Reason
+12	Union control of Spotsylvania Court House (N3517).
+6	Union control of Laurel Hill (N3415).
+2	Union control of Block House Bridge (N3216).
+2	Union control of Old Court House (N3318).
+2	Union control of Harrison (N3416).
+2	Union control of Landrum (N3516).
+2	Union control of Crutchfield (N3519).
+2	Union control of Beverly (N3616).
+2	Union control of Quisenberry (N3618).
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and the players consult the the following chart to determine the winner.

UNION VP	WINNER
29 and above	Union Decisive Victory
22 to 28	Union Substantive Victory
15 to 21	Union Marginal Victory
8 to 14	Confederate Marginal Victory
1 to 7	Confederate Substantive Victory
0 or less	Confederate Decisive Victory



The Struggle for the Salient, Spotsylvania, Virginia. May 12, 1864.

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
E Johnson	Div	II	Inf	10	N2409
Ewell	Corps	II	Ldr	—	N2410
Rodes	Div	II	Inf	12	N2410
Anderson	Corps	I	Ldr	—	N2815 (Shady Grove Church)
Kershaw	Div	K-I	Inf	8+	N2815 (Shady Grove Church)
Field	Div	F-I	Inf	8+	N2915 (Corbin Bridge)
Stuart	Corps	Cav	Ldr	—	N3315 (Alsop)
F Lee	Div	FL	Ldr	—	N3315 (Alsop)
Lomax	Brig	FL	Cav	2*	N3315 (Alsop)
Wickham	Brig	FL	Cav	3*	N3315 (Alsop)

* Lomax and Wickham begin the game at Fatigue Level 1. They are also disorganized, exhausted, and under Abatis markers.

+ Field and Kershaw begin the game at Fatigue Level 1.

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Warren-A	Corps	V	Ldr	—	N3214
Robinson	Div	V	Inf	9*	N3214
Griffin	Div	V	Inf	14*	N3214
Cutler	Div	V	Inf	10*	N3114 (Todd's Tavern)
Crawford	Div	V	Inf	6*	N3013
Sedgwick	Corps	VI	Ldr	—	N3210 (Chancellorsville)
Wright	Div	VI	Inf	13*	N3210 (Chancellorsville)
Ricketts	Div	VI	Inf	9*	N3110
Neill	Div	VI	Inf	12*	N3010 (Wilderness Church)
Wilson	Div	Cav-3	Ldr	—	N3312
Chapman	Brig	Cav-3	Cav	2	N3312
McIntosh	Brig	Cav-3	Cav	2	N3611 (Tabernacle Church)

* Indicated units start the game at Fatigue Level 1.



Battlefield of Spotsylvania Court House, May 10, 1864.



Spotsylvania Court House, 9 AM, May 8, 1864.

SCENARIO 4: BLOODY SPOTSYLVANIA

NOTES: The first five days of the Spotsylvania campaign represented some of the most desperate fighting of the war, culminating in the bloody struggle at “The Angle” on May 12. Out of necessity, Lee’s army invented the defensive style of fighting behind entrenchments that would characterize their efforts for the rest of the war. The Army of the Potomac tried some creative responses of their own, including the concentrated, narrow-front assault on the Confederate lines led by Colonel Emory Upton on May 10.

MAP: Use only the *GTC* North map.

GAME LENGTH: 5 turns; May 8 to May 12, 1864.

SPECIAL RULES:

1. *Random Events:* There is no random event on Turn 1. Random events are determined normally at the start of Turns 2 through 5. The only applicable events are the various Rain results. No more than two turns may be Rain turns in this scenario. After two Rain turns have been completed, the weather for all turns left in the game is automatically treated as clear (even if the players are in the middle of a multi-turn Rain result). In this case, there is no need to make further random event rolls.
2. *Union Bridge:* Place a Union Major River Bridge marker on the N4111-N4210 hexside.
3. *Attachment:* Although this is not an Advanced Game scenario, the rules for attachment listed in the “Substitute Units” section of the Advanced Game rules (see 17.2) apply in this scenario. Thus, the Attachment Phase is added to the Sequence of Play. Detachment is not permitted.
4. *Turn 1:* No leader transfer or attachment is allowed at the start of Turn 1. The game starts with a Union Activate Army Leader action (see below).
5. *Army Activation:* The first Action Phase on Turn 1 is automatically an Activate Army Leader action for the Union player. This action is performed exactly as described in Section 18.0. The action is automatically successful; there is no need to roll a die to see if the action succeeds. As specified in the Activate Army Leader rule, the Confederate Player automatically gains initiative in the following Action Phase. This is the only time during the game that an Activate Army Leader action can be used by either player.
6. *Sedgwick:* Union VI Corps commander John Sedgwick was shot by a Confederate sharpshooter on May 9 when he strayed too close to the front lines. Accordingly, there is a chance that Sedgwick will be killed whenever he leads an assault. If in an Assault action that was initiated by Sedgwick, the Union and Confederate player roll the same number (before modifications) for their combat die rolls, Sedgwick has been killed. Remove his counter from the game and replace it with the leader Wright-A. Remove the Wright division counter and replace it with the Russell division counter. Sedgwick may not be killed in an attack during a March action. No other leader can be killed in this fashion.
7. *Upton:* The Upton “Special Assault” marker is available to the Union player in this scenario. Refer to Section 20.0 for details.
8. *Off-Map Movement:* Both players may move cavalry units off the south edge of the map during the first three turns of the game to gain victory points. To exit the map, a unit must first move to a hex in the xx34 hexrow containing a road or railroad leading off the south map-edge. The unit can then spend one additional Movement Point to leave the map. Infantry units may not exit the map, nor may any unit exit the north, east, or west map-edges. Once a unit has exited the map, it may not return.
9. *Hex Control:* The Union Player controls Todd’s Tavern (N3114) at the start of the scenario. The Confederate Player controls all of the other objectives.

VICTORY CONDITIONS:

The Union player gains and loses VPs for the following occurrences at the end of the game:

VP	Reason
+25	Union control of Spotsylvania Court House (N3517).
+4	Union control of Todd’s Tavern (N3114).
+4	Union control of Waite’s Shop (N3016).
+4	Union control of Mount Pleasant (N3222).
+4	Union control of Stannard’s Mill (N3921).
+4	Union control of Massaponax Church (N4016).
+4	Union control of Guinea Station (N4320).
+10	For Union control of all six of the “4 VP” objectives listed directly above.
+2	For each point of Manpower value from Union cavalry units that exit the south map-edge before the end of Turn 3 (see Special Rule 8).
-3	For each point of Manpower value from Confederate cavalry units that exit the south map-edge before the end of Turn 3 (see Special Rule 8). Note the total subtraction for this victory condition may never exceed the positive addition the Union player receives for the victory condition listed above. (Example: Two Union cavalry brigades, of Manpower values 2 and 3, exit the south map-edge. The Union player receives +10 VP. Even if the Confederate player exits cavalry units with combined Manpower values of 4 or more, the maximum subtraction for this victory condition will be -10).
+3	If Sheridan exits the south map-edge before the end of Turn 3.
-3	If Stuart exits the south map-edge before the end of Turn 3. These VP are only awarded if one or more Union cavalry units exit the map during the game.
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
88 and above	Union Decisive Victory
70 to 87	Union Substantive Victory
52 to 69	Union Marginal Victory
34 to 51	Confederate Marginal Victory
16 to 33	Confederate Substantive Victory
15 or less	Confederate Decisive Victory



View from Beverly House toward Spotsylvania Court House.

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
WH Lee	Div	WL	Ldr	—	N1806
Chambliss	Brig	WL	Cav	2	N1806
Gordon	Div	II	Inf	12*	N2409
Ewell	Corps	II	Ldr	—	N2410
Rodes	Div	II	Inf	12+	N2410
E Johnson	Div	II	Inf	10+	N2410
Ramseur-B	Brig	II	Inf	3+	N2511
Early	Corps	III	Ldr	—	N2611 (Chewning)
Heth-A	Div	III	Inf	11*	N2611 (Chewning)
Wilcox-A	Div	III	Inf	12*	N2611 (Chewning)
Lee	Army	ANV	Ldr	—	N2712 (Widow Tapp)
Anderson	Corps	I	Ldr	—	N2712 (Widow Tapp)
Field	Div	F-I	Inf	8*	N2712 (Widow Tapp)
Mahone	Div	III	Inf	13*	N2712 (Widow Tapp)
Kershaw	Div	K-I	Inf	8*	N2812
Hampton	Div	H	Ldr	—	N3014
Young	Brig	H	Cav	1*	N3014
Rosser	Brig	H	Cav	1*	N3014
Gordon	Brig	WL	Cav	2*	N3014
Stuart	Corps	Cav	Ldr	—	N3315 (Alsop)
F Lee	Div	FL	Ldr	—	N3315 (Alsop)
Lomax	Brig	FL	Cav	2#	N3315 (Alsop)
Wickham	Brig	FL	Cav	3#	N3315 (Alsop)

* Indicated units begin the game under an Abatis marker.

+ Rodes, E Johnson and Ramseur begin the game under a Breastworks-Complete marker.

Lomax and Wickham begin the game at Fatigue Level 1. They are also disorganized, exhausted, and under Abatis markers.

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Sedgwick	Corps	VI	Ldr	—	N2608
Wright	Div	VI	Inf	13*	N2608
Ricketts	Div	VI	Inf	9*	N2608
Potter	Div	X	Inf	10	N2608
Grant-A	Army	AP	Ldr	—	N2609 (Ellwood)
Warren-A	Corps	V	Ldr	—	N2609 (Ellwood)
Griffin	Div	V	Inf	14+	N2609 (Ellwood)
Crawford	Div	V	Inf	6+	N2609 (Ellwood)
Provisional	Brig	IX	Inf	6*	N2609 (Ellwood)
Neill	Div	VI	Inf	12	N2708 (Vaucluse Gold Mine)
Cutler	Div	V	Inf	10	N2709 (Wilderness Tavern)
Burnside-A	Corps	IX	Ldr	—	N2710
Willcox-A	Div	IX	Inf	11*	N2710

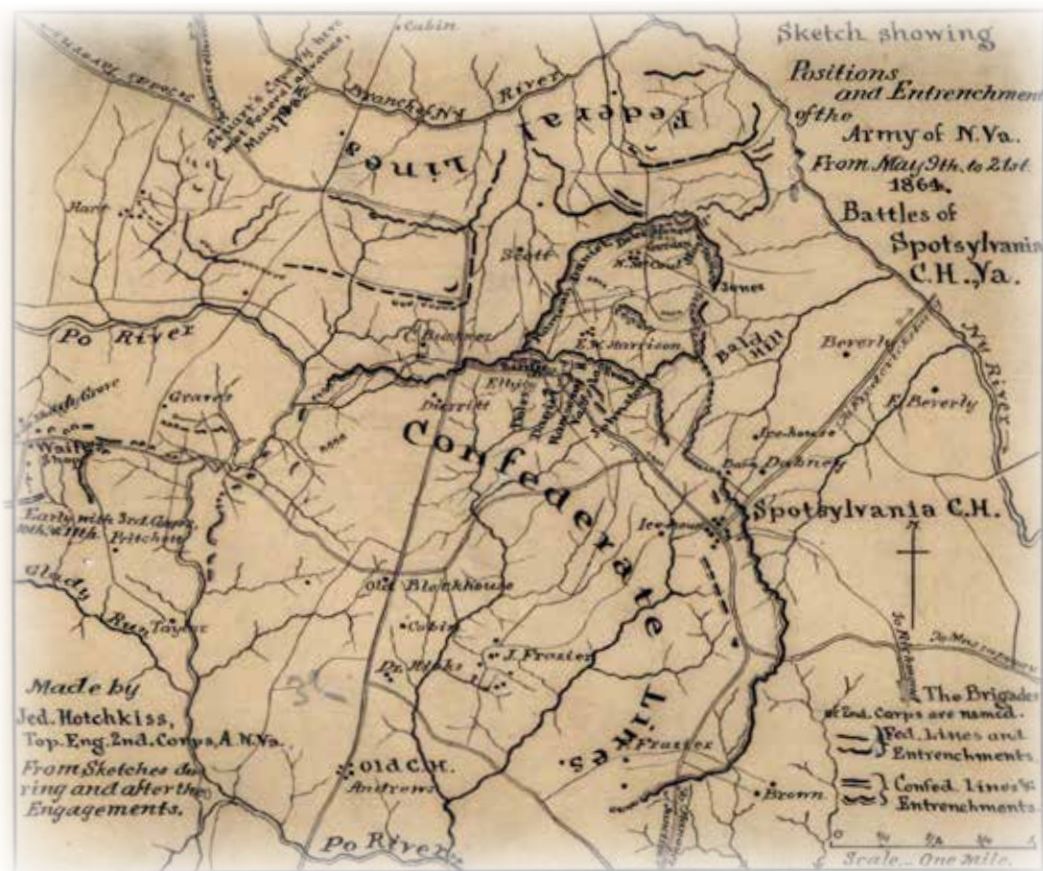
UNION SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Robinson	Div	V	Inf	9*	N2810
Kitching	Brig	AP	Inf	5*	N2810
Hancock-A	Corps	II	Ldr	—	N2811
Birney	Div	II	Inf	9+	N2811
Gibbon	Div	II	Inf	11+	N2811
Mott-A	Div	II	Inf	9+	N2811
Stevenson	Div	IX	Inf	6	N2911
Barlow	Div	II	Inf	14+	N2912 (Trigg)
Custer	Brig	Cav-1	Cav	3	N3013
DM Gregg	Div	Cav-2	Ldr	—	N3114 (Todd's Tavern)
Davies	Brig	Cav-2	Cav	4#	N3114 (Todd's Tavern)
JI Gregg	Brig	Cav-2	Cav	4*	N3114 (Todd's Tavern)
Sheridan	Corps	Cav	Ldr	—	N3214
Merritt	Div	Cav-1	Ldr	—	N3214
Devin	Brig	Cav-1	Cav	3#	N3214
Gibbs	Brig	Cav-1	Cav	3#	N3214
Wilson	Div	Cav-3	Ldr	—	N3312
Chapman	Brig	Cav-3	Cav	2	N3312
McIntosh	Brig	Cav-3	Cav	2	N3611 (Tabernacle Church)

* Indicated units begin the game under an Abatis marker.

+ Indicated units begin the game under a Breastworks-Complete marker.

Davies, Devin and Gibbs begin the game at Fatigue Level 1. They are also disorganized and exhausted.



Positions and entrenchments of the Army of Northern Virginia from May 9-21, 1864, around Spotsylvania Court House, Virginia.

SCENARIO 5: SHERIDAN RIDES SOUTH

NOTES: On May 8, Grant and Meade gave Sheridan permission to move aggressively against Stuart's Confederate cavalry. Hoping to catch Stuart in an open battle where the Union numbers could prevail, Sheridan headed south on a raid, realizing that Stuart would have to follow. After damaging the Virginia Central Railroad around Beaver Dam Station and putting a scare into the citizens of Richmond, Sheridan would meet Stuart at the fateful battle of Yellow Tavern.

MAPS: Use all of the *GTC* North map, the portion of the *GTC* South map north of the James River, and the left half of the *OTR* North map (the unused half maps can be folded over and are considered off-map; e.g., *OTR* N30xx and all columns east of there are off-map). Place the *GTC* South map on the bottom, then the *OTR* North map over it, and then the *GTC* North map on top.

GAME LENGTH: : 4 turns; May 9 to May 12, 1864.

SPECIAL RULES:

1. *Random Events:* There are no random events in this scenario.
2. *Turn 1:* The Union player automatically wins the first two initiatives of Turn 1. There is no Leader Transfer Phase during Turn 1.
3. *Union Movement Restrictions:* No Union unit may move, attack, or retreat into a hex that is within three hexes of Spotsylvania Court House (*GTC* N3517) or of Waite's Shop (*GTC* N3016). These hexes should be treated as impassable terrain for the purpose of calculating flank bonuses against these units.
4. *Confederate Movement Restrictions:* No Confederate unit may move, attack, or retreat across the Ni River. These hexsides should be treated as impassable terrain hexsides for the purpose of calculating flank bonuses against these units.
5. *Richmond/Drewry's Bluff Defense Forces:* The Confederate player may not activate Hunton, Barton or Gracie until Turn 2. There is a Victory Point penalty for moving Barton and Gracie at any point during the game.
6. *Leader Death:* Stuart was mortally wounded at Yellow Tavern and died the next evening. Accordingly, there is a chance that either Stuart or Sheridan can be killed in a battle. In any combat in which one of these leaders is stacked with a unit that receives a "D" result, the leader may be killed. If in the combat procedure, both players roll the same number (before modifications), combat resolution is temporarily halted and each player with one of these leaders involved checks for leader death. Another die is rolled. If Stuart is the leader in question, he dies and is removed from the map on any odd die roll. If Sheridan is the leader, he dies and is removed from the map if a 1 is rolled. It is possible that both generals could die in the same combat. Cavalry division leaders are not subject to this special rule.
7. *Permanent Forts:* Although this is not an Advanced Game scenario, the rules for Confederate forts listed in Section 19.0 of the Advanced Game rules apply throughout this scenario.



Major General Philip Sheridan

VICTORY CONDITIONS

The Union player gains and loses Victory Points (VP) for the following occurrences:

- | VP | Reason |
|----|--|
| +3 | If Beaver Dam Station (<i>GTC</i> N3232) is damaged. |
| +3 | If Hanover Junction (<i>OTR</i> N0308) is damaged. |
| +2 | If Ashland (<i>OTR</i> N0314) is damaged. |
| +1 | If Bumpass Turnout (<i>GTC</i> N2831) is damaged. |
| +1 | If Hewlett's Turnout (<i>GTC</i> N3633) is damaged. |
| +1 | If Noel's Turnout (<i>GTC</i> S3201) is damaged. |
| +1 | If Verdon Station (<i>OTR</i> N0107) is damaged. |
| +1 | If Hungary Station (<i>OTR</i> N0221) is damaged. |
| +1 | If Atlee's Station (<i>OTR</i> N0720) is damaged. |
| +3 | For each permanent fort destroyed. |
| +1 | For each Union cavalry brigade ending Turn 3 on a redoubt or fort hex within three hexes of a Richmond city hex. Note that the Union player can earn a maximum of 5 VP in this manner. |
| +2 | If the Confederate player moves Barton at any time during the game. |
| +2 | If the Confederate player moves Gracie at any time during the game. |
| -2 | For each Union cavalry brigade that does not end the game in one of the three following locations: <ul style="list-style-type: none"> • Any hex in Louisa County • Any hex in Hanover County that is east of hex column <i>OTR</i> N11xx (exclusive) • Any hex in Henrico County that is east of hex column <i>OTR</i> N11xx (exclusive) This -2 VP penalty is also incurred for each Union cavalry brigade eliminated. |
| +3 | For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another). |
| -2 | For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another). |

At the end of the game, the Union VP total is calculated and the players consult the following chart to determine the winner:

UNION VP	WINNER
23 and above	Union Decisive Victory
19 to 22	Union Substantive Victory
15 to 18	Union Marginal Victory
11 to 14	Confederate Marginal Victory
7 to 10	Confederate Substantive Victory
6 or less	Confederate Decisive Victory



Major General J. E. B. Stuart

CONFEDERATE SET-UP

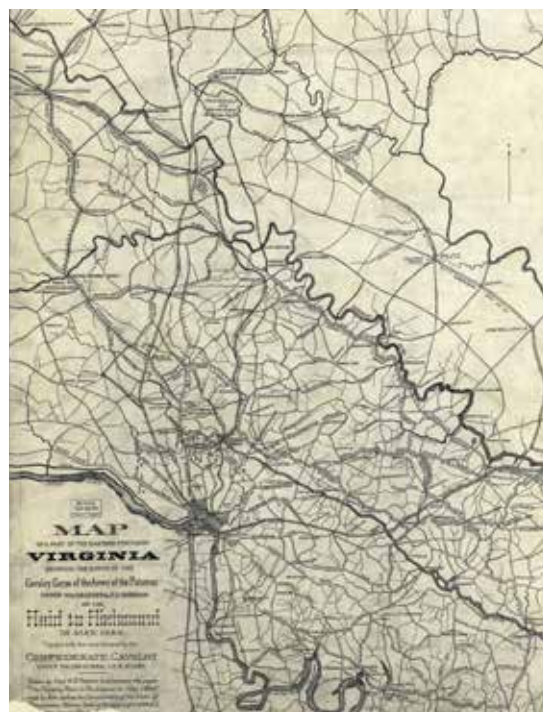
UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Stuart	Corps	Cav	Ldr	—	GTC N2311 (Locust Grove)
Gordon	Brig	WL	Cav	2	GTC N2311 (Locust Grove)
F Lee	Div	FL	Ldr	—	GTC N3616 (Beverly)
Lomax	Brig	FL	Cav	2#	GTC N3616 (Beverly)
Wickham	Brig	FL	Cav	3#	GTC N3616 (Beverly)
1 MD	Regt	Cav	Cav	1+	OTR N0307 (Fox)
2 MD	Regt	—	Inf	1+	OTR N0307 (Fox)
Hunton	Brig	P-I	Inf	3	OTR N0934 (Chaffin's Bluff)
Barton	Brig	P-I	Inf	3	OTR N0734 (Drewry's Bluff)
Gracie	Brig	J-SEV	Inf	3	OTR N0734 (Drewry's Bluff)

+ 1 MD and 2 MD each begin the game under a Fort-Complete marker.

Lomax and Wickham begin the game on their exhausted sides.

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Sheridan	Corps	Cav	Ldr	—	GTC N3512
Merritt	Div	Cav-1	Ldr	—	GTC N3512
Custer	Brig	Cav-1	Cav	3	GTC N3512
Devin	Brig	Cav-1	Cav	3	GTC N3512
Gibbs	Brig	Cav-1	Cav	3	GTC N3512
Wilson	Div	Cav-3	Ldr	—	GTC N3412
Chapman	Brig	Cav-3	Cav	2	GTC N3412
McIntosh	Brig	Cav-3	Cav	2	GTC N3412
DM Gregg	Div	Cav-2	Ldr	—	GTC N3312
Davies	Brig	Cav-2	Cav	4	GTC N3312
JI Gregg	Brig	Cav-2	Cav	4	GTC N3312



Route of the Cavalry Corps, Army of the Potomac, on the raid to Richmond, May 1864, with the route followed by Confederate cavalry in pursuit.

SCENARIO 6: STRIKE THEM A BLOW!

NOTES: After nearly two weeks of bloody fighting in the trenches of Spotsylvania, Grant ordered the Army of the Potomac to slide to the south and east of Lee on the night of May 20. Both Lee and Grant looked at this new round of maneuvering as prime opportunities to catch their opponent in the open. As the drive to the North Anna River unfolded, the Army of the Potomac wedged itself against Lee's inverted-V defense just south of the North Anna. Only Lee's sudden illness prevented the Army of Northern Virginia from fulfilling his conviction that "We must strike them a blow!"

MAPS: Use all of the *GTC* North map, the upper right-quarter of the *GTC* South map, and the upper-left one-eighth of the *OTR* North map (the unused map areas can be folded over and are considered off-map; e.g., *OTR* N15xx and all columns east of there are off-map, as are *OTR* Nxx18 and all columns south of there). Place the *GTC* South map on the bottom, then the *OTR* North map over it, and then the *GTC* North map on top.

GAME LENGTH: 4 turns; May 21 to May 24, 1864.

SPECIAL RULES:

- Random Events:** There are no random events in this scenario.
- Turn 1 Start Sequence:** The start of Turn 1 must follow this sequence:
 - No leader transfer is allowed at the start of Turn 1.
 - The first Action Phase of the game is automatically a Union action in which the Union player may only elect to activate the leader Torbert (see Special Rule 5, below). No initiative dice roll takes place.
 - The second Action Phase is a Union action in which the Union player may only elect to activate the II Corps leader Hancock. However, none of Hancock's units may force march in this action. No initiative dice roll takes place.
 - The third, fourth, and fifth Action Phases are Confederate actions in which the Confederate player may only elect to activate an infantry corps leader. No initiative dice roll takes place. However, each of the three Confederate infantry corps leaders may not be activated more than once in these three Action Phases. Confederate infantry units may force march in these actions.
 - After all the above actions, initiative is determined normally for the rest of the game.
- Turn 1 Movement:** On Turn 1, both sides add an extra +1 to their March or Activate Leader die rolls for both infantry and cavalry units in addition to normal movement die roll bonuses. Also, both players subtract 1 from their extended march die rolls. However, these rules only apply to units beginning a march north of the North Anna and Pamunkey Rivers.
- Lee Sick:** At the end of Turn 1, the Confederate army leader (Lee) should be flipped to its "Sick" side. It remains on this side for the rest of the scenario. On this side it has a lower Command value, and the Lee Bonus may not be used (see Standard Rules, 7.4).

- Torbert:** The Union cavalry division leader Torbert commands all three of the cavalry regiments present with the Army of the Potomac. Throughout this scenario, Torbert may freely activate any of these units as if they all belong to his Cav-1 division.
- Confederate Movement Restrictions:** The Confederate infantry division Pickett may not activate or entrench until Turn 2.
- Hex Control:** The Confederate player controls all objectives at the start of the scenario.

VICTORY CONDITIONS

The Union player gains and loses Victory Points (VP) for the following occurrences:

VP	Reason
+24	Union control of Hanover Junction (<i>OTR</i> N0308).
+18	Union control of Verdon Station (<i>OTR</i> N0107).
+9	Union control of Noel's Turnout (<i>GTC</i> S3201).
+9	Union control of Ashland (<i>OTR</i> N0314).
+5	Union control of Hanover Depot (<i>OTR</i> N0914).
+5	Union control of Wickham's Station (<i>OTR</i> N0612).
+6	If the Union does not control Hanover Junction but does control Ashland along with one objective from <i>both</i> the following two objective sets: <ul style="list-style-type: none"> * Noel's Turnout or Verdon Station * Hanover Depot or Wickham's Station. (e.g., Ashland, Noel's Turnout, and Hanover Depot)
+3	For each Confederate infantry division that does not end the game in Hanover, Henrico, or Louisa Counties. Confederate infantry divisions that are entirely eliminated are included in this total.
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and the players consult the following chart to determine the winner:

UNION VP	WINNER
36 and above	Union Decisive Victory
27 to 35	Union Substantive Victory
18 to 26	Union Marginal Victory
9 to 17	Confederate Marginal Victory
0 to 8	Confederate Substantive Victory
-1 or less	Confederate Decisive Victory

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Hampton	Div	H	Ldr	—	<i>GTC</i> N3317 (Block House)
Rosser	Brig	H	Cav	1	<i>GTC</i> N3317 (Block House)
Ewell	Corps	II	Ldr	—	<i>GTC</i> N3416 (Harrison)
Gordon	Div	II	Inf	6	<i>GTC</i> N3416 (Harrison)
Rodes	Div	II	Inf	5	<i>GTC</i> N3416 (Harrison)
Early	Div	II	Inf	8	<i>GTC</i> N3416 (Harrison)
Lee	Army	ANV	Ldr	—	<i>GTC</i> N3517 (Spotsylvania Ct Hse)
Hill	Corps	III	Ldr	—	<i>GTC</i> N3517 (Spotsylvania Ct Hse)
Wilcox-A	Div	III	Inf	10+	<i>GTC</i> N3517 (Spotsylvania Ct Hse)

CONFEDERATE SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Heth-A	Div	III	Inf	10+	GTC N3617
Mahone	Div	III	Inf	11+	GTC N3617
Anderson	Corps	I	Ldr	—	GTC N3618 (Quisenberry)
Field	Div	F-I	Inf	8+	GTC N3618 (Quisenberry)
Kershaw	Div	K-I	Inf	7+	GTC N3618 (Quisenberry)
Barton	Brig	P-I	Inf	3^	GTC N3721
WH Lee	Div	WL	Ldr	—	GTC N3921
Chambliss	Brig	WL	Cav	1	GTC N3921
9 VA	Regt	WL	Cav	1	GTC N4321
1 VA/11 VA	Regt	P-I	Inf	1*	GTC N4727 (Milford)
2 MD	Regt	—	Inf	1#	OTR N0307 (Fox)
Breckinridge	Div	—	Inf	5	OTR N0308 (Hanover Junction)
Pickett	Div	P-I	Inf	4	OTR N0308 (Hanover Junction)

^ Barton begins the game on the exhausted side.

* 1 VA/11 VA begins the game under an Abatis marker.

+ Indicated units begin the game under a Breastworks-Complete marker.

2 MD begins the game under a Fort-Complete marker.

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Crawford	Div	V	Inf	9	N3615 (Gayle)
Cutler	Div	V	Inf	8+	N3615 (Gayle)
Warren-A	Corps	V	Ldr	—	N3616 (Beverly)
Griffin	Div	V	Inf	11+	N3616 (Beverly)
Lockwood	Div	V	Inf	9+	N3616 (Beverly)
Grant-A	Army	AP	Ldr	—	N3717
Wright-A	Corps	VI	Ldr	—	N3717
Russell	Div	VI	Inf	11+	N3717
Ricketts	Div	VI	Inf	8+	N3717
Burnside-A	Corps	IX	Ldr	—	N3718
Potter	Div	IX	Inf	8+	N3718
Willcox-A	Div	IX	Inf	8+	N3718
Crittenden	Div	IX	Inf	11+	N3718
Neill	Div	VI	Inf	12	N3816
8 IL	Regt	Cav	Cav	1	N3919
Birney	Div	II	Inf	15	N4016 (Massaponax Church)
Tyler	Div	II	Inf	15	N4016 (Massaponax Church)
Hancock-A	Corps	II	Ldr	—	N4117
Gibbon	Div	II	Inf	14	N4117
Barlow	Div	II	Inf	9	N4117
Torbert	Div	Cav-1	Cav	—	N4118
5 NY	Regt	Cav	Cav	1	N4118
13 PA	Regt	Cav	Cav	1	N4216

+ Indicated units begin the game under a Breastworks-Complete marker.

SCENARIO 7: BETHESDA CHURCH

NOTES: After the May 28 cavalry clash at Haw's Shop, Lee and Grant eyed each other across Totopotomoy Creek. On May 29, Warren pushed his V Corps south over the creek towards Bethesda Church. With the Union flank hanging in air, Lee knew that he "must destroy this army of Grant's before he gets to the James River. If he gets there it will become a siege, and then it will be a mere question of time."

MAP: Use only the *OTR* North map.

GAME LENGTH: : 3 turns; May 30 to June 1, 1864.

SPECIAL RULES:

1. *Random Events:* There are no random events in this scenario.
2. *Turn 1:* The Confederate player automatically wins the first initiative of Turn 1.
3. *Union Movement Restrictions:* All units and leaders in Wilson's cavalry division (Cav-3), II Corps, VI Corps, and XVIII Corps may not move or entrench on Turn 1. In addition, the army leader Grant may not transfer, move, or initiate grand assaults on Turn 1. If a Confederate unit moves adjacent to any one of these units, these restrictions are immediately lifted on all listed Union units/leaders.
4. *Confederate Movement Restrictions:* Young, Hampton, Rosser, WH Lee, Gordon, Chambliss, Hoke, Breckinridge and all III Corps units and leaders may not move or entrench on Turn 1. The army leader Lee may not transfer, move, or initiate grand assaults on Turn 1. If a Union unit moves adjacent to any one of these units, these restrictions are immediately lifted on all listed Confederate units/leaders.
5. *Staff Officer's Error:* Starting on Turn 2, when the units of the Union XVIII Corps may move, each XVIII Corps unit must move toward hex *OTR* N1920. No hex moved into by these units can take them further from this hex. These units may attack enemy units normally as long as they do not advance after combat into a hex that takes them further from N1920. Once a unit reaches hex N1920, this movement restriction is immediately lifted for that unit only. In a single action, a unit may move first to hex N1920 and then continue moving if it has sufficient Movement Points.
6. *Enlistments Expire:* Enlistments for two of the three brigades of Crawford's division expired on the morning of May 31. During the Turn 1 Recovery Phase, drop Crawford's Manpower value to one-half its current total (rounding down). These losses are not included for Victory Point purposes.

7. *Hoke:* Hoke's Confederate infantry division is considered part of Anderson's I Corps for all purposes in this scenario.
8. *Hex Control:* The Union player controls Bethesda Church, Polly Hundley's Corner, Haw's Shop, and Old Church at the start of the scenario. The Confederate player controls the other five objectives (see Victory Conditions).

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences:

VP	Reason
+10	Union control of Mechanicsville (N0923)
+10	Union control of Bethesda Church (N1321)
+10	Union control of New Cold Harbor (N1423)
+6	Union control of Atlee's Station (N0720)
+6	Union control of Shady Grove Church (N0921)
+6	Union control of Polly Hundley's Corner (N1119)
+6	Union control of Haw's Shop (N1318)
+6	Union control of Old Cold Harbor (N1523)
+6	Union control of Old Church (N1720)
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and the players consult the following chart to determine the winner:

UNION VP	WINNER
46 and above	Union Decisive Victory
38 to 45	Union Substantive Victory
30 to 37	Union Marginal Victory
22 to 29	Confederate Marginal Victory
14 to 21	Confederate Substantive Victory
13 or less	Confederate Decisive Victory

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Young	Brig	H	Cav	2	N0714
Hampton	Div	H	Ldr	—	N0715 (Henry Clay's Birthplace)
Rosser	Brig	H	Cav	1	N0715 (Henry Clay's Birthplace)
WH Lee	Div	WL	Ldr	—	N0717
Gordon	Brig	WL	Cav	2	N0717
Chambliss	Brig	WL	Cav	2	N0717
Hoke	Div	H-SEV	Inf	14	N0720 (Atlee's Station)
Mahone	Div	III	Inf	11*	N0719
Lee	Army	ANV	Ldr	—	N0819
Hill	Corps	III	Ldr	—	N0819
Heth-A	Div	III	Inf	11*	N0819
Wilcox-A	Div	III	Inf	8*	N0920
Breckinridge	Div	—	Inf	5*	N1020 (Wash. Academy)
Field	Div	F-I	Inf	8	N1121 (Hundley's Corner)
Anderson	Corps	I	Ldr	—	N1122
Kershaw	Div	K-I	Inf	7	N1122

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Pickett	Div	P-I	Inf	10	N1122
Early	Corps	II	Ldr	—	N1222
Gordon	Div	II	Inf	6	N1222
Rodes	Div	II	Inf	5	N1222
Ramseur-A	Div	II	Inf	8	N1222
F Lee	Div	FL	Ldr	—	N1324 (Gaines Mill)
Lomax	Brig	FL	Cav	2	N1324 (Gaines Mill)
Wickham	Brig	FL	Cav	2	N1324 (Gaines Mill)
Butler	Brig	H	Cav	2	N1523 (Old Cold Harbor)

* Indicated units start under a Breastworks-Complete marker.

