

## Grant Takes Command

### Joining the Maps

Page 3 of the *Grant Takes Command* rulebook states "In the overlap area, the north map *lies on top* of the south map." Since publication, however, I've looked over the final maps and revised my opinion of the best way to join the two maps. I now think it is better to place the **south** map on top. I've also found a way to join them with a minimum number of cuts. So here is the recommended method to join the maps

1. Cut the gray border off the top of the south map. You can leave the borders on the east, west, and south edges.
2. Working with the south map, cut off the half-hexes above hexes S0201, S0401, S0601, S0801, S1001, S1201, S1401, S1601, S1801, S2001, S2201, and S2401. You **DO** **NOT** need to continue any further to the east. The south map lies on top of the north map perfectly across the rest of the map.
3. You'll also need to cut around the left-hand side of hex S0101.
4. Place the south map on top of the north map and you are ready to play.

### Map Corrections and Clarifications

#### NORTH MAP:

**N1334:** This hex should contain a road to the southeast to be consistent with the south map.

#### SOUTH MAP:

**S5620 (Liberty Hall) and S5823 (White House):** These two hexes should both contain a landing.

**Clarification** The following hex is a **clear** hex: 5410.

**Clarification:** The following hexes are **rolling** hexes: 2923, 3312, 4018, 4118, 4517, 4612, 4713, and 5823.

#### Rule Errata

**Scenario 2, Union Setup:** Wagon Train-C should be setup in hex N1902 (not a second Wagon Train-B).

**Scenario 5, Victory Conditions:** Replace the word "destroyed" with "damaged" for the railroad stations in the victory condition list (these are the first nine victory conditions listed).

**Page 24, left column:** For the purpose of the example at the bottom of this column (and the top of the next column), assume there is a landing in hex N5317 on the NW corner of the land in that hex. (We didn't end up with any landing hexes on a river isthmus like there were in *On To Richmond*, but I wanted to keep the explanation in the rules...)

**Page 24, right column:** The hex number for amphibious movement to the Potomac River should be N5110, not N5408. Note that even though the map legend partially blocks the path to these hexes, amphibious movement up the river to the landings at N4807, N4902, and N4903 is permitted, and all three of these landings are 9 hexes or less from N5110 (allowing them to be reached from Fort Monroe with a move of three fatigue levels).

**Page 25, right column:** The hex number for Goochland Court House should be S1019, not S1120.

**Scenario 11, Special Rule 7, "Washington Artillery":** The last sentence should read: "If the Washington Artillery has already been eliminated, the Confederate Player must deduct a total of 3 from the artillery values of Special Reinforcements (see 25.1) arriving from Turns 7 to 12."

**Scenario 11, Confederate Setup:** The command for the Washington Artillery should be SEV, not P-I.

## Charts & Tables Errata

**Page 2, Command Radius Summary:** The final text in this box should read "Red outline defines leader's ***command radius***".

## Questions and Answers

### MAPS

***What is the purpose of the Chesterfield County Extension map? Where is it referred to in the rules? What is so important about this small piece of real estate?***

Within the rule book, it is just mentioned in the setup for the Grand Campaign scenarios (Scenarios 11 and 12). These are the only GTC scenarios for which this map should come in to play. Assuming you have a copy of OTR, once you setup the GTC and OTR maps together you will see the importance. Without it, Butler's Army of the James must squeeze through a narrow corridor only 3 to 4 hexes wide to get to Richmond. Using it provides the entire area between the James and Swift Creek -- the natural path from Bermuda Hundred to Richmond.

I recommend also adding this extension to the OTR maps when playing the OTR campaign game.

***Four hexes on the south map (3833, 4334, 4433, 4534) do not have landings in them as the OTR maps show. Should the landings be there?***

A tricky question ... the answer is not definitive I'm afraid. The landings were left off these hexes because it is not an option in Scenarios 9 and 10 to move Butler's units (amphibiously) from Bermuda Hundred to Henrico County. Such a move wasn't considered historically and Scenarios 9 and 10 stick to a historical role for Butler's Army of the James. So they have to join Grant's army at White House (or thereabouts). Now in Scenarios 11 and 12 (the Grand Campaign), all bets are off. This kind of amphibious movement should be possible in the more free-form Grand Campaign where all of Tidewater Virginia is available for campaigning. It'll be a

little tricky to remember these conditional landings for the Grand Campaign... players will have to look at their OTR maps (which will be set up too at that point).

