

Gaines Mill

A scenario for *On to Richmond!*

For the *Great Campaigns of the American Civil War* series

Designed by Ed Beach

This scenario has been modified since it was published in Issue No. 1 of *"The Skirmisher"*. Players should incorporate these changes to improve the competitive balance of the scenario.

NOTES: During the second and third days of the Seven Days, Lee unleashed a daring attack against Fitz John Porter's V Corps on the Union right. Although repeated Rebel assaults finally broke Porter's lines at Gaines Mill, the victory fell short of the opportunity originally presented to Lee when Jackson's Valley Army first appeared on the Union's exposed flank. In this scenario, the Union must hold their position north of the river long enough to allow an orderly change of base to the James. Ideally, McClellan will not have to divert many of the troops from south of the river, who could instead press toward Richmond against Lee's weakened line south of the Chickahominy.

MAP: Use north map only

GAME LENGTH: 2 turns; June 26 to June 27, 1862.

SETUPS:

Union Set-Up

Hist Unit	Size	Cmd	Type	Manpower	Hex
13PA	Regt	V	Inf	2	N0923 (Mechanicsville)
Stoneman	Brig	AP<	Inf	3	N1318 (Haw's Shop)
6PA	Regt	Cav	Cav	1	N1119 (Polly Hundley's)
5/6US	Regt	Cav	Cav	1	N1119 (Polly Hundley's)
8IL	Regt	Cav	Cav	1	N1020 (Washington Acad)
4PA	Regt	Cav	Cav	1	N1020 (Washington Acad)
McCall-B	Div	V	Inf	9 ¹	N1022 (Nunley's Mill)
Seymour	Brig	V	Inf	7 ¹	N1023 (Ellerson's Mill)
Morell	Div	V	Inf	21	N1223
Porter	Corps	V	Ldr	-	N1224
Sykes-B	Div	V	Inf	11 ¹	N1224
Horse Art	Brig	AP	Art	2 ¹	N1224
Slocum	Div	VI	Inf	18	N1326
Richardson	Div	II	Inf	17	N1327 (Fair Oaks St)
Peck-B	Div	IV	Inf	8	N1429
Naglee-B	Brig	IV	Inf	5 ³	N1928

93NY	Regt	-	Inf	3 ²	N2823 (White House Stn)
Gunboat-1	-	-	-	-	York River Box

¹ Indicated units begin the game under a Breastworks-Complete marker.

² 93NY begins the game under a Fort-Complete marker.

³ Naglee may not activate on entrench on Turn 1.

Confederate Set-Up

Hist Unit	Size	Cmd	Type	Manpower	Hex
Lee	Army	ANV	Ldr	-	N0926
Longstreet	Div	L	Ldr	-	N0926
RH Anderson	D-Div	L	Inf	11	N0926
Pickett	D-Div	L	Inf	14	N0926
DH Hill	Div	DH	Ldr	-	N0925
Rodes-C	D-Div	DH	Inf	11	N0925
Garland-B	D-Div	DH	Inf	11	N0925
Stuart	Div	Cav	Ldr	-	N0515 (Perrin Mill)
Cavalry	Brig	Cav	Cav	2	N0515 (Perrin Mill)
AP Hill	Div	AH	Ldr	-	N0723
JR Anderson	D-Div	AH	Inf	17	N0723
Gregg	D-Div	AH	Inf	12	N0724 (Strawberry Hills)
Branch	Brig	AH	Inf	7	N0419 (Half Sink)
4VA	Regt	Cav	Cav	1	N0512 (Winston)
Jackson	Div	J	Ldr	-	N0214 (Race Course)
Whiting-B	Div	J	Inf	9 ¹	N0214 (Race Course)
Ewell	Div	J	Inf	14 ¹	N0415
Winder	Div	J	Inf	15 ¹	N0213 (Mill)
2VA	Regt	Cav	Cav	1 ¹	N0113 (Independence Ch)

¹ Indicated units begin the game at Fatigue Level 1 on their exhausted side.

SPECIAL RULES

1. *Random Events*: Random events are not determined in this scenario.
2. *Destroyed Bridges/Ferries*: Place destroyed markers over the following bridge/ferry hexsides:
 - N1929 to N2028 (Fisher's Bridge),
 - N2130 to N2229 (Turner's Bridge),
 - N2230 to N2330 (Long Bridge), and
 - N2831 to N2832 (Forge Bridge).