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Neill	Div	VI	Inf	12	N0915 (Signal Mill)
Russell	Div	VI	Inf	11	N0917
Wright-A	Corps	VI	Ldr	—	N1017 (Phillips Mill)
Ricketts	Div	VI	Inf	8	N1017 (Phillips Mill)
Barlow	Div	II	Inf	16*	N1018
Grant-A	Army	AP	Ldr	—	N1119 (Polly Hundley's Corner)
Hancock-A	Corps	II	Ldr	—	N1119 (Polly Hundley's Corner)
Gibbon	Div	II	Inf	16*	N1119 (Polly Hundley's Corner)
Birney	Div	II	Inf	18*	N1119 (Polly Hundley's Corner)
Burnside-A	Corps	IX	Ldr	—	N1318 (Haw's Shop)
Crittenden	Div	IX	Inf	10	N1318 (Haw's Shop)
Willcox-A	Div	IX	Inf	8	N1318 (Haw's Shop)
Potter	Div	IX	Inf	8	N1318 (Haw's Shop)
Warren-A	Corps	V	Ldr	—	N1320
Lockwood	Div	V	Inf	9	N1320
Cutler	Div	V	Inf	7	N1320
Griffin	Div	V	Inf	10	N1320
Crawford	Div	V	Inf	9	N1321 (Bethesda Church)
Wilson	Div	Cav-3	Ldr	—	N1617 (Hanover town)
McIntosh	Brig	Cav-3	Cav	2	N1617 (Hanover town)
Chapman	Brig	Cav-3	Cav	2	N1617 (Hanover town)
Merritt	Brig	Cav-1	Cav	3	N1620
DM Gregg	Div	Cav-2	Ldr	—	N1720 (Old Church)
Davies	Brig	Cav-2	Cav	3	N1720 (Old Church)
JI Gregg	Brig	Cav-2	Cav	4	N1720 (Old Church)
Sheridan	Corps	Cav	Ldr	—	N1721
Torbert	Div	Cav-1	Ldr	—	N1721
Devin	Brig	Cav-1	Cav	3	N1721
Custer	Brig	Cav-1	Cav	3	N1819 (Newcastle)
Smith-A	Corps	XVIII	Ldr	—	N2824 (White House)
Brooks	Div	XVIII	Inf	12	N2824 (White House)
Martindale	Div	XVIII	Inf	9	N2824 (White House)
Devens	Div	XVIII	Inf	7	N2824 (White House)

* Indicated units start under a Breastworks-Complete marker.

SCENARIO 8: TREVILIAN STATION

NOTES: On June 5, 1864, General David Hunter's Union army won a victory in the Shenandoah Valley at Piedmont, and headed south towards Lexington and Lynchburg. Grant decided the time was right to send Sheridan's cavalry west to rendezvous with Hunter in Charlottesville. Along the way, Sheridan would strive to damage the Virginia Central Railroad in Louisa County. To counter Sheridan, Lee sent his newly appointed cavalry corps commander, Wade Hampton.

MAP: Use all of the *GTC* North map, the top one-quarter of the *GTC* South map, and the left half of the *OTR* North map. (The unused map areas can be folded over and are considered off-map; e.g., *OTR* N30xx and all columns east of there are off-map.) Place the *GTC* South map on the bottom, then the *OTR* North map over it, and then the *GTC* North map on top.

GAME LENGTH: 5 turns; June 8 to June 12, 1864.

SPECIAL RULES:

1. *Random Events:* There are no random events in this scenario.
2. *Turn 1:* Only the Union player may move or entrench on Turn 1. Because no Confederate activities are permitted on Turn 1, do not conduct initiative dice rolls at the start of each Action Phase in Turn 1. The Union player is limited to two Activate Leader actions, which must be with the leader Sheridan. After these two actions, the Turn 1 Action Cycle ends. All other turns are played normally with no limit on the number of times Sheridan (or any other unit) may activate.
3. *Union Movement Restrictions:* No Union unit may voluntarily move or attack into a hex in Hanover County. However, Union units may retreat into this county. Once forced into Hanover County, they may move normally until they once again exit the county. This restriction is lifted as soon as a Confederate unit crosses to the north side of the North Anna River.
4. *Confederate Movement Restrictions:* No Confederate unit may voluntarily move or attack into a hex in Caroline County. However, Confederate units may retreat into this county. Once forced into Caroline County, they may move normally until they once again exit the county. This restriction is lifted as soon as a Union unit crosses to the south side of the North Anna River.
5. *Hampton:* The Hampton cavalry corps leader counter (Tactical value of 3, Command value of 5) is used in this scenario. Do not use the Hampton division leader counter employed in Scenarios 2, 4 and 6. Hampton may activate any of the Confederate units in this scenario. In an Activate Leader action with Hampton, the Confederate player rolls two dice, adding 3 to the sum for the Confederate cavalry corps leader movement allowance bonus.
6. *Off-Map Movement:* After the Union player has damaged at least one of the following three RR stations, the Union player may move cavalry

units off the western edge of the *GTC* north map to gain Victory Points. These RR stations are:

- Louisa Court House (*GTC* N1329)
- Trevilian Station (*GTC* N0927)
- Gordonsville (*GTC* N0222)

To exit the map, a unit must first move to one of the following five hexes: *GTC* N0123, N0124, N0126, N0129, N0130.

The unit may then spend one additional Movement Point to exit the map. Confederate units may not exit the map, nor may any unit exit the map from any other hex. Demoralized units are also not eligible to exit the map. Once a unit exits the map, it may not return.

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences:

VP	Reason
+14	If exactly five Union cavalry units exit the map during the game.
+8	If exactly four Union cavalry units exit the map during the game.
+5	If exactly three Union cavalry units exit the map during the game.
+2	If exactly two Union cavalry units exit the map during the game.
+8	If Trevilian Station (N0927) is damaged during the game.
+4	If the railroad station at Gordonsville (N0222) is damaged during the game.
+4	If the railroad station at Louisa Court House (N1329) is damaged during the game.
+3	For each point of Confederate Manpower value lost in combat or retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-2	For each point of Union Manpower value lost in combat or retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
25 and above	Union Decisive Victory
22 to 24	Union Substantive Victory
19 to 21	Union Marginal Victory
16 to 18	Confederate Marginal Victory
13 to 15	Confederate Substantive Victory
12 or less	Confederate Decisive Victory

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Hampton	Corps	Cav	Ldr	—	<i>OTR</i> N0720 (Atlee's Station)
Rosser	Brig	H	Cav	1	<i>OTR</i> N0720 (Atlee's Station)
Young	Brig	H	Cav	2	<i>OTR</i> N0822 (Meadow Bridges)
Butler	Brig	H	Cav	2	<i>OTR</i> N0822 (Meadow Bridges)
F Lee	Div	FL	Ldr	—	<i>OTR</i> N0314 (Ashland)
Lomax	Brig	FL	Cav	2	<i>OTR</i> N0314 (Ashland)
Wickham	Brig	FL	Cav	2	<i>OTR</i> N0314 (Ashland)

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Sheridan	Corps	Cav	Ldr	—	OTR N2311
Torbert	Div	Cav-1	Ldr	—	OTR N2311
Custer	Brig	Cav-1	Cav	2	OTR N2311
Devin	Brig	Cav-1	Cav	3	OTR N2311
Merritt	Brig	Cav-1	Cav	2	OTR N2311
DM Gregg	Div	Cav-2	Ldr	—	OTR N2312
Davies	Brig	Cav-2	Cav	3	OTR N2312
JI Gregg	Brig	Cav-2	Cav	4	OTR N2312



Major General Philip Sheridan and his generals in front of Sheridan's tent.

GRANT TAKES COMMAND

ADVANCED GAME RULES

INTRODUCTION

The following rules are used only in the Advanced Game (Scenarios 9-12), unless they are specifically called for in the special rules of a Basic Game scenario. Rules colored blue below are Standard Advanced Game rules, which apply consistently in all *GCACW* games. Rules that are not blue-colored may be different in other *GCACW* games.

1.0 ADVANCED GAME SEQUENCE OF PLAY

Each turn in the Advanced Game is performed according to the following Sequence of Play:

1. RANDOM EVENTS PHASE

Two dice are rolled; the players consult the Random Events Table.

2. LEADER TRANSFER PHASE

Leaders may be transferred from one subordinate unit to another.

3. OFF-MAP PHASE (STARTING MAY 6)

Units may transfer to or from some off-map boxes (see 15.0).

4. COUNTY CONTROL PHASE

The players determine whether control of a county has changed from one player to another since the last turn.

5. ATTACHMENT PHASE

Substitute units may be reattached to other units.

6. THE ACTION CYCLE

ACTION PHASE:

- Initiative Segment:** Both players roll a die. The player with the higher roll wins. The Confederate player wins ties, although some rolls of 1 by both players may lead to the end of the Action Cycle (see 5.0). The winner must take initiative or pass.
- Activation Segment:** The player who has taken initiative must perform a single action with an eligible leader or unit. At the end of an Activation Segment, the players return to the Initiative Segment and a new Action Phase begins. Players continue to perform Action Phases indefinitely until both players pass in the same Action Phase or a roll of 1 by both players leads to the end of the Action Cycle.

7. RECOVERY PHASE

Eligible units may forage, entrench, build bridges, repair bridges and ferries, and recover from fatigue, disorganization, exhaustion and demoralization. If it is between May 19 and May 23 (inclusive), the CSA player may reorganize his troops in the Department of Southeastern Virginia (see 21.0).

8. THE STRATEGIC CYCLE (ONLY ON TURNS DIVISIBLE BY 4)

- Leader Recovery Segment:** Leaders that are ill may recover their health.
- Strategic Segment:** Two dice are rolled and the players consult the Strategic Table.
- Reinforcement Segment:** Both players determine if they are due constant, variable or special reinforcements. Recalled artillery units

(see 3.0) are removed from the map if at a Union depot or Union-controlled county seat.

- Valley Segment:** Both players undertake activities in the Valley and nearby areas.
- Bermuda Hundred Segment:** Both players undertake activities at Bermuda Hundred and nearby areas.
- Depot Segment:** Both players may voluntarily destroy/dismantle depots. Next, players check to see if any depots at RR stations need to be downgraded. Finally, players may place or upgrade depots and/or remove Damaged/Destroyed markers from RR stations. The Union player should ensure that the Union Navy marker is placed on the correct side based on whether or not a depot was built or upgraded in a landing hex.
- Supply Status Segment:** Both players determine their units' supply status.
- Union Command Segment:** The Union player determines his "posture" in the Valley and the Bermuda Hundred for the next Strategic Cycle: "active" or "passive."
- Victory Point Segment:** The Union player may be awarded VP.
- End of Game Segment (Starting May 31):** The Union player rolls two dice to see if the game ends.

9. TURN INDICATION PHASE

The Turn marker is advanced one box on the Turn Record Track and the players begin a new turn.

2.0 RANDOM EVENTS

Either player rolls two dice in each Random Events Phase. The players consult the Random Events Table, checking the result corresponding to that dice roll sum.

RANDOM EVENTS TABLE

DICE	RESULT
2	Rain (Current +2)
3	Rain (Current +1)*
4	No Effect**
5	Rain (Current)*
6	Union Command Paralysis
7	Union Night March
8	No Effect++
9	Confederate Command Paralysis
10	Confederate Command Paralysis
11	No Effect ++
12	Rain (Current +1)

* Convert to No Effect from June 1 to June 12.

** Convert to Rain (Current) from June 1 to June 12.

++ Convert to Confederate Command Paralysis if Lee is currently sick.

RAIN

Rain effects are exactly the same as in the Basic Game.

UNION NIGHT MARCH

If this result occurs, the Union player receives a -1 modifier on all Activate Army Leader actions (see 18.0) in the current turn. The modifier becomes -2 if the Union player attempts an Activate Army Leader action during the very first Activation Segment in which the Union player has the initiative in the current turn.



COMMAND PARALYSIS

If this result occurs, the indicated player subtracts 1 from the Movement Allowance of *each* of his infantry/artillery units and 2 from the Movement Allowance of *each* of his cavalry units in the current turn. **Note:** If a unit is reduced to a Movement Allowance of 0, it may still move 1 hex (see Standard Rule 6.2).

3.0 STRATEGIC EVENTS

Either player rolls two dice in the Strategic Segment of the Strategic Cycle. The Strategic Cycle takes place *only in turns divisible by 4* (which equates to the following dates: May 7, 11, 15, 19, 23, 27, 31 and June 4, 8, 12). The players consult the Strategic Events Table, checking the result corresponding to that dice roll sum.

STRATEGIC EVENTS TABLE

DICE	RESULT
2	Johnston Wins Big
3	Weak Confederate Logistics
4	Strong Confederate Logistics
5	Leader Falls Ill
6	Leader Falls Ill
7	Union Artillery Recalled *
8	Mosby's Raiders
9	Leader Falls Ill
10	Strong Union Logistics
11	Sherman Wins Big
12	Mosby's Raiders

* Convert to Leader Falls Ill on May 7 and May 11.

JOHNSTON WINS BIG

The Union player adds 1 to all posture rolls during this Strategic Cycle due to the demoralizing effect of a Confederate victory in the Atlanta campaign.

SHERMAN WINS BIG

The Union player subtracts 1 from all posture rolls during this Strategic Cycle due to the energizing effect of a Union victory in the Atlanta campaign.

LEADER FALLS ILL

A leader has fallen ill (see 6.0).

MOSBY'S RAIDERS, STRONG UNION LOGISTICS, WEAK CONFEDERATE LOGISTICS, STRONG CONFEDERATE LOGISTICS

The effects of all four of these events are described in the supply rules (see 16.0)

UNION ARTILLERY RECALLED

If this result occurs, three Union artillery units must move to either: any hex in Stafford or Fauquier County; a hex containing a Union depot; or a Union-controlled county "control seat" (see 11.0) by the start of the next Strategic Cycle. These units are removed from the map during the Reinforcement Segment of the next Strategic Cycle if in such a hex. The Union player loses 10 VP for each artillery unit less than three that is removed (e.g., the Union player loses 20 VP if only one unit is removed). An artillery unit can be removed from a depot that is disbanded later in the Strategic Cycle. Likewise, the artillery unit can be removed from a hex that started the Strategic Cycle with a Union depot, but lost it due to the "Mosby's Raiders" random event. If this event occurs a second time during a game, it is ignored.

4.0 UNION COMMAND POSTURE

Events in two off-map "theaters," the Shenandoah Valley and Bermuda Hundred, may influence the game (see 13.0 and 14.0). The Union troops in these off-map theaters must always be in one of two postures: "active" or "passive." The postures in these two theaters are not linked; Union troops may be "active" in one and "passive" in the other. Union units on the maps are never affected by the Union posture in an off-map theater.

ROLLING FOR COMMAND POINTS

The Union Command Segment always starts with the Union player rolling for additional Command Points. One die is rolled for the Shenandoah Valley; a separate die roll is made for Bermuda Hundred. Each die roll is compared to the Command value of the Union army or district leader present in that theater. If the modified die roll is less than or equal to that leader's Command value, a Command Point is earned. The die roll may be modified as follows (modifiers are cumulative):



If a Command Point is earned, the Union player adjusts the Command marker on the Union Command Track in that theater upwards by one point.

DIE ROLL MODIFIER

- +1:** If the current strategic event is "Johnston Wins Big" (see 3.0).
- +1:** If the Union suffered a "Major Defeat" in this theater in this Strategic Cycle (see 13.0 and 14.0).
- 1:** If the current strategic event is "Sherman Wins Big" (see 3.0).
- 1:** If the Union has never suffered a "Major Defeat" in this theater (see 13.0 and 14.0) while the current army or district leader has been on the map (including if no combat has occurred yet in this theater).
- 1:** (Bermuda Hundred roll only) If one or more Union units are currently in the Drewry's Bluff box (see 14.0).

Note that each Union Command Track limits the Union player to two Command Points. If a Command Point is earned and the Command marker for that theater is already in the "2" box, this Command Point is lost.

DECLARING UNION COMMAND POSTURE

The Union player *must* declare his posture in both the Shenandoah Valley and Bermuda Hundred in the Union Command Segment of each Strategic Cycle. These two declarations remain in effect until the Union Command Segment of the next Strategic Cycle.

Active Posture: If the Union Command marker occupies a box numbered 1 or higher on the Command Track for a theater, the Union player may declare an active posture by expending one Command Point. If so, the Command marker is reduced by one box on the Command Track for that theater and the Posture marker for the theater is placed on its Active side.

Passive Posture: If the Union player wishes to declare a passive posture, he does not expend Command Points. The Command marker for the theater remains in the box it occupies and the Posture marker for the theater is placed on its Passive side. The Union player must declare a passive posture for a theater if the Command marker for the theater occupies the 0 box.

INITIAL COMMAND POSTURES

The initial command posture for the Shenandoah Valley in both Advanced Game scenarios is passive. The command posture for Bermuda Hundred starts as active in Scenario 9 and passive in Scenario 10. The Command marker for each theater starts in the 0 box.

ACTIVE COMMAND POSTURE

If Union command posture is active in a theater, Union units may move and attack normally during the proper Strategic Cycle segment (i.e., the Valley Segment for troops in Valley boxes and the Bermuda Hundred Segment for troops in Bermuda Hundred boxes).



PASSIVE COMMAND POSTURE

If Union command posture is passive in a theater, Union troops may not move at all during the proper Strategic Cycle segment. They may participate in combat normally, however, if attacked by the Confederate player. They are permitted to leave the theater using either amphibious movement (see 9.0) during the Action Cycle or the transfer rules (see 15.0) during the Off-Map Phase.



5.0 RANDOM END OF ACTION CYCLE

INITIATIVE

In the Basic Game, if one player has no units eligible for activation in an Initiative Segment, his opponent automatically wins initiative, and the dice are not rolled. In the Advanced Game, however, both players *must* roll the dice in each Initiative Segment, even if one player has no units eligible for activation. If the player who has no eligible units wins the roll, he *must* pass.

DOUBLE-1 INITIATIVE ROLLS

If both players roll a 1 in an Initiative Segment, the Action Cycle may end. The players follow this procedure:

1. The Union player may elect to keep the Action Cycle going. If he chooses to try and extend it, he rolls a die, trying to roll a number equal to or less than the Union army leader's current Command value minus 2 (e.g., 3 or less, since Grant—with a Command value of 5—is in command). If this roll succeeds, the Action Cycle continues with a Confederate initiative. If it fails, or the Union player decides not to try to extend the Action Cycle, proceed to Step 2.
2. The Confederate player now has the same opportunity to extend the Action Cycle. If he chooses to try and extend it, he must roll equal to or less than the Confederate army leader's current Command value minus 2 (e.g., 4 or less when Lee is healthy, 2 or less when he is sick; see 6.0). If this roll succeeds, the Action Cycle continues with a Confederate initiative. If it fails, or the Confederate player decides not to try to extend the Action Cycle, play proceeds to the Recovery Phase.

6.0 LEADER SICKNESS AND DEATH

LEADER SICKNESS

If a "Leader Falls Ill" result occurs on the Strategic Events Table, either player rolls two dice and consults the Leader Sickness Table, checking the result corresponding to that dice roll sum. If the designated leader is already sick or has been killed, ignore the event. If the leader is in play, proceed as specified below:

LEADER SICKNESS TABLE

DICE	RESULT
2	Lee
3	Torbert
4	Pickett
5	Pickett
6	Torbert
7	Lee
8	Hill
9	Ewell
10	Ewell
11	Hill
12	Lee

Ewell: Permanently remove the Confederate leader Ewell from the game. He is succeeded by Early or E Johnson, as described below.

Hill: The Confederate leader Hill is succeeded by Early (see below for succession details). During the Leader Recovery Segment of the next Strategic Cycle, roll a die. On a roll of 1 or 2, Hill recovers and reassumes command of III Corps from Early. On any other roll he remains out of the game until the next Strategic Cycle, when he can try again to regain his health.

Lee: Lee remains in the game but his counter is flipped to the "Sick" side. He has a lower Command value, and the Lee Bonus (see Standard Rules, 7.4) is not permitted until he recovers. During the Leader Recovery Segment of the next Strategic Cycle, Lee automatically regains his health. Flip his counter back to its normal side.

Pickett: If Confederate reorganization (see 21.0) has not occurred, the Confederate leader Pickett falls ill. Temporarily remove the Pickett leader counter from the game; no leader steps in to replace him during his absence. During the Leader Recovery Segment of the next Strategic Cycle, roll a die. On a roll of 1 or 2, Pickett recovers and is placed back on the map in the same hex as any unit in the P-I division. On any other roll, he remains out of the game until the next Strategic Cycle, when he can try again to regain his health. Pickett automatically regains his health when CSA reorganization occurs.

Torbert: The Union cavalry division (cav-1) leader Torbert is succeeded by Merritt; flip the leader to its reverse side (to get the Merritt cav-1 division leader). At the same time, the Merritt cavalry brigade is replaced by Gibbs. During the Leader Recovery Segment of the next Strategic Cycle, roll a die. On a roll of 1 or 2, Torbert recovers and the two counters are replaced. On any other roll, he remains out of the game until the next Strategic Cycle, when he can try again to regain his health. Note that since he and Merritt share the same Tactical and Command values, this change does not affect game play and is optional. This event is included only for historical purposes.

LEADER DEATH

In any combat in which one or more *corps* leaders occupy either the defending hex or any hex containing subordinate attacking units, one or more of those leaders may be killed. If in the combat procedure, both players roll a 1 before any modifiers are applied, combat resolution is temporarily halted while the owning player checks for leader death. The owning player rolls a die for each such leader. On a roll of 2 or less, that leader is killed and cannot return to the game. Even if a leader dies, his original Tactical value is still used to resolve the combat.

LEADER DEATH MODIFIERS:

- 1: If leader occupies a woods hex
- 1: If leader is Longstreet, Stuart, or Sedgwick

The following types of leaders are not affected by leader death:

- Army
- District
- Division
- Replacements for original corps leaders

SUCCESSION

If a leader is killed, replace him with the appropriate leader that is next in succession, as shown in the following table. Most of these leaders are placed by flipping the original leader counter.

Exception: Sheridan is removed and not replaced.

LEADER SUCCESSION TABLE

ORIGINAL LEADER	NEXT IN SUCCESSION
Longstreet	Anderson
Ewell	Early +
Hill	Early
Stuart	Hampton*
Hancock	Humphreys-A
Warren-A	Griffin-A
Sedgwick	Wright-A
Burnside-A	Parke-A
Gillmore	Terry
Smith-A	Martindale
Sheridan	(none)

+ Use E Johnson if Early has already come in to replace a sick or dead Hill.

* If Stuart dies, he is not replaced immediately. In the Leader Recovery Segment of each of the following Strategic Cycles, the Confederate player rolls a die. A roll of 5 or less indicates the Confederate player must continue without a cavalry corps leader. If he rolls a 6, Hampton takes command of the Confederate cavalry corps. Replace the Hampton division leader counter with the Hampton cavalry corps leader counter. Hampton will command the cavalry corps for the rest of the game. There is no division leader that replaces Hampton; he leads both his own division and the Confederate cavalry corps.

7.0 STRATEGIC MOVEMENT

Strategic movement is a special type of march enabling units to increase their Movement Allowance under some conditions.

STRATEGIC MOVEMENT ELIGIBILITY

Only a unit meeting *all* of the following requirements may be selected to perform strategic movement:

- It must not have already performed a march in the current turn.
- It must be eight or more hexes away from *any* enemy unit.
- It must not occupy an enemy-controlled county (see 11.0).

Note: When counting the distance in hexes between a unit selected to perform strategic movement and an enemy unit, the hex path between the two units may not enter an all-water hex. Thus, it is possible that a unit may be selected to perform strategic movement even though it is seven or fewer hexes distant from an enemy unit, assuming the units are separated by one or more all-water hexes.

HOW STRATEGIC MOVEMENT IS PERFORMED

When a player declares a March or Activate Leader action, he may declare that the action will use strategic movement as long as all units selected to march in that action meet strategic movement eligibility requirements. None of the units participating may entrench. If strategic movement is declared, the active player follows this procedure for all selected units:

1. **Fatigue:** He declares how many Fatigue Levels he wishes his unit to expend. It must expend a minimum of two and a maximum of four levels. The number of levels expended is added to the unit's current Fatigue Level and the unit gains a new Fatigue marker. The number of levels expended by a player may not bring a unit to a Fatigue Level greater than four.
2. **Movement Allowance:** The player determines the unit's Movement Allowance. Its allowance depends on how many Fatigue Levels it expends, its type, and whether the unit is Union or Confederate. Its allowance is not enhanced if it is participating in an Activate Leader action.

CONFEDERATE UNITS

FATIGUE LEVELS EXPENDED	INF/ART MOVEMENT ALLOWANCE	CAVALRY MOVEMENT ALLOWANCE
2	14 (12)	24 (20)
3	21 (18)	36 (30)
4	28 (24)	48 (40)

UNION UNITS

FATIGUE LEVELS EXPENDED	INF/ART MOVEMENT ALLOWANCE	CAVALRY MOVEMENT ALLOWANCE
2	12 (10)	22 (18)
3	18 (15)	33 (27)
4	24 (20)	44 (36)

Note: Parenthesized numbers are Movement Allowances if the player is suffering from "command paralysis" (see 2.0).

3. **Normal extended march rules are altered:** A unit reaching Fatigue Level 3 in strategic movement (Level 2 if exhausted) *does not* consult the Extended March Table. *Instead, an extended march occurs only if the unit's new Fatigue Level is 4 (Level 3 or 4 if exhausted).* In strategic movement, extended march die roll modifiers are normal (i.e., +1 for all Union units; +1 if a unit on its normal side reaches Fatigue Level 4 or a unit on its exhausted side reaches Level 3; +3 if a unit on its exhausted side reaches Level 4). On the Extended March Table, the modified roll is cross-referenced with the column corresponding to the status of the unit's Strength marker, and results are read accordingly.
4. The unit performs its march, expending Movement Points normally. However, the marching unit is subject to several restrictions (see below). Note that a unit may attempt to destroy bridges and ferries at the end of its strategic movement.
5. If an Activate Leader action is in progress, the player repeats Steps 1 to 4 for each participating unit. Units in a single Activate Leader action are not required to expend the same number of fatigue levels when performing strategic movement.

STRATEGIC MOVEMENT RESTRICTIONS

A unit undertaking strategic movement is restricted as follows:

- It must remain *at least eight hexes away* from any enemy unit throughout its movement.
- It may not force march.
- It may use strategic movement a maximum of *once* per turn.
- It may not enter an enemy-controlled county (see 11.0).

Note: When counting the distance in hexes between a unit performing strategic movement and an enemy unit, the hex path between the two units may not enter an all-water hex. Thus, it is possible that a unit may perform strategic movement even though it is seven or fewer hexes distant from an enemy unit, assuming the units are separated by one or more all-water hexes.

8.0 RAILROAD MOVEMENT

Only the Confederate player may move units by rail.

EMBARKATION

Only "embarked" units may perform railroad (RR) movement. The Confederate player may embark a unit for RR movement if it meets all of the following requirements:

- It must occupy a RR station or any RR hex in Richmond. The RR station cannot be damaged or destroyed.
- It must be an infantry (not cavalry or artillery) unit.
- It must have a Manpower value of 10 or less.
- It must have a Fatigue Level of 0 or 1 (it may be exhausted).

- It must not occupy an enemy ZOC.
- It must not occupy an enemy-controlled county (see 11.0).
- A maximum of one unit may embark each turn.
- The Confederate player must not have transferred a unit by rail (15.0) at any time during this turn or the previous turn.

To embark an eligible unit, the Confederate player must select that unit for a March action, and *the unit gains one Fatigue Level*. The unit may detach a subordinate before the Fatigue Level is gained (see 17.0). An extended march never occurs due to RR embarkation. Instead of performing a normal march, the Confederate player places a “RR Movement” marker on the unit. The action ends, and a new Action Phase begins. An embarked unit may only move by rail; it may not move normally or entrench. A unit selected to participate in an Activate Leader action may not embark. A leader stacked in the same hex as an embarking subordinate unit may also embark. If an embarked unit had an Entrenchment marker, it is removed.

DISSEMBARKING

The Confederate player may “disembark” a unit, removing its RR Movement marker, any time he holds the initiative. There is no cost in Fatigue Levels to disembark. It is not an action. A unit *must* disembark under any of the following circumstances:

- The Action Cycle ends.
- An enemy unit moves into an adjacent hex.
- It finishes a rail move of one or more hexes.
- It enters a Richmond hex.

HOW RR MOVEMENT IS PERFORMED

To move an embarked unit by rail, the Confederate player activates that unit for a March action. (It may not move by rail as part of an Activate Leader action.) Subject to RR movement restrictions, he may then move the embarked unit up to 40 hexes, regardless of terrain, as long as the unit moves only across RR hexsides. As soon as the unit finishes its movement, it disembarks and its RR Movement marker is removed. The unit may end its move in any RR hex, not just in a RR station. The unit gains Fatigue Levels depending on how many hexes it moves:

HEXES MOVED	FATIGUE LEVEL GAIN
1 to 13	1
14 to 26	2
27 to 40	3

If a rail move would increase a unit’s Fatigue Level above 4, a move of that distance is prohibited. An extended march never occurs due to RR movement. Leaders may accompany units moving by rail. RR movement may take place in rain turns with no detrimental effect.

RR MOVEMENT LIMITATIONS

A unit moving by rail is subject to the following limitations:

- It may not cross a hexside containing a destroyed bridge.
- It may not enter a hex containing a damaged or destroyed RR station.
- It may not enter an enemy ZOC.
- It may not enter an enemy-controlled county (see 11.0).

Furthermore, a unit moving by rail must remain on a single RR line exclusively during its movement (e.g., if it starts its rail move on the Virginia Central RR, it may not move into any hexes other than Virginia Central hexes throughout its move). If its rail move takes it into any hex in Richmond, it *must* disembark and may not embark again until the next turn.

Note: The Old Coal Pits RR and Richmond and Danville RR are considered part of the Richmond and Petersburg RR for game purposes.

9.0 AMPHIBIOUS MOVEMENT

Both players may move units amphibiously.

EMBARKATION

Only “embarked” units may perform amphibious movement. A player may embark a unit for amphibious movement if it meets all of the following requirements:

- **It must occupy a landing hex.** **Note:** A Union unit occupying the Bermuda Hundred (even if passive there), City Point, or Fort Monroe off-map boxes may also move amphibiously (see 13.0 and 14.0).
- **It must be an infantry or cavalry (not artillery) unit.**
- **It must have a Fatigue Level of 0 or 1 (it may be exhausted).**
- **It must not occupy an enemy ZOC.**
- **It must have a Manpower value of 18 or less (if Union) or 5 or less (if Confederate).**
- **(Confederate)** The Confederate player may make one embarkation attempt per turn.
- **(Union)** The Union player may make a maximum of three embarkation attempts per turn—on the same or different units. The total Manpower value of embarked Union units may not exceed 22 *per turn*. The Union player is also limited to a total Manpower value of embarked units of 40 between the end of one Strategic Cycle and the start of the next. These limits are reduced to 5 per turn and 10 per Strategic Cycle if the Union Navy marker is on the “Transport Supplies” side (see 16.0).

Example: The Union Navy marker is on the “Transport Troops” side. The Union player successfully embarks two units with 6 manpower points each on May 8 (the first turn of a Strategic Cycle). The Union player is now limited to a total of 28 manpower points embarked over the course of May 9, 10, and 11 (the next Strategic Cycle is at the end of May 11).

Embarkation Procedure: To embark an eligible unit, a player selects that unit for a March action, and *the unit gains one Fatigue Level*. The unit may detach a subordinate before the Fatigue Level is gained (see 17.0). However, embarkation is not automatic. Each time a player attempts embarkation, he rolls a die. On a roll of 5 or less, the unit successfully embarks, and an Amphibious Movement marker is placed on it. On a roll of 6, the unit does not embark and no marker is placed. A unit attempting to embark gains one Fatigue Level whether it succeeds or not. After this roll, the action ends, and a new Action Phase begins. If the Union player fails to embark a selected unit, he may attempt to embark it again later in the Action Cycle, but a second attempt is considered another action—causing the unit’s Fatigue Level again to be increased by one. (The Confederate player may not attempt to embark it again later since he only gets one attempt per turn.) An extended march never occurs due to embarkation.

Embarkation Restriction: An embarked unit may only move amphibiously; it may not move normally or entrench. A unit selected to participate in an Activate Leader action may not embark. A leader stacked in the same hex as an embarking subordinate unit may also embark. If a unit successfully embarks, if it had an Entrenchment marker, it is removed (if unsuccessful, then the marker remains on the unit).

DISSEMBARKING

A player may disembark a unit in the hex it occupies, thereby removing its Amphibious Movement marker, whenever he holds initiative. The Union player may also disembark in the Bermuda Hundred, City Point, or Fort Monroe off-map boxes. There is no cost in Fatigue Levels to disembark; it is not considered an action. A unit *must* disembark if any of the following events occur:

- **The Action Cycle ends.** (**Exception:** Union units in Fort Monroe may remain embarked at the end of an Action Cycle.)
- **An enemy unit moves into an adjacent hex.**
- **It finishes an amphibious move of one or more hexes.**
- **The Strategic Cycle ends.** (Even Union units in Fort Monroe must disembark at the end of the Strategic Cycle.)

HOW AMPHIBIOUS MOVEMENT IS PERFORMED

To perform amphibious movement, a player activates an embarked unit for a March action (not an Activate Leader action). He may then move the unit up to 49 hexes as long as the unit adheres to amphibious movement restrictions. *The move must end in a landing hex unoccupied by enemy units.* (However, Union units may move to the Bermuda Hundred, City Point, or Fort Monroe off-map boxes.) When the unit finishes its move, it disembarks and its Amphibious Movement marker is removed. The unit gains Fatigue Levels depending on how many hexes it moved:

HEXES MOVED	FATIGUE LEVEL GAIN
1 to 10	1
11 to 29	2
30 to 49	3

If an amphibious move would increase a unit's Fatigue Level above 4, a move of that distance is prohibited. An extended march never occurs due to amphibious movement. Leaders may accompany units in amphibious movement. Amphibious movement may take place in rain turns with no detrimental effect.

AMPHIBIOUS MOVEMENT RESTRICTIONS

A unit moving amphibiously moves from hex-to-hex just like a march, but each hex entered must either be a full water hex or a hex with at least one water or major (not minor) river hexside. An embarked unit may not attack. It may enter and pass thru enemy-occupied hexes and ZOC without restriction, but it may not disembark in an enemy-occupied hex. It may disembark in an enemy ZOC, but may not attack in that action. Amphibious movement must adhere to the vagaries of the waterways. When moving along a major river, a unit may not "cross" an isthmus formed by a river bend to shorten its move. It must follow the river bend logically even if it must enter the same hex twice. A unit may not move from hex-to-hex across an all land hexside. **Example:** A unit embarking in OTR N3726 wishing to move up the Pamunkey River follows the path shown by the white arrow: N3725-N3824-N3823-N3724 and back to N3725 and then to N3625 to N3525; instead of the path N3726-N3725-N3625-N3525. Note that landing hex symbols appear on hexsides. In the above example, a unit could not disembark in N3725 if that hex had been entered from N3726 because the landing hex symbol is on the other side of the isthmus in N3725. As another example, a unit starting its move in N3926, may follow the green

line in the image below to land at N3925 (a three-hex move: N3926-N3826 + N3826-N3825 + N3825-N3925), it does not have to follow the red line.

FORT MONROE

An embarked Union unit in Fort Monroe must move amphibiously. If so, it is removed from its box and is placed in one of the following five locations, expending a number of hexes equal to the listed cost upon placement. If it is placed at hex *GTC* N5817, *GTC* N5107, or *OTR* N2824 (White House), it continues its amphibious move, and Fatigue Levels are gained normally—including the hex cost for the "off-map" move. If it is placed in either the City Point or Bermuda Hundred box, its move is over. For example, a unit amphibiously moving to *OTR* N2824 (White House) can continue its move and land at *OTR* N2422 since it is only 4 more hexes and thus still within the maximum 49 hex move. It could also land at *OTR* N3726 for example since that is also less than a 49 hex move.

HEX	HEX COST
Rappahannock River (<i>GTC</i> N5817)	25
Potomac River (<i>GTC</i> N5107)	40
City Point Box	45
Bermuda Hundred Box	45
York River (<i>OTR</i> N2824)	45

Similarly, an embarked Union unit occupying any of the above hexes or boxes may move amphibiously to Fort Monroe by expending a number of hexes equal to the listed cost.

Exception: If a move from one of the five listed locations to Fort Monroe would cause a unit's Fatigue Level to exceed 4, the move may still be executed. In this case, the unit is placed in Fort Monroe at Fatigue Level 4.

A unit moving amphibiously to Fort Monroe may remain embarked if the Union player wishes, even from turn-to-turn. However, a unit moving amphibiously to Fort Monroe must remain in Fort Monroe at least until the following turn. These units count against the embarkation manpower limits of all turns and Strategic Cycles in which they are embarked (their manpower only counts once into the Strategic Cycle limit of 40 manpower). **Note:** units recover normally in Fort Monroe, even if embarked.

