ON TO RICHMOND!
THE PENINSULAR CAMPAIGN, APRIL – JULY 1862

CHICKAHOMINY RIVER

On To Richmond!

The Peninsular Campaign, April – July 1862

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Hdqtrs. Army of the Potomac

12:20 a.m. June 28, 1862

To Hon. L.M. Stanton, Secretary of War

I have lost this battle because my force was too small. I again repeat that I am not responsible for this and I say it with the earnestness of a General who feels in his heart the loss of every brave man who has been needlessly sacrificed today. I still hope to retrieve our fortunes, but to do this the Govt. must view the matter in the same earnest light that I do; you must send me very large reinforcements, and send them at once.

In addition to what I have already said I only wish to say to the President that I think he is wrong, in regarding me as ungenerous when I said that my force was too weak. I merely reiterated a truth which today has been too plainly proved. I should have gained this battle with (10,000) ten thousand fresh men. If at this instant I could dispose of (10,000) ten thousand fresh men I could gain the victory tomorrow.

I know that a few thousand men more would have changed this battle from a defeat to a victory; as it is the Gov't must not and cannot hold me responsible for the result. I feel too earnestly – I have seen too many dead and wounded comrades to feel otherwise than that. The government has not sustained this army. If you do not do so now, the game is lost.

Major General

THE WHITE HOUSE

WASHINGTON, D.C.

JUNE 28, 1862

    MAJOR GENERAL McCLELLAN:

    SAVE YOUR ARMY AT ALL EVENTS.

    A. LINCOLN

BASIC GAME RULES

1.0 INTRODUCTION

On To Richmond II: The Union Strikes South includes three separate game modules which share most of the components included in this game-box. This booklet contains the *On To Richmond! II* module (hereafter referred to as *On To Richmond* or OTR), which is a redesign of the original *On To Richmond* produced by Avalon Hill in 1998. The scenarios have been rebalanced as needed, a new scenario has been added, the maps and charts have been updated, and a few changes have been made to the campaign.

Players should first read this Introduction, then read the GCACW Standard Basic Game Rules, and then continue reading below.

On To Richmond! simulates the Union attempt to capture the Confederacy's capital of Richmond during spring 1862. In the game, players control Union and Confederate military forces in turns representing one day of real time. The map portrays parts of Virginia as they were in 1862, drawn almost 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 each side's corps and army leaders. Military units consist of a varying number of points, each of which represents about 500 infantrymen or 700 cavalrymen.

The OTR 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. *On To Richmond!* includes these Standard Rules in a separate rule booklet entitled "GCACW Standard Basic Game Rules." This booklet forms a comprehensive guide to the common rules shared between all games in the series. Basic Game rules sections 2.0 through 12.0 appear in this separate booklet.

GAME COMPONENTS

A complete game of *On To Richmond!* contains the following:

- One GCACW Standard Series Rules Booklet (1.5)
- One *On To Richmond!* 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

AH: A.P. Hill's division
ANV: Army of Northern Virginia
AP: Army of the Potomac
Art: Artillery
Brig: Brigade
Cav: Cavalry
Cmd: Command
DE: Delaware
Disorg: Disorganized
Div: Division
DH: D.H. Hill's division
DV: Department of Virginia
GA: Georgia
HA: Heavy Artillery
HO: Holmes' division
HU: Huger's division
IL: Illinois
Inf: Infantry

J: Jackson's division
Ldr: Leader
L: Longstreet's division
M: Magruder's division
MA: Massachusetts
MD: Maryland
MP: Movement Points
MS: Mississippi
NC: North Carolina
NY: New York
Org: Organized
PA: Pennsylvania
Regt: Regiment
Res: Reserve
RI: Rhode Island
RR: Railroad
S: Smith's division
SC: South Carolina
Sqdr: Squadron
Sub: Substitute
US: United States
VA: Virginia
VC: Victory Condition
VP: Victory Points
WI: Wisconsin
ZOC: Zone of Control

2.2 PLAYING PIECES

Look at the light/dark background color for Leaders and Military Units to tell between these units for 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.

Each side has only one army: the Confederate player has the Army of Northern Virginia (ANV), and the Union player has the Army of the Potomac (AP). Each side has several infantry units that do not belong to any corps (for the Union) or division (for the Confederate); also, none of the Union cavalry belong to a corps. These various leaderless units may not participate in an Activate Leader action.

The Union player has infantry corps leaders, while the Confederate player has both infantry and cavalry division level leaders. These leaders may activate any unit within their commands.

5.2 ACTIVATE LEADER

Reminder: As per this section in the Standard Rules, if the Union player is performing the Activate Leader action, he is limited in the number of units he may select by the number he rolled during the just-completed Initiative Segment of the current Action Phase.

10.1 PONTOON BRIDGES

In OTR 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 OTR.

13.0 SCENARIOS, CONTROL MARKERS, MAPS

Some scenarios specify which side controls certain "objective hexes" at the start of the game and the VPs given for control of an objective hex. 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) units enters that hex. A player maintains control of an objective hex even if he does not have an infantry unit occupying it, assuming the enemy does not gain control of that hex. Note: if a player's infantry unit has its "Demoralize-1" marker removed while it occupies an enemy-controlled objective hex, the player immediately gains control of that hex. Players should take care to note when Victory Conditions require occupation or just control of an objective hex.

BASIC GAME SCENARIOS

There are eight Basic Game scenarios of varying degrees of length and complexity. Unless otherwise noted in the following instructions, 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 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 use the special loss counters to track losses for each side on the Victory Point Track.

MAPS

The *Grant Takes Command* maps included are not used in any OTR scenarios. The *On To Richmond!* Map is divided into a north and south section. Some scenarios use only one map; others use both maps. In setup instructions, hexes are listed by four-digit numbers preceded by "N" (north map), or "S" (south map). For example, "N0923" means hex 0923 on the north map (Mechanicsville). To join the two map sections together, the north map's south edge aligns with the south map's north edge so that the north map's rightmost hex column (known as the "5800" column because the first two digits of each of its hexes number "58") lines up with the south map's "5400" column. Note that there is a small amount of overlap on the maps. In odd-numbered north map hex columns (e.g., the "1300" column), the southernmost hex in that column is identical to the northernmost hex on the south map. For example, hex N0734 (Drewry's Bluff) is the same as hex S0301. In the overlap area the south map should be placed on top of the north map (hexes that overlap are identified in the scenario setups as south map hexes). No cutting of map edges is needed to join the maps together properly.

All the Confederate redoubts and "permanent" forts printed on the maps with a "63+" in their hex (e.g., N1130) were built in 1863 and are only used for scenarios that take place in and after 1863 (there are no such scenarios in OTR). Since all the "permanent" forts on the maps have the "63+" symbol, this advanced game rule is not used in OTR.

Confederate fortifications, Yorktown, Virginia, 1862. Confederate Gen. John Magruder improved upon the entrenchments erected by Cornwallis in 1781.

NOTES: This scenario supposes that McClellan took advantage of the Union's substantial numerical advantage when his first five divisions encountered Magruder's Warwick River defense line on April 5. For a few days, McClellan had an opportunity to breach these defenses before the first troops from Johnston's Confederate army began to arrive on the scene. Historically, it rained on the morning of April 5. This scenario supposes the weather was clear for three straight days, allowing McClellan to advance against the Confederate defenses on the Warwick River as planned.

MAP: Use only the south map.

GAME LENGTH: 3 turns; April 5 to April 7, 1862.

SPECIAL RULES:

1. *Random Events*: There are no random events in this scenario.
2. *Confederate Set-up*: The Confederate player sets up seven of his units before the scenario begins. For two of these units (Wilcox-A and Colston) the Confederate set-up lists three possible placement hexes. They must be placed in different hexes, and may not be set up under a Fort marker. The other five units may be placed in any hex within 5 hexes of S5113. These units may be stacked freely, even with other units with fixed setup locations. However, they may not be set up under a Fort marker.
3. *Confederate Reinforcements*: At the start of each turn (even Turn 1) before the leader transfer phase, the Confederate player rolls a die to see if Confederate reinforcements arrive. If the roll is 3 or more, no re-inforcements arrive. If the roll is 2 or less, a single reinforcement arrives. On the first roll of 1 or 2, Early's brigade arrives; on the second roll of 1 or 2, Griffith's brigade arrives; on the third roll of 1 or 2, Featherston's brigade arrives. If a reinforcement arrives, it may be placed in S4511, S4610, S4811, S4912, or S5017. It may stack with Confederate (but not Union) units upon placement.
4. *Siege Artillery*: The Confederate siege artillery unit may not conduct a march or activate leader action. It may attack in an assault, but may not advance. If forced to retreat, it is eliminated.
5. *Sedgwick's Division*: Sedgwick's Union division is considered a part of Heintzelmann's III Corps in this scenario. Sedgwick may be included in an activate leader action for Heintzelman.
6. *Union Reinforcements*: All "Union Reinforcements" are available at the start of Turn 2. The Union player must initiate a march action for each reinforcement to place it on the map. The first hex entered in this march must be S5818. If S5818 is enemy-occupied then the first hex must be S5820. If S5820 is also enemy-occupied, then Union reinforcements may not enter. The act of placing a reinforcement in the entry hex costs a variable number of movement points:

Unit	MP Cost
6 PA, 3/8 PA	1 MP
Sykes-A	2 MP
Art Res-1, Art Res-2, Horse Art	3 MP

   Note: If a unit does not possess enough MP to pay the above cost, it is placed in the entry hex, ending its march as if it had made a minimum move of one hex. If a unit has remaining MP after placement, it may continue its march.
7. *Bridges*: Neither player may build bridges.
8. *Control*: The Confederate player controls the following eight objective hexes at the start of the scenario:
   - Halfway House (S5009)
   - Yorktown (S5510)
   - Mulberry Pt (S5017)
   - Redoubt hexes S5213, S5313, S5412, S5411, S5410
9. *Yorktown & Mulberry Point*: Reminder that as per the Standard Rules section 9.0 (and per the Terrain Effects Chart), all Confederate Naval Batteries printed on the map include Confederate Redoubts.

VICTORY CONDITIONS:

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

VP	Reason
+8	If the Union player controls Halfway House (S5009) at the end of the game
+6	If the Union player controls Yorktown (S5510) at the end of the game
+4	If the Union player controls Mulberry Point (S5017) at the end of the game.
+2	For each of the following redoubt hexes the Union player controls at the end of the game: S5213, S5313, S5412, S5411, S5410 (maximum 10 VP total).
-5	If the Union player controls none of the eight objective hexes at the end of the game.
+1	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).
-1	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
15 or more	Union Decisive Victory
11 to 14	Union Substantive Victory
7 to 10	Union Marginal Victory
3 to 6	Confederate Marginal Victory
-1 to 2	Confederate Substantive Victory
-2 or less	Confederate Decisive Victory

CONFEDERATE SET-UP

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Magruder	Div	M	Ldr	-	S5510 (Yorktown)
Ward*	Brig	M	Inf	2*	S5510 (Yorktown)
Siege*	Regt	M	Art	2*	S5510 (Yorktown)
10 GA*	Regt	M	Inf	1*	S5017 (Mulberry Point)
Wilcox-A	Brig	M	Inf	6	S4811, S4912 or S5017
Colston	Brig	M	Inf	4	S4811, S4912 or S5017
3 VA	Regt	Cav	Cav	1	Any hex within 5 hexes of S5113
Pryor	Brig	M	Inf	4	Any hex within 5 hexes of S5113
Cobb-A	Brig	M	Inf	8	Any hex within 5 hexes of S5113
McLaws-A	Brig	M	Inf	5	Any hex within 5 hexes of S5113
Rains-A	Brig	M	Inf	4	Any hex within 5 hexes of S5113
Rodes-A	Brig	M	Inf	5	S5211 (Lebanon Church)
Early-A	Brig	M	Inf	5	Confederate Reinforcement
Featherston	Brig	M	Inf	5	Confederate Reinforcement
Griffith	Brig	M	Inf	5	Confederate Reinforcement

* Units setup under Fort-Complete markers

Union artillery at Fair Oaks, Virginia, June 1862.

UNION SET-UP

Unit/Leader	Size	Command	Type	Manpower Value	Hex
McClellan	Army	AP	Ldr	-	S5814 (Cockletown)
Heintzelman	Corps	III	Ldr	-	S5814 (Cockletown)
Porter	Div	III	Inf	21	S5814 (Cockletown)
Hamilton	Div	III	Inf	18	S5815 (Howard's Bridge)
Sedgwick*	Div	II	Inf	17	S5816
Keyes	Corps	IV	Ldr	-	S5518
Smith-A	Div	IV	Inf	19	S5518
5/6 US	Regt	-	Cav	1	S5518
Couch	Div	IV	Inf	17	S5618
6 PA	Regt	-	Cav	1	Reinforcement
3/8 PA	Regt	-	Cav	1	Reinforcement
Sykes-A	Brig	-	Inf	8	Reinforcement
Art Res-1	Brig	AP	Art	2	Reinforcement
Art Res-2	Brig	AP	Art	2	Reinforcement
Horse Art	Brig	AP	Art	2	Reinforcement

*	Sedgwick is part of Heintzelman's III Corps in this scenario

Army of the Potomac headquarters, Yorktown, Virginia, May 1862.

SCENARIO 2: JOHNSTON'S RETREAT

NOTES: During the night of May 3, 1862, Johnston's army quietly slipped out of its Warwick River defense line and retreated west towards Richmond. They had escaped the upcoming cannonade from Union siege artillery that McClellan had spent the better part of a month preparing for. The path was now clear, however, for Union naval movement up the York River, and Johnston knew it. He was forced to withdraw his entire army and baggage train from the Peninsula with all possible speed to avoid a trap. **Note**: This scenario has been extensively modified from the original that appeared in the 1999 version of *On to Richmond!*

MAP: Use both the north and south maps.

GAME LENGTH: 5 turns; May 4 to May 8, 1862.

SPECIAL RULES:

1. *Random Events: S*tarting on Turn 1, in the Random Events Phase, one player rolls a single die to see if rain occurs. Rain occurs on the following rolls: on a 1-3 on Turn 1, on a 1-4 on Turn 2, and on a 1-5 on Turns 3-5. However, after the first rain result, random events are no longer rolled the rest of the scenario.
2. *First Initiative*: The Confederate player automatically wins the initiative in the first Action Phase of Turn 1. After this, initiative is determined normally.
3. *Confederate Wagon Trains*: The Confederate player has two wagon train units, which move like Confederate infantry (although they may not force march) and have a Tactical value of 1 and Artillery value of 0. If activated, they must perform a march action or an activate leader action by an infantry leader (in a leader action they get the leader movement bonus). They may not participate in an assault action. If a Confederate infantry, artillery or wagon unit enters a hex occupied by a wagon train, it must pay the most severe possible MP penalty for entering a friendly-occupied hex (+2 MP to enter a clear, rolling, or rough hex; +4 MP to enter a woods or swamp hex; see 6.2), even if the hex occupied by the wagon train has a combined Combat value of less than 12. If a wagon train makes an extended march, the Confederate player adds 1 to his extended march die roll in addition to other modifiers. If a "D" or "1" result occurs, it is applied to the wagon train normally—and the Confederate player loses VP (see Victory Conditions).
4. *Fatigue*: All Confederate infantry, wagon train, and artillery units start the game at Fatigue Level 1 on their normal sides. Cavalry units start at Fatigue Level 0.
5. *Franklin's Division*: Franklin's division (listed as a Union Reinforcement) is assumed to be just off the east map-edge in a landing hex. It may only be placed on the map if it successfully embarks as part of a Union amphibious move (see Rule 6).
6. *Union Amphibious Movement*: The Union player may move units amphibiously. Amphibious rules are presented in the Advanced Game (see 10.0), and players should read that section before starting this scenario. (Irrelevant sections of 10.0— Confederate amphibious movement, Fort Monroe and Norfolk, the C.S.S. Virginia, Mulberry Point and Harden's Bluff, Rappahannock River—may be skipped.) The Union player is subject to all restrictions listed in 10.0 with the following exceptions:
   - If he attempts to embark an eligible unit, ignore "Embarkation Die Roll Modifiers" in 10.0. Instead, the only modifier is "+1" for all embarkation attempts on Turns 1-2.
   - He may attempt to embark Franklin's division, even though it begins the game off-map. If it successfully embarks, place an "Amphibious Transport" marker on it and place it in Yorktown (S5510). It may subsequently move amphibiously. When it disembarks, it functions like any other Union infantry unit. If Franklin's division does not embark successfully, it must remain off-map. The Union player may also embark eligible units other than Franklin.
   - The Union player may move units amphibiously only on the York—Pamunkey—Mattapony Rivers. Remember that the Union player may not make more than two embarkation attempts per turn.
7. *Union Gunboats*: The Union player has one Gunboat counter. Gunboat rules are presented in the Advanced Game (see 11.0), and players should read the "How Support Takes Place" section (skipping irrelevant portions such as "Confederate Naval Batteries" and "Special Gunboat Bonus") before starting this scenario. The Union player is subject to all restrictions listed in 11.0 with the following exceptions:
   - The Gunboat is assumed to be in the "York River" box of the Gunboat Display throughout the scenario. It may not move to another box.
   - The Gunboat may perform "Defensive Support" and "Bombardment," but only in eligible hexes along the York—Pamunkey—Mattapony Rivers.

VICTORY CONDITIONS:

The Confederate player gains and loses VPs for the following:

VP	Reason
+5	For each Confederate infantry or artillery unit in New Kent County at the end of the game.
+5	For each Confederate wagon train unit ending the game in or adjacent to New Kent Courthouse (N3127) or Baltimore Store (N2627) (for adjacency, the objective hex may not be occupied by an undemoralized Union infantry unit).
+6	If the Union player does not have at least 4 undemoralized infantry units end the game in or to the west of the 3900 hex-row on the OTR North map
+1	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat
-1	For each point of Confederate Manpower value lost in combat, retreat, cavalry retreat, or bombardment
-2*	For each hex into which a Confederate wagon train unit retreats due to combat
-3*	For each "D" or "l" result suffered by a Confederate wagon train unit in an extended march
-10*	For each Confederate wagon train unit eliminated.

*For each wagon train unit, the total number of Confederate VP lost due to the three victory conditions marked with asterisks may not exceed 10.

For example, if a wagon train suffers a "D" or "1" result in an extended march (-3 VP) and is later eliminated (-10 VP), the total VP loss is 10, not 13. However, Manpower value losses for wagon trains in combat, retreat, or bombardment do not count toward this limit and cause an additional loss of 1 VP for each Manpower lost in that manner.

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

CONFEDERATE VP	WINNER
58 or more	Confederate Decisive Victory
52 to 57	Confederate Substantive Victory
46 to 51	Confederate Marginal Victory
40 to 45	Union Marginal Victory
34 to 39	Union Substantive Victory
33 or less	Union Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Johnston	Army	ANV	Ldr	-	S4708
Smith	Div	S	Ldr	-	S4708
Whiting-A	Demi-Div	S	Inf	12*	S4708
Hood	Demi-Div	S	Inf	7*	S4607 (Ft. Magruder)
Art Res-1	Brig	ANV	Art	1*	S4407 (Williamsburg)
Wagon Train-A	-	-	-	2*	S4407 (Williamsburg)
Wagon Train-B	-	-	-	2*	S4307 (William & Mary Col.)
DR Jones-A	Demi-Div	M	Inf	15*	S4608
DR Jones	Div	M	Ldr	-	S4709
McLaws-B	Demi-Div	M	Inf	18*	S4709
Wilcox-B	Demi-Div	L	Inf	14*	S4809
Longstreet	Div	L	Ldr	-	S4910
Pickett	Demi-Div	L	Inf	15*	S4910
Early-B	Demi-Div	DH	Inf	11*	S4909 (Church)
DH Hill	Div	DH	Ldr	-	S5009 (Halfway House)
Rains-B	Demi-Div	DH	Inf	12*	S5009 (Halfway House)
3 VA	Regt	Cav	Cav	1	S5213 (Monson House)
4 VA	Regt	Cav	Cav	1	S5412 (Wynn's Mill)
Stuart	Brig	Cav	Ldr	-	S5410
1 VA	Regt	Cav	Cav	1	S5410

*   All Confederate infantry, wagon train and artillery units start the game at Fatigue Level 1 on their normal sides.

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
McClellan	Army	AP	Ldr	-	S5711
Heintzelman	Corps	III	Ldr	-	S5711
Porter	Div	III	Inf	21	S5711
Hooker	Div	III	Inf	19	S5611 (Saw Mill)
Art Res-1	Brig	AP	Art	2	S5611 (Saw Mill)
5/6 US	Regt	-	Cav	1	S5612
6 PA	Regt	-	Cav	1	S5612
Sumner	Corps	II	Ldr	-	S5513 (Burnt Chimneys)
Richardson	Div	II	Inf	16	S5513 (Burnt Chimneys)
Horse Art	Brig	AP	Art	2	S5513 (Burnt Chimneys)
Sedgwick	Div	II	Inf	17	S5514
8 IL	Regt	-	Cav	1	S5514
Kearny	Div	III	Inf	18	S5512
Sykes-A	Brig	-	Inf	8	S5512
Art Res-2	Brig	AP	Art	2	S5512
3/8 PA	Regt	-	Cav	1	S5712
Keyes	Corps	IV	Ldr	-	S5415
Couch	Div	IV	Inf	17	S5415
Smith-A	Div	IV	Inf	19	S5314 (Lee's Mill)
Casey	Div	IV	Inf	18	S5314 (Lee's Mill)
Gunboat					Gunboat Display – York River
Franklin	Div		Inf	18	Reinforcement (see Rule 5)

SCENARIO 3: THE GATES OF RICHMOND

NOTES: On May 17, 1862, General Irwin McDowell received authorization from Secretary of War Stanton to march south from Fredericksburg with his I Corps to join McClellan. The only stipulation, to which McDowell objected, was that I Corps must wait for Shields' division to arrive from the Shenandoah before departing to join McClellan. This scenario simulates what might have occurred had McDowell pressed Stanton to let I Corps move south immediately, with Shields following in its wake. Had this occurred, McClellan would have been presented with a golden opportunity to take Richmond.

MAP: Use only the north map.

GAME LENGTH: 7 turns; May 26 to June 1, 1862.

SPECIAL RULES:

1. *Random Events:* Random events are determined every turn, even Turn 1. The only applicable events are the various Rain results. Convert all Rain results to "Rain (Current)," even if the event is for a longer rain period. All non-Rain random events are converted to "no effect."

2. *Destroyed Bridges*: Place "Destroyed" markers over the following bridges:
   - N0206-N0307 (North Anna Ford)
   - N2831-N2832 (Forge Bridge)
   - N0306-N0307 (R, F, & P RR Bridge)
   - N2230-N2330 (Long Bridge)
   - N0509–N0608 (Cedar Hill Bridge)
   - N2130-N2229 (Turner's Bridge)
   - N0911-N0912 (Littlepage Bridge)
   - N1929-N2028 (Fisher's Bridge)

3. *Confederate Movement Restrictions*: Huger, Armistead, 32 NC, and the four "Richmond" units may not move until "released." All of these units are released at the moment a Union unit enters a hex that is three hexes away from any Richmond city hex. Also, Huger, Armistead, and 32 NC are individually released as soon as an enemy unit enters a hex within three hexes of their starting locations. Huger and Armistead may also be released by a die roll. Each Turn Indication Phase (i.e., at the end of a turn), the Confederate player rolls a die. On the first roll of 1 or 2, Huger is released; on the second roll of 1 or 2, Armistead is released. Rolls of 3 or more mean that neither unit is released in that phase. Once a unit is released it may move without restriction for the rest of the game.

4. *River Fordability*: All major and minor rivers hexsides are unfordable on Turn 1—even if a Rain random event does not occur. Furthermore, ZOC do not extend across ford hexsides on Turn 1. Units may cross rivers only at undestroyed bridges and ferries on Turn 1. If a Rain result occurs on Turn 1, its effects are in addition to the aforementioned restrictions.

5. *Confederate Reinforcements*: Each Turn Indication Phase the Confederate Player rolls a die. (This roll is in addition to his "release" roll; see Rule 3.) This roll may be modified (see below). On the first modified roll of 1 or less, Ripley's brigade arrives as a reinforcement. On the second modified roll of 1 or less, Walker's brigade arrives as a reinforcement. Modified rolls of 2 or more mean that no reinforcement arrives in that phase. If a Union unit had earlier entered a hex within three hexes of any Richmond city hex, the Confederate player subtracts 2 from his reinforcement die rolls for the rest of the game. Confederate reinforcements are placed in hex N0633 upon their arrival. If that hex is Union-occupied, the Confederate player may place them in any hex on the south map-edge west of the James River.

6. *Ewell's Division*: Before the start of the game, the Confederate player must specify whether Ewell's division will arrive at Hanover Junction or Richmond if it is made available as a reinforcement.
   - **Hanover Junction**: If the Confederate player specifies Hanover Junction, he rolls a die in each Turn Indication Phase starting with Turn 1. (This roll is in addition to his "release" and "reinforcement" rolls; see Rules 3 and 5.) On a roll of 4 or less, Ewell's division arrives. On a roll of 5 or more, it does not arrive in that phase. If it arrives, place it in hex N0107 (Verdon Station). If that hex is Union-occupied, Ewell's division may be placed in hex N0108, N0109, or N0110 as long as the placement hex is not Union-occupied.
   - **Richmond**: If the Confederate player specifies Richmond, he rolls a die in each Turn Indication Phase starting with Turn 3. (This roll is in addition to his "release" and "reinforcement" rolls; see Rules 3 and 5.) On a roll of 3 or less, Ewell's division arrives. On a roll of 4 or more, it does not arrive in that phase. If it arrives, place it in hex N0123. If that hex is Union-occupied, Ewell's division may be placed in hex N0124, N0125, or N0126 as long as the placement hex is not Union-occupied.

   Note: If Ewell's division cannot be placed on the map due to the presence of enemy units, place it in the first Turn Indication Phase in which placement is possible.

7. *Union Reinforcements*: The Union Player rolls a die in each Turn Indication Phase starting with Turn 2. On a roll of 1, Shields' division and the 1 RI cavalry arrive as reinforcements. On a roll of 2 or more, no reinforcements arrive in that phase. If they arrive, reinforcements are placed in hex N0101 (Golonsville). If that hex is enemy-occupied, the Union player may place reinforcements in any hex on the north map-edge unoccupied by enemy units. If reinforcements arrive, the Union player no longer rolls a die in the Turn Indication Phase.

8. *Confederate Bridge*: Place a Confederate Major River Bridge marker on the N0733-N0833 hexside.

9. *Union Control*: The Union player controls the following objective hexes at the start of the game:
   - Savage's Station (N1627)
   - Tunstall Station (N2524)
   - Despatch Station (N1927)
   - Summit's Station (N2126)
   - White House Station (N2823)

10. *Confederate Control*: The Confederate player controls the following objective hexes at the start of the game:
    - All Richmond city hexes (7 total)
    - Chaffin's Bluff (N0934)
    - All redoubt hexes in Henrico County (that do not have a "63+" in their hex; 16 total)
    - All RR stations north of Richmond and south of Hanover Junction (N0308, inclusive - 7 total)

    Note: The number of Control markers in the countermix is less than the 36 objectives listed above.

VICTORY CONDITIONS:

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

VP	Reason
+10	For each Richmond city hex controlled by the Union player at the end of the game (including hex N0628)
+8	If the Union player controls Chaffin's Bluff (N0934) at the end of the game
+2	For each redoubt hex (not having a "63+" in the hex) in Henrico County controlled by the Union player at the end of the game
+2	For each RR station north of Richmond and south of Hanover Junction (N0308, inclusive) controlled by the Union player at the end of the game—not including RR stations on the Richmond & York River RR. Note: The maximum Union VP award for RR stations is 10, even if more than 5 stations are controlled
+1	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).
-1	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).
-4	For each of the following RR stations controlled by the Confederate player at the end of the game: • Savage's Station (N1627) • Summit's Station (N2126) • Despatch Station (N1927) • Tunstall Station (N2524)
-20	If the Confederate player controls White House Station (N2823) at the end of the game.

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
38 or more	Union Decisive Victory
29 to 37	Union Substantive Victory
20 to 28	Union Marginal Victory
11 to 19	Confederate Marginal Victory
2 to 10	Confederate Substantive Victory
1 or less	Confederate Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Johnston	Army	ANV	Ldr	-	N1028
Art Res-1	Brig	ANV	Art	2	N1028
Longstreet	Div	L	Ldr	-	N1230
Pickett	Demi-Div	L	Inf	16	N1230
RH Anderson	Demi-Div	L	Inf	13	N1132
DH Hill	Div	DH	Ldr	-	N1229
Rodes-B	Demi-Div	DH	Inf	11	N1229
Garland-A	Demi-Div	DH	Inf	12	N1228
Smith	Div	S	Ldr	-	N1227
Whiting-A	Demi-Div	S	Inf	13	N1227
Hood	Demi-Div	S	Inf	8	N1226 (Old Tavern)
McLaws-B	Demi-Div	M	Inf	10	N1225
T Anderson	Brig	M	Inf	5	N0723
Magruder	Div	M	Ldr	-	N0924
Cobb-B	Demi-Div	M	Inf	12	N0924
Kershaw	Brig	M	Inf	5	N1024
Stuart	Brig	Cav	Ldr	-	N0822
Cavalry	Brig	Cav	Cav	2	N0822
3 VA	Regt	Cav	Cav	1	N0820 (Shop)
AP Hill	Div	AH	Ldr	-	N0308 (Hanover Junction)
JR Anderson	Demi-Div	AH	Inf	21*	N0308 (Hanover Junction)
Branch	Brig	AH	Inf	9*	N0913 (Hanover CH)
56 VA	Regt	-	Inf	2+	N0934 (Chaffin's Bluff)
Huger-A	Div	HU	Inf	10^	N0734 (Drewry's Bluff)
32 NC	Regt	HU	Inf	2+^	N0734 (Drewry's Bluff)
Armistead	Brig	HU	Inf	7^	N0534
Wise-B	Brig	DH	Inf	3	N0928
8 VA	Regt	Cav	Cav	1	N0623
9 VA	Regt	Cav	Cav	1	N2411 (Aylett's)
Richmond-1	Regt	-	Inf	1^+	N0526 (Public Square)
Richmond-2	Regt	-	Inf	1^+	N0626 (President's House)
Richmond-3	Regt	-	Inf	1^+	N0727 (Union Hill)
Richmond-4	Regt	-	Inf	1^+	N0827 (Chimborazo Hill)
Ripley	Brig	HO	Inf	5	Reinforcement
Walker	Brig	HO	Inf	8	Reinforcement
Ewell	Div	J	Inf	19	Reinforcement

*   JR Anderson and Branch begin the game on their exhausted sides at Fatigue Level 0
+   56 VA, 32 NC and the four "Richmond" units begin the game under Fort-Complete markers
^   Huger, Armistead, 32 NC and the four "Richmond" units may not be moved until "Released"

UNION SET-UP

Unit/Leader	Size	Command	Type	Manpower Value	Hex
McClellan	Army	AP	Ldr	-	N1625 (Parker's Mill)
Sumner	Corps	II	Ldr	-	N1625 (Parker's Mill)
Sedgwick	Div	II	Inf	17	N1625 (Parker's Mill)
Richardson	Div	II	Inf	16	N1725
Keyes	Corps	IV	Ldr	-	N1428
Casey	Div	IV	Inf	16	N1428
Couch	Div	IV	Inf	14	N1528
Heintzelman	Corps	III	Ldr	-	N1828
Kearny	Div	III	Inf	17	N1828
Hooker	Div	III	Inf	16	N1830
3/8 PA	Regt	-	Cav	1	N1930 (White Oak Bridge)
Franklin	Corps	VI	Ldr	-	N1124
Smith-B	Div	VI	Inf	19	N1124
Slocum	Div	VI	Inf	18	N1123 (Walnut Grove Ch)
Porter	Corps	V	Ldr	-	N1224
Morell	Div	V	Inf	17	N1224
Art Res-1	Brig	AP	Art	2	N1224
Horse Art	Brig	AP	Art	2	N1224
Sykes-B	Div	V	Inf	8	N1325 (Dr Gaines)
Art Res-2	Brig	AP	Art	2	N1325 (Dr Gaines)
Stoneman	Brig	-	Inf	3	N1122
1 NY	Regt	-	Cav	1	N1022 (Nunley's Mill)
8 IL	Regt	-	Cav	1	N1020 (Washington Acad)
5/6 US	Regt	-	Cav	1	N1321 (Bethesda Church)
6 PA	Regt	-	Cav	1	N1521 (Raleigh)
Warren	Brig	V	Inf	5	N1720 (Old Church)
93 NY	Regt	-	Inf	2*	N2823 (White House Stn)
McDowell	Corps	I	Ldr	-	N0101 (Golonsville)
King	Div	I	Inf	18^	N0101 (Golonsville)
McCall-A	Div	I	Inf	18^	N0101 (Golonsville)
Ricketts	Div	I	Inf	18^	N0101 (Golonsville)
2 NY	Regt	-	Cav	1^	N0304 (Chester Depot)
4 PA	Regt	-	Cav	1^	N0704 (St Paul's Ch)
Shields	Div	I	Inf	13	Reinforcement
1 RI	Regt	-	Cav	1	Reinforcement

*   93NY begins the game under a Fort-Complete marker
^   King, McCall, Ricketts, 2 NY and 4PA begin the game on their exhausted sides at Fatigue Level 0

SCENARIO 4: SEVEN PINES

NOTES: Johnston's late-May plan to concentrate the majority of his forces against the two Union corps isolated south of the Chickahominy River was sound. The heavy rain that fell on the night of May 30, which kept the river swollen for days, helped to further isolate the enemy, as Union reinforcements north of the Chickahominy would be hindered in coming to the aid of their comrades on the south bank. The execution of Johnston's plan, however, was flawed, revealing a lack of coordination throughout the Confederate chain of command.

MAP: Use only the north map.

GAME LENGTH: 2 turns; May 31 to June 1, 1862.

