

On to Richmond! Auxiliary Charts and Tables

Turn Sequence

1. Union Invasion (Turn 1 only)
2. Random Events Phase
3. Leader Transfer Phase
4. Off-map Movement (Turn 4 or later)
5. County Control Phase
6. Gunboat Phase
7. Attachment Phase
8. Action Cycle:
 - A. Initiative Segment
 - B. Activation Segment
9. Recovery Phase
10. Strategic Cycle
 - A. Strategic Segment
 - B. Reinforcement Segment
 - C. Valley Segment (starting Turn 35)
 - D. Virginia Segment (not Turn 7)
 - E. Norfolk Segment (not Turn 7)
 - F. Siege Artillery Segment
 - G. Depot Segment
 - H. Supply Status Segment
 - I. Ammunition Segment
 - J. Union Command Posture Segment
 - K. Union Reorganization (Turn 42 or later)
 - L. AP Hill Segment (Turn 49 only)
 - M. VP Segment
 - N. End Game Segment (starting Turn 91)
11. Turn Indication Phase

Off-Map Transfer Summary

Destinations	Turns
Fort Monroe to S5810-S5821	1
Valley to Rappahannock	5
Hanover Jct.* to Valley	7
Richmond* to Valley	9
Rappahannock to Nxx01	4
Norfolk to S2524-S4924	4
*Hexes N0101-N0111 * Hexes N0112-N0126	

Bridge Construction Summary

Modified dr	Result
5 or less	Success
6 or more	Failure
Die Roll Modifiers	
-3: Confed. w/in 10 hexes of N0627	
+1: River unfordable	
+1: Barrett's Ferry (S3409-S3509)	
+2: Major River	
+2: Road in both hexes, but no Ford/Ferry over river	
+3: Road in only one hex	
+4: No road in either hex	

Bridge/Ferry Destruction

Modified dr	Success result for:
1 or less	Ferry
2 or less	Bridge
Die Roll Modifiers	
-2: Confed. destroying a ferry	
-1: Both hexes not in enemy ZOC	
-1: Unit did not move during activation	

Bridge/Ferry Repair

Modified dr	Success result for:
5 or less	Ferry
3 or less	Bridge
Die Roll Modifiers	
+1: River unfordable	+1: Major River

Bombardment Summary

Modified dr	Result
3 or less	No Effect
4 or 5	D
6 or more	1D
Die Roll Modifiers	
+2: If hex is clear.	+1: If hex is rolling.
-1: If hex contains a complete fort	
-1: If hex contains a naval battery	
Explanation of Results	
D: All units become disorganized. If all are already disorganized, one unit loses 1 Manpower.	
1D: All units become disorganized and one unit loses 1 Manpower.	

Valley Segment Summary

1. Valley Track	
2. Offensive	
3. Union Release <ol style="list-style-type: none"> A. Lincoln Authorization B. Union Release 	
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	Failure
Die Roll Modifiers	
-1: Confederate MP ≥ 43	
+1: Confederate MP between 16 and 28	
+2: Confederate MP between 8 and 15	
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	No units released
Die Roll Modifiers	
+?: Valley track number	
+2: Confederate MP ≥ 40 in Rappahannock	
+1: Confederate MP between 19 and 39 in Rappahannock	
-1: Confederate MP between 16 and 28 Valley	
-2: Confederate MP 15 or less in Valley	

Moving to/from Fort Monroe

HEX	HEX COST
S5822 (James River)	8
S5809 (York River)	15
S5805 (Severn River)	15
S5801 (Mobjack Bay)	15
N5823 (Piankatank R.)	20
N5819 (Rappahannock R.)	20

Control of Waterways Summary

James-Appomattox-Chickahominy-Warwick

C.S.S. VIRGINIA NOT DESTROYED

- No Union amphibious movement or depot placement
- Gunboat-1 may not enter James River-East
- Gunboat-2 may not exit Hampton Roads

C.S.S. VIRGINIA DESTROYED

- No Confederate amphibious movement

C.S.S. VIRGINIA DESTROYED AND MULBERRY POINT AND HARDEN'S BLUFF OCCUPIED BY CONFED. INFANTRY

- Union amphibious movement or depot placement only in hexes xx18 or more
- Union Gunboats can enter James River East

York-Pamunkey-Mattaponi

YORKTOWN/GLOUCESTER POINT

One or both occupied by Confed. inf/art unit

- Union amphibious movement only in S57xx, S58xx
- Gunboats may not enter Yorktown box
- Union may only place depot only in S5610, S5710, S5810, S5808

Both occupied by Confed. inf/art unit

- Confederate units may move amphibiously

DREWEY'S BLUFF NAVAL BATTERY IN PLACE

- No Union amphibious movement, Gunboat bombardment/support or depot placement on the North map

On to Richmond! Game Summary

	April				May					June				July		
	5	12	19	26	3	10	17	24	31	7	14	21	28	5	12	19
Random Event - Sa																
Random Event - Su																
Random Event - Mo																
Random Event - Tu																
Random Event - We																
Random Event - Th																
Random Event - Fr																
Strategic Event																
SC Reinforcements																
Richmond Reinforcements																
Balt/DC Reinforcements																
Union Command Points																
Union Posture																
Union losses/wk																
Confederate losses/wk																
Week VP (less MP loss)																
Union losses/total																
Confederate losses/total																
Total VP (less MP loss)																
Overall VP																

Victory Points Summary

VP per VP Segment	Turn Numbers	Total	One-time VPs	Turn Number	Total
Henrico (50/100)	7 14 21 28 35 42 49 56 63 70 77 84 91 98 105 112		<i>Virginia</i> destroyed (15)		
Chester (25/30)	7 14 21 28 35 42 49 56 63 70 77 84 91 98 105 112		Union depot dismantled (-6)		
Dinwiddle (15/20)	7 14 21 28 35 42 49 56 63 70 77 84 91 98 105 112		Union Siege Artillery eliminated (-8)		
Richmond hex (15)	7 14 21 28 35 42 49 56 63 70 77 84 91 98 105 112		<i>Monitor</i> destroyed (-15)		
Hanover (5)	7 14 21 28 35 42 49 56 63 70 77 84 91 98 105 112		Union depot destroyed by Confederates (-15)		
Prince George (2)	7 14 21 28 35 42 49 56 63 70 77 84 91 98 105 112		Game Notes:		
York/Gloucester (2)	7 14 21 28 35 42 49 56 63 70 77 84 91 98 105 112				
Norfolk (1)	7 14 21 28 35 42 49 56 63 70 77 84 91 98 105 112				
<i>Virginia</i> destroyed, no CS batty's on James(7)	7 14 21 28 35 42 49 56 63 70 77 84 91 98 105 112				