Note: Union units amphibiously moving from the City Point or Bermuda Hundred boxes may only move to Fort Monroe.

JAMES RIVER

Only Confederate units may embark and move amphibiously on the James River. Union units may not do so.

DREWRY'S AND CHAFFIN'S BLUFFS

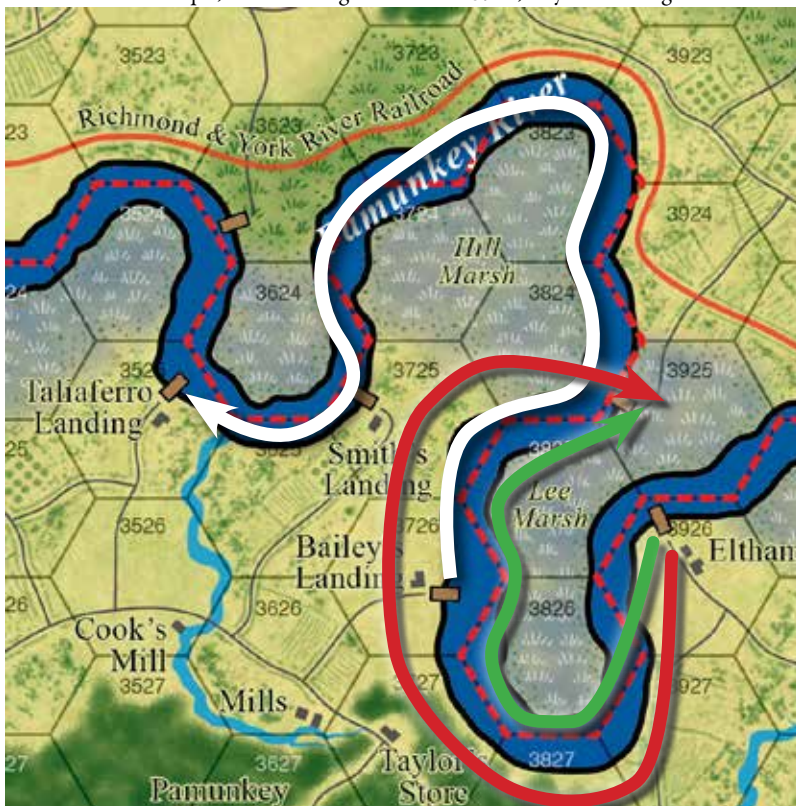
If a Union infantry or artillery unit occupies the Drewry's Bluff box or the Chaffin's Bluff hex (*OTR* N0934), or both places, Confederate units may not use amphibious movement. If neither the Drewry's Bluff box or the Chaffin's Bluff hex are occupied by a Union infantry or artillery unit, Confederate units may embark and move amphibiously on the James River normally.

YORK, RAPPAHANNOCK, AND POTOMAC RIVERS

Only Union units may embark and move amphibiously on the York, Rappahannock, and Potomac Rivers. Confederate units may not do so.

10.0 GUNBOATS

The Union and Confederate players each have one Gunboat marker, which may be used in combat. **Note:** In *GTC*, the second Union gunboat (Gunboat-2) is only for use in the *GTC* Grand Campaigns (see Grand Campaign Extra Rules).



AVAILABILITY OF GUNBOATS

The Union gunboat is available only on the York River. The Confederate gunboat is available only on the James River. Place each marker on the map somewhere along these rivers to remind the players of the gunboat's availability on that river. Gunboats are available in all-water hexes and hexes containing major river hexsides of these rivers. The Confederate gunboat is not available in hexes *OTR* N0627 (Capitol) and *OTR* N0528 (Spring Hill) and all hexes west of there.

DREWRY'S AND CHAFFIN'S BLUFFS

If a Union infantry or artillery unit occupies the Drewry's Bluff box or the Chaffin's Bluff hex (*OTR* N0934), but not both, the Confederate gunboat is temporarily removed from play. The gunboat returns to play immediately if both the Drewry's Bluff box and the Chaffin's Bluff hex become free of Union units at any point during a turn. If Union infantry or artillery units occupy both the Drewry's Bluff box and the Chaffin's bluff hex at any time, the Confederate gunboat marker is removed from play permanently. It cannot return to play even if the Confederate player subsequently recaptures these locations.

GUNBOATS AND BRIDGES/FERRIES

Units may not build a pontoon bridge or repair a permanent bridge or ferry over a major river hexside if there is an enemy gunboat that can provide "support" (see below for definition) to either hex connected by that hexside. The ability of enemy gunboats to provide support to a hex does not prevent a friendly unit from crossing existing permanent bridges and ferries and does not cause the automatic destruction of them. However, if an enemy gunboat can provide support to a hex, it causes the immediate destruction of an existing pontoon bridge (of the opposing player) going to that hex. **Exception:** If a hex contains an undestroyed Confederate naval battery (see Section 23.0 of the Grand Campaign rules), a Confederate pontoon bridge may be built to/from this hex, and an existing Confederate pontoon bridge to such a hex is not destroyed by the Union player's gunboat support ability.

GUNBOATS AND COMBAT

Gunboats may provide two kinds of "support": "defensive support" or "bombardment." Support may only be provided in a hex containing at least one major river or water hexside. A gunboat may provide both types of support in the same turn.

Limitations: The Union gunboat may only provide support in hexes containing at least one major river hexside of the York River. The Confederate gunboat may only provide support in hexes containing at least one eligible major river hexside of the James River.

HOW SUPPORT TAKES PLACE

Defensive Support: A gunboat may provide defensive support to a friendly unit which is being attacked if the friendly unit occupies a hex containing at least one major river hexside of the river in which the gunboat is operating.

The Union gunboat may be used for defensive support four times per turn. The Confederate gunboat may be used for defensive support two times per turn. Each time a gunboat is used for defensive support, the owning player notes this fact on a piece of paper. After the final use, it may not be used for defensive support until the next turn. The declaration of defensive support is made during the combat step "Determine Die Roll Modifiers." If a player declares defensive support, he receives a die roll modifier in that combat:

- If the defending unit occupies a clear or rolling hex, the defending player adds 2 to his roll.
- If the defending unit occupies any other terrain type, the defending player adds 1 to his roll.

Bombardment: If a player holds the initiative, his gunboat may bombard a hex if both of the following conditions are met:

- The hex is occupied by at least one enemy unit.

- The hex contains at least one major river or water hexside of the river in which the gunboat is operating.

Bombardment is not an action; it must be performed *before* the player holding initiative declares an action in the current Action Phase.

Each gunboat may perform bombardment a maximum of once per turn. If a bombardment is declared against a hex, the active player rolls a die and applies the following results to the target hex. This roll may be modified (see below).

- **3 or less:** The bombardment has no effect on the target hex.
- **4 or 5:** All Strength markers of units in the target hex are disorganized. Their Fatigue Levels remain unchanged. If all units in the target hex are already disorganized, one unit in that hex (defending player's choice) has its Manpower value reduced by 1. Its new Strength marker is placed on the disorganized side. The units in the target hex may voluntarily retreat.
- **6 or more:** All Strength markers of units in the target hex are disorganized. Their Fatigue Levels remain unchanged. Also, one unit in that hex (defending player's choice) has its Manpower value reduced by 1. Its new Strength marker is placed on the disorganized side. If all units in the target hex are already disorganized, there is no further effect other than the Manpower value reduction of 1. The units in the target hex may voluntarily retreat.

Note: Bombardment losses count as combat losses for VPs.

Bombardment Die Roll Modifiers: The following modifiers apply to bombardment rolls (all are cumulative):

- +2: If the target hex is clear.
- +1: If the target hex is rolling.
- -1: If the target hex contains at least one enemy unit in a completed fort.

11.0 COUNTY CONTROL

CHECKING FOR COUNTY CONTROL

In the County Control Phase of each turn and three times during each Strategic Cycle, the players must check to see which counties they each control. The control status of a county can change, even within a single turn, as units move into or out of the county (and its control seat) and those units go in and out of supply (see 13.0).

Each Turn (County Control Phase): Each turn, during the County Control Phase, the players check to see which player controls each of the counties on the map. Control is important for determining where strategic movement (7.0) and Confederate RR movement (8.0) is possible during the remainder of the turn.

During the Strategic Cycle (Depot Segment): During the Depot Segment of each Strategic Cycle, players again determine which player controls each county. Control during this segment determines if a player can build a depot at a RR station or repair a damaged or destroyed RR station.

During the Strategic Cycle (Supply Status Segment): During the Supply Status Segment of each Strategic Cycle, players again determine which player controls each county. Control during this segment determines which completed depots may project supply into an adjacent county (see 16.4).

During the Strategic Cycle (VP Segment): During the Victory Point Segment of each Strategic Cycle, players again determine which player controls each county. The Union player is awarded VP if he controls certain counties during this segment.

PERMANENT COUNTY CONTROL

The following counties are always considered to be under control of one of the players:

PERMANENT UNION CONTROL	PERMANENT CONFEDERATE CONTROL
Fauquier	Albemarle
Madison	Amelia
Rappahannock	Charles City
Stafford	Chesterfield, Cumberland
	Essex
	King and Queen
	Powhatan

The other 11 counties on the map are considered under Confederate control unless the Union player controls it using the criteria listed below. Each of these counties contains a “control seat.” These are:

COUNTY	CONTROL SEAT
Caroline	Bowling Green (<i>GTC</i> N4825)
Culpeper	Culpeper (<i>GTC</i> N1201)
Goochland	Goochland Court House (<i>GTC</i> S1416)
Hanover	Hanover Junction (<i>OTR</i> N0308)
Henrico	Capitol—Richmond (<i>OTR</i> N0627)
King George	King George Court House (<i>GTC</i> N5611)
King William	King William Court House (<i>OTR</i> N2917)
Louisa	Louisa Court House (<i>GTC</i> N1329)
New Kent	White House Station (<i>OTR</i> N2823)
Orange	Orange Court House (<i>GTC</i> N0615)
Spotsylvania	Spotsylvania Court House (<i>GTC</i> N3517)

EFFECTS OF COUNTY CONTROL

The effects of county control are listed below:

- The Union player may gain VP for controlling counties during the VP Segment of a Strategic Cycle.
- Strategic movement is prohibited in counties that are enemy-controlled.
- Confederate RR movement is prohibited in counties that are Union-controlled.
- Depots may not be built at RR stations in enemy-controlled counties. A completed depot in an enemy-controlled county does not project supply into adjacent counties.
- Damaged RR stations may not be repaired in enemy-controlled counties.

HOW THE UNION PLAYER CONTROLS COUNTIES

The Union player controls one of the 11 counties listed above if a Union infantry or artillery (not cavalry) unit with a Manpower value of 1 or more occupies the control seat. This unit must be in supply. In addition, the Union player must also have a combined Manpower value among all his units (including cavalry) in that county of at least 2. County control reverts back to the Confederate player when either of these two conditions are no longer met.

12.0 REINFORCEMENTS

There are three types of reinforcements: constant, variable, and special. Information concerning both players’ reinforcements is also provided in the Advanced Game setup. Note that many of these reinforcements have already arrived on the map before Scenario 10; when playing Scenario 10, ignore all references to reinforcements received prior to May 27. The Confederate player always brings reinforcements into play before the Union player (which is important in the die roll for release of Union special reinforcements).

12.1 CONFEDERATE REINFORCEMENTS

The Confederate player receives constant, variable and special reinforcements.

CONSTANT REINFORCEMENTS

May 7: During the Reinforcement Segment of the May 7 Strategic Cycle, the Confederate player receives these reinforcements in the boxes listed below. He gets to choose between the two locations listed for Hagood and Clingman.

- VA Militia (Staunton box)
- VMI Cadets (Lexington box)
- Hagood (Port Walthall Station or Petersburg box*)
- Clingman (Port Walthall Station or Petersburg box*)

May 11: During the Reinforcement Segment of the May 11 Strategic Cycle, the Confederate player receives these units in the box listed below:

- Breckinridge (Staunton box)
- Echols (Staunton box)
- Wharton (Staunton box)
- Beauregard (Petersburg box*)
- Hoke (Petersburg box*)
- Colquitt (Petersburg*)
- Terry (Petersburg box*)
- Wise (Petersburg box*)
- Ransom (Petersburg box*)
- Lewis (Petersburg box*)

May 15: During the Reinforcement Segment of the May 15 Strategic Cycle, the Confederate player receives these units in the box listed below:

- Corse (Petersburg box*)
- Martin (Petersburg box*)
- Dearing (Petersburg box*)

May 19: During the Reinforcement Segment of the May 19 Strategic Cycle, the Confederate player receives the infantry brigade Walker in the Petersburg box. (**Exception:** see asterisk below.)

May 23: During the Reinforcement Segment of the May 23 Strategic Cycle, the Confederate player receives the cavalry brigade Butler in any Richmond city hex.

*** Petersburg:** The Confederate player may opt to reroute reinforcements normally intended for Petersburg, sending them to the Burkeville box instead. During a given Reinforcement Segment, any or all reinforcements listed above as headed to the Petersburg box may be placed in the Burkeville box instead.

VARIABLE REINFORCEMENTS

Starting with the Reinforcement Segment of the May 19 Strategic Cycle and running through the June 8 Strategic Cycle, the Confederate player receives Replacement Points according to the following chart:

ROLL	REPLACEMENT POINTS
1	1
2	2
3	2
4	3
5	3*
6	4*

* = 1 point may be taken as cavalry.

These Replacement Points are immediately allocated to any infantry division that is in supply. If a 5 or 6 is rolled, one point may instead be allocated to a cavalry brigade. The Confederate player is free to divide these Replacement Points among his units as he sees fit.

Exception: Replacement Points may also be allocated to an infantry brigade if that brigade is in an off-map box. Infantry brigades on a *GTC* map and regiments in any location may never receive replacements.

Units chosen to receive Replacement Points add 1 point of manpower for each point allocated to them. Units may not exceed the maximum allowable manpower for a unit of their size and type (see 17.2). There is no delay in the receipt of this manpower (as is the case with Union variable reinforcements).

SPECIAL REINFORCEMENTS

May 11: During the Reinforcement Segment of the May 11 Strategic Cycle, the following Confederate reinforcements become available:

- WE Jones (district leader)
- BH Jones
- Browne
- WE Jones (cavalry brigade)
- McCausland
- Vaughn
- Jackson

There may never be two Confederate district leaders in Valley boxes at the same time. Thus, the district leader WE Jones and all the units listed above may only be chosen to enter play if the Confederate player has transferred Breckinridge to the map (see 15.0 and 17.5). Similarly, if the leader Jones enters play and then Breckinridge returns to the Valley via transfer, Jones is permanently removed from play. However, in this case any of the other special reinforcements listed above remain in play if they have entered the game, either in an off-map box or on the map.

On a unit-by-unit basis, the Confederate player must decide which of these reinforcements will be left off-map and which will be brought into play during the next Strategic Cycle. Moving these units onto the *GTC* map increases the chance that the Union will also receive special reinforcements (see 12.2). If all or some of these reinforcements are left off-map when available, they may be chosen to enter play during a later Reinforcement Segment. Note that the first military unit above that is brought into play must be accompanied by the district leader WE Jones.

The Confederate units chosen to enter play are placed on the Turn Track four turns ahead of the current turn. They enter play during the Reinforcement Segment of that turn and are placed in either the Lexington or Lynchburg box. At that time the Confederate player may decide which units are allocated to Lexington and which to Lynchburg. The reinforcements may be placed even if the chosen box is occupied by Union units.

12.2 UNION REINFORCEMENTS

The Union player receives constant, variable and special reinforcements.

CONSTANT REINFORCEMENTS

May 4 and 5: The Union player receives IX Corps and its attached cavalry regiments on May 4 and 5, as detailed in the Scenario 9 Special Rules.

May 7: During the Reinforcement Segment of the May 7 Strategic Cycle, the Union player receives this reinforcement in the box listed below:

- Ames-A (Bermuda Hundred box)

May 11: During the Reinforcement Segment of the May 11 Strategic Cycle, the Union player receives these reinforcements in the box listed below:

- West-A (Bermuda Hundred box)
- 10/37 Colored (City Point box)

May 19: During the Reinforcement Segment of the May 19 Strategic Cycle, the Union player receives these reinforcements in the box listed below:

- Kautz (City Point box)
- Mix (City Point box)
- Spear (City Point box)

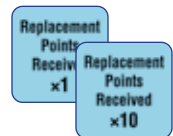
VARIABLE REINFORCEMENTS

Starting with the Reinforcement Segment of the May 11 Strategic Cycle and running through the June 4 Strategic Cycle, the Union player receives Replacement Points. These are immediately assigned to either the Army of the Potomac, the Department of West Virginia, or the Army of the James. Keep track of the number of Replacement Points allocated on a piece of paper for reference during the next Strategic Cycle. In this following Strategic Cycle, these Replacement Points will allow units within these armies/departments to gain manpower, as detailed below. **Note:** This record of replacements should be maintained throughout the game to aid in the calculation of “unreplaced losses” (see below).



GAINING REPLACEMENT POINTS

May 11: The Union player receives Replacement Points by rolling a die. The number rolled determines the quantity of Replacement Points.



May 15 through June 4: The Union player rolls a die and consults the Replacement Table to determine his quantity of Replacement Points. The result will be based on the number of Union losses that are “unreplaced.” Unreplaced losses are determined by starting with the number of Union Manpower value points lost during the game in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another). From this number, the Union player should subtract the Replacement Points received so far in game. The resulting number of unreplaced losses is used in the Replacement Table that follows:

REPLACEMENT TABLE

UNREPLACED LOSSES	NUMBER OF REPLACEMENTS RECEIVED
Less than 20	Receive one die Replacement Points
21 to 30	Receive one die x 2 Replacement Points
31 to 40	Receive one die x 3 Replacement Points
41 and above	Receive one die x 4 Replacement Points

If a 6 is rolled is rolled during any of these segments, one of the Replacement Points may be optionally allocated to an army/department as a cavalry Replacement Point.

ALLOCATING REPLACEMENT POINTS:

Union Replacement Points must be allocated to the three armies in the cycle in which they are earned. They cannot be accumulated from one Strategic Cycle to the next. Record the number of Replacement Points allocated to each of the three armies/departments, as well as whether or not any of those points are cavalry Replacement Points. The Union player may divide the points between the three armies as he desires.

Augmenting Manpower: During the Reinforcement Segment of the Strategic Cycle following the cycle in which the Replacement Points are allocated, the Union player chooses which units will receive the Replacement Points. The chosen units must be on the map to receive Army of the Potomac points, in Valley off-map boxes to receive Department of West Virginia points, or in Bermuda Hundred off-map boxes to receive Army of the James points. The chosen units must be in supply. Replacement Points must be allocated to infantry divisions (not brigades or regiments). Cavalry Replacement Points must be allocated to cavalry brigades. The Union player is free to divide these points among his units as he sees fit. **Exception:** Replacement Points may also be allocated to an infantry brigade if that brigade is in an off-map box. Infantry brigades on a *GTC* map and regiments in any location may never receive replacements.

Units chosen to receive replacements add 1 point of manpower for each Replacement Point allocated to them. Units may not exceed the maximum allowable manpower for a unit of their size and type (see 30.2).

Example: It is the May 23 Strategic Cycle. Union losses are at 38 and the replacements received so far are 16. Unreplaced losses are thus 22. The Union player rolls a 6 and receives 12 Replacement Points. One can be used as a cavalry point since a 6 was rolled. The Union player records: 2 points for the Department of West Virginia; 9 infantry and 1 cavalry for the Army of the Potomac; and 0 for the Army of the James. In the Reinforcement Segment of the May 27 Strategic Cycle, the Union player decides which units will receive the Replacement Points. He chooses to increase Moor's brigade by 2 Manpower Points (off-map in the New Market box), and Custer's cavalry brigade by 1 Manpower Point. He decides to split the 9 Army of Potomac infantry replacements three ways: 3 manpower each are added to Robinson, Crawford and Griffin.

SPECIAL REINFORCEMENTS

Hunter: After the Union player suffers a "Major Defeat" in the Shenandoah Valley (see 13.0), Hunter is sent to replace Sigel as district commander. In this case, place the leader Hunter on the Turn Track eight turns (i.e., two Strategic Cycles) ahead of the current turn. During the Reinforcement Segment of that turn, Sigel is removed from the map and replaced by Hunter.

Crook and Averell Divisions: Starting with the Reinforcement Segment in which the Confederate player first chooses to have one of his special reinforcements enter play (see 12.1), Crook's infantry division and Averell's cavalry division, plus their subordinate brigades, may become available to the Union player:

- Crook infantry division leader (2-WV)
- Sickel infantry brigade
- Hayes infantry brigade
- White infantry brigade
- Averell cavalry division leader (Cav-2-WV)
- Schoonmaker cavalry brigade
- Duffie cavalry brigade

To determine if these reinforcements are available, the Union player rolls a die. The roll required for release is determined by the total Manpower value of Confederate special reinforcements *that have not* been chosen to enter play. A successful die roll releases all seven leaders/units at once.

CSA SPECIAL REINFORCEMENT MANPOWER REMAINING	DIE ROLL TO RELEASE CROOK/AVERALL
0 to 4	1-3
5 to 7	1-2
8 to 10	1
11	No chance

Since the Confederate player starts with 11 manpower of special reinforcements, there is no chance of Crook or Averell entering play until some of the CSA special reinforcements are chosen to enter play.

The leaders/units designated to enter play are placed on the Turn Track eight turns ahead of the current turn. They enter play during the Reinforcement Segment of that turn and are placed in either the Lexington or Staunton box. At that time the Union player may decide which leaders/units are allocated to which box. The reinforcements may be placed even if Confederate units occupy the chosen box.

13.0 THE SHENANDOAH VALLEY

Events in the Shenandoah Valley and nearby areas may influence the game. The Shenandoah Valley Theater consists of six off-map boxes, each of which represents a geographic region of strategic importance in or near the Shenandoah Valley. These six boxes are among the thirteen boxes present on the Off-Map Theater Display. The Shenandoah Valley boxes are shown on the western portion of this display, and are listed here:

- Winchester (Union only)
- New Market
- Charlottesville
- Staunton (VP for Union control)
- Lexington (VP for Union control)
- Lynchburg (VP for Union control)

Boxes which possess special attributes (such as having Union control of the box award Victory Points to the Union player) are marked both in this list and on the display. Both players start with units in these boxes and may receive reinforcements into these boxes during the game. The players may also transfer units from these boxes to the map (or vice versa).

OFF-MAP BOX CONNECTIONS

Each box on the Off-Map Theater Display is connected to one or more other boxes (or to the *GTC* maps) through one of the following types of connections:

- Road connection;
- Railroad connection; or,
- Amphibious movement connection.

Railroad connections match the historical paths of rail lines. These railroad connections allow the Confederate player to rapidly transfer units to and from the *GTC* map (see 15.0). However, for the purposes of movement between off-map boxes, road and rail road connections function identically.

Amphibious movement connections are shown on the Off-Map Theater Display to remind the players of the Amphibious Movement capabilities of the Union player to and from Fort Monroe. Units may only move over these connections using the amphibious movement rules (see 9.0) during the Action Cycle.

Connections to the *GTC* map are shown to remind the players of the transfer capabilities of each player. Units may only move over these connections using the Transfer rules (see 15.0). As described in those rules and shown on the display, Confederate units may transfer to the map from more than one box away where railroad connections are present.

THE VALLEY SEGMENT

During the Valley Segment of every Strategic Cycle, the players perform the following sequence of activities with units in the six Valley boxes:

1. **Union Movement:** If the Union player is in an active command posture for the Shenandoah Valley theater (see 4.0), the Union player may move eligible units into an adjacent off-map box connected by a road or railroad.
2. **Confederate Movement:** The Confederate player may move eligible units into an adjacent off-map box connected by a road or railroad. Movement from Lynchburg to Burkeville is permitted even though these boxes are in different theaters.
3. **Combat:** Combat occurs in each box that contains both Union and Confederate units.

Entrenching is not allowed in the Shenandoah Valley theater (unlike in Bermuda Hundred; see 14.0).

OFF-MAP MOVEMENT RESTRICTIONS

A unit is not eligible to move between off-map boxes if:

- The command posture for this theater is passive (Union only).
- Enemy units occupy the same off-map box (these enemy units would have arrived as reinforcements, as a transfer, or as Union units moving into a box with Confederate units).
- The unit is a reinforcement that entered this box during the Reinforcement Segment of the current Strategic Cycle.
- The unit transferred into this off-map box sometime in the four turns since the last Strategic Cycle.

The Confederate player may never move into Winchester, Bermuda Hundred, or Fort Monroe. The Union player may never move into Burkeville.

OFF-MAP COMBAT

In Step 3 above, off-map combat occurs in each box that contains both Union and Confederate units. Combat is resolved completely in one box before proceeding to resolve the combat in another box. Within each off-map theater, the Union player chooses the order in which the combats are resolved.

When resolving combat in an off-map box, the player who had units present in that off-map box at the start of the Strategic Cycle is the defender. If neither player had units in the box, the Confederate player is the defender.

The attacker resolves the attack according to the following procedure:

1. Combine the Manpower values of all of the attacker's units in the box. This is the "Attack Value." Do the same for all defender's units in the box. This is the "Defense Value." If the unit is defending in the Bermuda Hundred theater, some of the units' Manpower values may be doubled due to entrenchments (see below). Compare the Attack Value to the Defense Value and round this ratio down in favor of the defender to conform to one of the simplified ratios listed on the Ratio Chart. A modifier from -12 to +13 is listed next to each ratio. This is the ratio modifier.
2. Each player rolls a die. The attacker's roll may be modified as follows (modifiers are cumulative):
+/- #: Add or subtract the ratio modifier determined in Step 1.
+/- #: Compute the tactical modifier (Standard Rules 7.4) normally for the combat using the highest Tactical value among the units and leaders in the box for each player.
Note: No other modifiers, including artillery and rain modifiers, are ever taken into account in off-map combat.
3. The defending player's roll is subtracted from the attacking player's modified roll. The players cross-reference this result on the Combat Chart with the columns corresponding to their Attack or Defense Values determined in Step 1. The Defense Value used should be the value prior to applying entrenchment benefits. Both players obtain a combat result.
4. Combat results are read slightly differently than normal combat:

Letter Results: Both players ignore all letter results except for "r" and "R." If the defender's result contains an "R" or "r," the attack succeeds and the defender must retreat (see below). If the result from Step 3 is -1 or less, the attack fails and the attacker must retreat. If the result from Step 3 is 0 or 1, the combat is inconclusive. If a combat is inconclusive, the defender can either:

- Elect to return to Step 1 and force the attacker to resolve another round of combat (with the same player as attacker); or,
- Declare the defense a failure and retreat his defending units. The attacker's units must stay if the defender wants another round of combat; the players proceed to Step 1 and recompute the combat odds. In the second round of combat, inconclusive results (Step 3 results of 0 or 1) are considered failed attacks and the attacker must retreat. There can never be more than two rounds of combat in an off-map box in a single Strategic Cycle.

Number Results: Number results are applied to both players as in normal combat (Standard Rules 7.5). Both players apply losses by replacing their units' Strength markers with new ones reflecting their reduced Manpower values. However, new Strength markers are placed on their *organized* sides, even if the combat result contains a "D."

Demoralization/Fatigue: Units may never be demoralized or gain Fatigue Levels due to off-map combat regardless of the combat result.

RETREAT IN OFF-MAP COMBAT

If a player's units must retreat, they are moved to an adjacent off-map box that is joined to the box where combat took place by a single road or railroad connection. This box cannot contain enemy troops. If there is no such box adjacent to the combat box, the player must retreat to the nearest off-map box free of enemy troops. If two or more boxes are equidistant (i.e., the same number of connections from the box where combat occurred), the owning player may choose which of these boxes to retreat into. The Confederate player may never retreat into Winchester, Bermuda Hundred, or Fort Monroe. The Union player may never retreat into Burkeville.

MAJOR DEFEAT

If the Union player is defending and receives a "R" result, or if he is attacking and the result from Step 3 is -1 or less, a "Major Defeat" may have occurred. The Union player checks to see if 6 or more Union manpower points were involved in the combat. If so, it is a Major Defeat. Major Defeats will reduce the chance of the Union player having an active command posture in this theater in future Strategic Cycles. If the Union player suffers a Major Defeat while Sigel is in command, Hunter will replace him during an upcoming Strategic Cycle (see 12.2).

14.0 BERMUDA HUNDRED CAMPAIGN

Events in the Bermuda Hundred campaign may influence the game. The Bermuda Hundred Theater consists of seven off-map boxes, each of which represents a geographic region of strategic importance in or near Petersburg, Virginia. These seven boxes are among the thirteen boxes present on the Off-Map Theater Display. The Bermuda Hundred boxes are shown on the eastern portion of this display, and are listed here:

- Burkeville (Confederate only)
- Fort Monroe (Union only)
- Bermuda Hundred (Union only)
- City Point
- Petersburg (VP for Union control)
- Port Walthall Station (VP for Union control)
- Drewry's Bluff (VP for Union control)

Boxes that possess special attributes (such as having Union control of the box award Victory Points to the Union player) are marked both in this list and on the Off-Map Theater Display. Both players start with units in these boxes and may receive reinforcements into these boxes during the game. The players may also transfer units from these boxes to the map (or vice versa).

OFF-MAP BOX CONNECTIONS

See "Off-Map Box Connections" in Section 13.0.

THE BERMUDA HUNDRED SEGMENT

During the Bermuda Hundred Segment of every Strategic Cycle, the players perform the following sequence of activities with units in the seven Bermuda Hundred boxes:

1. **Union Movement:** If the Union player is in an active command posture for the Bermuda Hundred theater (see 4.0), he may move eligible units into an adjacent off-map box connected by a road or railroad.
2. **Union Entrenchment:** Any Union unit that was eligible for movement in Step 1 but opted to remain in the same box may instead entrench. Place a Breastworks-Complete marker on the unit. This marker functions normally for combat purposes until the unit leaves that box, at which time the marker is removed. Units in off-map boxes may never reach a higher entrenchment level than Breastworks-Complete.
3. **Confederate Movement:** The Confederate player may move eligible units into an adjacent off-map box connected by a road or railroad. Movement from Burkeville to Lynchburg is permitted even though

these boxes are in different theaters, unless there are Union units in the Lynchburg box.

4. **Confederate Entrenchment:** Any Confederate unit that was eligible for movement in Step 3 but opted to remain in the same box may instead entrench. Place a Breastworks-Complete marker on the unit. The Breastworks marker functions normally for combat purposes until the unit leaves that box, at which time the marker is removed. Units in off-map boxes may never reach a higher entrenchment level than Breastworks-Complete. **Note:** All Confederate units in the Drewry's Bluff or Petersburg boxes are automatically considered to be in Breastworks, even if they have never been eligible for this entrenchment step.
5. **Combat:** Combat occurs in each box that contains both Union and Confederate units.

OFF-MAP MOVEMENT RESTRICTIONS

See "Off-Map Movement Restrictions" in Section 13.0.

OFF-MAP COMBAT

See "Off-Map Combat" in Section 13.0.

RETREAT IN OFF-MAP COMBAT

See "Retreat in Off-Map Combat" in Section 13.0.

MAJOR DEFEAT

If the Union player is defending and receives a "R" result, or if he is attacking and the result from Step 3 is -1 or less, a "Major Defeat" may have occurred. The Union player next checks to see if 15 or more Union manpower points were involved in the combat. If so, it is a Major Defeat. Major Defeats will reduce the chance of the Union player having an active command posture in this theater in future Strategic Cycles.

15.0 TRANSFER

During any Off-Map Phase starting on May 6, players may transfer units to or from some off-map boxes. The Union player transfers first; Confederate player second. If a unit transfers, its Demoralize, Fatigue, or Out of Supply markers (if any) are removed; if exhausted it is flipped to its normal side; if its Strength marker is disorganized, it is flipped to its organized side. A unit transferring onto a map cannot be placed in an enemy-occupied hex, although it may be placed in an enemy ZOC. Leaders may be transferred, but they must be attached to a subordinate unit.

TRANSFER OF UNITS TO OR FROM THE VALLEY

Units may transfer from five of the six Shenandoah Valley theater boxes to the maps (or vice versa). There are different rules and restrictions for each of these boxes. **Note:** The Confederate district leader Breckinridge may only transfer from the Valley to the *GTC* maps if accompanied by one of more infantry units. If Breckinridge transfers to or from the Valley, special attachment rules apply (see 17.5).

TRANSFER OF UNITS FROM THE VALLEY:

- *Winchester:* Only the Union player may transfer units from the Winchester box to the *GTC* map. If the Union player transfers units from Winchester to the map, he removes the selected units and places them on the Turn Track *five* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the Union player places the units in any hex on the north edge of the North *GTC* map between N0101 and N1901 (inclusive).
- *New Market:* Both players may transfer units from the New Market box to the *GTC* map. When transferring, a player removes the selected units and places them on the Turn Track *four* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the player places the units in any hex on

the west edge of the North *GTC* map between N0101 and N0122 (inclusive) or any hex on the north edge of the North *GTC* map between N0101 and N1901 (inclusive).

- *Charlottesville:* Both players may transfer units from the Charlottesville box to the *GTC* map. When transferring, a player removes the selected units and places them on the Turn Track two turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the player places the units in any hex on the west edge of the North *GTC* map between N0123 and N0132 or any hex on the west edge of the South *GTC* map between S0101 and S0109 (inclusive).
- *Staunton and Lynchburg (Rail):* Only the Confederate player may transfer units from the Staunton or Lynchburg boxes to the *GTC* map by rail. The Charlottesville box may not contain any Union units for this transfer to take place. The unit to be transferred must have a Manpower value of 10 or less. Only one unit may be transferred by rail per turn, and the transfer prohibits any further Confederate railroad movement (see 8.0) during this turn and the following one. If the Confederate player transfers a unit from Staunton or Lynchburg to the map, he removes the selected unit and places it on the Turn Track *two* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his unit, the Confederate player places the units in any hex on the west edge of the North *GTC* map between N0123 and N0132 (inclusive) or in hex N0222 (Gordonsville). The Confederate player may only place the unit in N0222 if all hexes traversed by the railroad from N0124 to N0222 (inclusive) are free of both Union units and Union ZOC.

TRANSFER OF UNITS TO THE VALLEY:

- *Winchester:* If, during an Off-Map Phase, Union units occupy any hexes on the north edge of the North *GTC* map between N0101 and N1901 (inclusive), those units may be transferred to Winchester. The Union player removes the units he wishes to transfer and places them on the Turn Track *five* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the Union player places the units in the Winchester box.
- *New Market:* If, during an Off-Map Phase, either player's units occupy any hexes on the west edge of the North *GTC* map between N0101 and N0122 (inclusive) or any hex on the north edge of the North *GTC* map between N0101 and N1901 (inclusive), those units may be transferred to New Market. The player removes the units he wishes to transfer and places them on the Turn Track *four* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the Union player places the units in the New Market box.
- *Charlottesville:* If, during an Off-Map Phase, either player's units occupy any hexes on the west edge of the North *GTC* map between N0123 and N0132 or any hex on the west edge of the South *GTC* map between S0101 and S0109 (inclusive), those units may be transferred to Charlottesville. The player removes the units he wishes to transfer and places them on the Turn Track *two* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the player places the units in the Charlottesville box.
- *Staunton and Lynchburg (Rail):* If, during an Off-Map Phase, a Confederate unit occupies any hex on the west edge of the North *GTC* map between N0123 and N0132 (inclusive) or hex N0222 (Gordonsville), that unit may be transferred by rail to Staunton or Lynchburg. The Confederate Player may only move a unit from N0222 if all hexes traversed by the railroad from N0124 to N0222 (inclusive) are free of both Union units and Union ZOC. The Charlottesville box may not contain any Union units for this transfer to take place. The unit to be transferred must have a Manpower value of 10 or less. Only one unit may be transferred by rail per turn, and the transfer prohibits any further Confederate railroad movement (see 8.0) during this turn and the following one. The player removes the unit he wishes to transfer and places it on the Turn Track *two* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the

Confederate player places the unit in the Staunton or Lynchburg box. The player must designate which of these two boxes is the target as soon as the unit is removed from the *GTC* map.