SPECIAL RULES:

1. *Random Events:* Random events are not rolled for. Instead, there is an automatic "Rain (Current)" result on Turn 1 and an automatic "No Effect" result on Turn 2.
2. *First Initiative*: The Confederate player automatically wins the initiative in the first Action Phase of Turn 1. (Note the restriction on Longstreet, Pickett, and RH Anderson in this phase; see Rule 4A.)
3. *Chickahominy River*: Both players are subject to the following movement restrictions over the Chickahominy River:
   A. Confederate units may not cross or attack across the Chickahominy River.
   B. Union units may cross the Chickahominy River only at
      • Grapevine Bridge (N1625-N1626),
      • Sumner's Lower Bridge (N1726-N1626),
      • or any undestroyed Chickahominy bridge further east (see Rule 6).
   C. The Chickahominy is considered unfordable throughout the scenario. Thus, the Union player may only cross it at a bridge (see "B," above).
   D. Place Destroyed markers on Turner's Bridge (N2130-N2229) and Fisher's Bridge (N1929-N2028). These bridges may not be repaired. Other permanent Chickahominy bridges, such as Long Bridge, Bottom's Bridge, and the RR Bridge (N1827-N1927), are functional—and may not be destroyed in this scenario.
   E. Neither player may build bridges.
4. *Confederate Movement Restrictions*: The Confederate player is subject to the following movement restrictions:
   A. Longstreet, Pickett, and RH Anderson may not be activated in the first Action Phase. They may be freely activated thereafter.
   B. McLaws-B may not march or participate in an activate leader action unless it has been attacked.
   C. Ripley's brigade may not march unless a Union unit enters a hex adjacent to its set-up hex (N0826) or until Turn 2, whichever comes first.
   D. Walker's brigade may not march throughout the game unless a Union unit enters a hex adjacent to its set-up hex (N0627). Exception: Walker may be "released" (see Rule 5).
5. *Walker's Brigade*: In the Turn Indication Phase of Turn 1 (i.e., at the end of the turn), the Confederate player rolls a die. On a roll of 1 or 2, Walker's brigade is "released" and may activate on Turn 2. On a roll of 3 or more, it is not released.
6. *Union Pontoon Bridges*: The Union player starts the game with two Minor River Bridge markers: "Grapevine Bridge" (N1625-N1626) and "Sumner's Lower Bridge" (N1726-N1626).
   Both bridges are subject to "collapse" due to the heavy rain on Turn 1 (May 31). If a Union unit attempts to march or retreat across either bridge on Turn 1, the Union player interrupts that unit's movement prior to crossing and rolls a die. On a roll of 4 or less, the bridge remains intact, the unit successfully crosses and continues its

movement, and no further roll for collapse is made for that bridge for the rest of the game. On a roll of 5 or more, the bridge collapses and is removed from the map. The unit may not march or retreat across that hexside. (In a retreat, a different retreat path must be found.) If no attempt is made to cross one or both bridges in Turn 1, the Union player rolls a die for each bridge in the Turn Indication Phase of Turn 1 to see if that bridge collapses. As above, a roll of 4 or less indicates that the bridge remains intact; a roll of 5 or more means the bridge collapses. In Turn 2, intact bridges function normally: the Union player does not have to roll a die when crossing either bridge to see if it collapses.
7. *Johnston*: If the Confederate player attempts a grand assault, the army leader Johnston may be wounded. At the end of an action in which a Confederate grand assault is attempted, regardless of its outcome, the Confederate player rolls a die. On an even roll, there is no effect. On an odd roll, Johnston is wounded and is removed from the map. The Confederate player must play the rest of the game without an army leader.
8. *Control*: The Union player controls the following objective hexes at the start of the game:
   • Savage's Station (N1627)
   • N1928
   • Fair Oaks Station (N1327)
   • N1827
   • Seven Pines (N1328)

VICTORY CONDITIONS:

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

VP	Reason
+4	If the Confederate player controls hex N1827 at the end of the game.
+4	If the Confederate player controls hex N1928 at the end of the game.
+4	If the Confederate player controls Savage's Station (N1627) at the end of the game.
+3	If the Confederate player controls Fair Oaks Station (N1327) at the end of the game.
+3	If the Confederate player controls Seven Pines (N1328) at the end of the game.
+1	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).
-1	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).

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

| CONFEDERATE VP	WINNER
20 or more	Confederate Decisive Victory
15 to 19	Confederate Substantive Victory
10 to 14	Confederate Marginal Victory
5 to 9	Union Marginal Victory
0 to 4	Union Substantive Victory
-1 or less	Union Decisive Victory

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Johnston	Army	ANV	Ldr	-	N1026
Longstreet	Div	L	Ldr	-	N1026
RH Anderson	Demi-Div	L	Inf	13	N1026
Pickett	Demi-Div	L	Inf	16	N0827 (Chimborazo Hill)
Art Res-1	Brig	ANV	Art	2	N0827 (Chimborazo Hill)
Ripley	Brig	HO	Inf	5*	N0826
Huger-B	Div	HU	Inf	18	N0828 (Toll Gate)
Smith	Div	S	Ldr	-	N0624
Hood	Demi-Div	S	Inf	8	N0624
Whiting-A	Demi-Div	S	Inf	13	N0624
Walker	Brig	HO	Inf	8*	N0627 (Capitol)
DH Hill	Div	DH	Ldr	-	N1128
Garland-A	Demi-Div	DH	Inf	17	N1128
Rodes-B	Demi-Div	DH	Inf	6	N1229
McLaws-B	Demi-Div	M	Inf	10*^	N1225

* McLaws, Ripley and Walker have special movement restrictions: see Rules 4 and 5.
^ McLaws begins the game underneath a Breastworks-complete marker

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Casey	Div	IV	Inf	13	N1227
Keyes	Corps	IV	Ldr	-	N1328 (Seven Pines)
Couch	Div	IV	Inf	12	N1328 (Seven Pines)
Naglee-A	Brig	IV	Inf	5	N1327 (Fair Oaks Station)
Sumner	Corps	II	Ldr	-	N1625 (Parker's Mill)
Sedgwick	Div	II	Inf	17	N1625 (Parker's Mill)
Richardson	Div	II	Inf	16	N1726 (Barker's Store)
Heintzelman	Corps	III	Ldr	-	N1627 (Savage Stn)
Kearny	Div	III	Inf	12	N1627 (Savage Stn)
Jameson	Brig	III	Inf	5	N1928
Hooker	Div	III	Inf	16	N1930 (White Oak Bridge)
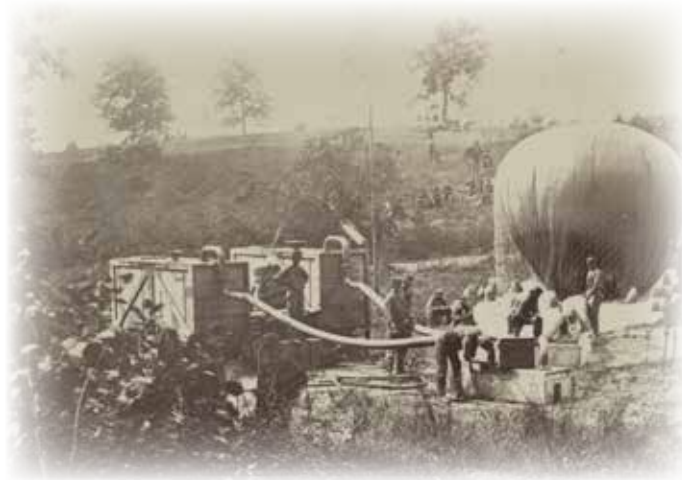
Inflation of the balloon Intrepid to reconnoiter the Battle of Fair Oaks [Seven Pines]

SCENARIO 5: STUART'S RIDE

NOTES: This scenario recreates JEB Stuart's first daring raid of the war, the famous "Ride Around McClellan." Stuart made it seem easy, but he was actually in peril of being cut off from Richmond at several points during the ride, as depicted in this scenario.

MAPS: Use both the north and south maps.

GAME LENGTH: 6 turns; June 12 to June 17, 1862. (Note: The game may last less than six turns; see Special Rules.)

SPECIAL RULES:

1. *Random Events*: Random events are not determined.
2. *Turn 1*: Only the Confederate player may activate units on Turn 1. Because no Union units may activate, do not perform initiative die rolls in this turn. The Confederate player may perform activations for as long as he is willing or able to do so.
3. *Turn 2*: The Confederate player automatically wins the initiative in the first Action Phase of Turn 2. In all succeeding Action Phases, initiative is determined normally.
4. *Confederate Movement Restrictions*: The Confederate player is subject to the following movement restrictions:
   A. On Turn 1, Confederate units may not enter any hex whose first two digits number "06."
   B. Confederate units may not enter the south map until Turn 3.
   C. Confederate units may never cross a Pamunkey River hexside.
   D. Confederate units may not move, attack or retreat into a hex that is within two hexes of N1328 (Seven Pines), within two hexes of N1829, or within four hexes of N1023 (Ellerson's Mill).
5. *Union Movement Restrictions*: In addition to not being able to activate on Turn 1, the Union player is subject to the following movement restrictions:
   A. All Union infantry units (except Warren's brigade) performing a march have their Movement Allowance reduced by 1. If a unit's Movement Allowance in a march is 0, it gains one Fatigue Level, but it may not make a "minimum one hex movement" (see 6.2.) and must remain in the hex in which the march was initiated. Warren's brigade is not subject to this restriction.
   B. Reynolds' brigade may not activate unless either of the following two events has occurred:
      • A Confederate unit has entered any hex in New Kent County.
      • A Confederate unit has entered any hex within 3 hexes of N1927 (Reynolds' set-up hex).
   C. The 93 NY may not activate unless a Confederate unit has entered any hex adjacent to N2823 (93 NY's set-up hex).
   D. Buchanan's brigade and the 11 PA may not activate until Turn 3.
   E. Meade's brigade and the 3/8 PA may not activate until Turn 5. Exception: This restriction is lifted at the moment a Confederate unit enters any hex within three hexes of S1902 (Blacksmith).
   F. Union units may not move, attack, or retreat into a hex that is within four hexes of the following hexes:
      • N0526 (Public Square)
      • N0928
      • S0501 (Chaffin's Bluff)
   G. No Union unit may cross a Chickahominy River hexside.
   H. Union infantry units may not force march.
   I. Union units may not cross Forge Bridge (N2831-N2832).
6. *General Movement Restrictions*: Both players are subject to the following movement restrictions:
   A. Units may not cross ford hexsides due to the recent heavy rains. They may only cross rivers at undestroyed bridges.
   B. Place Destroyed markers on Turner's Bridge (N2130-N2229) and Long Bridge (N2230-N2330).
7. *Forge Bridge*: Confederate units are subject to movement penalties when attempting to cross Forge Bridge (N2831-N2832).
   A. At the moment a Confederate unit first attempts to cross Forge Bridge in either direction, that unit's march is interrupted and the Confederate player rolls two dice. The sum of the dice is the Movement Point (MP) penalty the moving unit—and any other

Confederate unit-must pay to cross Forge Bridge for the rest of the game. This dice roll is made a maximum of once per game. After determining this penalty, the active unit may resume its movement. If it has sufficient MP to cross the bridge, it does so and may continue its march. If it does not have sufficient MP to cross the bridge, the unit's activation ends and it remains in the hex it occupied when the roll was made. (Exception: see Rule B, below.) The Forge Bridge MP penalty is in addition to the normal 1 MP cost to enter the connecting road hex on the other side of the bridge.
   B. If a Confederate unit occupies hex N2831 or N2832 at the start of its march and it wishes to cross Forge Bridge, the Confederate player determines its Movement Allowance and then rolls two dice to calculate the MP penalty as described in Step A. If the unit's Movement Allowance is sufficient to cross the bridge after applying the penalty, it does so and it continues its march. If it does not have sufficient MP to cross the bridge, the Confederate player may place the unit in the hex on the other side of the bridge anyway (i.e., it may cross the bridge regardless of the penalty). This one-hex move ends the unit's march. Crossing Forge Bridge without sufficient MP may only occur if the Confederate unit begins its march in hex N2831 or N2832.
   C. If a Confederate unit occupies hex N2831 or N2832 and it initiates a retreat, rout, or cavalry retreat, it may move across Forge Bridge with no penalty. However, if the unit begins a retreat, rout, or cavalry retreat in any other hex, it may not retreat across Forge Bridge.
   D. Once a Confederate unit crosses Forge Bridge, it may not cross the bridge in the opposite direction for the rest of the game.
8. *Union Cavalry*: The Union 2-5 US and 11 PA cavalry units begin the game with disorganized Strength markers. These units may not flip their markers to their organized sides—they remain disorganized throughout the game. If either of these units suffers a "D" result in combat, it is eliminated and the Confederate player gains VP (see Victory Conditions).
9. *2-5 US Cavalry*: In any combat where the 2-5 US Cavalry is the only Union unit, the Confederate player gets a special +3 combat die roll modifier (this Union unit is just a squadron).
10. *Objective Hexes*: The Confederate player has five objective hexes:
    • Hanover Court House (N0913)
    • Tunstall Station (N2524)
    • Polly Hundley's Corner (N1119)
    • Garlick's (N2422)
    • White House Station (N2823)
    The Confederate player may gain VP for objective hexes. To gain VP, a Confederate unit must enter or occupy an objective hex in its march and spend 1 MP without moving or attacking in that hex. If so, the Confederate player gains VP for that hex (see Victory Conditions). Place a Confederate Control marker in each objective hex in which the Confederate player gains VP. Unlike other scenarios, these Control markers may not be removed, even if a Union unit later enters that hex.
11. *End of Game*: Normally the game ends at the end of Turn 6 (June 17). However, the game automatically ends if both Confederate cavalry regiments (or only one regiment if the other has been eliminated) occupy any of the seven hexes comprising the city of Richmond at the end of any Action Phase in Turns 3, 4, or 5 (June 14–16).
12. *Circuit*: The Confederate player gains extra VP for each of his cavalry regiments achieving a "circuit." (The leader Stuart may not gain VP for a circuit.) A circuit is achieved if both of the following conditions are fulfilled:
    A. The regiment must end the game in one of the seven hexes comprising the city of Richmond.
    B. The unit must have crossed Forge Bridge (N2831-N2832) during the game.

VICTORY CONDITIONS

The Confederate player gains and loses VP for the following occurrences

VP	Reason
+10	If a Confederate Control marker occupies White House Station (N2823) at the end of the game.
+5	If a Confederate Control marker occupies Polly Hundley's Corner (N1119) at the end of the game.
+4	If a Confederate Control marker occupies Tunstall's Station (N2524) at the end of the game.
+3	If a Confederate Control marker occupies Hanover Court House (N0913) at the end of the game.
+3	If a Confederate Control marker occupies Garlick's (N2422) at the end of the game.
+4	For each Confederate cavalry regiment (not Stuart) occupying one of the seven hexes comprising the city of Richmond at the end of the game. Maximum VP award 8.
+6	If the game ends on Turn 3 (June 14: see Rule 11), the Confederate player receives 6VP for each cavalry unit (not Stuart) achieving a 'circuit' (see Rule 12).
+4	If the game ends on Turn 4 (June 15: see Rule 11), the Confederate player receives 4VP for each cavalry unit (not Stuart) achieving a 'circuit' (see Rule 12).
+3	If the game ends on Turn 5 or 6 (June 16 or 17: see Rule 11), the Confederate player receives 3VP for each cavalry unit (not Stuart) achieving a 'circuit' (see Rule 12).
+2	For each point of Union Manpower value lost in combat or retreat.
+1	For each point of Union Manpower value lost in extended march or moving from one enemy ZOC to another.
-1	For each point of Confederate Manpower value lost in extended march, force march, or moving from one enemy ZOC to another.
-2	For each point of Confederate Manpower value lost in combat, retreat or cavalry retreat.

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

CONFEDERATE VP	WINNER
37 or more	Confederate Decisive Victory
30 to 36	Confederate Substantive Victory
22 to 29	Confederate Marginal Victory
18 to 21	Union Marginal Victory
11 to 17	Union Substantive Victory
10 or less	Union Decisive Victory

CONFEDERATE SET-UP

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Stuart	Brig	Cav	Ldr	-	N0526 (Pub Sq – Richmond)
1 VA	Regt	Cav	Cav	1	N0526 (Pub Sq – Richmond)
9 VA	Regt	Cav	Cav	1	N0526 (Pub Sq – Richmond)

UNION SET-UP

Unit/Leader	Size	Command	Type	Manpower Value	Hex
5/6 US	Regt	-	Cav	1	N1223
2-5 US	Sqdr	-	Cav	1*	N1720 (Old Church)
Warren	Brig	V	Inf	3	N1123 (Walnut Grove Ch)
Buchanan	Brig	V	Inf	4	N1123 (Walnut Grove Ch)
Reynolds	Brig	V	Inf	5	N1927 (Despatch Station)
93 NY	Regt	-	Inf	1^	N2823 (White House Stn)
11 PA	Regt	-	Inf	1*	N2824 (White House)
Meade	Brig	V	Inf	5	N1928
3/8 PA	Regt	-	Cav	1	N1830

*   The 2-5 US and 11PA cavalry units begin the game with disorganized strength markers.
^   The 93 NY infantry unit begins the game underneath a Fort-complete marker.

SCENARIO 6: THE SEVEN DAYS

NOTES: This scenario recreates the "Seven Days" battle. In this decisive week, the new Army of Northern Virginia commander, Robert E. Lee, chose to take the offensive and attempt to drive the enemy away from Richmond. Lee's vigorous attack presented McClellan with an important strategic choice: stand and fight along the Army of the Potomac's main York River RR supply line; or retire southward to a new base on the James River.

MAPS: Use both the north and south maps.

GAME LENGTH: 7 turns; June 25 to July 1, 1862.

SPECIAL RULES:

1. *Random Events*: Random events are determined every turn, even Turn 1. The only applicable events are the various Rain results. Convert all Rain results to "Rain (Current)," even if the event is for a longer rain period. All non-Rain events are converted to "no effect."

2. *Destroyed Bridges/Ferries*: Place Destroyed markers over the following bridge/ferry hexsides:
    *   N0311-N0312 (Ellett's Bridge)
    *   N1415-N1416 (Nelson's Bridge)
    *   N0511-N0611 (RF & P RR Bridge)
    *   N1929-N2028 (Fisher's Bridge)
    *   N0911-N0912 (Littlepage Bridge)
    *   N2130-N2229 (Turner's Bridge)
    *   N1215-N1315 (Sutton's Ferry)
    *   N2230-N2330 (Long Bridge)
    *   N1617-N1717 (Hanovertown Ferry)
    *   N2831-N2832 (Forge Bridge)

3. *Union Bridges*: Place Union Minor River Bridge markers over the following Chickahominy River hexsides:
    *   N1325-N1326
    *   N1525-N1526
    *   N1325-N1425
    *   N1625-N1626

4. *Confederate Bridge*: Place a Confederate Major River Bridge marker on the N0733-N0833 hexside.

5. *Fords*: 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 in non-Rain turns (see 10.1).

6. *Union Wagon Trains*: The Union player has two wagon train units, which move like Union infantry (although they may not force march) and have Tactical/Artillery values of 0. If activated, they must perform a March action. (They may not participate in an activate leader or assault action.) Wagon trains may not march until the Union player has declared a "base change" or if he "retains" his base (see Rules 12 and 13A). If a Union infantry or artillery unit enters a hex occupied by a wagon train, it must pay the most severe possible MP penalty for entering a friendly-occupied hex (+2 MP to enter a clear, rolling, or rough hex; +4 MP to enter a woods or swamp hex; see 6.2), even if the hex occupied by the wagon train has a combined Combat value of less than 12. If a wagon train makes an extended march, the Union player adds 1 to his extended march die roll in addition to other modifiers. If a "D" or "1" result occurs, it is applied to the wagon train normally and the Confederate player gains VP (see Victory Conditions).

7. *Union Amphibious Movement*: The Union player may move amphibiously only on the York—Pamunkey—Mattapony Rivers. Amphibious rules are presented in the Advanced Game (see 10.0). Players should read that section before starting this scenario. (Irrelevant sections of 10.0—Confederate Amphibious Movement, Fort Monroe and Norfolk, the CSS Virginia [assume Virginia is destroyed], Yorktown and Gloucester Point, Mulberry Point and Harden's Bluff, Rappahannock River—may be skipped.) Remember that the Union player may not make more than two embarkation attempts per turn.

8. *Union Gunboats*: Gunboat rules are presented in the Advanced Game (see 11.0). 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 on its "normal" side. Gunboat-1 may perform "defensive support" and "bombardment" only in hexes along the York—Pamunkey—Mattapony Rivers. The Union

player gains a second gunboat unit ("Gunboat-2") if he declares a "base change" (see Rule 12). If so, it is placed in the "James River-West" box on the Gunboat Display. It remains in this box throughout the scenario on its "normal" side and may provide "defensive support" and "bombardment" in hexes along the James River on the south map only.

9. *Confederate Movement Restrictions*: The Confederate player is subject to the following movement restrictions:
    A. Holmes, Wise, 32 NC and the four "Richmond" units may not activate or entrench until "released." All seven units are released together as soon as a Union unit enters or advances after combat into a hex adjacent to any of their set-up hexes or any hex adjacent to a Richmond city hex.
    B. Holmes, Wise, and 32 NC can also be released individually by a die roll. In each Turn Indication Phase starting with the one at the end of Turn 2, the Confederate Player rolls a die. On an odd roll, no units are released. On an even roll, the Confederate player may release Holmes, Wise, or 32 NC. A released unit may activate and entrench normally for the rest of the game. If all three units have been released, no die roll takes place.

10. *Union Movement Restrictions*: The Union player is subject to the following movement restrictions on Turns 1 and 2:
    A. All Union units beginning the game north of the Chickahominy River may not activate, entrench, or perform leader transfers.
    B. No Union unit may cross the Chickahominy River.
    Lifting Union Movement Restrictions: Both Union movement restrictions are immediately lifted if one of the following events occurs:
    *   A Confederate unit enters or advances after combat into a hex adjacent to a Union unit starting the game north of the Chickahominy River.
    *   A Confederate unit crosses a North Anna or a Pamunkey River hexside.
    *   A Confederate unit crosses 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 Confederate unit enters a hex on the north map whose first two digits number "14" and whose last two digits number from "25" to "33", inclusive (i.e., the nine north map hexes in the "1400" hex column south of the Chickahominy River).
    *   A Confederate unit enters the south map.
    *   Turn 2 ends.

11. *Turn 1*: The following special rules apply on Turn 1:
    A. Both players' units may not entrench or build bridges.
    B. The Union player automatically wins the initiative in the first Action Phase of Turn 1. However, the only action the Union player may perform is an assault by the leader Sumner or Heintzelman (a grand assault is also allowed). The Union player may not initiate a March or Activate Leader action. After the assault is resolved (or if the Union player declines to assault or if the assault die roll fails), the Confederate player automatically wins the initiative in all remaining Action Phases of Turn 1.
    C. The Confederate player automatically wins the initiative in the second and all later Action Phases of Turn 1. (No initiative rolls are made.) If the Confederate player passes, Turn 1 ends.
    D. Only the following seven Confederate units may be activated on Turn 1 in March or Activate Leader actions. Each may be activated as many times as desired, subject to fatigue limits. (Also, see Rule "E" for Confederate Turn 1 movement restrictions.)
    *   Jackson
    *   2 VA
    *   Winder
    *   Stuart
    *   Ewell
    *   Cavalry (brigade—not all cavalry regiments)
    *   Whiting-B
    E.   The Confederate player is subject to the following movement restrictions on Turn 1:
    *   Confederate units may not make any movement listed in the "Lifting Union Movement Restrictions" section of Rule 10. (For example, a Confederate unit may not enter or advance into a hex adjacent to a Union unit north of the

Chickahominy River.)

- Confederate units may not move into any hex on the north map throughout the scenario whose last two digits number "27" or more.

12. *Union Base Change*: Once per game, the Union player may declare a "base change." This declaration, which is voluntary, may only be made at the following times:

A. In a Turn Indication Phase in Turn 3 or later.

B. At the moment each of the following events first occurs:

- A Confederate unit enters New Kent County.
- A Confederate unit enters or advances after combat into a hex within two hexes of N1627 (Savage's Station).
- A Confederate unit enters the south map.
- A Confederate unit enters a hex on the north map whose first two digits number "14" and whose last two digits number from "25" to "33" inclusive.

Note: The Union Player may not declare a base change if he has declared that he wishes to "retain" his base (see Rule 13).

If the Union player declares a base change the Confederate player must be informed, and the following actions are taken:

I. The Union player chooses one landing hex on the north side of the James River from hex S1506 to S3409 as his new base.

II. Place a Union depot marker and Ferry's brigade in that hex. Place the Union "Gunboat-2" marker in the James River-West box on the Gunboat Display (see Rule 8).

III. The Victory Conditions change from "Set 2" (no base change) to "Set 1" (base change).

IV. Union wagon train units may activate (see Rule 6).

13. *No Base Change*: If the Union player does not wish to declare a base change, he has two options:

A. Declare that he wishes to "retain" his existing base. This declaration, like the "base change" declaration, may only be made once per game in a Turn Indication Phase in Turn 3 or later; or at the moment a Confederate unit performs any of the four movements described in Rule 12B. If the Union player declares that he wishes to retain his base, he forfeits his ability to declare a "base change" for the rest of the game.

B. Do nothing (in which case he may later declare a "base change" or that he wishes to "retain" his base, if the conditions of Rules 12 or 13A are met).

Note: If at the end of the game, the Union player has chosen option 13A or 13B, use Victory Conditions "Set 2" (no base change). However, if the Union player declares option 13A (retain base), the following rules take effect: 1) Union wagon train units may activate (see Rule 6). 2) Ferry's brigade is placed in hex N2823 (White House Station). If N2823 is enemy-occupied, Ferry's placement is delayed until the first Turn Indication Phase in which that hex is not enemy-occupied.

14. *Union Reinforcements*: Ferry's brigade is a Union reinforcement if the Union player declares a "base change" or if he "retains" his base (see Rules 12 and 13A). In the Turn Indication Phase of each turn following the turn in which Ferry becomes available, the Union player rolls a die.

- On a roll of 2 or more, no Union reinforcements are available that turn.
- On the first roll of 1, Kimball's brigade is available as a reinforcement.
- On the second roll of 1, Tyler's brigade is available.
- On the third roll of 1, Carroll's brigade is available.

If the Union player has declared a base change, reinforcements are placed in the James River landing hex chosen as his new base (see Rule 12, I). If the Union player has declared that he wishes to retain his base, reinforcements are placed in hex N2823 (White House Station). If a placement hex is enemy-occupied, a reinforcement is delayed until the first Turn Indication Phase in which that hex is not enemy-occupied.

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

- White House Station (N2823)
- Summit's Station (N2126)
- Savage's Station (N1627)
- Tunstall Station (N2524)
- Despatch Station (N1927)

The Confederate player controls Chaffin's Bluff (S0501) at the start of the game.

16. *Lee*: The Lee assault bonus is not in effect on Turns 1-3.

VICTORY CONDITIONS

There are two sets of Victory Conditions. If the Union player declares a "base change" (see Rule 12), "Set 1" is used. If the Union player does not declare a base change, or if he declares that he wishes to "retain" his base (see Rule 13), "Set 2" is used. The Confederate Player may only gain VP from a single set, although there are additional VP applying to both sets. The Confederate player gains and loses VP for the following occurrences:

VICTORY CONDITIONS: SET 1 (BASE CHANGE)

VP	Reason
+10*	For each Union wagon train unit destroyed by the Confederate player
+4*	For each Union wagon train unit on the map at the end of the game which is not within five hexes of the hex designated by the Union player as his new base after a "base change" (see Rule 12I).
+4*	For each "D" or "1" result suffered by a Union wagon train unit in an extended march.
+3	If, at the end of the game, a Confederate infantry unit occupies the hex designated by the Union player as his new base after a "base change" (see Rule 12I)
+2	If the Confederate player controls White House Station (N2823) at the end of the game.
+2*	For each hex into which a Union wagon train unit retreats due to combat.

* For each Union wagon train unit, the total number of Confederate VP gained due to the four victory conditions marked with asterisks may not exceed 10. For example, if a wagon train suffers a "D" or "1" result in an extended march (+4 VP) retreats four hexes (4 x 2 = +8 VP), the total VP gain is 10, not 12. However, Manpower value losses for Union wagon trains do not count toward this limit. Thus, if a wagon train is eliminated, the Confederate player gains 10 VP, but the loss of the wagon train's Manpower value (2) causes an additional gain of 2 VP (+1 for each Manpower point; see below).

VICTORY CONDITIONS: SET 2 (NO BASE CHANGE)

VP	Reason
+10	If the Confederate player controls White House Station (N2823) at the end of the game
+5*	For each Union wagon train unit destroyed by the Confederate player
+2	For each of the following RR stations controlled by the Confederate player at the end of the game:
	• Savage's Station (N1627)
	• Summit's Station (N2126)
	• Despatch Station (N1927)
	• Tunstall Station (N2524)
+2*	For each "D" or "1" result suffered by a Union wagon train unit in an extended march.
+1*	For each hex into which a Union wagon train unit retreats due to combat

* For each Union wagon train unit, the total number of Confederate VP gained 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 VP gain 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 Confederate player gains 5 VP, but the loss of the wagon train's Manpower value (2) causes an additional gain of 2 VP (+1 for each Manpower point; see below).

Victory Conditions: Applying to Both Sets

VP	Reason
+10	If no Union infantry divisions occupy any hexes in Henrico County at the end of the game.
+5	If no Union infantry divisions occupy any hexes in Hanover County at the end of the game.
+5	If no Union infantry divisions occupy any hexes in both Hanover and Henrico counties at the end of the game. (Note: This award is in addition to the 10 VP for no Union divisions in Henrico County and the 5 VP for no Union divisions in Hanover County at the end of the game.)
+1	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).
-1	For each point of Confederate Manpower value lost in combat, retreat, cavalry retreat, or bombardment (not in extended march, force march, or moving from one enemy ZOC to another).
-3	For each Union division 5 or 6 hexes distant from any Richmond city hex at the end of the game that can trace a "supply line" (see below).
-6	For each Union division 3 or 4 hexes distant from any Richmond city hex at the end of the game that can trace a "supply line" (see below).
-8	If the Union player controls Chaffin's Bluff (S0501) at the end of the game.
-10	For each Union division 1 or 2 hexes distant from any Richmond city hex at the end of the game that can trace a "supply line" (see below).
-15	For each Union division in any Richmond city hex at the end of the game that can trace a "supply line" (see below).

Supply Line: A "supply line" is a continuous series of hexes of any length, traced only across road, pike, or RR hexsides, from any landing hex on the York, Pamunkey, or James Rivers to any hex adjacent to the Union division in question. (Exception: A supply line may not originate in a James River landing hex on the north map.) A supply line may not enter a Confederate-occupied hex or a Confederate ZOC (except restricted ZOC), unless that ZOC is occupied by a Union unit. A supply line may also not cross a destroyed bridge/ferry hexside or an unbridged ford hexside.

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

Confederate VP	Winner
31 or more	Confederate Decisive Victory
19 to 30	Confederate Substantive Victory
7 to 18	Confederate Marginal Victory
-5 to 6	Union Marginal Victory
-17 to -6	Union Substantive Victory
-18 or less	Union Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Lee	Army	ANV	Ldr	-	N0926
Longstreet	Div	L	Ldr	-	N0926
RH Anderson	Demi-Div	L	Inf	11	N0926
Pickett	Demi-Div	L	Inf	14	N0926
Art Res-1	Brig	ANV	Art	2	N0927
Art Res-2	Brig	ANV	Art	2	N0927
DH Hill	Div	DH	Ldr	-	N0925
Rodes-C	Demi-Div	DH	Inf	11	N0925
Garland-B	Demi-Div	DH	Inf	11	N0925
Magruder	Div	M	Ldr	-	N1227
McLaws-C	Demi-Div	M	Inf	12*	N1227
DR Jones-B	Demi-Div	M	Inf	10*	N1225
Cobb-C	Demi-Div	M	Inf	10*	N1226 (Old Tavern)
Huger-B	Div	HU	Inf	17*	N1228
3 VA	Regt	Cav	Cav	1	N1130
5 VA	Regt	Cav	Cav	1	N1132
Wise-A	Brig	-	Inf	3^+	S0501 (Chaffin's Bluff)
Holmes	Div	HO	Inf	11+	S0301 (Drewry's Bluff)
32 NC	Regt	HU	Inf	1^+	S0301 (Drewry's Bluff)
Naval Battery	-	-	-	-	S0301 (Drewry's Bluff)
Ransom	Brig	HO	Inf	7	N1028

CONFEDERATE SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Stuart	Brig	Cav	Ldr	-	N0526 (Public Square)
Cavalry	Brig	Cav	Cav	2	N0526 (Public Square)
AP Hill	Div	AH	Ldr	-	N0723
JR Anderson	Demi-Div	AH	Inf	17	N0723
Gregg	Demi-Div	AH	Inf	12	N0724 (Strawberry Hills)
14 SC	Regt	AH	Inf	1*	N0924
Branch	Brig	AH	Inf	7	N0419 (Half Sink)
4 VA	Regt	Cav	Cav	1	N0512 (Winston)
Jackson	Div	J	Ldr	-	N0110 (Hanover Academy)
Whiting-B	Div	J	Inf	9$	N0110 (Hanover Academy)
Ewell	Div	J	Inf	14$	N0112
Winder	Div	J	Inf	15$	N0109 (Winston's Mill)
2 VA	Regt	Cav	Cav	1$	N0107 (Verdon Station)
Richmond-1	Regt	-	Inf	1^+	N0526 (Public Square)
Richmond-2	Regt	-	Inf	1^+	N0626 (President's House)
Richmond-3	Regt	-	Inf	1^+	N0727 (Union Hill)
Richmond-4	Regt	-	Inf	1^+	N0827 (Chimborazo Hill)

*   Indicated units begin the game under Breastwork complete markers
^   Indicated units begin the game under Fort-Complete markers
$ Indicated units begin the game at Fatigue Level 3 (normal sides)
+   Indicated units may not activate or entrench until released (see Rule 9)

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
13 PA	Regt	V	Inf	2	N0923 (Mechanicsville)
Stoneman	Brig	-	Inf	3	N1318 (Haws Shop)
6 PA	Regt	-	Cav	1	N1119 (Polly Hundley's)
5/6 US	Regt	-	Cav	1	N1119 (Polly Hundley's)
8 IL	Regt	-	Cav	1	N1020 (Washington Acad)
4 PA	Regt	-	Cav	1	N1020 (Washington Acad)
McCall-B	Div	V	Inf	9*	N1022 (Nunley's Mill)
Seymour	Brig	V	Inf	7*	N1023 (Ellerson's Mill)
Porter	Corps	V	Ldr	-	N1224
Sykes-B	Div	V	Inf	11*	N1224
Horse Art	Brig	AP	Art	2*	N1224
Morell	Div	V	Inf	21	N1223
Franklin	Corps	VI	Ldr	-	N1326
Smith-B	Div	VI	Inf	20*	N1326
Slocum	Div	VI	Inf	18*	N1326
Art Res-1	Brig	AP	Art	2*	N1326
1 NY	Regt	-	Cav	1	N1326
McClellan	Army	AP	Ldr	-	N1327 (Fair Oak Stn)
Sumner	Corps	II	Ldr	-	N1327 (Fair Oak Stn)
Richardson	Div	II	Inf	17*	N1327 (Fair Oak Stn)

Union Set-Up (cntd)

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Sedgwick	Div	II	Inf	18*	N1327 (Fair Oak Stn)
Art Res-2	Brig	AP	Art	2*	N1327 (Fair Oak Stn)
Heintzelman	Corps	III	Ldr	-	N1328 (Seven Pines)
Hooker	Div	III	Inf	19*	N1328 (Seven Pines)
Kearny	Div	III	Inf	18*	N1329 (Portuguese Tavern)
Peck-A	Div	IV	Inf	13	N1429
Keyes	Corps	IV	Ldr	-	N1529
Couch	Div	IV	Inf	17	N1529
3/8 PA	Regt	-	Cav	1	N1430
93 NY	Regt	-	Inf	3^	N2823 (White House Stn)
Gunboat-1	-	-	-	-	York River Box
Wagon Train-A	-	-	-	2	N1627 (Savage Station)
Wagon Train-B	-	-	-	2	N1728 (Watkins Mill)
Ferry	Brig	-	Inf	5	Reinforcement (see Rule 14)
Kimball	Brig	-	Inf	5	Reinforcement (see Rule 14)
Tyler	Brig	-	Inf	5	Reinforcement (see Rule 14)
Carroll-A	Brig	-	Inf	5	Reinforcement (see Rule 14)
Gunboat-2	-	-	-	-	Reinforcement (see Rule 8)

^ 93NY begins the game under a Fort-Complete marker

* Indicated units begin the game under Breastwork-Complete markers

Scenario 7: Gaines Mill

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, dangerously isolated on the north bank of the Chickahominy River. 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. **Note**: This scenario did not appear in the original version of *On to Richmond!* It was released originally in Skirmisher 1 magazine, but it has been modified below.

