

The Skirmisher

A Gamers Guide to the
Great Campaigns of the American Civil War

Issue No. 2



MINI-MODULES: REBELS IN THE WHITE HOUSE AND BURNSIDE TAKES COMMAND!

Multi-Man Publishing's *The Skirmisher* is devoted to the presentation of authoritative articles, tested scenarios, and occasional game inserts for the *Great Campaigns of the American Civil War* game system. Such articles encompass, but are not limited to, the strategy, tactics, variation, design and historical background of the *GCACW* series of games. *The Skirmisher* is published by Multi-Man Publishing, LLC (403 Headquarters Drive, Suite 7, Millersville, Maryland 21108) solely for the edification of the serious *GCACW* aficionado in the hopes of improving the player's proficiency and broadening his enjoyment of the series.

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The Skirmish Line

In 1992, Joe Balkoski published *Stonewall Jackson's Way* while working for the Avalon Hill Game Company. The Great Campaigns series was born. Joe knew that there would be a second game in the series; he had actually designed *SJW* and *Here Come The Rebels* to be a single game with a long, two-part campaign. However, in development it became apparent that the game would be too large and the decision was made to split it into the two games we know today. Joe was hopeful that the series might extend past those first two games; however, he had no idea that the series would consist of as many as seven distinct titles and would be alive and flourishing eleven years after *SJW*'s release.

With this Issue #2 of *The Skirmisher* we have unveiled another first for the series: the concept of a historical mini-module. The addition of the *Grant Takes Command* maps two years ago gave us a complete playing surface from Petersburg in the south to Harrisburg in the north. Almost any battle in the Eastern Theater could now be recreated on the maps that were already published. We plan to take advantage of this situation by releasing historical modules with rule sets and counters whenever an issue of this magazine is

released. In fact, it is such a good idea we included two such modules this time!

Additional modules are underway. The most significant work is being done on the First Manassas campaign by Mike Belles and Chris Withers, two of the designers that brought us *Rebels in the White House* this time around. Mine Run, Bristoe Station, Sheridan's 1864 Valley Campaign, and Grant's move on Petersburg are possibilities as well. We also have developed a larger team of active game designers: Mike, Chris, Karl Laskas (designer of *Burnside Takes Command*), and Trevor Bender now join Joe and myself as designers with multiple published scenarios under our belts. With MMP's support, we are also beginning to look at possible titles from the western theaters of the war. MMP's preorder plan gives them the confidence necessary to pursue new games in the series without risk.

So enjoy the magazine, join us online (www.gcacw.com), or come see us for our events at the World Boardgaming Championships. Let's see if we can't continue to surprise Joe by having his series flourish throughout its second decade.

—Ed Beach

The **New** Modified Victory Conditions for Scenario Seven

The Maryland Campaign Game of HCR

by Steve Sandy

Historical Overview

On September 3, 1862, Robert E. Lee wrote to Jefferson Davis:

The army is not properly equipped for an invasion of an enemy's territory. It lacks much of the material of war, is feeble in transportation, the animals being much reduced, and the men are poorly provided with clothes, and in thousands of instances are destitute of shoes. Still we cannot afford to be idle, and though weaker than our opponents in men and military equipments, must endeavor to harass, if we cannot destroy them. I am aware that the movement is attended with much risk, yet I do not consider success impossible, and shall endeavor to guard it from loss.

(Lee to Davis, Dranesville, September 3, 1862, *Wartime Papers*, 293).

Having communicated this, Lee crossed the Potomac River with the Army of Northern Virginia into Maryland between September 4 and September 7, and established his headquarters at Frederick on September 9. Civil War historians have given us several possible reasons for Lee's invasion of Maryland. He probably wanted to relieve his native soil of the ravages of war for a period of time, and hoped that his presence in Maryland would draw Federal troops from Virginia. Lee also trusted that his army's presence in Maryland would arouse sympathy and support from the local populace for the Confederate cause. And, perhaps foremost in his mind, Lee sought to finish what he had started. Perhaps a major battle in the enemy's country with a decisive Confederate victory would bring a quicker end to the conflict, or at least persuade England and France to join the Southern war effort. Lee had pushed McClellan away from Richmond, and had driven Pope back to Washington. Now, maybe, a victory in Maryland would cause the North to sue for peace. He prepared Special Order No. 191, and, of course, the rest is history. The battle outside Sharpsburg on September 17, 1862, was the bloodiest single day of the entire war. It basically ended in a tactical draw with no clear winner. Yet Lee's eventual withdrawal across the Potomac and back into Virginia set the stage for McClellan's claim that he had saved the Union, and for Lincoln's issuing of the preliminary Emancipation Proclamation. The war now took on a whole new significance in its character.

Scenario Seven Overview

Joe Balkoski did a fine job setting up the mechanics of the *Here Come the Rebels* (HCR) campaign game. If the historical records are checked, and this scenario played enough times, you quickly realize that the rain events and Union Command Paralysis effects statistically match the historical result. The game is a great representation of the sporadic commitment of troops to the theater of battle, and it truly feels like "the Maryland Campaign." Unfortunately, the originally published victory conditions hold this scenario back from reaching its true potential.

I have always been frustrated by the ease with which the Confederate player could win this campaign game. All he had to do was sweep into western Maryland, stay long enough to destroy RR stations and Union depots, occupying Frederick West and Washington Counties in the process, and then as the Union army approached, retreat to the South Mountain passes and ultimately escape back into Virginia. The Confederate player could achieve a marginal or substantive victory every time, without ever making a stand in Maryland. Not only was this frustrating, but it didn't seem to follow the historical pattern as well as other campaign games in the GCACW series. Historically, it seemed important for Confederate presence to remain in Maryland if Lee was to achieve some sort of victory. Yet Scenario Seven's victory conditions gave no compelling reason for the Confederate player to remain in Maryland, since he could win without staying.

But there was even more frustration being the Union player. Midway through any game, the Union player would suddenly realize that there was nothing he could do to win, no matter how successful he might be in pushing the Confederate forces out of Maryland. Driving the Confederate army out of Maryland generally just added to the Confederate player's VP total, since Union MPV loss tended to be higher than the Confederate loss (Lee always seemed to hold the high ground – mountain passes, fords, bridges, etc.). Thus, there was no compelling reason for the Union player to continue. Driving Lee out of Maryland cost more than could be gained. The victory conditions gave the Union player no incentive to attempt this.

Modifying the Victory Conditions

The challenge, as I saw it, was to modify the original victory conditions so that both problems (ease of Confederate victory without remaining

in Maryland, and no incentive for the Union player to continue) would be corrected. The victory conditions needed to provide reward for the Confederate player's ability to remain in Maryland, as well as reward for the Union player's ability to drive the Confederate army out of Maryland. Arguably, Confederate presence, or lack thereof, in Maryland seemed to be the important condition that should help determine who won. Antietam was a tactical draw, but Lee's retreat gave the Union opportunity to claim victory. Perhaps the Confederate army's continued presence in Maryland, although not possible historically, would have given the South reason for claiming victory. Thus, I felt the victory conditions of the campaign game of HCR needed to reflect both aspects:

1. Enough potential victory points for the Confederate player to achieve victory by invading Maryland, but also the necessity of his remaining in Maryland to win at game's end.
2. And, incentive for the Union player to attempt to force the Confederate player out of Maryland, and, if successful, winning at game's end.

To achieve the above, I made the following modifications to the original victory conditions:

1. Depots:

The Martinsburg depot was reduced from +6 to +4 VP (the depot is only lightly defended). The depot in Hagerstown was reduced from +4 to +2 VP (this depot is not defended at all). Depot destruction didn't appear to play any major role in the Maryland Campaign, or at least didn't significantly hinder the Union army. So, it seemed justifiable to reduce the worth of those two Union depots. Also, the Union player can now gain -2 VP for each Confederate depot destroyed. That seemed only reasonable.

2. Railroad Stations:

As originally published, there were eighteen RR stations that the Confederate player could destroy with each station worth +3 VP. That's a possible +54 VP in RR station destruction alone. Overwhelming! Only thirteen of those stations are on the B & O mainline. I kept those stations on the list for destruction (five are on the west map, and eight are on the east map). The eastern railroad is important for both supply and RR movement for the Union army. The western railroad is important only for Union Supply. Thus,

there is a difference in victory points when the stations are destroyed by the Confederate player (+1 VP for each western RR station, and +2 VP for each eastern RR station).

3. Union MPV Loss:

All Union garrison, cavalry, and militia units are now worth +1 VP for each MPV lost, instead of +2 VP. The Union AoP infantry remains at +2 VP for each MPV lost because the manpower difference between the armies becomes more acute later in the war – see GTC. This reduction does two things. First, in a subtle way, it begins to show that the South could not absorb manpower loss as well as the North. And secondly, instead of marching those weak western units to death, or running scared to Harpers Ferry to surrender later, the Union player can now actually attempt to defend the naval battery or some other location, delaying the surrender of Harpers Ferry without being penalized (the old +1 VP for surrender vs. +2 VP for combat loss). But players should also note that if the Union player chooses to march a western unit “to death” by extend or force march, it will still give the Confederate player +1 VP for each MPV lost.

4. Western Maryland County Control:

The credit for this change goes to Ed Beach. It was the final piece of the puzzle to balance this campaign game. Both Washington and Frederick West Counties are now on an accelerated VP scale as the game progresses. Frederick West is worth +2 VP each Maryland County Control Phase until Turn 11, September 14, at which date it becomes +4 VP until Turn 15, September 18, at which date it becomes +8 VP until the end of the game. Washington County can now be controlled from two different hex locations. If the Confederate player controls the county from Hagerstown, it is worth +1 VP each Maryland County Control Phase throughout the game. Starting on Turn 11, September 14, the Confederate player can also control Washington County from Sharpsburg. From Turn 11, September 14, through Turn 14, September 17, the Confederate player gains +1 VP if he controls Washington County from Sharpsburg (this is in addition to the +1 VP for controlling the same county from Hagerstown). From Turn 15, September 18, until the end of the game, Washington County is worth +3 VP if controlled from Sharpsburg. Both Hagerstown and Sharpsburg must meet the county control requirements as discussed in the advanced rules (23.0) of HCR.

5. Victory Levels:

The final adjustment was to raise the necessary points for a Confederate victory. The original total of +62 VP was just too low. Now the Confederate player must achieve a minimum of +84 VP to gain a marginal victory.

Now, instead of a Confederate hit, run, and escape strategy, the victory conditions almost demand that a major battle be fought somewhere in Maryland if either the Confederate or the Union player is to win.

The Confederate player can no longer sweep into western Maryland, destroy property and control counties, then escape back into Virginia and expect to win. That strategy is made much more difficult with the new modified victory conditions. The Rebel army will need to remain in Maryland for as long as possible to gain the higher level of victory points necessary for a win. Lee will need the escalating VP for control of either Frederick West County and/or Washington County in order to achieve a Confederate victory. And those VP will not be secured by an early exit of the Army of Northern Virginia from Maryland soil.

The Union player won't lose heart midway through the game by recognizing that the Confederates have already achieved enough VP for a victory. If the Union army is moving well and driving the Confederate forces, it will be rewarded by denying victory points for the Confederate cause in reclaiming control of Frederick West County and/or Washington County. And if succeeding well, the Union player can also gain additional VP for controlling Harpers Ferry and Winchester at the end of the game.

An automatic Confederate victory in the historical west is no longer a sure thing. It is possible, however, for there are enough VP's. But it will take good strategy, a little good luck with random events, and a sluggish Union army.

Eastern Maryland

I have to admit that I never really paid much attention to the eastern counties of Maryland when playing the Confederates in this campaign game. There was no historical precedent. Besides, why negate the severe Union command paralysis rules by going east with the infantry? Just send Stuart's brigades east to do as much damage as possible, but keep the Reb infantry west of the Monocacy River to do its damage, and wait for the slow advance of the Union army. An eastern strategy looked too risky. Anyway, the west was always a sure thing for the Confederate player.

But now with Confederate victory in the west being a more difficult task to achieve, I think players will need to take a second look at an eastern or combined eastern-western strategy to win as the Confederate player. Ed and I played two games with this in mind. Ed used both an eastern strategy and an eastern-western strategy, respectively. Both are viable with the new, modified victory conditions.

It was my desire that the changed victory conditions would not adversely influence the Confederate player's choice of strategy. If he chose an eastern campaign, I didn't want conditions in the west to hinder him unduly. I also didn't want the Union player to ignore the Confederate army. The Union player's strategy is simply to go wherever the Confederate player takes his army, and attempt to drive the Rebs out of Maryland, or bottle them up and reduce their chance for VP's. I wanted to encourage “fighting it out” for control of Maryland.

Reminders about the Advanced Game

A couple of reminders and a clarification are in order concerning Scenario Seven of HCR. First of all, don't forget the changes introduced in the Standard Series Rules originally published in *Skirmisher #1*. Harpers Ferry/Bolivar (W 2521) is now considered a permanent Union fort, so all of the permanent fort rules in the Advanced Game Rules are now applicable to that hex. Make this addition to *Skirmisher #1* under Advanced Game Notes (17.0), Here Come the Rebels! (17.2), Union Forts (HCR 18.0): “However, if the Union forces at Harpers Ferry surrender, this permanent fort is immediately destroyed and Confederate units may enter freely.” The GCACW Standard Rules for permanent bridge destruction now supercede rules for the destruction of the C & O Canal Aqueduct. The Aqueduct is considered a bridge, not a ford. And don't forget the North Carolina reinforcements for the Confederate army at the start of Turn 5. All of this and more is spelled out in the Standard Series Rules of *Skirmisher #1*.

And finally, Ed and I stumbled onto a situation that seemed odd, and wrong. According to the Union Command Paralysis rules, all Union units in eastern counties are prohibited from activating or entrenching unless a Confederate infantry unit moves into or through one of those counties. Confederate cavalry units are free to move in those same eastern counties without violating the paralysis rules. But this sets up an odd situation. Stuart's brigades are now free to move around and pick off Union cavalry units without those units being able to respond. This situation just didn't seem right, so we added the following clarification to the Union Command Paralysis rules in the Advanced Game. Make this addition to the Advanced Game Rules of HCR under the Random Events section (14.0), Union Command Paralysis, Note:

“If at least one Confederate cavalry unit occupies or moves into a hex in any of the aforementioned counties, the prohibition on Union cavalry activation and entrenchment in all of those counties is immediately lifted – even if no Union cavalry units occupy the county in which the Confederate cavalry unit is situated.”

Final Thoughts

If it has been some time since you last tried Scenario Seven, the Maryland Campaign Game of HCR, pull it out again and give it another shot. Try a western, eastern, or combination strategy and see what you think. I'm trusting that you will find this campaign game both interesting and challenging, either as the Confederate or the Union player.

Thanks to Ed Beach for all his encouragement, suggestions, and willingness to playtest this scenario. And thanks to all who helped playtest this campaign game. It was a team effort.

RULE ADDITIONS FOR HERE COME THE REBELS! ADVANCED GAME

Make this **addition** to the Advanced Game Rules of HCR under the Random Events section

(14.0), Union Command Paralysis, **Note:** "If at least one Confederate *cavalry* unit occupies or moves into a hex in any of the aforementioned counties, the prohibition on Union *cavalry* activation and entrenchment in all of those counties is immediately lifted – even if no Union cavalry units occupy the county in which the Confederate cavalry unit is situated."

Make this **addition** to *Skirmisher #1* under Advanced Game Notes (17.0), *Here Come the Rebels!* (17.2), Union Forts (HCR 18.0):

"However, if the Union forces at Harpers Ferry surrender, this permanent fort is immediately destroyed and Confederate units may enter freely."

VICTORY CONDITIONS FOR SCENARIO 7 MARYLAND CAMPAIGN

At the moment a Confederate infantry unit enters the White House (E1433), the Capitol (E1534), or the Baltimore Depot (E1633), the game immediately ends in a Confederate Decisive Victory, regardless of the number of VP accumulated by the Confederate player up to that point. Otherwise, victory is determined as described below.

VP Reason

- +20 For each Maryland County Control Phase in which the Confederate player controls Baltimore County.
- +10 For each Maryland County Control Phase in which the Confederate player controls Prince George's County.
- +10 For each Maryland County Control Phase in which the Confederate player controls Anne Arundel County.
- +10 If the Union depot in Harpers Ferry/Bolivar (W2521) is destroyed.
- +10 If the Union depot in Camden Station (E3510) is destroyed.
- +5 If the C & O Canal Aqueduct (W4126) is destroyed.
- +5 For each Maryland County Control Phase in which the Confederate player controls Montgomery County. **Note:** In this scenario, Rockville (E0723), not Gaithersburg (W5531), is the control hex for Montgomery County.
- +5 For each Maryland County Control Phase in which the Confederate player controls Howard County.
- +4 If the Union Depot in Martinsburg (W1314) is destroyed.
- +2 For each Maryland County Control Phase in which the Confederate player controls Frederick County – East.
- +2 For each of the following RR stations with Destroy (not Damage) markers at the end of the game:

Mt. Airy (W5717)
Annapolis Junction (E2618)
Sykesville (E1605)
Laurel (E2421)
Ellicott Mills (E2511)
Beltsville (E2025)
Relay House (E2913)
Hyattsville (E2029)

- +1 For each of the following RR stations with Destroy (not Damage) markers at the end of the game:

North Mountain Depot (W1307)
Weverton (W2920)
Opequon Station (W1514)
Catoctin Switch (W3522)
Duffields Depot (W2018)

Note: Remember that Frederick Junction (W4317) cannot be destroyed; it may only be damaged.