***A few questions about minor discrepancies joining the GTC north and south maps:***

- 1. N3734 / S2701 - Creek hexside on NW hexside of south map hex (map edge of south map) is not present on north map. Should this creek exist on map?**
- 2. Creek that runs variously along GTC South map hexes 3701, 3801 and 3901 is not present on north map.**
- 3. Minor river hexside to the SW of hex S4701 is a creek in N5734.**

(1) No it shouldn't exist ... creek was extended a bit too far by the map artist.  
(2 and 3) The south map is correct in both of these cases.

## **SCENARIO 1**

***It looks Special Rule 6 of Scenario 1 has the wrong hex numbers listed. It says "The Union Player controls all other objectives (Wilderness Tavern, hex N2814, Parker's Store, hex 2510, Chancellorsville, and hex 3010)", but Wilderness Tavern is not hex N2814 and the others are wrong too.***

Those hex numbers ARE correct. In this scenario, the famous Brock Road/Plank Road intersection and the hexes on the south side of Ely Ford and the south side of Germanna Ford are used as additional objectives. Since there are no place names in those hexes, they are identified by hex number instead. Read through the Victory Conditions one-by-one to see the actual hex numbers for Wilderness Tavern and the other objectives.

## **SCENARIOS 2, 9, 11**

***For Special Rule 7 (Special Pontoon Construction) of Scenario 2 (same as Special Rule 6 of Scenarios 9 and 11), do those Union units that qualify to build those bridges have to be at fatigue level 0, or are they allowed to build even with fatigue of 1 or greater?***

For this special rule, they can be at a Fatigue Level of 1 or greater (since that is actually the only way you can get them adjacent to a minor river ford anyway). Obviously this differs from the usual pontoon construction rules in 10.1 which require you to be at Fatigue Level 0. This special rule represents deployment of the pontoons that the Union engineers snuck into place under the cover of darkness at the start of the campaign.

## **ADVANCED GAME**

***How does the Union player control Off-Map boxes to gain VP (those boxes that are available for VP)? Do you need a certain level of manpower, or just the presence of a single Union unit?***

The presence of a single Union unit of any manpower gives you control of an Off-Map box during the VP segment.

***Sections 22.0 (Amphibious Movement) and 23.0 (Gunboats) both talk about the York River. I can't find that river on the map. Where is the York River on the GTC maps?***

The York River splits into the Pamunkey River and the Mattaponi River to the east of the GTC south map. Whenever the rules reference the "York River", assume that the York River includes all major river hexes on **both** the Pamunkey and Mattaponi.

***On Page 27 (right column) it says that units chosen to receive replacement points must be in supply. What if they are currently in supply but are about to drop out of supply later in the Strategic Cycle? Or what if they will only be in supply if a player builds or upgrades a depot during the intervening Depot Segment?***

Union units chosen to receive replacement points must be units that will be judged to be in supply in the upcoming Supply Status Segment based on depots that currently exist on the map (i.e. depots that are on the map during the Reinforcement Segment). Units that are about to drop out of supply can **not** receive replacements. In addition, units that will only be in supply **after** the construction of new depots can **not** receive replacements.

***If AP Hill falls ill and is replaced by Early, what happens with the division-sized military unit Early. Does it remain or is the division counter replaced?***

When Hill fell ill after the Battle of the Wilderness, Early took over III Corps and Gordon assumed command of Early's II Corps division. There is a Gordon division counter in the counter mix with the same 3 tactical and 3 artillery as Early's division. So you should use that division if you want to be historically accurate. As a side note, there is also a Ramseur 3-3 II Corps division. By the Cold Harbor time frame, Hill had returned to take back over III Corps, but Ewell had fallen sick and been returned to Richmond to run the garrison there. Plus, Edward Johnson was captured in the fighting at the Bloody Angle on May 12. So in that time frame, Early was in charge of II Corps and both Gordon and Ramseur were division leaders.