MAP: Use only the north map.

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

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)
   - 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. *Impassable Fords*: 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 11.0). 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-Mattapony 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*: No Confederate unit belonging to Longstreet's, AP Hill's, and DH Hill's divisions may move (or attack) into 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 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 of June 26*: The Confederate army got a late start on June 26. This special rule restricts both players' 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 Turn 1 initiatives; see Rule 9). Once dusk has fallen, attacks can continue as usual until the first subsequent initiative die roll in which a tie occurs. As soon as this tied 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. 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 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 VPs for the following occurrences at the end of the game:

VP	Reason
+6	If the Confederate player controls Watt (N1524).
+3	If the Confederate player controls Old Cold Harbor (N1523).
+3	If the Confederate player controls New Cold Harbor (N1423).
+3	If the Confederate player controls White House Station (N2823).
+2	If the Confederate player controls Tunstall's Station (N2524).
+2	If the Confederate player controls Summit's Station (N2126).
+2	If the Confederate player controls Despatch Station (N1927).
+3	If Slocum's infantry division crossed to the north side of the Chickahominy River on Turn 1
+3	If Richardson's infantry division crossed to the north side of the Chickahominy River on Turn 1
+1	If Peck's infantry division crossed to the north side of the Chickahominy River on Turn 1 (note: there is no VP Penalty for Peck to cross on Turn 2)
+1	If Slocum's infantry division crossed to the north side of the Chickahominy River on Turn 2 (and did not cross on Turn 1)
+1	If Richardson's infantry division crossed to the north side of the Chickahominy River on Turn 2 (and did not cross on Turn 1)
+1	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)
-1	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)

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

Confederate VP	Winner
24 or more	Confederate Decisive Victory
20 to 23	Confederate Substantive Victory
16 to 19	Confederate Marginal Victory
12 to 15	Union Marginal Victory
8 to 11	Union Substantive Victory
7 or less	Union Decisive Victory
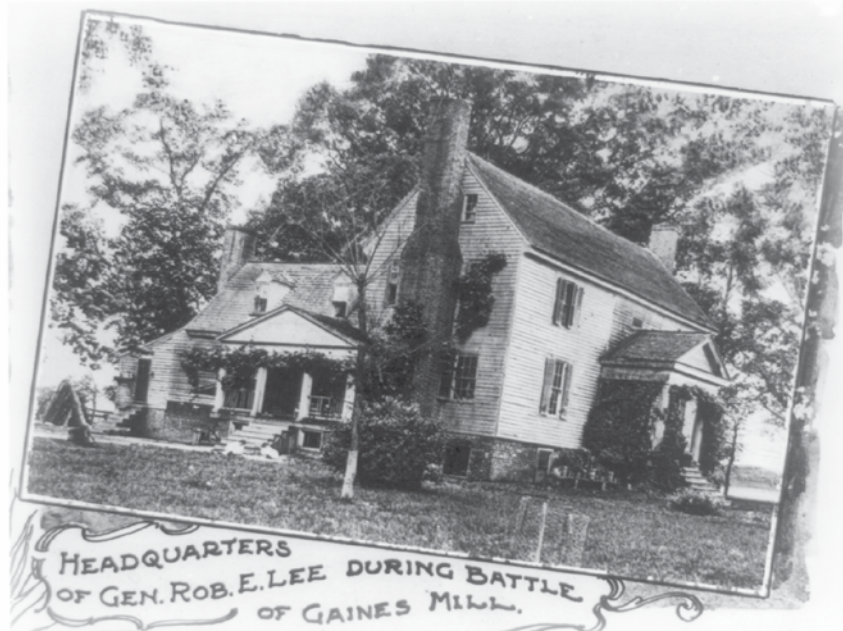
HEADQUARTERS OF GEN. ROB. E. LEE DURING BATTLE OF GAINES MILL.

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	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*	N0214 (Race Course)
Ewell	Div	J	Inf	14*	N0415
Winder	Div	J	Inf	15*	N0213 (Mill)
2VA	Regt	Cav	Cav	1*	N0113 (Independence Ch)

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

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
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*	N1022 (Nunley's Mill)
Seymour	Brig	V	Inf	9*	N1023 (Ellerson's Mill)
Morell	Div	V	Inf	21	N1223
Porter	Corps	V	Ldr	-	N1224
Sykes-B	Div	V	Inf	11*	N1224
Horse Art	Brig	AP	Art	2*	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$	N1928
93NY	Regt	-	Inf	3^	N2823 (White House Stn)
Gunboat-1	-	-	-	-	York River Box

* Indicated units begin the game under a Breastworks-Complete marker.
^ 93NY begins the game under a Fort-Complete marker.
$ Naglee may not activate or entrench on Turn 1.

SCENARIO 8: RETREAT TO THE JAMES

NOTES: During the last three days of the Seven Days, Lee had a golden opportunity to cripple McClellan's army during its hasty retreat to the James River. However, Lee's plan to trap McClellan was flawed. The Rebels' pursuit ended with the disastrous assault on Malvern Hill, marking the effective end of the Peninsular campaign.

MAP: Use both the north and south maps.

GAME LENGTH: 3 turns; June 29 to July 1, 1862.

SPECIAL RULES:

1. *Random Events:* There are no random events in this scenario.
2. *Destroyed Bridges*: Place Destroyed markers on the following bridge hexsides:
    - N1827-N1927 (RR Bridge)
    - N2831-N2832 (Forge Bridge)
    - N1928-N2027 (Bottom's Bridge)
    - N2230-N2330 (Long Bridge)
    - N1929-N2028 (Fisher's Bridge)
    - N2130-N2229 (Turner's Bridge)
3. *Confederate Bridge*: Place a Confederate Major River Bridge marker on the N0733-N0833 hexside.
4. *Fords*: 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.
5. *Grapevine Bridge*: To simulate the Confederate attempt to rebuild the partially destroyed "Grapevine" and "Alexander's" Bridges (N1625-N1626 and N1525-N1526), the Confederate player may be permitted a special bridge-building attempt at these sites if both players roll the same number in an Initiative Segment (giving the Confederate player the initiative), and the Confederate player does not pass. As long as at least one Confederate infantry unit of Jackson's or DH Hill's command ("J" or "DH") at Fatigue Level 0 occupies N1525 or N1625, the Confederate player may make this bridge-building attempt. If the Confederate player makes the attempt, he rolls a die before declaring an action, consulting the following chart to determine success or failure. Cross-reference the die roll with the column corresponding to the total number of tied initiative dice rolls that have occurred so far in the current turn—including tied rolls that were not followed by a Confederate bridge-building attempt.

Confederate Special Bridge-Building Chart

DIE ROLL	Total number of tied initiative rolls that have occurred in current turn (including tied rolls not followed by a Confederate bridge-building attempt)					
	1	**2**	**3**	**4**	**5**	**6**
1	S	S	S	S	S	S
2	F	S	S	S	S	S
3	F	F	S	S	S	S
4	F	F	F	S	S	S
5	F	F	F	F	S	S
6	F	F	F	F	F	S

S = Success
F = Failure
Failure: If an attempt fails, a Bridge marker is not placed on the map. However, the Confederate player still holds initiative and must perform an action with an eligible unit. He may make another bridge-building attempt later due to a tied initiative dice roll.
Success: If an attempt succeeds, a Confederate Minor River Bridge marker is placed on the N1525-N1526 or N1625-N1626 hexside, but only if a Confederate infantry unit of Jackson's or D.H. Hill's command at Fatigue Level 0 occupies one of the hexes connected by the bridge. (Exception: A bridge may not be placed on a hexside if one of the hexes connected by the bridge contains a Union unit or

units with a total Combat value of 5 or more.) As soon as the bridge is placed, the Confederate player must perform a March, Activate Leader, or Assault action, using units from either Jackson's or D.H. Hill's command. As part of this action, the Confederate player must move one or more units across the new bridge or attempt an attack or assault over it. Once the Confederate player succeeds in placing this bridge on the map, he may not make another bridge-building attempt in the Action Cycle again. (He may build pontoon bridges in Recovery Phases; see 10.1.) The new bridge can be destroyed or dismantled (see 10.2).
   Note: The Confederate player is not obligated to move D.H. Hill's and Jackson's units across the Chickahominy at this site. They may cross at any other site if desired.
6. *Turn 1 Recovery Phase*: If the Confederate player fails in all bridge-building attempts (or does not make an attempt at all) in the Turn 1 Action Cycle, he may automatically build a pontoon bridge over either the N1525-N1526 or N1625-N1626 hexside (not both) in Step 1 of the Turn 1, 2, or 3 Recovery Phase, assuming all conditions and restrictions of Rule 10.1 are met. Exception: Normally a player making a bridge-building attempt in a Recovery Phase must roll a die to see if that attempt succeeds. However, in this case no die roll is made: the Confederate player's bridge-building attempt over the N1525-N1526 or N1625-N1626 hexside is automatically successful. In Confederate bridge-building attempts over other hexsides, normal rules (including the die roll made to determine whether or not the attempt succeeds) are adhered to.
7. *Union Gunboats*: Gunboat rules are presented in the Advanced Game (see 11.0). Players should read that section before starting this scenario. The Union player has two Gunboat units, which remain in the "James River-East" box on the Gunboat Display throughout the scenario on their "normal" sides. They may perform "defensive support" and "bombardment" in all hexes along the James River on the south map only—even those whose first two digits number "14" or less.
8. *Turn 1*: The Union player automatically wins the initiative in the first two Action Phases of Turn 1. (No dice rolls are made.) He may not pass. In these two Action Phases the Union player may only activate II, III, and VI Corps units in March or Activate Leader (not Assault) actions. A marching unit may move, but it may neither attack nor enter an enemy ZOC. (It may leave an enemy ZOC.) In an Activate Leader action, the Union player may select any number of eligible units to participate in that action. Initiative is determined normally for the rest of the game.
9. *Union Movement Restriction*: Ferry's brigade may not activate or entrench in Turn 1. It may activate normally in Turn 2.
10. *Union Reinforcements*: In the Turn Indication Phases at the end of Turns 1 and 2, the Union player rolls a die. On a roll of 2 or more, no Union reinforcements are available that turn. On the first roll of 1, Kimball's brigade is available as a reinforcement. On the second roll of 1, Tyler's brigade is available. Reinforcements are placed in hex S1707 (Berkeley). If S1707 is enemy-occupied, no reinforcement die roll is made.
11. *Control*: The Union player controls the following objective hexes at the start of the game:
    - Malvern Hill (S1301)
    - Berkeley (S1707)
    - Haxall's Landing (S1403)
    - Westover (S1806)
    - Shirley (S1305)

VICTORY CONDITIONS:

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

VP	Reason
+15	If the Confederate player controls Berkeley (S1707) and/or Westover (S1806) at the end of the game. (He gains 15 VP even if he controls both hexes.)
+10*	If the Confederate player controls Malvern Hill (S1301), Haxall's Landing (S1403), and/or Shirley (S1305) at the end of the game. (He gains a maximum of 10 VP even if he controls two or more of these hexes)

+3   For each Union infantry division (not brigade) which cannot trace a "supply line" (see below) of 9 hexes or less at the end of the game.

+1   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).

-1   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).

*Note: If the Confederate player controls Berkeley and/or Westover, he does not receive 10 VP if he also controls Malvern Hill, Haxall's Landing, and/or Shirley (see above).

Supply Line: A "supply line" is a continuous series of hexes, traced only across road, pike, or RR hexsides, from any eligible James River landing hex to any hex adjacent to the Union division in question. An "eligible" landing hex is any landing hex on the James River on the south map whose first two digits number "15" or higher. A supply line may not enter a Confederate-occupied hex or a Confederate ZOC (except restricted ZOC), unless that ZOC is occupied by a Union unit. A supply line may also not cross a destroyed bridge/ferry hexside or an unbridged ford hexside.

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

Confederate VP	Winner
24 or more	Confederate Decisive Victory
17 to 23	Confederate Substantive Victory
10 to 16	Confederate Marginal Victory
3 to 9	Union Marginal Victory
-4 to 2	Union Substantive Victory
-5 or less	Union Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Lee	Army	ANV	Ldr	-	N1423 (New Cold Harbor)
Longstreet	Div	L	Ldr	-	N1423 (New Cold Harbor)
RH Anderson	Demi-Div	L	Inf	9	N1423 (New Cold Harbor)
Pickett	Demi-Div	L	Inf	11	N1423 (New Cold Harbor)
Art Res-2	Brig	ANV	Art	2	N1228
DH Hill	Div	DH	Ldr	-	N1625 (Parker's Mill)
Rodes-C	Demi-Div	DH	Inf	10	N1625 (Parker's Mill)
Garland-B	Demi-Div	DH	Inf	8	N1625 (Parker's Mill)
Magruder	Div	M	Ldr	-	N1227
McLaws-C	Demi-Div	M	Inf	12*	N1227
Art Res-1	Brig	ANV	Art	2	N1227
DR Jones-B	Demi-Div	M	Inf	9*	N1225
Cobb-C	Demi-Div	M	Inf	10*	N1226 (Old Tavern)
Huger-B	Div	HU	Inf	16*	N1228
Ransom	Brig	HO	Inf	7	N1228
Holmes	Div	HO	Inf	13	S0301 (Drewry's Bluff)
Naval Battery	-	-	-	-	S0301 (Drewry's Bluff)
AP Hill	Div	AH	Ldr	-	N1523 (Old Cold Harbor)
JR Anderson	Demi-Div	AH	Inf	14	N1523 (Old Cold Harbor)
Gregg	Demi-Div	AH	Inf	8	N1523 (Old Cold Harbor)
Branch	Brig	AH	Inf	7	N1523 (Old Cold Harbor)
Jackson	Div	J	Ldr	-	N1525
Whiting-B	Div	J	Inf	7	N1525
Ewell	Div	J	Inf	13	N1927 (Despatch Station)
Winder	Div	J	Inf	14	N1524 (Watt)

*   Indicated units begin the game under Breastwork-complete markers.

UNION SET-UP

Unit/Leader	Size	Command	Type	Manpower Value	Hex
McClellan	Army	AP	Ldr	-	N1932
Porter	Corps	V	Ldr	-	N1932
Morell	Div	V	Inf	17*	N1932
Horse Art	Brig	AP	Art	2	N1932
Naglee-B	Brig	IV	Inf	5	N1928
McCall-B	Div	V	Inf	9*	N1930 (White Oak Bridge)
Art Res-1	Brig	AP	Art	2	N1930 (White Oak Bridge)
Art Res-2	Regt	AP	Art	2	N1931
Sykes-B	Div	V	Inf	9	N1730 (Brackett's Ford)
Franklin	Corps	VI	Ldr	-	N1426 (Golding's Farm)
Smith-B	Div	VI	Inf	20	N1426 (Golding's Farm)
Slocum	Div	VI	Inf	19*	N1426 (Golding's Farm)
Sumner	Corps	II	Ldr	-	N1327 (Fair Oaks Station)
Richardson	Div	II	Inf	12^	N1327 (Fair Oaks Station)
Sedgwick	Div	II	Inf	18^	N1327 (Fair Oaks Station)
Heintzelman	Corps	III	Ldr	-	N1328 (Seven Pines)
Hooker	Div	III	Inf	18^	N1328 (Seven Pines)
Kearny	Div	III	Inf	17	N1329 (Portuguese Tavern)
Meagher	Brig	II	Inf	5	N1627 (Savage Stn)
Keyes	Corps	IV	Ldr	-	N1732 (Glendale)
Peck-B	Div	IV	Inf	8	N1732 (Glendale)
Couch	Div	IV	Inf	17	N1732 (Glendale)
Ferry	Brig	-	Inf	5$	S1707 (Berkeley)
Gunboat-1	-	-	-	-	James River East
Gunboat-2	-	-	-	-	James River East
Kimball	Brig	-	Inf	5	Reinforcement
Tyler	Brig	-	Inf	5	Reinforcement

*   Morell, McCall and Slocum begin the game with disorganized strength markers
^   Indicated units begin the game under Breastwork-complete markers
$ Ferry may not activate or entrench on Turn 1
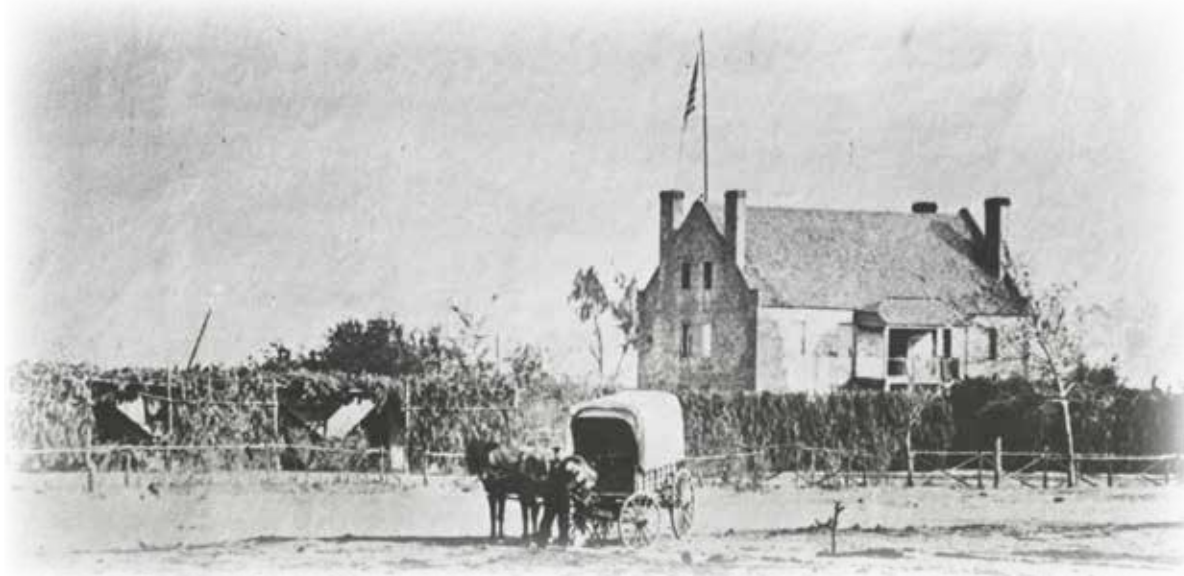
Globe Tavern - Meade's headquarters at the Battle of Malvern Hill

ON TO RICHMOND!

ADVANCED GAME RULES

INTRODUCTION

The following rules are used only in the Advanced Game (Scenario 9), unless they are specifically called for in the special rules of a Basic Game scenario. Rules colored blue below are Standard Advanced Game Rules. Where these rules are used in other games in the GCACW series, they will not be changed. However, text which is not colored blue may change in other games.

1.0 ADVANCED GAME SEQUENCE OF PLAY

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

1. UNION INVASION PHASE (TURN 1 ONLY)

The Union player decides where to make his initial invasion.

2. RANDOM EVENTS PHASE

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

3. TRANSFER PHASE

Leaders may be transferred from one subordinate unit to another.

4. OFF-MAP PHASE (STARTING TURN 4)

Units may transfer to or from some off-map boxes.

5. COUNTY CONTROL PHASE

The Union player determines whether he controls any counties.

6. GUNBOAT PHASE

The Union player may move his Gunboats.

7. ATTACHMENT PHASE

Substitute units may be reattached to other units.

8. THE ACTION CYCLE

ACTION PHASE:

A. **Initiative Segment**: Both players roll a die. The player with the higher roll wins. The Confederate player wins ties, although some tied rolls may lead to the end of the Action Cycle (see 6.0). The winner must take initiative or pass.

B. **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 tied initiative dice roll leads to the end of the Action Cycle.

9. RECOVERY PHASE

Eligible units may forage, entrench, build bridges, repair bridges and ferries, and recover from fatigue, disorganization, exhaustion and demoralization.

10. THE STRATEGIC CYCLE (ONLY ON TURNS DIVISIBLE BY 7)

A. **Strategic Segment**: Two dice are rolled and the players consult the Strategic Table.

B. **Reinforcement Segment**: Both players determine if they are due constant, variable, or special reinforcements.

C. **Siege Artillery Segment**: The Union siege artillery unit's Fatigue Level is reduced by one.

D. **Valley Segment** (Starting Turn 35): Both players undertake activities in the Valley and nearby areas.

E. *Virginia* **Segment** (Not on Turn 7): The Confederate player may attempt to sortie the *Virginia*.

F. **County Control Segment**: The Union player determines whether he controls any counties.

G. **Norfolk Segment** (Not on Turn 7): The Union player may attack Norfolk if he is "Active" (see 5.0 & 16.2).

H. **Depot Segment**: The Union player may place a depot on its "Build" side or he may flip an existing depot from "Build" to "Complete." He may voluntarily destroy/dismantle a depot and move the siege unit to a depot.

I. **Supply Status Segment**: Both players determine their units' supply status.

J. **Union Command Segment**: The Union player determines his "posture" for the next seven turns: "active" or "passive."

K. **Union Reorganization Segment** (Turn 42 or after): The Union player may "reorganize" his army.

L. **A.P. Hill Segment** (Turn 49 only): The Confederate player receives A.P. Hill as a leader.

M. **VP Segment**: The Union player may be awarded VP.

N. **End of Game Segment** (Starting Turn 91): The Union player rolls a die to determine if the game ends.

11. TURN INDICATION PHASE

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

2.0 STARTING THE GAME

At the start of the game, the Union player must declare where he wishes to "invade." He has four choices:

- The Peninsula
- Tappahannock
- Mobjack Bay
- Urbana

UNION COMMAND POSTURE

In the Union Invasion Phase, the Command marker is placed in the "0" box on the Union Command Track, and the Posture marker is placed in the "Active" box on the Union Posture Track.

DEPLOYMENT OF FORCES

The Union player's invasion selection determines how both players deploy their units (see "Advanced Game Set-ups"). After both players deploy their forces, the game begins.

3.0 RANDOM EVENTS

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

RANDOM EVENTS TABLE				
Dice	April	May	June	July
2	Rain (current +2)†		Rain (current)†	
3	Rain (current)†		No Effect	Rain (current)†
4	No Effect		Rain (current)†	No Effect
5	Rain current†	Rain (current)†	No Effect	
6	Union CP*		No Effect	
7	No Effect			
8	Union CP*			
9	No Effect			
10	Confederate CP*			
11	Confederate CP* (NE if Lee is the CSA Army Leader)			
12	Rain (current +3)†		Rain (current +1)†	
CP*: Command Paralysis †: If Union is in a Passive Posture, this turn's Action Cycle is skipped (see 5.0)				

RAIN

Rain effects are exactly the same as in the Basic Game (see 12.0).

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. In Union Activate Leader or Confederate March actions, an infantry unit's minimum Movement Allowance is normally 2. However, in a Command Paralysis turn, the minimum Movement Allowance of the affected player's infantry units in these actions is reduced to 1. Note: If a unit is reduced to a Movement Allowance of 0, it may still move 1 hex (see Standard Rules 6.2).

4.0 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 7 (Turns 7, 14, 21, etc.). The players consult the Strategic Table, checking the result corresponding to that dice roll sum.

STRATEGIC TABLE	
2	Union Initiative +1 (NE on Turn 7)
3	Union Initiative +2 (NE on Turn 7)
4	Union Initiative +1 (NE on Turn 7)
5	No *Virginia* Sortie
6	Drewry's Bluff Battery
7	Union Initiative +1 (NE if *Monitor* is destroyed and *Virginia* exists)
8	Drewry's Bluff Battery
9	Union Initiative +1 (NE on Turn 7)
10	Relief of Johnston
11	Union Initiative +1
12	Relief of Johnston

UNION INITIATIVE

If a "Union Initiative" result occurs, the Union player notes the number included in the result (+1 or +2) and adds that number of "Command Points" to the Union Command Track by adjusting the Command marker. **Exception**: The Union may not have more than 5 Command Points.

NO *VIRGINIA* SORTIE

If a "No Virginia Sortie" result occurs, the Confederate player may not attempt a "sortie" by the CSS Virginia in the *Virginia* Segment of the current Strategic Cycle (see 9.0).

DREWRY'S BLUFF BATTERY

If a "Drewry's Bluff Battery" result occurs, the Confederate player places a Naval Battery marker in Drewry's Bluff (S0301; see 22.0). If Drewry's Bluff is currently Union-occupied this result is ignored. If this battery has already been placed by this event or by a special Confederate action (see 16.2), then this result is ignored, even if the battery has been destroyed.

RELIEF OF JOHNSTON

If a "Relief of Johnston" result occurs, the Confederate player removes the leader Johnston from the map. He is replaced by Lee, who is placed in any hex occupied by a Confederate leader. This is converted to No Effect once Lee is on the map.

5.0 UNION COMMAND POSTURE

The Union player must always be in one of two "postures" in the Advanced Game: "active" or "passive."

DETERMINING UNION COMMAND POSTURE

The Union player must declare his command posture in the Union Command Segment of each Strategic Cycle. In some circumstances he may change his posture during the Action Cycle.

Union Command Segment: In the Union Command Segment of each Strategic Cycle, the Union player declares his command posture:

Active Posture: If the Union Command marker occupies a box numbered l or higher on the Command Track, 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 and the Posture marker is placed in the "Active" box on the Union Posture Track,

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

If the Union player declares an *active* posture, it must remain in effect throughout the following seven turns. If he declares a passive posture, it remains in effect throughout the following seven turns unless changed during an Action Cycle (see below).

Changing Posture in an Action Cycle: If the Union Command marker occupies a box numbered 1 or higher on the Command Track, the Union player may change from a passive to an active posture in an Action Cycle by expending 1 Command Point. If so, the Command marker is reduced by 1 box on the Command Track and the Posture marker is placed in the Active box. The Union player may make this declaration at the beginning of any Activation Segment of an Action Cycle as long as he holds the initiative. If the Union player changes to an active posture, passive posture penalties (see below) are no longer in effect. The Union player's posture must remain active

until the next Union Command Segment, when he must declare his posture again. Depending on when the Union player changes to an active posture, the next Union Command Segment could occur in the current turn or up to six turns later. The Union player may not change his posture to active in an Action Cycle if he has no Command Points.

ACTIVE COMMAND POSTURE

If Union posture is active, play proceeds normally. Note: Union posture is automatically active for the first seven turns of the game.

PASSIVE COMMAND POSTURE

If Union posture is passive, play proceeds normally but the following penalties are in effect:

- The Union player adds 1 to all assault and grand assault die rolls.
- The costs for Union units to perform attacks during a March action are increased as follows:
    - Column of Route: 1 MP (Infantry); 2 MP (Cavalry)
    - Hasty: 2 MP (Infantry); 4 MP (Cavalry)
    - Normal: 3 MP (Infantry); 6 MP (Cavalry)
    - Prepared: 5 MP (Infantry); 10 MP (Cavalry)
- The Confederate player automatically wins initiative in the first Action Phase of an Action Cycle in which Union posture is passive. (Do not roll dice in that phase's Initiative Segment.) The Confederate player may then take the initiative or pass. In the second and later Action Phases, initiative is determined normally.
- If both players roll the same number in an Initiative Segment, the Action Cycle may end (see 6.0). Note: In passive turns, there is no entrenchment in the Recovery Phase if a turn ends from any tied initiative roll except for double-1s (see 6.0). Entrenchment in the Recovery Phase in passive non-rain turns only occurs when both players pass to end a turn or if a turn ends due to a double "1" initiative roll.
- The Union player may not attack Norfolk (see 16.2).
- If a "Rain" ("Current" or "Current+1/+2/+3") result occurs when Union posture is passive, play proceeds normally, but skip the Action Cycle of the current turn. All other phases and cycles of the Sequence of Play in the current turn take place normally. Play proceeds directly from the Attachment Phase to the Recovery Phase. In a "Rain (Current+1/+2/+3)" result, all rain turns following the current turn are completely skipped. In this case, play proceeds directly from the end of the turn in which the "Rain (Current+1/+2/+3)" result occurred to the Random Events Phase of the first non-rain turn. Exceptions:
    - Strategic Cycles are never skipped. If a turn to be skipped is one that is divisible by 7, the Strategic Cycle in that turn takes place normally.
    - If Union posture has changed from passive *to active* by the start of a new turn, turns are not skipped due to a multi-turn rain result. As long as Union posture is active at the start of a turn, that turn is played normally, including the Action Cycle. However, if during a multi-turn rain result, Union posture has changed from active to passive by the start of a new turn, that turn takes place normally except that the Action Cycle is skipped. If any of the following turns are also rain turns and Union posture is still passive, those turns are completely skipped, and play proceeds directly to the Random Events Phase of the first non-rain turn.

Example: Union posture is passive. In the Random Events Phase of Turn 12, a "Rain (Current)" result occurs. Thus, the Turn 12 Action Cycle is skipped, although all other phases take place normally. In the Random Events Phase of Turn 13, a "Rain (Current+2)" result occurs. Thus, Turns 13, 14, and 15 are rain turns. The Action Cycle of Turn 13 is skipped, but all other phases in that turn take place normally. Turn 14 is fully skipped, but the Strategic Cycle in that turn takes place normally. During the Union Command Segment of Turn 14, the Union player declares an active posture. Thus, Turn 15 is not skipped due to rain because Union posture is active at the start of that turn.

6.0 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.

If the Confederate player has no units eligible for activation, and the Union player wins an initiative roll and declares an Activate Leader action, the Union player may select any number of eligible units to participate in that action regardless of his initiative die roll (see Standard Rules 5.2).

DOUBLE "1" INITIATIVE ROLLS

If both players roll a l in an Initiative Segment, the Action Cycle immediately ends (regardless of Union posture) and play proceeds to the Recovery Phase unless any of the following conditions are in effect:

- The Action Cycle does not end if both players have not performed at least one action in the current cycle. In this case, the Confederate player wins the double-1 initiative roll and play proceeds normally.
- If the Union is in an Active posture and if the Union siege artillery is functional (see 19.0), the Union player may elect to attempt to continue the Action Cycle. If he chooses to try to continue the Cycle, he rolls a single die, and if the result is 4 or less, the Cycle continues with a Confederate initiative. If the result is 5 or more, or if he chooses not to attempt to continue the Cycle, then the Confederate player may be able to continue the Cycle (see below).
- After any possible Union attempt to continue the Cycle, if Lee (not Johnston) is the Confederate army leader, the Confederate player is given the choice of ending or trying to continue the Action Cycle. If he chooses to end the Cycle, proceed to the Recovery Phase. If he chooses to try to continue the Cycle, he rolls a single die and if the result is 4 or less, the Cycle continues with a Confederate initiative; if the result is 5 or more, proceed to the Recovery Phase.

DOUBLE INITIATIVE ROLLS OTHER THAN "1-1"

If Union posture is active, double initiative rolls (except double-1s) have no special effect. If Union posture is passive, and the players roll the same number (except for double-1s) in an Initiative Segment, the Confederate player is given a choice—regardless of who the Confederate army leader is, and even if both players have not performed at least one action in the current cycle.

- He may continue the current Action Cycle. In this case, he wins the initiative roll and play proceeds normally.
- He may end the current Action Cycle. If so, he follows this procedure, during which the players do not roll the dice to determine initiative:

    1. Strategic Movement:
    - The Union player may perform a series of consecutive March or Activate Leader actions, as long as each selected unit/leader is eligible to perform strategic movement and all active units adhere to strategic movement restrictions throughout their movement (see 7.0).
    - The Confederate player may perform a series of consecutive March or Activate Leader actions, subject to the same strategic movement restrictions applying to the Union player, above.

    Note: If the Confederate player wishes, he may reverse the order in which the players perform this step. If so, he states this fact, and he performs strategic movement first, followed by the Union player.