- +2 For each Maryland County Control Phase in which the Confederate player controls Frederick County – West. **Note:** This VP condition *only* applies during Turns 1–10 (Sept. 4–Sept. 13).
- +4 For each Maryland County Control Phase in which the Confederate player controls Frederick County – West. **Note:** This VP condition *only* applies during Turns 11–14 (Sept. 14–Sept. 17).
- +8 For each Maryland County Control Phase in which the Confederate player controls Frederick County – West. **Note:** This VP condition *only* applies during Turns 15–18 (Sept. 18–Sept. 21).
- +2 For each Maryland County Control Phase in which the Confederate player controls Carroll County.
- +2 For each Union depot destroyed (except those in Martinsburg, Harpers Ferry, and Camden Station; see previous victory conditions).
- +2 For each point of Union Manpower Value lost in combat or retreat (*not* in extended march, force march, moving from one enemy ZOC to another, or due to supply effects). This VP condition applies *only* to the Army of the Potomac infantry.
- +1 For each point of Union Manpower Value lost in combat, retreat, cavalry retreat, or that surrenders in or around Harpers Ferry [see 17.0], (*not* in extended march, force march, moving from one enemy ZOC to another, or due to supply effects). This VP condition applies to all Union cavalry units, all RR, Shen, Balt, and DC garrison units, and the PA militia. (Note that Union military units are marked for identification).
- +1 For each point of Union Manpower lost in extended march or force march (*not* in moving from one enemy ZOC to another, or due to supply effects). This VP condi-

tion applies *only* to Union units designated as RR and Shen (Western Maryland and Virginia garrisons).

- +1 For each Maryland County Control Phase in which the Confederate player controls Washington County from Hagerstown (W2502).
- +1 For each Maryland County Control Phase in which the Confederate player controls Washington County from Sharpsburg (W2413). **Note:** This VP condition *only* applies during Turns 11–14 (Sept. 14–Sept. 17). For the purpose of this VP condition, Sharpsburg is considered a *second* county control hex for Washington County. These VP are *in addition* to those gained by the Confederate player for controlling Washington County from Hagerstown.
- +3 For each Maryland County Control Phase in which the Confederate player controls Washington County from Sharpsburg (W2413). **Note:** This VP condition *only* applies during Turns 15–18 (Sept. 18–Sept. 21). For the purpose of this VP condition, Sharpsburg is considered a *second* county control hex for Washington County. These VP are *in addition* to those gained by the Confederate player for controlling Washington County from Hagerstown.
- 2 For each Confederate depot destroyed.
- 2 For each point of Confederate 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 effects).
- 4 If a Union infantry unit with a Manpower Value of 4 or more occupies Harpers Ferry/Bolivar (W2521) at the end of the game.
- 8 If a Union infantry unit with a Manpower Value of 8 or more occupies Winchester (W0330) at the end of the game.

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

Confederate VP Winner

≥ 126	Confederate Decisive Victory
105-125	Confederate Substantive Victory
84-104	Confederate Marginal Victory
62-83	Union Marginal Victory
38-61	Union Substantive Victory
≤ 37	Union Decisive Victory

PIEDMONT

A Scenario Combining the Stonewall in the Valley Map and Grant Takes Command Counters designed by Ed Beach

NOTES: Picking up the Valley campaign after Sigel's debacle at New Market, General David Hunter marches south from Winchester in early June. With Breckinridge, Confederate hero of New Market, east of the Blue Ridge aiding Lee at Cold Harbor, defense of the Valley falls to a rag-tag collection of troops that are rushed to the area under General W. E. "Grumble" Jones. On June 3, Jones joins Imboden at Mount Crawford on the North River. Seeing that the Rebels have entrenched behind the river, Hunter chooses a more circuitous route as his best bet to capture Staunton.

MAP: Use only the *SIV* south map

GAME LENGTH: 3 turns; June 4 to June 6, 1864

SPECIAL RULES

- 1. RANDOM EVENTS:** There are no random events in this scenario.
- 2. MAJOR RIVERS UNFORDABLE:** All major rivers are unfordable throughout the scenario.
- 3. BRIDGE DESTROYED:** The bridge from S3921 to S4020 has been destroyed prior to this scenario.
- 4. CONFEDERATE DEPLOYMENT:** Confederate units are deployed secretly by the Confederate player. These units must start in any hex within 3 hexes (inclusive) of hex S3217. They may be stacked more than one unit per hex as desired. Each Confederate unit is placed under an Abatis marker. All of the Confederate deployments should be secretly recorded on paper. Each Confederate unit is individually revealed and placed on the map whenever a Union unit moves to within two hexes (even if the intervening terrain is impassable). This revelation occurs in the middle of the Union movement – before the Union player has to decide the remainder of his movement path. A Confederate unit is also revealed if the Confederate player moves that unit from its starting location.

5. TURN 1: The Union player automatically wins the first four initiatives of the game. They must be used in exactly this order:

- Tibbits must be activated first
- Wynkoop must be activated second
- Hunter must perform an activate leader action for the third and fourth initiatives

After these four initiatives, initiative is determined normally for the rest of the game. Note that these Union moves will probably cause hidden Confederate units to be revealed as more and more Union units move to within 2 hexes of the Confederate starting locations.

6. UNION PONTOON BRIDGE: The Union player may build minor river pontoon bridges normally in this scenario. However, the Union player may also build one major river pontoon bridge in this scenario, taking a shortcut from the usual procedure. One time only, the Union player may build a major river pontoon bridge by activating Moor or Thoburn for a march action while adjacent to a ford over a major river. (The destroyed bridge from S3921 to S4020 does count as a ford). That unit gains one fatigue level as usual. However, instead of marching, the unit remains in place and a pontoon bridge is extended from the unit's hex across the major river ford (no die is rolled; this attempt is automatically successful). This bridge can never be moved and this ability can only be used once per scenario. This special bridge construction may occur as part of an Activate Leader action. The unit building the bridge does not need to make an extended march roll, even if the action brings him to Fatigue Level 3 or 4.

7. HEX CONTROL: The Confederate Player controls all objectives at the start of the scenario. A player gains control of an enemy-controlled objective hex at the moment one of his 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 player does not gain control of that hex.

PIEDMONT VICTORY POINTS

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

VP Reason

- +14 Union control of Staunton (SIV S2629)
- +8 Union control of Fisherville (SIV S3133)
- +6 Union control of Port Republic (SIV S3921)
- +6 If either of the two Union infantry brigades ends the game within 4 hexes of Staunton (SIV S2629). These VP are awarded in addition to points for Union control of Staunton.
- +3 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).
- 2 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).

SPECIAL NOTES

- Use the counters supplied in Grant Takes Command
- Use the Standard Series Rules for games set in 1864

PIEDMONT VICTORY CONDITIONS

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
≥ 26	Union Decisive Victory
21-25	Union Substantive Victory
15-20	Union Marginal Victory
10-14	Confederate Marginal Victory
5-9	Confederate Substantive Victory
≤ 4	Confederate Decisive Victory

CONFEDERATE SET-UP

Unit/Leader	Size	Corps	Type	Manpower Value	Hex
W E Jones	Dist	WV	Ldr		See Special Rule 4
B H Jones	Brig	WV	Inf	2	See Special Rule 4
Browne	Brig	WV	Inf	2	See Special Rule 4
VA Militia	Regt	WV	Inf	1	See Special Rule 4
Vaughn	Brig	Cav	Cav	1	See Special Rule 4
Imboden	Brig	Cav	Cav	2	See Special Rule 4

UNION SET-UP

Unit/Leader	Size	Corps	Type	Manpower Value	Hex
Moor	Brig	WV-1	Inf	7	S3612 (Tollhouse)
Tibbits	Brig	Cav-1-WV	Cav	2	S3712 (Harrisonburg)
Wynkoop	Brig	Cav-1-WV	Cav	2	S3712 (Harrisonburg)
Hunter	Dist	WV	Ldr		S3713
Thoburn	Brig	WV-1	Inf	7	S3713

HISTORIC RESULTS:

Imboden's makeshift force of 3000 convalescents and reserves arrived at the North River on June 2 and fortified the fords, awaiting reinforcements from W. E. Jones. However, Hunter was able to flank the position by instead marching to Port Republic and crossing the high river over a canvas pontoon on the evening of June 4. Battle ensued the next day at Piedmont. The Confederates, already hard-pressed by effective Union artillery fire and a counterattack led by Thoburn's division, broke when W. E. Jones was killed trying to rally his army. Vaughn assumed command of the shattered Rebel army and withdrew to Fishersville. Hunter's troops entered Staunton the next day (June 6).

FOG OF WAR

By Patrick Hirtle

Editor's Note: Patrick Hirtle's article on adding Fog of War to the Great Campaigns system originally appeared in Volume 30, #3 of Avalon Hill's The General. This article has been widely regarded as probably the best article on Great Campaigns to ever appear in The General. We recently got back in touch with Patrick to update his article for the new Standard Series Rules so it could be included here.

Warrenton Junction, Virginia, August 1862: For two days the reports have filtered into John Pope's headquarters. Confederate General JEB Stuart's cavalry is far to the northeast, driving toward the Potomac, tearing up railroad tracks as they go. More ominously, the reports indicate that a strong force of rebel infantry is following in Stuart's wake. Pope knows that Longstreet's Corps is to his front, but he has had no word on Stonewall Jackson's whereabouts for days. Now he knows: Stonewall has slipped around his flank, and, screened by Stuart's cavalry, is making for Washington.

The realization that Jackson is closer to Washington than Pope sparks a flurry of activity at Union headquarters. Leaving the corps of Banks and Sigel as a screen against Longstreet, Pope hurls the bulk of his army towards Jackson's rear, force-marching in the hope of pinning both Stonewall and Stuart against the Potomac. Lee has split his army; such opportunities do not come often. Pope senses that his hour of destiny has come.

For two days, the chase is on. Then, from north of Fairfax Court House, comes a disquieting report from John Buford, commanding one of Pope's cavalry brigades: Stuart is there, all right, but of Stonewall Jackson there is not a trace. The

earlier reports of rebel infantry were, apparently, false.

Realizing that his army is now badly out of position, Pope receives another report, even more disturbing, this one from Winchester: Jackson's Corps has just occupied the town, having crossed into the Valley via Ashby's Gap. Pope has been utterly fooled; the Rebels have swarmed into the Valley in strength, and are driving on Harper's Ferry. Pope has no one in position to stop them. His army is exhausted and disorganized. By the time the Federal forces have sorted themselves out, Jackson has swallowed up the small garrisons in the Valley, destroyed the railway stations, and safely rejoined Lee on the Rappahannock. The Union has again been humiliated. The 1862 campaign, and Pope's career, are over.

This sad tale is what actually happened to me in a recent campaign game combining SJW with HCR to recreate the entire 1862 campaign in northern Virginia. My opponent, commanding the Confederate forces, decided to forego an invasion of Maryland, opting instead to launch a raid up the Valley. He carried it off beautifully, faking me out by sending Stuart around my flank, along with what I thought was Jackson's Corps. I reacted to this threat, blissfully unaware that Stonewall was slipping into the Valley.

"Wait a minute," you're saying, "how could that have happened? Well, playing by the rules, it couldn't, and that was a problem my opponent and I set out to solve. We realized that the one element missing from the game was the fog of war. As John Pope, I always knew just where the rebel army was—every corps, division, and

brigade. There was none of the nail-biting uncertainty, none of Pope's terminal confusion that marked the actual campaigns in Virginia. Our solution was to develop a simple double-blind system, which allows for that uncertainty without tinkering overmuch with the game's elegant mechanics. Adding the fog of war to SJW increases the level of excitement and realism in the game, with surprisingly little cost in playability. It also gives new value to cavalry units, hitherto relegated to guarding fords and railway stations. Now you can use your cavalry units as they were intended—as the eyes of your army. Is the enemy force approaching Warrenton a cavalry detachment, or Longstreet's Corps? Is that Union force in front of Gettysburg militia, or the lead elements of the Army of the Potomac? Are they disorganized? What's their fatigue level? Where is Stuart? Where is Meade? Playing with that kind of uncertainty adds a whole new element to the game, and may give you some insight into those "timid" Civil War generals we all scorn.

ADDING THE FOG

The following rules can be incorporated into any of the scenarios in the series. Unless otherwise stated, all other game rules are still in effect.

Each player may assign a force marker to replace any of his on-map forces, as per the standard game rules. However, each player's Force Display, which contains the actual units, is always kept concealed from the other player. The number of force markers in play is limited only by the number available. [Note: there are some variations between the force markers in the different games in the series (font color, flag type,

etc.), so you can use the markers from more than one game. If you're willing to write on the force marker, a small dot in a specified corner will suffice to differentiate it from the same-numbered marker from a different game.] Obviously, when playing with two or three Force Displays, some care must be taken that you know which flag represents which unit. Substituting a force marker for an actual unit is voluntary, and done at the player's discretion. A player may switch force markers (i.e., move units from one box to another, and changing the force marker on the map) upon activating that unit, as long as it is not adjacent to an enemy unit or within the probe range of an enemy cavalry unit (see below).

As per the game rules, a force marker acts in all respects like the unit it replaces. However, unit status, fatigue level, etc. are all recorded on the Force Display, and thus will be unknown to your opponent.

All dice-rolls are made secretly. A unit's movement allowance, the result of an extended march, and other events dependent on a die-roll are known only to the player whose unit(s) are affected. (Obviously, there must be an element of trust here.)

There are three ways in which information may be gained regarding an enemy force: moving adjacent, attacking, or probing with cavalry.

Moving Adjacent

The instant a unit moves adjacent to an enemy unit, both players must reveal the type of unit (infantry or cavalry) and the size: small (1-5 SPs), medium (6-9 SPs) or large (10 or more SPs).

Attacking:

The *exact* composition of opposing forces (type, unit identity, total SPs, leaders) is revealed after combat is declared. Once declared, the combat must be resolved; a player cannot decide not to attack after his opponent's forces have been revealed. (Heth to Lee, July 1, 1863: "We thought we were up against militia, General.")

Cavalry Probes:

A cavalry unit may probe any enemy units within two hexes. [Exceptions: (1) a unit must be adjacent to probe into woods; (2) a unit may not probe across a major or minor river unless a bridge, ford, ferry or dam is present, and that bridge, ford, ferry or dam must not contain an enemy unit other than the one being probed—in other words, you cannot probe past a guarded water crossing to a hex beyond it; and (3) a unit may not probe through an enemy ZOC, or through/into a hex it could not have reached through its movement in that activation.] To probe, the cavalry unit must be activated, and can then move up to one-half (rounded down) of its rolled movement allowance. It must end its movement to probe; it cannot move, probe, and then move again. To conduct the probe, the player whose units are being probed rolls one die for each force marker within two hexes of the probing cavalry unit, and consults the Probe Table.

The rules and table presented here are intended only as a rough guide, and can be tinkered with to suit your own tastes, or the particular campaign being played. For example, when playing the Second Bull Run campaign, in which Pope was hopelessly confused as to the where-

PROBE EXAMPLE: Confederate force marker 4, representing Ewell's Division, is in Brandy Station (1702); force marker 8, representing the 2 VA Cavalry, is in St. James Church (1901). The Union player activates Buford's cavalry brigade (already at fatigue level one) in hex 2202, and rolls a seven for its movement. Buford moves three hexes, to 1903, and announces he will probe. The Confederate player immediately informs him that there is a cavalry regiment in hex 1901 which will modify the probe roll by -1. The Union player determines the final modifier as follows: +1 (probing with a brigade) -1 (enemy cavalry regiment in probe zone) = 0. He informs the Confederate player of this modifier, who then rolls the die. He rolls a four, and informs the Union player that force 4 is an infantry force with 15 strength points, and force 8 is a cavalry force with one strength point. If the Union player is anxious to know which Confederate corps force 4 belongs to, he could probe it again in his following activation with an additional +1 in modifiers (+1 second probe, +1 probing without moving, -1 probing at fatigue level 3). If the Confederate player had rolled a one in the first probe, he could have groaned, cursed his luck, and then informed his opponent that force 4 was Evans' Brigade, with 2 strength points!