TRANSFER OF UNITS TO/FROM BERMUDA HUNDRED

Units may transfer from four of the seven Bermuda Hundred theater boxes to the map (or vice versa). There are different rules and restrictions for each of these boxes.

TRANSFER OF UNITS FROM BERMUDA HUNDRED:

- *Burkeville*: Only the Confederate player may transfer units from the Burkeville box to the *GTC* South map. If the Confederate player transfers units from Burkeville to the map, he removes the selected units and places them on the Turn Track *two* turns ahead of the current turn for both infantry and cavalry. At the start of the turn corresponding to the box occupied by his units, the Confederate player places the units in *GTC* S1625 or S1622. **Note:** these hexes are map edge hexes when the *GTC* South map is folded in half as per “The Map” rules in scenarios 9 and 10
- *Drewry’s Bluff*: Both players may transfer units from the Drewry’s Bluff box to the *OTR* North map. When transferring, a player removes the selected units and places them immediately in any of the following five hexes: *OTR* N0233 (Saw Mill), N0432, N0533, N0632, and N0733 (Graveyard). Note that four of these hexes are one hex from the map-edge since the bottom hex row in this area is considered part of the Drewry’s Bluff off-map box.
- *Petersburg and Port Walthall Station (Rail)*: Only the Confederate player may transfer units from the Petersburg or Port Walthall Station boxes to the *OTR* North map by rail. The Drewry’s Bluff box may not contain any Union units for this transfer to take place. In addition, the Port Walthall Station box may not contain any Union units for a transfer from Petersburg. The unit to be transferred must have a Manpower value of 10 or less. Only one unit may be transferred by rail per turn, and the transfer prohibits any further Confederate railroad movement (see 8.0) during this turn and the following one. If the Confederate player transfers a unit from Petersburg or Port Walthall Station to the map, he removes the selected unit and places it on the Turn Track *one* turn ahead of the current turn. At the start of the turn corresponding to the box occupied by his unit, the Confederate player places the unit in any of the following six hexes: *OTR* N0233 (Saw Mill), N0432, N0533, N0632, N0733 (Graveyard), or N0627 (Capitol). The Confederate Player may only place the unit in N0627 if all hexes traversed by the railroad from N0534 to N0627 (inclusive) are free of both Union units and Union ZOC.

TRANSFER OF UNITS TO BERMUDA HUNDRED:

- *Burkeville*: If, during an Off-Map Phase, Confederate units occupy *GTC* S1625 or S1622, those units may be transferred to Burkeville. The Confederate player removes the units he wishes to transfer and places them on the Turn Track *two* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the Confederate player places the units in the Burkeville box.
- *Drewry’s Bluff*: If, during an Off-Map Phase, either player’s units occupy any of the following five hexes: *OTR* N0233 (Saw Mill), N0432, N0533, N0632, and N0733 (Graveyard), those units may be transferred to Drewry’s Bluff. The player removes the units he wishes to transfer and places them in the Drewry’s Bluff box. Players may also transfer units to Drewry’s Bluff during the Action Cycle. Any unit occupying one of these five hexes may enter the Drewry’s Bluff box at the cost of one Movement Point (even in Rain turns).
- *Petersburg and Port Walthall Station (Rail)*: If, during an Off-Map Phase, Confederate units occupy any of the following six hexes: *OTR* N0233 (Saw Mill), N0432, N0533, N0632, N0733 (Graveyard), or N0627 (Capitol), those units may be transferred by rail to Petersburg or Port Walthall Station. The Confederate player may only move a unit from N0627 if all hexes traversed by

the railroad from N0534 to N0627 (inclusive) are free of both Union units and Union ZOC. The Drewry’s Bluff box may not contain any Union units for this transfer to take place. In addition, the Port Walthall Station box may not contain any Union units for a transfer to Petersburg. The unit to be transferred must have a Manpower value of 10 or less. Only one unit may be transferred by rail per turn, and the transfer prohibits any further Confederate railroad movement (see 8.0) during this turn and the following one. The player removes the unit he wishes to transfer and places it on the Turn Track *one* turn ahead of the current turn. At the start of the turn corresponding to the box occupied by his unit, the Confederate player places the unit in the Petersburg or Port Walthall Station box. The player must designate which of these two boxes is the target as soon as the units are removed from the *GTC* map.

16.0 SUPPLY

During the Supply Status Segment of each Strategic Cycle, players must check whether their units are “in supply” or “out of supply.” Units always begin the game in supply. Leaders and units in off-map boxes are always in supply.

16.1 UNION DEPOTS

The Union player starts with a depot at Culpeper (*GTC* N1201) in Scenario 9 and a depot at Port Royal (*GTC* N5718) in Scenario 10. Also, the Union player may build depots during the game. Depots act as Union supply sources.

HOW UNION DEPOTS ARE BUILT

The Union player may build a depot during the Depot Segment of a Strategic Cycle. Depots have two sides: a “Build” side and a “Complete” side. In the Depot Segment, the Union player may place one depot on the map on its Build side or he may flip a single existing depot to its Complete side. He may choose one or the other of these two options; *he may not do both*. If the Union player does not build a depot or flip an existing depot to its Complete side in a Depot Segment, he may not save that unused action for a future Strategic Cycle.

Exception: Certain strategic events (see below) impact the Union player’s ability to place or flip Depot markers.

Depot Limitations: The Union player may have no more than *two* depots on the map at any given time. If depots are destroyed or dismantled, they may return to play later as long as this limit is adhered to.

PLACING AND COMPLETING UNION DEPOTS

Subject to several restrictions, the Union player may place a depot on its Build side or flip an existing depot to its Complete side in either of the following locations during the Depot Segment:

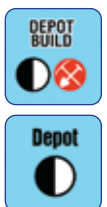
- A landing hex
- A RR station

Landing Hexes: During the Depot Segment, the Union player can place or flip a depot in a landing hex along any of the following rivers:

- Potomac
- Rappahannock
- York

The Union player may not place or flip a depot in a landing hex on the James River.

The Union player may place or flip a depot in a landing hex even if he does not control the county in which the landing is situated. The landing hex need not contain Union units. If the Union player places or flips a depot on a landing hex during the Depot Segment, the Union Navy marker is placed on the “Transport Supplies” side until the Depot Segment of the following Strategic Cycle. If no depot on a landing hex is placed or flipped, the Union Navy



marker is placed on the “Transport Troops” side until the following Strategic Cycle.

Note: In Scenario 9, the Union Navy Marker cannot be flipped to the “Transport Troops” side before the May 15 Strategic Cycle.



RR Stations: During the Depot Segment, the Union player can place or flip a depot in a RR station along the following rail lines:



- Orange and Alexandria
- Richmond, Fredericksburg and Potomac
- Virginia Central

The Union player may not place or flip a depot along any other rail line. The Union player must control the county in which the RR station is situated to place or flip a depot on that station. The Union player must also be able to trace a “Union RR Hex Path” (see below) from the station to either *GTC* N1301 or *GTC* N4111 (Fredericksburg). All counties entered by the RR hex path must also be under Union control.

Union RR Hex Path: A “Union RR Hex Path” is a path of RR hexes from a RR station (inclusive) to a rail terminus, from which the Union player can draw supply (either hex *GTC* N1301 or *GTC* N4111). This path may not enter a hex occupied by a Confederate unit under a Breastworks-Complete marker or a Fort-Build/Complete marker. (It *may* enter hexes occupied by unentrenched Confederate units and all Confederate ZOC). It may not enter a hex with a damaged or destroyed RR station. No railroad bridge along the path may be destroyed (unless a pontoon bridge is in place over that same hex-side). **Note:** Fredericksburg (N4111) is both a RR station on the Richmond, Fredericksburg and Potomac and a landing hex. If the Union Player builds a depot at Fredericksburg, treat it as a *landing* hex.

STRATEGIC EVENTS

Two strategic events affect Union supply:

Mosby’s Raiders: If this result occurs, the Union player immediately follows this procedure:

1. The total Manpower value of all Union units in Culpeper County is computed.
2. The Union player takes this total Manpower value and subtracts the sum of the roll of *two* dice.

If the resulting number is *greater than zero*, all Union RR station depots that are on their Complete side and can trace a RR Hex Path to *GTC* N1301, are flipped to their Build side. All RR station depots on their Build side tracing to N1301 are removed from the map. If the resulting number is *less than or equal to zero*, all RR station depots tracing to N1301 are removed from play, including those on the Complete side. Victory Points are never awarded for depots that are removed due to the Mosby’s Raiders event. Depots at landing hexes and at RR stations tracing a RR Hex Path to N4111 are not affected. Depots that are affected can be rebuilt normally later in the same Strategic Cycle.

Strong Union Logistics: The Union player may perform extra depot builds during the Depot Segment of this Strategic Cycle. He may either:

- Place two depots on their Build side;
- Flip two depots from their Build side to the Complete side;
- Place a depot on the Build side and flip a different depot to the Complete side; or,
- Place a depot on the map on its Complete side.

16.2 CONFEDERATE DEPOTS

The Confederate player starts Scenario 9 with three depots. These depots are placed according to the special rules in that scenario. The Confederate player starts Scenario 10 with a depot in Richmond. Also, the Confederate player may build depots during the game. Depots act as Confederate supply sources.

HOW CONFEDERATE DEPOTS ARE BUILT

The Confederate player may attempt to build a depot during the Depot Segment of a Strategic Cycle. Depots have two sides: a “Build” side and a “Complete” side. In the Depot Segment, the Confederate player rolls a die.

- On a roll of 3 or less, the Confederate player may place one depot on the map on its Build side or he may flip a single existing depot to its Complete side. He may choose one of the other of these two options; *he may not do both*. If the Confederate player does not build a depot or flip an existing depot to its Complete side in a Depot Segment, he may not save that unused action for a future Strategic Cycle.
- On a roll of 4 or more, the supplies to build or flip a depot are not considered available, and the Confederate player may undertake no activity during this Depot Segment.

Exception: Certain strategic events (see below) impact the Confederate player’s ability to place or flip Depot markers.

Depot Limitations: The Confederate player may have no more than *three* depots on the map at any given time. If depots are destroyed or dismantled, they may return to play later as long as this limit is adhered to.

PLACING AND COMPLETING CONFEDERATE DEPOTS

Subject to several restrictions, the Confederate player may place a depot on its Build side or flip an existing depot to its Complete side in either of the following locations during the Depot Segment:

- A city hex containing a rail line
- A RR station

During the Depot Segment, the Confederate player may place or flip a depot in a city hex with a rail line or a RR station if he can trace a “Confederate RR Hex Path” (see below) from the hex to either *GTC* N0124, *GTC* S2825, or *OTR* N0534. All counties entered by the RR Hex Path must also be under Confederate control.

Confederate RR Hex Path: A Confederate RR Hex Path is a path of RR hexes from a RR station or city hex containing a rail line (inclusive) to a rail terminus from which the Confederate player can draw supply (either hex *GTC* N0124, *GTC* S2825, or *OTR* N0534). This path may not enter a hex occupied by a Union unit under a Breastworks-Complete marker or a Fort-Build/Complete marker. It may enter hexes occupied by unentrenched Union units and all Union ZOC. It may not enter a hex with a damaged or destroyed RR station. No railroad bridge along the path may be destroyed (unless a Confederate pontoon bridge is in place over that hexside). The Confederate player may not trace a path to N0124 if the Union player controls the Charlottesville off-map box. He may not trace a path to *OTR* N0534 if the Union player controls the Drewry’s Bluff off-map box. There are no such restrictions on tracing a path to *GTC* S2825. **Note:** *GTC* S2825 is a map edge hex when the *GTC* South map is folded in half as per “The Map” rules in Scenarios 9 and 10.

STRATEGIC EVENTS

Two strategic events affect Confederate supply:

Weak Confederate Logistics: If this result occurs, the Confederate player may not place or flip a depot in the current Strategic Cycle.

Strong Confederate Logistics: The Confederate player may automatically place or flip a depot in the current Strategic Cycle without having to roll a die.

16.3 RAILROAD SUPPLY PATHS

DOWNGRADING DEPOTS

Union and Confederate depots at RR stations may not be placed or flipped without a RR Hex Path to a rail terminus. Depots at RR stations may also be affected if their RR Hex Path is cut after they have been completed. During the Depot Segment, any RR station depot on its Complete side that cannot trace a RR Hex Path is flipped to the Build side.

RR STATION REPAIR

Instead of placing or flipping a depot, either player may repair RR stations. For each depot placement or flip that is used in this fashion, the player may either:

- Remove Damaged markers from up to three RR stations; or,
- Remove a Destroyed marker from a single RR station.

RR stations may only be repaired if the player controls the county in which the RR station resides. The RR station's hex cannot be enemy-occupied or in an enemy ZOC.

16.4 SUPPLY STATUS

During the Supply Status Segment of each Strategic Cycle, both players must determine whether each of his units is in supply or out of supply.

A unit is in supply if any of the following conditions are fulfilled during a Supply Status Segment:

- It is in an off-map box.
- It is a Union unit in one of the following counties: Culpeper, Fauquier, King George, Madison, Rappahannock, or Stafford.
- It is a Union unit in Chesterfield County and the Drewry's Bluff off-map box contains one or more Union units.
- It is a Confederate unit in Powhatan, Chesterfield, or Cumberland County.
- It is situated in a county containing a friendly depot (on either the Build or Complete side).
- It is situated in a county *adjacent* to a county containing a friendly depot on its Complete side, and that depot is capable of "projecting supply" (see below) into the county the unit occupies.

Note that the presence of enemy units in a county has no effect on friendly supply status, even if a friendly unit is surrounded by enemy units or their ZOC.

Projecting Supply: A depot on its Complete side may project supply into an adjacent county if the depot is in a friendly-controlled county. The adjacent county need not be under friendly control for supply to be projected into that county. There are several special cases modifying supply projection into adjacent counties (see below).

SPECIAL SUPPLY CASES BY COUNTY

If a Complete depot occupies one of the counties listed below, check the special rules listed for that county to determine how supply projection is affected.

- **Caroline:** Units in King George County are not in supply unless a friendly pontoon bridge has been built connecting a hex from each county. Units in Essex County are also in supply, even though that county is not adjacent to Caroline County.
- **Culpeper:** Units in Albemarle County are also in supply, even though that county is not adjacent to Culpeper County.
- **Chesterfield:** Units in Henrico County are not in supply.
- **Goochland:** Units in Powhatan County are not in supply.
- **Hanover:** Units in Spotsylvania County are not in supply.
- **Henrico:** Units in Chesterfield and Powhatan counties are not in supply.
- **King George:** Units in Caroline County are not in supply unless a friendly pontoon bridge has been built connecting a hex from each county.
- **Louisa:** Units in Henrico County are also in supply if Hanover County is under friendly control.
- **Powhatan:** Units in Goochland and Henrico counties are not in supply.
- **Spotsylvania:** Units in Albemarle County are also in supply, even though that county is not adjacent to Spotsylvania County. Units in Hanover County are not in supply.

In Supply: If a unit is in supply, it functions at full effectiveness and remains in supply until the next Supply Status Segment, at which time its supply status is checked again.

Out of Supply: Place an Out of Supply marker on a unit that is out of supply. This marker accompanies the unit wherever it goes until the unit regains in supply status in a Supply Status Segment or due to foraging (see 16.6), at which time the marker is removed.

Out of supply units function normally in terms of movement and combat. However, they suffer penalties in the Recovery Phase (see 8.0). Also, they may suffer Manpower value loss.



Manpower Value Loss: If, during a Supply Status Segment, a unit which is *already* out of supply cannot achieve in supply status, its Manpower value is reduced by one. If the unit is not eliminated, its new Strength marker is placed on its disorganized side.

16.5 DESTROYING DEPOTS

Depots may be removed from the map due to destruction or dismantling. Removed depots may be used again, even in the same Depot Segment in which they are removed from the map.

Depots and Combat: Depots have no Combat value and may not move or retreat. A unit may enter a hex occupied by an enemy depot as long as no enemy military units are situated there. If so, the depot is destroyed and is removed from the map.

Voluntary Destruction of Depots: During a Depot Segment, a player may voluntarily destroy a depot. If so, it is removed from the map at the start of the *current* Depot Segment.

Dismantling Depots: In a Depot Segment, a player may declare he is "dismantling" one or more of his depots. The indicated depot is removed from the map at the start of the *next* Depot Segment, four turns ahead of the current turn. Once dismantling has been declared, it may not be reversed. A dismantling depot is still a friendly supply source.

16.6 FORAGING

In Step 2 of the Recovery Phase, both players may "forage" with any of their units that are out of supply and at Fatigue Level 0, 1, or 2. A unit may not forage at Fatigue Level 3 or 4, nor may it forage if it built a bridge, repaired a bridge or ferry, or entrenched in Step 1 of that phase. An exhausted unit may forage. Leaders may not forage. Players perform the following procedure for each foraging unit:

1. Roll a die and modify this roll by *adding the unit's current Fatigue Level*. (At Fatigue Level 0, the roll is not modified.) This roll may be further modified by other factors (see below).
2. If the modified roll is *2 or less* (for a unit in Culpeper, Stafford, Fauquier, Orange or Spotsylvania counties), or *3 or less* (for a unit in any other county), the unit has successfully foraged and immediately regains in supply status. Its Out of Supply marker is removed, and the unit remains in supply until the next Supply Status Segment, at which time its supply status is determined normally. If the modified roll is *3 or more* (for a unit in Culpeper, Stafford, Fauquier, Orange or Spotsylvania counties), or *4 or more* (for a unit in any other county), the unit has not foraged successfully and remains out of supply.

Players may forage with as many eligible units as they wish in a turn, but individual units may forage no more than once per turn. Units that do not forage successfully may forage again in succeeding turns, assuming they are at Fatigue Level 0, 1, or 2.

Forage Modifiers: If all six hexes adjacent to a foraging unit are enemy-occupied, in an enemy ZOC (even if occupied by a friendly unit), or are hexes into which the foraging unit cannot move due to terrain restrictions, *1 is added* to the unit's forage roll.

17.0 SUBSTITUTE UNITS

Each player has eight substitute infantry brigades and two substitute cavalry regiments. *The extra substitute counters in the counter mix are for The Petersburg Campaign module and may not be used in GTC.*

17.1 DETACHMENT

Either player may detach one or more substitute infantry brigades from a marching infantry unit as long as the marching unit has a Manpower value of 2 or more. Either player may detach one or more substitute cavalry regiments from a marching cavalry unit as long as the marching unit has a Manpower of 2 or more. Units may *not* detach substitutes in off-map boxes.

How To DETACH

To detach, a player places a substitute in the same hex as the unit from which it detaches and assigns it a Manpower value. A Strength marker equal to the Manpower value assigned to the substitute is placed under it. The substitute's Manpower value is subtracted from the parent unit's Manpower, and the parent unit is assigned a new Strength marker, on the same side as the one it replaces, reflecting its reduced value.

PLACEMENT OF DETACHED UNITS

A detached substitute may be placed in the hex in which an active unit begins its march or in any hex it enters during its march. After a substitute is placed on the map, the active unit may continue its march (but the substitute may not move farther during this action). After placement, substitutes function normally.

DETACHMENT RESTRICTIONS

Counter Limits: The number of substitutes provided in the game is a strict limit. If all substitutes are currently in use, no more may be used. However, if substitutes reattach to other units, they are removed from the map and again become available for use. *The extra substitute counters in the counter mix are for The Petersburg Campaign and may not be used in GTC.*

Size: After detaching, a parent unit must have a minimum Manpower value of 1. The Manpower value of a substitute is limited.

- Substitute infantry brigades must be assigned a Manpower value of 8 or less.
- Substitute cavalry regiments must be assigned a Manpower value of 2 or less.

DETERMINING STATUS OF DETACHMENTS

Fatigue: If a substitute is placed in the hex in which an active unit begins a march, the substitute is assigned a Fatigue marker equal to the active unit's Fatigue Level before it was selected to march. If a substitute is placed in any hex except the one in which the active unit begins a march, the substitute is assigned a Fatigue marker equal to the active unit's Fatigue Level at that moment.

Entrenchment: If an entrenched active unit detaches a substitute in the hex in which it begins a march, the substitute is assigned the same kind of Entrenchment marker possessed by the active unit.

Disorganized, Demoralized, Exhausted, Supply: If an active unit has a disorganized Strength marker, is on its exhausted side, or possesses a Demoralized or OOS marker, then any substitute detached by that unit must possess the same characteristics.

Command: The owning player should note on a piece of paper the number of each substitute placed on the map and the command to which it belongs. It belongs to the same command as the unit from which it detaches.

17.2 ATTACHMENT

In the Attachment Phase, a substitute (or a normal infantry regiment/brigade, or cavalry regiment; see "Special Attachment," below) stacked in the same hex as a friendly unit of the same type may "attach" to that unit. As long as one of these allowable units attaches to a unit of the same type (infantry or cavalry), it may attach to any friendly unit regardless of size or affiliation. Artillery units, cavalry brigades, and infantry divisions may not attach.

How To ATTACH

Remove attaching units and all accompanying markers from the map. The Manpower value of an attaching unit is added to the Manpower value of the unit to which it attaches; this unit receives a new Strength marker with an enhanced Manpower value.

ATTACHMENT RESTRICTIONS

Unity: A unit may not attach a portion of its strength to another unit. The whole unit must be attached (and the unit removed from the map).

Size: A unit may not attach to another unit if the addition of its Manpower value would raise the Manpower value of the unit remaining on the map above the following strengths:

- Infantry divisions may not be raised above a Manpower value of 18.
- Infantry brigades may not be raised above a Manpower value of 8.
- Infantry regiments may not be raised above a Manpower value of 4.
- Cavalry brigades may not be raised above a Manpower value of 4.
- Cavalry regiments may not be raised above a Manpower value of 2.

DETERMINING STATUS AFTER ATTACHMENT

Strength Marker: The unit to which a unit attached is assigned a new Strength marker on the same side (organized or disorganized) as the one it replaces. **Exception:** If the Manpower value of an attaching unit is greater than the Manpower value of the unit to which it attaches, the new Strength marker of the unit remaining on the map is placed on the same side as the attaching unit's Strength marker.

Fatigue, Exhaustion: If a unit attaches to a unit and the two units have different Fatigue Levels, the unit remaining on the map after attachment receives a Fatigue Level equal to the higher of the two levels. If a unit attaches to a unit and one of the units is exhausted and the other is on its normal side, the unit remaining on the map is flipped to (or remains on) its exhausted side.

Entrenchments: If an entrenched unit attaches to an unentrenched unit, the unit remaining on the map remains unentrenched. However, if an entrenched unit or unentrenched unit attaches to an entrenched unit, the unit remaining on the map remains entrenched.

Demoralized: If a unit attaches to a unit and at least one of the units is demoralized, the unit remaining on the map is assigned a demoralization level equal to the most severe level possessed by one of the units prior to attachment.

Artillery: If a unit attaches to another unit, assign the attaching unit's entire Artillery value to the unit to which it attaches. This unit receives a new Artillery marker with an enhanced Artillery value. **Exception:** see below section "Substitutes and Artillery Values".

Supply: Supply status is determined by the supply status of the unit with the larger manpower. Thus, the unit remaining on the map is out of supply if either:

- The unit being attached to was out of supply and possessed a Manpower value at least equal to the attaching unit; or
- The attaching unit was out of supply and was greater in manpower than the unit to which it is attaching.

In all other cases, the unit remaining on the map is in supply.

SPECIAL ATTACHMENT

Both players' non-substitute infantry regiments and brigades may attach to any friendly infantry unit as long as attachment rules are adhered to. Non-substitute cavalry regiments may only attach to friendly cavalry brigades.

17.3 SUBSTITUTES AND ARTILLERY VALUES

If players wish, they may transfer Artillery value points to or from detaching and attaching units.

Detachment: If a substitute detaches from a unit, it may be assigned some or all of the Artillery value points of the parent unit. If so, an Artillery marker equal to the Artillery value assigned to the substitute is placed under it. The substitute's Artillery value is subtracted from the parent unit's Artillery value, and the parent unit is assigned a new Artillery marker, reflecting its reduced value.

Attachment: If a unit attaches to another unit, assign the attaching unit's entire Artillery value (if any) to the unit to which it attaches. If necessary, this unit receives a new Artillery marker with an enhanced Artillery value.

Exception: The maximum artillery values a unit may have after attachment are as follows: 1 for any cavalry unit; 2 for any infantry regiment; 3 for any infantry brigade; 4 for any Union infantry division; and 5 for any Confederate infantry division. A player may proceed with the desired attachment, but the excess artillery is permanently lost.

17.4 CONFEDERATE DIVISION LEADERS

The Confederate divisions of Hoke, BR Johnson, and Pickett were formed from independent brigades during the Bermuda Hundred campaign (see 21.0). To afford the Confederate player the flexibility these commanders enjoyed during the campaign, these divisions may be either represented as a division-size unit with no separate division leader counter or as multiple brigade-size units with a division leader. The special detachment and attachment rules listed below apply to these divisions. Unless specified below, attachment and detachment for these units follow the standard procedures presented earlier in this section. Other division leaders such as cavalry division leaders and the Union division leader Crook are not allowed to form into a single division-size unit; these rules do not apply to those commands. This rule section also does not apply prior to Confederate Reorganization (see 21.0). **Note:** the Kershaw and Field divisional leader counters are only for use in the Petersburg campaign.

ADDITIONAL COUNTERS

When detaching substitutes from the division-size unit of these three commands, the Confederate player may select any unused brigade-size counter from the appropriate division as a special substitute counter. These special substitutes are in addition to the eight infantry substitutes already granted to the Confederate player. The available brigades for each of these three divisions are listed below. (Other brigades with the same divisional markings are for use in *The Petersburg Campaign* game.)

HOKE'S DIVISION	BR JOHNSON'S DIVISION	PICKETT'S DIVISION
Clingman	BR Johnson (brigade)	Barton
Colquitt	Lewis	Corse
Hagood	Ransom	Hunton
Martin	Walker	Terry
	Wise	

Note: These counters are available as special substitutes whenever they are not in use, even if the unit was included in the initial setup for a scenario. Also, any substitutes detached from brigades of these divisions must still be taken from the regular allotment of eight infantry substitute counters.

USE OF LEADER COUNTER

If a substitute is detached from one of these three division-size units and

brings the Manpower value of the division to 8 or less, that division must be replaced with a brigade-size unit and the leader counter. Conversely, if two or more brigades from a single division whose combined Manpower value is 9 or more are present in the same hex during the Attachment Phase, they may combine together into the division-size unit. In this case, remove the division leader counter from the map. The division leader need not be present in the hex for this attachment to take place; it is removed from the map regardless of its current location. If more than two units attach at a time, assign all unit statuses (i.e., fatigue, demoralization, exhaustion, entrenchment) based on the status of the largest unit prior to the merger. If the two units are the same size, the Confederate player may employ the most favorable status. Note that separate detached brigades of a division may still exist elsewhere on the map after the merger of brigades with 9 or more Manpower value into a division-size unit. These separate brigades must be activated individually or by the corps leader (or district leader for BR Johnson) since the division leader is not available.

ARTILLERY VALUES

Unlike standard substitutes, many of the special substitutes listed above possess positive Artillery values. The Confederate player is free to choose any available substitute from the appropriate division when detaching brigades. The Confederate player is also free to distribute Artillery value points among the brigades as desired. However, the Confederate player may never change his army's overall artillery strength by detaching or attaching such special substitutes. Use the Substitutes and Artillery Values rules (see 17.3) to record new Artillery values whenever the values printed on the counters do not reflect the current number of Artillery value points assigned to a unit.

17.5 BRECKINRIDGE

The Confederate district leader Breckinridge may transfer to the *GTC* map from the Valley if accompanied by one or more infantry units. Breckinridge's transfer triggers a special attachment. Remove the Breckinridge district leader counter and all infantry units accompanying him from the game. Replace them with the single Breckinridge division infantry unit. Assign a Strength marker to that unit that is equal to the total Manpower value of all infantry units accompanying Breckinridge. Total the Artillery value of all infantry units removed and place an Artillery marker(s) with this value with the division unit. Unlike the Confederate divisions of Hoke, BR Johnson, and Pickett, the Breckinridge division cannot be broken down into a division leader and brigades. **Note:** Breckinridge's transfer out of the Valley theater allows the special reinforcement WE Jones leader and six subordinate brigades to be brought in to play (see 12.1).

Once on the *GTC* map, Breckinridge is free to later transfer back to the Valley. A transfer by Breckinridge back to the Valley triggers a special detachment. Reverse the procedure from above:

- The Breckinridge division infantry unit is removed and replaced with the Breckinridge district leader.
- The infantry units that were removed from the game when Breckinridge transferred out of the Valley are returned to the game. Assign each unit a Manpower and Artillery value so that the total Manpower and Artillery value of the infantry units equals the values for Breckinridge prior to transfer.

If the WE Jones leader is situated on the map or it occupies an off-map Valley box and Breckinridge transfers back to the Valley, Jones is permanently removed from the game.

18.0 ACTIVATE ARMY LEADER

The "Activate Army Leader" action is an Advanced Game rule enabling players to use their army leaders to activate units as normal leaders do in an Activate Leader action. In all Advanced Game scenarios, the Activate Army Leader action is added to the menu of actions available to the player who takes initiative in each Action Phase. Only the army leaders Lee and Grant are allowed to initiate Activate Army Leader actions (never Butler).

The active player may only choose an Activate Army Leader action if *all* of the

following conditions are fulfilled:

- A player's army leader must be stacked in the same hex as another friendly, non-cavalry leader.
- At least one friendly infantry unit at a Fatigue Level of 3 or less must be situated within the command radius of the army leader.
- If a player successfully executed an Activate Army Leader action in the *previous* turn, he may not choose an Activate Army Leader action in the current turn.
- Each player may execute an Activate Army Leader action a maximum of once per turn. If an attempt at an Activate Army Leader fails (see below), a player may make a *second* attempt to perform it in a later Action Phase, but no more than two attempts per turn are permitted.

An Activate Army Leader action is attempted as follows:

1. The active player selects an eligible army leader anywhere on the map and rolls a die. This roll may be modified (see below).
 - If the modified roll is *4 or more*, the Activate Army Leader action fails.
 - If the modified roll is *3 or less*, the Activate Army Leader action succeeds.

Activate Army Leader Die Roll Modifiers: A player's Activate Army Leader die roll may be modified as follows:

- 2: If the Union player is attempting an Activate Army Leader action and it is the first Activation Segment in which the Union player has had the initiative in a turn in which the Union Night March random event is in effect (see 2.0).
- 1: If the Union player is attempting an Activate Army Leader action and it is the second or later Activation Segment in which the Union player has had the initiative in a turn in which the Union Night March random event is in effect (see 2.0).

Failure: If an Activate Army Leader die roll fails, the action is over. Do not proceed to Step 2. No units gain Fatigue Levels. The player may attempt one more Activate Army Leader action in the current turn, but it may only be attempted in a later Action Phase. A new Action Phase begins, and initiative is determined normally.

Success: If an Activate Army Leader die roll succeeds, the action continues. Proceed to Step 2.

2. The active player must select *from 1 to 10* eligible friendly military units. Unlike an Activate Leader action, in which participating units must belong to the active leader's command, the units selected in an Activate Army Leader action may be of any command affiliation. Furthermore, the selected units may be any combination of infantry, cavalry, or artillery. Selected units must be situated within the army leader's command radius and must be at a Fatigue Level of 3 or less. (**Exception:** A unit may be at Fatigue Level 4 if the optional rule in Standard Rules 5.2 is in use.)
3. The active player, rolling one die, determines the army leader's Movement Allowance in exactly the same way a normal (non-cavalry) leader determines its Movement Allowance in an Activate Leader action (see Step 3, Standard Rule 5.2).
4. The army leader's Movement Allowance determined in Step 3 applies to each *infantry and artillery* unit selected in Step 2. The army leader's Movement Allowance determined in Step 3 *multiplied by two* applies to each *cavalry* unit selected in Step 2. Place markers on the Movement Track in the boxes corresponding to these numbers.
5. The active player performs Steps 5 to 9 of the normal Activate Leader procedure (see Standard Rule 5.2). The Activate Army Leader action ends when this procedure is completed, and the next Action Phase begins. **Note:** The opposing player automatically wins initiative in the next Action Phase (see "Initiative Penalty," below).

The player may not attempt another Activate Army Leader action for the rest of the current turn and *throughout the entire following turn*. He may attempt an Activate Army Leader action again in the second turn following the current turn.

ACTIVATE ARMY LEADER RESTRICTIONS

In an Activate Army Leader action, all units selected in Step 2 are restricted in their activities as follows:

- A marching unit may not attack during its march. Attacks of all kinds are prohibited in an Activate Army Leader action.
- A marching unit may not enter an enemy ZOC (including restricted ZOC) during its march. (**Exception:** If, in order to exit a given hex, a unit has no choice but to enter an enemy ZOC, it may do so.) A unit may exit an enemy ZOC during an Activate Army Leader action, subject to normal movement penalties.
- Units selected to participate in an Activate Army Leader action may not perform Burn RR Station or Entrench actions.

INITIATIVE PENALTY

If a player's Activate Army Leader action die roll succeeds, the *opposing* player automatically wins initiative in the Action Phase following the Activate Army Leader action, regardless of the dice roll in the Initiative Segment of that phase.

19.0 CONFEDERATE FORTS

Several Confederate forts are printed on the map. These forts are Confederate-controlled and undestroyed at the start of all scenarios unless otherwise indicated. Confederate forts printed on the map are not the same as Fort entrenchment markers, which both players may build (see Standard Rules, 9.0).

EFFECTS OF CONFEDERATE FORTS

- Union units may not enter or retreat into a hex containing an undestroyed Confederate fort. Similarly, Union leaders may not transfer or exert a command radius into or through an undestroyed fort hex.
- Union units adjacent to an undestroyed Confederate fort exert a ZOC into the fort. However, an undestroyed fort is always treated as occupied by a Confederate unit when determining the effects of *Union* ZOC.
- Confederate forts do not exert ZOC (unless a Confederate unit occupies its hex).
- A Confederate fort hex adjacent to a defending Union unit is considered "covered" for flank attack determination.
- Confederate units may enter fort hexes without restriction.
- Forts themselves may not activate or entrench.

CONFEDERATE FORTS AND COMBAT

In general, Confederate forts have an intrinsic Combat value of 1 and an Artillery value of 2. The only exceptions are the Confederate forts at Drewry's Bluff (OTR N0734) and Chaffin's Bluff (OTR N0934), which have an intrinsic Combat value of 2 and an Artillery value of 4. *This value may only be used in defense; it may never join in a Confederate attack* (although Confederate units in fort hexes may attack).

Union units may attack an adjacent fort hex. If no Confederate units occupy the fort hex, the fort's intrinsic Combat and Artillery values are used to resolve the combat. If one or more Confederate units occupy the fort hex, the Confederate player's Combat and Artillery values are calculated by adding the fort's intrinsic values to the Combat and Artillery values of the Confederate units defending in the fort hex.

In Union attacks against forts, there can never be a *tactical* modifier in favor of the Union player. If the Union player has a higher Tactical value than the Confederate player, or if no Confederate units occupy the fort hex, no tactical modifier is used. If the Confederate player has a higher Tactical value, the combat die roll modifier is applied normally.

In Union attacks against fort hexes, the Union player may never gain a *flank* attack bonus. All other combat modifiers apply normally.