    2. Other Confederate Actions: The Confederate player may perform a series of consecutive March actions, as long as each selected unit/leader is eligible to perform RR or amphibious embarkation; or RR or amphibious movement (see 8.0 and 10.0). Furthermore, the only activities active units may perform in this step are RR/amphibious embarkation, or RR/amphibious movement.

3. End Action Cycle: The Action Cycle ends and play proceeds to the Recovery Phase. However, in this Recovery Phase *neither player may entrench*, although they may build or repair bridges and ferries and forage.

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 be at Fatigue Level 0.
- It must be 8 or more hexes away from any enemy unit.
- Confederate only: It must not occupy a Union-controlled County (see 12.0).

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 7 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 perform Entrench actions. 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 based on the Strategic Movement Allowance Table. 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 a leader activation.
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.
4. The unit performs its march, expending MP normally. However, the marching unit is subject to several restrictions (see below). 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 may not force march.
- It must remain at least 8 hexes away from any enemy unit throughout its movement. (Exception: See note on all-water hexes.)
- It may use strategic movement a maximum of once per turn.
- Confederate only: It may not enter a Union-controlled County (see 12.0).

STRATEGIC MOVEMENT ALLOWANCE TABLE

CONFEDERATE UNITS

FATIGUE LEVELS EXPENDED	INF/ART MOVEMENT ALLOWANCE	CAVALRY MOVEMENT ALLOWANCE
2	12 (10)	24 (20)
3	18 (15)	36 (30)
4	24 (20)	48 (40)

UNION UNITS

FATIGUE LEVELS EXPENDED	INF/ART MOVEMENT ALLOWANCE	CAVALRY MOVEMENT ALLOWANCE
2	9 (7)	15 (12)
3	13 (10)	22 (18)
4	18 (14)	30 (25)

Note: Parenthesized numbers are Movement Allowances if the player is suffering from "Command Paralysis" (see 3.0).

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 or Petersburg.
- 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 a Union-controlled County (see 12.0).
- A maximum of one unit may embark per "RR area" each turn.

To embark an eligible unit, the Confederate player must select that unit for a march, and the unit gains one Fatigue Level. The unit may detach a substitute before the Fatigue Level is gained. An extended march never occurs due to RR embarkation. Instead of performing a 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. A unit selected to participate in a leader activation 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.

RAILROAD AREAS

The Confederate player has two "Railroad" areas:

1) All hexes north of the James River. Exception: Hexes N0527 (Hollywood Cemetery) and 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.

DISEMBARKING

The Confederate player may "disembark" a unit by 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 1 or more hexes.
- It enters any Richmond or Petersburg 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 Transport 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 an enemy ZOC.
- It may not enter a Union-controlled County (see 12.0).
- It may not enter a hex containing a damaged or destroyed RR station.

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 on any hexes other than Virginia Central hexes throughout its move). If its rail move takes it into any hex in Richmond or Petersburg, it must disembark and may not embark again until the next turn. Note: The Old Coal Pits RR, Richmond and Danville RR, Clover Hill RR, and Port Walthall RR are considered part of the Richmond and Petersburg RR for game purposes.

9.0 CSS *VIRGINIA* AND USS *MONITOR*

The ironclads C.S.S. *Virginia* (formerly U.S.S. *Merrimac*) and U.S.S. *Monitor* played major roles in this campaign.

At the start of the game, the Confederate player deploys *Virginia* in the Norfolk box. It must remain there throughout the game, unless destroyed. At the start of the game, the Union player deploys *Monitor* in the Fort Monroe box. It must remain there throughout the game, unless destroyed. Note: these boxes are in the bottom right of the south map.

MAKING A "SORTIE" WITH *VIRGINIA*

During the *Virginia* Segment of any Strategic Cycle starting with Turn 14, the Confederate player may make a "sortie" with *Virginia*. The *Virginia* may sortie a maximum of once per Strategic Cycle. Exceptions: *Virginia* may not sortie if it is damaged or if a "No *Virginia* Sortie" result has occurred in the Strategic Segment of the current Strategic Cycle. If the Confederate player wishes to sortie, he states this fact and rolls two dice, applying the dice roll sum to the *Virginia* Sortie Table. The following results may occur:

- *Virginia* Destroyed: The *Virginia* is removed from the map.
- *Monitor* Destroyed: The *Monitor* is removed from the map.
- *Virginia/Monitor* Destroyed: The *Virginia* and *Monitor* are both removed from the map.

- **NE (No Effect):** The sortie has had no effect.
- *Virginia/Monitor* Damaged: The *Virginia* and *Monitor* are both damaged for a number of turns equal to the parenthesized number accompanying the result. Place both units on the Turn Track a number of turns ahead of the current turn equal to this number.

Example: If in the *Virginia* Segment of Turn 14, a damage result accompanied by "(29)" occurs, both ships are placed on the Turn Track in the Turn 43 box. At the start of Turn 43, the ships are returned to the Norfolk and Fort Monroe boxes.

VIRGINIA SORTIE TABLE	
2	*Virginia/Monitor* Damaged (36)
3	*Virginia/Monitor* Damaged (15)
4	*Monitor* Destroyed
5	*Virginia* Destroyed
6-8	No Effect
9	*Virginia/Monitor* Damaged (8)
10	*Virginia/Monitor* Damaged (22)
11	*Virginia/Monitor* Damaged (29)
12	*Virginia/Monitor* Destroyed
Parenthesized numbers are the number of turns *Virginia* and *Monitor* are Damaged (see 9.0)	

The destruction of *Virginia* has the following effects:

- It may no longer sortie.
- Amphibious movement for both players is affected (see 10.0).
- Confederate supply is affected (see 17.2).
- The Union player gains VP (see Advanced Game scenario).

The destruction of *Monitor* has the following effects:

- A Union attack on Norfolk is detrimentally affected (see 16.0).
- The Union player may not gain VP for Drewry's Bluff (see Scenario 9, Advanced Game scenario). The Union player loses VP (see Scenario 9).

Norfolk: *Virginia* is also destroyed if the Union player gains control of Norfolk (see 16.0).

Damage: Damage has the following effects:

- If *Virginia* is damaged, it may not sortie.
- If *Monitor* is damaged, the Union player may not gain VP for Drewry's Bluff (see Scenario 9).

10.0 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 Fort Monroe or Norfolk may also embark.
- It must be an infantry (not cavalry or 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 21 or less if Union or 10 or less if Confederate.
- **Confederate:** A maximum of one Confederate unit may embark per turn.
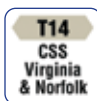
- **Union**: The Union player may make a maximum of two embarkation attempts per turn (on the same unit or on two different units once each). Furthermore, the total Manpower value of embarked Union units may not exceed 22 per turn.

Confederate Embarkation: To embark an eligible unit, the Confederate player selects that unit for a march, and the unit gains one Fatigue Level. The unit may detach a substitute before the Fatigue Level is gained. The Confederate player places a Confederate Amphibious Movement marker on it. The action ends; a new Action Phase begins.

Union Embarkation: To embark an eligible unit, the Union player selects that unit for a march, and the unit gains one Fatigue Level. The unit may detach a substitute before the Fatigue Level is gained. However, Union embarkation is not automatic as it is for the Confederate player. Instead, each time the Union player attempts embarkation, he rolls a die. On a roll of 3 or less, the unit successfully embarks, and a Union Amphibious Movement marker is placed on it. On a roll of 4 or more, the unit does not embark and no marker is placed. (This roll may be modified; see below.) 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.

Note: An extended march never occurs due to embarkation.

Embarkation Die Roll Modifiers: Union embarkation rolls are modified if either of the following conditions are in effect:

- **+2:** For all embarkation attempts from April 5 to April 11.
- **+1:** For all embarkation attempts from April 12 to May 5.
- **-1:** If the unit occupies Fort Monroe or Norfolk

Embarkation Restrictions: An embarked unit may only move amphibiously. A unit selected to participate in a leader activation may not embark. A leader stacked in the same hex as an embarking subordinate unit may also embark. If a unit with an Entrenchment marker successfully embarks, the marker is removed (if unsuccessful, the marker remains on the unit).

DISEMBARKING

A player may "disembark" a unit in the hex it occupies, thereby removing its Amphibious Movement marker, whenever he holds the initiative. The Union player may also disembark in Fort Monroe or Norfolk (assuming it is Union-controlled). 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 or Norfolk may remain embarked at the end of an Action Cycle.)
- An enemy unit moves into an adjacent hex.
- It finishes an amphibious move of 1 or more hexes.

HOW AMPHIBIOUS MOVEMENT IS PERFORMED

To perform amphibious movement, a player activates an embarked unit for a March (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 disembark in Fort Monroe or Norfolk, if Union-controlled.) 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, even if a unit goes to Fatigue Level 2, 3, or 4. 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.
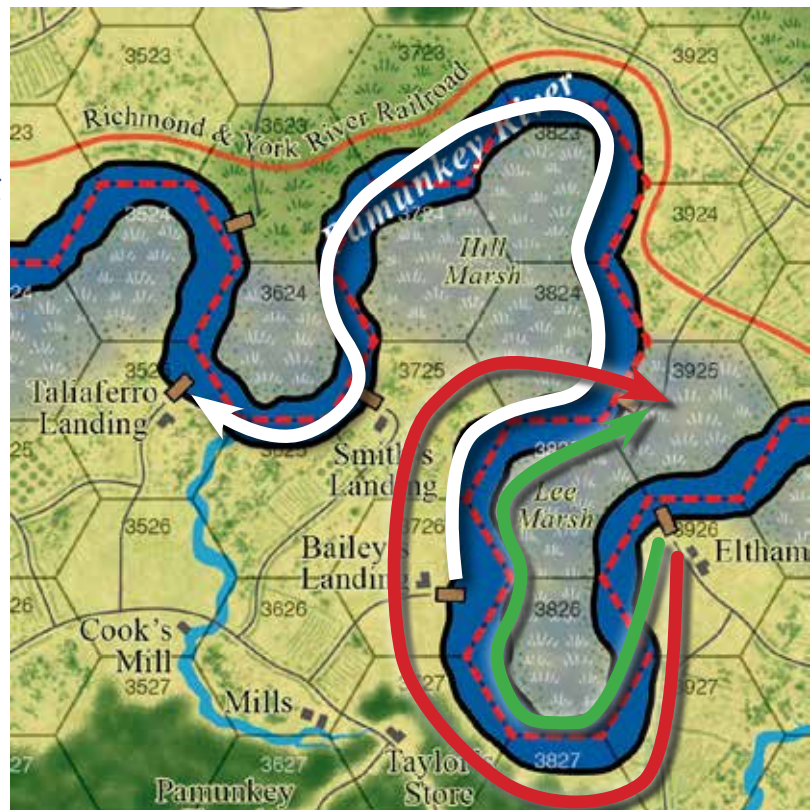
Note: Both sides may conduct amphibious movement on all major rivers except as noted in the various sub-sections below. For example, the Confederate player may move amphibiously on the James River on the south map until the *Virginia* has been destroyed.

FORT MONROE AND NORFOLK

An embarked Union unit in Fort Monroe or Norfolk may move amphibiously. If so, it is removed from its box and is placed in one of the following six hexes, expending a number of hexes equal to the listed cost upon placement. After placement it continues its amphibious move, and Fatigue Levels are gained normally including the hex cost for the "off-map" move.

N5819 NAVAL +20MP

S5822 NAVAL +8MP

Hex	Hex Cost
S5822 (James River)	8
S5809 (York River)	15
S5805 (Severn River)	15
S5801 (Mobjack Bay)	15
N5823 (Piankatank River)	20
N5819 (Rappahannock River)	20

Similarly, an embarked Union unit occupying any of the above hexes may move amphibiously to Fort Monroe or Norfolk (if Union-controlled) by expending a number of hexes equal to the listed cost. Exception: If a move from one of the six listed hexes to Fort Monroe or Norfolk 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 or Norfolk at Fatigue Level 4. A unit moving amphibiously to Fort Monroe/Norfolk may remain embarked if the Union player wishes, even from turn-to-turn. However, a unit moving amphibiously to Fort Monroe or Norfolk must remain in Fort Monroe/Norfolk at least until the following turn. Embarked units in Fort Monroe/Norfolk recover normally (reducing their fatigues).

Amphibious Movement And C.S.S. *Virginia*

Union: If *Virginia* has not been destroyed, Union units may not embark or move amphibiously on the James—Appomattox—Chickahominy—Warwick Rivers. Also, embarked Union units in Fort Monroe may not enter the James River. These restrictions apply even if *Virginia* is damaged, and regardless of whether or not *Monitor* has been destroyed.

Confederate: If *Virginia* has been destroyed, the Confederate player may not embark or move amphibiously on the James—Appomattox—Chickahominy—Warwick Rivers for the rest of the game. This restriction applies even if *Monitor* has been destroyed.

Yorktown And Gloucester Point

Union: If a Confederate infantry or artillery unit occupies Yorktown (S5510) or Gloucester Point (S5608), or both places, Union units may embark or move amphibiously on the York—Pamunkey—Mattapony Rivers only in hexes on the south map whose first two digits number "57" or "58." If neither Yorktown nor Gloucester Point are occupied by a Confederate infantry or artillery unit, Union units may embark and move amphibiously on these rivers normally.

Confederate: If Yorktown and Gloucester Point are both occupied by at least one Confederate infantry or artillery unit, Confederate units may embark or move amphibiously on the York—Pamunkey—Mattapony Rivers in all hexes on these rivers except those on the south map whose first two digits number "57" or "58." If either Yorktown or Gloucester Point (or both) are unoccupied by a Confederate infantry or artillery unit, Confederate units may not embark or move amphibiously on these rivers at all.

Mulberry Point And Harden's Bluff

If *Virginia* has been destroyed, but Confederate infantry units occupy both Mulberry Point (S5017) and Harden's Bluff (S4717), Union units may embark or move amphibiously on the James or Warwick Rivers only in hexes whose last two digits number "18" or more. If *Virginia* has been destroyed, and one or both of these hexes do not contain a Confederate infantry unit, Union units may embark and move amphibiously on the James—Appomattox—Chickahominy—Warwick Rivers normally. Exception: If a Confederate naval battery occupies Drewry's Bluff, Union units may not embark or move amphibiously on the James River on the north map. Note: No other Confederate naval batteries in the OTR game affect amphibious movement.

Rappahannock & Piankatank & Severn Rivers; Mobjack Bay

Only Union units may embark and move amphibiously on these rivers and Mobjack Bay. Confederate units may not do so.

James River

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.

11.0 Union Gunboats

The Union player has two Gunboat markers which may be used in combat. The markers have a "Normal" side which just displays the gunboat name, while the reverse side has "Bombardment Used" text added.

Availability Of Gunboats

Both Gunboats start the game on their Normal sides in the Hampton Roads box. Gunboat-1 is available for use by the Union player at the start of the game. However, Gunboat-2 must remain in Hampton Roads unless *Virginia* is destroyed. If *Virginia* is destroyed, the Union player may move Gunboat-2 to other gunboat boxes.

The Gunboat Phase

In the Gunboat Phase the Union player first adjusts the status of his gunboats, and then he may move them.

Adjusting Status: At the start of the Gunboat Phase, the Gunboat counters should be adjusted as follows:

- If a Gunboat has a "Transit" counter on top of it, the Transit counter should be removed. This counter remains off the unit unless the gunboat moves to a new box in the current or a subsequent Gunboat Phase.
- If a Gunboat is on its Bombardment Used side, it should be flipped to its Normal side.
- If a Gunboat is in one of the "Defensive Support" spaces, it should be moved off of them.

Gunboat Display & Moving Gunboats: The Gunboat Display (in the upper right of the north map) is divided into several large boxes, each of which corresponds to a map area. During the Gunboat Phase, after adjusting gunboat status as per the above text, the Union player may move Gunboat-1 and Gunboat-2 (assuming *Virginia* is destroyed) to any other boxes on the display. Exceptions: Gunboats may not be placed in the James River-West box unless it occupies the James River-East box at the start of a Gunboat Phase. Also, Gunboats may be prevented from entering a box by the *Virginia* or by Confederate naval batteries. If a Gunboat moves to a new box in a Gunboat Phase, place a Transit counter on top of it. Gunboats may move in rain turns. They are unaffected by Union command paralysis.

Gunboats And C.S.S. *Virginia*

If *Virginia* has not been destroyed, Gunboat-1 may not enter the James River-East box. This restriction applies even if *Virginia* is damaged.

Yorktown And Gloucester Point

If a Confederate infantry or artillery unit occupies Yorktown (S5510) or Gloucester Point (S5608), or both places, a Union Gunboat may not enter the York River box. In a Gunboat Phase, if a Union Gunboat already occupies the York River box and a Confederate infantry or artillery unit occupies either Yorktown or Gloucester Point (or both places), then the Union Gunboat is immediately moved to the Hampton Roads box with a Transit marker on top of it.

Mulberry Point And Harden's Bluff

If *Virginia* has been destroyed, but Confederate infantry units occupy both Mulberry Point (S5017) and Harden's Bluff (S4717), Gunboats may freely enter the James River-East box, even though Union amphibious movement beyond those Confederate naval batteries is restricted (see 10.0). In a Gunboat Phase, if a Union Gunboat already occupies any James River box and Confederate infantry units occupy both Mulberry Point and Harden's Bluff,

then the Gunboat is immediately moved to the Hampton Roads box with a Transit marker on top of it.

GUNBOATS AND BRIDGES/FERRIES

Confederate 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) to either hex connected by that hexside. The ability of Union gunboats to provide support to a hex does not prevent Confederate units from crossing existing permanent bridges and ferries and does not cause the automatic destruction of them. However, if a Union gunboat can provide support to a hex, it does cause the immediate destruction of an existing Confederate pontoon bridge connected to that hex. Exception: If a hex contains an undestroyed Confederate naval battery, then a Confederate pontoon bridge may be built to/from this hex and an existing pontoon bridge to such a hex is not destroyed by the presence of a Union gunboat.

GUNBOATS AND COMBAT

Gunboats may provide two kinds of "support" to the Union player: "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: Gunboats may only provide support within an area corresponding to the box they occupy on the Gunboat Display:

Hampton Roads Box: If a Gunboat occupies the Hampton Roads box, it may only provide support in eligible hexes on the south map whose first two digits number "55" or more and whose last two digits number "10" or less. This limits support to the Mobjack Bay—Severn River—eastern York River areas.

York River Box: If a Gunboat occupies the York River box, it may only provide support in eligible hexes on the York—Pamunkey—Mattapony Rivers, but not in hexes on the south map whose first two digits number "55" or more.

Rappahannock River Box: If a Gunboat occupies the Rappahannock River box, it may only provide support in eligible hexes on the Rappahannock—Piankatank Rivers.

James River-East Box: If a Gunboat occupies the James River-East box, it may only provide support in eligible hexes on the south map on the James—Warwick—Chickahominy Rivers whose first two digits number "15" or more.

James River-West Box: If a Gunboat occupies the James River-West box, it may only provide support in eligible hexes on the James—Appomattox Rivers. On the south map, support may only be provided in hexes whose first two digits number "14" or less.

Exceptions: Support may not take place on the James River in hexes N0627 (Capitol) or N0528 (Spring Hill), or in any hexes upriver from those points. Furthermore, if a Confederate naval battery occupies Drewry's Bluff (N0734-S0301), support may not be provided on the James River on the north map at all (including the Drewry's Bluff hex). Support may not take place on the Appomattox River in hexes S0611 or S0612, or in any hexes upriver (west) from those points. Note: The Naval Battery in OTR S0709 has a "63+" symbol, which indicates this battery does not exist until 1863; therefore, it has no effect in OTR scenarios.

HOW SUPPORT TAKES PLACE

Defensive Support: A Gunboat may provide defensive support to a Union unit which is being attacked as long as both of the following conditions are met:

- The Union unit must occupy a hex containing at least one major river or water hexside in an area corresponding to the box occupied by the Gunboat on the display.
- The Gunboat must not have a Transit counter on top of it.
- The Gunboat must not occupy the "4" box on the Defensive Support Track in the Gunboat Display box that the Gunboat occupies.

Each Gunboat may be used for defensive support four times per turn. Each time a Gunboat is used for defensive support, the Union player moves that gunboat to the next higher number space on the Defensive Support Track in the box the gunboat occupies; on the first use, the gunboat is moved to the "1" space. After the fourth use, it may not be used for defensive support until the next turn. If the Union player declares defensive support in a combat, he receives a die roll modifier in that combat:

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

Bombardment: If the Union player holds the initiative, a Gunboat may "bombard" a hex occupied by at least one Confederate unit providing both of the following conditions are met. Bombardment is not an action; it must be performed before the Union player declares an action in the current Action Phase.

- The Confederate unit to be bombarded must occupy a hex containing at least one major river or water hexside in an area corresponding to the box occupied by the Gunboat on the display.
- The Gunboat must be on its Normal side (not on its Bombardment Used side) and must not have a Transit marker on it.

Each Gunboat may perform bombardment a maximum of once per turn. A given hex may be bombarded a maximum of once per turn. If the Union player declares a bombardment against a hex, he first flips the gunboat to its "Bombardment Used" side and then he 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 (though their Fatigue Level remains unchanged). If all units in the target hex are already disorganized, one unit in that hex (Confederate 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 (though their Fatigue Level remains unchanged). Also, one unit in that hex (Confederate 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.

Bombardment Die Roll Modifiers: The following modifiers apply to the Union player's bombardment roll (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 Confederate unit in a completed fort.
- -1: If the target hex contains a Confederate naval battery.

Confederate Naval Batteries: If a Union Gunboat bombards a hex containing a Confederate naval battery (e.g., Yorktown, Gloucester Point, etc.), the Confederate player makes a special "naval battery" die roll to see if the Gunboat is destroyed before the bombardment takes place. This roll may be modified (see below).

- 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 15 turns ahead of the current turn. At the start of the turn corresponding to the Turn box occupied by the Gunboat, it is returned to the Hampton Roads box on the Gunboat Display.

Naval Battery Die Roll Modifier: If the target of a Union bombardment is Yorktown (S5510) or Gloucester Point (S5608) and both hexes are occupied by at least one Confederate infantry or artillery unit, 2 is subtracted from the Confederate player's naval battery die roll.

Special Gunboat Bonus: If a Gunboat on its Normal side (without a Transit marker) occupies the Hampton Roads box, it may be eligible to provide a special bonus in Union attacks against Yorktown or Gloucester Point. This bonus applies only in attacks during marches or in assault actions, not in bombardments.

- **Attacks on Yorktown**: If Gloucester Point is unoccupied by a Confederate infantry or artillery unit and the Union player initiates an attack against Yorktown, the Union player receives a special +1 die roll modifier in that attack, in addition to other normal modifiers, if an eligible Gunboat occupies the Hampton Roads box.
- **Attacks on Gloucester Point**: If Yorktown is unoccupied by a Confederate infantry or artillery unit and the Union player initiates an attack against Gloucester Point, the Union player receives a special +1 die roll modifier in that attack, in addition to other normal modifiers, if an eligible Gunboat occupies the Hampton Roads box.

The maximum special Gunboat bonus per attack is +1, even if more than one eligible Gunboat occupies Hampton Roads. If a Gunboat applies this special bonus to a Union attack, it should be flipped to its Bombardment Used side.

12.0 COUNTY CONTROL

In the County Control Phase in each turn and in the County Control Segment in the Strategic Cycle, the Union player must check to see whether he "controls" any counties. There are 11 counties on the map which may be controlled, each of which contains a "control seat." These are:

County	Control Seat
Caroline*	Chester Depot (N0304)
Chesterfield	Drewry's Bluff (S0301/N0734)
Dinwiddie	Petersburg (S0413)
Gloucester	Gloucester Point (S5608)
Hanover*	Hanover Junction (N0308)
Henrico	Capitol-Richmond (N0627)
King William	West Point (N4226)
New Kent	White House Station (N2823)
Prince George	Blanford (S0612)
Sussex	Waverly (S2323)
York	Yorktown (S5510)

* Confederate units must immediately transfer out of the Rappahannock box if the Union player gains control of Caroline or Hanover Counties (see 15.0).

Effects of County Control:

- The Union player may gain VP for controlling counties.
- Confederate RR movement and strategic movement are prohibited in counties that are Union-controlled.
- The Union player may place depots in RR stations (or flip those depots to their Complete side; see 17.1).
- Confederate supply may be affected (see 17.2).
- Die roll modifiers for Union attacks on Norfolk may apply (see 16.2).

HOW THE UNION PLAYER CONTROLS COUNTIES

In a County Control Phase, the Union player controls a county if an undemoralized Union infantry or artillery (not cavalry) unit with a Manpower value of 1 or more occupies the control seat. Counting this unit, the Union player must also have a combined Manpower value among all his units (including cavalry) in that county of at least 2.

13.0 REINFORCEMENTS

There are three types of reinforcements: constant, variable, and special. Information concerning both players' reinforcements is also provided in the Advanced Game set-up. When a player gets multiple reinforcements on the same turn, and multiple locations are given for their entry choices, units do not all have to enter at the same location.

13.1 CONFEDERATE REINFORCEMENTS

CONSTANT REINFORCEMENTS (TURN 7)

During the Reinforcement Segment of the Strategic Cycle of Turn 7, the Confederate player receives these reinforcements:

- Longstreet (leader)
- RH Anderson
- Cavalry (brigade)
- Pickett
- Stuart (leader)

The Confederate player may place these units in any of the following hexes: N0501, N0701, N0801, N1001, or N1101.

VARIABLE REINFORCEMENTS

There are two types of Confederate variable reinforcements: "Richmond" and "Department of S.C." (South Carolina)

Richmond Reinforcements: At the start of the game, the Confederate player deploys units in the Richmond box. In the Reinforcement Segment of all Strategic Cycles, the Confederate player rolls two dice and consults the Richmond Reinforcement Table, displayed on the OTR south map. There are five possible results. If reinforcements are available, they are taken from the Richmond box, with the Confederate player choosing the unit(s) as per the dice roll result:

RICHMOND REINFORCEMENT TABLE

Die	Result
2	1 Infantry
3	1 Infantry & 1 Artillery
4	1 Infantry & 1 Cavalry
5	None
6	1 Cavalry
7-8	1 Infantry
9	1 Cavalry
10-11	1 Infantry & 1 Cavalry
12	1 Infantry

If no units of the indicated type remain in the Richmond box, the Confederate player receives no reinforcements of that type. Richmond reinforcements are placed in hex N0627 (Capitol) in the Reinforcement Segment. Exception: If any Richmond hex is Union-occupied, the Confederate player may not receive Richmond reinforcements.

Eliminated Cavalry Units: For *all* Confederate cavalry manpower points (from *any* cavalry unit, regardless of size) that are eliminated in combat, retreat, or cavalry retreat, that amount of manpower is placed in the Richmond box. If an entire regiment or brigade is eliminated, place that unit with its eliminated manpower in the box. If 1 or 2 manpower points from a cavalry unit are eliminated, but the unit itself is not eliminated, place a cavalry substitute regiment in the box with a manpower value equal to the

number of points eliminated. If the Confederate player is later allowed to choose a cavalry unit as a reinforcement from the Richmond box, he may choose a formerly eliminated brigade or regiment (including a substitute) as that reinforcement. If so, the unit is placed in hex N0627 with an organized Strength marker with a manpower value of 1. If the unit was eliminated with more than one manpower point, then the Manpower value above 1 is placed back in the box with a cavalry substitute. Cavalry units may be eliminated and return to play an unlimited number of times.

Department of S.C. Reinforcements: At the start of the game, the Confederate player deploys nine units in the Dept. of S.C. box. In the Reinforcement Segment of all Strategic Cycles starting with Turn 7, the Confederate player rolls two dice and consults the Dept. of S.C. Reinforcement Table, displayed on the OTR south map. There are two possible results:

- None: The Confederate player receives no reinforcements (die rolls of 2-5, 9-12).
- Reinforcement: The Confederate player receives one infantry brigade as a reinforcement (die rolls 6-8). This unit must be placed in hex S0420 (Reams Station) in the Reinforcement Segment.

Exception: If at least one Union unit occupies Dinwiddie County, the reinforcement must be placed in any hex unoccupied by Union units on the south edge of the south map. When a brigade is made available as a reinforcement, it must be chosen in the following order:

1. Gregg
2. JR Anderson
3. Branch
4. Ripley
5. Martin
6. Lawton*
7. Drayton
8. Evans
9. DeSaussure

* Triggers Union "Atlantic Coast" reinforcements; see 13.2.

SPECIAL REINFORCEMENTS

Department of N.C.: At the start of the game, the Confederate player has the following units in the Dept. of N.C. box:

- Holmes
- Ransom
- 1 NC

These units must remain in this box unless, at the start of a Reinforcement Segment, a Union infantry or artillery (not cavalry) unit occupies a hex in any of the following counties:

- Chesterfield
- Henrico
- Hanover
- Dinwiddie
- Prince George

If so, the Confederate player rolls a die:

- 1 or 2: The Confederate player receives all units in the Dept. of N.C. box as reinforcements. The units must be placed in hex S0420 (Reams Station). **Exception**: If at least one Union unit occupies Dinwiddie County, the reinforcements must be placed in any hex unoccupied by Union units on the south edge of the south map.
- 3 or more: The Confederate player does not receive Dept. of N.C. reinforcements in the current turn.

Once Dept. of N.C. reinforcements are received, this die roll does not take place again for the rest of the game. However, if they are not received, the Confederate player may roll the die again in future Reinforcement Segments, assuming a Union infantry or artillery unit occupies one of the aforementioned counties.

A.P. Hill: During the A.P. Hill Segment of the Strategic Cycle on Turn 49 (May 23), the Confederate player receives the leader A.P. Hill as a reinforcement. He must place Hill on either Gregg's or JR Anderson's demi-division, both of which belong to Hill's command. If both Gregg and JR Anderson still occupy the Dept. of S.C. box, the Confederate player does not place Hill until the first A.P. Hill Segment in which Gregg or JR Anderson have arrived. If both Gregg and JR Anderson have been eliminated before Turn 49, the Confederate player must designate at least one and up to two infantry brigades of any command as ad hoc demi-divisions belonging to A.P. Hill's command. Hill must be placed on either one in an A.P. Hill Segment.

T49
AP Hill

13.2 UNION REINFORCEMENTS

PLACEMENT OF UNION REINFORCEMENTS

Union reinforcements, regardless of whether they are constant, variable, or special, must be placed on the map in the Reinforcement Segment in the Fort Monroe (or Norfolk if Union-controlled) box or in any of the following three hexes, assuming a completed depot is situated in the hex:

- S5702 (Mobjack Bay)
- N5418 (Urbana)
- N3602 (Tappahannock)

Constant Reinforcements (Turns 7 And 14) Turn 7: During the Reinforcement Segment of the Turn 7 Strategic Cycle, the Union player receives these reinforcements:

- McClellan (AP leader)
- Hooker (III corps division)
- Richardson (II corps division)
- Sumner (II corps leader)
- Casey (IV corps division)

Turn 14: During the Reinforcement Segment of the Turn 14, the Union player receives Franklin's division as a reinforcement.

Note: If the Union player invades the Peninsula, he receives reinforcements at the start of Turn 2 (April 6). These units are placed on the map according to Advanced Game Special Rules (see Scenario 9).

VARIABLE REINFORCEMENTS

At the start of the game, the Union player places several units in the Baltimore/D.C. box. At the start of each Reinforcement Segment of a Strategic Cycle, the Union player rolls two dice and consults the Baltimore/D.C. Reinforcement Table to see how many units he receives, if any. If reinforcements are made available, they are taken from the Baltimore/D.C. box.

BALTIMORE/D.C. REINFORCEMENT TABLE

DIE	# UNITS
2-4	0
5	4
6	3
7	0
8	2
9-11	1
12	0

If no units remain in the Baltimore/D.C. box, the result is considered zero.

Eliminated Cavalry Units: If *any* Union cavalry unit is eliminated in combat or cavalry retreat, it is placed in the Baltimore/D.C. box. If the Union player is later allowed to choose a variable reinforcement, he may choose a formerly eliminated cavalry unit as that reinforcement. If so, the unit is placed on the map with an organized Strength marker, Manpower value of 1. Cavalry units may be eliminated and return to play an unlimited number of times.

SPECIAL REINFORCEMENTS

At the start of the game, the Union Player has the following units in the Atlantic Coast box: Burnside (leader), Reno, Parke, Foster, Stevens, and Wright. These units must remain in this box unless in the preceding Reinforcement Segment (seven turns previously) the Confederate Player received Lawton's brigade as a variable reinforcement (see 13.1). If so, the Union player rolls a die in the current and each succeeding Reinforcement Segment to see if he receives Atlantic Coast Reinforcements. There are two possible results:

- 4 or less: The Union player chooses one division from the Atlantic Coast box as a reinforcement. The first time this result is obtained, he also receives the leader Burnside.
- 5 or more: The Union player does not receive Atlantic Coast reinforcements in the current turn.

14.0 THE SHENANDOAH VALLEY

Events in the Shenandoah Valley and nearby areas may influence the game. The Confederate player has several units starting the game in the Valley and Rappahannock boxes. The Union player has several units beginning the game in the Fredericksburg box. The Confederate Player may transfer his units to the map during the game, but if he does so the Union Player's chances of receiving substantial reinforcements from Fredericksburg increase. These boxes are on the bottom of the OTR south map.

THE VALLEY SEGMENT

During the Valley Segment (which takes place only in Strategic Cycles starting on Turn 35), the players perform the following sequence of activities:

1. **Valley Track:** Reduce the Valley Track marker by one box.
2. **Offensive:** The Confederate Player may declare an "Offensive."
3. **Union Release:** The Union player attempts to release Fredericksburg units.

THE VALLEY TRACK

At the start of the game, the Confederate player places the Valley marker in the 0 box on the Valley Track. During the game the marker may be adjusted on the track.

- At the start of each Valley Segment, the Confederate player reduces the Valley marker by one box. However, if the marker already occupies the 0 box, it is not reduced further.
- If the Confederate player declares an Offensive during a Valley Segment (see below), the Valley marker may be increased to a higher numbered box. However, it may not be moved past the +4 box.