PROBE TABLE

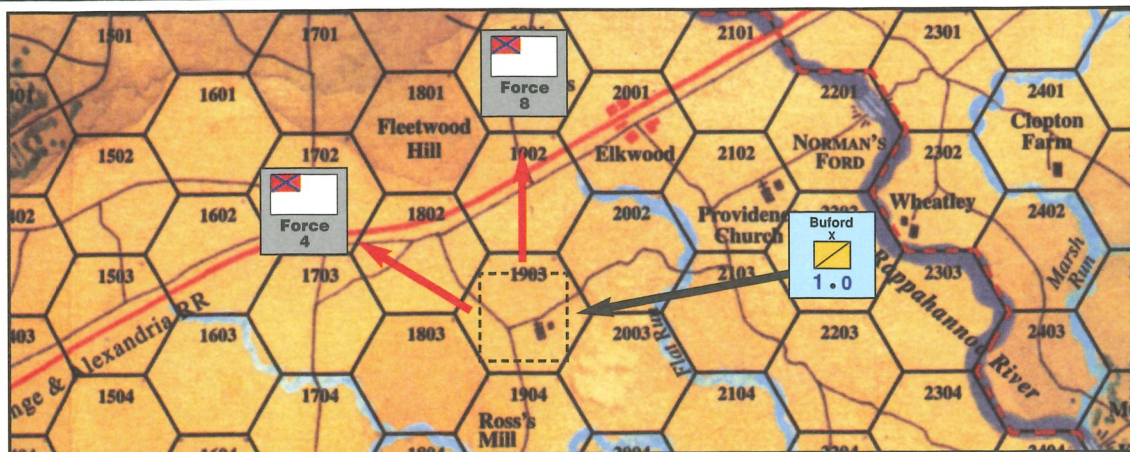
Die Roll	Results
≤ 1	May tell probing player anything. (i.e., you can lie!)
2,3	Must indicate type (inf. or cav.) and size (small, medium, or large, as defined above)
4	Same as above, but must indicate total strength points (+/- 1 for small units, +/- 2 for medium forces, +/- 3 for large forces)
5	Same as 4, but must also identify any leaders present, and fatigue level of unit(s)
≥ 6	Must reveal all information: unit(s), strength, fatigue, whether disorganized/ demoralized, etc.

Modifiers: All modifiers are cumulative; added/subtracted directly to/from the Probe die roll

Probing unit is:

- 1	Disorganized
+1	Probing without moving
- 1	Demoralized
+1	Confederate (pre-Brandy Station scenarios only)
- 1	Fatigue level 3 or 4, or exhausted
+1	Brigade strength
+1	CSA unit probing in Virginia
+1	USA unit probing in Maryland or Pennsylvania
- 1	Probing during rain turn
+1/probe	Probing same enemy unit for two or more consecutive activations, with same cavalry unit
-1/-2	Per enemy cavalry regiment/brigade in probe radius which reveals itself prior to probe die roll (i.e., the player being probed may voluntarily reveal that he has cavalry units within two hexes of the probing unit, and what hex they are in)

Note: After determining which modifiers apply, the probing player simply tells his opponent what the final roll is; he does not have to reveal anything about the probing unit, other than the obvious fact that it is cavalry.



abouts of the Confederate forces opposing him, we allowed the Confederate player to deploy as many "dummy" force markers as real ones; the "dummies" would be revealed only when probed, or when a Union unit moves adjacent. In the game I described at the beginning of this article, I sent the better part of the Union forces on a wild goose chase after what I believed was Jackson's corps, only to discover that it was a "dummy"; meanwhile, the Confederate force marker moving into the Valley—the one I had dismissed as a "dummy"—turned out to be the real thing. My opponent is still laughing about that! It was embarrassing, but history (particularly Civil War history), is full of such blunders, and the game should be capable of recreating these. Knowing that your enemy has only a limited knowledge of your deployment opens up possibilities that don't exist otherwise. For example, in a campaign game of RTG, my opponent, again commanding the Confederates, sent Ewell into the Cumberland Valley to levy the Pennsylvania towns, but kept Lee, Longstreet and Hill back at Falling Waters on the Potomac. His plan was to wait until the Army of the Potomac had passed on its way north; then he would cut directly east, in the direction of Baltimore and Washington. To better give effect to this plan, he created a number of substitute units from Ewell's forces, to create the impression that the entire Army of Northern Virginia was in Pennsylvania; meanwhile, he put Longstreet and Hill into one hex back at Falling Waters, referring to the force marker as his "rear guard." Sneaky fellow, but this time it backfired. One of my cavalry brigades force marched to the far side of Falling Waters, destroying the Confederate pontoon bridge. Then, I detached the Fifth Corps to secure the Potomac crossings. *Then*, to make matters worse, it rained for two days! It turned into an Army of the Potomac dream scenario: Lee trapped on the wrong side of the Potomac, with his army split, with the Union army in easy striking distance. And how did it turn out, you ask? Well, my cat went sliding across the table, wiping out the game. Talk about Rebel luck! The point here, of course, is that this situation could never have occurred using the standard rules, with all units exposed from the outset.

CONCLUSION

Generally, if you use your cavalry efficiently, you will have a general knowledge of the enemy forces to your front: whether they are cavalry or infantry, and their approximate strength. What you usually won't know—and shouldn't know—is the dispositions of forces in the enemy's rear, or the fatigue levels and organizational state of individual units. Your knowledge of the enemy will therefore be incomplete, based partly on reconnaissance, and partly on supposition and plain guesswork. You can take calculated risks, attempt to fake out your opponent, launch long-range cavalry probes, and face the same problems as your historical counterparts. Which is, after all, one of the reasons we play these games.

Rule Clarifications

GCACW Standard Basic Game Rules

5.2 Activate Leader

The following actions may not be performed in an Activate Leader action: Burn RR Station, RR embarking and movement, and amphibious embarking & movement.

6.2 Rules of Movement

Dams:

Dams are considered indestructible bridges in all GCACW games. A unit may cross a dam over a major or minor river with no movement point penalty, even in a rain turn, just as if it were a bridge. Unlike bridges, dams may not be destroyed.

In SJW, HCR, RTG, SIV, and SLB, dams were not official terrain features although they were labeled on the maps. When using the GCACW Standard Rules in those five games, any ford over major or minor rivers labeled on the map as a "dam" is now considered a dam instead of a ford. There are only four such dams:

- Strider's Dam (HCR W1319; SIV N4322)
- Occoquan Dam (SJW/SLB S5304)
- Scott's Dam Ford (SJW/SLB S3526)
- Dam (RTG N4129)

Ferries:

In SJW, HCR, RTG, SIV, and SLB ferries were not official terrain features although they were labeled on the maps. When using the GCACW Standard Rules in those five games, only the following two fords are now considered ferries:

- Snicker's Ferry (SJW N1702; HCR W1733)
- Berry's Ferry (SJW N1207; SIV M5608)

Note: All fords labeled as ferries on the Potomac River are NOT considered ferries. They remain fords in the GCACW Standard Rules.

Enter Enemy Zone of Control

A unit may not refuse flanks (7.8) when entering an enemy normal ZOC; however, it may refuse flanks if it marches in place in an enemy normal ZOC.

Exit Enemy Zone of Control

ZOC to ZOC:

For purposes of this rule, the enemy normal ZOCs do not have to emanate from the same enemy unit or hex.

A unit may neither attack nor refuse flanks when moving directly from one enemy normal ZOC to another enemy normal ZOC.

7.4 Combat Die Roll Modifiers

Tactical Modifier

For the attacker, the tactical modifier may be from any leader stacked with one of its subordinate units participating in the attack; it does not have to be the active leader conducting the assault action.

7.8 Refusing Flanks

Since a unit must stop moving upon entering an enemy normal ZOC, it may not refuse flanks when entering an enemy normal ZOC. A unit may refuse flanks if it marches in place in a hex in a hex with an enemy normal ZOC (an extended march must be done if required per 5.1).

10.1 Pontoon Bridges

Pontoon Bridge Restrictions

Note: Entrenchments are not taken into account in determining the Combat value that prevents a bridge from being built.

10.2 Destroying Bridges and Ferries

Bridges and ferries may be destroyed in rain turns and while rivers are unfordable.

Destroying Pontoon Bridges

A pontoon bridge is automatically destroyed at the end of the Attachment Phase if the previous turn's Recovery Phase or the current turn's Attachment Phase has caused an enemy unit to have a combat value of 5 or more (or, in SIV, 3 or more) in one of the two hexes connected by the bridge.

12.0 Rain

Bridges: Units may not build or repair bridges or ferries in rain turns but may destroy them.

BURNSIDE TAKES COMMAND

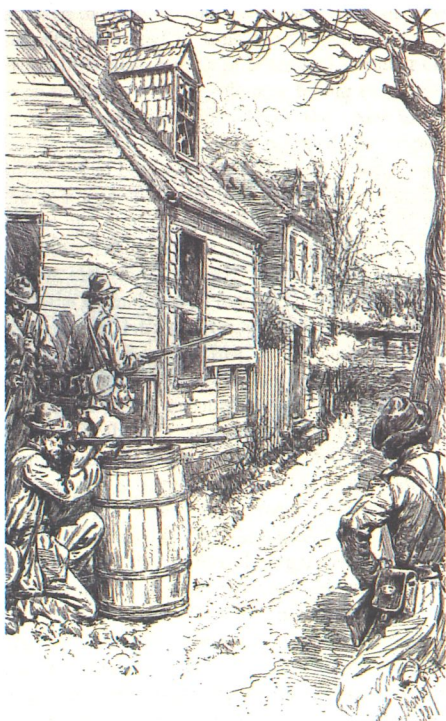
The 1862 Fredericksburg Campaign

"Oh! I know where Lee's forces are, and I expect to surprise him. I expect to cross and occupy the hills before Lee can bring anything serious to meet me."

Ambrose E. Burnside
December 9, 1862

"It is well that war is so terrible! We should grow too fond of it..."

Robert E. Lee
December 13, 1862



1.0 INTRODUCTION

Burnside Takes Command: The Fredericksburg Campaign is a game module that simulates the American Civil War campaign in Virginia during November and December 1862.

This module employs the Great Campaigns of the American Civil War (GCACW) rules system. That system so far comprises seven previous volumes, six produced by The Avalon Hill Game Company (*Stonewall Jackson's Way*, *Here Come the Rebels*, *Roads to Gettysburg*, *Stonewall in the Valley*, *Stonewall's Last Battle* and *On to Richmond*) and one produced by Multi-Man Publishing (*Grant Takes Command*). The last volume included a standard series rulebook to unify the Basic Game rules for all game in the series. **This module uses the Standard Series Rules.** Certain additions to these rules are set forth below. There are a few changes of which the seasoned GCACW player should be aware. Most notably, the module incorporates rules for "grand divisions" (an organizational innovation by the Union commander which met with mixed results) and rules for fog.

The module requires the use of map sheets that appeared in previous volumes in the series. Basic Game Scenario 1 and the Advanced Game use a map sheet that has appeared twice in the series: first as the south map in *Stonewall Jackson's Way* and later as the one and only map in *Stonewall's Last Battle*. Scenarios 2, 3 and the Advanced Game use the *Grant Takes Command* (GTC) north map.

The module also makes use of many informational counters available in any other game in the series. These counters include the manpower counters, the force counters, the fatigue counters, the "substitute unit" counters and any others that might come in handy for the player. Substitute counters should be taken from GTC.

Here are the additions and modifications to the GCACW Standard Basic Game Rules for this module. Unless overridden by an exception listed below, all rules in the Standard Basic Game Rules apply. For example, movement rates in March and Activate Leader actions are as specified in the Standard Basic Game rules, not the modified rates used in the games *Stonewall in the Valley* or *On To Richmond*.

10.1 Pontoon Bridges

This module modifies the GCACW Standard Basic Game pontoon bridge rules, making them similar to the rules used in *Stonewall's Last Battle*. These changes are listed below.

Note: Prior to this scenario, the "Chatham Bridge" connecting hexes 4328 and 4427 on the *Stonewall's*

Last Battle map has been burned by the Confederate Army and is unusable for all game purposes. It may not be repaired. Note however that the Union player may build a pontoon bridge across this hexside as described below. [Note: This bridge is not included on the *Grant Takes Command* north map, so this change is not applicable to scenarios that use that GTC map].

BUILDING PONTOON BRIDGES

The Union player is limited to five major river bridges in this module. This limit is even lower in Scenarios 1 and 2, as specified in the special rules for those scenarios. The Confederate Player may not build major river bridges. The availability of Union pontoon bridges in the Advanced Game is limited as described in Section 16.1.

PONTOON BRIDGE RESTRICTIONS:

The following restriction from the GCACW Standard Basic Game rules is modified for this module as shown in bold below.

A bridge may not be built between two hexes if one of the hexes contains an enemy unit (or units) with a combined Combat Value of 5 or more (before adding in any entrenchment benefit). It may be built into a hex with an enemy unit whose Combat Value is 4 or less. **Exception: A bridge may be built between any two hexes during turns in which the FOG random event is in effect.**

PONTOON BRIDGE CONSTRUCTION

This procedure differs from the GCACW Standard Rules whenever the Union Player builds a pontoon bridge. In this module, Union attempts to construct pontoon bridges over major or minor rivers are automatically successful. No die roll is required.

10.2 Destroying Pontoon Bridges

This rule is identical to the GCACW Standard Rules except that **pontoon** bridges are not destroyed when an enemy unit ends its move adjacent to the bridge during the following turns:

- Turns during which the FOG random event is in effect
- During the one turn immediately following a turn during which the FOG random event is in effect.

13.0 Grand Divisions

HISTORICAL NOTE: When Burnside took command of the Army of Potomac, he felt daunted by the prospect of coordinating the activities of a large number of corps commanders, especially since he correctly expected his relationships with many senior officers to be rocky. To simplify the command structure and reduce the number of persons to whom he had to address

orders, Burnside replaced the existing command and control system with a system of "Grand Divisions". The Army of the Potomac would have three grand divisions, representing the army's Left, Center and Right, and commanded respectively by William B. Franklin, Joseph Hooker and Edwin Sumner. Each grand division was made up of two corps, and each corps was made up of three divisions.

In the game, each Union infantry unit is a member of a corps (I, II, III, V, VI or IX) AND is a member of a grand division (L, C or R). The structure of grand divisions has the following (positive and negative) effects on play.

13.1 Activate Grand Division Leader

In lieu of activating a single unit for march or activating a corps leader, the Union player now has a third option: the Activate Grand Division Leader action. Since a grand division consists of two corps of three divisions each, potentially up to six division-sized units (or an even larger number of smaller units) may be activated during a single Action Phase.

Only one grand division leader at a time may be chosen for activation. A grand division leader is eligible for activation only if **both** corps leaders from that grand division are within the grand division leader's command radius. There also must be one or more units of that grand division that are within command radius of **their own corps leader** and at a Fatigue Level of 3 or less. An Activate Grand Division Leader action is performed as follows:

The player with initiative selects an eligible grand division leader anywhere on the map.

The player with initiative must select one or more units belonging to the active leader's grand division that are situated within command radius of **their own corps leader**. (Note that they do **not** have to be within command radius of their grand division leader as long as their corps leader is within command radius of the grand division leader). All of the units selected to participate in an activate grand division must be at a Fatigue Level of 3 or less. The player is not obligated to select every unit within the two corps leaders' command radii, although he may do so. He must select at least one unit total. There is no requirement to select one unit from each subordinate corps.

The active leader's Movement Allowance is calculated as follows:

During November 15, 16, or 17 turns:

Union player rolls one die. The result is increased by 2. The modified roll is the leader's Movement Allowance.

During all other turns:

Union player rolls one die. The result is increased by 1. The modified roll is the leader's Movement Allowance.

The active player performs Steps 4 through 9 of the normal Activate Leader procedure (Section 5.2 of the Standard Basic Game Rules). In Step 5, only the grand division leader may transfer to a subordinate unit selected in Step 2; corps leaders may not transfer. The Activate Grand Division Leader action ends when this procedure is completed, and the next Action Phase begins.

GRAND DIVISION ACTIVATION RESTRICTIONS

In an Activate Grand Division Leader action, all units selected in Step 2 are restricted in their activities as follows:

A marching unit may not attack during its march. Attacks of all kinds are prohibited in an Activate Grand Division Leader action.

A marching unit may not enter an enemy ZOC (including restricted ZOC) during its march. (**Exception:** If, in order to exit a given hex, a unit has no choice but to enter an enemy ZOC, it may do so.) A unit may exit an enemy ZOC during an Activate Grand Division Leader action, subject to normal movement penalties.

GRAND DIVISION LEADERS AND ASSAULT

Grand division leaders may never initiate assault actions. Instead, their command values are used to determine the success of grand assaults started by corps commanders within their command.

13.2 Grand Assaults

Grand divisions placed an extra layer of command between overall army command and the officers that would ultimately execute any desired attack. This makes it especially difficult for the Union to carry off successful grand assaults in this module. To simulate this effect, the Union player is required to make an additional roll for command to complete a grand assault successfully.

There is one more condition to be satisfied before the Union player can attempt a grand assault:

Grand Division Leader: The appropriate grand division leader must be situated within the command radius of the active leader's hex. (This is in addition to the condition that the army leader also be within the command radius).

Example: Stoneman, corps leader for the III Corps, successfully initiates an assault. If both Hooker (Center Grand Division leader) and Burnside (Army of Potomac leader) are within Stoneman's command radius, then a grand assault can be initiated. If either leader is not in this radius, the grand assault can not be attempted.

Replace Step 1 of the normal Grand Assault procedure with the following:

Roll for Command: The active player rolls a die.

If he rolls a 6 (before modification), the grand assault does not take place. The grand assault ends – return to Step 7 of the assault procedure.

If the roll is 5 or less, subtract the number rolled from the *grand division* leader's command rating. This result is the "Grand Assault Number." If the Grand Assault Number is 0 or less, the grand assault does not

take place. Return to Step 7 of the assault procedure. If the Grand Assault Number is 1 or more, roll one additional die (to then get the approval of the army leader). If this additional die is greater than or equal to the army leader's command rating (*i.e.* a die roll of 4-6 when Burnside is in command), the Grand Assault does not occur. Return to Step 7 of the assault procedure. If this additional die is less than the army leader's command rating, the assault must take place. Proceed to Step 2 of the Grand Assault procedure and use the Grand Assault Number calculated on the first die roll in Step 1.