HOW CONFEDERATE FORTS ARE DESTROYED

If the Confederate player suffers a combat result containing an “r” (retreat) or “R” (route) in any Union attack against a Confederate fort hex, the fort is permanently destroyed. Any Confederate units in the fort must also retreat or route. Place a “Destroyed” marker in the hex. A Confederate fort is no longer considered to occupy that hex.

When calculating the Defender’s Combat value to determine the proper column to use on the Combat Chart, do not include the intrinsic Combat value of the fort. Combat results containing Manpower value losses, “f” (Fatigue-1), “F” (Fatigue-2), and “D” (Disorganize) results have no effect on forts. However, these results affect Confederate units defending in the fort hex. A Manpower value loss may not be taken by the fort; if there are any units in the fort, they take the full manpower loss. The destruction of a fort does not count as a Manpower value loss for Victory Point purposes in the scenarios.

A destroyed fort is considered to be a Confederate redoubt hex (see Standard Rules, 9.0) for the rest of the scenario. If Confederate units re-enter the hex, they gain all the normal benefits of a redoubt hex.

ENTRENCHMENT IN FORT HEXES

Confederate units in a fort hex are treated as if they occupied a redoubt hex for entrenchment purposes. Thus, in a fort hex, Confederate units with no other entrenchments have their Combat and Artillery values multiplied by 1.5 when defending. In addition, if a Confederate unit in a fort hex undertakes an Entrenchment action, place a Breastworks-Build marker atop the unit (instead of Abatis). Units in fort hexes may continue to entrench normally until they are under a Fort-Complete marker (which should not be confused with a printed fort hex).

22.0 UPTON

The Upton Special Assault marker is available to the Union player in the Advanced Game. Whenever a leader from the Union Army of the Potomac (Hancock, Warren, Sedgwick, Humphreys, Griffin, Wright, or one of their replacements) initiates an assault, the Union player may allocate the Upton marker to that leader’s hex during Step 1 of the Attack Procedure. Place the Upton marker in the hex under the leader’s counter. Upton is then treated as another combat unit that has been activated for the assault. After the command roll has taken place in Step 5 of the Attack Procedure, the Union player decides whether or not he would like to include Upton as a unit in the attack. (The Assault Number must be large enough that Upton can participate.) If Upton is not included, place the Upton marker on the Turn Track one box ahead of the current turn. The Union player must wait until the next turn before again attempting to use Upton in an assault. However, if the Union player includes Upton in the attack, all entrenchment benefits that would normally apply to the Confederate player are ignored for the duration of this assault, including the calculation of flank bonuses. The Upton marker is then permanently removed from the game. **Note:** The Upton marker cannot be selected as the only unit to participate in an assault (i.e., the Assault Number must always be 2 or more for Upton to be used).



21.0 CONFEDERATE REORGANIZATION

Once per game, the Confederate player may “reorganize” the Department of Southeastern Virginia. Reorganization may not take place earlier than May 19, but must occur no later than May 23. If the Confederate player decides to reorganize, he must declare this fact during the Recovery Phase of one of these five turns. If reorganization has not been declared before the May 23 Recovery Phase, it happens automatically on May 23.

Before reorganization, the following rules are in effect:

- The Confederate leaders Pickett, Hoke, and Beauregard may select any Confederate units in the SEV, P-I, and/or H-SEV organizations to participate in an Activate Leader or Assault action. Leaders may freely mix and match units from these three organizations into a single ac-

tion. However, no more than *five* infantry units may be selected to join in each action. Beauregard may also activate any J-SEV brigades within these limits.

- The division-size infantry units for Hoke, Pickett and BR Johnson are not in play.
- The leader counter for BR Johnson is not in play.

When Confederate reorganization happens, the Confederate player immediately takes the following actions:

- If Pickett is sick (see 6.0), he immediately regains his health. The leaders Pickett, Hoke and Beauregard are placed with the nearest units within their commands.
- The BR Johnson leader is placed on top of the BR Johnson brigade. If the BR Johnson brigade has been eliminated, this leader is placed on any of the other J-SEV brigades instead.
- The Confederate division leaders Pickett and Hoke may now only select units in their own divisions (P-I and H-SEV respectively) to participate in an Activate Leader or Assault action. The district leader Beauregard may continue to activate up to five infantry units (brigades or divisions) from SEV, P-I, H-SEV, and/or J-SEV commands as described above.

The Hoke, Pickett, and BR Johnson division military units are now available if the Confederate player wishes to merge the brigades (see 17.4). **Note:** Pickett may no longer fall ill after CSA reorganization has occurred.

22.0 END OF GAME

Starting on May 31, the Union player rolls two dice in each End of Game Segment of a Strategic Cycle to see if the game ends. This roll may be modified based on the current date (see below). The players then consult the Game Ends Table (found on the third page of the On To Richmond II Charts & Tables card), using the total number of manpower points lost in combat, retreat, or cavalry retreat by each player to determine the proper row and column to use on the table. The entry at the proper row and column determines the number that the Union player must exceed with the modified die roll. If successful, the game continues. If the modified roll is less than or equal to the table entry, the game immediately ends.

End of Game Die Roll Modifiers:

May 31:	+3
June 4:	+1
June 8:	0

The game may also end as soon as an in-supply Union infantry unit occupies a Richmond city hex during an End of Game Segment. In this case, the Union player has the option to declare the game over. If he declines, he may not do so again until the same condition is met in a future End of Game Segment.

Automatic End of Game: The game automatically ends in the End of Game Segment of June 12.

SCENARIO 9: THE OVERLAND CAMPAIGN

NOTES: This scenario is the standard Advanced Game covering all 40 days of the campaign.

MAPS: Use the *GTC* North map, the top half of the *GTC* South map, and the left half of the *OTR* North map (the unused map portions can be folded over and are considered off-map; i.e., *OTR* N30xx and all columns east of there are off-map as are *GTC* Sxx26 and all rows south of there). Place the *GTC* South map on the bottom, then the *OTR* North map over it, and then the *GTC* North map on top.

GAME LENGTH: 40 turns; May 4 to June 12, 1864. Note that the game may end earlier.

STARTING THE GAME: Before play begins, the Confederate Player must place his three depots on the map. One of the three must be placed in a Richmond city hex. The others must be placed on two different RR stations that each connect to a Richmond city hex through a continuous path of RR hexsides. The Confederate Player also has three units that are deployed anywhere within 12 hexes of Hanover Junction (*OTR* N0308).

The Union Navy Marker starts the game on the “Transport Supplies” side. This marker cannot be flipped to the “Transport Troops” side until the May 15 Strategic Cycle at the earliest.

SPECIAL RULES:

1. *Random Events:* Random events are not determined on Turn 1. Random event rolls are made normally on all other turns.
2. *Pontoon Bridges:* The Union player starts with a Minor River Bridge marker in place from hex *GTC* N2401 (Kellyville) to N2501 (Kelly's Ford). The Confederate player starts with a Major River Bridge marker in place from hex *OTR* N0733 (Graveyard) to N0833 (Wilton Farm).
3. *Turn 1:* The Union player automatically wins the first six consecutive initiative dice rolls on Turn 1. After that, initiative is determined normally. In those first six free Action Phases, the Union player may activate each of the following leaders: Hancock, Warren, Sedgwick, Torbert, Sheridan, and Wilson. These activations are subject to the following restrictions:
 - The Union player may only select an Activate Leader action (no individual unit activations are allowed).
 - Each Union leader listed above may only be selected for one Activate Leader action during these free initiatives.
 - No Union unit may move into a Confederate ZOC during these Action Phases.

The Union player is not required to take all six of these free actions. Once the Union player finishes his free actions, initiative is determined normally for the rest of the game.
4. *Confederate Movement Restrictions:* The cavalry leader Hampton and the cavalry brigades Young and Gordon may not move or entrench until Turn 4 (May 7). This restriction is lifted if any Union unit comes within ten hexes of their setup hex. **Note:** Gordon's brigade is from WH Lee's division and cannot be activated by Hampton.
5. *Union Reinforcements:* The IX Corps and its attached cavalry regiments are all reinforcements in this game. On Turns 1 and 2, the Union player may bring in a group of reinforcements with an activation instead of undertaking a March, Entrench, or Activate Leader action with units already on the board. Each unit placed on the map in this manner appears in any hex from *GTC* N1701 to N2501 (inclusive of both), at the Union player's discretion. Units are placed on the map with a Fatigue Level that is greater than zero on their normal sides. The following table summarizes the order these groups must appear, the turn of appearance, and their initial Fatigue Levels. If reinforcements are not brought on in the specified turn, they may instead be brought in on any subsequent turn, as long as the order of entry listed below is still followed. Note that reinforcements that have been delayed one or more turns always enter the board at Fatigue Level 0. These units may not use strategic movement on the turn of entry.

REINFORCEMENT GROUP 1	TURN	FATIGUE LEVEL
Stevenson	1	2
REINFORCEMENT GROUP 2	TURN	FATIGUE LEVEL
Willcox-A	2	1
REINFORCEMENT GROUP 3	TURN	FATIGUE LEVEL
Burnside-A	2	N/A
Potter	2	2
Provisional Brigade	2	2
REINFORCEMENT GROUP 4	TURN	FATIGUE LEVEL
Ferrero	2	3
IX Corps Art	2	3
3 NJ	2	3
22 NY	2	3
2 OH	2	3
13 PA	2	3

6. *Special Pontoon Construction:* During the Turn 1 Recovery Phase, the Union Player may automatically construct two pontoon bridges as per Rule 10.1. These two pontoons may only be constructed over a hexside meeting all of the following conditions:

- The hexside is a ford over a minor river;
- A Union unit of any manpower and unit type must be adjacent to the ford; and,
- No Confederate unit of any manpower or unit type may be adjacent to the ford.

In any two locations where these conditions are met, the Union player may place a Minor River Bridge marker without having to roll for success.

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences:

VP	Reason
+25	In each VP Segment in which the Union player controls Henrico County.
+15	If a Confederate depot on its Complete side (i.e., not being dismantled) is destroyed by the Union Player.
+10	In each VP Segment in which the Union player controls Hanover County.
+10	In each VP Segment in which the Union player controls the Lynchburg box in the Valley off-map area.
+10	In each VP Segment in which the Union player controls the Petersburg box in the Bermuda Hundred off-map area.
+10	If a Confederate depot on its Build side (or a Complete depot being dismantled) is destroyed by the Union Player.
+10	For each Union infantry division which ends the game in a Richmond city hex.
+5	In each VP Segment in which the Union player controls Goochland County.
+5	In each VP Segment in which the Union player controls the Drewry's Bluff box in the Bermuda Hundred off-map area.
+5	For each Union infantry division ending the game at a distance of 1 to 5 hexes from a Richmond city hex.
+5	If the Confederate player voluntarily destroys a depot. No points are lost if the Confederate player dismantles a depot.
+3	In each VP Segment in which the Union player controls Caroline County.
+3	In each VP Segment in which the Union player controls Louisa County.
+3	In each VP Segment in which the Union player controls New Kent County.
+3	In each VP Segment in which the Union player controls the Staunton box in the Valley off-map area.
+3	In each VP Segment in which the Union player controls the Lexington box in the Valley off-map area.
+3	In each VP Segment in which the Union player controls the Port Walthall Junction box in the Bermuda Hundred off-map area.
+3	For each point of Confederate Manpower value lost in combat,

retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

- +2 For each Union infantry division ending the game at a distance of 6 to 10 hexes from a Richmond city hex.
- 2 For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
- 10 For each artillery unit that is not withdrawn in time as specified by the "Union Artillery Recalled" random event.
- 10 If the Union player voluntarily destroys a depot. No points are lost if the Union player dismantles a depot.
- 20 If a Union depot on its Build side (or a Complete depot being dismantled) is destroyed by the Confederate Player.
- 30 If a Union depot on its Complete side (that is not being dismantled) is destroyed by the Confederate Player.

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
220 or more	Union Decisive Victory
170 to 219	Union Substantive Victory
120 to 169	Union Marginal Victory
70 to 119	Confederate Marginal Victory
20 to 69	Confederate Substantive Victory
19 or less	Confederate Decisive Victory

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Devin	Brig	Cav-1	Cav	3	GTC N1101
Torbert	Div	Cav-1	Ldr	—	GTC N1103
Custer	Brig	Cav-1	Cav	3	GTC N1103
Merritt	Brig	Cav-1	Cav	3	GTC N1105
Horse Art	Brig	AP	Art	2	GTC N1201 (Culpeper)
Art Res-1	Brig	AP	Art	2	GTC N1201 (Culpeper)
Kitching	Brig	AP	Inf	5	GTC N1201 (Culpeper)
Crawford	Div	V	Inf	7	GTC N1202
Wadsworth	Div	V	Inf	14	GTC N1301
Art Res-2	Brig	AP	Art	2	GTC N1302
Robinson	Div	V	Inf	11	GTC N1303
Warren-A	Corps	V	Ldr	—	GTC N1402
Griffin	Div	V	Inf	17	GTC N1402
Wright	Div	VI	Inf	15	GTC N1701
Ricketts	Div	VI	Inf	11	GTC N1701
Grant-A	Army	AP	Ldr	—	GTC N1701
Sedgwick	Corps	VI	Ldr	—	GTC N1701
Getty	Div	VI	Inf	18	GTC N1701
Complete depot	—	—	—	—	GTC N1201 (Culpeper)
Birney	Div	II	Inf	14	GTC N1701
Mott-A	Div	II	Inf	10	GTC N1701
Gibbon	Div	II	Inf	13	GTC N1701
Hancock-A	Corps	II	Ldr	—	GTC N1702
Barlow	Div	II	Inf	16	GTC N1702
Wilson	Div	Cav-3	Ldr	—	GTC N1703 (Stevensburg)
McIntosh	Brig	Cav-3	Cav	3	GTC N1703 (Stevensburg)
Chapman	Brig	Cav-3	Cav	2	GTC N1703 (Stevensburg)
Sheridan	Corps	Cav	Ldr	—	GTC N2202 (Paoli Mills)
DM Gregg	Div	Cav-2	Ldr	—	GTC N2202 (Paoli Mills)
Davies	Brig	Cav-2	Cav	4	GTC N2202 (Paoli Mills)
JI Gregg	Brig	Cav-2	Cav	4	GTC N2202 (Paoli Mills)

UNION SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Sigel	Dist	WV	Ldr	—	Winchester Box
Moor	Brig	1-WV	Inf	5	Winchester Box
Thoburn	Brig	1-WV	Inf	6	Winchester Box
Tibbits	Brig	Cav-1-WV	Cav	2	Winchester Box
Wynkoop	Brig	Cav-1-WV	Cav	1	Winchester Box
Butler	Army	AJ	Ldr	—	Bermuda Hundred Box
Gillmore	Corps	X	Ldr	—	Bermuda Hundred Box
Terry	Div	X	Inf	12	Bermuda Hundred Box
Turner	Div	X	Inf	12	Bermuda Hundred Box
Smith-A	Corps	XVIII	Ldr	—	Bermuda Hundred Box
Brooks	Div	XVIII	Inf	13	Bermuda Hundred Box
Weitzel	Div	XVIII	Inf	11	Bermuda Hundred Box
Hinks	Div	XVIII	Inf	6	City Point Box
Stevenson	Div	IX	Inf	7	May 4 Reinforcement
Burnside-A	Corps	IX	Ldr	—	May 5 Reinforcement
Potter	Div	IX	Inf	11	May 5 Reinforcement
Willcox-A	Div	IX	Inf	12	May 5 Reinforcement
Ferrero	Div	IX	Inf	7	May 5 Reinforcement
Provisional	Brig	IX	Inf	6	May 5 Reinforcement
3 NJ	Regt	Cav	Cav	1	May 5 Reinforcement
22 NY	Regt	Cav	Cav	1	May 5 Reinforcement
2 OH	Regt	Cav	Cav	1	May 5 Reinforcement
13 PA	Regt	Cav	Cav	1	May 5 Reinforcement
IX Corps Art	Brig	IX	Art	2	May 5 Reinforcement
Ames-A	Div	X	Inf	12	May 7 Reinforcement
West-A	Brig	Cav-J	Cav	3	May 11 Reinforcement
10/37 Clrd	Regt	AJ	Inf	2	May 11 Reinforcement
Kautz	Div	Cav-J	Ldr	—	May 19 Reinforcement
Mix	Brig	Cav-J	Cav	2	May 19 Reinforcement
Spear	Brig	Cav-J	Cav	2	May 19 Reinforcement
Hunter	Dist	WV	Ldr	—	Special Reinforcement
Crook	Div	2-WV	Ldr	—	Special Reinforcement
Sickel	Brig	2-WV	Inf	4	Special Reinforcement
Hayes	Brig	2-WV	Inf	4	Special Reinforcement
White	Brig	2-WV	Inf	4	Special Reinforcement
Averell	Div	Cav-2-WV	Ldr	—	Special Reinforcement
Schoonmaker	Brig	Cav-2-WV	Cav	2	Special Reinforcement
Duffie	Brig	Cav-2-WV	Cav	2	Special Reinforcement

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Longstreet	Corps	I	Ldr	—	<i>GTC</i> N0220 (Bell)
Field	Div	F-I	Inf	12	<i>GTC</i> N0220 (Bell)
Kershaw	Div	K-I	Inf	10	<i>GTC</i> N0226 (Mechanicsville)
Anderson	Div	III	Inf	15	<i>GTC</i> N0415
Stuart	Corps	Cav	Ldr	—	<i>GTC</i> N0615 (Orange Court House)
Rosser	Brig	H	Cav	2	<i>GTC</i> N0615 (Orange Court House)
Lee	Army	ANV	Ldr	—	<i>GTC</i> N0616
Hill	Corps	III	Ldr	—	<i>GTC</i> N0616
Heth-A	Div	III	Inf	16	<i>GTC</i> N0616
WH Lee	Div	WL	Ldr	—	<i>GTC</i> N0811
Chambliss	Brig	WL	Cav	2*	<i>GTC</i> N0811
Wilcox-A	Div	III	Inf	16	<i>GTC</i> N0813
Rodes	Div	II	Inf	10*	<i>GTC</i> N1408
Ewell	Corps	II	Ldr	—	<i>GTC</i> N1410
Early	Div	II	Inf	10	<i>GTC</i> N1410
Ramseur-B	Brig	II	Inf	3*	<i>GTC</i> N1608
E Johnson	Div	II	Inf	9	<i>GTC</i> N1609 (Palmyra)
Steuart-A	Brig	II	Inf	3*	<i>GTC</i> N1806
1 NC	Regt	WL	Cav	1	<i>GTC</i> N2508 (Flat Run Ch)
1 MD	Regt	Cav	Cav	1*	Within 12 hexes of Hanover Junction
2 MD	Regt	—	Inf	1*	Within 12 hexes of Hanover Junction
Johnston	Brig	II	Inf	3*	Within 12 hexes of Hanover Junction
F Lee	Div	FL	Ldr	—	<i>GTC</i> N4314 (Hamilton's Crossing)
Lomax	Brig	FL	Cav	2	<i>GTC</i> N4314 (Hamilton's Crossing)
Wickham	Brig	FL	Cav	3	<i>GTC</i> N4314 (Hamilton's Crossing)
Hampton	Div	H	Ldr	—++	<i>GTC</i> N4727 (Milford)
Young	Brig	H	Cav	1++	<i>GTC</i> N4727 (Milford)
Gordon	Brig	WL	Cav	1++	<i>GTC</i> N4727 (Milford)
Barton	Brig	P-I	Inf	3^	<i>OTR</i> N0527 (Hollywood Cemetery)
Gracie	Brig	J-SEV	Inf	3^	<i>OTR</i> N0628 (Manchester)
Hunton	Brig	P-I	Inf	3^	<i>OTR</i> N0934 (Chaffin's Bluff)
Imboden	Brig	Cav	Cav	3	New Market box
B R Johnson	Brig	J-SEV	Inf	2^	Drewry's Bluff box
Pickett	Div	P-I	Ldr	—	Petersburg box
31 NC	Regt	H-SEV	Inf	1	Petersburg box
Ptrbg Militia	Regt	SEV	Inf	1	Petersburg Box
VA Militia	Regt	WV	Inf	1	May 7 reinforcement
VMI Cadets	Regt	WV	Inf	1	May 7 reinforcement
Hagood	Brig	H-SEV	Inf	5	May 7 reinforcement
Clingman	Brig	H-SEV	Inf	2	May 7 reinforcement
Breckinridge	Dist	WV	Ldr	—	May 11 reinforcement
Echols	Brig	WV	Inf	3	May 11 reinforcement

CONFEDERATE SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Wharton	Brig	WV	Inf	2	May 11 reinforcement
Beauregard	Dist	SEV	Ldr	—	May 11 reinforcement
Hoke	Div	H-SEV	Ldr	—	May 11 reinforcement
Colquitt	Brig	H-SEV	Inf	3	May 11 reinforcement
Terry	Brig	P-I	Inf	3	May 11 reinforcement
Wise	Brig	J-SEV	Inf	4	May 11 reinforcement
Ransom	Brig	J-SEV	Inf	4	May 11 reinforcement
Lewis	Brig	J-SEV	Inf	3	May 11 reinforcement
Corse	Brig	P-I	Inf	3	May 15 reinforcement
Martin	Brig	H-SEV	Inf	4	May 15 reinforcement
Dearing-A	Brig	Cav	Cav	2	May 15 reinforcement
Walker	Brig	J-SEV	Inf	3	May 19 reinforcement
Butler	Brig	H	Cav	3	May 23 reinforcement
W E Jones	Dist	WV	Ldr	—	Special reinforcement
B H Jones	Brig	WV	Inf	2	Special reinforcement
Browne	Brig	WV	Inf	2	Special reinforcement
W E Jones	Brig	Cav	Cav	2	Special reinforcement
McCausland	Brig	Cav	Cav	2	Special reinforcement
Vaughn	Brig	Cav	Cav	1	Special reinforcement
Jackson	Brig	Cav	Cav	2	Special reinforcement
B R Johnson	Div	J-SEV	Ldr	—	Upon CSA reorganization

* Chambliss, Rodes, Ramseur, Steuart, 1 MD, 2 MD and Johnston start under a Fort-Complete marker.

^ Indicated units may not activate, entrench, or transfer on to the map until Turn 3.

++ Hampton, Young, and Gordon may not move or entrench until Turn 4. See Special Rule 4.



Woods between Palmers and Spotswoods Houses where Federals carried Confederate entrenchments in the Wilderness.

SCENARIO 10: MARCHING TO COLD HARBOR

NOTES: This scenario is the abbreviated Advanced Game covering the final confrontation in front of Richmond.

MAPS: Use the *GTC* North map, the top half of the *GTC* South map, and the left half of the *OTR* North map (the unused map portions can be folded over and are considered off-map; i.e., *OTR* N30xx and all columns east of there are off-map as are *GTC* Sxx26 and all rows south of there). Place the *GTC* South map on the bottom, then the *OTR* North map over it, and then the *GTC* North map on top.

GAME LENGTH: 17 turns; May 27 to June 12, 1864. Note that the game may end earlier.

STARTING THE GAME: The Union Player has a number of units that can be setup anywhere within five hexes of Bowling Green (*GTC* N4825). The Union player must pick an exact starting hex for each of these units before play begins. After the Union player has placed these units, the Confederate player places his seven cavalry units and three cavalry division leaders listed below as having a setup hex of “In Hanover County.” These units may be freely deployed within Hanover County as long as they are south of the South Anna River and west of the Virginia Central Railroad. They may be placed directly on a hex that includes this railroad.

The Union Navy marker starts the game on its “Transport Supplies” side. The marker may be flipped to its “Transport Troops” side as soon as the Union Player declines to place or flip a depot on a landing hex during a Depot Segment of a Strategic Cycle.

SPECIAL RULES:

1. *Random Events:* Random events are not determined on Turn 1. Random event rolls are made normally in all other turns.
2. *Pontoon Bridges:* The Union player starts with Minor River Bridge markers in place as follows:
 - From hex *GTC* N4111 to N4210 (Fredericksburg).
 - From hex *GTC* N3934 (Jericho Ford) to *GTC* N4033.
 - From hex *GTC* S3401 to *GTC* N4134 (Quarles Mills).
 The Confederate player starts with a Major River Bridge marker in place from hex *OTR* N0733 (Graveyard) to *OTR* N0833 (Wilton Farm).
3. *Destroyed Bridges:* The following permanent bridges have been destroyed prior to the start of the scenario:
 - Cedar Hill Bridge (*OTR* N0509 to N0608)
 - Littlepage Bridge (*OTR* N0912 to N0913)
 - Nelson’s Bridge (*OTR* N1415 to N1416)

4. *Destroyed RR Stations:* The following RR stations have been destroyed prior to the start of the scenario:
 - Beaver Dam Station (*GTC* N3232)
 - Hewlett’s Turnout (*GTC* N3633)
 - Noel’s Turnout (*GTC* S3201)
5. *Turn 1:* No leader transfer or attachment is allowed at the start of Turn 1. The game starts with a Union Activate Army Leader action (see below).
6. *Army Activation:* The first Action Phase on Turn 1 is automatically an Activate Army Leader action for the Union player (see 18.0). The action is automatically successful. As specified in the Activate Army Leader rules, the Confederate player automatically gains initiative in the following Action Phase.
7. *Strategic Events:* The event “Union Artillery Recalled” (see 3.0) is ignored whenever it occurs in this scenario.
8. *Union Variable Reinforcements:* For the purposes of calculating the number of Union variable reinforcements received and the chance of the game ending early (see 12.2), assume that prior to the start of the scenario, the Union player has lost 84 manpower points in combat. Similarly, 56 Confederate manpower points have been lost in combat. Also, assume that 48 Union manpower points have been replaced. Thus, the Union player will receive at least one die multiplied by three as reinforcements during the May 27 Strategic Cycle (since 84 minus 48 is 36), possibly more if 5 or more additional manpower points are lost in combat during the first turn.
9. *Lee Sick:* Lee is sick to start the scenario. He may recover in any Strategic Cycle (see 6.0).
10. *Hampton:* Stuart has died prior to the scenario. Hampton has not yet been promoted to lead the Confederate cavalry corps. The Confederate player should make a die roll during the Reinforcement Segment of each Strategic Cycle to see if Hampton is promoted to lead the Confederate cavalry (see 6.0).
11. *Upton:* The Upton counter is not available in this scenario.

VICTORY CONDITIONS:

Victory Conditions are calculated exactly as in Scenario 9. However, some VP have already been earned during the 23 days of campaigning that have occurred prior to the start of the scenario. These VP, shown below, are added to the Union player’s total at the end of the game. The VP gained and lost by both sides due to combat losses prior to the scenario are equal (and are thus ignored).

Control of Caroline County (one VP Segment): **3 VP**
 Complete CSA depot destroyed: **15 VP**

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Pickett	Div	P-I	Inf	10*	<i>GTC</i> S3304 (Fork Church)
Hill	Corps	III	Ldr	—	<i>GTC</i> S3402
Wilcox-A	Div	III	Inf	8*	<i>GTC</i> S3402
Heth-A	Div	III	Inf	11*	<i>GTC</i> S3403
Mahone	Div	III	Inf	11*	<i>OTR</i> N0106 (Oxford Ford)
Lee	Army	ANV	Ldr	—+	<i>OTR</i> N0207
Anderson	Corps	I	Ldr	—	<i>OTR</i> N0207
Kershaw	Div	K-I	Inf	7*	<i>OTR</i> N0207
Field	Div	F-I	Inf	8*	<i>OTR</i> N0308 (Hanover Junction)
Gordon	Div	II	Inf	6*	<i>OTR</i> N0308 (Hanover Junction)
Early	Corps	II	Ldr	—	<i>OTR</i> N0408
Rodes	Div	II	Inf	5*	<i>OTR</i> N0408

CONFEDERATE SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Breckinridge	Div	—	Inf	5	OTR N0408
Ramseur-A	Div	II	Inf	8*	OTR N0509
1 MD	Regt	Cav	Cav	1	OTR N0527 (Hollywood Cemetery)
Complete depot	—	—	—	—	OTR N0527 (Hollywood Cemetery)
Gracie	Brig	J-SEV	Inf	3	OTR N0934 (Chaffin's Bluff)
F Lee	Div	FL	Ldr	—	In Hanover County
Lomax	Brig	FL	Cav	2	In Hanover County
Wickham	Brig	FL	Cav	2	In Hanover County
Hampton	Div	H	Ldr	—	In Hanover County
Young	Brig	H	Cav	2	In Hanover County
Rosser	Brig	H	Cav	1	In Hanover County
Butler	Brig	H	Cav	3	In Hanover County
WH Lee	Div	WL	Ldr	—	In Hanover County
Gordon	Brig	WL	Cav	2	In Hanover County
Chambliss	Brig	WL	Cav	2	In Hanover County
Imboden	Brig	Cav	Cav	2	New Market box
VA Militia	Regt	WV	Inf	1	Staunton box
VMI Cadets	Regt	WV	Inf	1	Lexington box
Beauregard	Dist	SEV	Ldr	—	Port Walthall Station Box
B R Johnson	Div	J-SEV	Ldr	—	Port Walthall Station Box
B R Johnson	Brig	J-SEV	Inf	1*	Port Walthall Station Box
Wise	Brig	J-SEV	Inf	4*	Port Walthall Station Box
Ransom	Brig	J-SEV	Inf	4*	Port Walthall Station Box
Hoke	Div	H-SEV	Inf	14*	Port Walthall Station Box
Walker	Brig	J-SEV	Inf	3*	Petersburg Box
Dearing-A	Brig	Cav	Cav	2*	Petersburg Box
Ptrbg Militia	Regt	SEV	Inf	1*	Petersburg Box
W E Jones	Dist	WV	Ldr	—	Special reinforcement
B H Jones	Brig	WV	Inf	2	Special reinforcement
Browne	Brig	WV	Inf	2	Special reinforcement
W E Jones	Brig	Cav	Cav	2	Special reinforcement
McCausland	Brig	Cav	Cav	2	Special reinforcement
Vaughn	Brig	Cav	Cav	1	Special reinforcement
Jackson	Brig	Cav	Cav	2	Special reinforcement

* Indicated units start under a Breastwork-Complete marker.

+ Lee is sick to start the scenario.

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Wright-A	Corps	VI	Ldr	—	GTC S3202
Russell	Div	VI	Inf	11	GTC S3202
Ricketts	Div	VI	Inf	8	GTC S3202
Neill	Div	VI	Inf	12	GTC S3202

UNION SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Lockwood	Div	V	Inf	9	GTC N3934 (Jericho Ford)
Cutler	Div	V	Inf	7*	GTC S3302
Griffin	Div	V	Inf	10*	GTC S3302
Grant-A	Army	AP	Ldr	—	GTC S3401
Warren-A	Corps	V	Ldr	—	GTC S3401
Crawford	Div	V	Inf	9*	GTC S3401
Crittenden	Div	IX	Inf	10*	GTC S3401
Wilson	Div	Cav-3	Ldr	—	GTC N4232 (Mt Carmel Church)
McIntosh	Brig	Cav-3	Cav	2	GTC N4232 (Mt Carmel Church)
Chapman	Brig	Cav-3	Cav	2	GTC N4232 (Mt Carmel Church)
Burnside-A	Corps	IX	Ldr	—	OTR N0205 (Fall Mill)
Willcox-A	Div	IX	Inf	8*	OTR N0205 (Fall Mill)
Tyler	Div	II	Inf	15	OTR N0206 (North Anna Ford)
Birney	Div	II	Inf	14*	OTR N0307 (Fox)
Potter	Div	IX	Inf	8*	OTR N0307 (Fox)
DM Gregg	Div	Cav-2	Ldr	—	GTC N4431
Davies	Brig	Cav-2	Cav	4	GTC N4431
JI Gregg	Brig	Cav-2	Cav	4	GTC N4431
Hancock-A	Corps	II	Ldr	—	OTR N0407
Gibbon	Div	II	Inf	13*	OTR N0407
Barlow	Div	II	Inf	8*	OTR N0407
Sheridan	Corps	Cav	Ldr	—	GTC N4631
Torbert	Div	Cav-1	Ldr	—	GTC N4631
Devin	Brig	Cav-1	Cav	3	GTC N4631
Custer	Brig	Cav-1	Cav	3	GTC N4631
Merritt	Brig	Cav-1	Cav	3	GTC N4631
Ferrero	Div	IX	Inf	7	Within 5 hexes of Bowling Green (N4825)
8 IL	Regt	Cav	Cav	1	Within 5 hexes of Bowling Green (N4825)
22 NY	Regt	Cav	Cav	1	Within 5 hexes of Bowling Green (N4825)
2 OH	Regt	Cav	Cav	1	Within 5 hexes of Bowling Green (N4825)
Complete depot	—	—	—	—	GTC N5718 (Port Royal)
Hunter	Dist	WV	Ldr	—	Winchester Box
Moor	Brig	1-WV	Inf	7	Winchester Box
Thoburn	Brig	1-WV	Inf	7	Winchester Box
Tibbits	Brig	Cav-1-WV	Cav	2	Winchester Box
Wynkoop	Brig	Cav-1-WV	Cav	2	Winchester Box
Butler	Army	AJ	Ldr	—	Bermuda Hundred Box
Smith-A	Corps	XVIII	Ldr	—	Bermuda Hundred Box
Brooks	Div	XVIII	Inf	12	Bermuda Hundred Box
Martindale	Div	XVIII	Inf	9	Bermuda Hundred Box
Gillmore	Corps	X	Ldr	—	Bermuda Hundred Box
Terry	Div	X	Inf	9	Bermuda Hundred Box
Turner	Div	X	Inf	11	Bermuda Hundred Box

UNION SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Ames-A	Div	X	Inf	9	Bermuda Hundred Box
Kautz	Div	Cav-J	Ldr	—	Bermuda Hundred Box
Mix	Brig	Cav-J	Cav	2	Bermuda Hundred Box
Spear	Brig	Cav-J	Cav	2	Bermuda Hundred Box
West-A	Brig	Cav-J	Cav	3	Bermuda Hundred Box
Hinks	Div	XVIII	Inf	8*	City Point Box
Crook	Div	2-WV	Ldr	—	Special Reinforcement
Sickel	Brig	2-WV	Inf	4	Special Reinforcement
Hayes	Brig	2-WV	Inf	4	Special Reinforcement
White	Brig	2-WV	Inf	4	Special Reinforcement
Averell	Div	Cav-2-WV	Ldr	—	Special Reinforcement
Schoonmaker	Brig	Cav-2-WV	Cav	2	Special Reinforcement
Duffie	Brig	Cav-2-WV	Cav	2	Special Reinforcement

* Indicated units start under a Breastwork-Complete marker.



Massaponax Church, Virginia. Council of War, Lt. Gen. Ulysses S. Grant examining map held by Maj. Gen. George G. Meade, May 21, 1864.

GRAND CAMPAIGN EXTRA RULES

The rules listed below are changes and additions to the *Grant Takes Command* Advanced Game rules to enable play of two Grand Campaign scenarios that link *Grant Takes Command* with the *Stonewall in the Valley (SIV)* and both *On to Richmond (OTR)* maps. The rules below follow the numbering pattern of the Advanced Game rules. A numbered section below indicates that there are rules changes or additions to the corresponding Advanced Game rules section. If a rules section does not appear below, it is unchanged from the Advanced Game rules.

ARMIES

In the Grand Campaign game, each player controls three separate armies. Each military unit and leader must be attached to a single army at all times. Assignment of units to armies may change during the Leader Transfer Phase of each turn. After all leaders have been transferred to new subordinate hexes, use the rules in the subsections below to determine their assignments to a friendly army.

The following restrictions apply to mixing military units and leaders of different armies:

- Division and corps leaders may be transferred to a different army; district and army leaders may never switch armies.
- It is permissible to have some units from a corps or division in one army and other units from that same corps or division in another army. A leader may never activate units attached to a different army, even if the leader and unit were initially in the same corps or division.
- A unit in one army may never participate in a grand assault initiated by a leader from another army.

Friendly units from different armies provide friendly ZOC and flank bonuses for each other.

