

## On to Richmond

### Map Clarifications

*County Names:* several of the county names on the map are partially obscured by nearby woods hexes. Please note the locations of the following counties:

- **Isle of Wight:** on the south bank of the James River, near the east edge of the south map.
- **Sussex:** right above the Turn Track at the south edge of the south map (Waverly is the County Control Seat for Sussex County).

*Terrain Identification:* we received the following question about identifying the terrain type of a hex...

**Q:** *What kind of terrain is hex N2611? The background color in that hex is rolling but it has rough markings. N2610 has only the rolling color with no symbols. In a case like hex N2611 which has precedence, the color or the symbol?*

**A:** The symbols take precedence. Here are the steps to reliably identify the terrain type of a hex:

1. Look for the presence of a city, woods, swamp, or rough symbol in a hex.
2. If a city, woods or rough symbol (darker green brushstrokes against a lighter green background) is present, you are done, the hex is of that type. Note that a forest symbol takes precedence over a rough symbol (which creep into the edge of some woods hexes).
3. If the swamp symbol is present, use the background color to determine if it is a swamp hex (dark green) or a provisional swamp (light green).
4. If there is no symbol, the hex must be either rolling or clear. Use the background color to determine to determine if it is a rolling hex (green) or a clear hex (tan).

## On to Richmond! Q & A

### Part 1: Basic Game Rule Questions

**Q:** *The Union initiative roll determines how many units he gets to activate. Does this limit the number or "units" per se or the total? That is, if the Union is allowed to activate two "units", does that allow him to activate (only) two leaders -- and all units that can be commanded by those leaders, or only two units, regardless of command?*

A: Actually it is neither of the above and more restrictive. A leader can never activate units that are not in his command. A single leader (only) is ever activated at a time in a given Activate Leader action. The initiative roll is just used to decide how many units of that leader's command are able to move in that action.

**Example:** It is Scenario 6 and all 5 units subordinate to Porter are within his command radius. Union wins initiative with a 5. Porter can activate any two units of his command for marches. No units/ leaders of any other command can march, nor can Porter move a third unit. So in all

cases 3 of Porter's 5 units are unable to move. Now if the Union player rolled a 6 for initiative it would be a different story and all 5 units could move.

***Q: I noticed that there are several Confederate units marked "HO", presumably for Holmes' command. I also notice that there is no Holmes leader, presumably by design. Is it fair to assume the the Rebel HO units cannot be attached to other commands and must be activated separately?***

A: Yes, that is correct. Also true for Huger ("HU"). They were deemed too incompetent for even a leader counter. Their units must be activated separately. However, in the advanced game, the brigades from these leaders' forces **can** be attached to other Confederate units.

***Q: Can army leaders stack with independent units, e.g. Stoneman's brigade and the Richmond garrison regiments?***

A: Yes, consider all units of that side subordinate to the army commander.

***Q: Can army leaders transfer to a different unit than a corps or division leader does during an "activate leader" action?***

A: No in the case where the corps or division leader is transferring to a different hex from the army leader. Only the active leader actually makes a transfer to a new unit during an activate leader action. Army leaders can transfer with them, but not off somewhere else.

***Q: Can a leader assault with only an artillery unit?***

A: Yes.

***Q: Which retreat chart is used for a voluntary defender's retreat?***

A: It is treated as a normal retreat, not a rout. Which chart is used also depends on the presence of enemy ZOC, so it could still be a combination of the two charts.

***Q: Can a unit retreat/rout into a hex containing an enemy control marker?***

A: Yes, and if an infantry unit is retreating, the control marker is flipped during the retreat or rout.

***Q: Can units attack across enemy pontoon bridges? The rules say the pontoon is destroyed at the end of an enemy march, so during a march would seem to be ok.***

A: No. This was omitted from the rules. It should say at the start of Page 16: "Enemy units may not cross that bridge in a march, retreat, advance after combat, or attack."

***Q: Does a Union gunboat on patrol along a major river prevent the Confederates from building a major river bridge?***

A: Yes, it does. This was an omission from the rules. Add the following restriction to both PONTOON BRIDGE RESTRICTIONS (10.1) and REPAIR RESTRICTIONS (10.3):

Confederate units may not build a bridge over a major river hexside if there is a Union gunboat on the Gunboat Display that can provide support to that portion of that river. See 24.0, "GUNBOATS AND COMBAT" for a description of the areas covered by each box on the Gunboat Display.

## **Part 2: Basic Game Scenario Questions**

### SCENARIO 1

***Q: Basic game rules don't say when in the day's turn reinforcements arrive. The Warwick Line scenario says in Special Rule 3 that Confederate reinforcements come in "at the start of each turn". Does this mean even before the random events and leader transfer phases? In that case, a leader would be able to transfer onto a reinforcement in the leader transfer phase.***

A: Yes, if it says "the start of a turn" that means before all other activities. And yes, you can transfer onto those units.

***Q: What are the exact limitations on the Confederate siege artillery unit?***

A: The siege artillery may attack, but only via an assault action, and may not advance after combat. It can not do a movement activation since it may not move; it may NOT even do a movement activation that goes nowhere just to transfer Magruder into its hex. As specified in the scenario rules, it is eliminated if forced to retreat.