14.0 Henry Hunt Artillery Leader

The Union artilleryist, Henry Hunt, was expert at directing fire at specific points at an enemy's line. This module represents that effect by including a leader counter for Henry Hunt.

HUNT'S EFFECT ON MOVEMENT

Hunt is **not** a corps or division leader. He may never initiate an Activate Leader action. His counter moves with an attached subordinate (like army leaders do).

HUNT'S EFFECT ON COMBAT

Whenever Hunt is stacked in the hex, any units in that hex which participate in an attack, whether on attack or on defense, receive a +1 combat die roll modifier. This modifier can not be used in combats in which the defender is in city, woods, swamp or mountain terrain.

LEADER TRANSFER OF HUNT

The Hunt leader counter can be transferred to a different subordinate infantry unit just like an army leader counter (see 6.3). There is one additional restriction:

Hunt may never be transferred to a unit with a 0 Artillery value.

The circumstances in which the different types of leaders in *Burnside Takes Command* may transfer with the active leader during an Activate Leader action are summarized in the table below. Note that in all cases the leader must have started the action in the same hex as the leader performing the Activate Leader action and it must transfer and attach to the same unit as the active leader. Grand division leaders may only transfer during a corps leader Activate Leader action if the corps leader is directly subordinate to that grand division leader.

15.0 Basic Game Scenarios

There are three Basic Game scenarios included in the module. In each scenario, a player gains **control** of an enemy-occupied objective hex at the moment one of his infantry (not cavalry or artillery) units enters the hex.

Transfer during Activate Leader action initiated by a ...		
Leader Type	Corps Leader	Grand Division Leader
Army	Yes	Yes
Hunt	Yes *	Yes *
Grand Division	Yes	N/A
Corps	N/A	No
* must be attaching to a unit with a 1 or greater Artillery value.		

Scenario 1

The Lincoln-Stanton Plan

NOTES:

The Lincoln administration strongly favored the strategy of attacking Longstreet's corps while it was separated from Jackson's wing. The Army of the Potomac would drive on Culpeper and proceed along the Orange & Alexandria RR towards the junction at Gordonsville. A successful Union offensive would drive a wedge between the two Confederate wings and compel Lee to battle on unfavorable terms. Jackson's corps was about three days away at Front Royal and Winchester. Burnside could operate freely on Longstreet during that time, but he would have to keep his rail supply line protected against Jackson as he advanced.

MAP:

Use only the SLB map.

GAME LENGTH:

3 turns; November 15 to November 17, 1862.

SPECIAL RULES:

- RANDOM EVENTS:** There are no random events in this scenario.
- NO MAJOR RIVER BRIDGES:** No major river bridges are available to the Union player in this scenario.
- UNION MOVEMENT RESTRICTIONS:** Brooks, Howe, and Newton may not move on Turn 1. These units begin the game at a Fatigue Level of 1 and do not recover until the Turn 2 Recovery Phase.
- CONFEDERATE MOVEMENT RESTRICTIONS:** Ransom may not move on Turn 1. This unit begins the game at a Fatigue Level of 1 and does not recover until the Turn 2 Recovery Phase.
- CONFEDERATE SUBSTITUTE UNITS:** The Confederate player (only) may use Substitute units as described in Section 20.0. The Attachment Phase is thus added to the sequence of play after the Leader Transfer Phase in each turn of this scenario.

VICTORY CONDITIONS:

The Union Player gains and loses victory points for the following occurrences:

VP Reason

- +4* If a Union infantry unit occupies Orange Courthouse (0832) at the end of the game.
- +3* If a Union infantry unit occupies Rapidan Station (1128) at the end of the game.
- +2* If a Union infantry unit occupies Mitchell's Station (1324) at the end of the game.
- +3* If a Union infantry unit occupies Culpeper (1418) at the end of the game.
- +1* If a Union infantry unit occupies Brandy Station (1916) at the end of the game.
- +2 If a Union infantry unit occupies Rappahannock Station (2414) at the end of the game.
- +2 If a Union infantry unit occupies Bealeton Station (2612) at the end of the game.
- +2 If a Union infantry unit occupies Warrenton Junction (3108) at the end of the game.

UNION SET-UP					
Unit/Leader	Size	Corps	Type	Manpower Value	SLB Hex
Burnside			Ldr		2403 (Warrenton)
Hunt			Art Ldr		2403 (Warrenton)
Sumner		Right	Ldr		2403 (Warrenton)
Couch		II (Right)	Ldr		2403 (Warrenton)
Hancock	Div	II	Inf	12	2403 (Warrenton)
Howard	Div	II	Inf	9	2503
French	Div	II	Inf	10	2602
Willcox		IX (Right)	Ldr		1905 (Waterloo)
Burns	Div	IX	Inf	8	2007 (W. S. Springs)
Sturgis	Div	IX	Inf	11	2005
Getty	Div	IX	Inf	5	1905 (Waterloo)
Farnsworth	Brig		Cav	2	2007 (W.S. Springs)
Gregg	Brig		Cav	2	2007 (W.S. Springs)
Franklin		Left	Ldr		2403 (Warrenton)
Reynolds		I (Left)	Ldr		2403 (Warrenton)
Doubleday	Div	I	Inf	16	2403 (Warrenton)
Gibbon	Div	I	Inf	10	2503
Meade	Div	I	Inf	10	2503
Smith		VI (Left)	Ldr		3201
Brooks	Div	VI	Inf	14 *	3201
Howe	Div	VI	Inf	17 *	3201
Newton	Div	VI	Inf	17 *	3201
Hooker		Center	Ldr		1905 (Waterloo)
Stoneman		III (Center)	Ldr		1905 (Waterloo)
Birney	Div	III	Inf	10	1804
Sickles	Div	III	Inf	10	1704
Whipple	Div	III	Inf	6	1905 (Waterloo)
Bayard			Cav	3	2414 (Rappahannock Stn)
Butterfield		V (Center)	Ldr		2102
Griffin	Div	V	Inf	17	2102
Sykes	Div	V	Inf	15	2001
Humphreys	Div	V	Inf	10	2001

* Begin with a fatigue level of 1. May not move on Turn 1 and recover until the Turn 2 Recovery Phase.

CONFEDERATE SET-UP						
Unit/Leader	Size	Corps	Type	Manpower Value	SLB Hex	GTC * Hex
Militia	Reg	Ind	Inf	1 ^	4328 (Fredericksburg)	4114 (Fredericksburg)
W.H.F. Lee	Brig	Cav	Cav	3	2315	Use SLB hex to left
Lee		Ldr			1418 (Culpeper)	1204 (Culpeper)
Pendleton Art		Ind	Art	2	1418 (Culpeper)	1204 (Culpeper)
Longstreet		L	Ldr		1418 (Culpeper)	1204 (Culpeper)
McLaws	Div	L	Inf	15	1418 (Culpeper)	1204 (Culpeper)
Ransom	Div	L	Inf	7 *	0125	Use SLB hex to left
Anderson	Div	L	Inf	15	1418 (Culpeper)	1204 (Culpeper)
Pickett	Div	L	Inf	15	1418 (Culpeper)	1204 (Culpeper)
Hood	Div	L	Inf	12 +	0726	0512
Stuart			Ldr		1808 (Jefferson)	Use SLB hex to left
Hampton	Brig	Cav	Cav	2	1808 (Jefferson)	Use SLB hex to left
F. Lee	Brig	Cav	Cav	2	1808 (Jefferson)	Use SLB hex to left

* (for use in Scenario 4, where these setups are used again and GTC map lies on top of SLB map)

+ Hood begins the game disorganized.

^ Militia begins the game under Breastworks

* Ransom begins the game with an initial fatigue level of 1. He may not move on Turn 1 and may not recover until the Turn 2 Recovery Phase.

+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 ex-

tended march, force march, or moving from one enemy ZOC to another)

* The VP award for this objective is doubled if the Union can trace a path of consecutive RR hexes from this objective to Rappahannock Station (2414) at the end of the scenario. The path must not contain a RR

hex occupied by one or more Confederate infantry units. If the rail line is in the ZOC of a Confederate unit (or occupied by a Confederate cavalry unit), the doubling does apply.

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
22 or more	Union Decisive Victory
18 to 21	Union Substantive Victory
14 to 17	Union Marginal Victory
10 to 13	Confederate Marginal Victory
6 to 9	Confederate Substantive Victory
5 or less	Confederate Decisive Victory

Scenario 2

The pontoons arrive

NOTES:

Burnside's first pontoon bridge arrived on November 25, and a second arrived on November 26. With superior numbers and the chance to pick the location at which his army will cross, Burnside had an opportunity to push Longstreet out of position before Jackson could arrive from the Shenandoah Valley.

MAP:

Use the GTC north map.

GAME LENGTH:

4 turns; November 25 to November 28, 1862.

SPECIAL RULES:

- RANDOM EVENTS:** There are no random events in this scenario.
- TURN 1:** The Union player automatically wins the first initiative die roll of Turn 1.
- PONTOONS:** When the game begins, the Union player has one major river bridge marker available for placement. If the Union player wishes, he may place this bridge on the map between hexes 4213 and 4214 before the game begins. If the Union player declines this initial placement, this bridge can then be placed as per 10.1 in any Recovery Phase. During the Recovery Phase of Turn 2 (November 26), the Union player receives a second major river bridge marker. This second bridge may be placed during the Recovery Phase of Turns 2 or 3. If a pon-

toon bridge is destroyed, it may be used in a later Recovery Phase to build a new bridge, as long as the total number of major river bridges in the game at one time never exceeds two.

- HIGH RIVERS:** Due to frequent rain, the portion of the Rappahannock that constitutes a major river—the stretch extending from GTC hex N3311 and continuing eastward—is considered to be high in this scenario. This portion of the Rappahannock may not be crossed at a ford by infantry or artillery units. Cavalry units may still cross at a ford but pay an extra penalty of one movement point when doing so. Infantry and artillery may only cross this portion of the Rappahannock using pontoon bridges or at Scott's Dam Ford (hex 3312 to 3411).

VICTORY CONDITIONS

The Union Player gains and loses victory points for the following occurrences:

VP Reason

- +12 If a Union infantry unit occupies Fredericksburg (N4114) at the end of the game.
- +8 If a Union infantry unit occupies Stannard's Mill (N3924) at the end of the game.
- +6 If a Union infantry unit occupies Massaponax Church (N4019) at the end of the game.
- +6 If a Union infantry unit occupies Spotsylvania Court House (N3520) at the end of the game.
- +6 If a Union infantry unit occupies Guinea Station (N4323) at the end of the game.
- +6 If a Union infantry unit occupies Milford (N4730) at the end of the game.
- 6 If a Confederate infantry unit occupies Tabernacle Church (N3614) 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 chart below to determine the winner:

Union VP	Winner
48 or more	Union Decisive Victory
40 to 47	Union Substantive Victory
32 to 39	Union Marginal Victory
24 to 31	Confederate Marginal Victory
16 to 23	Confederate Substantive Victory
15 or less	Confederate Decisive Victory

UNION SET-UP					
Unit/Leader	Size	Corps	Type	Manpower Value	GTC North Hex
Burnside			Ldr		4212 (Falmouth)
Sumner		Right	Ldr		4213 (Chatham)
Hunt		Art	Ldr		4213 (Chatham)
Art Res R		Right	Art	2	4213 (Chatham)
Couch		II (Right)	Ldr		4213 (Chatham)
Hancock	Div	II	Inf	12	4213 (Chatham)
Howard	Div	II	Inf	9	4213 (Chatham)
French	Div	II	Inf	10	4213 (Chatham)
Willcox		IX (Right)	Ldr		4212 (Falmouth)
Burns	Div	IX	Inf	8	4212 (Falmouth)
Sturgis	Div	IX	Inf	11	4212 (Falmouth)
Getty	Div	IX	Inf	5	4212 (Falmouth)
Farnsworth	Brig		Cav	2	4313
Gregg	Brig		Cav	2	4313
Franklin		Left	Ldr		4306 (Stafford C.H.)
Art Res L		Left	Art	2	4306 (Stafford C.H.)
Reynolds		I (Left)	Ldr		4312
Doubleday	Div	I	Inf	16	4312
Gibbon	Div	I	Inf	10	4410 (Water Tower)
Meade	Div	I	Inf	10	4613 (White Oak Church)
Smith		VI (Left)	Ldr		4605
Brooks	Div	VI	Inf	14	4605
Howe	Div	VI	Inf	17	4807 (Aquia Creek Station)
Newton	Div	VI	Inf	17	4607
Hooker		Center	Ldr		3607 (Hartwood)
Art Res C		Center	Art	2	3607 (Hartwood)
Stoneman		III (Center)	Ldr		3709
Birney	Div	III	Inf	10	3910
Sickles	Div	III	Inf	10	3809 (Berea Church)
Whipple	Div	III	Inf	6	3709
Bayard	Brig		Cav	3	3410
Butterfield		V (Center)	Ldr		3607 (Hartwood)
Griffin	Div	V	Inf	17	3607 (Hartwood)
Sykes	Div	V	Inf	15	3508
Humphreys	Div	V	Inf	10	3507

* Begin with a fatigue level of 1. May not move on Turn 1 and recover until the Turn 2 Recovery Phase.

Scenario 2 Continued

CONFEDERATE SET-UP					
Unit/Leader	Size	Corps	Type	Manpower Value	GTC North Hex
Lee			Ldr		4015
Pendleton Art			Art	2	4015
Longstreet			Ldr		4015
Barksdale	Brig	L-M	Inf	5*	4114 (Fredericksburg)
McLaws	Div		Inf	11	4014
Wilcox	Brig	L-A	Inf	4	4012
R.H. Anderson	Div	L-A	Inf	7	4113
Featherston	Brig	L-A	Inf	3	4015
Ransom	Div		Inf	7	4015
Pickett	Div		Inf	15	4116
Hood	Div		Inf	6	4317 (Hamilton's Crossing)
Robertson	Brig		Inf	6	4216
Fitzhugh Lee	Brig		Cav	3	4416
Stuart			Cav Ldr		4416
Hampton	Brig	Cav	Cav	3	3312
W.H.F. Lee	Brig	L	Cav	2	4416
Jones	Brig		Cav	3	0718
Jackson			Ldr		0618 (Orange Court House)
A.P. Hill	Div	J	Inv	20*	0618 (Orange Court House)
Taliaferro	Div	J	Inf	10*	0618 (Orange Court House)
Early	Div	J	Inf	14*	0418
D.H. Hill	Div	J	Inf	17*	0319 (Montpelier)

* Barksdale, AP Hill, Taliaferro, Early and DH Hill start the scenario exhausted.



Scenario 3

Battle of Fredericksburg

NOTES:

This scenario simulates Burnside's historical offensive between December 11 and December 13. Jackson's Corps has been deployed to cover possible crossing sites to the southeast, while Longstreet's corps holds the same position they have held for weeks. A bank of fog has rolled in, obscuring Union movements. A crack division is available to be ferried across the river to clear the crossing sites. The Union has an opportunity to cross the river and maybe even push the Confederates out of place. The Confederates may be able to seal off the crossing sites or push the federals back into the river.

MAP:

Use the GTC north map.

GAME LENGTH:

2 turns (December 12-13, 1862). [Design Note: The December 12 game turn actually encompasses the events that historically took place late during the day on December 11 and which continued into December 12.]

SPECIAL RULES

- RANDOM EVENTS:** There are no random events in this scenario.
- FOG:** A thick blanket of fog covers the area on December 12. This has the following effects:
 - Fog rules as specified in Rule 16.2 are in effect on the December 12 game turn. On December 13, the fog lifts, the weather is clear and fog rules are not in effect.

b) The fog concealed preparations for battle, so the Union player gets a special advantage that he can elect to exercise once on the December 12 turn. This advantage allows the Union player to win initiative on three consecutive impulses without an initiative die roll. After any initiative won by the Union player, he may declare the use of this special capability. The Union player then automatically wins the next two initiatives (for a total of three straight initiatives). This advantage may not be saved from one game turn to another, but must be used on the December 12 game turn.

c) The fog allowed elements of Howard's division (together with some auxiliary elements) to be ferried across the river without detection by the Confederates. On the December 12 turn, the Union player may ferry Howard's division across the Rappahannock on ferries to carry out a surprise attack. No die roll is required for this movement, though the Union must have initiative and spend the entire activation on this special attack. Howard must start the initiative at Fatigue Level 0. The Union player merely picks up Howard's division (by itself, no leader may be included) and places it in a hex on the south side of the Rappahannock. This hex must be adjacent to a Union unit and may not be more than six hexes from Howard's current location. Howard gains one fatigue level. The Union player then has the option to initiate a Prepared Attack with Howard to conclude this activation. (Note that such an attack after movement is an exception to the fog rules contained in 16.2). Additionally, as a result of the surprise nature of the attack, Howard's division gets an additional +1 die roll modifier in addition to the normal combat modifiers for the attack.