CONFEDERATE ARMIES

Confederate units are divided into armies as follows:

1. Department of Western Virginia: all Confederate units on the *SIV* maps.
2. Department of Southeastern Virginia: all Confederate units that can trace a shorter path of hexes to the district leader Beauregard than the army leader Lee. If Beauregard has not yet entered play, units should trace to the division leader Pickett instead.
Exception: If a unit is within 15 hexes of both Lee and Beauregard during the Leader Transfer Phase, the owning player may attach it to whichever army he prefers. Note that at least 10 manpower points of Confederate units must remain under Beauregard at all times. If the amount of manpower drops below 10, the Confederate player must reallocate units to Beauregard in the next Leader Transfer Phase.
3. Army of Northern Virginia: all other Confederate units.

Stuart, Hampton and all cavalry units in the WH Lee, F Lee, and Hampton divisions may never be assigned to the Department of Southeastern Virginia. Unless they are on a *SIV* map, they are always in the Army of Northern Virginia, even if they are closer to Beauregard than Lee.

UNION ARMIES

Union units are divided into armies as follows:

1. Department of West Virginia: all Union units on the *SIV* maps.
2. Army of the James: all Union units that can trace a shorter path of hexes to the army leader Butler than the army leader Grant. The cavalry brigade West is automatically in the Army of the James for the May 4 and 5 turns (before Butler enters the map).
Exception: If a unit is within 15 hexes of both Butler and Grant during the Leader Transfer Phase, the owning player may attach it to whichever army he prefers. Note that one full corps of Union units must remain under Butler at all times.
3. Army of the Potomac: all other Union units.

Sheridan, and all cavalry units in the Cav-1, Cav-2, and Cav-3 divisions may never be assigned to the Army of the James. Unless they are on a *SIV* map, they are always in the Army of the Potomac, even if they are closer to Butler than Grant.

ACTIONS

Units in the following armies may only be chosen to undertake actions (see Standard Rules, 5.0) in certain situations:

CONFEDERATE

- Department of Western Virginia
- Department of Southeastern Virginia

UNION

- Department of West Virginia
- Army of the James

These situations are as follows:

- The Confederate player may activate units in these two armies only if the Confederate player rolled a 5 or 6 during the just-completed Initiative Segment of the current Action Phase. On Confederate rolls of less than 5, or if the Union player passed, these units may not be activated.
- The Union player may activate units in the Army of the James only if the Union player rolled a 6 during the just-completed Initiative Segment of the current Action Phase or if the Union player rolled a 5 and the current Union command posture in the Bermuda Hundred theater is active. On Union rolls of less than 5, or if the Confederate player passed, these units may not be activated.
- The Union player may activate units in the Department of West Virginia only if the Union player rolled a 6 during the just-completed Initiative Segment of the current Action Phase, or if the Union player rolled a 5 and the current Union command posture in the Valley theater is active. On Union rolls of less than 5, or if the Confederate player passed, these units may not be activated.

1.0 ADVANCED GAME SEQUENCE OF PLAY

A Reinforcement Phase is added after the Random Events Phase and before the Leader Transfer Phase. New reinforcements are placed in this phase as described in Section 12.0, below. One new activity is performed during the Leader Transfer Phase.

LEADER TRANSFER PHASE

Units and leaders may be transferred between armies if they are within 15 hexes of two army leaders. This "transfer" does not cause counters to be moved on the map; it is simply a reassignment of a unit from one army to another. This reassignment occurs *after* leaders are transferred from one subordinate unit to another.

4.0 COMMAND POSTURE

The Union player determines Union command posture in the Valley and Bermuda Hundred theaters normally in the Grand Campaign. The only change is in the wording of the following modifier:

- 1: (Bermuda Hundred roll only) If the Union player currently controls the Drewry's Bluff box.

It now should read:

- 1: (Bermuda Hundred roll only) If the Union player currently controls Drewry's Bluff (*OTR* N0734).

INITIAL COMMAND POSTURES

The command posture for the Shenandoah Valley starts as passive. The command posture for Bermuda Hundred starts as active. The Command marker for each theater starts in the 0 box. The effects if the Union has a passive posture in one or these theaters are altered. The new effects are as follows:

PASSIVE VALLEY POSTURE

1. All Union units on the *SIV* maps suffer the effects of the Union Command Paralysis random event.
2. Union units and leaders on the *SIV* maps may only be activated if the Union rolled a 6 during the just-completed Initiative Segment of the current Action Phase.

PASSIVE BERMUDA HUNDRED POSTURE

1. All Union units in Butler's Army of the James suffer the effects of the Union Command Paralysis random event.
2. Union units and leaders in Butler's Army of the James may only be activated if the Union rolled a 6 during the just-completed Initiative Segment of the current Action Phase.

5.0 RANDOM END OF ACTION CYCLE

DOUBLE-1 INITIATIVE ROLLS

Players only need to roll equal to or less than the Army Leader's Command value *minus 1* (not 2 as in the Advanced Game) to extend the Action Cycle. Also, note that all units on the *SIV* maps and in the armies of Butler and Beauregard may not activate or entrench after the first double-1 initiative roll of a turn, regardless of whether or not one of the leaders was able to extend the Action Cycle.

8.0 RAILROAD MOVEMENT

Petersburg hexes are now treated just like Richmond hexes for the purposes of determining where rail movement starts and stops.

RAILROAD AREAS

The Confederate player has two "Railroad" areas:

- 1) All hexes north of the James River.

Exception: Hexes *OTR* N0527 (Hollywood Cemetery) and *OTR* N0627 (Capitol), both in Richmond, are considered to occupy the south area.

- 2) All hexes south of the James River.

No more than one unit may embark per turn in each area. The limit on the total number of units that can embark per turn is raised to two (again, one per area). Transfer of units to or from Staunton or Lynchburg and the map prohibits rail movement in the north area, but not in the south area.

HOW RR MOVEMENT IS PERFORMED

Add the Clover Hill RR and the Port Walthall RR to the list of railroads considered to be a part of the Richmond and Petersburg RR.

9.0 AMPHIBIOUS MOVEMENT

The Bermuda Hundred and City Point boxes are not in play in the Grand Campaign (see 14.0). Amphibious movement to these boxes is not permitted. Amphibious movement to Fort Monroe is allowed.

FORT MONROE

The movement options to and from Fort Monroe are altered; players should

use the table below. If an embarked unit from Fort Monroe is placed at one of the seven locations below, it continues its amphibious move, and Fatigue Levels are gained normally—including the hex cost for the "off-map" move.

HEX	HEX COST
James River (<i>OTR</i> S5822)	8
York River (<i>OTR</i> S5809)	15
Severn River (<i>OTR</i> S5805)	15
Mobjack Bay (<i>OTR</i> S5801)	15
Piankatank River (<i>OTR</i> S5823)	20
Rappahannock River (<i>OTR</i> S5819)	20
Rappahannock River (<i>GTC</i> N5817)	25
Potomac River (<i>GTC</i> N5308)	40

JAMES RIVER

Union units are now allowed to embark and move amphibiously on the James and Appomattox Rivers. This movement is restricted by the presence of naval batteries at Drewry's Bluff, Chaffin's Bluff, and Fort Clifton (see 10.0). Also, no units may embark or move amphibiously on the James River in hexes *OTR* N0627 (Capitol) and *OTR* N0528 (Spring Hill) and all hexes west of there.

FORT POWHATAN AND WILSON'S WHARF

If a Confederate infantry or artillery unit with an Artillery value of 1 or more occupies Fort Powhatan (*OTR* S2310) or Wilson's Wharf (*OTR* S2806), Union units may not move amphibiously in any hex column west of the occupied hex. Union gunboats may, however, be used in hexes west of the occupied location.

10.0 GUNBOATS

In the Grand Campaign, the Union player has a second gunboat unit.

AVAILABILITY OF GUNBOATS

One of the Union gunboats is still available on the York River. The second gunboat is available on the James and Appomattox Rivers. The Confederate gunboat is still available only on the James River. The Confederate gunboat is not available south of hexes *OTR* S3733 and *OTR* S3832. The gunboats from both sides are still not available in hexes *OTR* N0627 (Capitol) and *OTR* N0528 (Spring Hill) and all hexes west of there on the James River.

GUNBOATS AND COMBAT

Limitations: The first Union gunboat may only provide support in hexes containing at least one major river hexside of the York River. The second Union gunboat may only provide support in hexes containing at least one major river hexside of either the James or Appomattox Rivers. **Note:** There are restrictions on the use of this second gunboat based on the presence of Confederate naval batteries at Drewry's Bluff, Chaffin's Bluff and Fort Clifton (see 10.0).

BOMBARDMENT DIE ROLL MODIFIERS:

The following modifier is added to those already in effect:

- 1: If a Union gunboat is targeting a hex containing a Confederate naval battery.

Confederate Naval Batteries: If a Union gunboat bombards a hex containing a Confederate naval battery (Fort Clifton, *OTR* S0709; Drewry's Bluff, *OTR* N0734; or Chaffin's Bluff, *OTR* N0934), the Confederate player makes a special "naval battery" die roll to see if the gunboat is destroyed *before* the bombardment takes place.

- **2 or less:** The gunboat is destroyed. The bombardment does not take place.
- **3 or more:** The gunboat is unaffected. The bombardment takes place normally.

If a gunboat is destroyed, it is removed from the map and placed on the Turn Track 12 turns ahead of the current turn. At the start of the turn corresponding to the Turn box occupied by the gunboat, it is placed somewhere along either the James or Appomattox Rivers.

11.0 COUNTY CONTROL

OTR COUNTY CONTROL

The following counties are added to the list that are under permanent control of a single player.

PERMANENT UNION CONTROL	PERMANENT CONFEDERATE CONTROL
James City	Nottoway
Warwick	Gloucester, Isle of Wight
York	Middlesex
	Surry

The following counties are added to the list that can be controlled by either player. (Note that Chesterfield and Charles City are no longer permanently controlled by the Confederate player.)

COUNTY	CONTROL SEAT
Chesterfield	Chesterfield Court House (<i>GTC S3733</i>)
Charles City	Charles City CH (<i>OTR S2702</i>)
Dinwiddie	Petersburg (<i>OTR S0413</i>)
Prince George	Blanford (<i>OTR S0612</i>)
Sussex	Waverly (<i>OTR S2323</i>)

The control seat for King William is changed to West Point (*OTR N4226*).

SIV COUNTY CONTROL

Frederick County (near Winchester) is under permanent Union control. All other counties on the *SIV* map may be controlled by either player (but start under Confederate control). The control seats for all counties on the *SIV* maps are as printed on the *SIV* map. The Union player only needs to have a Union infantry or artillery (not cavalry) unit with a Manpower value of 1 occupying the control seat to control a county. The usual requirement to have a combined Manpower value among all his units in that county of *at least 2* does not apply on the *SIV* map.

12.0 REINFORCEMENTS

12.1 CONFEDERATE REINFORCEMENTS

CONSTANT REINFORCEMENTS

The Confederate constant reinforcement section of the Advanced Game rules is replaced with the following. All units are infantry brigades or regiments unless otherwise specified. If a setup hex or off-map box is specified below, the reinforcement is placed in that location at Fatigue Level 0 during the Reinforcement Phase of the given turn. However, if no hex is specified, the reinforcements are placed according to the Petersburg Reinforcement rules (see below).

May 6: Hagood arrives (see “Petersburg Reinforcements,” below).

May 7: Clingman and 7/11 SC arrive (see “Petersburg Reinforcements,” below).

May 8: The VA Militia arrives in Staunton (*SIV S2629*). The VMI Cadets arrive in the Lexington box.

May 9: The leader Breckinridge arrives in any hex containing a unit from the Department of Western Virginia.

May 10: Echols arrives in any hex along the south edge of the *SIV* South map from hex *SIV S0934* to *SIV S2134*.

May 11: Wharton arrives in any hex along the south edge of the *SIV* South map from hex *SIV S0934* to *SIV S2134*.

May 12: Corse arrives (see “Petersburg Reinforcements,” below).

May 13: Martin arrives (see “Petersburg Reinforcements,” below).

May 15: Dearing arrives (see “Petersburg Reinforcements,” below).

May 23: Butler’s cavalry brigade arrives in any Richmond city hex.

PETERSBURG REINFORCEMENTS

The Confederate player has several options for the placement of reinforcements to Petersburg. On a given turn, each unit is placed individually in one of the following three locations:

- The Burkeville off-map box;
- On the south edge of the South *OTR* map, in any hex from *OTR S0124* to *S3524*; or,
- On any RR hex on the Petersburg & Weldon RR, from *OTR S0724* to *S0413* (Petersburg). Units placed in this way must be able to trace an uninterrupted path of RR hexsides from the placement hex back to *OTR S0724*. This path cannot contain a hex that is either occupied by a Union unit or a hex containing a damaged or destroyed RR station.

Once the location is chosen for a unit, a die is rolled.

- On a roll of 1 or 2, the reinforcement is placed on the map at Fatigue Level 0 during the Reinforcement Phase.
- On a roll of 3, 4, or 5, the reinforcement may be placed at Fatigue Level 1 at a variable point in the Action Cycle of the current turn. The first time the Confederate player wins initiative with a 5 or 6, he may place one unit on the map. This is not considered an action, and he may activate the just-placed unit (or another unit) during this Action Phase. (The unit activated does not need to be in the Bermuda Hundred theater.) The next time he rolls a 5 or 6, he may place the next unit, and so on until all of the reinforcements have been placed. If any units are left off-map at the end of the Action Cycle, they are placed on the map at that time.
- On a roll of 6, the reinforcement is placed on the map at Fatigue Level 0 in Step 3 of the Recovery Phase.

VARIABLE REINFORCEMENTS

Normally, Confederate Replacement Points may be allocated to an infantry brigade if that brigade is in an off-map box (see 12.1). However, in the Grand Campaign, Replacement Points may also be allocated to an infantry brigade if that brigade is south of the James River or on the *SIV* map.

SPECIAL REINFORCEMENTS

Union General August Kautz led a cavalry raid against the Petersburg RR from May 5 to May 10 that disrupted the flow of Confederate reinforcements to Petersburg. To simulate this raid, the Union player rolls a die during the Reinforcement Phase of Turn 7:

- On a roll of 1, the raid is aborted before reaching the railroad. The Confederate reinforcements listed below start on Turn 7.
- On a roll of 2 or 3, the raid takes out a single railroad bridge. The Confederate reinforcements start on Turn 8.
- On a roll of 4 or 5, the raid succeeds in destroying two bridges ten miles apart. The Confederate reinforcements start on Turn 9 (the historical result).
- On a roll of 6, the raid destroys all three major bridges over the rail line. The Confederate reinforcements start on Turn 10.

On the turn reinforcements begin, the Confederate player receives Lewis's infantry brigade. On the next turn, the Confederate player receives district leader Beauregard, division leader Hoke, and the infantry brigades Wise, Terry, and Ransom. Finally, two turns after the reinforcements begin, the Confederate player receives Colquitt's infantry brigade. All these special reinforcements arrive according to the Petersburg Reinforcements rule (see above).

12.2 UNION REINFORCEMENTS

CONSTANT REINFORCEMENTS

The Union constant reinforcement section of the Advanced Game rules (see 12.2) is replaced with the following:

May 4 and 5: The Union player receives IX Corps and its attached cavalry regiments as detailed in the Scenario 9 Special Rules.

May 6: The Union player receives the following units:

- 10/37 Colored (regiment) in *OTR* S2310 (Fort Powhatan).
- Wild's infantry brigade in hex *OTR* S2806 (Wilson's Wharf)
- Hinks' infantry division in hex *OTR* S1207 (City Point).
- The following units at *OTR* S1205 (Bermuda Hundred): Butler, Gillmore, and Smith-A (leaders); and the infantry divisions Terry, Turner, Ames-A, Brooks, Weitzel.

During the Reinforcement Phase, one die is rolled for each of these May 6 infantry (not leader) reinforcements.

- On a roll of 1 or 2, the reinforcement is placed on the map at Fatigue Level 0 in the Reinforcement Phase.
- On a roll of 3, 4, or 5, the reinforcement is placed at Fatigue Level 1 in the Action Cycle of the current turn. The first time the Union player wins initiative with a roll of 5 or 6, he may place one unit on the map. This is not considered an action, and he may activate the just-placed unit (or another unit) during this Action Phase. (The unit activated does not need to be in the Bermuda Hundred theater.) The next time he rolls a 5 or 6, he may place another unit, and so on until all reinforcements have been placed. If any units are left off-map at the end of the Action Cycle, they are placed on the map at that time.
- On a roll of 6, the reinforcement is placed on the map at Fatigue Level 0 in Step 3 of the Recovery Phase.

Note: When a reinforcement is placed on the map, the army leader Butler and the leader commanding the corps to which the reinforcement belongs (Gillmore of X Corps or Smith-A of XVIII Corps) may be placed on top of the reinforcement.

May 17: The Union player receives the cavalry leader Kautz, and Mix's and Spear's cavalry brigades. These units must be placed together on the south edge of the *OTR* South map during the Reinforcement Phase. Mix and Spear are placed on their exhausted sides at Fatigue Level 0.

VARIABLE REINFORCEMENTS

Normally Union Replacement Points may be allocated to an infantry brigade if that brigade is in a Valley off-map box (see 12.2). However, in the Grand Campaign, Replacement Points may also be allocated to an infantry brigade if that brigade is located on the *SIV* map.

SPECIAL REINFORCEMENTS

Crook and Averell Divisions: In the Advanced Game rules, Crook's infantry division and Averell's cavalry division, plus their subordinate brigades, enter play in either the Lexington or Staunton box. Since the Staunton box is not used in the Grand Campaign, they may now enter in either the Lexington box or on the south edge of the South *SIV* map between S0934 and S1734 (inclusive) or in hex *SIV* S0122 or S1125. The Union player may decide which

units are allocated to which entry location during the Reinforcement Phase in which they enter play.

13.0 THE SHENANDOAH VALLEY

The New Market and Staunton boxes are not included in the Grand Campaign. Shenandoah Valley rules are applied normally to operations in the four off-map boxes that still exist.

The Union player has suffered a Major Defeat (see 13.0) in the Valley if, at the end of any day, 6 or more manpower points of Union units on the *SIV* maps are demoralized.

Units that must retreat from the Lexington or Charlottesville boxes during off-map combat may be placed on the edge of the *SIV* South map, but only if retreating to Lynchburg is not an option due to the presence of enemy units in the Lynchburg box. Units retreating from Lexington are placed on the south edge of the *SIV* South map between S0934 and S3534 (inclusive). Units retreating from Charlottesville are placed in any hex on the south edge of the *SIV* South map between S3534 and S3934 (inclusive) or the east edge of the *SIV* South map between S5118 and S4032 (inclusive).

14.0 BERMUDA HUNDRED

Only the Burkeville and Fort Monroe off-map boxes exist in the Bermuda Hundred Theater in the Grand Campaign. The other five boxes are replaced by the added area now in play on the *GTC* South map and *OTR* South map. Bermuda Hundred rules are applied normally to operations in the Burkeville and Fort Monroe boxes.

The Union player has suffered a Major Defeat (see 13.0) in the Bermuda Hundred theater if, at the end of any day, 15 or more manpower points of Union units in the Army of the James are demoralized.

15.0 TRANSFER

Due to the additional maps, the following boxes no longer exist:

- New Market
- Staunton
- Drewry's Bluff
- Port Walthall Station
- Petersburg

Transfer to/from the *GTC* map and these boxes is no longer permitted. The new transfer options added for the Grand Campaign game are listed below.

TRANSFER OF UNITS TO OR FROM THE VALLEY

TRANSFER OF UNITS FROM THE *SIV* MAPS:

- **Winchester:** If, during an Off-Map Phase, Union units occupy any hexes on the north edge of the Middle *SIV* map between M4301 and M4901 (inclusive), those units may be transferred to Winchester. The Union player removes the units he wishes to transfer and immediately places the units in the Winchester box. The Union player may also transfer units to Winchester during the Action Cycle. Any unit occupying the north edge of the Middle *SIV* map between M4301 and M4901 may enter the Winchester box at the cost of one Movement Point (even in Rain turns).
- ***SIV* Middle Map:** Both players may transfer units from the *SIV* Middle map to the *GTC* North map. When transferring, a player removes the selected units from a hex on the southern edge of the *SIV* Middle map between hexes M4534 and M5734 and places them on the Turn Track *two* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the player places the units in any hex on the north edge of the North *GTC* map between N0101 and N1901 (inclusive).
- ***SIV* South Map:** Both players may transfer units from the *SIV* South

map to the *GTC* North map. When transferring, a player removes the selected units from a hex on the eastern edge of the *SIV* South map between hexes S5416 and S5802 and places them on the Turn Track *three* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the player places the units in any hex on the west edge of the North *GTC* map between N0101 and N0122 (inclusive).

- **Lexington:** If, during an Off-Map Phase, either player's units occupy any hexes on the south edge of the South *SIV* map between S0934 and S3534 (inclusive), those units may be transferred to Lexington. The player removes the units he wishes to transfer and places them on the Turn Track *two* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the player places the units in the Lexington box.
- **Charlottesville:** If, during an Off-Map Phase, either player's units occupy any hexes on the south edge of the South *SIV* map between S3534 and S3934 (inclusive) or the east edge of the South *SIV* map between S5118 and S4032, those units may be transferred to Charlottesville. The player removes the units he wishes to transfer and places them on the Turn Track *two* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the player places the units in the Charlottesville box.
- **Staunton (Rail):** If, during an Off-Map Phase, a Confederate unit occupies any hexes on the south edge of the South *SIV* map between S2934 and S3734 (inclusive), that unit may be transferred by rail to either the *GTC* North map or the Lynchburg box. Only the Confederate player may transfer units from the *SIV* South map in this fashion. The Charlottesville box may not contain any Union units for this transfer to take place. The unit to be transferred must have a Manpower value of 10 or less. Only one unit may be transferred by rail in a given turn, and the transfer prohibits any further Confederate railroad movement (see 21.0) during this turn and the following one. If the Confederate player transfers units from the *SIV* South map by rail, he removes the selected unit and places it on the Turn Track *two* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the Confederate player places the unit in either the Lynchburg box, hex N0222 (Gordonsville), or any hex on the west edge of the North *GTC* map between N0123 and N0132 (inclusive). The Confederate Player may only move a unit to N0222 if all hexes traversed by the railroad from N0124 to N0222 (inclusive) are free of both Union units and Union ZOC. The player must designate whether or not the Lynchburg box or the *GTC* map is the target of the transfer as soon as the units are removed from the *SIV* map.

TRANSFER OF UNITS TO THE *SIV* MAPS:

- **Winchester:** Only the Union player may transfer units from the Winchester box to the *SIV* map. If the Union player transfers units from Winchester to the map, he removes the selected units and places them immediately in any hex on the north edge of the Middle *SIV* map between M4301 and M4901 (inclusive).
- ***SIV* Middle Map:** If, during an Off-Map Phase, either player's units occupy any hex on the north edge of the North *GTC* map between N0101 and N1901, those units may be transferred to the *SIV* Middle map. The player removes the units he wishes to transfer and places them on the Turn Track *two* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the player places the units on the southern edge of the *SIV* Middle map between hexes M4534 and M5734.
- ***SIV* South Map:** If, during an Off-Map Phase, either player's units occupy any hex on the west edge of the North *GTC* map between N0101 and N0122 (inclusive), those units may be transferred to the *SIV* South map. The player removes the units he wishes to transfer and places them on the Turn Track *three* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the player places the units on the eastern edge of the *SIV* South map between hexes S5416 and S5802.
- **Lexington:** Both players may transfer units from the Lexington box to the *SIV* South map. When transferring, a player removes the selected units and places them on the Turn Track *two* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the player places the units in any hex on the south edge of the

South *SIV* map between S0934 and S3534 (inclusive).

- **Charlottesville:** Both players may transfer units from the Charlottesville box to the *SIV* South map. When transferring, a player removes the selected units and places them on the Turn Track *two* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the player places the units in any hex on the south edge of the South *SIV* map between S3534 and S3934 (inclusive) or the east edge of the South *SIV* map between S5118 and S4032 (inclusive).
- **Staunton (Rail):** If, during an Off-Map Phase, a Confederate unit occupies either the Lynchburg box, hex N0222 (Gordonsville), or any hex on the west edge of the North *GTC* map between N0123 and N0132 (inclusive), that unit may be transferred by rail to the *SIV* South map. The Confederate Player may only move a unit from N0222 if all hexes traversed by the railroad from N0124 to N0222 (inclusive) are free of both Union units and Union ZOC. The Charlottesville box may not contain any Union units for this transfer to take place. The unit to be transferred must have a Manpower value of 10 or less. Only one unit may be transferred by rail in a given turn, and the transfer prohibits any further Confederate railroad movement (see 8.0) during this turn and the following one. The player removes the unit he wishes to transfer and places it on the Turn Track *two* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the Confederate player places the unit on the south edge of the South *SIV* map between S2934 and S3734 (inclusive).

TRANSFER OF UNITS TO AND FROM BURKEVILLE

TRANSFER OF UNITS FROM BURKEVILLE:

Burkeville: Only the Confederate player may transfer units from the Burkeville box to the *GTC* map. If the Confederate player transfers units from Burkeville to the map, he removes the selected units and places them on the Turn Track *one* turn ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the Confederate player places the units in any hex on the west edge of the South *GTC* map between S0143 and S0145 (inclusive).

TRANSFER OF UNITS TO BURKEVILLE:

Burkeville: If, during an Off-Map Phase, Confederate units occupy any hex on the west edge of the South *GTC* map between S0143 and S0145 (inclusive), those units may be transferred to Burkeville. The Confederate player removes the units he wishes to transfer and places them on the Turn Track *one* turn ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the Union player places the units in the Burkeville box.

16.0 SUPPLY

16.1 UNION DEPOTS

The Union player starts with a depot at Culpeper (N1201) in Scenario 11. The Union player starts with depots at Port Royal (N5718), Bermuda Hundred (*OTR* S1205), and City Point (*OTR* S1207) in Scenario 12.

Depot Limits: The Union player may have no more than *four* depots on the map at any time. **Note:** The Union player may not build a depot on the *SIV* maps.

PLACING AND COMPLETING UNION DEPOTS

The Union player receives an additional depot build in most turns of the Grand Campaign game. See "Strategic Events," below.

Landing Hexes: The Union player may also place depots in landing hexes of the James and Appomattox Rivers. See Section 23.0 for restrictions on building depots on these rivers. However, if during the Depot Segment of a Strategic Cycle, a Confederate infantry or artillery unit with an artillery value of 1 or more occupies Fort Powhatan (*OTR* S2310) or Wilson's Wharf (*OTR* S2806), all Complete depots at James River landing hexes west of the

occupied hex are flipped to their Build side. Depots on their Build side, and depots to the east of the occupied hex on the James River, are not affected.

A depot on a James or Appomattox River landing hex may also supply units in counties that are not normally supplied by the depot. These units must be located in landing hexes on the James or Appomattox Rivers that are in the same hex column as the depot, or in a hex column to the east of the depot. The Union player may only supply 10 manpower points of units in this manner. If more than 10 manpower points reside in such landing hexes, the Union player chooses which are in supply and which are not.

STRATEGIC EVENTS

The number of depot builds for the Union player varies depending on the strategic event and the current command posture (i.e., the posture over the past four turns) in the Bermuda Hundred and Shenandoah Valley theaters. There are four cases:

1. Passive in both theaters: *one* depot build.
2. Passive in both theaters and “Strong Union Logistics” event just occurred: *two* depot builds.
3. Active in at least one theater: *two* depot builds.
4. Active in at least one theater and “Strong Union Logistics” event just occurred: *three* depot builds.

In the first two cases above, the Union player allocates these depot builds according to the usual Advanced Game rules. In Case 3, the Union player may either:

- Place two depots on their Build sides;
- Flip two depots from their Build sides to the Complete sides; or,
- Place a depot on its Build side and flip a different depot to its Complete side.

The Union player may not place a depot on the map on its Complete side in Case 3. In Case 4, the Union player may use the *three* depot builds for *any* combination of depot placements and flips that totals *three*.

16.2 CONFEDERATE DEPOTS

The Confederate player starts with one more depot in a Petersburg city hex (see scenario Special Rules).

Depot Limits: The Confederate player may have no more than four depots on the map at any given time.

Confederate RR Hex Path: The hexes for Confederate RR hex paths are changed to now be:

- GTC N0124
- GTC S0143
- GTC S1050
- OTR S0724

The restriction of not being able to trace a path to GTC N0124 if the Union player controls the Charlottesville off-map box, still applies. There are no such restrictions on the other three hexes.

16.4 SUPPLY STATUS

Union units in the following counties on the *SIV* maps are always in supply: Warren, Shenandoah and Frederick. Confederate units on the *SIV* maps are always in supply, regardless of the county they occupy. Since the Union player may not build a depot on the *SIV* map, Union units on the *SIV* map outside of Warren, Shenandoah and Frederick Counties *must* forage to remain in supply.

Confederate units are no longer automatically in supply in Powhatan, Chesterfield, or Cumberland Counties.

SPECIAL SUPPLY CASES BY COUNTY

The new special supply cases added or modified for the Grand Campaign are listed below:

- *Charles City:* Henrico and New Kent are the only adjacent counties in which units are in supply.
- *Chesterfield:* Units in Henrico County and Prince George County are not in supply.
- *Prince George:* Dinwiddie, Surry, and Sussex are the only adjacent counties in which units are in supply.

18.0 ACTIVATE ARMY LEADER

INITIATIVE PENALTY

The automatic initiative won by the opposing player in the Action Phase following a successful Activate Army Leader action should be treated as an initiative roll of 6. Therefore, the opposing player will be able to activate units from any theater without restriction.

23.0 NAVAL BATTERIES

Naval Battery markers occupy Drewry's Bluff (OTR N0734) and Chaffin's Bluff (OTR N0934) in the Grand Campaign. There is also a naval battery printed on the map in Fort Clifton (OTR S0709). Reminder: The Fort Clifton naval battery (even if destroyed) also contains a Confederate redoubt.

If an undestroyed naval battery occupies Fort Clifton, it has the following effects:

- Union units may never embark or move amphibiously on the Appomattox River south of OTR hexes S0708 and S0808. The Union player may build or repair bridges there.
- A Union gunboat may not provide support on the Appomattox River south of OTR hexes S0708 and S0808.
- The Union player may not place a depot in any landing hex on the Appomattox River south of OTR hexes S0708 and S0808.

If an undestroyed naval battery occupies either Drewry's Bluff or Chaffin's Bluff, it has the following effects:

- Union units may never embark, move amphibiously, or build or repair bridges north of hexes OTR N0734 and N0833.
- A Union gunboat may not provide support on the James River north of hexes OTR N0734 and N0833.
- The Union player may not place a depot in any landing hex on the James River north of hexes OTR N0734 and N0833.

Destroying Naval Batteries: A Naval Battery marker has no Combat value and may not move or retreat. A Union unit may enter the naval battery's hex as long as no undestroyed Confederate fort or Confederate military units are situated there. If so, the battery is destroyed and is removed from the map (at Fort Clifton, place a Destroyed marker). The naval battery may never return to play.



SCENARIO 11: GRANT'S 1864 OFFENSIVE

MAPS: Use the following maps stacked *from top to bottom* in the following order: *GTC* North, *OTR* North, *OTR* South, *GTC* South, *SIV* south, *SIV* middle.

GAME LENGTH: 40 turns; May 4 to June 12, 1864. Note that the game may end earlier.

STARTING THE GAME: Before play begins, the Confederate player must place his four depots on the map. One must be placed in a Richmond city hex. The second must be placed in a Petersburg city hex. The others must be placed in two different RR stations that each are on a *GTC* map and connect to a Richmond city hex through a continuous path of RR hexsides. The Confederate Player also has three units that are deployed anywhere within twelve hexes of Hanover Junction (*OTR* N0308).

The Union Navy Marker starts the game on the "Transport Supplies" side. The marker may be flipped to the "Transport Troops" side as soon as the Union player declines to place or flip a depot on a landing hex during a Depot Segment of a Strategic Cycle.

SPECIAL RULES:

- Random Events:** Random events are not determined on Turn 1. Random event rolls are made normally on all other turns.
- Pontoon Bridges:** The Union player starts with a Minor River Bridge marker in place from hex N2401 (Kellyville) to N2501 (Kelly's Ford). The Confederate player starts with a Major River Bridge marker in place from hex *OTR* N0733 (Graveyard) to *OTR* N0833 (Wilton Farm).
- Turn 1:** The Union player automatically wins the initial initiative dice rolls on Turn 1. He may have up to six free Action Phases before initiative is rolled for normally: one for each leader in the following list: Hancock, Warren, Sedgwick, Torbert, Sheridan, and Wilson. The Union player's activities during these Action Phases are subject to the following restrictions:
 - The Union player may only select an Activate Leader action (no individual unit activations allowed).
 - Each Union leader listed above may only be selected for one Activate Leader action during these free initiatives.
 - No Union unit may move into a Confederate ZOC during these Action Phases.

The Union player is not required to take all six of these free actions. Once the Union player finishes his free actions, initiative is determined normally for the rest of the game.
- Confederate Movement Restrictions:** The cavalry leader Hampton and the cavalry brigades Young and Gordon may not move or entrench until Turn 4 (May 7). This restriction is lifted if any Union unit comes within ten hexes of their setup hex. Note that Gordon's brigade is from WH Lee's division and cannot be activated by Hampton.
- Union Reinforcements:** The IX Corps and its attached cavalry regiments are all reinforcements in this game. On Turns 1 and 2, the Union player may bring in a group of reinforcements with an activation instead of undertaking a March, Entrench, or Activate Leader action with units already on the board. Each unit placed on the map in this manner appears in any hex from *GTC* N1701 to N2501 (inclusive of both), at the Union player's discretion. Units are placed on the map with a Fatigue Level that is greater than zero on their normal sides. The following table summarizes the order these groups must appear, the turn of appearance, and their initial Fatigue Levels. If reinforcements are not brought on in the specified turn, they may instead be brought in on any subsequent turn, as long as the order of entry listed below is still followed. Note that reinforcements that have been delayed one or more turns always enter the board at Fatigue Level 0. These units may not use strategic movement in the turn of entry.

REINFORCEMENT GROUP 1	TURN	FATIGUE LEVEL
Stevenson	1	2
REINFORCEMENT GROUP 2	TURN	FATIGUE LEVEL
Willcox-A	2	1
REINFORCEMENT GROUP 3	TURN	FATIGUE LEVEL
Burnside-A	2	N/A
Potter	2	2
Provisional Brigade	2	2
REINFORCEMENT GROUP 4	TURN	FATIGUE LEVEL
Ferrero	2	3
IX Corps Art	2	3
3 NJ	2	3
22 NY	2	3
2 OH	2	3
13 PA	2	3

- Special Pontoon Construction:** During the Turn 1 Recovery Phase, the Union player may automatically construct two pontoon bridges as per Rule 10.1. These two bridges may only be constructed over a hexside meeting all of the following conditions:
 - The hexside is a ford over a minor river;
 - A Union unit of any manpower and unit type must be adjacent to the ford; and,
 - No Confederate unit of any manpower or unit type may be adjacent to the ford.

In any two locations where these conditions are met, the Union player may place a Minor River Bridge marker without having to roll for success.
- Washington Artillery:** The Confederate player must remove the Washington Artillery unit from the game during the Reinforcement Phase of Turn 7 (May 10). If the Washington Artillery has already been eliminated, the Confederate Player must deduct a total of 3 from the Artillery values of SEV units that arrive as Turn 7 or 8 reinforcements.

VICTORY CONDITIONS:

Victory Conditions are calculated exactly as in Scenario 9. The only difference is that some off-map boxes are not used in this scenario. Therefore, the VP for control of these boxes is converted into VP for control of certain hexes, as outlined below:

SCENARIO 9 BOX	SCENARIO 11 VP HEX
Staunton	Staunton (<i>SIV</i> S2629)
Drewry's Bluff	Drewry's Bluff (<i>OTR</i> N0734)
Port Walthall Station	Port Walthall Station (<i>OTR</i> S0508)
Petersburg	Petersburg (<i>OTR</i> S0413)



Drewry's Bluff, Virginia, view of James River.