3. *Union Bridges:* Place Union minor river Bridge markers over the following Chickahominy River hexsides:
 - N1325 to N1326,
 - N1325 to N1425,
 - N1525 to N1526,
 - N1625 to N1626.
4. *Movement Restrictions:* No unit may cross the Pamunkey or South Anna Rivers for the duration of the game. In addition, no unit may enter any hex that is south of the Chickahominy River and whose first two digits are "12" at any time during the game (i.e. hexes 1225 through 1233).
5. *Fords Impassable:* All major and minor rivers are unfordable throughout the game. Rivers may only be crossed at undestroyed bridges and ferries. Both players may build bridges at the end of Turn 1 (see 10.1).
6. *Union Gunboats:* Gunboat rules are presented in the Advanced Game (see 24.0). Players should read that section before starting this scenario. The Union player has one Gunboat unit ("Gunboat-1"), which remains in the "York River" box on the Gunboat Display throughout the scenario on its "normal" side. Gunboat-1 may perform "defensive support" and "bombardment" only in hexes along the York-Pamunkey-Mattaponi Rivers.
7. *Union Movement Restriction:* The Union brigade Naglee may not cross the Chickahominy River for the duration of the game.
8. *Confederate Movement Restrictions:* Units from the following Confederate divisions are subject to a movement restriction: Longstreet's division, AP Hill's division, and DH Hill's division. The restriction is that no unit from these 3 divisions may move to a hex north of Totopotomoy Creek. Since the headwaters of this creek are in the 08xx hex column, there are no restrictions on these units' movement in hexes west of this hex column. However, in this column and to the east, the units are restricted (Example: in the 08xx column, they may move into hex 0819 but not 0818, 0817 or to the north; in the 09xx column, they may move into 0920, but not 0919). Units from these divisions may retreat over the creek. If north of the creek due to a retreat, a unit may move freely until once again on the south side of the creek. As soon as the unit is south of the creek, this movement restriction is once again in effect.
9. *Start of Turn 1:* The Confederate Player automatically wins the first two initiatives on Turn 1. However, the following movement restrictions apply to these two free actions:
 - a Confederate unit may not enter a hex adjacent to a Union unit, and
 - a Confederate unit may not cross a Chickahominy River hexside from any hex on the north map whose first two digits number "05" or more.

NOTE: The Chickahominy River extends from hex N0822 to N0117 even though that portion is categorized as a creek.

A normal initiative die roll is held for the third Action Phase (and the remainder of the game). From this point on, these two movement restrictions no longer apply.

10. *Night on June 26:* The Confederate army got a very late start on June 26. This special rule restricts both player's ability to attack on Turn 1 accordingly. Players must keep track of how many times the Confederate Player gains initiative on Turn 1. After the second time that the Confederate Player wins the initiative roll, dusk has fallen. Dusk has no effect on game play, but signals to both players that night will soon fall, ending attacks for this turn. Note that the initiative in which dusk falls will be the fourth Confederate action of Turn 1 (due to the two free initiatives granted by Special Rule 9). Once dusk has fallen, attacks can continue as usual until the first subsequent initiative die roll in which a tie roll for initiative occurs. As soon as

this tie roll occurs, night has fallen. The Confederate Player still wins the initiative per usual, but this action, and all subsequent Turn 1 actions, are under the following restrictions:

- Neither player may initiate an assault action
- Neither player may cavalry retreat
- Neither player may attack during a march action

Note that ZOC still function normally at night and players can enter and exit ZOC as usual.

Note that there are no such night rules in effect for Turn 2.

11. *Control*: The Union player controls the following objective hexes at the start of the game:

- White House Station (N2823)
- Tunstall's Station (N2524)
- Summit's Station (N2126)
- Despatch Station (N1927)
- Old Cold Harbor (N1523)
- Watt (N1524)
- New Cold Harbor (N1423)

12. *Lee*: The battles of Beaver Dam Creek (June 26) and Gaines Mill (June 27) represented Lee's first two days of active campaigning as the commander of the Army of Northern Virginia. For the duration of this scenario, the General Lee bonus is **not included** when calculating combat die roll modifiers.

13. *Porter*: During an activate leader action, the Union corps leader Porter may activate **any** Union infantry unit in this scenario, whether or not they are actually affiliated with the V Corps. All restrictions on the number of units activated based on the initiative die roll (see 5.2) still apply normally.

VICTORY CONDITIONS

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

VP	Reason
+6	If the Confederate player controls Watt (N1524) at the end of the game.
+3	If the Confederate player controls Old Cold Harbor (N1523) at the end of the game.
+3	If the Confederate player controls New Cold Harbor (N1423) at the end of the game.
+3	If the Confederate player controls White House Station (N2823) at the end of the game.
+2	If the Confederate player controls Tunstall's Station (N2524) at the end of the game.
+2	If the Confederate player controls Summit's Station (N2126) at the end of the game.
+2	If the Confederate player controls Despatch Station (N1927) at the end of the game.
+5	If Slocum's infantry division crossed to the north side of the Chickahominy River on Turn 1
+5	If Richardson's infantry division crossed to the north side of the Chickahominy River on Turn 1
+3	If Peck's infantry division crossed to the north side of the Chickahominy River on Turn 1
+2	If Slocum's infantry division crossed to the north side of the Chickahominy River on Turn 2 (and had not already crossed on Turn 1)

+2	If Richardson's infantry division crossed to the north side of the Chickahominy River on Turn 2 (and had not already crossed on Turn 1)
+1	If Peck's infantry division crossed to the north side of the Chickahominy River on Turn 2 (and had not already crossed on Turn 1)
+1	For each point of Union Manpower Value lost in combat, retreat, or cavalry retreat (<i>not</i> in extended march, force march, or moving from one enemy ZOC to another)
-1	For each point of Confederate Manpower Value lost in combat, retreat, or cavalry retreat (<i>not</i> in extended march, force march, or moving from one enemy ZOC to another)

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

Winner	Confederate VP
Confederate Decisive Victory	26 or more
Confederate Substantive Victory	22 to 25
Confederate Marginal Victory	18 to 21
Union Marginal Victory	14 to 17
Union Substantive Victory	8 to 13
Union Decisive Victory	7 or less