- TURN 1:** The Union player automatically wins the first initiative die roll of Turn 1. He can use the special fog advantage (see Special Rule 2 above) right away to take three consecutive initiatives if desired.
- PONTOONS:** Place a Union major river bridges connecting hexes N4314 and N4315 at the start of the game. A second Union major river bridge between hexes N4213 and N4114 appears immediately on the map as soon as hex 4114 is cleared of all Confederate troops. During the Recovery Phase of the December 12 turn, the Union player may build up to two more pontoon bridges (for a total of four). The bridge must be constructed as per 10.1 with one exception; the Union unit building the bridge can be at a Fatigue Level of 0, 1, or 2 at the start of the Recovery Phase. Note that the Fog Rules in 18.2 allow pontoon bridges to be built into hexes occupied by enemy units and prohibits them from being destroyed during this two-turn scenario.
- HIGH RIVERS:** Due to frequent rain, the portion of the Rappahannock that constitutes a major river—the stretch extending from GTC hex N3311 and continuing eastward—is considered to be high in this scenario. This portion of the Rappahannock may not be crossed at a ford by infantry or artillery units. Cavalry units may still cross at a ford but pay an extra penalty of one movement point when doing so. Infantry and artillery may only cross this portion of the Rappahannock using pontoon bridges or at Scott's Dam Ford (hex 3312 to 3411).
- STAFFORD HEIGHTS:** The Union reserve artillery batteries across the river from Fredericksburg on Stafford Heights commanded the battlefield for hundreds of yards on the opposite side of the river. The Union player enjoys a special +1

combat die roll modifier (in both attack and defense) if the defending unit in a combat is located in hex N4113, N4114, N4214, or N4315 (i.e. any hex on the opposite side of the river adjacent to one of these artillery units). The Union player may not move Hunt, Art Res L, Art Res C, or Art Res R from their setup hexes on Turn 1. These units may move on Turn 2, but there is a victory point penalty for moving each artillery unit, and as soon as one unit (including Hunt) moves, the special combat modifier described above is lost for the remainder of the game. The combat bonus does apply on Turn 1 in spite of the fog.

VICTORY CONDITIONS

The Confederate Player gains and loses victory points for the following occurrences:

VP Reason

- +10 Confederate control of Marye's Heights (N4014)
- +10 Confederate control of Hamilton's Crossing (N4317)
- +10 Confederate control of Port Royal (N5721)
- +15 If the Confederate controls all three objectives listed above at the end of the game.
- 5 Union control of Fredericksburg (N4114)
- 10 Union control of Massaponax Church (N4019)
- 10 Union control of Guinea Station (N4323)
- 10 Union control of Withers (N4521)
- 10 Union control of Salem Church (N3814)
- +3 For each Union artillery unit that moves from its setup hex on Turn 2.
- +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:

Union VP	Winner
60 or more	Confederate Decisive Victory
50 to 59	Confederate Substantive Victory
40 to 49	Confederate Marginal Victory
30 to 39	Union Marginal Victory
20 to 29	Union Substantive Victory
19 or less	Union Decisive Victory

CONFEDERATE SET-UP

Unit/Leader	Size	Corps	Type	Manpower Value	GTC North Hex
Wilcox	Brig	L-A	Inf	4	4012
Anderson	Div	L-A	Inf	7	4013
Featherston	Brig	L-A	Inf	3	4014
Barksdale	Brig	L-M	Inf	5	4114
McLaws	Div	L-M	Inf	11	4015
Longstreet			Ldr		4015
Lee			Ldr		4015
Pendleton Art			Art	2	4014
Ransom	Div	L-R	Inf	7*	4014
Pickett	Div	L-P	Inf	15	4116
Hood	Div	L-H	Inf	6	4317 (Hamilton's Crossing)
Robertson	Brig	L-H	Inf	6	4216
Stuart	Cav		Ldr		4416
Fitzhugh Lee	Brig	Cav	Cav	3	4416
W.H.F. Lee	Brig	Cav	Cav	2	4416
Hampton	Brig	Cav	Cav	3	3312
Jones	Brig	Cav	Cav	3	2712
Jackson			Ldr		4317
A.P. Hill	Div	J	Inv	20	4317
Taliaferro	Div	J	Inf	10	4216
Early	Div	J	Inf	14	5219
D.H. Hill	Brig	J	Inf	17	5721

* Ransom starts the scenario under a Breastworks marker.

UNION SET-UP

Unit/Leader	Size	Corps	Type	Manpower Value	SLB Hex
Burnside			Ldr		4413
Hunt		Art	Ldr		4314
Art Res R		Right	Art	2	4213 (Chatham)
Art Res L		Left	Art	2	4414
Art Res C		Center	Art	2	4314
Sumner		Right	Ldr		4213 (Chatham)
Couch		II (Right)	Ldr		4213 (Chatham)
Hancock	Div	II/1	Inf	12	4213 (Chatham)
Howard	Div	II/2	Inf	10	4213 (Chatham)
French	Div	II/3	Inf	10	4212 (Falmouth)
Willcox		IX (Right)	Ldr		4311
Burns	Div	IX/1	Inf	8	4311
Sturgis	Div	IX/2	Inf	11	4313
Getty	Div	IX/3	Inf	5	4213 (Chatham)
Franklin		Left	Ldr		4314
Smith		VI (Left)	Ldr		4314
Brooks	Div	VI/1	Inf	14	4414
Howe	Div	VI/2	Inf	17	4414
Newton	Div	VI/3	Inf	17	4314
Reynolds		I (Left)	Ldr		4415
Doubleday	Div	I	Inf	16	4415
Gibbon	Div	I	Inf	10	4415
Meade	Div	I	Inf	10	4415
Hooker		Center	Ldr		4112
Stoneman		III (Center)	Ldr		4612
Birney	Div	III/1	Inf	10	4612
Sickles	Div	III/2	Inf	10	4612
Whipple	Div	III/3	Inf	6	4313
Bayard			Cav	3	3410
Butterfield		V (Center)	Ldr		4112
Griffin	Div	V/1	Inf	17	4112
Sykes	Div	V/2	Inf	15	4312
Humphreys	Div	V/3	Inf	10	4413

ADVANCED GAME RULES

15.0 ADVANCED GAME SEQUENCE OF PLAY

Each turn in the Advanced Game is performed according to the following "sequence of play":

1. Random Events Phase

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

2. Supply Phase

Both players may replenish ammunition and move their depots.

3. Leader Transfer Phase

Leaders may be transferred from one subordinate unit to another.

4. Attachment Phase

Substitute units may be reattached to other units.

5. 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 if both players roll a 1, the Action Cycle will end prematurely (see 17.0). 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 roll of 1 by both players leads to the end of the Action Cycle.

6. Recovery Phase

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

7. End of Game Phase

Players check if the game has ended early (see 21.0).

8. Turn Indication Phase

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

16.0 RANDOM EVENTS

Roll two dice of different colors, one dark and one light, in each Random Events Phase. The darker die is read as the tens digit, and the lighter is read as the ones digit. (Thus, a dark 5 and a white 3 will be read as "53" and not as "8"). The players consult the Random Events Table, checking the result corresponding to that die roll number. Only roll once, even if the result no longer applies given the current game situation.

16.1 PONTOONS DELAYED

Historical Note: *Burnside developed a plan to cross the Rappahannock River by means of pontoon bridges in the vicinity of Fredericksburg. Burnside was promised that the pontoon bridges would leave Washington on November 17, presumably arriving at Aquia Creek on November 18. However, for a variety of rea-*

sons, the Army of the Potomac arrived at Fredericksburg long before the bridges arrived.

The Union Player may not build pontoon bridges before the November 18 turn (Turn 4). That date may be set back by the random event PONTOONS DELAYED. If that event is rolled, the Confederate player rolls one die. The result is the number of extra turns by which the arrival of the pontoons is delayed. However, that die roll is modified downward by a -1 for each time that the PONTOONS DELAYED event has been rolled (but it can not be modified below zero).

Once the pontoons have arrived, this random event is ignored. Pontoon bridges are available at the start of the Recovery Phase of the turn they arrive. Prior to that Recovery Phase, the Union player may not build pontoon bridges over either major or minor rivers.

Example: It is the Random Events Phase of the November 18 turn, and the Union player is hoping that the pontoon bridges will arrive today so that he can cross the Rappahannock. Unfortunately, he rolls a 46 (a 4 on a red die and a 6 on a white die) for the turn's random event. This means that the pontoons are delayed. He rolls another die and the result is a 2, meaning that the pontoons will be delayed for two days. Now they are expected to arrive on November 20th. On November 19th, there is more bad news as the Random Event is a 53—another PONTOONS DELAYED result. He rolls another 2, which is modified to 1 (because the pontoons were already delayed once). This means that the bridges are now delayed until November 21. The random events for the November 20 turn is a 12 ("Hot Air Balloons"), so the bridges are still scheduled to arrive on the 21st. On November 21, the Union player rolls a 45, signifying another possible delay. He rolls another die to discover the length of the delay and rolls yet another 2, which is modified by -2 to zero. As a result of the modification, there will be no delay and the pontoon bridges will arrive on this, the November 21 turn.

16.2 FOG

Whenever the random event FOG is rolled, a blanket of fog rolls over the map, reducing visibility. This affects the current turn and has a possibility of affecting later turns as well. When a RAIN + FOG result is rolled, rain effects (but not fog) are in effect for the current turn and fog rules are in effect next turn.

Fog carries with it the following effects:

- No assault actions may be initiated.
- No unit can attack at all unless it starts the Action Phase with an enemy unit in its ZOC and attacks without leaving that ZOC.
- All attacks are subject to a -1 modifier.
- Artillery modifiers play no role whatsoever in combat.
- Pontoon bridges may be constructed between any friendly-occupied hex and any other hex, irrespective of the number of enemy strength points in the other hex.
- Pontoon bridges are not destroyed during FOG turns (or on turns following a FOG turn) when an enemy unit ends its move adjacent to the bridge.

16.3 JACKSON MARCHES, DELAYED

Historical Note: *Lee did not order Jackson to leave the Valley until November 23. This delayed departure was fine historically, with an inactive Burnside delaying on the north bank of the Rappahannock. Jackson's timetable needs to be accelerated when facing an active Union player like in the game. The November 20 date chosen was well within the realm of possibility; Jackson's men were only a few days march from the map edge when the campaign opened.*

Jackson's Second Corps is scheduled to arrive on the map on November 20. The events JACKSON MARCHES and JACKSON DELAYED speed or delay Jackson's arrival by one day. Players should track the current day he is to arrive as it changes. These events are ignored if Jackson's corps has already arrived on the map.

Lee may order the arrival of Jackson to be "rushed" as soon as a Union infantry unit crosses to the south side of the Rappahannock River. If Jackson is "rushed", all Confederate reinforcements arrive on the map at fatigue level 1 and with their markers on the exhausted side. Roll one die and consult the table below to see how the order to rush will affect the date of Jackson's arrival:

- | | |
|-----|--|
| 1-2 | entry turn moved up two days |
| 3-5 | entry turn moved up one day |
| 6 | entry turn not changed |
| | (due to confusion by the change in orders) |

These changes in arrival date are cumulative with any changes due to random events. On the turn of entry, the Confederate player picks any hex on the west edge of the SLB map as the entry hex. All reinforcements must enter through this same hex. Alternatively, the Confederate player has the option to instead delay their entry by one more turn. If entry is delayed, at the start of the next turn, the Confederate player picks any hex on the west edge of the SLB map or the west edge of the GTC map as the entry hex. A chosen entry hex may never be in a Union ZOC.

Confederate reinforcements arrive during the Action Cycle as follows. The Jones cavalry is at the head of the column, and is placed at the entry hex prior to the start of the Action Cycle. Jones must be activated and moved from this hex before any of the infantry divisions can be activated to enter play. The Confederate Player can then activate the leader Jackson and bring the infantry units into play. The first infantry division to enter play must spend 1 additional movement point to enter the entry hex. The second infantry division to enter play spends 2 additional movement points for the entry hex, the third division spends 3, and the fourth division spends 4. Units may make a minimum 1 hex movement to the entry hex if they don't have sufficient movement points to make it normally. If the turn ends early due to a double "1" initiative roll on the turn Jackson is entering, all remaining reinforcements are immediately placed in the entry hex.

16.4 SMALLPOX

Historical Note: *Hood's Division suffered from smallpox and was reduced in capability substantially.*

To limit its effects, Lee ordered Hood to keep his division a substantial distance away from other units.

A Confederate unit may contract smallpox either by random event or through contact with another such unit. Players should track which units currently have contracted smallpox. Smallpox has the following effects:

The unit is immediately disorganized and exhausted.

A unit with smallpox becomes exhausted if it is at a Fatigue Level of 2 or greater at the start of the Recovery Phase.

If a unit infected with smallpox moves or retreats through a hex containing friendly units, or other friendly units move or retreat through the hex with a unit that already has smallpox, there is a one in six chance that the other friendly unit will contract the disease. Roll a single die for each unit that could be affected; on a 6 the other friendly unit is infected.

Roll a die for each friendly unit that starts the Recovery Phase in the same hex as a unit with smallpox or in a hex adjacent to a unit with smallpox. On a roll of 6 this friendly unit is infected as well.

Substitute units detached from a unit with smallpox are considered to also have smallpox. These substitutes may only reattach to other units already infected.

The effects of smallpox last for the duration of the game.

17.0 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. (**Exception:** As explained in the Special Rules for Scenario 4, initiative rolls do not occur during Turn 1). If the player who has no eligible units wins the roll, he *must* pass.

DOUBLE "1" INITIATIVE ROLLS

If both players roll a "1" in an Initiative Segment, the Action Cycle immediately ends. Play proceeds to the Recovery Phase. Note that the turn ends even if one or both players have not yet had the chance to move.

18.0 GUNBOATS

The Union player has one Gunboat marker (borrowed from *On to Richmond* or *Grant Takes Command*) which may be used in combat.

AVAILABILITY OF GUNBOATS

The Union gunboat is available only on the Rappahannock River near Port Royal. Place the marker in one of these six hexes of the GTC north map to remind the players of its availability in these hexes: 5619, 5620, 5720, 5721, 5820, or 5821.

GUNBOATS AND COMBAT

Gunboats may provide two kinds of "support": "defensive support" or "bombardment". Support may only be provided in the following Rappahannock River hexes: 5619, 5620, 5720, 5721, 5820, or 5821. A gunboat may provide both types of support in the same turn.

HOW SUPPORT TAKES PLACE

Defensive Support: A Gunboat may provide defensive support to a friendly unit which is being attacked if the friendly unit occupies a hex in which the gunboat can operate.

The Gunboat may be used for defensive support four times per turn. Each time a Gunboat is used for defensive support, the owning player notes this fact on a piece of paper. After the final use, it may not be used for defensive support until the next turn. The declaration of defensive support is made during the combat step "Determine Die Roll Modifiers". If a player declares defensive support, he receives a die roll modifier in that combat:

If the defending unit occupies a clear or rolling hex, the defending player adds 2 to his roll.

If the defending unit occupies any other terrain type, the defending player adds 1 to his roll.

Note: In *Burnside Takes Command*, all six hexes that the gunboat may operate in are rolling hexes.

Bombardment: If a player holds the initiative, his Gunboat may "bombard" a hex if both of the following conditions are met:

The hex is occupied by at least one enemy unit.

The hex is one of the six hexes in which the gunboat may operate.

Bombardment is not an action; it must be performed *before* the active player declares an action in the current Action Phase.

Each Gunboat may perform bombardment a maximum of once per turn. If a bombardment is declared against a hex, the active player rolls a die and applies the following results to the target hex. This roll may be modified (see below).

- ≤ 3: 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 (defending 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. Ammunition is not lost due to gunboat bombardment.
- ≥ 6: All Strength markers of units in the target hex are disorganized (though their Fatigue Level remains unchanged). Also, one unit in that hex (defending 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. Ammunition is not lost due to gunboat bombardment.

Bombardment Die Roll Modifiers: The following modifiers apply to bombardment rolls (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 enemy unit in a completed fort.

19.0 AMMUNITION

In the Advanced Game, players must track which units are out of ammunition due to combat.

Historical Note: *Burnside held Sigel's XI Corps in reserve to guard his line of supply to Washington. The presence of the XI Corps is modeled indirectly by making the Union depots invulnerable to Confederate raids.*

DEPOTS

Both players have one depot on the map at the start of the Advanced Game. These depots provide additional ammunition to the controlling player to replace ammunition that is depleted during combat. Depots have no Combat Value and may not move during the Action Phase or retreat. No Confederate unit may move or retreat within 3 hexes of a Union depot; those hexes are treated as impassable terrain for Confederate units. A Union unit may enter a hex occupied by a Confederate depot as long as no enemy units are situated there. If so, the depot is destroyed and is removed from the map. Depots may be moved to a new location during the Supply Phase. (No ammunition replenishment occurs in a Supply Phase in which a depot is moved). The new location for the depot must be free of enemy units and ZOC. If the Union is moving their depot to Culpeper, a Union combat unit must occupy that hex. The players are limited to these locations for their depots:

Union:

Warrenton (SLB 2403)
Culpeper (GTC N1204)
Aquia Creek (GTC N4807)

Confederate:

Orange Court House (GTC N0618)
Gordonsville (GTC N0225)
Guiney Station (GTC N4323)
Milford (GTC N4730)

Each player may only move their depot once every seven turns and no more than twice in the game. After a depot is moved, it may not be moved again for the next 6 turns. The Confederate player may return a destroyed depot to the map in the Supply Phase of the third turn after it is destroyed, though this redeployment counts as one of the two depot moves per game.