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Longstreet	Corps	I	Ldr	—	<i>GTC</i> N0220 (Bell)
Field	Div	F-I	Inf	12	<i>GTC</i> N0220 (Bell)
Kershaw	Div	K-I	Inf	10	<i>GTC</i> N0226 (Mechanicsville)
Anderson	Div	III	Inf	15	<i>GTC</i> N0415
Stuart	Corps	Cav	Ldr	—	<i>GTC</i> N0615 (Orange Court House)
Rosser	Brig	H	Cav	2	<i>GTC</i> N0615 (Orange Court House)
Lee	Army	ANV	Ldr	—	<i>GTC</i> N0616
Hill	Corps	III	Ldr	—	<i>GTC</i> N0616
Heth-A	Div	III	Inf	16	<i>GTC</i> N0616
WH Lee	Div	WL	Ldr	—	<i>GTC</i> N0811
Chambliss	Brig	WL	Cav	2*	<i>GTC</i> N0811
Wilcox-A	Div	III	Inf	16	<i>GTC</i> N0813
Rodes	Div	II	Inf	10*	<i>GTC</i> N1408
Ewell	Corps	II	Ldr	—	<i>GTC</i> N1410
Early	Div	II	Inf	10	<i>GTC</i> N1410
Ramseur-B	Brig	II	Inf	3*	<i>GTC</i> N1608
E Johnson	Div	II	Inf	9	<i>GTC</i> N1609 (Palmyra)
Steuart-A	Brig	II	Inf	3*	<i>GTC</i> N1806
1 NC	Regt	WL	Cav	1	<i>GTC</i> N2508 (Flat Run Ch)
1 MD	Regt	Cav	Cav	1*	Within 12 hexes of Hanover Junction
2 MD	Regt	—	Inf	1*	Within 12 hexes of Hanover Junction
Johnston	Brig	II	Inf	3*	Within 12 hexes of Hanover Junction
F Lee	Div	FL	Ldr	—	<i>GTC</i> N4314 (Hamilton's Crossing)
Lomax	Brig	FL	Cav	2	<i>GTC</i> N4314 (Hamilton's Crossing)
Wickham	Brig	FL	Cav	3	<i>GTC</i> N4314 (Hamilton's Crossing)
Hampton	Div	H	Ldr	—++	<i>GTC</i> N4727 (Milford)
Young	Brig	H	Cav	1++	<i>GTC</i> N4727 (Milford)
Gordon	Brig	WL	Cav	1++	<i>GTC</i> N4727 (Milford)
Barton	Brig	P-I	Inf	3^	<i>OTR</i> N0527 (Hollywood Cemetery)
Gracie	Brig	J-SEV	Inf	3^	<i>OTR</i> N0628 (Manchester)
B R Johnson	Brig	J-SEV	Inf	2^	<i>OTR</i> N0734 (Drewry's Bluff)
Naval Battery	—	—	—	—	<i>OTR</i> N0734 (Drewry's Bluff)
Hunton	Brig	P-I	Inf	3^	<i>OTR</i> N0934 (Chaffin's Bluff)
Naval Battery	—	—	—	—	<i>OTR</i> N0934 (Chaffin's Bluff)
Naval Battery	—	—	—	—	<i>OTR</i> S0709 (Fort Clifton)
Pickett	Div	P-I	Ldr	—^	<i>OTR</i> S0413 (Petersburg)
Ptrbg Militia	Regt	SEV	Inf	1^	<i>OTR</i> S0413 (Petersburg)
Washington Art.	Regt	SEV	Art	1^	<i>OTR</i> S0612 (Blandford)
31 NC	Regt	H-SEV	Inf	1^	<i>OTR</i> S0613
Imboden	Brig	Cav	Cav	3	<i>SIV</i> M2229 (Dunkard Church)
Hagood	Brig	H-SEV	Inf	3	May 6 reinforcement
Clingman	Brig	H-SEV	Inf	2	May 7 reinforcement

CONFEDERATE SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
7/11 SC	Regt	H-SEV	Inf	2	May 7 reinforcement
VA Militia	Regt	WV	Inf	1	May 8 reinforcement
VMI Cadets	Regt	WV	Inf	1	May 8 reinforcement
Breckinridge	Dist	WV	Ldr	—	May 9 reinforcement
Echols	Brig	WV	Inf	3	May 10 reinforcement
Wharton	Brig	WV	Inf	2	May 11 reinforcement
Corse	Brig	P-I	Inf	3	May 12 reinforcement
Martin	Brig	H-SEV	Inf	4	May 13 reinforcement
Dearing-A	Brig	Cav	Cav	2	May 15 reinforcement
Walker	Brig	J-SEV	Inf	3	May 16 reinforcement
Butler	Brig	H	Cav	3	May 23 reinforcement
Lewis	Brig	J-SEV	Inf	3	Special reinforcement
Beauregard	Dist	SEV	Ldr	—	Special reinforcement
Wise	Brig	J-SEV	Inf	4	Special reinforcement
Hoke	Div	H-SEV	Ldr	—	Special reinforcement
Terry	Brig	P-I	Inf	3	Special reinforcement
Ransom	Brig	J-SEV	Inf	4	Special reinforcement
Colquitt	Brig	H-SEV	Inf	3	Special reinforcement
W E Jones	Dist	WV	Ldr	—	Special reinforcement
B H Jones	Brig	WV	Inf	2	Special reinforcement
Browne	Brig	WV	Inf	2	Special reinforcement
W E Jones	Brig	Cav	Cav	2	Special reinforcement
McCausland	Brig	Cav	Cav	2	Special reinforcement
Vaughn	Brig	Cav	Cav	1	Special reinforcement
Jackson	Brig	Cav	Cav	2	Special reinforcement
B R Johnson	Div	J-SEV	Ldr	—	Upon CSA reorganization

^ Indicated units may not activate or entrench until Turn 3.

* Chambliss, Rodes, Ramseur, Steuart, 1 MD, 2 MD and Johnston start under a Fort-Complete marker.

++ Hampton, Young, and Gordon may not activate or entrench until Turn 4. See Special Rule 4.

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Devin	Brig	Cav-1	Cav	3	GTCN1101
Torbert	Div	Cav-1	Ldr	—	GTCN1103
Custer	Brig	Cav-1	Cav	3	GTCN1103
Merritt	Brig	Cav-1	Cav	3	GTCN1105
Horse Art	Brig	AP	Art	2	GTCN1201 (Culpeper)
Art Res-1	Brig	AP	Art	2	GTCN1201 (Culpeper)
Kitching	Brig	AP	Inf	5	GTCN1201 (Culpeper)
Crawford	Div	V	Inf	7	GTCN1202
Wadsworth	Div	V	Inf	14	GTCN1301
Art Res-2	Brig	AP	Art	2	GTCN1302
Robinson	Div	V	Inf	11	GTCN1303

UNION SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Warren-A	Corps	V	Ldr	—	GTC N1402
Griffin	Div	V	Inf	17	GTC N1402
Wright	Div	VI	Inf	15	GTC N1701
Ricketts	Div	VI	Inf	11	GTC N1701
Grant-A	Army	AP	Ldr	—	GTC N1701
Sedgwick	Corps	VI	Ldr	—	GTC N1701
Getty	Div	VI	Inf	18	GTC N1701
Complete depot	—	—	—	—	GTC N1201 (Culpeper)
Birney	Div	II	Inf	14	GTC N1701
Mott-A	Div	II	Inf	10	GTC N1701
Gibbon	Div	II	Inf	13	GTC N1701
Hancock-A	Corps	II	Ldr	—	GTC N1702
Barlow	Div	II	Inf	16	GTC N1702
Wilson	Div	Cav-3	Ldr	—	GTC N1703 (Stevensburg)
McIntosh	Brig	Cav-3	Cav	3	GTC N1703 (Stevensburg)
Chapman	Brig	Cav-3	Cav	2	GTC N1703 (Stevensburg)
Sheridan	Corps	Cav	Ldr	—	GTC N2202 (Paoli Mills)
DM Gregg	Div	Cav-2	Ldr	—	GTC N2202 (Paoli Mills)
Davies	Brig	Cav-2	Cav	4	GTC N2202 (Paoli Mills)
JI Gregg	Brig	Cav-2	Cav	4	GTC N2202 (Paoli Mills)
West-A	Brig	Cav-J	Cav	3	OTR S4407 (Williamsburg)
Sigel	Dist	WV	Ldr	—	Winchester box
Moor	Brig	1-WV	Inf	5	Winchester box
Thoburn	Brig	1-WV	Inf	6	Winchester box
Tibbits	Brig	Cav-1-WV	Cav	2	SIV M3712 (Strasburg)
Wynkoop	Brig	Cav-1-WV	Cav	1	SIV M3712 (Strasburg)
Stevenson	Div	IX	Inf	7	May 4 Reinforcement
Burnside-A	Corps	IX	Ldr	—	May 5 Reinforcement
Potter	Div	IX	Inf	11	May 5 Reinforcement
Willcox-A	Div	IX	Inf	12	May 5 Reinforcement
Ferrero	Div	IX	Inf	7	May 5 Reinforcement
Provisional	Brig	IX	Inf	6	May 5 Reinforcement
3 NJ	Regt	Cav	Cav	1	May 5 Reinforcement
22 NY	Regt	Cav	Cav	1	May 5 Reinforcement
2 OH	Regt	Cav	Cav	1	May 5 Reinforcement
13 PA	Regt	Cav	Cav	1	May 5 Reinforcement
IX Corps Art	Brig	IX	Art	2	May 5 Reinforcement
Butler	Army	AJ	Ldr	—	May 6 Reinforcement
Smith-A	Corps	XVIII	Ldr	—	May 6 Reinforcement
Brooks	Div	XVIII	Inf	13	May 6 Reinforcement
Weitzel	Div	XVIII	Inf	11	May 6 Reinforcement
Hinks	Div	XVIII	Inf	6	May 6 Reinforcement

UNION SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Wild	Brig	XVIII	Inf	2	May 6 Reinforcement
10/37 Clrd	Regt	AJ	Inf	3	May 6 Reinforcement
Gillmore	Corps	X	Ldr	—	May 6 Reinforcement
Terry	Div	X	Inf	12	May 6 Reinforcement
Turner	Div	X	Inf	12	May 6 Reinforcement
Ames-A	Div	X	Inf	12	May 6 Reinforcement
Kautz	Div	Cav-J	Ldr	—	May 17 Reinforcement
Mix	Brig	Cav-J	Cav	2	May 17 Reinforcement
Spear	Brig	Cav-J	Cav	2	May 17 Reinforcement
Hunter	Dist	WV	Ldr	—	Special Reinforcement
Crook	Div	2-WV	Ldr	—	Special Reinforcement
Sickel	Brig	2-WV	Inf	4	Special Reinforcement
Hayes	Brig	2-WV	Inf	4	Special Reinforcement
White	Brig	2-WV	Inf	4	Special Reinforcement
Averell	Div	Cav-2-WV	Ldr	—	Special Reinforcement
Schoonmaker	Brig	Cav-2-WV	Cav	2	Special Reinforcement
Duffie	Brig	Cav-2-WV	Cav	2	Special Reinforcement



Jericho Mills, Virginia, canvas pontoon bridge, North Anna River. The Union's V Corps crossed here on May 23, 1864.

SCENARIO 12: IF IT TAKES ALL SUMMER

MAPS: Use the following maps stacked from top to bottom in the following order: *GTC* North, *OTR* North, *OTR* South, *GTC* South, *SIV* south, *SIV* middle.

GAME LENGTH: 17 turns; May 27 to June 12, 1864. Note that the game may end earlier.

STARTING THE GAME: The Union Player has a number of units that can be setup anywhere within five hexes of Bowling Green (*GTC* N4825). The Union player must pick an exact starting hex for each of these units before play begins. After he has placed these units, the Confederate player places the seven cavalry units and three cavalry division leaders listed below as having a setup location of “Any hex in Hanover County.” These units may be freely deployed within Hanover County as long as they are south of the South Anna River and west of the Virginia Central Railroad. They may be placed directly on a hex that includes this railroad. Finally, the Confederate player places the three units listed as “Near Petersburg” anywhere within four hexes of *OTR* S0513 (Depot). These three units are placed under Fort-Complete markers.

The Union Navy Marker starts the game on the “Transport Supplies” side. The marker may be flipped to the “Transport Troops” side as soon as the Union Player declines to place or flip a depot on a landing hex during a Depot Segment of a Strategic Cycle.

SPECIAL RULES:

1. *Random Events:* Random events are not determined on Turn 1. Random event rolls are made normally on all other turns.
2. *Pontoon Bridges:* The Union player starts with Minor River Bridge markers in place as follows:
 - From hex *GTC* N4111 to N4210 (Fredericksburg).
 - From hex *GTC* N3934 (Jericho Ford) to *GTC* N4033.
 - From hex *GTC* S3401 to *GTC* N4134 (Quarles Mills).
 The Confederate player starts with a Major River Bridge marker in place from hex *OTR* N0733 (Graveyard) to *OTR* N0833 (Wilton Farm).
3. *Destroyed Bridges:* The following permanent bridges have been destroyed prior to the start of the scenario:
 - Cedar Hill Bridge (*OTR* N0509 to N0608)
 - Littlepage Bridge (*OTR* N0911 to N0912)
 - Nelson’s Bridge (*OTR* N1415 to N1416)

4. *Destroyed RR Stations:* The following RR stations have been destroyed prior to the start of the Scenario:
 - Beaver Dam Station (*GTC* N3232)
 - Hewlett’s Turnout (*GTC* N3633)
 - Noel’s Turnout (*GTC* S3201)
5. *Turn 1:* No leader transfer or attachment is allowed at the start of Turn 1. The game starts with a Union Activate Army Leader action (see below).
6. *Army Activation:* The first action phase on Turn 1 is automatically an Activate Army Leader action for the Union player with the leader Grant (see 18.0). The action is automatically successful. As specified in the Activate Army Leader rule, the Confederate player automatically gains initiative in the following Action Phase, and this initiative may be used in any theater without restriction.
7. *Strategic Events:* The event “Union Artillery Recalled” is ignored whenever it occurs in this scenario.
8. *Union Variable Reinforcements:* For the purposes of calculating the number of Union variable reinforcements received and the chance of the game ending early (see 12.2), assume that prior to the start of the scenario, the Union player has lost 84 manpower points in combat. Similarly, 56 Confederate manpower points have been lost. Also, assume that 48 Union manpower points have been replaced. Thus, the Union player will receive at least one die multiplied by three as reinforcements during the May 27 Strategic Cycle (since 84 minus 48 is 36), possibly more if 5 or more additional manpower points are lost in combat during the first turn.
9. *Lee Sick:* Lee is sick to start the scenario. He may recover in any Strategic Cycle (see 6.0).
10. *Hampton:* Stuart has died prior to the scenario. Hampton has not yet been promoted to lead the Confederate cavalry corps. The Confederate player should make a die roll during the Reinforcement Segment of each Strategic Cycle to see if Hampton is promoted to lead the Confederate cavalry (see 6.0).
11. *Upton:* The Upton counter is not available in this scenario.

VICTORY CONDITIONS:

Victory Conditions are calculated exactly as in Scenario 11. However, some VP have already been earned during the 23 days of campaigning that have occurred prior to the start of the scenario. These VP, shown below, are added to the Union player’s total at the end of the game. The VP gained and lost by both sides due to combat losses prior to the scenario are equal (and are thus ignored).

Control of Caroline County (one VP Segment): **3 VP**
 Complete CSA depot destroyed: **15 VP**

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Pickett	Div	P-I	Inf	10*	<i>GTC</i> S3304 (Fork Church)
Hill	Corps	III	Ldr	—	<i>GTC</i> S3402
Wilcox-A	Div	III	Inf	8*	<i>GTC</i> S3402
Heth-A	Div	III	Inf	11*	<i>GTC</i> S3403
Mahone	Div	III	Inf	11*	<i>OTR</i> N0106 (Oxford Ford)
Lee	Army	ANV	Ldr	—+	<i>OTR</i> N0207
Anderson	Corps	I	Ldr	—	<i>OTR</i> N0207
Kershaw	Div	K-I	Inf	7*	<i>OTR</i> N0207
Field	Div	F-I	Inf	8*	<i>OTR</i> N0308 (Hanover Junction)
Gordon	Div	II	Inf	6*	<i>OTR</i> N0308 (Hanover Junction)
Early	Corps	II	Ldr	—	<i>OTR</i> N0408
Rodes	Div	II	Inf	5*	<i>OTR</i> N0408
Breckinridge	Div	—	Inf	5	<i>OTR</i> N0408
Ramseur-A	Div	II	Inf	8*	<i>OTR</i> N0509

CONFEDERATE SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
1 MD	Regt	Cav	Cav	1	OTR N0527 (Hollywood Cemetery)
Complete depot	—	—	—	—	OTR N0527 (Hollywood Cemetery)
Naval Battery	—	—	—	—	OTR N0734 (Drewry's Bluff)
Gracie	Brig	J-SEV	Inf	3	OTR N0934 (Chaffin's Bluff)
Naval Battery	—	—	—	—	OTR N0934 (Chaffin's Bluff)
F Lee	Div	FL	Ldr	—	In Hanover County
Lomax	Brig	FL	Cav	2	In Hanover County
Wickham	Brig	FL	Cav	2	In Hanover County
Hampton	Div	H	Ldr	—	In Hanover County
Young	Brig	H	Cav	2	In Hanover County
Rosser	Brig	H	Cav	1	In Hanover County
Butler	Brig	H	Cav	3	In Hanover County
WH Lee	Div	WL	Ldr	—	In Hanover County
Gordon	Brig	WL	Cav	2	In Hanover County
Chambliss	Brig	WL	Cav	2	In Hanover County
Imboden	Brig	Cav	Cav	2	SIV M2133 (New Market)
VA Militia	Regt	WV	Inf	1	SIV S2629 (Staunton)
VMI Cadets	Regt	WV	Inf	1	Lexington box
Complete depot	—	—	—	—	OTR S0413 (Petersburg)
B R Johnson	Div	J-SEV	Ldr	—	OTR S0605 (Ware Bottom Church)
B R Johnson	Brig	J-SEV	Inf	1^	OTR S0605 (Ware Bottom Church)
Ransom	Brig	J-SEV	Inf	4^	OTR S0605 (Ware Bottom Church)
Walker	Brig	J-SEV	Inf	3^	OTR S0605 (Ware Bottom Church)
Beauregard	Dist	SEV	Ldr	—	OTR S0606
Wise	Brig	J-SEV	Inf	4^	OTR S0606
Martin	Brig	H-SEV	Inf	4^	OTR S0606
Hoke	Div	H-SEV	Ldr	—	OTR S0607 (Walthall Mill)
Clingman	Brig	H-SEV	Inf	3^	OTR S0607 (Walthall Mill)
Hagood	Brig	H-SEV	Inf	4^	OTR S0607 (Walthall Mill)
Colquitt	Brig	H-SEV	Inf	3^	OTR S0607 (Walthall Mill)
Naval Battery	—	—	—	—	OTR S0709 (Fort Clifton)
Dearing-A	Brig	Cav	Cav	2^	Near Petersburg
64 GA	Regt	SEV	Inf	1^	Near Petersburg
Ptbrg Militia	Regt	SEV	Inf	1^	Near Petersburg
W E Jones	Dist	WV	Ldr	—	Special reinforcement
B H Jones	Brig	WV	Inf	2	Special reinforcement
Browne	Brig	WV	Inf	2	Special reinforcement
W E Jones	Brig	Cav	Cav	2	Special reinforcement
McCausland	Brig	Cav	Cav	2	Special reinforcement
Vaughn	Brig	Cav	Cav	1	Special reinforcement
Jackson	Brig	Cav	Cav	2	Special reinforcement

^ Indicated units start under a Fort-Complete marker.

* Indicated units start under a Breastwork-Complete marker.

+ Lee is sick to start the scenario.

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Wright-A	Corps	VI	Ldr	—	GTC S3202
Russell	Div	VI	Inf	11	GTC S3202
Ricketts	Div	VI	Inf	8	GTC S3202
Neill	Div	VI	Inf	12	GTC S3202
Lockwood	Div	V	Inf	9	GTC N3934 (Jericho Ford)
Cutler	Div	V	Inf	7*	GTC S3302
Griffin	Div	V	Inf	10*	GTC S3302
Grant-A	Army	AP	Ldr	—	GTC S3401
Warren-A	Corps	V	Ldr	—	GTC S3401
Crawford	Div	V	Inf	9*	GTC S3401
Crittenden	Div	IX	Inf	10*	GTC S3401
Wilson	Div	Cav-3	Ldr	—	GTC N4232 (Mt. Carmel Church)
McIntosh	Brig	Cav-3	Cav	2	GTC N4232 (Mt. Carmel Church)
Chapman	Brig	Cav-3	Cav	2	GTC N4232 (Mt. Carmel Church)
Burnside-A	Corps	IX	Ldr	—	OTR N0205 (Fall Mill)
Willcox-A	Div	IX	Inf	8*	OTR N0205 (Fall Mill)
Tyler	Div	II	Inf	15	OTR N0206 (North Anna Ford)
Birney	Div	II	Inf	14*	OTR N0307 (Fox)
Potter	Div	IX	Inf	8*	OTR N0307 (Fox)
DM Gregg	Div	Cav-2	Ldr	—	GTC N4431
Davies	Brig	Cav-2	Cav	4	GTC N4431
JI Gregg	Brig	Cav-2	Cav	4	GTC N4431
Hancock-A	Corps	II	Ldr	—	OTR N0407
Gibbon	Div	II	Inf	13*	OTR N0407
Barlow	Div	II	Inf	8*	OTR N0407
Sheridan	Corps	Cav	Ldr	—	GTC N4631
Tobert	Div	Cav-1	Ldr	—	GTC N4631
Devin	Brig	Cav-1	Cav	3	GTC N4631
Custer	Brig	Cav-1	Cav	3	GTC N4631
Merritt	Brig	Cav-1	Cav	3	GTC N4631
Ferrero	Div	IX	Inf	7	Within 5 hexes of Bowling Green (N4825)
8 IL	Regt	Cav	Cav	1	Within 5 hexes of Bowling Green (N4825)
22 NY	Regt	Cav	Cav	1	Within 5 hexes of Bowling Green (N4825)
2 OH	Regt	Cav	Cav	1	Within 5 hexes of Bowling Green (N4825)
Complete depot	—	—	—	—	GTC N5718 (Port Royal)
Hunter	Dist	WV	Ldr	—	SIV M3018 (Woodstock)
Moor	Brig	1-WV	Inf	7+	SIV M3018 (Woodstock)
Thoburn	Brig	1-WV	Inf	7+	SIV M3018 (Woodstock)
Tibbits	Brig	Cav-1-WV	Cav	2	SIV M3017
Wynkoop	Brig	Cav-1-WV	Cav	2	SIV M3017
Gillmore	Corps	X	Ldr	—	OTR S0705 (Barn)
Terry	Div	X	Inf	9^	OTR S0705 (Barn)

UNION SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Ames-A	Div	X	Inf	9^	OTR S0705 (Barn)
Butler	Army	AJ	Ldr	—	OTR S0706
Turner	Div	X	Inf	11^	OTR S0706
Smith-A	Corps	XVIII	Ldr	—	OTR S0707 (Port Walthall)
Brooks	Div	XVIII	Inf	12^	OTR S0707 (Port Walthall)
Martindale	Div	XVIII	Inf	9^	OTR S0707 (Port Walthall)
Kautz	Div	Cav-J	Ldr	—	OTR S0805 (Hatcher)
Mix	Brig	Cav-J	Cav	2	OTR S0805 (Hatcher)
Spear	Brig	Cav-J	Cav	2	OTR S0805 (Hatcher)
West-A	Brig	Cav-J	Cav	3	OTR S0805 (Hatcher)
Duncan	Brig	XVIII	Inf	3^	OTR S0807
Complete depot	—	—	—	—	OTR S1205 (Bermuda Hundred)
Hinks	Div	XVIII	Inf	4^	OTR S1207 (City Point)
Complete depot	—	—	—	—	OTR S1207 (City Point)
Wild	Brig	XVIII	Inf	2^	OTR S2806 (Wilson's Wharf)
10/37 Clrd	Regt	AJ	Inf	3^	OTR S2310 (Fort Powhattan)
Crook	Div	2-WV	Ldr	—	Special Reinforcement
Sickel	Brig	2-WV	Inf	4	Special Reinforcement
Hayes	Brig	2-WV	Inf	4	Special Reinforcement
White	Brig	2-WV	Inf	4	Special Reinforcement
Averell	Div	Cav-2-WV	Ldr	—	Special Reinforcement
Schoonmaker	Brig	Cav-2-WV	Cav	2	Special Reinforcement
Duffie	Brig	Cav-2-WV	Cav	2	Special Reinforcement

* Indicated units start under a Breastwork-Complete marker.

^ Indicated units start under a Fort-Complete marker.

+ Moor and Thoburn are placed on their exhausted sides.



Union troops erecting breastworks, Cold Harbor, Virginia.

THE GAME AS HISTORY

BY ED BEACH

BACKGROUND

MARCH 9-MAY 3, 1864:

Eight months had passed since General George Gordon Meade's victory at Gettysburg. Although there had been battles in the Fall at Bristoe Station and Mine Run, the focus of both sides' war efforts had moved west, with names like Chattanooga and Chickamauga capturing the attention of the divided nation. Meade, still the hero of the north, was losing the confidence of President Abraham Lincoln as his army stalled along the Rapidan River. His opponent, General Robert E. Lee, had even sent his best corps under General James Longstreet west to Tennessee—and Lee was still able to stalemate Meade. Meade wrote to his wife that Lee played a “deep game ... and I am free to admit that in the playing of it he has got the advantage of me.”

And so, for the seventh time since the start of the war, Lincoln looked for a new general to take command in the east. At least this time, Lincoln was confident in his selection. General Ulysses Simpson Grant, hero of Vicksburg, was summoned to Washington to become the first lieutenant general since George Washington. With his new rank, Grant was tasked with management of the entire Union war effort, including oversight of the upcoming spring campaign in Virginia. Meade would remain on as nominal head of the Army of the Potomac.

Grant's grand strategy for the Union was designed to pressure the Confederacy at all points. He felt that the failure to attack in such a fashion had held back Union progress in previous years:

The armies in the East and West acted independently and without concert, like a balky team, no two ever pulling together, enabling the enemy to use to great advantage his interior lines of communication for transporting troops from east to west, re-enforcing the army most vigorously pressed...

To correct this deficiency, Grant decided on a simultaneous attack by all Union armies in early May. He wrote that he had determined:

... first, to use the greatest number of troops practicable against the armed force of the enemy, preventing him from using the same force at different seasons against first one and then another of our armies ... second, to hammer continuously against the armed force of the enemy and his resources, until by mere attrition, if in no other way, there should be nothing left to him but ... submission.

The specifics of Grant's plan called for General William Tecumseh Sherman to begin his advance toward Atlanta no later than May 4. Simultaneously, Grant ordered four armies to begin movements in the Virginia theater.

The main thrust south was to be spearheaded by Meade's Army of the Potomac, currently positioned near Culpeper (N1201) along the Orange and Alexandria Railroad. Since the Fall, that army had been consolidated into just three corps, ably led by Generals Winfield Scott Hancock (II Corps), Gouverneur Warren (V) and John Sedgwick (VI). The cavalry corps had also been reorganized and placed under the energetic leadership of General Philip Sheridan, who had come east with Grant. To supplement Meade's troops, the IX Corps, recently arrived from the west, was ordered to march south from Annapolis and guard the Orange and Alexandria as the Army of the Potomac headed south. Unfortunately, the IX Corps' commander, General Ambrose Burnside, outranked Meade. To avoid an awkward situation in which Burnside would report to a lower-ranked officer, Burnside was asked to report directly to Grant. This awkward command structure—where one-quarter of the troops moving south were not under the control of Meade—would hinder Union efforts during the first few weeks of the campaign.

General Andrew Humphreys, Meade's chief-of-staff, drew up several plans for the upcoming campaign. Lee's Army of Northern Virginia was well entrenched south of the Rapidan River, so a direct assault would be suicidal. Humphreys' first proposal to advance around Lee's western flank was

discarded by Grant on the grounds that capturing and repairing the Orange and Alexandria rail line would be slow and would require significant troop allocations to safeguard the rail line against subsequent guerilla raids. Instead, a move to the east of Lee was chosen. In this variant, the Army of the Potomac would cross the Rapidan into the Wilderness, the dense second-growth forest that had confounded General Joseph Hooker just a year before. Humphreys' plan called for the army to march south in two columns, clearing the Wilderness as soon as possible. Once out of the woods, both columns would swing west to meet Lee in open ground. This eastern version of the plan allowed the Army of the Potomac to be supplied by sea; a series of depots could be established along the rivers feeding into the Chesapeake Bay as the army marched south towards Richmond.

Two additional armies were moving into Confederate territory in General Franz Sigel's Department of West Virginia. These armies would also leave camp in early May. The first, under General George Crook would leave Charleston and march southeast to cut the Virginia and Tennessee railroad somewhere between Saltville and Lynchburg. Destroying the 780-foot railroad bridge over the New River near Dublin was Crook's most important objective. If all went well, Crook would then continue east to Lynchburg. Sigel would lead the second army himself. Marching south from Winchester, Sigel's men would move up (“up” is south in the Valley) Shenandoah Valley with Staunton as their objective.

Grant's final army pressuring the Confederates in Virginia was to make the most direct move against the Confederate capital of Richmond. Led by General Benjamin Butler, the newly formed Army of the James was to leave Fort Monroe on May 4 and sail up the James River to the spit of land between the James and Appomattox Rivers known as Bermuda Hundred. Grant's orders to Butler specified:

When you are notified to move take City Point with as much force as possible. Fortify, or rather intrench, at once, and concentrate all your troops for the field there as rapidly as you can ... Richmond is to be your objective point.

Butler would sail with over 35,000 men of the X and XVIII corps. The Army of the James' cavalry division, led by General August Kautz, would leave Norfolk at the same time and proceed west to the Petersburg railroad. Plans called for Kautz to cut the railroad in several places between Petersburg and Weldon, North Carolina, hindering Confederate efforts to reinforce Petersburg and Richmond with troops from the Carolinas.

Meanwhile, on the south side of the Rapidan, Lee readied his poorly-fed troops as well as he could. Longstreet's corps, recently arrived from Tennessee, was camped near the railhead at Gordonsville in case troops needed to return to Richmond in a hurry. Generals Richard Ewell and Ambrose Powell Hill manned the Rapidan river entrenchments with their two corps. General JEB Stuart's cavalry was spread from Orange Court House (GTCN0615) to Fredericksburg (N4111) due to a severe shortage of fodder. On May 2, Lee called his senior commanders to the summit of Clark's Mountain (N1210). After studying the bustling Union camps, Lee was convinced his adversary would move soon. Pointing east, he declared that the Army of the Potomac would cross down river at Ely's and Germanna fords. However, even though Lee anticipated the Federal move, he did not reposition any troops. He would wait and be certain, leaving the first move to Grant and Meade.

The Overland campaign is about to begin,

MAY 4, 1864

It is just after midnight, early in the morning of May 4, 1864. Looking out on a clear, starry night, Meade's army moves out. Cavalry and pontoon engineers have already slipped down to the Rapidan to ready the crossings for the infantry. Hancock's II Corps is the first to move, reaching Richardsville (N2705) by sunrise on their way to Ely's Ford (N3006-3007). V Corps is next, marching over the closer Germanna Ford (N2406-2507). Sedgwick follows Warren, leaving Brandy Station just before dawn. Warren encamps at Wilderness Tavern (N2709), while General James Wilson's cavalry division fans out along the roads to the west of the tavern. Sheridan's other two cavalry divisions escort the huge wagon train carrying ten days of supplies. Hancock continues his march and ends the day at Chancellorsville (N3210). Gruesome remains

from the previous year's fight are found scattered throughout the woods.

Lee's response is swift; the Rebel lookouts had seen figures marching in front of Union campfires during the night. By noon, Ewell is heading east on the Orange Turnpike, leaving just three brigades to cover the Rapidan fords. Hill follows on the Orange Plank Road with the divisions of Generals Henry Heth and Cadmus Wilcox. Ewell reaches Locust Grove (N2311) as night falls. Hill, with a longer march, is further back on the plank road at Verdierville (N1813). Longstreet's I Corps finishes their day by washing their tired feet in the North Anna River at Brock Bridge (N1222). As soon as Longstreet's men can join up along the right flank, Lee's Army of Northern Virginia will be ready to launch a full-scale assault on Grant's army. Fighting in the Wilderness will negate the Federal advantage in manpower and artillery. In the meantime, Lee warns his commanders to avoid a general engagement.

MAY 5, 1864

Wilson's troopers, tasked with warning of the approach of Rebels from the west, fail to do their job. Wilson marches through Parker's Store (N2612), leaves a detachment from the 5th NY at that crossroads, and proceeds south to the Catharpin Road (N2616). Wilson never notices Ewell's lead elements, camped for the night just 2 miles west of General Charles Griffin's V Corps division. Shortly after breakfast, Griffin's men at Saunder's Field (N2510) are surprised to see a column of Ewell's Confederates appear along the Orange Turnpike. The Union high command pushes for an immediate attack; however, the cautious Warren asks for Sedgwick's VI Corps to first form on his right. Sedgwick is nowhere to be seen — the tangled undergrowth and a bold delaying action by Major William Cowles' 1st North Carolina cavalry slow his advance. At 1 PM, Warren is forced to go ahead with the attack alone. Griffin's division, led by the 140th and 146th NY of Ayres's brigade, are hit by withering Confederate fire from both flanks and driven back. All afternoon, a bloody fight rages in the vicinity of Saunder's Field. A second piecemeal Union attack late in the afternoon by Sedgwick's late-arriving men also fails to gain any ground. Ewell has repulsed two Union corps and followed Lee's orders to avoid a general engagement.

Meanwhile, one road to the south, a second battle is developing, completely isolated from the first by the tangle of vegetation known as the Wilderness. Hill's divisions of Wilcox and Heth drive off the 5 NY cavalry and continue east. The critical intersection of the Brock and Orange Plank roads (N2811) is only two miles ahead. Hancock, as the left flank of the Union army, is the natural choice to block Hill's advance. But Hancock has spent the morning marching to Todd's Tavern (N3114) and is 4 miles away. Getty's division, in reserve at Wilderness Tavern, is rushed to fill the void. Double-timing down the Brock Road, Getty reaches the crossroads just minutes before Heth's lead elements. For the next three hours, the engagement along the Orange Plank Road builds as both Hancock and Hill throw in one unit after another. By day's end, Heth and Wilcox are spent, their men too tired to entrench before collapsing for the evening. They have held off elements of five Union divisions and are desperately hoping to be relieved by Longstreet's Corps before morning.

MAY 6, 1864

Longstreet is still ten miles away, however, when the fighting dies down on the 5th. Lee and Stuart both send messengers to hurry him to the front, and his troops march from 1 AM until daybreak. It is still not enough; Lee and his aides sit at the Widow Tapp farm (N2712) and watch as the dawn assault led by Hancock's men shreds Hill's exhausted troops. Hill's men rout through the Widow Tapp clearing just as Longstreet's divisions arrive at last. Lee is caught up in the sight of Gregg's Texans valiantly moving forward to stem the Union tide. "Texans always move them!" he shouts, and then advances with Gregg's troops. Lee has to be restrained by Longstreet and his aides to prevent him from charging with the Texans.