CONFEDERATE OFFENSIVE

During a Valley Segment, the Confederate player may declare an Offensive in the Valley as long as all of the following conditions are in effect:

- There must be Confederate units in the Valley box with a combined Manpower value of 8 or more.
- The Confederate leader Jackson must occupy the Valley box.

The Confederate player may declare a maximum of one Offensive per Strategic Cycle. If the Confederate player declares an Offensive, he first determines the outcome of the Offensive and then he determines his manpower loss from the Offensive.

Outcome: The Confederate player determines the Offensive's outcome by rolling a single die and applying the result to the Confederate Offensive Table, below. This roll may be modified (see below).

CONFEDERATE OFFENSIVE TABLE

MODIFIED DIE ROLL	RESULT
1 or less	Overwhelming Victory (+4)
2	Decisive Victory (+3)
3	Substantive Victory (+2)
4 or 5	Marginal Victory (+1)
6 or more	Failure (0)

The number in parenthesis is how many boxes to the right to move the Valley Track marker (it may not move past the +4 box).

Die Roll Modifiers: At the moment the Confederate player declares an Offensive (before applying losses in that Offensive), he determines the combined Manpower Value of all of his units in the Valley box. His Offensive die roll may be modified based on this sum:

- **-1:** If the Confederate player's combined Manpower value in the Valley box is 43 or more.
- **+1:** If the Confederate player's combined Manpower value in the Valley box is between 16 and 28.
- **+2:** If the Confederate player's combined Manpower value in the Valley box is between 8 and 15.

Loss: After applying the outcome of the Offensive as per the above, the Confederate player rolls a single die a second time. The Offensive causes a Manpower value loss to the Confederate player equal to the value of this second single die roll. The Confederate player may apply this loss as he wishes as long as the unit(s) he chooses to suffer loss are selected only from those in the Valley box. For each unit suffering loss, the Confederate player replaces its Strength marker with a new one reflecting its reduced Manpower value. New Strength markers are placed on their organized sides. If a unit is reduced to a Manpower value of 0, it is eliminated. *This Manpower value loss does not gain VP for the Union player.*

A Confederate Offensive does not cause any loss to Union units. (Union loss is simulated abstractly in the Offensive result.) A Confederate Offensive only affects the Union player's ability to draw reinforcements from the Fredericksburg box to the Peninsula.

RELEASE OF UNION UNITS FROM FREDERICKSBURG

During the Valley Segment of each Strategic Cycle starting with Turn 35 (May 9), the Union player may attempt to release Union units in the Fredericksburg box for placement on the map.

He may attempt a maximum of one release per Strategic Cycle. For each Union release attempt, the Union player follows this procedure:

1. The Union player rolls a die. This roll determines whether or not the Union player is free to release units based on the authority of President Lincoln. If the *modified* roll is 5 or more, Lincoln has not authorized the release of Union units. Do not proceed to Step 2, the Union release attempt is over. If the *modified* roll is 4 or less, Lincoln has authorized the release of Union units; proceed to Step 2.

   Lincoln Die Roll Modifier: -1 if the combination of Confederate manpower in both the Valley and the Rappahannock boxes is 7 or less (for example, 3 manpower in the Valley box and 3 manpower in the Rappahannock box).

2. The Union player rolls another die. (This roll may be modified; see below.) This modified roll is applied to the Union Release Table below:

Union Release Table

Modified Die Roll	Result
-1	All units released
0	Release 36 Inf, 2 Cav, McDowell
1	Release 18 Inf, 1 Cav, McDowell
2	Release 18 Inf
3	Release 8 Inf
4 or more	No units released

Die Roll Modifiers: The Union player's Step 2 die roll may be modified as follows (all modifiers are cumulative):

+1/+2/+3/+4: Add the number corresponding to the box occupied by the Valley marker to the Union player's Step 2 die roll.

+2: If the Confederate player's combined Manpower value in the *Rappahannock box* is 40 or more.

+1: If the Confederate player's combined Manpower value in the *Rappahannock box* is between 19 and 39 (inclusive).

-1: If the Confederate player's combined Manpower value in the *Valley box* is between 16 and 28 (inclusive).

-2: If the Confederate player's combined Manpower value in the *Valley box* is 15 or less.

Results: The Union player's Step 2 roll has three possible results:

All units released: All Union units in the Fredericksburg box are immediately released, including the leader McDowell.

Release (variable): Union infantry (and sometimes cavalry) units with a combined Manpower value totaling no more than the indicated number are immediately released. If the leader McDowell is included in the result, he is also released.

No units released: No Union units in the Fredericksburg box are released in the current turn.

Releasing Units: If the Union player obtains a successful release result, he chooses the units to release from among those in the Fredericksburg box. If the Union player wishes, he may detach substitute brigades from Union infantry units in the Fredericksburg box prior to deploying those units to the map (see 19.0).

Deploying Released Union Units To The Map

In each Valley Segment in which the Union player obtains the release of at least one unit from the Fredericksburg box, he must declare whether the released units will arrive on the map by land or by sea. If more than one unit is released, some may arrive by land and the remainder by sea. Released units are placed on the map on their normal sides with organized Strength markers, regardless of their arrival method.

Arriving by Land: If released units arrive by land, the Union player removes the units from the Fredericksburg box and places them on the Turn Track six turns ahead of the current turn. At the start of the turn corresponding to the box occupied by the released units, the Union player places the units in any land hexes on the north edge of the north map (i.e., any hexes on the north map whose last two digits number "01"). The units may not be placed in enemy-occupied hexes, although they may be placed in enemy ZOC. Note: Units arriving by land have special supply characteristics (see 17.1).

Arriving by Sea: If released units arrive by sea, the Union player removes the units from the Fredericksburg box 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 the released units, the Union player places the units in the Fort Monroe (or Norfolk, if Union-controlled) box or in any of the following three hexes, assuming a completed depot is situated in the hex:

- S5702 (Mobjack Bay)
- N5418 (Urbana)
- N3602 (Tappahannock)

McDowell: If the leader McDowell is released, he may accompany any released infantry unit, regardless of its arrival method; he must be placed on the Turn Track with the desired unit(s).

Command Affiliation: All Union infantry units in the Fredericksburg box belong to I Corps, commanded by McDowell. However, at the moment a released infantry unit is placed on the map, the Union player may change that unit's command affiliation to II, III, IV, V, or VI Corps. For the rest of the game, that unit no longer belongs to I Corps; instead, it belongs to the newly designated corps. In this case, note the unit's new command affiliation on a piece of paper.

Automatic Withdrawal Of Confederate Units

The first time in the game the Union player declares that released units will arrive on the map by land (not by sea), the Confederate player must immediately transfer all his units out of the Rappahannock box (see 15.0).

15.0 Transfer

During any Off-Map Phase starting with Turn 4, 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 to the map may not 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. *Units may detach and attach in the Off-Map Phase in all Off-Map boxes.*

Transfer Of Units To Or From Fort Monroe

Only the Union player may transfer units from the map to the Fort Monroe box (or vice versa).

Transfer of Units from Fort Monroe: If, during an Off-Map Phase, the Union player wishes to transfer units from Fort Monroe 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 Union player may place the units in any hexes on the south map between S5810 and S5821 (inclusive).

Transfer of Units to Fort Monroe: If, during an Off-Map Phase, Union units occupy any hexes on the south map between S5810 and S5821 (inclusive), those units may be transferred to Fort Monroe. The Union 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 Fort Monroe box. Note: Union reinforcements and units released from the Fredericksburg box may also be placed in Fort Monroe (see 13.0 and 14.0).

Transfer Of Units To Or From The Valley

Only the Confederate player may transfer units to or from the Valley box.

Transfer of Units from the Valley: Confederate units occupying the Valley box may not leave that box until Turn 21 (April 25). If, during an Off-Map Phase on Turn 21 or after, the Confederate player wishes to transfer units out of the Valley box, he must first declare where these units will transfer to:

- **Rappahannock Box:** If the Confederate player transfers units from the Valley to the Rappahannock, 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 Confederate player places the units in the Rappahannock box. **Exception:** If "mandatory transfer" of Confederate units out of the Rappahannock box has occurred, Confederate units may not transfer to the Rappahannock; see below.

- **Hanover Junction**: If the Confederate player transfers units from the Valley to Hanover Junction, he removes the selected units and places them on the Turn Track seven 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 any hexes on the west edge of the north map between N0101 and N0111 (inclusive).
- **Richmond**: If the Confederate player transfers units from the Valley to Richmond, he removes the selected units and places them on the Turn Track nine 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 any hexes on the west edge of the north map between N0112 and N0126 (inclusive).

Units transferring from the Valley do not have to transfer to the same location.

Transfer of Units to the Valley: If, during an Off-Map Phase, Confederate units occupy the Rappahannock box or any hexes on the west edge of the north map between N0101 and N0126 (inclusive), those units may transfer to the Valley box. The time it takes to reach the Valley depends on where the units are situated when they transfer. The Confederate player removes the units he wishes to transfer and places them on the Turn Track five turns ahead of the current turn (if the units are transferring from the Rappahannock), seven turns ahead of the current turn (if the units are situated between N0101 and N0111, inclusive), or nine turns ahead of the current turn (if the units are situated between N0112 and N0126, inclusive). At the start of the turn corresponding to the Turn Track box occupied by his units, the Confederate player places the units in the Valley box.

TRANSFER OF UNITS TO OR FROM THE RAPPAHANNOCK

Only the Confederate player may transfer units to or from the Rappahannock box.

Transfer of Units from the Rappahannock: If, during an Off-Map Phase, the Confederate player wishes to transfer units out of the Rappahannock box, he must first declare where these units will transfer to:

- **Valley Box**: If the Confederate player transfers units from the Rappahannock to the Valley, 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 Confederate player places the units in the Valley box.
- **Map**: If the Confederate player transfers units from the Rappahannock to the map, he 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 Confederate player places the units in any land hexes on the north edge of the north map (i.e., any hexes on the north map whose last two digits number "01").

Note: Units transferring from the Rappahannock do not have to transfer to the same location.

Transfer of Units to the Rappahannock: If, during an Off-Map Phase, Confederate units occupy the Valley box or any hexes on the north edge of the north map, those units may transfer to the Rappahannock box. (Exception: If "mandatory transfer" of Confederate units out of the Rappahannock box has occurred, Confederate units may not transfer to the Rappahannock; see below.) The time it takes to reach the Rappahannock depends on where the units are situated when they transfer. The Confederate player removes the units he wishes to transfer and places them on the Turn Track five turns ahead of the current turn (if the units are transferring from the Valley), or four turns ahead of the current turn (if the units are situated in any hexes on the north edge of the north map). At the start of the turn corresponding to the box occupied by his units, the Confederate player places the units in the Rappahannock box.

Mandatory Transfer: The first time either of the following events occurs, the Confederate player must at that moment transfer all his units out of the Rappahannock box and may no longer transfer units to the Rappahannock box for the rest of the game:

- **Released Union Units**: The Union player declares that "released" units from Fredericksburg will arrive on the map by land (see 14.0). Mandatory transfer is not triggered if released Union units arrive on the map by sea.
- **Caroline or Hanover Counties**: The Union player gains control of Caroline or Hanover County (see 12.0).

TRANSFER OF UNITS TO OR FROM NORFOLK

At the start of the game the Confederate player controls Norfolk, and only he may transfer units from the map to the Norfolk box or vice versa. However, if the Union player gains control of Norfolk, only Union units may transfer to or from Norfolk.

Transfer of Units from Norfolk: If, during an Off-Map Phase, the player controlling Norfolk wishes to transfer units from Norfolk to the map, he 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 controlling player places the units in any hexes on the south edge of the south map between S2524 and S4924 (inclusive).

Transfer of Units to Norfolk: If, during an Off-Map Phase, the player controlling Norfolk has units occupying any hexes on the south edge of the south map between S2524 and S4924 (inclusive), those units may be transferred to Norfolk. The controlling 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 controlling player places the units in the Norfolk box.

16.0 NORFOLK AND FORT MONROE

At the start of the game, the Union player controls Fort Monroe and the Confederate player controls Norfolk. The Union player may never lose control of Fort Monroe, but the Confederate player loses control of Norfolk if the Union player attacks it successfully.

16.1 FORT MONROE

Several Union units, including the *Monitor*, begin the game in Fort Monroe. Union reinforcements and units released from the Fredericksburg box may also be placed in Fort Monroe.

FORT MONROE GARRISON

The Union player must maintain a garrison in Fort Monroe consisting of units with a combined Manpower value of 10 or more. If the Union player also controls Norfolk, units in the Norfolk box may contribute their Manpower values to this total. The Union player may not move units out of Fort Monroe or Norfolk amphibiously or by transfer if that movement would reduce the garrison to a Manpower value of less than 10 (or if the garrison is already below 10). If the Union player attacks Norfolk and incurs a loss reducing the garrison to a Manpower value of less than 10, any future Union variable or special reinforcements must be deployed to Fort Monroe or Norfolk until the garrison's Manpower value is again increased to 10 or more.

16.2 NORFOLK

Several Confederate units, including the *Virginia*, begin the game in Norfolk. Although *Virginia* may not leave Norfolk, other Confederate units may do so in an Off-Map Phase. The Confederate player controls Norfolk as long as the Union player does not fulfill control requirements—even if no Confederate units occupy Norfolk. Confederate units must leave Norfolk if the Union player successfully attacks it.

ATTACKING NORFOLK

During any Norfolk Segment of a Strategic Cycle starting with Turn 14, the Union player may attack Norfolk with units from Fort Monroe. (Exception: The Union player may not attack Norfolk if his posture is currently "passive.") The Union player may make a maximum of one attack against Norfolk per

Strategic Cycle. If the Union player declares an attack on Norfolk, he resolves the attack according to the following procedure:

1. Combine the Manpower values of any or all Union units in Fort Monroe (embarked units may be included, but they are immediately disembarked; remove their Embarked markers). This is the Attack value. Do the same for all Confederate units in Norfolk. This is the Defense value. 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. If no Confederate land units occupy Norfolk, skip the rest of this procedure. The Union attack automatically succeeds and the Union player gains control of Norfolk.

2. Each player rolls a die. The Union roll may be modified as follows (modifiers are cumulative):

+/-#: Add or subtract the ratio modifier determined in Step 1.
+2: If the Union player controls Prince George, Sussex, Dinwiddie, or Chesterfield County (+2 even if more than one county is controlled).
+1: If the Union player controls York County. (This modifier is not awarded if the Union player also controls Prince George, Sussex, Dinwiddie, or Chesterfield County.)
+1: If *Virginia* is destroyed.
-3: If *Monitor* has been destroyed, but *Virginia* still exists.

Note: No other modifiers, including artillery and tactical modifiers, are taken into account in this combat.

3. The defending (Confederate) player's roll is subtracted from the attacking (Union) 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. 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." If the Confederate result contains an "R" (not "r"), the Union attack succeeds and the Union player gains control of Norfolk. If the Confederate result does not contain an "R," a Union attack fails and the Confederate player retains control of Norfolk. In this case, Union units remain in Fort Monroe and Confederate units remain in Norfolk. **Exception**: If the Confederate result does not contain an "R", but all Confederate land units are eliminated, the Union player gains control of Norfolk.

Number Results: Number results are applied to both players as in normal combat (see 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 an attack on Norfolk regardless of the combat results.

Note: Units in off-map boxes may never entrench, so the Confederate Player's Defense value may never be enhanced. A Union attack on Norfolk may take place in a Rain turn. If so, the normal -1 rain modifier does not apply.

UNION CONTROL OF NORFOLK

If the Union Player gains control of Norfolk, the following actions are performed:

- The Confederate player removes all his surviving units and leaders from Norfolk and places them in any hexes on the south edge of the south map between S2524 and S4924 (inclusive). The units are placed on the map at Fatigue Level 0 with organized Strength markers, regardless of the combat result.
- The Union player may immediately transfer one or more units from Fort Monroe to Norfolk.

- The Union player places a completed depot in Norfolk.
- *The Union player gains one command point* (he moves the Command marker on the Union Command Track to a higher value by one point).
- The Union player later gains VP.
- If *Virginia* occupies Norfolk (or the Turn Track due to damage) it is destroyed. The Union player gains VP.
- The Confederate player may execute the Drewry's Strategic event (see 4.0) immediately or in any subsequent Norfolk Segment, but to do this he must remove one Confederate infantry manpower from anywhere on the map (not in an off-map box, although it could be from a unit just place on-map from Norfolk). This may only be done once per game, and only if the Drewry's Strategic event has not occurred.

Once the Union player gains control of Norfolk, the Confederate player may never regain control. Union units in Norfolk may move into and out of that box amphibiously in exactly the same way as the do from Fort Monroe (see 14.0). Also, Union reinforcements and units released from Fredericksburg may deploy to Norfolk. Union units in Norfolk may transfer to the map (and vice versa; see 15.0). The Union player controls Norfolk even if he does not have any units there.

MOVEMENT BETWEEN FORT MONROE AND NORFOLK

If the Union player controls Norfolk, he may freely move units from Fort Monroe to Norfolk (or vice versa) during a Norfolk Segment of a Strategic Cycle. Any such move is instantly done in the Norfolk Segment.

17.0 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 anywhere and all units in off-map boxes are always in supply.

17.1 UNION SUPPLY

UNION DEPOTS

The Union player has a depot in Fort Monroe at the start of the game and receives another depot if he invades Mobjack Bay, Urbana, or Tappahannock (see 2.0). 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 from its Build side to its Complete side. He may choose one or the other of these two options; he may not do both. Note: after placing or flipping a depot, the Union may move his siege artillery (see 18.0).

DEPOT LIMITATIONS

The Union player may have no more than three depots on the map at any given time. However, depots in the Fort Monroe and Norfolk boxes do not count against this limit. If depots are destroyed or dismantled, they may return to play the instant they are removed as long as this limit is adhered to.

PLACING AND COMPLETING 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
- Some RR stations

Landing Hexes: During the Depot Segment, the Union player's ability to place a depot in a landing hex is affected by the following factors:

Yorktown/Gloucester Point: If a Confederate infantry or artillery unit occupies Yorktown (S5510) or Gloucester Point (S5608), or both places, the Union player may not place a depot on its Build side or flip an existing depot to its Complete side in any landing hex on the York—Pamunkey—Mattapony Rivers except for hexes S5610, S5710, S5810, or S5808.

Virginia: If *Virginia* has not been destroyed, the Union player may not place a depot on its Build side or flip an existing depot to its Complete side in any landing hex on the James—Appomattox—Chickahominy—Warwick Rivers. This restriction applies even if *Virginia* is damaged, and regardless of whether or not *Monitor* is destroyed.

Mulberry Point and Harden's Bluff: If *Virginia* has been destroyed, but Confederate infantry units occupy both Mulberry Point (S5017) and Harden's Bluff (S4717), the Union player may place a depot on its Build side or flip an existing depot to its Complete side only in landing hexes on the James or Warwick Rivers whose last two digits number 18 or more. If *Virginia* has been destroyed, and one or both of these hexes do not contain a Confederate infantry unit, the Union player may place a depot on its Build side or flip an existing depot to its Complete side in any landing hex on the James—Appomattox—Chickahominy—Warwick Rivers.

Exception: If a Confederate naval battery occupies Drewry's Bluff, the Union player may not place a depot on its Build side or flip an existing depot to its Complete side in any landing hex on the James River on the north map.

RR Stations: During the Depot Segment, the Union place a depot on its Build side in any of the following three railroad stations:

- Chester Depot (N0304)
- Hanover Junction (N0308)
- Waverly (S2323)

The Union player's ability to place a depot in any of these stations is affected by the following factors:

Chester Depot: To place a depot on its Build side in Chester (or flip an already existing depot there to its Complete side), the Union player must control Caroline County and must be able to trace a "RR Hex Path" (see below) to N0801. Furthermore, there must be no remaining Confederate units on the Turn Track that are transferring out of the Rappahannock box.

Hanover Junction: To place a depot on its Build side in Hanover Junction (or flip an already existing depot there to its Complete side), the Union player must control both Hanover and Caroline Counties and must be able to trace a "RR Hex Path" (see below) to N0801. Also, the bridge between N0306-N0307 must not be destroyed. Finally, there must be no remaining Confederate units on the Turn Track that are transferring out of the Rappahannock box.

Waverly: In order to place a depot on its Build side in Waverly (or flip an already existing depot there to its Complete side), the Union player must control Sussex County and Norfolk, and must be able to trace a "RR Hex Path" (see below) to S2524.

RR Hex Path: A "RR Hex Path" is a path of railroad hexes from one of the aforementioned railroad stations to its listed mapedge hex. This path may not enter a hex occupied by a Confederate unit under a complete Breastwork marker or a build/complete Fort marker. (It may enter hexes occupied by unentrenched Confederate units and all Confederate ZOC.) Once a depot is flipped to its Complete side, it remains on this side unless destroyed or dismantled, even if the RR Hex Path can no longer be traced.

How Union Depots Are Destroyed

Depots may be removed from the map due to destruction or dismantling. Removed depots may be used again.

Depots and Combat: Depots have no Combat value and may not move or retreat. A Confederate unit may enter a hex occupied by a depot as long as no Union 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, the Union player may voluntarily destroy any depot. If so, it is removed from the map.

Dismantling Depots: In a Depot Segment, the Union player may declare that he is "dismantling" any depot. The indicated depot is removed from the map at the start of the next Depot Segment, seven turns ahead of the current turn. Once dismantling has been declared, it may not be reversed. A dismantling depot is still a Union supply source.

Union Supply Status

During the Supply Status Segment of each Strategic Cycle, the Union player must determine whether each of his units is in supply or out of supply. The presence of Confederate units in a county has no effect on Union supply status, even if a Union unit is surrounded by enemy units or their ZOC.

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

- It is situated in a county containing a Union depot on its Complete side.
- It is situated in a county *adjacent* to a county containing a Union depot on its Complete side. (**Exception**: see "Special Supply Cases," below.)
- It is situated in a county containing a Union depot on its Build side and is situated six or less hexes from that depot.
- It is situated in a county *adjacent* to a county containing a Union depot on its Build side and is situated six or less hexes from that depot. (Exception: see "Special Supply Cases," below.)

Special Supply Cases

Units Released from Fredericksburg: Union units released from Fredericksburg deploying to the map by land are automatically in supply in any hexes in Caroline County, regardless of the proximity of Union depots. All other Union units in Caroline County must determine supply status normally.

Gloucester County: Union units occupying any hexes in Gloucester County on the south (not north) map are automatically in supply, regardless of the proximity of Union depots.

Warwick and York Counties: Union units occupying any hexes in Warwick or York Counties are automatically in supply, regard less of the proximity of Union depots.

Union Control of Norfolk: If the Union player controls Norfolk, Union units occupying any hexes in Isle of Wight County are automatically in supply, regardless of the proximity of Union depots.

Special Rules by County: If a Union depot (on its Complete or Build side) occupies one of the counties listed below, check the special rules listed for that county, below, to determine how Union supply is affected.

Charles City: Henrico and New Kent are the only adjacent counties in which Union units are in supply.

Chesterfield: Dinwiddie is the only adjacent county in which Union units are in supply.

Isle of Wight: Surry is the only adjacent county in which Union units are in supply. Although not adjacent to Isle of Wight, Union units in Sussex County are also in supply.

James City: Warwick, York, and New Kent are the only adjacent counties. in which Union units are in supply.

King and Queen: Gloucester, Middlesex, and Essex are the only adjacent counties in which Union units are in supply.

Gloucester: Middlesex and King and Queen are the only adjacent counties in which Union units are in supply.

King William: Caroline, New Kent, and Hanover are the only adjacent counties in which Union units are in supply. Exception: If the railroad bridge between hexes N2823 and N2924 is destroyed, Union units in New Kent County are not in supply.

New Kent: Charles City, James City, Henrico, Hanover, and King William are the only adjacent counties in which Union units are in supply. Exception: If the railroad bridge between hexes N2823 and N2924 is destroyed, Union units in King William County are not in supply.

Prince George: Dinwiddie, Surry, and Sussex are the only adjacent counties in which Union units are in supply.

Surry: Prince George, Isle of Wight, and Sussex are the only adjacent counties in which Union units are in supply.

Sussex: Prince George and Surry are the only adjacent counties in which units are in supply. Although not adjacent to Sussex, Union units in Isle of Wight and Dinwiddie Counties are also in supply.

Warwick: York and James City are the only adjacent counties in which Union units are in supply.

York: Warwick and James City are the only adjacent counties in which Union units are in supply.

17.2 Confederate Supply

Confederate Supply Status

Confederate units are automatically in supply until any of the following events occur:

- *Virginia* is destroyed; or,
- Confederate infantry or artillery units do not occupy *both* Yorktown (S5510) and Gloucester Point (S5608) at the end of an Action Cycle; or,
- The Union player controls Henrico County.

The Confederate player must start to check all his units' supply status two Strategic Cycles ahead of the turn in which one of these events occurs. (Exception: see "Henrico County," below.) Once the Confederate player begins to determine his units' supply status, he must check it each Supply Status Segment for the rest of the game.

Example: If *Virginia* is destroyed on Turn 42, the Confederate player must start to check his units' supply in the Supply Status Segment of Turn 56 because that segment takes place two Strategic Cycles ahead of the cycle in Turn 42. If instead Yorktown was unoccupied by a Confederate infantry/artillery unit at the end of the Action Cycle in Turn 31, the Confederate player must start checking his units' supply in the Supply Status Segment of Turn 42 because that segment is in the second Strategic Cycle following Turn 31.

How To Check Confederate Supply

The Confederate player does not use depots for supply. Instead, once the Confederate player starts to check his units' supply status due to the aforementioned reasons, supply is based on the county the units occupy in the Supply Status Segment and the following factors:

- *Virginia* **Destroyed**: If *Virginia* is destroyed, but Confederate infantry or artillery units occupy both Yorktown and Gloucester Point, only Confederate units in Isle of Wight County are out of supply. Units in all other counties are in supply. Exception: Confederate units in Surry County are out of supply in this case if the Union player currently controls Sussex County.
- **Yorktown/Gloucester Point**: If Confederate infantry/artillery units do not occupy *both* Yorktown and Gloucester Point, but *Virginia* has

not been destroyed, Confederate units in all of the following counties are out of supply:
- o   Essex
- o   Gloucester
- o   King William*
- o   King and Queen
- o   Middlesex

* Confederate units are out of supply only if Union player currently controls New Kent and Hanover Counties.

Units in all other counties are in supply.

- **Virginia Destroyed AND Yorktown/Gloucester Point**: If *Virginia* is destroyed and Confederate infantry/artillery units do not occupy *both* Yorktown and Gloucester Point, Confederate units in any of the following counties are out of supply:
- o   Essex
- o   Gloucester
- o   Isle of Wight
- o   James City
- o   King and Queen
- o   Middlesex
- o   Warwick
- o   York
- o   King William*
- o   Surry+

* Confederate units are out of supply only if Union player currently controls New Kent and Hanover Counties.

+ Confederate units are out of supply only if Union player currently controls Sussex County.

Units in all other counties are in supply.

- **Henrico County**: If the Union player controls Henrico County, all Confederate units on the map are automatically out of supply in the next Supply Status Segment.

Aside from the cases listed above, the presence of Union units in a county has no effect on Confederate supply status, even if a Confederate unit is surrounded by Union units or their ZOC.

17.3 Supply Status

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 17.4), at which time the marker is removed. Out of supply units function normally in terms of movement and combat (except they have a "+1" modifier on extended march die rolls). However, they suffer penalties in the Recovery Phase (see Standard Rules Recovery, section 8.0 – all out of supply units will always have their Strength markers on the disorganized side by the end of Recovery). Also, they may suffer Manpower value loss in the Supply Status Segment.

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.

17.4 Foraging

In Step 2 of the Recovery Phase, both players may "forage" with any of their units which 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 nor do they need to. 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 the Union player), or 3 or less (for the Confederate player), 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 the Union player), or 4 or more (for the Confederate player), 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 which do not forage successfully may forage again in succeeding turns, assuming they are at Fatigue Level 0, 1, or 2.

Forage Modifiers: The following modifiers apply to forage die rolls. All modifiers are cumulative.

Union Foraging: If a Union unit occupies any of the following counties, *1 is subtracted* from the unit's forage roll:

- Chesterfield
- Dinwiddie
- Hanover
- Henrico
- Prince George

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

18.0 UNION SIEGE ARTILLERY

The Union player has a single siege artillery unit, which may be used to reduce the effects of Confederate entrenchments. The Union siege artillery unit reduces its fatigue in the Siege Artillery Segment in the Strategic Cycle and may move in the Depot Segment. There may be other effects of both of these activities, which are discussed below.

MOVING THE SIEGE ARTILLERY UNIT

The siege artillery unit starts the game in Fort Monroe. At the end of any Depot Segment of a Strategic Cycle, the Union player may move the siege unit (regardless of its Fatigue Level) to any hex occupied by a complete Union depot in a landing (not a RR station) hex. Alternatively, if the siege unit occupies the same hex as a complete depot, the Union player may move it to Fort Monroe (or Norfolk, if Union-controlled), or to any other complete depot in a landing hex at the end of a Depot Segment. **Exception**: The siege artillery may not move over a major river section that the Union cannot currently amphibiously move on. However, once the siege artillery is on a complete depot, if the Union loses the ability to amphibiously move to or from the depot hex, the siege artillery unit's ability to reduce fatigue or be functional is not affected.

THE SIEGE ARTILLERY UNIT AND FATIGUE

Each time the Union player moves the siege unit to a new location in a Depot Segment, he must place a Fatigue Level 4 marker underneath it. (Note: It starts the game at Fatigue Level 4.) In each Siege Artillery Segment (not during Recovery), the Union player reduces his siege unit's Fatigue marker by one (to a minimum of 0 which is indicated by the lack of any Fatigue marker).

Union Command Bonus: If in a Siege Artillery Segment, the Union siege unit is reduced from Fatigue Level 1 to Level 0, the Union player receives a "Command Bonus." In this event he moves his Command marker one box to

the right on his Command Track. A Command Bonus cannot be received if the Command marker already occupies the box numbered 5 on the Command Track.

EFFECTS OF THE SIEGE ARTILLERY UNIT

The siege unit is only functional at Fatigue Level 0. At Levels 1 to 4, it has no combat effects (although it may move). Furthermore, the siege unit is only functional in the county it currently occupies, although the following exceptions apply:

- If the siege unit occupies Fort Monroe at Fatigue Level 0, it is functional in York and Warwick Counties.
- If the siege unit occupies Norfolk at Fatigue Level 0, it is functional in Isle of Wight County.
- If the siege unit occupies any hex in New Kent County at Fatigue Level 0, it is also functional in Henrico County as long as the bridge between hexes N1827 and N1927 is not destroyed (a Union pontoon bridge across this hexside does not replace the requirement for the bridge printed on the map to not be destroyed).

Assault Effects: In each successful assault action initiated by the Union player against a Confederate redoubt hex (or any hex containing at least one Breastwork/Fort marker) in a county in which the Union siege unit is functional, the redoubt hex or Breastwork/Fort markers are ignored in that combat. *The Redoubt and Breastwork/Fort markers are ignored in that combat for all purposes, including flank effects.* Furthermore, the Union player's assault die roll modifier in a successful assault action is increased from +1 to +2 against any hex in that county - not just those containing redoubts, breastworks, or forts. These benefits may be applied to an unlimited number of assaults per turn.

HOW THE SIEGE ARTILLERY UNIT IS DESTROYED

The siege unit may not be activated and may not attack, defend, or retreat. It has no Combat value. A Confederate unit may enter the siege unit's hex as long as no Union military units are situated there. If so, it is destroyed and is removed from the map. It may not return to play. The siege unit is also eliminated if the Union player voluntarily destroys the depot in the siege unit's hex (see 17.1). However, if the Union player "dismantles" a depot in the siege unit's hex, the Union player must move the friendly siege unit to a new location by the end of the following Depot Segment, seven turns ahead of the current turn. Note: If the siege artillery is functional and if the Union is in an Active posture, the Union player can attempt to continue a turn that might otherwise end on a double-1 initiative roll (see 6.0).

19.0 SUBSTITUTE UNITS

Each player has eight "substitute" infantry brigades and the Confederate player two "substitute" cavalry regiments. *The extra substitute counters in the counter mix are for the Petersburg campaign and may not be used in OTR.*

Units may detach and attach in the Off-Map Phase in all Off-Map boxes.

19.1 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. The Confederate player may detach one or more substitute cavalry regiments from a marching cavalry unit as long as the marching unit has a Manpower value of 2 or more. Units *may* detach substitutes in off-map boxes in an Off-Map Phase.

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 further 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 OTR.*

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 12 or less.
- Substitute cavalry regiments must be assigned a Manpower value of 1.

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, possesses a Demoralized marker, or possesses an Out of Supply 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.

19.2 ATTACHMENT

In the Attachment Phase, a substitute (or a normal infantry regiment/brigade, or Confederate 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. Union cavalry units and the Union infantry brigade Sykes-A may not attach. Confederate demi-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 and Confederate demi-divisions may not be raised above a Manpower value of 21.
- Infantry brigades may not be raised above a Manpower value of 12.
- Infantry regiments may not be raised above a Manpower value of 4.
- The Confederate cavalry brigade may not be raised above a Manpower value of 3.
- 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 (see below).

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 Confederate cavalry regiments may only attach to friendly cavalry brigades.

19.3 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, and 4 for any infantry division or demi-division. A player may proceed with the desired attachment, but the excess artillery is permanently lost.

19.4 CONFEDERATE DEMI-DIVISIONS

Four Confederate infantry division leaders start the Advanced Game with two subordinate demi-divisions each. Also, the leader A.P. Hill has two subordinate demi-divisions when he arrives on the map on Turn 49. If a leader has been reduced to less than two subordinate demi-divisions due to elimination, the Confederate player may designate any brigades (including substitutes) belonging to that leader as ad hoc demi-divisions as long as each leader never has more than two subordinate demi-divisions at any time. If a brigade has been designated a demi-division, note this fact on paper. It must remain so for the rest of the game unless it too is eliminated. A brigade converted to a demi-division may be raised to a Manpower value of up to 21 by attachment. Its Tactical and Artillery values are unchanged.

20.0 JOHNSTON AND LEE

At the start of the game, General Joseph Johnston is in command of the Confederate Army of Northern Virginia (ANV), although he later may be replaced by General Robert E. Lee.