HOW AMMUNITION IS EXPENDED

Units become out of ammunition when involved in a combat where both players roll the same number (before modifications). If the dice rolls are the same, all units involved in that combat who suffered a D combat result are now out of ammunition. Place an "Out of Ammo" marker atop each unit that suffered a D result.

EFFECTS OF BEING OUT OF AMMUNITION

A unit which is out of ammunition is penalized as follows:

- Its Combat value when attacking or defending is multiplied by one-half. Round fractions down to a whole number, but no unit may be reduced to a Combat value of less than one-half. A unit which is both demoralized and out of ammo may not attack. In a stack of attacking or defending units, add up the Combat val-

ues of all units which are out of ammo and multiply the *sum* by one-half.

- Its Artillery value is 0 in both attack and defense.
- If it is a cavalry unit performing a cavalry retreat, subtract 2 from its die roll.

AMMUNITION REPLENISHMENT

If a player did not move their depot during this Supply Phase, they get one or more attempts to replenish ammunition for their units that are currently Out of Ammo. Ammunition replenishment occurs as follows:

All replenishment attempts must be predesignated before any rolls are attempted. Each successful attempt allows a single unit to remove their Out of Ammo marker. No more than one attempt may be designated for a given unit in a single turn.

Only units that are in the same county as a friendly depot or a county adjacent to a friendly depot may be designated for a replenishment attempt.

Only units that can trace a path from a depot can replenish ammunition. A path is created by tracing a continuous series of connected road, RR, or pike hexes from a friendly depot to within one hex of the unit to be replenished. It can then proceed one hex off the road, RR, or pike to the unit in question. The path may not include any enemy units or unrestricted enemy ZOC. The path may not cross a river at a ford during a turn in which that river is unfordable. It may cross at either Scott's Dam Ford (GTC 3312 to 3411) or a friendly pontoon bridge when rivers are unfordable. For the purpose of this rule, the presence of a friendly unit negates the enemy ZOC.

The Confederate Player receives 1 replenishment attempt per turn if their depot is at Gordonsville or Milford. They receive 2 attempts per turn if their depot is at Orange Court House or Guiney Station.

The Union Player receives 2 replenishment attempts per turn if their depot is at Warrenton. They receive 3 attempts per turn if their depot is at Culpeper or Aquia Creek.

An attempt is **successful** if the modified die roll is 5 or less.

The modifiers that are added to the die roll are listed below:

Unit is exhausted: +1

Number of obstructed hexes along path:

0 hexes +0

1 to 2 hexes +1

≥ 3 hexes +2

(Obstructed hexes are hexes containing friendly infantry unit(s) with a combined combat value of 3 or more.)

If the path crosses the Rappahannock and/or the Rapidan river(s), add an additional modifier based on the distance to the unit from the last hex before the path crosses one of these rivers (i.e. the last hex on the depot side of these rivers):

≤ 5 hexes +1

6-14 hexes +2

≥ 15 hexes +3

Example:

It is the Confederate player's turn to replenish ammunition during the Ammunition Phase. Their depot is at Orange Court House. Both Hood's and Ransom's

divisions are out of ammunition. The Confederate player assigns one replenishment attempt to each division. Both units are south of the Rappahannock River and both are exhausted. The path to Hood from the depot is not obstructed, but the only path to Ransom must be traced through Hood's hex. The chances of replenishing ammunition is 1-4 for Hood and 1-3 for Ransom. The rolls are: 3 for Hood and 5 for Ransom. The Confederate player removes the Out of Ammo marker from Hood. This turn's Confederate replenishment is now complete.

20.0 SUBSTITUTE UNITS

The Substitute Unit rules from *Grant Takes Command* are used in this module. See Sections 30.1, 30.2, and 30.3 on Page 33 of the GTC rulebook for details. The only paragraphs of 30.1 and 30.2 that should be ignored are the ammunition rules for substitutes. Instead, use the following:

- Place an Out of Ammo marker on any substitute that is detached from an Out of Ammo unit.
- If a substitute attaches to a unit and at least one of the units is Out of Ammo, the unit remaining on the map after attachment retains the Out of Ammo marker.

21.0 END OF GAME

The game ends early if either player builds an early decisive advantage. That player is then awarded additional victory points and the final victory point total is calculated.

Early End of Game: During the End of Game Phase of each turn, players check to see if one of the following conditions has been satisfied:

- If the Union Player now controls objective hexes worth 40 Victory Points, the game is over. (A path of connected road, RR, or pike hexes must exist from the Union depot to the objective. The path may not include any enemy units or unrestricted enemy ZOC, may not cross a ford unless a pontoon bridge is present in that hex, and must be less than or equal to 40 hexes in length. Scott's Dam Ford can **not** be used as a crossing for the purpose of this rule). All remaining turns (out of the normal 31 turn game) are skipped. Award 2 VP to the Union player for each turn skipped.
- If Union manpower losses in combat, retreat, or cavalry retreat are 25 or greater **and** the Union losses are more than double the Confederate manpower losses in combat, retreat or cavalry retreat, the game is over. All remaining turns (out of the normal 31 turn game) are skipped. Award 2 VP to the Confederate player for each turn skipped.

Automatic End of Game: The game automatically ends in the End of Game Segment of Turn 31 (December 15).

Scenario 4 Burnside Takes Command

NOTE:

This scenario examines the strategic opportunity Burnside had when he assumed command of the Army of the Potomac. He may strike southeast to Fredericksburg, southward across the fords where Grant would later plunge his army into the Wilderness, or attempt to destroy Longstreet's corps while it sits at Culpeper.

MAP:

Use both the SLB map and the GTC North map. The GTC North map should be placed on top of the SLB map.

GAME LENGTH:

31 turns; November 15 to December 15, 1862. Note that the game may end earlier (see 21.0)

SPECIAL RULES

- 1) **DEPOTS:** Prior to the Random Event roll at the start of Turn 1, place a Union depot in Warrenton (SLB 2403). At the same time, the Confederate player places his depot at either Orange Court House (GTC N0618) or Gordonsville (GTC N0225).
- 2) **MILITIA:** If the Confederate Militia unit is forced to retreat out of Fredericksburg, it is destroyed. A victory point is awarded in this case, just as if the Militia manpower had been lost in combat.
- 3) **PONTOON BRIDGES:** The Union player may not have more than five major river pontoon bridges in play at one time. The Confederate player may never have any major river pontoon bridges. There is no limit to the number of minor river pontoon bridges for either player.
- 4) **UNION MOVEMENT RESTRICTIONS:** Brooks, Howe, and Newton may not move on Turn 1. These units begin the game at a Fatigue Level of 1 and do not recover until the Turn 2 Recovery Phase.
- 5) **CONFEDERATE MOVEMENT RESTRICTIONS:**

Turn 1: No Confederate units may activate, entrench or recover on Turn 1. No initiative rolls are made on Turn 1; the Union automatically wins initiative and activates units or leaders freely as long as desired. Turn 1 cannot end early due to a double "1" initiative roll.

Turn 2: No Confederate unit may activate on Turn 2 until both players roll the same number for initiative. Until this occurs, all initiative rolls result in Union initiatives, even those in which the Confederate player rolled higher. The Action Cycle ends immediately when a double "1" initiative roll occurs, even if the Confederate player has not yet activated a unit.

Restrictions Lifted: All movement restrictions in this rule are immediately lifted if a Union unit moves into Rappahannock or Culpeper counties on Turn 1 or 2.

VICTORY CONDITIONS

The Union Player gains and loses victory points for the following occurrences:

VP Reason

- +20 Union control of Fredericksburg (GTC N4114) at the end of the game *
- +20 Union control of Gordonsville (GTC N0225) at the end of the game *
- +15 Union control of Orange Court House (GTC N0618) at the end of the game *
- +10 Union control of Spotsylvania Court House (GTC N3520) at the end of the game *
- +10 Union control of Bowling Green (GTC N4828) at the end of the game *
- +5 Union control of Guinea Station (GTC N4323) at the end of the game *
- +5 Union control of Port Royal (GTC N5721) at the end of the game *
- +5 If a Union infantry unit occupies Culpeper (GTC N1204) at the end of the game *
- +3 For each Confederate depot destroyed by the Union Player.
- +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).
- +2 For each turn skipped if the game ends early due to Union control of 40 VP of objectives, as per 21.0.
- 2 For each turn skipped if the game ends early due to Union losses of 25 or more (that are double the CSA losses), as per 21.0.

* The Union player only scores Victory Points for control of objective hexes if a path of connected road, RR, or pike hexes exists from the Union depot to the objective. The path may not include any enemy units or unrestricted enemy ZOC, may not cross a ford unless a pontoon bridge is present in that hex, and must be less than or equal to 40 hexes in length. Scott's Dam Ford can **not** be used as a crossing for the purpose of this rule.

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
≥ 50	Union Decisive Victory
40-49	Union Substantive Victory
30-39	Union Marginal Victory
20-29	Confederate Marginal Victory
10-19	Confederate Substantive Victory
≤ 9	Confederate Decisive Victory

SETUP: *Identical to Scenario 1 for both players, except the following units are added:*

UNION SET-UP					
Unit/Leader	Size	Corps	Type	Manpower Value	GTC North Hex
Art Res R		Right	Art	2	2403 (Warrenton)
Art Res L		Left	Art	2	2403 (Warrenton)
Art Res C		Center	Art	2	1905 (Waterloo)

CONFEDERATE SET-UP					
Unit/Leader	Size	Corps	Type	Manpower Value	GTC North Hex
61st VA	Regt	L	Inf	1	3814 (Salem Church)
Militia	Regt		Inf	1*	4114 (Fredericksburg)
15th VA	Regt	Cav	Cav	1	4114 (Fredericksburg)
Depot				0618 (Orange Court House) or 0225 (Gordonsville)	

* Militia starts the scenario under a Breastworks marker.

REINFORCEMENTS: The Confederate player receives reinforcements in the form of Jackson's Second Corps, consisting of the following units:

CONFEDERATE REINFORCEMENTS					
Unit/Leader	Size	Corps	Type	Manpwr Value	
Jones	Brig	Cav	Cav	3	
Jackson			Ldr		
AP Hill *	Div	J	Inf	20	
Taliaferro *	Div	J	Inf	10	
Early *	Div	J	Inf	14	
DH Hill *	Div	J	Inf	17	

* See 16.3 for details information on the arrival and placement of these units.

THE GAME AS HISTORY

November 15-17.

He never wanted the job. He told people flatly that he was not up to the task. However, someone had to take over command of the Army of the Potomac after McClellan was relieved, so Ambrose Burnside reluctantly agreed to assume command. Some of his colleagues at the time believed that Burnside agreed to assume command only because he could not bear to see the opportunity offered to Joe Hooker.

Burnside was well-liked as a person, but the Union army's top generals doubted his military skills. Burnside's constant self-deprecation only reinforced their impression. Correctly anticipating problems with the top Union generals, Burnside decided to establish a system that would reduce the number of generals reporting directly to him. He reorganized the army into three grand divisions of two corps each. The grand division of the right was led by Edwin Sumner, the grand division of the left was headed by William Franklin, and the grand division of the center was given to Joe Hooker. This last move undoubtedly galled Burnside, but Hooker was too prominent to overlook for a top job.

The Lincoln administration had been looking for an aggressive commander who would press Lee as McClellan had failed to do. At this time, the Army of Northern Virginia was divided into two wings: Longstreet's corps was at Culpeper, while Jackson remained at Winchester to defend the Shenandoah Valley. The division of Lee's army made offensive operations a real possibility for the Union. The administration was hoping for the Army of the Potomac to push to the southwest so as to take Orange Court House and eventually Gordonsville. Such an advance could be sustained along the Orange and

Alexandria Railroad, while at the same time disrupting southern railroad connections.

Burnside had a different plan, however. He proposed that the Army of the Potomac, which then was positioned near Warrenton, should drive to the southeast, cross the Rappahannock on pontoon bridges, and force Lee backwards to defend Richmond. The administration had its doubts about this strategy, but Lincoln agreed to Burnside's notion, on the condition that Burnside move quickly in executing it.

To everyone's surprise, Burnside did move quickly. The army knew where it was going, and the system of grand divisions created a somewhat better sense of organization among the movements of the corps. Sumner's Grand Division of the Right began its march for Fredericksburg on November 15. While Darius Couch's II Corps marched past Warrenton Junction, part of Willcox's corps reached Fayetteville. The other part of Willcox's IX Corps was engaged in guarding the fords of the Rappahannock at 1905 2007 and 2109. The right grand division's move left the ANV guessing about the Union army's intentions. Did it intend to strike at Rappahannock Station or continue further to the southeast? Stuart sent cavalry on a reconnaissance mission to White Sulphur Springs, but it was turned back by elements of the IX Corps. On November 16, Franklin's left grand division began its march for Fredericksburg, and it also made good progress. Hooker's grand division of the center began its march on the 17th.

The Army of Northern Virginia found itself at a bit of a disadvantage in the early stages of the campaign. Its two wings were separated by the Blue Ridge mountains. It was uncertain of where the Union army was going. And it was experiencing various health problems. The smallpox had broken out in Hood's Division, so Lee ordered it to keep its distance from the

main body of troops and remain behind Robertson's River. Jeb Stuart's horses were suffering from maladies that afflicted their tongues and hooves. This prompted the Richmond government to begin acquisition of another 1000 horses from Texas. In short, Burnside's campaign came at a favorable time for the Union.

Sumner's advance elements under Gen. Darius Couch arrived at Falmouth late on November 17. They sparred lightly with the 15th Virginia cavalry regiment (which Lee had dispatched several days earlier for the city's defense) and various militia elements. Sumner asked Burnside's permission to cross the river at Banks Ford and clear these small elements out of Fredericksburg.

Burnside refused. He argued that the river was rising and he was worried about the possibility of Sumner's grand division getting trapped on the other side of the river. He insisted that Sumner wait for the pontoon bridges to arrive. Although Burnside was not present firsthand to observe the river, he knew the water level of Rappahannock farther west and figured that it must be worse near Fredericksburg. This peeved Sumner, who claimed that the water was low enough that cattle had been seen fording the river. The best guess about the water level on the 17th and 18th is that it was high enough for infantry and cavalry to have crossed, but only if artillery had been left behind. Even without artillery, Sumner's available forces (essentially just Couch's II Corps) could certainly have wrested Fredericksburg from the defenders. However, the attackers would then have been exposed to possible counter-strokes if the Rappahannock rose even higher and made the fords uncrossable.

November 18-24

Burnside was right that the fords would rise. The weather during the next week was poor. Heavy rains on the 19th and 20th caused the water level to rise and made the dirt roads into banks of mud. Despite the bad weather, Franklin's left grand division made excellent time on its march and managed to arrive at Stafford Court House on the 18th. Hooker's central grand division arrived at Hartwood a day or two later.

Then the intrigues began. Less than two weeks into Burnside's tenure as commander of the army, Joe Hooker began to undermine his superior. He wrote to the Secretary of War directly on November 19, warning him that Burnside was missing a golden opportunity to secure the town before Lee's army could concentrate. Hooker also showed off his military acumen by suggesting an alternative scheme to cross the army at U.S. or Richards Ford. Burnside and Stanton chose to ignore Hooker's act of singular insubordination. In fact, Hooker's plan had its own problems. He had neglected to check the water levels at these fords before making the suggestion, and they also turned out to be impassable for any units except cavalry. Also, his plan would have extended the Union supply across the Rappahannock over two vulnerable fords.

Burnside insisted that the army wait for the pontoon bridges, which he believed would arrive any day. He was mistaken about this. The official most directly in charge of ensuring their shipment, Henry Halleck, claimed that Burnside had explained a very different plan to him — one that involved crossing the Rappahannock at one of the fords Hooker had mentioned,

and so saw no need for pontoon bridges. Also, Halleck may well have intended to hamper Burnside's plan because of his disagreement with the plan or perhaps for political reasons. It is also possible that Halleck just forgot about it. In any case, shipment of the pontoon bridges was delayed for several days. When they finally arrived at Aquia Creek, the pontoons sat on the docks for several days; apparently, none of the workers had been alerted that they were needed. Consequently, the first pontoon bridges did not arrive at Fredericksburg until November 25.

Lee is generally credited with a quick response to the federal plan. On November 17th, he sent W.H.F. Lee's cavalry, one infantry regiment and one artillery battery toward Fredericksburg, presumably as a kind of delaying force. On the 18th, he sent McLaws Division in an extended march toward Fredericksburg. Initially, he sent Ransom's Division southward to begin establishing a defense line along the North Anna River. Also on the 18th, Jeb Stuart succeeded in scouting to Warrenton and returned with word that the Union had abandoned its depot in that town. Consequently, it was clear that the Union would not attack along the Orange and Alexandria Railroad, but would instead march on Fredericksburg. Based on this new information, Lee ordered Ransom to counter-march toward Fredericksburg also. Lee set the rest of Longstreet's corps to marching on the 19th.