Longstreet's men do check Hancock's advance. Looking to further drive the Federals, the Confederates find a path along the unfinished railroad (N2812). Longstreet's aide, Lieutenant Colonel G. Moxley Sorrel, leads several brigades down this path to Hancock's left flank. Slamming into that flank, they rout Hancock's front brigades and roll the Union line back to Brock Road. Only Hancock's entrenchments along the road prevent it from falling into Confederate hands. However, Longstreet's success is not without a price.

Within minutes, both Union General James Wadsworth and Longstreet are shot in the thick woods. Wadsworth is killed; Longstreet, accidentally shot by his own troops, is severely injured and won't rejoin the army for months.

The final action of the Battle of the Wilderness occurs on the far north end of the Union line. General John Gordon's brigade slips around the north edge of Sedgwick's line. The flank attack that ensues routs two Union brigades. Only the onset of darkness prevents Gordon from exploiting his breakthrough further.

The Battle of the Wilderness is a costly draw. Grant has lost the staggering total of over 17,000 men in two days of fighting. Lee's Army is down in strength by 11,000, enough to severely restrict his offensive punch. In addition, two of his corps commanders are out of action (Hill falls sick, Longstreet is injured as mentioned above). And Grant retains control of the Brock Road intersection—the route south is clear.

MAY 7-8, 1864

On May 7, Grant and Lee rest their armies; the only significant clashes are a third day of cavalry fighting at Todd's Tavern. Near Richmond, however, things are quite a bit busier. Butler's Army of the James, which landed at Bermuda Hundred on the evening of May 5, begins to move out. Butler is using General Edward Hinck's XVIII Corps division of colored troops as garrisons to secure the river supply line at City Point (*OTR* S1207), Wilson's Wharf (*OTR* S2806) and Fort Powhatan (*OTR* S2310). That leaves him five divisions for mobile operations against Petersburg and Richmond. Petersburg's defenses are initially led by General George Pickett commanding a lone infantry regiment (31 NC) and assorted militia. Luckily for Pickett, Butler takes Grant's directive to establish a secure base seriously. He sends out a few regiments to probe to the rail line at Port Walthall Station (*OTR* S0508) on the 6th. The next day he finally dispatches a sizable force under General William Brooks that drives out Confederate General Bushrod Johnson's tenacious defenders. However, even though Butler has severed the communication between Richmond and Petersburg, he advances no further on the 8th. That day Kautz's cavalry destroys two bridges on the Weldon and Petersburg railroad 20 miles to the south of Petersburg, further delaying reinforcements to the panicked Pickett. The opportunity to take Petersburg or seriously threaten Richmond is there, but Butler fails to act decisively in either direction.

Although Grant allows the Army of the Potomac a day of rest, he has already decided that his next course of action is to continue south and leave the Wilderness. By 6:30 AM, he tells Meade to "make all preparations during the day for a night march." By 8:30 PM on the evening of the 7th, the second Union night march of the campaign is underway. Warren's corps slowly edges south on Brock Road, threading their way through Hancock's entrenched units. As Grant approaches the Brock Road intersection, the men wait to see whether he will turn east or continue south. Grant chooses the right-hand fork to the south and the men cheer "On to Richmond!" Grant's aide Horace Porter writes: "I do not know that during the entire war I had such a real feeling of delights and satisfaction as in the night when we came to the road leading to Spotsylvania Court House and turned to the right." Lincoln finally has his general that will not back down against Lee.

Once again though, Lee anticipates Grant's move. He instructs his chief of artillery, General William Pendleton, to cut a road through the woods for Longstreet's corps (now led by General Richard Anderson). While Warren creeps past Hancock on the Brock Road, Anderson uses Pendleton's trail to get a swift start towards Spotsylvania. By daybreak his men are at the Block House Bridge (N3216). V Corps is delayed by a series of running engagements with General Fitzhugh Lee's cavalry division, who is executing a masterful fighting withdrawal. As Warren approaches Laurel Hill (N3415), Stuart uses his troopers and Anderson's arriving units to block Warren's advance for the day. Wilson's cavalry division, which had ridden into Spotsylvania unopposed, is driven off as well. Thanks to Anderson and Stuart, Lee has won the race for Spotsylvania Court House (N3517).

MAY 9-12, 1864

The two armies spend May 9 maneuvering for position and building the most extensive field entrenchments yet seen in the war. Ewell extends and fortifies Anderson's line to the east of Laurel Hill, establishing a hook-shaped salient

that follows the terrain contours, soon to be known as the “Mule Shoe”. Sedgwick’s VI Corps is in position opposite Ewell. Repositioning his artillery to avoid harassing fire from Confederate sharpshooters, Sedgwick is shot and killed on the spot. The loss of “Uncle John” is devastating to Union morale; command of VI Corps passes to General Horatio Wright.

With Hill’s illness, the Confederate III Corps is led by General Jubal Early. Early, having sparred with Hancock near Shady Grove Church (N2815) on the previous day, pulls out and marches to Spotsylvania Court House. Wilcox’s division arrives just in time to relieve Fitzhugh Lee’s cavalry, who have been guarding the Ni River against Burnside’s IX Corps at the Beverly House (N3616). Grant advances Hancock’s corps to the south side of the Po River in Early’s absence; they approach Block House Bridge (N3216) from the west as night falls. Lee responds by ordering General William Mahone’s III corps division to anchor Anderson’s left flank at Block House (N3317) while Heth’s division marches over Andrew’s bridge (N3319) to be ready to hit Hancock’s flank at dawn.

Late the next morning, Heth is in position. He advances past Talley’s Mill (N3017) and engages General Francis Barlow’s division. Barlow is in a precarious position between Heth and Mahone; Hancock orders all II Corps units back to the north side of the Po. Barlow covers the retreat, abandoning the battlefield to Heth and Mahone, who entrench along Shady Grove Road.

Grant’s new priority is for a general assault along the Laurel Hill—Mule Shoe front. The coordinated attack never comes off; Warren attacks early and Hancock’s troops much too late. The one success is in the VI Corps sector. At the suggestion of Colonel Emory Upton, an assault is tried with a hand-picked group of the best regiments in the corps. Upton’s plan is to rapidly close on a single point of the Rebel entrenchments and break through in that sector. Wright promises Upton a promotion to brigadier general if he carries the enemy works. Upton succeeds in smashing two of Ewell’s Confederate brigades on the left edge of the Mule Shoe (and in gaining the promotion). Unfortunately, General Gershom Mott’s II Corps division never appears to consolidate the gains and Ewell is able to retake the line.

May 11 brings heavy rain to the fields of Spotsylvania. No major troop movements occur, although Grant readies his troops for a major assault on the Mule Shoe the following morning. Burnside repositions his units and sends wagons to the rear; Lee misinterprets this movement as Federal preparations for a withdrawal towards Fredericksburg. Thinking he might need to pursue Burnside, Lee orders Ewell to remove his artillery from the Mule Shoe. Late that evening, as the sounds of Union troop movements filter in to Ewell’s nervous troops, Lee realizes his mistake and orders the guns back.

However, Hancock’s massive predawn attack emerges from the morning fog before Ewell’s artillery is back in place. Compounding Ewell’s difficulties is the fact that many of his men’s guns won’t fire; the gunpowder has gotten damp in the waterlogged trenches. Hancock overruns almost the entire Confederate II Corps. Lee must desperately scramble to fill the breach. Mahone’s division rushes in from the Block House, and brigades are pulled from Wilcox’s lines facing Burnside. All day, savage hand-to-hand combat takes place at the tip of the salient, which will soon earn the nickname, “The Bloody Angle.” Small arms fire is so intense that a twenty-inch oak tree is felled. A New Jersey officer would describe the horrific scene: “At every assault and every repulse new bodies fell on the heaps of the slain, and over the filled ditches the living fought on the corpses of the fallen. The wounded were covered by the killed, and expired under piles of their comrades’ bodies.” At last, night falls, and Lee redraws his lines along the base of the Mule Shoe. Combined losses on May 12 alone, slightly higher on the Confederate side, totaled 17,000 men, including 3,000 Confederate prisoners-of-war from the II Corps.

SHERIDAN’S RAID

While the two armies slug it out near Spotsylvania, a major cavalry expedition is underway. The impetus for the raid is actually an argument between Meade and Sheridan during the advance on Spotsylvania. Sheridan insists he could whip Stuart if just given the chance. Hearing of the exchange, Grant becomes animated and says “let him start right out and do it.” Sheridan’s plan is to conduct a full-scale cavalry raid towards Richmond that will force Stuart into battle. The foremost goal is to wreck Stuart’s forces; any damage the raid causes will be a bonus.

Taking all seven cavalry brigades, Sheridan leaves the Alrich farm (N3312) at daylight on May 9 and presses south down the Telegraph Road. At Jerrell’s Mill (N3822) the thirteen-mile column of horsemen veers off of Telegraph Road and heads to Chilesburg (N3629). Sheridan wishes to cross the North Anna west of Hanover Junction (*GTC* S3704), since the junction is guarded by the Confederate Maryland Line units. Fitzhugh Lee nips at the heels of the column, starting an engagement with General Henry Davies’ division near Mitchell’s Store (N3726). Shaking off the Confederates, Sheridan’s column camps for the night at Anderson’s Mill Ford (N3331). That evening, Custer’s division is sent ahead to Beaver Dam Station (N3232) and captures two locomotives and a major Confederate supply depot. 278 V Corps prisoners from the fight at Laurel Hill are also released.

The next morning, Stuart sends Generals James Gordon’s and Lunsford Lomax’s brigades to Davenport Bridge (N3029) in an attempt to cut off Sheridan. A contingent of the 5th US Cavalry delays the Confederates long enough to allow Sheridan to escape south. Proceeding through Negro Foot (S3006), Sheridan camps for the night just south of the Ground Squirrel Bridge (S2911).

On the 11th, Sheridan’s column splits, with the cavalry divisions of Generals Wilson and Wesley Merritt continuing down Mountain Road toward Yellow Tavern (S3420) while General Henry Davies’ brigade ransacks the railroad town of Ashland (S3313). Colonel J. Irvin Gregg’s division acts as rearguard against Gordon’s Confederates. In hot pursuit, Stuart decides to send Fitzhugh Lee’s cavalry around the Federal column to the east. Galloping down Telegraph Road, they reach Yellow Tavern ahead of Sheridan’s main column. Stuart is hoping that General Eppa Hunton’s brigade can be sent out from the Richmond garrison to strengthen his forces for the inevitable showdown with Sheridan.

The Battle of Yellow Tavern consists of a brief engagement in the morning and then a desperate struggle between seven cavalry brigades in the late afternoon. Never receiving any infantry support from Richmond, the Confederates suffer severely, losing about 25 percent of Fitzhugh Lee’s strength. Worse still, a sharpshooter from the 5th Michigan hits Stuart in the abdomen with a pistol shot. Stuart is transported to a friend’s house in Richmond but dies the next day. The scattered remnants of the Rebel cavalry flee across the Chickahominy River.

On the 12th, the Confederates finally attempt to close a trap on Sheridan, hoping to ensnare him between the city defenses and the Rebel cavalry on the north side of the Chickahominy. Only Merritt’s efforts to drive off the Rebel cavalry allow Sheridan to cross the Chickahominy and escape to the James River. Once at Haxall’s Landing (*OTR* S1403), Sheridan draws supply from the Army of the James.

MAY 13-17, 1864

Exhausted after the fighting at the Bloody Angle, and hampered by incessant rain, the Army of the Potomac is content to rest and refit for the next five days. Grant urges General Henry Halleck in Washington to send south every infantryman he could “rake and scrape”. Many of the heavy artillery units that had occupied cushy postings in the Washington fortifications are sent south. By the 15th, Halleck has sent over 25,000 men to Grant and Butler; by the end of the campaign the Union armies will receive 20,000 more. Grant also dispenses with much of the artillery reserve, which has not yet seen action in the campaign. Worn guns in front line units are replaced; the balance of the reserve is recalled to Washington.

While the Army of the Potomac sits idle, the side theaters heat up. Crook’s army has successfully destroyed the New River railroad bridge, but then retired back into West Virginia. Meanwhile, Sigel’s army of 7,000 makes its way south from Winchester, driving Imboden’s cavalry before them. Calling out the militia from the Shenandoah Valley counties and the cadets from the Virginia Military Institute, General John Breckinridge (a former Vice President under President Buchanan) is able to scrape together a Rebel army of over 5,000. The armies meet at New Market (*SIV* M2133), just east of Massanutten Mountain. Fighting in heavy rain on the afternoon of the 15th, Breckinridge throws in the VMI cadets at a critical juncture. The cadets hold and as the Confederates gain confidence, they break Sigel’s line. Sigel withdraws his beaten army to Winchester. Knowing that the immediate threat

has passed, Breckinridge crosses the Blue Ridge with 2500 men and heads for Hanover Junction; these troops will be welcome reinforcements for Lee's army.

During this period, the Army of the James finally begins to mobilize for a push on Richmond. Butler's delays have allowed General P. G. T. Beauregard to arrive from North Carolina with 15,000 men. Butler's withdrawal from the Richmond and Petersburg rail line to prepare for the advance on Richmond allows Beauregard to slip infantry north to defend Richmond. By the time Butler approaches Drewry's Bluff with five divisions on May 15, Beauregard is marching to meet him with nearly 20,000 men. Losses in the two days of fighting near Drewry's number about 3,000 for each side. Fearing that he is outnumbered and knowing that the Army of the Potomac will not be threatening Richmond any time soon, Butler withdraws to his Bermuda Hundred base. Beauregard can now keep Butler at bay by guarding just a 3-mile-long line (OTR S0605 to S0607) across the base of that peninsula.

MAY 18-20, 1864

Unaware of the Union failures elsewhere in Virginia, Grant gets the Army of the Potomac back in motion as soon as the rain lifts. Since the fighting at the Bloody Angle, both armies have slid to the east—Grant's lines now extend almost north/south from the Ni River to the Massaponax Church Road (from N3615 to N3719). Realizing that Lee has shifted both the Confederate I and III Corps east in response, Grant aims his attack back at the base of the Mule Shoe where only Ewell's battered II Corps remains.

Using darkness to cover the redeployment of Hancock's and Wright's corps back to the northwest, Grant's grand assault on the 18th catches Lee by surprise. However, this time there is more open ground to cover and Ewell's artillery is ready and waiting. By the time the Union infantry finally reaches the abatis covering the front of the Rebel works, they have been decimated by grape shot and canister. The attack is called off after an hour. Ewell's artillery chief, General Armistead Long, crows, "This attack fairly illustrates the immense power of artillery well handled. A fairly select force of 10,000 to 20,000 infantry was broken and driven from the field in less than thirty minutes by twenty-nine pieces of artillery alone." Union casualties are about 1500; Confederate losses are slight.

Later that day, Grant learns of the setbacks in the Valley and at Drewry's Bluff. Despite the glum mood, he starts preparations for a new move south. A reporter at Grant's headquarters summarized the commanding general's position as follows: "The experience of the two weeks we spent before the lines of Spotsylvania brought the conviction that that position could not be carried save by an expenditure of blood out of all proportion to the results of any victory that could be achieved there."

On the 19th, Lee sees that Hancock's and Wright's men have counter-marched back east. He decides to send Ewell on a reconnaissance in force toward the Fredericksburg road to disrupt the Union supply line. The Battle of Harris Farm (N3615), pits Ewell's experienced veterans from Stonewall Jackson's corps against Kitching's and Tyler's green heavy artillerymen recently pulled from the Washington garrison. A veteran comments that the artillerymen "...didn't fight very tactically, but they fought confounded plucky." Ewell is repulsed with 900 casualties. Union losses are about 50 percent higher, but the artillerymen have earned their place as veterans of the Army of the Potomac.

MAY 21-23, 1864

After a day to regroup after the action at Harris Farm, Grant's move south begins as a night march by Hancock early in the morning of May 21. Studying the terrain to the south, Grant notices that four streams, named by Native Americans as the Mat, Ta, Po, and Ni all flow from west to east below him. Fittingly, these rivers converge into the Mattaponi, a much larger river running almost due south. If Grant marches due south over the Ni, he will have the other three streams to cross before reaching his objective – the North Anna River. Instead, he decides on a march route along the east bank of the Mattaponi which allows him to cross just once near Bowling Green (N4825). Hancock's II Corps will again lead the way. Grant even sends this, his best unit, ahead of the rest of the army by ten miles as "bait". He is hoping to draw Lee into a fight in the open.

At this point in the campaign, Union and Confederate forces are converging on the North Anna River and the nearby rail hub, Hanover Junction, from all sides. Sheridan, riding north to rejoin Grant, threatens Hanover Junction (S3704) from the southeast, reaching Baltimore Crossroads (OTR N2426) on May 19th. Fitzhugh Lee screens Sheridan off from Hanover Junction, repulsing General George Custer's probes, but not preventing damage to the Virginia Central rail line at Hanover Depot (OTR N0914). Breckinridge's troops from the Valley are due in from the west at any time. Arriving one brigade at a time is Pickett's division from the Bermuda Hundred. Pickett has taken a week off to recover after his stressful defense of Petersburg against overwhelming odds. Two regiments (1st and 11th VA) of James Kemper's brigade of Pickett's division are unloading at Milford Station (GTC N4727) as Hancock approaches from the north. Caught at the wrong place at the wrong time, the Confederates are scattered and almost 100 men are captured.

Lee's response on the 21st is to send Ewell's corps to Stannard's Mill (GTC N3921) and block Telegraph Road, the direct route south. Grant continues to swing further east; Warren's V Corps crosses at the Guinea Bridge (GTC N4320 to N4321), followed late in the day by Burnside's IX Corps. Grant's headquarters passes through Massaponax Church (N4016), where the photographer Timothy O'Sullivan records the famous image of Grant's staff in the churchyard. Hancock, feeling isolated from the rest of the army, entrenches near the Caroline County poor house (N4529) and waits for word from Grant. Lee moves his headquarters to the Southworth house (N3419) and orders his army to withdraw south during the night. Ewell and Anderson march down Telegraph Road; Ewell reaches Golonsville (N4130) that night. Hill, back in command of III Corps, is the last to leave. He takes a western route through Mount Pleasant (N3222) and Chilesburg (N3629).

The next morning, Warren's aide Major Washington Roebing is amazed to discover that Kitching's brigade heard Confederates marching south on Telegraph Road all through the night – and never reported it to headquarters. Grant realizes that an opportunity has passed; Lee will win the race to the North Anna. Grant decides to concentrate his army north of Golonsville: Warren marches to Newton's Store (N4028), Burnside to Bethel Church (N4424) and Wright to Lebanon Church (N4124). Lee's army waits and rests near Hanover Junction south of the river. It is the first day of the campaign in which they are not in contact with any Union troops.

The next morning, the Union troops are all in motion toward Hanover Junction. Poor maps of the area (Caroline County had not yet been touched by the war) hinder Union movements. Securing a local black man as a guide, Warren reaches Jericho Ford (N3934 to N4033) and brushes back the Confederate cavalry posted there. Lee, anticipating that Grant was going to continue to move east towards the Pamunkey River, has not defended the North Anna crossings. Warren seizes the opportunity and crosses his entire corps to the south side of the river. Underestimating the size of the Union crossing, Hill counterattacks with Wilcox's division, which is thrown back by the superior Union numbers. Hancock's corps also has success, capturing the redoubt on the north side of the Chesterfield Bridge (S3602).

Desperate to hold Hanover Junction and the Virginia Central rail connection to the Shenandoah Valley, Lee consults with his chief engineer General Martin Smith. Smith recommends defending Hanover Junction with a line in the shape of an "inverted V". The tip of the "V" would be at Ox Ford (S3502), preventing Burnside's corps from crossing the river there. Union forces would be allowed to cross to the east and west. However, Lee would have the advantage of interior lines. While Rebel forces could be shifted east and west easily, Grant's army would have to cross two rivers to make the same movement.

On the 24th, Grant falls into the waiting Confederate trap. Burnside is stymied at Ox Ford, while Hancock crosses the river only to be repulsed just north of Hanover Junction. Lee now wants to attack Hancock's isolated corps: "We must strike them a blow", he declares. Unfortunately, a severe case of diarrhea has caught up with Lee and he is too ill to coordinate the attack. By the next day, Hancock is entrenched and the golden opportunity has passed. Grant, recognizing the genius of Lee's defense, begins looking to maneuver around Lee's army once again. Grant is surprised Lee does not attack and thinks it is a sign of falling Confederate morale. He tells Halleck that "Lee's army is really whipped."

MAY 24 -26, 1864

The 24th also saw action on the James River, as Fitzhugh Lee marches to Wilson's Wharf (OTR S2806) to attempt to capture the high bluff overlooking the river. Wild's brigade of colored troops performs well, repulsing Lee's attempts to capture their position.

Two days later, the new Union commander in the Shenandoah Valley, General David Hunter, sets out from Winchester. Taking the same route south to New Market as Sigel, Hunter plans to live off the land, effectively avoiding previous Union problems with guerilla raids on their supply lines. Staunton will be Hunter's objective. Crook's army will return from West Virginia and meet Hunter in that railroad town.

MAY 27-29, 1864

Early in the morning of the 27th, Grant's army pulls out once more and heads east. Sheridan's cavalry, finally reunited with the Army of the Potomac, leads the way. II and VI Corps cross the Pamunkey at Hanover Ferry (OTR N1617). Warren's V Corps and Burnside's IX Corps, now officially under Meade as part of the Army of the Potomac, take a more distant route over New Castle Ferry (OTR N1819). Lee, traveling in an ambulance due to his illness, withdraws down the Virginia Central rail line to Atlee's Station (OTR N0720) to block Grant's movements. Sending cavalry to probe the Union forces south of the Pamunkey, a seven-hour cavalry battle ensues at Haw's Shop (OTR N1318). General Matthew Calbraith Butler's green cavalry, just arrived from South Carolina, fights alongside General Wade Hampton's veterans, contesting the crossroads long enough to determine that Union infantry is south of the river in force. Lee moves up his infantry into a defensive position behind Totopotomoy Creek (OTR N0719 to N1020).

Concurrent with his move from the North Anna, Grant wires Washington and requests reinforcements from the Bermuda Hundred. "Send Butler's force to White House (OTR N2824) to land on north side and march up to join this army ... leave nothing more than is absolutely necessary," he writes. Butler sends General William Farrar Smith's XVIII Corps, who board transports and sail on the morning of the 28th. Lee is able to convince the Confederate war department to send General Robert Hoke's division north from Bermuda in response. Forces are converging once again; this time it looks like some of the Seven Days battlefields from 1862 will serve as the testing grounds once again.

MAY 30-31, 1864

The cavalry skirmishes continue on the 30th, this time near Old Church (OTR N1720), as Lee probes to determine Grant's next move. Early, now in command of the II Corps after Ewell contracts stomach ailments, proposes an attack on Warren's V Corps. Early knows that Lee would prefer to "strike at once" before Grant can continue to slide his forces south to the Chickahominy. The appearance of Crawford's lone division south of the Totopotomoy near Bethesda Church (OTR N1321) gives Early the perfect opportunity.

Early attacks in the afternoon, with Rodes' division in the lead. Crawford is driven back about a mile before several V Corps artillery batteries can turn back the Confederate tide. By the time Early can throw in fresh divisions, the Union resistance has solidified. Support from Anderson's I Corps never materializes, ending hopes for a dramatic Rebel victory.

The armies extend their entrenchments south past Bethesda Church. It is apparent to both generals that the road through New and Old Cold Harbor (OTR N1423 and N1523) is the only road Grant still has open to Richmond. Cavalry battles ensue at Cold Harbor, with General Alfred Torbert's cavalry division winning initial control of the critical crossroads. Hoke's division boards trains at Chester Station (OTR S0305), rides to the north side of Richmond, and marches towards Cold Harbor. Smith's XVIII Corps, recently arrived at White House from the Bermuda Hundred, is also supposed to be closing on the crossroads from the east. However, a staff officer error has confused his orders; throughout the 31st, Smith continues to follow his original orders to march to New Castle Ferry (OTR N1819). By the time the order is corrected, Meade has also ordered Wright's VI Corps to withdraw from the Union right and march to Cold Harbor behind the other three corps. The fight for control of this sleepy intersection, a key position during the 1862

battle of Gaines Mill, will consume the next three days. Lee asks Anderson to attack on dawn of June 1 with the divisions of Hoke and General Joseph Kershaw; the Union infantry of Smith and Wright is still enroute.

JUNE 1-2, 1864

Kershaw attacks with the untested 20 SC leading the advance. Having spent the war in the coastal defenses of Charleston, this unit withers under fire from the Union cavalry's repeating carbines. Hoke's support never materializes; by 9 AM, Wright's VI Corps is able to march into Cold Harbor and relieve Sheridan's valiant forces.

On the 2nd, both generals continue to reinforce the Cold Harbor area. Hancock's II Corps is withdrawn from north of Bethesda Church; Breckinridge and Hill counter for Lee. Hancock arrives too late to attack that day; Grant instead prepares for a grand assault from elements of all five Union corps at daybreak.

JUNE 3, 1864

Grant's massive assault on the morning of June 3 runs smack into the well-entrenched Confederates. Barlow's division achieves the only breakthrough near the Watt House (OTR N1524). However, Lee's one reserve, Finegan's Florida brigade of Mahone's division, is in that area and retakes the lost ground. The Union assault has cost Grant almost 7000 men; Lee's losses are minimal. It is the Army of the Potomac that is now "really whipped". Grant realizes he has suffered the worst loss of his career. He admits to his staff that "I regret this assault more than any one I have ever ordered." He concedes that he will no longer be able to achieve his objective of destroying Lee's army outside Richmond:

My idea from the start had been to beat Lee's army, if possible, north of Richmond ... I now find, after more than thirty days of trial, that the enemy deems it of the first importance to run no risks with the armies they now have ... Without a greater sacrifice of human life than I am willing to make, all cannot be accomplished that I had designed outside the city.

Lee has preserved both Richmond and the Army of Northern Virginia. Grant will have to switch to siege operations to defeat Lee now; his spring 1864 offensive is over.

AFTERMATH

It will be almost two weeks before the shell-shocked Army of the Potomac advances across the James toward Petersburg. Hunter's move down the Shenandoah Valley proceeds despite the arrival in Staunton of Confederate reinforcements under General W. E. "Grumble" Jones. Jones is killed and his army defeated at the battle of Piedmont on June 5. Hunter captures Staunton the next day and unites with Crook's men marching in from the west.

Hoping to support Hunter's advance, Grant sends two of Sheridan's cavalry divisions on a raid toward Charlottesville on June 8. Sheridan is to cut the Virginia Central rail line in Louisa County and then rendezvous with Hunter. Riding hard via a direct route, Hampton, Lee's new cavalry corps commander, intercepts Sheridan at Trevilian Station (N0927) on June 11. The two-day cavalry battle is one of the largest of the war. Although the result is a draw, Sheridan is forced to withdraw back to the east.

Hunter continues south without Sheridan, capturing Lexington and burning the Virginia Military Institute on June 11. Lee is forced to detach Early's II Corps and send them on an exhausting march west to Lynchburg. As Hunter approaches the town, Early's troops slip in from the east. Nearly out of ammunition, Hunter withdraws back to the Valley. Early's next move will be north towards Washington.

HISTORICAL SUMMARY

Grant's drive on Richmond from May 4 to June 4 moved the Army of the Potomac almost 75 miles closer to Richmond. When the assaults were finally called off at Cold Harbor, Grant's army was just 8 miles from the Confederate capital. For the rest of the war, Lee's army would be forced to guard the Confederate capital at all costs, limiting the Army of Northern Virginia's

ability to maneuver or counterattack. As Lee himself stated, “We must destroy this army of Grant’s before he gets to the James River. If he gets there, it will become a siege, and then it will be a mere question of time”. However, Grant’s success came at a terrible cost. Lee’s new style of defensive fighting behind rapidly-constructed earthworks had cost the Army of the Potomac almost 50,000 men (compared to Lee’s losses of 32,000). Furthermore, Grant had not won the big victory that was needed to propel Lincoln to reelection. Lincoln would have to wait for Sherman’s capture of Atlanta in September before feeling confident that he would return to the White House.

In game terms, the campaign ended on June 4, with the victory points summarized in the following table:

EVENT (THROUGH JUNE 4)	VP GAIN
Union Losses (AOP)	-194
Union Losses (Bermuda Hundred)	-20
Union Losses (Shenandoah Valley)	-4
Confederate Losses (ANV)	+192
Union Losses (Bermuda Hundred)	+21
Union Losses (Shenandoah Valley)	+3
Destroy CSA depot (Beaver Dam, May 9)	+15
Control of Caroline County (4 cycles)	+12
Control of New Kent County (2 cycles)	+6
Control of Port Walthall Junction (3 cycles)	+9
Union divisions near Richmond	+30
Grand Total 70 VPs (Confederate Marginal)	

FURTHER READING

Although it previously lagged behind the other Eastern campaigns in number and quality of publications, the Overland Campaign has begun to catch up in recent years. The following books are especially recommended:

Ernest B. Furgurson, *Not War But Murder: Cold Harbor 1864*, New York, Alfred A. Knopf, 2000.

Gordon C. Rhea, *The Battle of The Wilderness: May 5-6, 1864*, Baton Rouge, Louisiana State University Press, 1994.

Gordon C. Rhea, *The Battles for Spotsylvania Court House and the Road to Yellow Tavern: May 7-12, 1864*, Baton Rouge, Louisiana State University Press, 1997.

Gordon C. Rhea, *To the North Anna River: May 13-25, 1864*, Baton Rouge, Louisiana State University Press, 2000.

These two books are notable in their treatment of the Valley and Bermuda Hundred campaigns, respectively:

Richard R. Duncan, *Lee’s Endangered Left: The Civil War in Western Virginia, Spring of 1864*, Baton Rouge, Louisiana State University Press, 1998.

William Glenn Robertson, *Back Door to Richmond: The Bermuda Hundred Campaign, April—June 1864*, Baton Rouge, Louisiana State University Press, 1987.

Finally, some impressive scholarship went into the recent article listed below. It served as an invaluable cross-check of the manpower numbers that we had developed for the Army of Northern Virginia:

Alfred C. Young, III, “Numbers and Losses in the Army of Northern Virginia”, *North & South*, Volume 3: Number 3, March 2000.



Federal troops occupying line of breastworks on the North Anna River, May 1864.

DESIGNER'S NOTES

The following are the original designer's notes from when this game was first published in 2001.

The release of *Grant Takes Command* demonstrates that the *Great Campaigns* series is alive and well in our new home with Multi-Man Publishing. Although it has taken us a while to get all of our operations transitioned over to our new surroundings, we have been able to put that extra time to good use. Therefore, we are very pleased to present *Grant Takes Command* as the most complete representation of a Civil War campaign yet undertaken within the *Great Campaigns* series.

The extra time allowed us to add additional scenarios, playtest each scenario more thoroughly, and involve more players in Advanced Game testing than ever before. We had time to develop a set of formally-tested rules that link *GTC* with maps from two other games in the series (*On to Richmond!* and *Stonewall in the Valley*)—our new Grand Campaign scenarios. And the standardization of the Basic Game rules for the series was completed with the incorporation of the Standard Series rules from *The Skirmisher* Issue #1 into the Standard Basic Game Rules Booklet. We expect that this complete set of Basic Game rules for all seven games in the series will be the standard reference for players while playing any scenario in the system.

The scenarios for *Grant Takes Command* were designed to offer a wide variety of play lengths and styles. Newcomers to the system should start with *Race to Spotsylvania* (a great way to learn the new entrenchment rules) and *Trevilian Station*. Tournament players looking for medium-length scenarios should be happy with *The Battle of the Wilderness*, *Sheridan Rides South*, *Strike Them a Blow!* and *Bethesda Church*. Add in two long scenarios, two campaign scenarios, and two grand campaign scenarios and you have something for everyone.

The most important addition to the series for *Grant Takes Command* is our characterization of 1864-style warfare with the new Entrenchment action. At first glance, players might think that entrenching means static warfare and less interesting gaming. Our playtesting, however, has shown just the opposite to be true. Players now have a whole new strategic dimension to consider while planning their actions. Questions such as “Do I force march to the objective so I can entrench ahead of the enemy?” come to the fore. For a game designer, it is remarkably rewarding to see just how nerve-wracking the decision between attacking, entrenching, or bringing up reinforcements to defend a key hex has become.

The one aspect of the Advanced Game design I want to discuss is the End of Game rules. Grant's Overland Campaign has no clear ending. Was it at Cold Harbor on June 3rd? Or June 18th when the assaults on Petersburg were called off? Perhaps not even until Appomattox? Although I'd like to explore some optional rules for bridging the James River and extending the Grand Campaign scenarios into late June, both Joe and I felt that the ten-day lull after Grant's failure at Cold Harbor represented a clear end point for the campaign. After the June 3rd assaults, Grant's army was spent, having completed the most grueling month of campaigning of the war. The End of Game rules are designed to represent this exhaustion and the demoralizing effect of the staggering Union losses during the campaign. The Advanced Game thus has a very interesting dynamic: the Union Player gets additional replacements if his losses are high but at the same time, he can't afford so many losses that his army becomes demoralized and the game ends. We've found that a Confederate strategy of yielding ground but inflicting severe losses works well to counter the Union manpower supremacy.

Grant Takes Command completes the development of full games for the Mid-Atlantic theater. However, to be thorough about our treatment of the Eastern campaigns, we do have modules in development for both the 1862 Fredericksburg Campaign and Early's Raid on Washington. We hope to publish both of these in the upcoming issue of *The Skirmisher*. In the meantime, the series will at long last move out west. Preliminary plans call for a linked set of games covering the action from Chattanooga to Atlanta.

The depth with which *GTC* portrays the Overland Campaign never would have been possible without the assistance of a long list of people. Although Joe Balkoski did not have time to play a significant role on the project, he was always available to point me in the right direction when the path was unclear. His assistance in map development and his ideas on a variety of topics (such as the role of Mosby's Raiders) were of great value. Curt Schilling and Brian Youse of MMP did a terrific job with the graphics and gave the project the

time and resources to get done “right.” And we're pleased to have Rick Barber, one of the leading names in the industry, on board to do our maps.

Special credit goes to our playtesting team, especially Jim Pyle, Paul Nied, and Chris Withers. I was going to count the number of Aide de Camp playtest game files I had exchanged with Jim and Paul over the past two years but gave up when the count for both of them exceeded a thousand! Chris has had the sharpest eye for rule issues and has helped to steer the Advanced Game design in the right direction. The constant dedication of these three to the project as playtesters, proofreaders, and design consultants has been invaluable. The other playtester who deserves special mention is Mike Belles. With his brother Dave, Mike was able to thoroughly research the 1864 action in both the Bermuda Hundred and Valley theaters, making the inclusion of the Grand Campaign scenarios a breeze.

Finally, I'd be sorely remiss without a big thank you to my family: Sarah, Matthew, and Natalie. The itineraries of our family vacations over the past three summers have read like a travel book list of Civil War sites in Virginia. Not many wives and 10- and 7-year-olds could be enthusiastic about spending three consecutive days of their vacation at Appomattox, Petersburg, and the Museum of the Confederacy!

-Ed Beach

GRANT TAKES COMMAND (2001) CREDITS

Game Design and Development: Ed Beach

Series Game Design: Joseph M. Balkoski

Additional Research: Michael Belles

Lead Playtesters: Paul Nied, Jim Pyle, Chris Withers

Playtesters: David Belles, Michael Belles, Garth Boucher, David Hall, Bob Jamelli, Philip Jones, Ernst and Monika Knauth, Scott Spurgeon

GTC2 REDESIGN ADDITIONAL CREDITS

Playtesters: Joe Balkoski, Ed Beach, Dave Cross, Ken Lee, Steve Likevich, Ian MacKay, Justin Rice, Niall Taylor, Chris Withers

Map: Charles Kibler

Graphic Design: Charles Kibler, Nicolas Eskubi

Rules Layout: Nick Richardson

Cover Art: *Battle of the Wilderness*, 1887, Library of Congress



Todd's Tavern, at the junction of the Brock and Piney Branch Roads near the Wilderness battlefield.