GRAND ASSAULT

If Johnston is in command of the ANV and the Confederate player attempts a grand assault, the Confederate player rolls a die at the end of the assault action, regardless of whether or not the grand assault succeeds. On a roll of 1, Johnston is wounded and removed from the map. Lee is now in command of the ANV. At the start of the next turn, the Confederate player places Lee in any hex containing a Confederate leader. On a roll of 2 or more, Johnston is not wounded and remains in command of the ANV. Lee (or McClellan) may not be wounded due to a grand assault attempt.

RELIEF OF JOHNSTON

If a "Relief of Johnston" strategic event occurs (see 4.0), the Confederate player removes Johnston from the map. He is replaced by Lee as ANV commander, who is placed by the Confederate player in any hex occupied by a Confederate leader.

LEE BENEFITS

Aside from Lee's higher Command value in comparison with Johnston (5 to 4), the Confederate player receives the following benefits if Lee is in command of the ANV:

- The Lee assault bonus as per Standard Rules 7.4.
- If double-1s occur in an Initiative Segment, the Confederate player may be given the choice of ending or continuing the Action Cycle (see 6.0).
- Some Command Paralysis random events may not apply to the Confederate player (see 3.0).

21.0 UNION REORGANIZATION

Once per game, the Union player may "reorganize" the Army of the Potomac. Reorganization is voluntary. If the Union player decides to reorganize, he must declare this fact during the Union Reorganization Segment of a Strategic Cycle, although this declaration may not be made before Turn 42. If the Union player declares reorganization, he receives four "replacement" divisions and two new corps leaders.

Replacement Divisions: When the Union player declares reorganization, he removes the following units from the map and replaces them with the indicated divisions:

REMOVE	REPLACE WITH
Porter (III Corps)	Morell (V Corps)
Franklin	Slocum (VI Corps)
Smith-A (IV Corps)	Smith-B (VI Corps)
Sykes-A	Sykes-B (V Corps)

A new division must be placed in the same hex as the unit it replaces, even if the unit to be replaced is surrounded by enemy units or ZOC. If the old unit was exhausted, out of supply and/or demoralized, the new division must also possess these characteristics. The unit's Strength marker and Fatigue Level are not altered. If the old unit has been destroyed, the replacement division is not received. If the replacement of a unit causes an existing leader to be situated in a hex without a subordinate, the leader is moved to the nearest hex containing a subordinate unit. Note: The Artillery values of the replacement units must all be the same as the current value of the unit it is replacing. Except for "Sykes-B," whose artillery value should be increased by 2 from the current value of "Sykes-A" (to a maximum of 4).

New Leaders: When the Union player declares reorganization, he receives the following new leaders:

- Porter (V Corps).
- Franklin (VI Corps)

Porter must be placed in the same hex as either Morell's or Sykes' division. Franklin must be placed in the same hex as either Slocum's or Smith's division. This placement may occur even if the unit joined by the leader is surrounded by enemy units or ZOC.

22.0 DREWRY'S BLUFF

If a "Drewry's Bluff Battery" result occurs on the Strategic Table, the Confederate player places a Naval Battery marker in Drewry's Bluff (N0734-S0301). The Confederate player can also in some situations create this Naval Battery if Norfolk has fallen (see 16.2).

If the Naval Battery occupies Drewry's Bluff, it has the following effects:

- Union units may never embark or move amphibiously on the James River on the north map.
- A Union Gunboat may not provide support on the James River on the north map.
- The Union player may not place a depot or flip an existing depot to its Complete side in any landing hex on the James River on the north map.
- Note: The reference to the "north" map in the above bullets also includes the Drewry's Bluff hex itself.

Victory Points: If *Virginia* is destroyed, the Union player may gain Victory Points if the Naval Battery does not occupy Drewry's Bluff (see Advanced Game scenario).

How the Naval Battery is Destroyed: The 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 Confederate military units are situated there. If so, the battery is destroyed and is removed from the map. It may not return to play.

Confederate Naval Batteries Printed on Map: There are several Confederate Naval Batteries printed on the OTR south map (e.g., S5510, Yorktown). The only game effect of these particular batteries is on Union gunboat bombardment of those specific hexes as per section 11.0 on Gunboats. (These batteries are on the wide parts of the James and York rivers where there is an open water hex for Union operations to bypass them except for bombardment of those specific hexes. The battery in OTR S0709 did not exist until 1863 so has no effect in OTR). Also note that all naval batteries printed on the map (except S0709) are considered to contain a Confederate Redoubt in the hex. A naval battery is immediately and permanently destroyed if a Union unit enters its hex.

23.0 END OF GAME

Starting on Turn 91 (July 4), the Union player rolls a die in each End of Game Segment of a Strategic Cycle to see if the game ends. Consult the following table and if the result is "End Game", then the game immediately ends. The game automatically ends in the End of Game Segment of Turn 112 (July 25). In the table, players cross-reference the turn number with the appropriate "Richmond Proximity" column and roll a single die to determine the result. "Richmond Proximity" is if at least one undemoralized Union unit with a Manpower value of 8 or more is situated within five hexes of any hex in the city of Richmond; otherwise, there is "No Richmond Proximity."

T91
End Game Roll

TURN	RICHMOND PROXIMITY	NO RICHMOND PROXIMITY
Turn 91 (July 4)	Game Continues Always	End Game on a 1
Turn 98 (July 11)	Game Continues Always	End Game on a 1-3
Turn 105 (July 18)	End Game on a 1-4	End Game on a 1-5

Chickahominy River, Virginia. Grapevine Bridge built May 27-28, 1862, by the 5th New Hampshire Infantry

Advanced Game Scenarios

There is one Advanced Game scenario. Units on the map begin the game on their normal sides at Fatigue Level 0 with organized Strength markers. Some units begin the game in off-map boxes. Do not place Strength markers under these units until they are placed on the map. (**Exceptions**: Place Strength markers under units in the Fort Monroe, Norfolk, Rappahannock, and Valley boxes at the start of the game.) Place the Turn marker on the Turn Track in the April 5 box. This is Turn 1.

Scenario 9: The Peninsula Campaign

MAPS: Use both the north and south maps. (See 13.0 in the OTR Basic Game rules on how to join the maps together.)

GAME LENGTH: 112 turns: April 5 to July 25, 1862. **Note**: The game may end earlier (see 23.0).

STARTING THE GAME: The Union player decides where to make his initial invasion (see 2.0). Each player has four different set-ups: one for each of the possible Union invasion sites.

- Use Set-up 1 if the Union player invades the Peninsula.
- Use Set-up 2 if the Union player invades Mobjack Bay.
- Use Set-up 3 if the Union player invades Urbana.
- Use Set-up 4 if the Union player invades Tappahannock.

SPECIAL RULES:

1. If the Union player invades the Peninsula, the following Union units are available as reinforcements at the start of Turn 2 (April 6):
   - Sykes-A
   - 3/8 PA
   - 6 PA
   - Art Res-1
   - Art Res-2
   - Horse Art

   The Union player must initiate a march action for each reinforcement to place it on the map. The first hex entered in this march must be S5818. The act of placing a reinforcement in this hex costs a variable number of MP:

Units	MP Cost
3/8 PA, 6 PA	1 MP
Sykes-A	2 MP
Art Res-1. Art Res-2, Horse Art	3MP

   If a unit does not possess enough MP to pay the above cost, it is placed in S5818, ending its march as if it had made a minimum move of one hex. If a unit has remaining MP after placement, it may continue its march. Note: If the Union player invades any site except the Peninsula, these six units set up on the map, but they may not activate, entrench, or attach until Turn 2.

2. The Confederate Siege unit may not activate. If forced to retreat, it is eliminated and does count for manpower loss VPs. It may not attack. It may participate in a grand assault.

3. Random events are determined each turn starting on Turn 1.

4. The Confederate player is subject to the following movement restrictions:
   A. Wise's brigade may not activate, entrench, or attach until Turn 35 (May 9). **Exception**: Wise is released from this restriction if a Union unit enters any hex in Henrico or Chesterfield County.
   B. Walker's brigade and 7 VA may not activate, entrench, or attach until Turn 50 (May 24). **Exception**: Both units are released from this restriction if a Union unit enters any hex in Prince George, Chesterfield, Henrico, or Hanover County.

C. The four "Richmond" units may not activate or attach for the entire game. **Exception**: All four units are released from this restriction if a Union unit enters a hex within three hexes of any Richmond hex.
   Note: Released units may activate, entrench, and attach normally for the rest of the game.

5. If the *Virginia* has not been destroyed, the Union player may not build a bridge across any Warwick River hexside if the last two digits of either hex sharing that hexside number 15 or more (e.g., a bridge from S5315 to S5214 would not be allowed even though this is a minor river hexside). If *Virginia* has been destroyed, this restriction is lifted.

6. Throughout Turns 1 to 7, the Confederate leaders Magruder and DH Hill may select any Confederate infantry units regardless of their command affiliations to participate in an Activate Leader or Assault action. However, no more than five infantry units may be selected to join in each action. From Turns 1 to 7, D.H. Hill and Magruder may also transfer to any Confederate infantry units regardless of their command affiliations. Starting on Turn 8, Magruder and D.H. Hill may only select units of their own commands to join in an Activate Leader or Assault action. If at the start of Turn 8, D.H. Hill and/or Magruder are attached to units that are not a part of their commands, they are automatically transferred to the nearest unit of their commands, regardless of terrain or the presence of enemy units.

Victory Conditions:

At the start of the game, place the three Union VP markers (x1, x10 and x100) in the 0, 00, and 000 boxes on the Victory Point Track. As the Union player gains and loses VP for the following occurrences, the Union player should adjust these markers to reflect his current VP total. (It is also a good idea to keep track of VP on a separate sheet of paper in case the markers get jostled.) If the Union VP total is a negative number, flip the VP markers over to their reverse side.

VP	Reason
+100	If the Union player controls Henrico County at the end of the game. (These VP are in addition to those received in the VP Segment.)
+50	In each VP Segment in which the Union player controls Henrico County.
+30	If the Union player controls Chesterfield County at the end of the game. (These VP are in addition to those received in the VP Segment.)
+25	In each VP Segment in which the Union player controls Chesterfield County
+20	If the Union player controls Dinwiddie County at the end of the game. (These VP are in addition to those received in the VP Segment.) **Note**: These VP are not awarded if the Union player also controls Chesterfield County
+15	In each VP Segment in which the Union player controls Dinwiddie County. **Note**: These VP are not awarded if the Union player also controls Chesterfield County
+15	In each VP Segment and for each hex (to a maximum of two) that an undemoralized Union infantry division or artillery unit occupies one of the six hexes comprising the city of Richmond (not including The Capitol, N0627). **Exceptions**: The maximum VPs that can be awarded for this VC is 30 per VP Segment; also, these VP are not awarded if the Union player also controls Henrico County.
+3	In each VP Segment, the Union gains 3 VPs for each hex occupied by an undemoralized Union infantry division or artillery unit that is adjacent to a Richmond city hex. The maximum VPs per VP segment that can be obtained from this VC is 9, and these VPs are not awarded if the Union player gains VPs from occupying a Richmond city hex or controlling Henrico County.
+1	At the end of the game, the Union gains 1 VP for each undemoralized Union infantry division within 3 hexes of any Richmond city hex (including in city hexes).
+15	If the *Virginia* is destroyed

+7   In each VP Segment in which all of the following conditions are in effect:
- The *Virginia* is destroyed.
- The *Monitor* is not damaged or destroyed.
- The Confederate player does not have a Naval Battery unit in Drewry's Bluff.

Note: These VP are not awarded if the Union player controls Chesterfield County

+5   In each VP Segment in which the Union player controls Hanover County.

+2   In each VP Segment in which the Union player controls Prince George County

+2   In each VP Segment in which the Union player controls York County.

+2   In each VP Segment in which the Union player controls Gloucester County. **Note**: These VP are not awarded if the Union player also controls York County

+1   In each VP Segment in which the Union player controls Norfolk

+1   For each point of Confederate Manpower value lost in combat, retreat, bombardment, or cavalry retreat (not in extended march, force march, moving from one enemy ZOC to another, or due to supply considerations or Valley offensives)

-1   For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, moving from one enemy ZOC to another, or due to supply considerations)

-4   If the Union player voluntarily destroys a depot. No VP are lost if the Union player dismantles a depot

-8   If the Union Siege Artillery unit is eliminated

-10   If a Union depot is destroyed by the Confederate player

-15   If the *Monitor* is destroyed

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
300 or more	Union Decisive Victory
186 to 299	Union Substantive Victory
100 to 185	Union Marginal Victory
51 to 99	Confederate Marginal Victory
1 to 50	Confederate Substantive Victory
0 or less	Confederate Decisive Victory

UNION SET-UP #1 (PENINSULA)

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Heintzelman	Corps	III	Ldr	-	S5814 (Cockletown)
Porter	Div	III	Inf	21	S5814 (Cockletown)
Kearny	Div	III	Inf	18	S5815 (Howard's Bridge)
Sedgwick	Div	II	Inf	17	S5816
Keyes	Corps	IV	Ldr	-	S5518
Smith-A	Div	IV	Inf	19	S5518
5/6 US	Regt	-	Cav	1	S5518
Couch	Div	IV	Inf	17	S5618
6 PA	Regt	-	Cav	1	Reinforcement: see Special Rule 1
3/8 PA	Regt	-	Cav	1	Reinforcement: see Special Rule 1
Sykes-A	Brig	-	Inf	8	Reinforcement: see Special Rule 1
Art Res-1	Regt	-	Art	2	Reinforcement: see Special Rule 1
Art Res-2	Regt	-	Art	2	Reinforcement: see Special Rule 1
Horse Art	Regt	-	Art	2	Reinforcement: see Special Rule 1

CONSTANT REINFORCEMENTS

Unit/Leader	Size	Command	Type	Manpower Value	Hex
McClellan	Army	AP	Ldr	-	Turn 7 Reinforcement (see 13.2)
Sumner	Corps	II	Ldr	-	Turn 7 Reinforcement (see 13.2)
Richardson	Div	II	Inf	16	Turn 7 Reinforcement (see 13.2)
Hooker	Div	III	Inf	19	Turn 7 Reinforcement (see 13.2)
Casey	Div	IV	Inf	18	Turn 7 Reinforcement (see 13.2)
Franklin	Div	-	Inf	18	Turn 14 Reinforcement (see 13.2)

Off-Map Boxes

Unit/Leader	Size	Command	Type	Manpower Value	Hex
McDowell	Corps	I	Ldr	-	Fredericksburg Box
McCall-A	Div	I	Inf	18	Fredericksburg Box
King	Div	I	Inf	18	Fredericksburg Box
Ord	Div	I	Inf	18	Fredericksburg Box
Shields	Div	I	Inf	13	Fredericksburg Box
Doubleday	Brig	I	Inf	4	Fredericksburg Box
Carroll-B	Brig	I	Inf	4	Fredericksburg Box
2 NY	Regt	-	Cav	1	Fredericksburg Box
4 PA	Regt	-	Cav	1	Fredericksburg Box
1 RI	Regt	-	Cav	1	Fredericksburg Box
Viele	Brig	DV	Inf	7	Fort Monroe Box
Weber	Brig	DV	Inf	5	Fort Monroe Box
Robinson	Brig	DV	Inf	4	Fort Monroe Box
11 PA	Regt	-	Cav	1	Fort Monroe Box
Complete Depot	-	-	-	-	Fort Monroe Box
Siege Artillery	-	-	-	-	Fort Monroe Box@
Monitor	-	-	-	-	Fort Monroe Box
Gunboat-1	-	-	-	-	Hampton Roads Box (Gunboat Display)
Gunboat-2	-	-	-	-	Hampton Roads Box (Gunboat Display)#
1 NY	Regt	-	Cav	1	Baltimore/DC box
8 IL	Regt	-	Cav	1	Baltimore/DC box
5 PA	Regt	-	Cav	1	Baltimore/DC box
1 NY Mrif	Regt	-	Cav	1	Baltimore/DC box
59/101 NY	Regt	-	Inf	3	Baltimore/DC box
3/4 NY	Regt	-	Inf	3	Baltimore/DC box
12/25 NY	Regt	-	Inf	3	Baltimore/DC box
7/69 NY	Regt	-	Inf	3	Baltimore/DC box
71/148 NY	Regt	-	Inf	3	Baltimore/DC box
99/115 PA	Regt	-	Inf	3	Baltimore/DC box
11/91 PA	Regt	-	Inf	3	Baltimore/DC box
67/87 PA	Regt	-	Inf	3	Baltimore/DC box
2DE/32MA	Regt	-	Inf	3	Baltimore/DC box
5MD/19WI	Regt	-	Inf	3	Baltimore/DC box
Burnside	Corps	IX	Ldr	-	Atlantic Coast Box
Reno	Div	IX	Inf	8	Atlantic Coast Box
Parke	Div	IX	Inf	8	Atlantic Coast Box
Foster	Div	IX	Inf	8	Atlantic Coast Box
Stevens	Div	IX	Inf	8	Atlantic Coast Box
Wright	Div	IX	Inf	8	Atlantic Coast Box

@ The siege artillery unit begins the game with a Fatigue Level 4 marker
# Gunboat-2 is not available for use unless *Virginia* is destroyed (see 9.0)

UNION SET-UP #2 (MOBJACK BAY)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Heintzelman	Corps	III	Ldr	-	S5503
Porter	Div	III	Inf	21	S5503
Kearny	Div	III	Inf	18	S5602
Sedgwick	Div	II	Inf	17	S5502
Keyes	Corps	IV	Ldr	-	S5702
Smith-A	Div	IV	Inf	19	S5702
Couch	Div	IV	Inf	17	S5702
5/6 US	Regt	-	Cav	1	S5401
6 PA	Regt	-	Cav	1*	S5803
3/8 PA	Regt	-	Cav	1*	S5803
Complete Depot	-	-	-	-	S5601
Sykes-A	Brig	-	Inf	8*	S5601
Art Res-1	Regt	-	Art	2*	S5601
Art Res-2	Regt	-	Art	2*	S5601
Horse Art	Regt	-	Art	2*	S5601

*Indicated units may not activate or entrench on Turn 1

CONSTANT REINFORCEMENTS & OFF-MAP BOXES

Same as Set-Up #1

UNION SET-UP #3 (URBANA)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Heintzelman	Corps	III	Ldr	-	N5219
Porter	Div	III	Inf	21	N5219
Kearny	Div	III	Inf	18	N5319
Sedgwick	Div	II	Inf	17	N5318
Keyes	Corps	IV	Ldr	-	N5217
Smith-A	Div	IV	Inf	19	N5217
Couch	Div	IV	Inf	17	N5317
5/6 US	Regt	-	Cav	1	N5118
6 PA	Regt	-	Cav	1*	N5418 (Urbana)
3/8 PA	Regt	-	Cav	1*	N5418 (Urbana)
Complete Depot	-	-	-	-	N5418 (Urbana)
Sykes-A	Brig	-	Inf	8*	N5418 (Urbana)
Art Res-1	Regt	-	Art	2*	N5418 (Urbana)
Art Res-2	Regt	-	Art	2*	N5418 (Urbana)
Horse Art	Regt	-	Art	2*	N5418 (Urbana)

*Indicated units may not activate or entrench on Turn 1

CONSTANT REINFORCEMENTS & OFF-MAP BOXES

Same as Set-Up #1

Union Set-Up #4 (Tappahannock)

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Heintzelman	Corps	III	Ldr	-	N3402 (Mill)
Porter	Div	III	Inf	21	N3402 (Mill)
Kearny	Div	III	Inf	18	N3503
Sedgwick	Div	II	Inf	17	N3502
Keyes	Corps	IV	Ldr	-	N3604
Smith-A	Div	IV	Inf	19	N3604
Couch	Div	IV	Inf	17	N3603
5/6 US	Regt	-	Cav	1	N3403
6 PA	Regt	-	Cav	1*	N3602 (Tappahannock)
3/8 PA	Regt	-	Cav	1*	N3602 (Tappahannock)
Complete Depot	-	-	-	-	N3602 (Tappahannock)
Sykes-A	Brig	-	Inf	8*	N3602 (Tappahannock)
Art Res-1	Regt	-	Art	2*	N3602 (Tappahannock)
Art Res-2	Regt	-	Art	2*	N3602 (Tappahannock)
Horse Art	Regt	-	Art	2*	N3602 (Tappahannock)

*Indicated units may not activate or entrench on Turn 1

Constant Reinforcements & Off-Map Boxes

Same as Set-Up #1

Confederate Set-Up #1 (Peninsula)

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Ward	Brig	M	Inf	2*	S5510 (Yorktown)
Siege	Regt	M	Art	2*	S5510 (Yorktown)
Crump	Brig	M	Inf	2*	S5608 (Gloucester Point)
10 GA	Regt	M	Inf	1*	S5017 (Mulberry Point)
Wilcox-A	Brig	M	Inf	6	S4912
Colston	Brig	M	Inf	4	S4811 (Grove Wharf)
Magruder	Div	M	Ldr	-	Any hex within 5 hexes of S5113
Pryor	Brig	M	Inf	4	Any hex within 5 hexes of S5113
McLaws-B	D-Div	M	Inf	5	Any hex within 5 hexes of S5113
Cobb-A	Brig	M	Inf	8	Any hex within 5 hexes of S5113
Rains-B	D-Div	DH	Inf	4	Any hex within 5 hexes of S5113
Rodes-A	Brig	M	Inf	5	Any hex within 5 hexes of S5113
3 VA	Regt	Cav	Cav	1	Any hex within 5 hexes of S5113
DH Hill	Div	DH	Ldr	-	S4511 (King's Mill Wharf)
Early-B	D-Div	DH	Inf	5	S4511 (King's Mill Wharf)
Featherston	Brig	M	Inf	5	S1403 (Haxall's Landing)
Grifffith	Brig	M	Inf	5	S1806 (Westover)
Richmond-1	Regt	-	Inf	1*	N0526 (Public Square)
Richmond-2	Regt	-	Inf	1*	N0626 (President's House)
Richmond-3	Regt	-	Inf	1*	N0727 (Union Hill)

CONFEDERATE SET-UP #1, PENINSULA (CNTD)

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Richmond-4	Regt	-	Inf	1*	N0827 (Chimborazo Hill)
Wise-B	Brig	DH	Inf	3	N0728 (Church Hill)
Art Res-1	Brig	ANV	Art	2	N0627 (Capitol)
Toombs	Brig	M	Inf	5	N0527 (Hollywood Cemetery)
7 VA	Regt	HO	Inf	1*	S0413 (Petersburg)
Walker	Brig	HO	Inf	8	S0513 (Petersburg)
DR Jones-A	D-Div	M	Inf	5	N0314 (Ashland)
Kershaw	Brig	M	Inf	5	N0314 (Ashland)
Johnston	Army	ANV	Ldr	-	N0304 (Chester Depot)
Smith	Div	S	Ldr	-	N0304 (Chester Depot)
Whiting-A	D-Div	S	Inf	14	N0304 (Chester Depot)
Hood	D-Div	S	Inf	9	N0304 (Chester Depot)
3 VA	Regt	HU	Inf	1*	S4717 (Harden's Bluff)

*   Indicated units begin game under Fort-Complete markers

CONSTANT REINFORCEMENTS

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Longstreet	Div	L	Ldr	-	Turn 7 Reinforcements (see 13.1)
Pickett	D-Div	L	Inf	10	Turn 7 Reinforcements (see 13.1)
RH Anderson	D-Div	L	Inf	5	Turn 7 Reinforcements (see 13.1)
Stuart	Div	Cav	Ldr	-	Turn 7 Reinforcements (see 13.1)
Cavalry	Regt	Cav	Cav	2	Turn 7 Reinforcements (see 13.1)

OFF-MAP BOXES

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Huger-A	Div	HU	Inf	7	Norfolk Box
Mahone	Brig	HU	Inf	6	Norfolk Box
Armistead	Brig	HU	Inf	6	Norfolk Box
Virginia	-	-	-	-	Norfolk Box (see 9.0)
22 VA	Regt	-	Inf	1	Richmond Box
28 VA	Regt	-	Inf	1	Richmond Box
47 VA	Regt	-	Inf	2	Richmond Box
55 VA	Regt	-	Inf	2	Richmond Box
56 VA	Regt	-	Inf	2	Richmond Box
59 VA	Regt	-	Inf	2	Richmond Box
60 VA	Regt	-	Inf	2	Richmond Box
63 VA	Regt	-	Inf	2	Richmond Box
4 VA HA	Regt	-	Inf	2	Richmond Box
Art Res-2	Regt	ANV	Art	2	Richmond Box
Art Res-3	Regt	ANV	Art	2	Richmond Box
5 VA	Regt	Cav	Cav	1	Richmond Box
10 VA	Regt	Cav	Cav	1	Richmond Box
13 VA	Regt	Cav	Cav	1	Richmond Box

Off-Map Boxes (cntd)

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Gregg	D-Div	AH	Inf	8	Dept. of S.C. Box
JR Anderson	D-Div	AH	Inf	8	Dept. of S.C. Box
Branch	Brig	AH	Inf	9	Dept. of S.C. Box
Ripley	Brig	HO	Inf	6	Dept. of S.C. Box
Martin	Brig	-	Inf	9	Dept. of S.C. Box
Lawton	Brig	-	Inf	9	Dept. of S.C. Box
Drayton	Brig	-	Inf	6	Dept. of S.C. Box
Evans	Brig	-	Inf	6	Dept. of S.C. Box
DeSaussure	Brig	-	Inf	6	Dept. of S.C. Box
40VA	Regt	-	Inf	2	Rappahannock Box
9VA	Regt	Cav	Cav	1	Rappahannock Box
Holmes	Div	HO	Inf	4	Dept of N.C. Box
Ransom	Brig	HO	Inf	7	Dept of N.C. Box
1 NC	Regt	Cav	Cav	1	Dept of N.C. Box
Jackson	Div	J	Ldr	-	Valley Box
Winder	Div	J	Inf	15	Valley Box
Ewell	Div	J	Inf	17	Valley Box
2 VA	Regt	Cav	Cav	1	Valley Box
AP Hill	Div	AH	Ldr	-	See 13.1

Confederate Set-Up #2 (Mobjack Bay)

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Ward	Brig	M	Inf	2*	S5510 (Yorktown)
Siege	Regt	M	Art	2*	S5510 (Yorktown)
Crump	Brig	M	Inf	2*	S5608 (Gloucester Point)
Pryor	Brig	M	Inf	4*	S5510 (Yorktown) or S5608 (Gloucester Point)
10 GA	Regt	M	Inf	1*	S5017 (Mulberry Point)
Wilcox-A	Brig	M	Inf	6	N4226 (West Point)
Colston	Brig	M	Inf	4	S4811 (Grove Wharf)
Magruder	Div	M	Ldr	-	Any hex within 5 hexes of S5113
McLaws-B	D-Div	M	Inf	5	Any hex within 5 hexes of S5113
Cobb-A	Brig	M	Inf	8	Any hex within 5 hexes of S5113
Rains-B	D-Div	DH	Inf	4	Any hex within 5 hexes of S5113
3 VA	Regt	Cav	Cav	1	Any hex within 5 hexes of S5113
Rodes-A	Brig	M	Inf	5	S4407 (Williamsburg)
DH Hill	Div	DH	Ldr	-	N2823 (White House Station)
Early-B	D-Div	DH	Inf	5	N2823 (White House Station)
Featherston	Brig	M	Inf	5	N2823 (White House Station)
Grifffith	Brig	M	Inf	5	N2823 (White House Station)
Richmond-1	Regt	-	Inf	1*	N0526 (Public Square)
Richmond-2	Regt	-	Inf	1*	N0626 (President's House)
Richmond-3	Regt	-	Inf	1*	N0727 (Union Hill)

CONFEDERATE SET-UP #2, MOBJACK BAY (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Richmond-4	Regt	-	Inf	1*	N0827 (Chimborazo Hill)
Wise-B	Brig	DH	Inf	3	N0728 (Church Hill)
Art Res-1	Brig	ANV	Art	2	N0627 (Capitol)
Toombs	Brig	M	Inf	5	N0527 (Hollywood Cemetery)
7 VA	Regt	HO	Inf	1*	S0413 (Petersburg)
Walker	Brig	HO	Inf	8	S0513 (Petersburg)
DR Jones-A	D-Div	M	Inf	5	N0314 (Ashland)
Kershaw	Brig	M	Inf	5	N0314 (Ashland)
Johnston	Army	ANV	Ldr	-	N0304 (Chester Depot)
Smith	Div	S	Ldr	-	N0304 (Chester Depot)
Whiting-A	D-Div	S	Inf	14	N0304 (Chester Depot)
Hood	D-Div	S	Inf	9	N0304 (Chester Depot)
3 VA	Regt	HU	Inf	1*	S4717 (Harden's Bluff)

*   Indicated units begin game under Fort-Complete Markers

CONSTANT REINFORCEMENTS & OFF-MAP BOXES: SAME AS SET-UP #1

CONFEDERATE SET-UP #3 (URBANA)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Ward	Brig	M	Inf	2*	S5510 (Yorktown) or S5608 (Gloucester Point)
Siege	Regt	M	Art	2*	S5510 (Yorktown)
Crump	Brig	M	Inf	2*	S5608 (Gloucester Point)
10 GA	Regt	M	Inf	1*	S5017 (Mulberry Point)
Wilcox-A	Brig	M	Inf	6	N4226 (West Point)
Colston	Brig	M	Inf	4	S4811 (Grove Wharf)
Magruder	Div	M	Ldr	-	Any hex within 5 hexes of S5113
McLaws-B	D-Div	M	Inf	5	Any hex within 5 hexes of S5113
Cobb-A	Brig	M	Inf	8	Any hex within 5 hexes of S5113
3 VA	Regt	Cav	Cav	1	Any hex within 5 hexes of S5113
Rains-B	D-Div	DH	Inf	4	S4407 (Williamsburg)
Pryor	Brig	M	Inf	4	N2917 (King William Court House)
Rodes-A	Brig	M	Inf	5	N3121 (Lanesville)
DH Hill	Div	DH	Ldr	-	N2823 (White House Station)
Early-B	D-Div	DH	Inf	5	N2823 (White House Station)
Featherston	Brig	M	Inf	5	N2823 (White House Station)
Grifffith	Brig	M	Inf	5	N2823 (White House Station)
Richmond-1	Regt	-	Inf	1*	N0526 (Public Square)
Richmond-2	Regt	-	Inf	1*	N0626 (President's House)
Richmond-3	Regt	-	Inf	1*	N0727 (Union Hill)
Richmond-4	Regt	-	Inf	1*	N0827 (Chimborazo Hill)
Wise-B	Brig	DH	Inf	3	N0728 (Church Hill)
Art Res-1	Brig	ANV	Art	2	N0627 (Capitol)
Toombs	Brig	M	Inf	5	N0527 (Hollywood Cemetery)
7 VA	Regt	HO	Inf	1*	S0413 (Petersburg)
Walker	Brig	HO	Inf	8	S0513 (Petersburg)
DR Jones-A	D-Div	M	Inf	5	N0314 (Ashland)

Confederate Set-Up #3, Urbana (cntd)

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Kershaw	Brig	M	Inf	5	N0314 (Ashland)
Johnston	Army	ANV	Ldr	-	N0304 (Chester Depot)
Smith	Div	S	Ldr	-	N0304 (Chester Depot)
Whiting-A	D-Div	S	Inf	14	N0304 (Chester Depot)
Hood	D-Div	S	Inf	9	N0304 (Chester Depot)
3 VA	Regt	HU	Inf	1*	S4717 (Harden's Bluff)

*Indicated units begin game under Fort-Complete Markers

Constant Reinforcements & Off-Map Boxes: Same as Set-up #1

Confederate Set-Up #4 (Tappahannock)

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Ward	Brig	M	Inf	2*	S5510 (Yorktown) or S5608 (Gloucester Point)
Siege	Regt	M	Art	2*	S5510 (Yorktown)
Crump	Brig	M	Inf	2*	S5608 (Gloucester Point)
10 GA	Regt	M	Inf	1*	S5017 (Mulberry Point)
Wilcox-A	Brig	M	Inf	6	N4226 (West Point)
Colston	Brig	M	Inf	4	S4811 (Grove Wharf)
Magruder	Div	M	Ldr	-	Any hex within 5 hexes of S5113
McLaws-B	D-Div	M	Inf	5	Any hex within 5 hexes of S5113
Cobb-A	Brig	M	Inf	8	Any hex within 5 hexes of S5113
3 VA	Regt	Cav	Cav	1	Any hex within 5 hexes of S5113
Rains-B	D-Div	DH	Inf	4	N3931 (Barhamsville)
Pryor	Brig	M	Inf	4	N2411 (Aylett's)
Rodes-A	Brig	M	Inf	5	N2917 (King William Court House)
DH Hill	Div	DH	Ldr	-	N2823 (White House Station)
Early-B	D-Div	DH	Inf	5	N2823 (White House Station)
Featherston	Brig	M	Inf	5	N2823 (White House Station)
Grifffith	Brig	M	Inf	5	N2823 (White House Station)
Richmond-1	Regt	-	Inf	1*	N0526 (Public Square)
Richmond-2	Regt	-	Inf	1*	N0626 (President's House)
Richmond-3	Regt	-	Inf	1*	N0727 (Union Hill)
Richmond-4	Regt	-	Inf	1*	N0827 (Chimborazo Hill)
Wise-B	Brig	DH	Inf	3	N0728 (Church Hill)
Art Res-1	Brig	ANV	Art	2	N0627 (Capitol)
Toombs	Brig	M	Inf	5	N0314 (Ashland)
7 VA	Regt	HO	Inf	1*	S0413 (Petersburg)
Walker	Brig	HO	Inf	8	S0513 (Petersburg)
DR Jones-A	D-Div	M	Inf	5	N1209 (Capt. White)
Kershaw	Brig	M	Inf	5	N1209 (Capt. White)
Johnston	Army	ANV	Ldr	-	N0304 (Chester Depot)
Smith	Div	S	Lsr	-	N0304 (Chester Depot)
Whiting-A	D-Div	S	Inf	14	N0304 (Chester Depot)
Hood	D-Div	S	Inf	9	N0304 (Chester Depot)
3 VA	Regt	HU	Inf	1*	S4717 (Harden's Bluff)

*Indicated units begin game under Fort-Complete Markers

Constant Reinforcements & Off-Map Boxes: Same as Set-up #1

THE GAME AS HISTORY

BY JOSEPH BALKOSKI

BACKGROUND

General George Brinton McClellan was a man who kept a secret well. By early 1862 he had been in command of the North's major military force, the Army of the Potomac, for nearly six months, but no one—not even the President of the United States - had any idea how he planned to use it. Indeed, McClellan had undertaken virtually no active military operations since the previous July, and President Abraham Lincoln had become seriously concerned over the North's ability to bring the rebellious states back into the Union and end the war. At a White House meeting on the evening of January 10, 1862, General Irvin McDowell witnessed Lincoln's distress: "To use his [Lincoln's] own expression, 'If something was not soon done, the bottom would be out of the whole affair; and if General McClellan did not want to use the army, he [Lincoln] would like to borrow it, provided he could see how it should be made to do something'"

McClellan was also a man with enormous self-confidence. To him, the Washington concerns of non-military men like Lincoln were of no consequence: he labelled the administration's anxieties "excessive," and refused to divulge his plans even when questioned directly by the Secretary of the Treasury in Lincoln's presence at a White House meeting on January 13.