Although Lee had decided to concentrate his army at Fredericksburg, Lee gave no order to Jackson at this

*"He never wanted the job.
He told people flatly that he
was not up to the task."*

time. Perhaps he was unsure as to whether the position at Fredericksburg could be held. After all, there were a number of crossing points both west and east of the town, which the Union army could exploit to flank a defender — as Hooker would show in May of 1863. Lee and Jackson both agreed that they rather would defend at the North Anna, where geography would have allowed them the chance to follow up a defensive victory with an aggressive counterstroke. Longstreet liked the position, however, and President Davis was reluctant to give up the fertile land between the Rappahannock and North Anna without a fight.

On November 23, Lee finally ordered Jackson to leave the valley. His corps commander had anticipated his orders and had departed the valley the previous day to march to Orange Court House.

November 25-29

Burnside finally received some new tactical options on the 25th with the arrival of the first of the pontoon bridges. However, he knew that Longstreet had already amassed the Confederate First Corps on the other side of the Rappahannock. For all Burnside knew, Jackson might be on the other side as well. Burnside decided that it would be too risky to cross the Rappahannock right into the teeth of the Confederate forces which surrounded Fredericksburg. Instead, Burnside decided to try to outflank Lee by crossing farther downstream (eastward). Burnside considered two

options: Port Royal, where union gunboats could support any crossing attempt and where a breakout would force the Confederates across the North Anna, and Skinker's Neck, a bend in the Rappahannock about fourteen miles downstream of Fredericksburg.

Burnside chose the latter, and engineers made preparations for the crossing. However, Lee detected these preparations and sent cavalry forces to contest any crossing attempt. On the 26th, Lee also ordered Jackson to march to Fredericksburg from Orange Court House. At this point, Burnside made some strange conclusions. He figured that the presence of cavalry at the crossing site meant that Lee was shifting his forces to cover Skinker's Neck, and that Jackson's Second Corps was probably in place at Port Royal already. Since Lee was anticipating that the Army of the Potomac would cross the river at a less-defended location, Burnside would fool Lee by crossing his army at a place Lee would never expect — right at Fredericksburg where the rebel forces had been massed only a short time ago. The rebels would certainly never expect that.

To a certain extent, Burnside was right: Lee did not expect that Burnside would cross at Fredericksburg. Quite to the contrary, Lee refused to believe that Burnside would do something so dumb as cross at the point where Confederate defenses had to be at their strongest. Lee figured that the Union must have in mind a flanking maneuver that would strike the Confederates while other Union forces held the rebel army in place. Perhaps Burnside would cross to the west of Fredericksburg, like Hooker eventually did in 1863. The move Lee actually feared was a rapid move toward Port Royal, which he thought would require him to fall back to the North Anna. Lee also thought it possible that Burnside's preparations were just a distraction to keep the confederates from challenging a possible naval invasion of Hampton Roads or a port in North Carolina. Consequently, Lee kept his force fairly spread out instead of concentrating them at any one point.

President Lincoln and General Halleck visited the army on November 27 and conferred with Burnside about his plans for an offensive. Although the President and General-in-Chief assured Burnside that they were not trying to rush him into a premature attack, Burnside may have felt some pressure as a result of this visit. Burnside began placing artillery on the heights above the town of Fredericksburg and arranged for the pontoon bridges to be available for placement in and around the town. At the same time, forces were also placed at Skinker's Neck to suggest an advance there.

On November 28, rebel cavalry under Wade Hampton pulled off an impressive feat when they crossed the Rappahannock at Kelly's Ford, moved through Morrisville and struck an isolated cavalry regiment a mere eight miles from Falmouth. Victorious, they raided into the Union base at Stafford Courthouse and recrossed the Rappahannock at Ellis Ford. This was an embarrassment for the Union, which again had allowed rebel cavalry to move unmolested through their rear lines, and this put into question the security of the new Union supply base at Aquia Creek. It also suggested that the more distant fords on the Rappahannock might still be crossable.

November 30 - December 8

The Union's chance to cross the Rappahannock with advantage ended on the 30th with the arrival of Jackson's Second Corps. Jackson's Foot Cavalry had marched 150 miles in twelve days to arrive at Fredericksburg from Winchester. As soon as the Second Corps arrived, Jackson dispatched Ewell's Division (commanded by Jubal Early) to Skinker's Neck to prepare and erect batteries. D.H. Hill's Division, reinforced with some of the reserve batteries was sent on a similar mission to Port Royal. The remainder of Jackson's corps was kept in reserve at Guiney Station, midway between the wings of the army. This disposition allowed Lee to maintain flexibility of response. Meanwhile, Longstreet's First Corps was positioned along the high ground west of town, from the Rappahannock to Hamilton's Crossing, to serve as a fixed line of defense.

The Union general staff, meanwhile, were apprehensive. General Hooker, still seeking to undercut Burnside's authority and replace him, criticized Burnside freely. Junior officers voiced their fears that the army was heading for disaster. Burnside did nothing to allay these fears. He maintained a self-deprecatory manner, which under different circumstances might have been understood as proper modesty but now seemed only to confirm the worst fears of the other commanders.

During this period, the Union army finally received its full complement of pontoon bridges. The army continued to make preparations for a river crossing that only Burnside believed in.

December 9-12

On December 9 Burnside ordered his three Grand Divisions to prepare to cross the river on December 11. The troops would cross the river at three points simultaneously as soon as the engineers finished laying the pontoon bridges. Two bridges were to be at the northern end of Fredericksburg, and one at the southern end; two more would be just below the mouth of Deep Run, about one mile below the town. Burnside intended a two-prong attack, with Sumner's grand division slated to take Fredericksburg and then attack the Confederates on their ridge position beyond the town. Meanwhile Franklin's grand division would occupy the plain south of Fredericksburg, then maneuver the confederates off their high ground near Hamilton's Crossing. Hooker's grand division would be held in reserve, prepared to intervene wherever the attack needed bolstering.

Burnside briefed his generals about his plans on December 10. His instructions at this time were purported to be long, rambling and vague, and he failed to identify his overall plan. At this meeting Burnside first learned that his officers lacked confidence in his plan. One of his brigade commanders in his old Ninth Corps, Rush Hawkins, told Burnside, "If you make the attack as contemplated it will be the greatest slaughter of the war." Nonetheless, Burnside had no intention of backing away from his plan.

Union engineer units began construction of the pontoon bridges before daybreak on December 11. However, the operation was so noisy that it alerted Confederate pickets to the crossing attempt while it was still dark. Confederate sharpshooters moved into place and frustrated Union engineers from completing the last two hundred yards of each bridge. General Longstreet

gave Lafayette McLaws responsibility for defense of the waterfront. McLaws, in turn, placed William Barksdale and his Mississippi brigade in position along the river, and reinforced him with a small body of Floridians. Barksdale's troops made excellent use of houses and other structures for cover, and so were able to maintain fire along a wide stretch of river without exposing his own troops to enemy fire.

The Union could make no progress against Barksdale's brigade. Artillery fire directed toward the town started fires all through the town, but it failed to dislodge the Confederates. Finally, Henry Hunt hit on the idea of ferrying troops under cover of darkness to get rid of the sharpshooters. Four regiments were ferried across the river, and they were able to secure a bridgehead. With these four regiments on guard on the west bank of the Rappahannock, the pontoons were completed. Then these regiments flanked Barksdale and forced him to withdraw from the riverbank.

This put Burnside into a position to move more men across the river, but he failed to do so. Had Franklin been ordered across the river, several divisions could have swept outward and secured bridgeheads for Sumner's grand division to cross the river as well. Instead, the night of December 11 found a single brigade holding a single beachhead on the southwest bank of the Rappahannock against the full potential of the Army of Northern Virginia.

The lumbering methods of the Union had made it easy for Lee to determine where he should deploy his troops. Nevertheless, Lee hesitated in calling for Jackson's Corps to join the main body of southern troops — even though two of these divisions had been positioned twelve to fifteen miles away from ANV headquarters. Perhaps Lee still believed that the crossing attempt was a feint. Only after darkness had fallen on December 11 did Lee decide to send for two of Jackson's nearer divisions. As soon as they arrived, A.P. Hill and Taliaferro were ordered to extend the Confederate line to the right. Lee would not call for the more distant divisions (Ewell's Division and D.H. Hill) until the afternoon of December 12. They would arrive in time for the battle, but only after a long night march.

Poor union execution of the bridging operation gave the methodical Lee plenty of time to get his forces into position. A better bridging operation would have allowed the Union to set up for an early morning attack on December 12 against a fraction of the forces that Burnside eventually had to face.

December 13

Burnside's plans for the Battle of Fredericksburg were vague and allowed his grand division commanders to interpret them as they saw fit.

Franklin, who was supposed to represent the main attack, was instructed to "send out at once a *division at least* to pass below Smithfield to seize, if possible, the height near Captain Hamilton's" while the main body of his grand division was to remain in readiness for a rapid move "down the old Richmond road, in the direction of the railroad, being governed by circumstance as to the extent of your movements." There were several problems with this order. First, no one knew for sure which road the "old Richmond road" was. In game terms, this could be understood as an attack along the Richmond Stage Road or an attack along the Richmond, Fredericksburg and Potomac Railroad.

Burnside meant the former; Franklin understood the latter. Second, Franklin was free to allow "circumstances" to govern his attack choices. Finally, in ordering a single division to make the assault, Burnside was prescribing a piecemeal assault. All of these factors gave Franklin and his generals, none of whom believed in this attack, the opportunity to interpret Burnside's orders as they saw fit. Franklin interpreted his orders as not requiring a full-scale assault. Only four of his six divisions saw action. Meade's spearhead division actually achieved a break-through in A.P. Hill's lines; however, insufficient support had been provided to the attack and it ultimately failed.

Sumner's orders were to capture Marye's Heights (SLB hex 4228, GTC hex N4014). He delayed in executing them for three hours. He sent Couch's corps forward, with French's division leading the way. French, Hancock, and Howard were to follow. They pushed forward toward Marye's Heights, where they confronted the divisions of R.H. Anderson, Robert Ransom, and McLaws who were defending a range of hills extending from the Rappahannock on the north almost to Deep Run on the south. On McLaws' front was a stone wall which afforded the Confederates their most effective defensive position. This is where the major fighting would occur. Confederate artillery under Colonel E.P. Alexander was set up to rake the field of advance with devastating fire; he declared that not even a chicken could live when they opened up on that field. Wave after wave of Union soldiers seemed to gravitate toward the killing fields in front of the stone wall. Darius Couch tried to flank the position by sending out Howard's division to attack the wall at an angle, but marshy ground pushed the Union soldiers into the same channel that previous waves had taken and Howard's division was ripped up as well.

Hooker, however, was told to hold his command in readiness, which he did for much of the day. However, Burnside had also promised the other two grand division commanders that Hooker would be supporting their advances, which gave rise to differing expectations among the three as to what would happen in this battle.

Eventually Burnside came up with new orders for everyone. Franklin was ordered to execute a general assault with his whole force — a directive that he simply refused. Hooker was directed to attack the stone wall as Sumner had done. Hooker rode to the front to see the situation for himself and concluded that taking the position was impossible. He then rode to see Burnside to dissuade him from his order. Burnside refused to be swayed, but the delay in going to see Burnside postponed the attack until late in the afternoon and saved some men's lives. When a confederate retreat was rumored, Humphreys division was sent to the wall in the Union army's sixth and last wave. Like all of the other waves, they failed to reach the stone wall.

At the end of the day's fighting, Hooker ordered his troops to fall back from their advanced position. Like others on that day, he dripped sarcasm: "Finding that I had already lost as many men as my orders required me to lose, I suspended the attack."

December 14 - 16

Fog covered parts of the battlefield in the early morning of the 14th. The fog had kept both sides from knowing how near to each other some of their soldiers

stood. As it began to dissipate, the remnants of Howard's division found themselves exposed to Confederate fire and so threw themselves to the ground which served as the only real cover. Along General Franklin's front, a mutual cease-fire was arranged to allow each side to withdraw their wounded and dead from the battlefield.

Burnside had planned to launch new attacks on the 14th in order to crash through the Confederate position. He planned to throw the entire Ninth Corps *regiment by regiment* against the stone wall on Marye's Heights, and indicated that he would lead the charge in person. The plan met with protest from Willcox, the corps commander, and Sumner, the grand division commander. Sumner told him, "General, I hope you will desist from this attack; I do not know of any general officer who approves of it, and I think it will prove disastrous to the army." A quick council of war confirmed this opinion, and Burnside later said he also was influenced against the attack by some advice from Lincoln. The Union then set about preparations to establish a defensive hold on the city of Fredericksburg in preparation for a withdrawal.

Unbeknownst to the Union, Burnside's attack orders had been intercepted by the rebels and Longstreet had acted on the information by strengthening the defenses on Marye's Heights even further. An attack by Burnside on the 14th would have been an absolute disaster. However, the interception of the attack orders actually had a positive side effect for the Union: the rebels were

not anticipating an imminent Union withdrawal. Because they did not anticipate a general withdrawal, the rebels made no plan for charging the demoralized Union army. An assault by the Confederates on the 14th had the possibility of generating a full-scale Union rout. Instead, the Union took advantage of the respite to make preparations for a secretive retreat. Straw and earth were placed on the wooden pontoon bridges to muffle sound, and deceptions were staged to give the illusion of lateral movement in the Union lines. Butterfield's Fifth Corps was ordered forward to take over defense of the city and screen the retreat of other Union forces across the Rappahannock. From 6pm on the 15th to 3:30am on the 16th, the Union accomplished a stealthy withdrawal that got the Army of the Potomac out of harm's way. The withdrawal was, by far, the best executed part of the Union campaign. When the sun came up on the 16th, the amazed Confederates found that the Army of the Potomac had disappeared.

CREDITS

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Designer Dedication: To Gretchen, who fights every battle by my side.

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RANDOM EVENTS CHART

Roll Random Event Effect

- 11** **UNION STAFF MUTINY** Burnside is immediately replaced. Joe Hooker is the new Army leader. Couch takes over the Center Grand Division, and Hancock takes over II Corps (flip each leader piece). During this turn, the Union suffers the following effects: no Union assaults, the movement allowance of all Union infantry and artillery units is reduced by one, and the movement allowance of all Union cavalry is reduced by two (minimum movement allowance of 1 in all cases). This result may only occur once.
- 12** **HOT AIR BALLOONS** Effective use of hot air balloon reconnaissance gives the Union a temporary intelligence boost. The Union player automatically wins the first two initiatives of the current turn.
- 13** **"SIR, THE YANKEES ARE IN..."** A false rumor that the Union had made a naval landing at some point to the south forces the Confederates to redirect some of their forces. One Confederate division, chosen by the Confederate, must spend the current day (at least two marches) marching as far due south as possible. Ignore event on Turn 1.
- 14-15** **LOCAL GUIDE** A local guide informs one player of a means to cross a seemingly impassable ford. Roll a die. 1-4 Confederate guide, 5-6 Union. This guide can be used once to cross a single infantry division or cavalry brigade over a ford in any turn.
- 16-25** **PONTOONS DELAYED** See 16.1

Roll Random Event Effect

- 26** **JACKSON MARCHES** Jackson's Second Corps leaves the Valley one day earlier than expected.
- 31-32** **JACKSON DELAYED** Jackson's Second Corps leaves the Valley one day later than expected.
- 33** **HORSES STRICKEN** One of Stuart's cavalry brigades, chosen at random, is struck by a variety of equine diseases and is disorganized. If already disorganized, it is reduced in manpower by one strength point.
- 34-36** **RAIN** (Current) Rain rules are in effect for the current turn.
- 41** **RAIN + FOG** Rain rules are in effect for the current turn and FOG rules are in effect next turn (see 16.2).
- 42-44** **RAIN (Current + 1)** Rain rules are in effect for both the current turn and the next turn.
- 45-54** **PONTOONS DELAYED** See 16.1
- 55-56** **FOG** Fog Rules are in effect this turn (see 16.2)
- 61** **RAIN (Current + 2)** Rain rules are in effect for the current turn and the next two turns.
- 62** **SHOES NEEDED** One Confederate division, chosen at random, suffers a -1 (instead of its normal +1) to movement die rolls for the next two days due to its need for shoes (minimum movement allowance of 1). If activated by a leader, use the movement die roll unmodified.
- 63** **REBEL PICKETS** Cavalry picket markers are placed in two hexes (chosen now by the

Roll Random Event Effect

- Confederate). Union entry into these hexes costs an additional 2 MP. Each marker remains on the map until the Union player triggers the 2 MP penalty from that marker. That marker is then removed at the end of the turn.
- 64** **SMALLPOX RAGES** One of the Confederate infantry divisions, chosen at random from those currently on the map, is struck by Smallpox and is disorganized. If already disorganized, it is reduced in manpower by one strength point See 16.4.
- 65** **COUNCIL OF WAR** The rules for this event depend on whether or not this event has been previously rolled. **FIRST TIME:** Union units may attack during this turn if they start their action in an enemy ZOC and attack without leaving that ZOC (using either a march or assault action). No Union units may force march. **SECOND OR LATER TIME:** Burnside orders attacks to continue. Confederate player chooses a Union grand division. Units from that grand division must make at least two attacks this turn. If the grand division does not execute these attacks, the Union player loses 5 VP. If Burnside has been replaced, ignore the second or later occurrences of this event.
- 66** **INSUBORDINATION** The Confederate player chooses one of the Union grand divisions. No unit from that grand division may activate or entrench during this turn.