***Q: What happens to the Union reinforcements if the Union reinforcement entry hex is occupied by a Confederate unit?***

A: If 5818 is Confederate-occupied, the Union player may alternatively enter at hex 5820 with the same movement point costs. If both 5818 and 5820 are Confederate-occupied, the Union reinforcements may not enter at all.

### SCENARIO 2

***Q: Is DR Jones supposed to be a complete replacement for Magruder, i.e. can he command McLaws' demi-division as well as his own?***

A: Yes, he can command McLaws. Magruder was sick for this part of the campaign (back in Richmond), so DR Jones took over his division completely.

***Q:***

- 1. If a wagon train routs six hexes, does the Union get only 20 VP for this?***
- 2. And if the train is then eliminated, does the Union get no extra points for it?***
- 3. Does this include the points for the eliminated 2 Manpower?***

A:

1. Yes, only 20 VP is ever granted of the asterisked wagon train items.
2. Yes, no extra points. In this scenario, 20 is the absolute limit of VP awarded from the asterisked wagon train items for a single wagon train.
3. No, the points for the eliminated 2 Manpower are added on top of the 20 VP for wagon train loss. Thus, there could be a total award of 20 VP from the asterisked wagon train items and an additional 4 VP awarded if the 2 manpower is lost in the combat or ensuing retreat. 24 is the theoretical maximum.

#### SCENARIO 6

***Q: Can the Union conduct a grand assault on Turn 1 if Sumner or Heintzelman assault?***

A: Yes.

***Q: Under rule 12B: if the Union declines a decision the first time one of these events happens, does he get another chance to decide each time one of these events happens subsequently (e.g. each time a unit enters New Kent County)?***

A: No. He only gets another chance during subsequent Turn Indication Phases. The four cases in 12B only trigger the special opportunity to make this decision ONCE each game.

#### SCENARIO 7

***Q: What effect does the Naval Battery play for the Rebs, with the gunboats restricted to the James River - East box? Is it purely for historical purposes?***

A: Scenario Special Rule 7 notes that gunboats can be used on ANY hex on the James on the South map. So per that, the Union gunboats could bombard Drewry's Bluff. In this case, the Naval Battery is used to protect Confederate units in Drewry's Bluff.

### **Part 3: Advanced Game Questions**

***Q: The Union has only one amphibious movement marker; does this mean that only one Union unit at a time can be embarked?***

A: You could theoretically have two Union units embarked at once, as long as their manpower was less than or equal to 22. (There is only 1 counter though). You never normally see that however because of the risk of a turn ending early. Once you get someone embarked you usually want to move him ASAP because he is disembarked automatically if the Action Cycle ends.

***Q: Is Union amphibious movement allowed up the York River if just Gloucester Point is cleared of Confederate infantry/artillery?***

A: No it isn't. The Union player has to clear both Yorktown and Gloucester Point. The advantages to taking Gloucester before Yorktown is that the Union can get the special +1

gunboat bonus when attacking Yorktown and can threaten an end-around on the Confederate line by moving up through Gloucester County on the north side of the York. In addition, if Gloucester Point is already in Union hands, the Union player can then immediately move up the York once Yorktown falls.

***Q: I was a bit confused on legal amphibious moves. By 'side' of the river, do you mean coastline? Which of the following moves is legal (continuing your example from the rules?)***

- 1. N3725-N3625-N3525-N3524***
- 2. N3725-N3624-N3524***

A: They are both legal (and obviously you would use (b) since it is faster). The reference to "side" really means side of a hex. So if you embark at Smith's Landing, you are on the west side of the Hill Marsh peninsula and can't move to 3825 without going up and around the north side of the Hill Marsh (3725-3724-3823-3824-3825). Don't think that the "side" rule means you can't embark on one side of the river and move to the other side -- that is obviously okay. You can freely move back and forth from one side of the river to another if that makes the path shorter. Something like N3317-N3216-N3116-N3015 is legal.

***Q: The rules state: "Gunboats may provide 2 kinds of support ... defensive support OR bombardment." Can they do both in a single day-turn, or do they have to pick one type of mission for a particular day-turn?***

A: They can do both in the same day-turn. If they hit the limit on the number of times they perform one of these activities, they can still perform the other.

***Q: Can Gunboat-2 (which is confined to Hampton Roads until the Virginia is destroyed) still take part in the special gunboat bombardment of Yorktown/Gloucester Pt. or is it totally inoperative until the Virginia is sunk?***

A: It is totally inoperative until the Virginia is destroyed.

***Q: When exactly is the defensive support from the gunboats designated? Can the Union player wait to see the outcome of an assault command roll before allocating one of the four gunboat defensive support usages?***

A: It is allocated during the step labeled "Determine Die Roll Modifiers". That means it is after all command rolls have already been completed.

***Q: Can an embarked unit in Fort Monroe be added to the strength that attacks Norfolk?***

A: Yes.

***Q: The set up calls for more "2" manpower chits than are supplied. How should one handle this?***

A: You should be fine if you observe the suggestions about which units in off-map boxes should get strength markers. Basically only Ft. Monroe, Valley, Rappahannock, and Norfolk should be filled with units with strength markers. The text that explains that is at the top of 37.0.