Two weeks later, still dissatisfied with McClellan's lack of openness, Lincoln wielded his power as commander-in-chief in his "General War Order, No.1":

> *Ordered*, That all the disposable force of the Army of the Potomac, after providing safely for the defence of Washington, be formed into an expedition for the immediate object of seizing and occupying a point upon the railroad southwestward of what is known as Manassas Junction, all details to be in the discretion of the commander-in-chief, and the expedition to move before or on the 22nd day of Feb. next.

To Lincoln, a direct offensive against the main enemy army under General Johnston at Manassas—less than 30 miles from Washington-offered the best hope for decisive military victory. Furthermore, the safety of Washington would be assured, as the Union army would operate between the Rebels and the capital.

McClellan inquired whether or not the President's dictum was final, expressing his objections in a lengthy letter of February 3. This letter was the first official revelation of McClellan's "Urbana Plan," which called for an amphibious movement of the Army of the Potomac down the Chesapeake Bay. Landing and establishing a base at the village of Urbana, McClellan claimed that "a rapid movement...would probably cut off Magruder [Confederate commander in the Peninsula] and enable us to occupy Richmond before it could be strongly reinforced." Furthermore, according to McClellan, such a strategy "obliges the enemy to abandon his entrenched position at Manassas, in order to hasten to cover Richmond and Norfolk."

McClellan's logic did not convince the President, who expressed scepticism not only about McClellan's ability to accomplish his lofty goals but also to cover Washington against enemy attack. According to Lincoln, Union retention of the capital was the key to the northern war effort. Should it fall into enemy hands, all would be lost, and therefore Lincoln insisted that the capital must be maintained as an impregnable fortress.

Although in the end Lincoln yielded to McClellan's argument that the fastest route to Richmond was by water, he did so reluctantly, bypassing McClellan to seek the views of the Army's senior generals directly (they supported McClellan by a two-to-one margin), and on March 8, releasing "General War Order, No. 3":

> *Ordered*, That no change of the base of operations of the Army of the Potomac shall be made without leaving in and about Washington such a force as, in the opinion of the general-in-chief and the commanders the army corps, shall leave said city entirely secure.

The President closed the order by specifying that McClellan's movement must begin by March 18. With those provisions, an exasperated Lincoln exclaimed, "I don't care, gentlemen, what plan you have. All I ask is for you to just pitch in!"

However, as the most ambitious campaign in the Civil War to date was about to open, both McClellan and Lincoln had strong misgivings about its prospects for success. Neither man trusted the other: McClellan believed that the President's concerns for the safety of the capital were uninformed; Lincoln did not have faith in McClellan's ability to initiate decisive military action. This mistrust was never cured; and the discord it sowed between army and administration would affect the upcoming campaign profoundly.

For several months McClellan had had the luxury of training and equipping the Army of the Potomac without any enemy interference. Although the Confederates were entrenched in a commanding position only a day's march from the Washington defenses, their army commander, Johnston, had been just as content as McClellan to remain passive. In February 1862, however, the military theaters beyond Virginia had burst into activity, and the results were disastrous to the Confederate cause. A lightning Union offensive had conquered much of Tennessee; and a successful northern amphibious operation had established a firm foothold on the North Carolina coast. These events, coupled with the ever-tightening northern blockade of the Confederacy's coastline, filled senior southern leaders—particularly Johnston—with pessimism.

In Virginia, Johnston had long since abandoned thoughts of an offensive to carry the war to the enemy's capital. Indeed, Johnston—by nature a cautious man—focused his energies on avoiding in Virginia the disasters that had befallen Confederate forces in Tennessee. Johnston surmised that the Union ability to move large forces amphibiously made his position at Manassas untenable. He therefore initiated a general retirement from Manassas to the line of the Rappahannock, some thirty miles further from Washington. Johnston's withdrawal was precipitate and disorganized, despite the fact that McClellan had not once made threatening moves against him. Just as distrust had arisen between McClellan and Lincoln due to the former's supposed passivity, Johnston's retreat sowed the seeds of discord between himself and the President of the Confederacy, Jefferson Davis. This too would have profound effects on the coming campaign. Johnston's withdrawal from the environs of Washington impacted McClellan's "Urbana Plan," which had only recently been revealed—and unenthusiastically approved—by Lincoln. Now that the Rebel army was south of the Rappahannock, McClellan postulated that a Union landing at Urbana no longer made sense because Johnston would be able to reach and fortify Richmond before the Army of the Potomac arrived on the scene.

Nevertheless, McClellan's faith in an amphibious movement down the Chesapeake was unshaken. He hastily changed his prospective base of operations from Urbana to Fort Monroe, held by a Union garrison since the start of the war, just across Hampton Roads from Norfolk at the southeastern tip of Virginia's historic "Peninsula." According to McClellan, a movement against Richmond from Fort Monroe would offer "less celerity and brilliancy of results" than a landing at Urbana, but was still preferable to Lincoln's suggested overland offensive against Johnston via Manassas.

McClellan's decision to change his base from Urbana to Fort Monroe triggered little debate within the Lincoln administration. A glance at the map, however, reveals that if Urbana no longer made sense as a base, Fort Monroe made even less sense. Urbana is only 52 miles from Richmond, whereas Fort Monroe is 72 miles away. Furthermore, the terrain on the lower Peninsula in the environs of Fort Monroe was not conducive to offensive operations and had been prepared for defense by the Confederates since the start of the war. Urbana, on the other hand, had never been occupied by the Rebels. Finally, although Johnston's retirement brought the Confederate army closer to Richmond, Urbana was still closer to the Rebel capital than Johnston's new Rappahannock line.

On March 8 an event occurred in Hampton Roads that had an enormous impact not only on the Peninsula campaign but on the entire war as well. That morning, the Confederate Navy's ironclad *Virginia* (a thoroughly rebuilt USS Merrimack), sailed out of Norfolk and wreaked destruction on Union warships near Fort Monroe. For the first time in the war, the Confederate

Navy had established dominance over an important body of water. In Washington a near-panic ensued, alleviated only slightly by the arrival that evening at Hampton Roads of the US Navy's own ironclad, the *Monitor*.

The Confederacy's dominance did not last long, however, for on the following day, March 9, *Monitor* fought *Virginia* to a standstill in the first battle of iron warships in history. This inconclusive fight led to a strategic stalemate on the lower Chesapeake: as long as Virginia remained secure and operable, large-scale Union naval operations on the James River would be too risky; on the other hand, as long as northern transports and gunboats could use *Monitor* and the powerful guns of Fort Monroe as shields, *Virginia* could not inflict much, if any, damage to the Union fleet beyond Hampton Roads. For McClellan, *Monitor* offered assurance that his move down the Chesapeake could take place as planned. For President Davis, *Virginia* provided hope that Union moves up the James River, directly to Richmond itself, would be blocked. Both sides recognized, however, that this stalemate was fragile: should anything befall either ship, either in battle or due to accident or mechanical failure, the balance of power in the lower Chesapeake would change rapidly.

McClellan opened the campaign on March 17, when Hamilton's (later Kearny's) division of Heintzelman's III Corps embarked for the journey to Fort Monroe. An additional division followed every few days, and by the time of McClellan's arrival on the Peninsula on April 2, a force of five-plus infantry divisions, three cavalry regiments, and the army's artillery reserve had assembled in and around Fort Monroe - a total of about 55,000 men, not counting the permanent Fort Monroe garrison of 9,000.

General John Bankhead Magruder commanded the Confederate Army of the Peninsula, and had been keeping an eye on Yankee activities around Fort Monroe since the beginning of the war. When McClellan's troops first arrived in the theater in mid-March, Magruder had about 11,500 men at his disposal, plus another 12,000 nearby under General Huger in Norfolk. In Richmond, President Davis and his senior advisor, General Robert E. Lee, reacted quickly to McClellan's gambit. By the first week in April, they had reinforced Magruder with two brigades from Johnston's army and another from Huger, swelling the Army of the Peninsula to 18,000 men. Furthermore, six more of Johnston's brigades were set in motion from the Rappahannock to the Peninsula.

Lee and Davis wanted Magruder to block McClellan from thrusting up the Peninsula toward Richmond; and at Yorktown and along the nearby Warwick River, Magruder had a defensible position to fulfill this task. Magruder's fortifications at historic Yorktown (site of Washington's 1781 triumph against Cornwallis) were strong and well-placed to block Union amphibious moves up the York River. The Warwick, normally a sluggish stream cutting perpendicularly across the Peninsula from its headwaters near Yorktown to the James, was dammed in several places, turning it into more of a lake than a river, crossable only at three or four sites.

In his correspondence with Lee, Magruder, known as "Prince John" in the peacetime army, lived up to his bombastic reputation. In a later report, he claimed that he had only 5,000 men outside of "fixed garrisons" to defend a 13-mile line, and that McClellan had 120,000 advancing against him. The truth was that by April 4, Magruder had four times that number (with another 10,000 about to arrive), while the Union army numbered less than half his overblown estimate. Furthermore, the Yorktown-Warwick line was a near-perfect defensive position against a conventional ground attack. It did, however, have a glaring weakness, which Lee and Johnston recognized immediately: should McClellan gain control of the James and York River waterways—a likely event in Johnston's view—the Yorktown-Warwick line could not hold, as enemy forces could simply sail around it.

After McClellan's departure for the Peninsula, Lincoln did not wait long to reveal his lack of faith in the army commander's judgment. Although McClellan claimed to have left more than 70,000 men behind for the defense of Washington, the President soon discovered that more than half this force was in the Shenandoah Valley–hardly within direct supporting distance of the capital's defenses. Furthermore, guarding the vital Baltimore and Ohio RR in that theater would permanently tie down a substantial portion of that force. However, it was the April 3 report of General Wadsworth, the newly appointed Military Governor of Washington, that concerned Lincoln the most.

Of Wadsworth's 19,000 men in the district, 7,000 were under orders to march to other theaters, leaving mostly raw and undisciplined troops—and no mobile artillery behind. Wadsworth concluded: "The force under my command [is], in my judgment, entirely inadequate to, and unfit for, the important duty to which it is assigned."

On April 4, just as the Army of the Potomac began its march up the Peninsula, McClellan received a telegram from the Adjutant General's office in Washington: "By direction of the President, General McDowell's army corps, has been detached from the force under your immediate command, and the general is ordered to report to the Secretary of War." McDowell's 35,000-strong I Corps, which had not yet departed Washington for the Peninsula, would now be held in the Washington environs to make the capital "entirely secure." "It is the most infamous thing that history has recorded," McClellan wrote to his wife that night.

The Peninsula campaign is about to begin.

APRIL 5 - MAY 3, 1862

On April 5 the Army of the Potomac advances up the Peninsula in two parallel columns. Keyes' IV Corps takes the southern route via Horse Bridge (S5518) and Warwick Courthouse (S5416); Heintzelman's III Corps (including Sedgwick's division of II Corps) follows a northern route by way of Howard's Bridge (S5815) and Cockletown (S5814). In early afternoon, the Union troops make contact with Magruder's main defensive line at Yorktown (S5510) and Lee's Mill (S5314). A steady rain sets in, which does not let up for more than two days. The roads of the lower Peninsula, poor even in dry conditions, turn even poorer.

For the next two days, McClellan scrutinizes Magruder's line. He is in a petulant mood due to Lincoln's withholding of McDowell's I Corps, and he writes to the President, "Since my arrangements were made for this campaign, at least 50,000 men have been taken from my command...It will be necessary to resort to the use of heavy guns and some siege operations before we assault." For the first (but by no means the last) time in the campaign, his power of exaggeration gets the better of him, claiming that the enemy will soon have 100,000 men ("and probably more") along the Warwick.

In reality, Magruder has only about 28,000 men by the start of the second week of April. However, even with the odds in McClellan's favor by a factor of two-to-one, his reluctance to make a frontal assault is probably justified given the strength of the enemy's line and the abysmal weather. Moreover, the odds along the Warwick become less favorable to the Army of the Potomac every day, as reinforcements from Johnston's army rush toward Yorktown. If there ever was an opportunity to make a direct assault on the Rebel works, that moment quickly passes. On April 16, Smith's division launches a weak attack across the Warwick at Lee's Mill—labeled a "reconnaissance" by McClellan. The Yankees are driven back across the dam, losing 165 men.

The Union army settles in for a siege. Over the next several weeks, northern troops open roads, dig parallels and saps, and bring up more than 100 heavy artillery pieces—including huge 200-pounder Parrott rifles and 13-inch "seacoast" mortars. However, McClellan dictates that the heavy batteries hold their fire until the troops complete the siege works, which is not expected to occur until May 1.

By late April, virtually all of Johnston's army has arrived from northern Virginia, swelling the Rebel force on the lower Peninsula to nearly 60,000 men. Johnston considers himself lucky that the crisis along the Warwick has passed without any aggressive Yankee action. "No one but McClellan could have hesitated to attack," he writes to Lee on April 22. However, Johnston is deeply troubled by his line's vulnerability to an amphibious turning movement and by the Union build-up of heavy guns. "We are engaged in a species of warfare at which we can never win," he writes on April 30. He decides to withdraw from the lower Peninsula, a course of action that Lee agrees with.

McClellan correctly surmises that the enemy will not be able to stand against his heavy guns, but the inherent slowness of siege operations gives the Rebels breathing room that will later haunt the Union army. While the Yankees dally in front of Yorktown, the Rebels bring in reinforcements from the Carolinas,

raise new troops, and dig entrenchments around Richmond. Meanwhile, Stonewall Jackson starts to create a distraction in the Shenandoah Valley.

McClellan has the means to adopt a more aggressive strategy by landing troops on the north bank of the York River in Gloucester County (S5808) or in the Severn River estuary (S5705). Johnston dreads such a move, since it will turn the Warwick line, and open up the York River to Union amphibious flanking moves upon the fall of Gloucester Point (S5608). There is little Johnston can do to counter that strategy except to retire. McClellan, however, does not believe he has sufficient force to initiate such a plan. Indeed, he had hoped to employ McDowell's I Corps in Gloucester County, but when Lincoln denied him that force, he dropped the scheme entirely. But given the preponderance of Union strength along the Warwick (by late April, the Army of the Potomac has nearly 90,000 men), McClellan clearly could have found the troops to drive the Rebels out of their fortified lines by more subtle and rapid means than a siege.

Beyond the Peninsula, elements of McDowell's I Corps (now designated the "Department of the Rappahannock") march down the Orange and Alexandria Railroad beyond Manassas, and on April 18, occupy Fredericksburg.

MAY 4 - MAY 7, 1862

Johnston quietly abandons Yorktown and the Warwick line late on May 3, retiring toward Williamsburg (S4407) via Halfway House (S5009). On the morning of May 4, only a few days before the northern siege guns will be ready to open up a furious bombardment, Union troops are astounded to find the Confederate lines empty. The Yankees follow the Rebels closely. A surprised Johnston orders his rearguard under Longstreet to make a stand east of Williamsburg, giving time for the retreating Confederate army to distance itself from the enemy pursuit. Several months previously, Magruder had constructed a line of redoubts east of Williamsburg, centered on Fort Magruder (S4607). These fortifications command the main Yorktown-Williamsburg road, and they now prove useful to Longstreet.

On May 5 the Yankees launch a spirited but disjointed attack on Longstreet's line. McClellan, who remains in Yorktown for most of the day, offers no overall direction of the battle. The officer put in charge of the pursuit, General Edwin Sumner, is in an awkward position, as none of his II Corps troops are on the field. Hooker's division opens the fight, attacking Fort Magruder from the Hampton Road (S4608). His attack, wholly unsupported until Kearny's division arrives in mid-afternoon, accomplishes little. On the main Yorktown road (S4708), Smith's division does not join the fight, but Hancock's brigade successfully maneuvers around the Rebel left, discovering a mill dam over Cub Dam Creek leading to an unguarded enemy redoubt (S4806). Longstreet sends in part of D.H. Hill's division to meet this threat, but Hancock repulses a Rebel counterattack. Nevertheless, having checked the Federal pursuit, Longstreet pulls out of his line of redoubts that night, and Johnston's retreat toward Richmond continues. McClellan loses 2,200 men; Johnston about 1,700.

Meanwhile, back at Yorktown, McClellan orders Franklin's division to move up the York River on transports to the Eltham plantation, on the south bank of the Pamunkey opposite West Point (N4127). However, embarkation is delayed, and Franklin does not complete his 25-mile journey upriver until late on May 6. Once established in this new position, Franklin will be favorably placed to block Johnston's main retreat route through Barhamsville (N3931). Furthermore, McClellan plans to ship three more divisions upriver to join Franklin.

Johnston expects McClellan's amphibious move and is prepared to meet it. By May 6, Smith's Rebel division guards the Barhamsville road junction; and the following day, the rest of Johnston's army is concentrated in and around the town. On the 7th, Smith moves to contain Franklin at Eltham; and a Rebel attack forces the Union troops back to the landing perimeter. Smith can do no more, however, as the arrival of Sedgwick's Federal division and the powerful cannon of the Union gunboats on the Pamunkey make Franklin's position unassailable.

Johnston has made a clean escape from his precarious position on the lower Peninsula. The battle for Richmond is about to begin.

MAY 8 - MAY 15, 1862

After the Battle of Williamsburg and the affair at Eltham, McClellan's pursuit of Johnston slows considerably. In part this is due to rain and the resultant poor road conditions, but also because of the necessity of establishing depots closer to the front. The Army of the Potomac is now 50 miles distant from its main supply base at Fort Monroe.

Johnston's withdrawal continues in good order. He divides his army into two wings under Longstreet and Smith, and by the evening of May 9 they have retired about 15 miles from Barhamsville to Baltimore Store (N2627) via Slatersville (N3428) and New Kent Courthouse (N3127). Longstreet and D.H. Hill are ordered to guard the army's right flank on the Chickahominy at Turner's Bridge (N2229) and Long Bridge (N2330). Smith, with his own division and Magruder's, remains at Baltimore Store, blocking the main Williamsburg-Richmond road.

Suddenly events in other theaters take on enormous importance. Ever since Johnston's withdrawal from the Warwick line, Davis and Lee have come to the conclusion that Norfolk's isolation from the major Confederate military forces in and around Richmond leaves it too vulnerable to enemy attack. Furthermore, they believe that Huger's 10,000 troops there are urgently needed for the defense of the capital. Sadly, they conclude that Norfolk must be abandoned. Huger completes the evacuation by May 10, and the following day the ironclad *Virginia*, now without a home port and possessing too deep a draft to sail up the James, is scuttled.

Union occupation of Norfolk and the destruction of *Virginia* profoundly affect the campaign. The James is now open to Union naval power, and Admiral Goldsborough, the chief Union naval officer in the theater, receives prompt orders from Secretary of the Navy Welles: "Push all the boats up the James River, even to Richmond, unless the President directs to the contrary." On May 13 Commander John Rodgers sets out upriver with a squadron of five warships, including *Monitor*. By the following morning, they have passed City Point (S1207), at the confluence of the Appomattox and James Rivers. News of the approaching Union gunboats reaches Richmond, and Lee directs furious efforts to barricade the James south of Richmond and complete the placement of heavy guns at Drewry's Bluff (S0301). The Confederates succeed: On May 15, Rodgers' ascent of the river is blocked, and the heavy guns at Drewry's Bluff drive his ships downriver. There is rejoicing in Richmond, but the Rebels' vulnerability to Union naval power has been demonstrated.

In the Shenandoah Valley, Stonewall Jackson thwarts a Union attempt to capture Staunton, defeating Milroy at the Battle of McDowell on May 8 (see *Stonewall in the Valley*). In Washington, Lincoln takes little notice, as he is still content with securing the Baltimore and Ohio Railroad and withdrawing troops from the Valley to positions closer to Washington. By mid-May the Union Shenandoah Department has only two brigades. More than half its men have been transferred to McDowell's Rappahannock Department at Fredericksburg, giving the President enough confidence in Washington's defenses to contemplate using McDowell to support McClellan as soon as possible.

Meanwhile, the Army of the Potomac plods forward. By May 10, army headquarters is established at Roper's Church (N3830); and contact is made between the army's main columns and the four divisions that had shipped up the York River a few days previously. Three days later the army bounds forward to New Kent Courthouse (N3217) and Cumberland (N3125), except for Kearny's division, which guards Diascund Bridge (N3632).

For a few days, Johnston's "Army of Northern Virginia" holds its position between the Pamunkey and the Chickahominy on either side of Baltimore Crossroads (N2426). (Historical claims to the contrary, Lee did not invent the name "Army of Northern Virginia" when he took command in June. Johnston had used the name for some time, and it was used commonly after the retreat from Yorktown.) When Johnston learns of *Virginia*'s demise, he concludes that Union forces can be moved amphibiously up the James almost at will, thereby placing them closer to Richmond than his own army. He again resolves to retire, this time into Henrico County—only a few miles from Richmond. He meets with Davis and Lee on May 14 to explain his concerns, and starts his withdrawal to the south side of the Chickahominy the following

day, crossing at Bottom's (N2027), Fisher's (N2028), Turner's (N2229), and Long (N2330) bridges.

MAY 16 - MAY 23, 1862

The Army of Northern Virginia continues its retreat, establishing a defensive line about seven miles east of Richmond astride the Williamsburg and Charles City roads (N1528, N1530) near White Oak Swamp. However, Johnston rates that ground as "unfavorable," and he withdraws his army three miles closer to the capital. Here he firms up a line just west of Fair Oaks Station (N1327) and Seven Pines (N1328), with his left flank anchored on the Chickahominy (N0723, N0924). It is a strong position, but is only about six miles distant from Jefferson Davis's "Confederate White House," and the President is perplexed. Inwardly, he harbors doubts about Johnston's ability to stop McClellan, and Johnston's reticence only makes matters worse.

McClellan's pursuit remains sluggish. Union troops continue to slide up the Pamunkey, reaching White House (N2824, Martha Washington's former home), by May 16; General Lee's wife now resides there). Quartermasters lay the groundwork there for what will soon become a massive Union depot. The same day, the Union advance guard occupies Baltimore Crossroads (N2426) and Tunstall Station (N2524). Although the main Chickahominy crossing sites, over which the Rebels had withdrawn on May 15, are only about five miles away, Union forces take four days to reach the Chickahominy. There (N2027), on May 20, Casey's division of Keyes's IV Corps skirmishes with Johnston's rear-guard. Meanwhile, Union cavalry and the newly created V and VI Corps push up the north bank of the Chickahominy to Gaines Mill (N1324) and Old Cold Harbor (N1523). Sumner's II Corps and Heintzelman's III Corps remain in reserve at Summit's Station (N2126) and Providence Church (N2226). On May 22, McClellan establishes army headquarters at Old Cold Harbor.

On May 18, after much prodding from McClellan, Lincoln authorizes a reorganization of the Army of the Potomac. Two new corps (V and VI) are formed under McClellan's favorite subordinates, Porter and Franklin. The three other corps commanders have been on poor terms with McClellan for several weeks.

In Washington, Lincoln sees no immediate threat to the capital, so he authorizes McDowell's force of 38,000 men at Fredericksburg to participate in the offensive to take Richmond. The President orders McDowell to march overland to join McClellan, following the line of the Richmond, Fredericksburg, and Potomac Railroad to ensure "the greatest protection to this capital which may be possible from that distance." One key provision is added: McDowell is not to depart until Shields' division arrives at Fredericksburg from the Valley. Unfortunately, Shields is very slow to arrive, and McDowell's departure is delayed.

To meet the threat posed by McDowell, Davis organizes the various Confederate brigades on the Rappahannock into a single division, 15,000 strong, under A.P. Hill. The new division is attached to Johnston, and preparations are made to withdraw it southward to join the impending battle for Richmond. Meanwhile, other Confederate reinforcements gather in and around the capital, including Huger's division from Norfolk, which reaches Petersburg (S0513) on May 15. One of Huger's brigades (Mahone's) is ordered up to Drewry's Bluff (S0301).

MAY 24 - MAY 30, 1862

In the Shenandoah, Stonewall Jackson appears out of nowhere and crushes Banks's small force at Front Royal and Winchester, pushing as far north as Harpers Ferry. Lincoln is deeply concerned, as this cuts the Baltimore and Ohio Railroad, Washington's main rail connection with the west. Moreover, there are virtually no Union troops to stop Jackson's 17,000 men. On May 24 Lincoln telegraphs McClellan: "In consequence of General Banks's critical position I have been compelled to suspend General McDowell's movements to join you."

The President urges McClellan to move "cautiously and safely." Given that McDowell's move has been suspended, and that Johnston's force has swelled to 80,000 men (McClellan believes he has far more), McClellan readily agrees. In truth, Johnston has been reinforced to a much greater degree than McClellan.

The Army of the Potomac now has only about 87,000 men, and the prospects of assaulting a concentrated enemy in a well-prepared defensive line cannot be encouraging even to a general far more aggressive than McClellan.

In the last week of May, the Union army does little except to inch forward on both sides of the Chickahominy. On May 24 Federal VI Corps troops occupy Mechanicsville (N0923). Meanwhile, Keyes' IV Corps crosses the Chickahominy at Bottom's Bridge, probing to Seven Pines (N1328). McClellan now has two strong wings on either side of the Chickahominy, six miles from Richmond. But it is clear that the Rebels are strongly positioned to defend the capital. McClellan settles in for another static period, consolidating his lines, initiating bridge construction over the Chickahominy, building up supplies, and ordering up his siege guns.

On May 26 McClellan learns of the Rebel withdrawal from the Rappahannock and hears evidence of an enemy concentration at Hanover Courthouse (N0913). Fearing for his supply line to White House, McClellan orders Porter to march one of his V Corps divisions to counter the threat. On May 27 Morell's division moves out, accompanied by cavalry. The Union force encounters Branch's Rebel brigade of A.P. Hill's new division near Peake's Turnout (N0716). Morell attacks and drives Branch precipitously back to Ashland (N0314).

Back at Richmond, the Army of Northern Virginia grows bigger daily, and Johnston resolves to take the offensive to drive McClellan back. At first, Johnston plans to attack north of the Chickahominy to disrupt McDowell's expected arrival from the north. But when Johnston learns that McDowell has halted his march due to Jackson's diversion in the Valley, he shifts the focal point of his attack south of the Chickahominy. The resultant redeployment of forces delays the opening of the attack.

MAY 31 - JUNE 1, 1862

The intended target of Johnston's attack is Casey's division of Keyes' IV Corps, which is in an exposed position astride the Williamsburg Road west of Seven Pines (N1227). The rest of IV Corps is nearby, and Heintzelman's III Corps is several miles to the rear in reserve (N1627, N1930). On the night of May 30, a thunderous rainstorm erupts. Although the rain soaks the roads and slows the Rebels' concentration, overall it aids Johnston as the surging Chickahominy threatens to wash out Union bridges. Should Union troops on the north bank of the river be unable to cross, III and IV Corps on the opposite bank will be isolated and subject to annihilation. Johnston's plan is sound, if not brilliant: he has secretly assembled more than 50,000 men to throw against Keyes' 15,000.

However, the Confederates fail to execute the plan with skill. The attack, which begins late, is disjointed. Supporting troops fail to show up. Attacks are frontal even though maneuvering could easily have flanked the enemy. Nevertheless, at great cost, Keyes' position is carried, but the Rebels' failure to move decisively in the battle's early phase gives time for Heintzelman to stabilize Keyes' line east of Seven Pines (N1428). Furthermore, Sumner is quick to send his II Corps over the Chickahominy to the rescue. After a harrowing march over the shaky Grapevine Bridge (N1625), Sumner's two divisions block the Rebel advance north of the Williamsburg Road (N1427). The following day the Confederates attempt to continue the attack, but the effort is useless, as the Yankee line has become too strong. The attackers retire to the positions from where the offensive began on May 31, having accomplished nothing except mauling Casey's division and giving McClellan a fright. Southern losses are 6,200; Union losses, 5,100.

One of the Rebel casualties is the army commander. On the evening of the battle's first day, Johnston is badly wounded and carried to Richmond. Gustavus Smith, next in seniority, assumes command, but does nothing to impress President Davis for the rest of the battle. Davis admits failure: "The opportunity being lost, we must try to find another," he writes. On June 1, Davis writes to Robert E. Lee: "You will assume command of the armies...and give such orders as may be needful and proper."

JUNE 2 - JUNE 24, 1862

The campaign enters a stagnant period. Both armies entrench in the positions they have occupied since late May in an arc about six miles west and northwest of Richmond. The Federals are close enough to hear the capital's church bells. The opposing army commanders call loudly for new troops, a task which Lee finds easier to fulfill than McClellan. Using the rail network south of Richmond, Confederate reinforcements can quickly concentrate in the capital, only a few hours' march from the front. By mid-June, Lee has 85,000 men. McClellan, too, is reinforced: first by several Department of Virginia regiments stationed in and around Fort Monroe; then by McCall's division of McDowell's command, which Lincoln releases on June 8. These additions give McClellan about 100,000 men, but the "Young Napoleon" remains pessimistic due to his conviction that Lee's army is bigger than his.

Before he will launch an all-out assault on Richmond, McClellan makes it plain that he needs two things: first, McDowell's troops must join the Army of the Potomac; second, his heavy siege guns must be brought to the front. As the threat from the wily Jackson in the Valley subsides in early June, the prospects of McDowell's arrival are good. On June 8, McDowell informs McClellan: "I will be with you in ten days." Aside from McCall's division, which has already been sent to McClellan by sea, McDowell can add 25,000 more men to the Army of the Potomac. McClellan's army is also well-placed to bring up its siege guns. The York River Railroad, now repaired by Union engineers, leads directly to the White House depot, greatly easing the burden of moving heavy ordnance. Although the process is still slow, McClellan expects to have a powerful array of siege artillery available by late June.

Lee has a greater grasp of grand strategy than his predecessor Johnston, and he proceeds to take advantage of it. Lee's overriding concern is to relieve the pressure on Richmond, and he knows that he must take the offensive to achieve this goal—before McClellan's siege guns are up. Lee concludes that two conditions must be met to assure success in such an offensive: first, the Union high command must be discouraged from sending McDowell to reinforce McClellan; second, Jackson's Valley army must be brought to Richmond, an accomplishment which would swell Lee's force to more than 100,000 men. These are seemingly incompatible goals, as Jackson's presence at Richmond will probably encourage Lincoln to reinforce McClellan.

To achieve these conditions, Lee must therefore take risks, which he does so eagerly. In the second week of June, he withdraws 8,500 men from his army and sends them to Jackson. By the time those troops arrive in the Valley, opportunities for offensive action there are few, but luckily for Lee just their presence alarms Lincoln, causing him to postpone McDowell's departure yet again. But how to get Jackson to Richmond without alleviating Lincoln's concerns for the defense of Washington?

On June 16, Lee writes to Jackson: "The sooner you unite with this army the better." Lee intends to launch his attack at the moment of Jackson's arrival, and he orders Jackson to "[cut] up the enemy's communications, while this army attacks General McClellan in front." In one of the most significant Union intelligence failures of the war, McClellan and Lincoln do not learn of Jackson's departure from the Valley for more than a week, and by then it is too late for McDowell's reinforcements to offer any help. Lee's scheme has worked perfectly.

On June 11, Lee orders JEB Stuart, his cavalry chief, "to make a secret movement to the rear of the enemy, now posted on [the] Chickahominy, with a view of gaining intelligence of his operations, communications, etc..." With 1,200 men, Stuart departs Richmond June 12, marching 22 miles via the Brooke Pike and Old Yellow Tavern (N0421, where he will die two years later) to Winston's farm (N0512) by nightfall. Stuart's wide northward movement gives the enemy no hint of his intentions. On June 13, the Rebels cut through the enemy's rear for 30 miles, moving via Hanover CH (N0913), Cash Corner (N0916), Haw's Shop (N1318), Old Church (N1720), Smith's Store (N2121), Tunstall Station (N2524), and St. Peter's Church (N2726), to Baltimore Store (N2627). The Federals are caught by surprise, and their pursuit is feeble and uncoordinated. Light resistance is brushed aside at Old Church, and some damage is inflicted on the Union supply line at Garlick's Ferry (N2422) and Tunstall Station. The Union depot at White House (N2823) is a tempting target, but is well-guarded.

Moving quickly on June 14 to avoid the enemy pursuit, Stuart heads for the Chickahominy crossing site at Long Reach Ford (N2732) via Mt. Olivet Church (N2730). However, the ford is uncrossable due to the recent heavy rains. Even worse, the nearby Forge Bridge (N2831) is out. After much effort, Stuart's exhausted men rebuild the bridge and continue on their way into Charles City County, passing Hopewell Church (S2201), Charles City CH (S2305), Haxall's Landing (S1403), and New Market (N1433) by day's end. This wide circuit of McClellan's left flank on White Oak Swamp (N1830) avoids contact with Federal forces. On June 15, the raiders return to Richmond on the New Market Road. Stuart gains glowing attention in the southern press for his supposed humiliation of McClellan, but real damage inflicted in the Union rear is slight. While Stuart basks in his new-found glory, the real accomplishment of the raid, according to Lee, is the revelation that the Union right flank between Totopotomy Creek and the Pamunkey (N1120-N1718) is very lightly guarded.

This intelligence is important to Lee because it helps to formulate his plans for the impending attack on McClellan. Lee intends to attack the enemy vigorously on the north side of the Chickahominy, and the key to this scheme is Jackson's army of 19,000 men, which will approach the area via Hanover Junction (N0308) and Ashland (N0314). Lee considers it vital that they remain undetected by the enemy until the last moment.

Lee's plan of attack north of the Chickahominy is similar to Johnston's first offensive concept in late May, which was cancelled when it became clear that McDowell had been held back from McClellan. However, the addition of Jackson's veterans gives Lee a much more powerful punch than Johnston's. Furthermore, assuming Jackson's approach will be undetected, Lee will have a more commanding position from which to launch the attack than Johnston had, as the enemy will be outflanked before the battle even begins.

The target of Lee's attack will be Porter's V Corps, which is just as poorly positioned and isolated as Keyes had been at Seven Pines. McCall's division is entrenched behind Beaverdam Creek (N1022, N1023), with an advance guard at Mechanicsville (N0923). Supporting Union units are nearby, but McCall's right flank is wide open—and that is exactly where Lee plans to strike with Jackson. In keeping with his aggressive character, Lee's scheme is daring: he plans on hitting Porter with over 60,000 men, but only 30,000 Rebels under Magruder and Huger will stand between the Yankees and Richmond south of the Chickahominy. Lee is not particularly worried about that front, however, as Magruder and Huger are well entrenched, while Holmes' division and other troops near Richmond stand ready to go to their support. Lee is mostly concerned about coordinating the complex movements of his subordinates in such a way that they will strike Porter simultaneously, from several directions. In this he will fail badly.

JUNE 25 - JUNE 26, 1862

Lee leaves his generals to decide when to open the attack. Jackson says June 25, but Longstreet demurs, claiming that Jackson's force will not be able to arrive on time. June 26th is agreed upon as the target date. To open the attack, Lee's plan calls for A.P. Hill's division to cross the Chickahominy at Meadow Bridge (N0723). (However, Branch's brigade will cross at Half Sink (N0419) and establish contact with Jackson.) Later, Longstreet's and D.H. Hill's divisions will cross at Mechanicsville Bridge (N0924), as A.P. Hill's men pass that point on their way to attack McCall at Beaverdam Creek.

On June 25, Rebel troops near Richmond prepare for tomorrow's attack, striving to give no hint to the enemy of their intent. However, Jackson's promise that he can reach the field by June 26 proves inaccurate. By dusk on the 25th, Lee wants Jackson in position somewhere near Slash Church (N0616); but Stonewall's men reach only Independence Church (N0113), six miles short of their goal. Even worse, McClellan learns of Jackson's approach, first from a deserter, then from Union pickets. "Jackson will soon attack our right and rear," McClellan writes Stanton on June 25. But it is too late for him to do anything about it.

Lee has other worries on the 25th, as the Union III Corps launches an attack south of the Chickahominy against Huger's division (N1228). The attack is contained with little difficulty, but Lee wonders whether McClellan has learned of his plans and has seized the initiative from the Confederates, launching his long-awaited assault on Richmond. As Lee's forces are not

well-positioned to meet this threat, this development is of great concern to Lee; but by the 26th, evidence indicates that McClellan's goals south of the Chickahominy are limited, at least for the moment.

The Confederate attack will go in as planned, but nothing goes right from the start. At Half Sink (N0419), Branch's brigade is supposed to start moving toward Atlee's Station (N0720) as soon as Jackson communicates that he is crossing the Virginia Central Railroad near Peake's Turnout (N0716). But Jackson is late reaching that point, and Branch does not get moving until 10 AM. Branch's delay confuses A.P. Hill, who, instead of waiting for Branch, crosses the Meadow Bridge (N0822) contrary to orders and enters Mechanicsville (N0923). Seeing Hill's movement, Longstreet's and D.H. Hill's divisions cross Mechanicsville Bridge (N0924). Impetuously, A.P. Hill attacks McCall's strong defensive position behind Beaverdam Creek (N1022-N1023), even though Branch and Jackson have not been heard from—and despite Lee's message to wait. As a result, two Rebel brigades are slaughtered. Confederate losses are 1,500; the Federals lose about 350. It is an inauspicious start to Lee's career in command of the Army of Virginia.

And what of Jackson? Much to Lee's consternation, his three divisions do not make it into the fight all day. After crossing the Virginia Central Railroad near Peake's Turnout, Stonewall follows the road to Totopotomoy Creek at Pole Green Church (N1120). (Ewell's division breaks off and crosses the Totopotomoy near Shady Grove Church—N0921.) It is 5 PM when Jackson reaches the fringe of the battlefield (N1121), from where his men can hear heavy firing to the west. Here is where Jackson is supposed to join A.P. Hill and launch an attack in echelon. But Hill is not there, the day is late, and Jackson's column is strung out behind him. His men go into bivouac.

JUNE 27, 1862

Just before dawn on this fateful day, McClellan orders Porter's V Corps to retire several miles eastward behind Boatswain's Swamp (N1524-N1525), neatly side-stepping Jackson's expected flank attack. However, McClellan has lost his nerve. He is convinced that Lee's unexpected offensive will threaten and eventually cut the Army of the Potomac's supply line to White House. He decides to pull his entire army south of the Chickahominy, and Porter's stand at Boatswain's Swamp will allow time to accomplish this goal. Inwardly he also resolves to withdraw the Army of the Potomac to a new base on the James River, some 20 miles to the south, effectively ending his attempt to take Richmond. But this critical thought he holds from his generals. On the north bank of the Chickahominy, Porter is isolated and vulnerable, and has no idea how long he is expected to hold and how much support to expect.

The Battle of Gaines Mill begins in early afternoon and continues for eight hours. Confederate attacks on Porter's position are relentless, but uncoordinated. A.P. Hill's and later Ewell's divisions are thrown back with heavy losses in assaults directed toward the Watt House (N1524). Porter asks for support, and McClellan orders Slocum's VI Corps division to cross to the north side of the Chickahominy at Alexander's Bridge (N1526- N1525). Jackson is again slow bringing his men into position on Porter's right (N1423, N1523), but by 7 PM, all along the front, the Rebel army is ready to make its supreme effort to break Porter's line. This time, thanks mostly to the divisions of Whiting and D.H. Hill, the assault is successful. The Rebels make a clean break through Porter's line, capturing entire regiments and batteries, as the Union V Corps flees to the rear. Only nightfall and the arrival of part of Richardson's division of II Corps from south of the Chickahominy deny Lee total victory. Throughout the night, the disordered remnants of Porter's force retreat over the Chickahominy at Grapevine and Alexander bridges (N1525, N1625). Given the limited size of the forces engaged (roughly 60,000 for Lee; 35,000 for Porter), battle losses are enormous: 8,000 Rebels, 6,800 Yankees.

South of the Chickahominy, part of Magruder's division makes a useless unsuccessful attack on Smith's division of the Union VI Corps near Golding's Farm (N1326). However, the failure works to Lee's advantage, as a perplexed McClellan is convinced that the Rebels will soon strike him on both sides of the river simultaneously.

JUNE 28-JUNE 29, 1862

McClellan reveals to his corps commanders that he will withdraw the Army of the Potomac to the James River. Many generals, particularly "Bull" Sumner,

are shocked and disappointed, as their commands have seen little action for almost a month. Keyes' IV Corps and the army wagons lead the retreat, traversing White Oak Swamp at Brackett's Ford (N1730) and White Oak Bridge (N1930). By the morning of June 29, IV Corps is in position south of the swamp, blocking Rebel access to the key Glendale crossroads (N1732). Porter's shattered V Corps and the army's reserve artillery follow in Keyes' wake. Meanwhile, to buy time for the withdrawal to gather momentum, the three corps in line south of the Chickahominy (VI, II, III—N1326 to N1329) are ordered to hold their positions on the 28th and withdraw toward Savage's Station (N1627) on the 29th. On the 28th, near Golding's Farm, Magruder's Rebels again make a fruitless attack on the Union VI Corps.

North of the Chickahominy, Lee spends much of June 28 figuring out his opponent's intentions. He sends Ewell's division and Stuart's cavalry down the north side of the Chickahominy to Despatch Station (N1927) and learns later that the enemy has burned several bridges in that vicinity—including the vital railroad bridge. Here is definitive proof that McClellan is abandoning his supply line to White House. In Lee's view the odds are strong that the Federals will retreat to the James, despite the fact that the Rebel force south of the Chickahominy standing between McClellan's army and Richmond can probably be broken by a determined Union attack. Lee gauges McClellan perfectly, guessing that such an attack will never take place due to his opponent's caution. Later, on the 28th, Stuart's cavalry probes to White House (N2823), only to find the Union depot there abandoned. After the savage battle at Gaines Mill on the 27th, however, Lee's army needs a day to recuperate. Consequently, aside from Ewell and Stuart's mission, and Magruder's assault at Golding's Farm, the Army of Northern Virginia does little on June 28.

Lee is now convinced that he has an opportunity not only to drive the Army of the Potomac away from Richmond, but to annihilate it as well. Such a decisive victory could end the war in one stroke, and Lee issues orders that he hopes will achieve that goal. But once again, the Army of Northern Virginia's inability to act in a concerted manner is demonstrated. Magruder's command is directed to press the Federals at Fair Oaks and Seven Pines (N1327-N1328), while Huger advances down the Charles City Road toward White's Tavern (N1330). Meanwhile, Jackson's command (including D.H. Hill's division) is to cross the Chickahominy at the sites used by Porter in his retreat from Gaines Mill (N1525-N1625) and advance to Savage's Station (N1627), only two miles away. At Savage's, Jackson would be directly astride the main Union retreat route, and three Union corps could be bottled up. However, the Chickahominy bridges have been destroyed, and Jackson's first task is to rebuild them.

Longstreet's and A.P. Hill's divisions march westward to cross the Chickahominy at New Bridge (N1224). They then march behind Magruder to the Darbytown Road (N1029). Holmes' division, recently arrived from North Carolina, crosses the James at Drewry's Bluff (S0301) and proceeds to the New Market Road (N1132) to join in the general pursuit. If all goes according to plan, McClellan's army can be trapped in a vise from which it will be difficult to escape.

But on the 29th, very little goes according to plan. Magruder exerts no pressure on the enemy at Seven Pines, and discovers the enemy is gone long after they have actually departed. His pursuit is sluggish, although elements of the Union II and VI Corps are engaged in vigorous rearguard actions at Allen's Farm (N1528) and Savage's Station. Magruder's task is made more difficult by Jackson's inability to rebuild the Chickahominy bridges in time, and as a result Jackson's men fail to press the Union right flank throughout the day. For Lee another golden opportunity has been lost.

On the Union side, Heintzelman's III Corps retreats over White Oak Swamp at Brackett's Ford (N1730), leaving Sumner's left flank at Savage's Station unsupported. Magruder does not take advantage of this gap. Meanwhile, Keyes' IV Corps at Glendale marches southward to Malvern Hill and is joined on its right by Porter's V Corps. Union occupation of Malvern Hill anchors McClellan's left on the James River and will block the converging Rebel columns from breaking into the Federal rear. McClellan has selected Berkeley Plantation (S1707) as his new supply base, and the events of June 29 give him every hope of reaching there safely. Even so, the events of the past several days have broken McClellan's spirit and the army's morale.

JUNE 30, 1862

Lee realizes that his opportunity to crush the Federal army is waning, and he therefore urges his subordinates to push harder to accomplish their goals. On the 30th, Lee plans to attack McClellan from two directions: Jackson, now on the south side of the Chickahominy, will move to White Oak Bridge (N1930) and maintain pressure on the Union rear guard on the far side of the swamp; meanwhile Longstreet and A.P. Hill, joined by Magruder, will slip down the River Road to Turkey Island Creek (S1302).

But yet again Lee's best-laid plans quickly unravel. As on the 29th, Jackson utterly fails to exert strong pressure on his front, as Richardson's and Smith's Union divisions (N1931) block his route across White Oak Swamp. Amazingly, Jackson's infantry does not engage the enemy all day. As a result, Longstreet and Hill's mission at Glendale is made more challenging. Although initially successful, their repeated frontal assaults on McCall's and Kearny's divisions at Glendale are costly and make no headway due to the timely arrival of Union reinforcements. Furthermore, Huger's division fails to come to Longstreet's support. On the River Road (S1201), Holmes' mission is thwarted by the strong Union position on Malvern Hill and the danger posed by the powerful cannon of the Union Navy's gunboats off Strawberry Plains (S1202). Much to McClellan's relief, the Army of the Potomac still holds Glendale at nightfall, assuring him of an open line of retreat to Malvern Hill.

JULY 1, 1862

One of Lee's aides states that McClellan will likely escape, to which Lee angrily replies: "Yes, he will get away because I cannot have my orders carried out!" But he is determined to try one more time.

In the Union camp, McClellan is also downcast, even though the Army of the Potomac has nearly completed its retreat: "If none of us escape we shall at least have done honor to the country. I shall do my best to save the Army," he writes to Washington. Most of McClellan's force is now concentrated in a strong position at Malvern Hill, with well-protected flanks (S1302, S1401) and powerful gunboats in support.

Despite the Federals' dominant terrain, the Rebels launch a mid-afternoon frontal attack on Malvern Hill after reports—all false—of promising Confederate advances and an apparent Union withdrawal filter back to Lee's headquarters. No senior Confederate officer coordinates these assaults, and as a result they are repulsed piecemeal with enormous casualties (5,650, as opposed to 3,000 for the Federals), mostly in D.H. Hill's, Huger's, and Magruder's divisions. For the fourth straight day, Jackson's vaunted infantry hardly fires a shot. "It was not war," D.H. Hill will later write. "It was murder."

Neither side yet realizes it, but the battle for Richmond is over. In what will later become known as "The Seven Days," McClellan's army loses nearly 16,000 men and large quantities of ordnance and stores. The Army of the Potomac has evaded destruction and inflicted serious loss upon the enemy, but the Lincoln administration takes little solace in those details. What is more important is that the greatest and best-equipped army ever raised by the United States has utterly failed in its mission to crush the rebellion. And now, to Lincoln's profound shock, the war must go on, at great cost to the country in money and lives.

Although there is euphoria in Richmond over McClellan's defeat, senior Confederate officers are deeply shocked by the cost of the Seven Days: there are 20,200 Confederate casualties, including 3,500 dead. Given the Confederacy's limited manpower and scarce supply of skilled military leaders, this is a grievous blow. The capital has been saved, and the Confederacy will survive for the foreseeable future, but Lee will later lament in his official report of the campaign: "Under ordinary circumstances the Federal Army should have been destroyed." Lee, and those like him in the Confederacy with broad strategic vision, know that the longer the war lasts, the less chance the Confederacy has to survive. To them, an opportunity to end the war favorably has been lost. The prevailing question in their minds is: how many more opportunities of that kind will again present themselves in this war?

JULY 2 - AUGUST 16, 1862

Despite his army's victory at Malvern Hill on July 1, McClellan orders the retreat to Berkeley (S1707) to continue the next morning. By dusk on July 2, the Federals occupy an almost impregnable position on the north bank of the James, their left flank anchored on Kimage's Creek, their right resting on Herring Creek (S1606, S1706, S1806). Furthermore, the Union Navy's gunboats have clear fields of fire on both flanks of the Union line. Even in its new, unassailable position, the Union army is demoralized, its senior generals practically in revolt. "Such an order [the retreat to Berkeley] can only be prompted by cowardice or treason," declares General Kearny of the III Corps.

The exhausted Rebels do not pursue until July 3. Lee examines the Union position on July 4 and writes to President Davis: "It may be better to leave a small light force with the cavalry here and retire the army near Richmond where it can be better refreshed and strengthened, and be prepared for a renewal of the contest." On July 8, Lee's army returns to the vicinity of Richmond, as both sides rest and heal themselves.

That same day President Lincoln arrives at Berkeley to examine the situation for himself and interview McClellan and the army's senior officers. During Lincoln's visit, McClellan hands the President a letter detailing the general's grand strategic vision of how the conflict can be brought to an end. "This rebellion has assumed the character of a war," one paragraph begins. As McClellan's letter is written nearly a year after the Bull Run battle—and after casualties on both sides have exceeded 100,000—Lincoln is astounded and makes no comment whatsoever upon reading it. His faith in McClellan, already weak at the start of the campaign, is weakened further. As for McClellan, he writes to his wife: "'[Lincoln] really seems quite incapable of rising to the heights of the merits of the question and the magnitude of the crisis."

For the rest of the month the Army of the Potomac does nothing. McClellan pleads for reinforcements and support for further offensive operations against Richmond, but they are not forthcoming. Meanwhile, with 100,000 men concentrated in an area no bigger than six miles square at the height of a Virginia summer, health problems among the troops abound.

By August 3, Lincoln has had enough. He directs his new military chief, General Henry Halleck, to order McClellan and his army back to Washington. "I must confess that it [the withdrawal order] has caused me the greatest pain I have ever experienced," McClellan responds. And even though McClellan makes tentative offensive moves toward Richmond, sending 17,000 men forward under Hooker to occupy Malvern Hill on August 7, Lincoln's order stands.

In Richmond, Lee is not one to sit idly back and wait for events to develop. Taking advantage of the north's strategic paralysis on the Richmond front in July, he formulates plans to bring the war back to the front door of the enemy's capital. On July 13, he orders Stonewall Jackson to move to Gordonsville (off-map), the first move of what will soon develop into an invasion of the north.

On August 16 the last of the Army of the Potomac pulls out of Berkeley for the long march back to Fort Monroe and transport back to northern Virginia by water. The war will soon change profoundly.

The Peninsula campaign is at an end.

DESIGNERS' NOTES

The following are the Designer's Notes from the original 1998 printing of *On to Richmond!*

by Joseph Balkoski and Ed Beach

One of the most rewarding aspects of Civil War game design is debunking the enduring legends of that war – or, more rarely, discovering that those legends are accurate. Any good wargame is founded on meticulous research, and it is always surprising how this historical snooping, even in subjects that have been researched to death in books, can reveal new and vital information on the conflict. In many ways, wargame research can be more arduous than book research, as the game designer must transport the player wholly into the game's time frame without the luxury of glossing over marginal aspects of a battle or campaign. The map must be as close to a representation of the real thing as possible, limiting the commanders as the terrain really did; the order of battle must be fully accurate, including not only the forces that fought in the famous battles, but also those that were moving to the front; the effects of the weather must be studied carefully; the commanders' psyches and the troops' abilities must be analyzed and quantified.

During the *On to Richmond!* design, Ed Beach and I were repeatedly surprised by how our research changed our perceptions of the campaign. The Peninsula campaign was incredibly complex: both sides' navies played vital roles; relationships between politicians and generals deeply affected the struggle; the theater of operations was vast; and the campaign was lengthy—longer than any earlier game in the GCACW series. Even thorough readings of good historical books on the Peninsula could not prepare us for the intricacies of this campaign. In order to really understand them, one had to pore over contemporary maps in the Library of Congress, carefully study the Official Records of the war (Army and Navy), figure out how the weather affected the terrain, determine what was happening in theaters beyond the Peninsula, and make educated guesses about some aspects of the campaign that were lacking hard facts. But most important of all was setting up the maps and playing the scenarios: from the 20-minute "Stuart's Ride" to the 112-turn Advanced Game. There is something very revealing about pushing military units around on a map: it opens a window into the minds of those who actually planned and fought the campaign. For me, the books told me what happened in the campaign; the game told me why these events happened, and how they easily could have happened differently. A few of the more startling revelations unearthed in *On to Richmond!* follow.

George McClellan's powers of exaggeration are well known. But in "Prince John" Magruder, the Confederates had a leader who equalled or exceeded McClellan in overstatement. In a ludicrous report of the Yorktown siege written by Magruder on May 3, 1862—and which is frequently accepted at face value by historians— Magruder states that he "held in check over 100,000 of the enemy ... (ascertained to have been 120,000)," with a force of only 11,000, or only 5,000 outside of "fixed garrisons." Magruder also stated that these 5,000 men covered a line of 13 miles. This line of 13 miles turns out to have been more like 7 miles, most of which was behind a dammed-up river that was crossable at only three sites. But Magruder was even more mendacious when it came to numbers. It is true that his force of 11,000 guarded the Peninsula when the Union army first landed at Fort Monroe on March 17. However, by the end of March only a fraction of the Army of the Potomac had arrived at Fort Monroe, and it was not until early April that those troops were provided with enough supplies to move. Moreover, within days of learning the extent of the Union landings, Magruder was reinforced—a fact he had failed to mention. By late March, when McClellan had perhaps 40,000 mobile troops—not 120,000, as Magruder stated—Magruder had about 20,000, all fairly well-entrenched. Within a week he had another 10,000. Historians have emphasized the deception measures practiced by Magruder on the Warwick line, but the truth is less dramatic: he had a very strong defensive position; and when McClellan came forth out of Fort Monroe in early April with only about sixty percent of his troops available, Magruder faced only two-to-one odds.

Thus, historical condemnation of McClellan for failure to attack Yorktown in April is perhaps a little harsh, as a frontal attack would likely have been a slaughter. But this is not to say that McClellan practiced good generalship at Yorktown. He didn't. Although his reliance on siege artillery to break the Warwick line assured Union success, it had a fatal flaw in that its slowness allowed the Confederacy an entire month to mobilize for the defense of Richmond. Furthermore, it allowed the Confederate army to retreat

unmolested at a time of Johnston's own choosing. McClellan could have acted far more decisively on the lower Peninsula by using amphibious end-runs around the Confederate line—a tactic he had intended to employ, but which he rather petulantly put aside after Lincoln denied him McDowell's I Corps. Had he landed a strong force in Gloucester County and then subdued the small Confederate force at Gloucester Point, his strategic options would have been much more promising than siege warfare (players take note). Lee and Johnston expected McClellan to initiate such a strategy, and admitted that the lower Peninsula would have to be abandoned if it occurred.

Although McClellan has been the object of much well-deserved criticism due to his penchant for exaggerating Rebel strength, one of the astounding revelations of *On to Richmond!* research was that the Army of Northern Virginia's numbers have been consistently underestimated by historians, sometimes by a significant degree. Counting an army's manpower is always a difficult task: even in stable conditions, men in hospital, on furlough, detached duty, or AWOL, reduced an army's fighting strength considerably. For the Confederate army in the spring of 1862, the equation was much more complex. New regiments were constantly being raised and added to the army; fresh brigades from other theaters were called to the defense of Richmond every week; and misleading reports (like Magruder's) were accepted as truth.

Early southern historians of the campaign, such as William Allan, stated that Lee had 80,000 men at the opening of the Seven Days. This figure was taken for granted by later historians, such as Douglas Southall Freeman. Recent writers, such as Stephen Sears, count 92,000 men in Lee's army at that time, an increase of fifteen percent over Allan. In *On to Richmond!*, a careful tabulation of Lee's manpower in late June 1862, including all troops arriving from outside theaters, yields a figure of at least 103,000, almost thirty percent more than Allan's count. Significantly, this gave Lee an army bigger than McClellan's. Thus, in one important respect McClellan was right: he was indeed outnumbered, for which he has been given no credit whatsoever by historians.

A good example of an historical miscount that remained accepted for generations is A.P. Hill's division. Allan gave Hill 13,000 men at the Seven Days, a figure that grossly contradicted our numbers. In fact, A.P. Hill's official report of the Seven Days, written in February 1863, has, in my judgement, been consistently misinterpreted. Hill stated that he had 14,000 men at the start of the battle. (How Allan reduces this to 13,000 is a mystery.) However, a careful reading of Hill's report leaves the reader with the distinct impression that Hill did not count one of his brigades (Branch's, with about 3,500 men) in his total because it was detached from the rest of the division, about seven miles away on the upper Chickahominy. Thus, Hill most likely had far more than the 13,000 Allan gave him credit for.

As for the question that still dominates discussions of this campaign: could McClellan have taken Richmond? For the moment, let us ignore the fact that McClellan's case of "The Slows," as Lincoln put it, throughout the Peninsula campaign allowed several promising opportunities to slip away, gave time for Johnston and Lee to build up a very large army, and yielded initiative to the enemy. Instead, let us focus on the situation in front of Richmond on June 25, 1862. As we have seen, McClellan was outnumbered; the enemy was entrenched with its back to Richmond, unwilling to retreat farther; Lincoln had denied McClellan the use of most of McDowell's corps. When the historical facts are amassed, they add up to one inescapable conclusion: a Union frontal attack on Richmond would have been a disaster. When viewed in this light, McClellan's reliance on siege artillery and his quickness to retreat to the James after the defeat at Gaines Mill make more sense. Of course, McClellan's failure to adopt any sort of innovative strategy of the "indirect approach" to break the stalemate in front of Richmond (as Grant later did in 1864) allowed the enemy to seize the initiative and led to his overall failure in the campaign.

There are many more historical revelations in *On to Richmond!*, but space precludes discussing them here. In any event, the best way to learn them is to play the game. So, we hope that your gaming sessions with *On to Richmond!* bring you a fresh perspective on this fascinating campaign. More important is that you have fun. See you in the next volume.

- Joe Balkoski

I consider the writing of Designer's Notes to be a key part of the game design process system. They give the designer a chance to have a dialog with the gamer to explain the rationale behind the game mechanics and to provide insight into the thought processes that have shaped the design. However,

the dialog in the Designer's Notes represents just a one-way exchange. With the rise of the internet, we can do much better. So read these notes to get you started with *On to Richmond!*, but I hope you will all join in our lively discussions of this game series on the internet. At the end of these notes, you'll find information about how to receive online support for rules questions, download new scenarios, errata, and tournament information. This steady dialog with avid players of the system is the most rewarding aspect of my work on this series.

On to Richmond! represents the first collaborative design in the Great Campaigns series. Joe Balkoski and I coordinated our efforts and tackled all phases of the project as a team. We also collaborated with many of the experienced tournament players of the series, drawing on their ideas for improvements in game mechanics and to help us playtest the updates. The result is that with the completion of *On to Richmond!*, we feel that the steady evolution of the basic rules is mostly complete. All known cases that "didn't work" have been repaired in such a way that no modification to existing unit counters or charts is required. These rules can thus be slipped back into the earlier scenarios and we have run successful playtests to demonstrate that this "retrofitting" does indeed proceed smoothly.

There are three significant basic game rules changes that you can retrofit in this manner. The first is the change to the artillery system. The main problem with the artillery rules had been that possessing more artillery strength actually increased losses in combat. The new system retains the same principle of applying terrain effects to basic artillery values. Yet with the new rules, there is a reduction in the number values that need to be added together in large combats. In many cases, final modifiers are still equivalent to the old system.

The next rules change is to flank bonuses. Previously there were too many cases that were handled poorly (e.g., a bonus near rivers) or not at all (e.g., a bonus at a map edge). This new system covers all of these cases while retaining the same +1 to +4 bonuses in open terrain that have always existed. Finally, we updated the retreat rules. These rules had always required a high degree of subjective interpretation. We wanted to eliminate the ambiguity and provide. a single set of retreat charts that could be used for retreats, two-way routs, and cavalry retreats alike. The retreat priority system takes a bit of getting used to, but it handles even unusual cases effectively.

Not all of the basic game changes for *On to Richmond!* are viewed as permanent changes to the mechanics of the system. Instead, we added specific rules to reflect the underdeveloped command structure found on both sides this early in the war. The Confederates had not yet introduced a corps system in early 1862; both Johnston and Lee found it difficult to coordinate the activities of five or more free-thinking division commanders. The Union leadership vacuum, at least during the major battles, started right at the top, with McClellan contributing very little to the tactical direction of his army. The poor leadership of this period is portrayed in the new assault rules that occasionally result in part of a command being committed to an assault without support of other units. Examples of this at the division level (Magruder at Golding's Farm) and army level (Seven Pines) abound during this campaign. Likewise, we added rules to limit the number of Union units that may move in a single initiative. We found that without these rules the Union army (with three corps early in the campaign) could easily outmarch Rebels (with at least four divisions). This rule does a nice job of equalizing the command structures in this game. However, it should definitely not be used elsewhere within the game series.

On the topic of leadership, a frequent question from testers has concerned how we plan to handle Jackson's performance during the campaign. Clearly Stonewall does not deserve the lofty 5 rating he enjoys in previous games. However, dropping his rating too far would have had unrealistic effects as well. In the Advanced Game, the Confederate player must have a significant incentive to withdraw Jackson from the Valley and gain his services in front of Richmond. On paper, Jackson's surprise appearance on the Union flank in late June should have served as the coup de grace that dealt a crushing blow to McClellan's army. It didn't work out that way, but the Confederate player can now try and pull off that gambit successfully. We were careful to ensure that Jackson's strong rating wouldn't tilt the scales during the Seven Days scenario—the high state of fatigue with which his troops are encumbered will usually hamper his performance significantly during the pivotal first few days of that scenario.

I feel that the biggest challenge we faced during the design process was

accelerating play of the Advanced Game so that a 112-turn game became playable. Thus, the introduction of the Union "passive" mode and strategic movement. Passive mode seemed natural for this campaign, in which McClellan introduced month-long lulls in front of both the Warwick River line and Richmond. It also speeds play by a factor of at least three during passive weeks. Strategic movement alleviates the repetitive movement die rolling that hampered some of the earlier campaigns in the series. Overall, our efforts have proven a success. We've demonstrated that two dedicated players can finish the Advanced Game over the course of a long weekend.

We'll be writing a lot more on Advanced Game strategies, but a few key points need to be mentioned right from the start. The most important is this warning: Don't expect to win this campaign as the Union side in your first attempt. We've found that the results of the game depend greatly on the Union player's experience level with the naval and supply concerns modelled in the game. There are certain combinations of invasion site, depot location, and siege artillery usage that can put the Union player in a strong position in front of Richmond by mid-May, and many more combinations that will not. It took this designer seven playtest games to arrive at a favorite approach that I feel gives the Union player a strong chance of winning each game. As a result, players may want to compensate a novice Union player with a handicap of 30 to 50 VP. As the Union player's understanding of these interactions between ground, naval, and logistical factors grows, this handicap can be shrunk and eventually eliminated.

These naval factors are entirely new to the series and one of the richest new features of *On to Richmond!*. Amphibious movement and gunboats are the biggest advantage the Union player possesses. Using the Union navy well can quickly turn a poor position into a good one. However, Confederate strategy is shaped by the player's approach to withdrawing troops from other theaters to defend the capital. Often the troops serve a better purpose off-map than they would in play. However, if the situation becomes critical, their presence at the "Gates of Richmond" is always the strategy of choice.

A few acknowledgements are in order. We must thank Jim Pyle and John Clere for their dedicated playtest support throughout the entire project. And both Joe and I would like to thank our families for their patience and support through numerous phone calls, weekend gaming stints, and battlefield tours. Without their support, none of this would have been possible.

-Ed Beach

STRATEGIC TABLE

Dice	Result
2	Union Initiative +1 (NE on Turn 7)
3	Union Initiative +2 (NE on Turn 7)
4	Union Initiative +1 (NE on Turn 7)
5	No *Virginia* Sortie
6	Drewry's Bluff Battery
7	Union Initiative +1 (NE if *Monitor* is destroyed and *Virginia* exists)
8	Drewry's Bluff Battery
9	Union Initiative +1 (NE on Turn 7)
10	Relief of Johnston
11	Union Initiative +1
12	Relief of Johnston

SEQUENCE OF PLAY

BASIC

ADVANCED

1 Union Invasion Phase (*Turn 1 only*)

2 Random Events Phase

3 Transfer Phase (*Union then CSA*)

4 Off-Map Transfer (*starting on Turn 4*)

5 County Control Phase

6 Gunboat Phase

7 Attachment Phase

8 Action Cycle

9 Recovery Phase

10 Strategic Cycle (*only on turns divisible by 7*)

    A. Strategic Segment

    B. Reinforcement Segment

    C. Siege Artillery Segment

    D. Valley Segment (*starting Turn 35*)

    E. Virginia Segment (*not on Turn 7*)

    F. County Control Segment

    G. Norfolk Segment (*not on Turn 7*)

    H. Depot Segment

    I. Supply Status Segment

    J. Union Command Segment

    K Union Reorganization Segment (*Turn 42+*)

    L. A.P. Hill Segment (*Turn 49 only*)

    M. VP Segment

    N. End of Game Segment

11 Turn Indication Phase

STRATEGIC MOVEMENT

CONFEDERATE*			UNION		
Fatigue	Inf/Art	Cav	Fatigue	Inf/Art	Cav
2	12 (10)	24 (20)	2	9 (7)	15 (12)
3	18 (15)	36 (30)	3	13 (10)	22 (18)
4	24 (20)	48 (40)	4	18 (14)	30 (25)

*Only in non-Union-controlled counties.
Parenthesized numbers are allowance if player suffers from 'Command Paralysis'.

RANDOM EVENTS TABLE

Dice	April	May	June	July
2	Rain (current +2)†		Rain (current)†	
3	Rain (current)†		No Effect	Rain (current)†
4	No Effect		Rain (current)†	No Effect
5	Rain current†	Rain (current)†	No Effect	
6	Union CP*		No Effect	
7	No Effect			
8	Union CP*			
9	No Effect			
10	Confederate CP*			
11	Confederate CP* (NE if Lee is the CSA Army Leader)			
12	Rain (current +3)†	Rain (current +1)†		

CP*: Command Paralysis
†: If Union is in a Passive Posture, this turn's Action Cycle is skipped (see 5.0)

RIVER FORDABILITY

	MAJOR	MINOR
Rain (Current)	Turn +1	Turn +1
Rain (Current +1)	Turn +2	Turn +3
Rain (Current +2)	Turn +4	Turn +6
Rain (Current +3)	Turn +6	Turn +9

VIRGINIA SORTIE TABLE

Dice	Result
2	*Virginia/Monitor* Damaged (36)
3	*Virginia/Monitor* Damaged (15)
4	*Monitor* Destroyed
5	*Virginia* Destroyed
6-8	No Effect
9	*Virginia/Monitor* Damaged (8)
10	*Virginia/Monitor* Damaged (22)
11	*Virginia/Monitor* Damaged (29)
12	*Virginia/Monitor* Destroyed

Parenthesized numbers are the number of turns
Virginia and *Monitor* are Damaged (see 9.0)