REBELS IN THE WHITE HOUSE

NEW MARKET, June 30, 1864—9 a.m.

General R. E. LEE:

(Care of General Bragg, *Richmond*.)

My troops are now passing through this place. They are in fine condition and spirits, their health greatly improved. We will have no difficulty about supplies. The wheat and grass crops in the Valley from Salem to this place are very fine and abundant; but little damaged by the enemy. I think but little damage is to be apprehended from Hunter. If you can continue to threaten Grant I hope to be able to do something for your relief and the success of our cause shortly. I shall lose no time.

J. A. EARLY,

Lieutenant-General.

CROSSING OF THE BALTIMORE PIKE AND RAILROAD,

July 9, 1864. (Received 11.40 p.m.)

Major-General HALLECK,

Chief of Staff:

I fought the enemy at Frederick Junction from 9 a.m. till 5 p.m., when they overwhelmed me with numbers. I am retreating with a foot-sore, battered, and half-demoralized column. Forces of the enemy at least 20,000. They do not seem to be pursuing. You will have to use every exertion to save Baltimore and Washington. I think the troops of the Sixth Corps fought magnificently. I was totally overwhelmed by a force from the direction of Harper's Ferry arriving during the battle. Two fresh regiments of the Sixth Corps are covering my retreat. I shall try to get to Baltimore.

LEW. WALLACE,

Major-General, Commanding.

From a note inscribed on the fly-leaf of a book at Silver Spring, a country estate used by Early for a temporary headquarters:

Near Washington, July 12, '64

Now Uncle Abe, you had better be quiet the balance of your administration, as we only came near your town this time to show you what we could do, but if you go on in your mad career we will come again, soon, and then you had better stand from under.

Yours respectfully,

the worst rebel you ever saw,

58TH VIRGINIA INFANTRY

Basic Game Rules

1.0 INTRODUCTION

Rebels in the White House simulates the Confederate attempt to capture Washington in the summer of 1864. In the game, the players control Union and Confederate military forces in turns representing one day of real time. The maps used are a detailed representation of northern Virginia and Maryland in 1864, drawn almost exclusively from Civil War period maps. All geographical features affecting military operations, such as roads, mountains, fords, and railroads, are portrayed. 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 district, corps, and division leaders. Military units consist of a varying number of points, each of which represents about 500 infantrymen or 600 cavalymen.

Playing *Rebels in the White House* requires ownership of the *Here Come the Rebels* maps (and the northern *Stonewall Jackson's Way* map for two of the scenarios). In addition, these games require the GCACW Standard Basic Game Rules. These rules are available in Grant Takes Command, or may be accessed on the internet at <http://www.gcacw.com/>. All rules listed below are either modifications or clarifications to these rules.

2.1 GAME COMPONENTS

A complete game of *Rebels in the White House* contains the following:

- One Rules Booklet
- Two small mapsheets (the Alexandria map and Baltimore fortification map)
- Counters from *The Skirmisher* #2
- Off-Map Movement Chart from *The Skirmisher* #2
- Supply Pad (see next page)

Rebels in the White House requires some components from *Here Come the Rebels*. These are:

- One Rules Booklet
- Two 22" x 32" Mapsheets
- One Union Force Display
- One Confederate Force Display
- Two 6-sided dice
- Substitute infantry brigades and cavalry regiment units (see section A11.0 of the Advanced Rules)

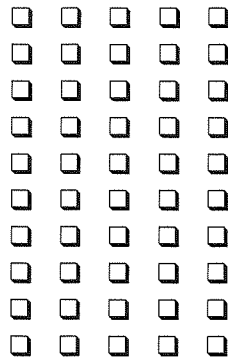
REBELS IN THE WHITE HOUSE

SUPPLY PAD

Confederate Units

Gordon
Echols
Ramseur
Rodes
Imboden
McCausland
Jackson
Johnson
Vaughn
Godwin

Ration Boxes



2.1.1 SUPPLY PAD

MMP grants permission to photocopy the Rebels in the White House Supply Pad for personal use.

2.2 PLAYING PIECES

The Union player's units are divided into two groups: "Regular Army" and "non-Regular Army". The values of Union Regular Army units and leaders are black. The values of Union units that are not Regular Army units are red.

2.6 ABBREVIATIONS

ALX	Alexandria Map
ANV	Army of Northern Virginia
AP	Army of the Potomac
Art	Artillery
B	Breckinridge's Corps
Brig	Brigade
Cav	Cavalry
Div	Division
E	Early's Corps
HCR	Here Come the Rebels
IL	Illinois
Inf	Infantry
MD	Maryland
M	Middle Department
NE	No Effect
NY	New York
OH	Ohio
PHB	Potomac Home Brigade
Regt	Regiment
Res	Reserve
RR	Railroad
RWH	Rebels in the White House
RTG	Roads to Gettysburg
SIV	Stonewall in the Valley
SJW	Stonewall Jackson's Way
V	Valley District
VP	Victory Points
W	District of Washington
WV	West Virginia District

3.0 BASIC GAME SEQUENCE OF PLAY

Each turn in the Basic Game is performed according to the following "sequence of play".

1. Random Events Phase

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

2. Transfer Phase

Leaders may be transferred from one subordinate unit to another.

3. 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). 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 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.

4. Recovery Phase

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

5. Turn Indicator Phase

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

5.1 MARCH

The following modifiers are used instead of the ones listed in the Standard Rules:

EXTENDED MARCH TABLE MODIFIERS (all cumulative):

- +1 If the marching unit is a Union infantry (not cavalry) unit

- +1 If the marching unit is a Union unit which is not a "Regular Army Unit" (see 2.2).
- +1 If a "Heat" event is in effect (see Advanced Game Rules, A2.0)
- +1 If, in the Advanced Game, the unit is "out of supply"
- +1 If a march by a unit on its *normal* side increases its Fatigue Level from 3 to 4.
- +1 If a march by a unit on its *exhausted* side increases its Fatigue Level from 2 to 3.
- +3 If a march by a unit on its *exhausted* side increases its Fatigue Level from 3 to 4.

5.2 ACTIVATE LEADER

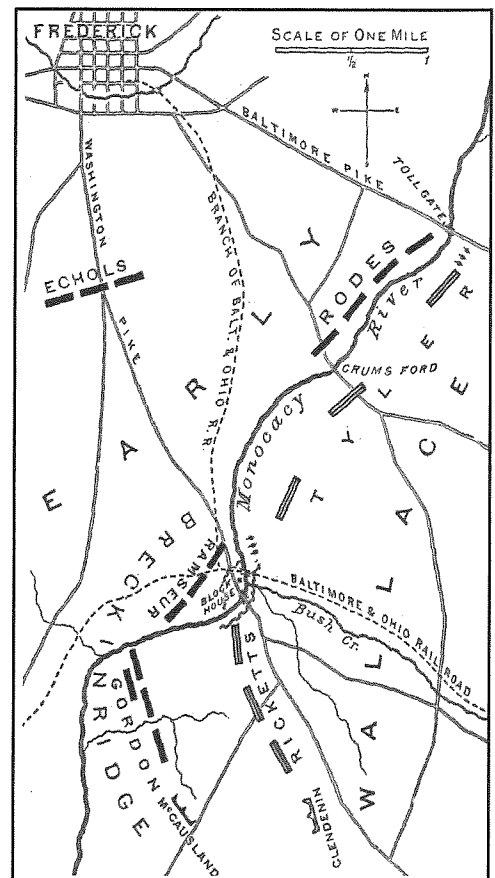
If the Confederate player performs an activate leader action with Early, Breckinridge may not transfer as part of the action (even if the units activated are part of Breckinridge's corps). The only time Breckinridge may transfer during an activate leader action is when the Confederate player performs an activate leader action with Breckinridge. **Note:** The Confederate leader Early is a district leader, but he also commands his own corps, labeled "E-V".

5.4 BURN RR STATION

The restriction that the Frederick Junction RR station (W4317) may only be damaged and never destroyed applies in this game also.

10.1 PONTOON BRIDGES

The Union player may build a total of two bridges. They may be built over either major or minor rivers. The Confederate player may not build bridges.



Scenario 1 Monocacy

NOTES:

In one month's time, Jubal Early had secretly disengaged from Richmond, routed Hunter's command at Lynchburg, and cleared the Shenandoah Valley of Sigel's forces. On July 5-6, 1864 he crossed the Potomac in what would be the Confederate's third attempt in as many years to bring the war to the North. After securing his line of communication, ransoming the towns of Hagerstown and Frederick for \$220,000 and acquisitiong some much-needed supplies, Early turned east towards his ultimate objective. With the goal of relieving the siege of his own capitol by applying pressure to the enemy's, Early now moved on Washington DC.

Opposing him on the Monocacy River was a scratch force of Union veterans and 100-day volunteers pieced together by Lew Wallace (post-war author of *Ben Hur: A Tale of the Christ*). Composed of units of the Middle Department and elements of the VI Corps—the first units of the Army of the Potomac to arrive in defense of the Capitol—the Federals were aligned on the east side of the Monocacy in order to contest the Rebel crossings. Collectively, they were the last major Union obstacle between Early and the Forts of Washington.

MAP:

Use only the eastern half of the HCR West Map (Hex rows 30xx – 58xx inclusive)

GAME LENGTH:

1 turn; July 9, 1864

SPECIAL RULES:

- 1. Random Events:** Random events are not determined in this scenario. The Action Phase and the scenario end the moment the Confederate player passes.
- 2. Fatigue Level 4 Marches:** Fatigue Level 4 Marches [page 4 from the Standard Series Rules in The Skirmisher No. 1, or page 6 from the Standard Basic Games Rules in Grant Takes Command] are allowed in this scenario. Note that although this rule is listed as an "optional" rule in these rulebooks, it is required in this scenario.
- 3. Union Movement Restrictions:** Staunton, who begins in Monrovia (5017), may only activate by rolling a 2 or less on one die. There is a -2 modifier if the unit is in command radius. If successful, the unit may roll for March MP. Should the Union player fail this roll, he may try again during later initiatives, but no other unit may activate during this initiative, nor does Staunton increase in Fatigue Level; the initiative is simply lost. Once successfully activated, Staunton may activate in future initiatives without the need to roll.

- 4. Second Initiative:** No matter which side wins the first initiative of the scenario, the other side automatically wins the second initiative. From that point on initiatives are determined normally.

VICTORY CONDITIONS

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

VP Reason

- +2 For each level of Fatigue less than five of each Confederate Infantry Division east of the Monocacy River and south of hex row (xx17) inclusive. **Example:** If Rodes and Gordon are the only Divisions that qualify at scenario end, and are at Fatigue level 2 and 4 respectively (prior to the recovery phase), the Confederate player would earn eight points $[((5-2)+(5-4)) \times 2=8]$.
- 4 At the end of the game for each non-demoralized Union Infantry unit that occupies or is adjacent to a turnpike hex on the Georgetown Pike between Frederick Junction (4317) and Urbana (4620) inclusive of both.
- +2 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).
- 3 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

≥ 14	Confederate Decisive Victory
10 to 13	Confederate Substantive Victory
6 to 9	Confederate Marginal Victory
2 to 5	Union Marginal Victory
-2 to 1	Union Substantive Victory
≤ -3	Union Decisive Victory

HISTORIC RESULTS:

Early believed that only a few scattered militia units remained on the far side of the Monocacy; consequently his crossing was somewhat unopposed. His cavalry made a shallow bridgehead on the Union left but were prevented in going any further by elements of the Federal VI Corps. Early ordered Breckinridge's Corps to clear the path.

Union resistance was initially spirited, but succumbed to superior numbers in the late afternoon. By the end of the day, Early's army had secured all of the key crossings on the Monocacy, but was too spent to advance any further towards the Federal Capitol that evening. Although Early had won a victory by taking the field, Wallace had achieved his objective of buying Lincoln one more day.

CONFEDERATE SET-UP					
Unit/Leader	Size	Corps	Type	Manpower Value	Hex
Early	Dist	(E)-V	Ldr		W3714
Breckinridge	Corps	B-V	Ldr		W3714
Gordon	Div	B-V	Inf	7	W3714
Echols	Div	B-V	Inf	5	W3613 (Middletown)
Ramseur	Div	E-V	Inf	5+	W3814
Rodes	Div	E-V	Inf	6+	W3618 (Jefferson)
McCausland	Brig	Cav	Cav	2	W3917 (Mt Zion Church)

+ Ramseur and Rodes begin the game on their exhausted sides.

UNION SET-UP					
Unit/Leader	Size	Command	Type	Manpower Value	Hex
Wallace	Dist	M	Ldr		W4517
11 MD	Regt	M	Inf	1+	W4517
Tyler	Brig	M	Inf	3	W4515
McClennan	Brig	VI	Inf	3	W4417
Ricketts-A	Div	VI	Inf	3	W4518
Staunton	Brig	VI	Inf	2	W5017 (Monrovia)
8 IL	Regt	W	Cav	1	W4418

+ 11 MD begins the game under a Breastworks Build marker

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<http://www.multimanpublishing.com/preorder/preorder.php>

Scenario 2

Fort Stevens

NOTES:

After the battle of Monocacy the road to the Capitol was open. The Confederates raced down to punch through the extensive fort system encircling the city before it could be reinforced. Blistering heat caused extensive straggling, but the exhausted Confederates got to the forts on the afternoon of the 11th. However, they could do little when confronted by the VI corps reinforcements from the AoP. Fearing both heavy losses in a frontal assault on the forts and then getting cut-off from a retreat route, Early called off his intended attacks and retreated on the night of the 12th. The scenario starts mid-morning of the 11th.

MAP:

HCR East map (only the southwest quarter is used—south of row xx18 and west of column 29xx inclusive). Note that the Alexandria add-on map is not used and those hexes are considered off-map in this scenario.

GAME LENGTH:

2 turns, July 11 to July 12, 1864.

SPECIAL RULES:

- Heat:** Heat is in effect for both turns. The only effect of heat is that both players add one to their extended march die rolls (ref. Basic Rules 5.1).
- Union Forts:** Refer to section A5.0 of the Advanced Game for Union fort rules.
- Union Reinforcements:** Union reinforcements arrive in the Action Cycle on the turn and order indicated in the Union Setup (Russell on turn 2, all others on turn 1, Wright enters with Getty). For a reinforcement to enter play the Union player must use an initiative, and a unit is placed at fatigue level 1 in E1334, E1433, E1534, E1633, or E1734 (the city hexes on the edge of the HCR map - the Alexandria map is not used). A reinforcement may not move in the Action Phase in which it is placed, but it may move normally in any following Action Phase.
- Union Movement Restrictions:** The Union units Wisewell, Slough, 25 NY, Briggs, and Beal may not move outside the DC fort perimeter. These units may not attack enemy units outside the fort perimeter, but do exert a ZOC as normal outside the forts. If forced to retreat outside the fort perimeter, these units may only move by the most direct path back to the nearest enemy-unoccupied undestroyed fort, and may not enter an enemy ZOC except if entering an undestroyed fort hex.
- Line of Communication (LOC):** The LOC is used in the Victory Conditions. A LOC is a path of continuous hexes from the unit's hex (inclusive) to any road/pike/RR hex in column 01xx on the west map edge (inclusive).

The path may be of any length, but may only be traced hex-to-hex across road/pike/RR/city hex-sides. The path may not enter an enemy occupied hex, an undestroyed fort hex, or an enemy unrestricted ZOC (even if a Confederate unit occupies that ZOC). However, the hex a unit itself is in may be in an enemy ZOC.

VICTORY CONDITIONS:

The Confederate player gains and loses VPs for the following occurrences. VPs are for those conditions at the end of the game unless otherwise specified.

VP Reason

- +30 For each D.C. city hex (including Georgetown) occupied by a Confederate infantry unit(s) that can trace a LOC.
- +15 If at any point in the game a Confederate infantry unit ends an Action Phase (ends a move) in any D.C. city hex (including Georgetown). The maximum VPs that may be obtained for this condition are 15. These VPs are not gained if the Confederates receive any VPs for occupying a city hex at the end of the game.
- +4 For each destroyed D.C. area fort hex. The maximum VPs that may be obtained for this victory condition is 12.

- +2 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).
- 3 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).
- 6 For each Confederate infantry unit that cannot trace a LOC.
- 12 For each Confederate infantry division that is destroyed. There are no additional VPs lost for such units for the LOC VP condition, but combat losses are still counted.

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

≥ 28	Confederate Decisive Victory
21 to 27	Confederate Substantive Victory
14 to 20	Confederate Marginal Victory
7 to 13	Union Marginal Victory
0 to 6	Union Substantive Victory
≤ -1	Union Decisive Victory

CONFEDERATE SET-UP					
Unit/Leader	Size	Corps	Type	Manpower Value	Hex
Early	Dist	E-V	Ldr		E0823
Breckinridge	Corps	B-V	Ldr		E0823
Gordon	Div	B-V	Inf	6+	E0823
Echols	Div	B-V	Inf	5+	E0823
Ramsuer	Div	E-V	Inf	5+	E0823
Rodes	Div	E-V	Inf	6+	E0823
Imboden	Brig	Cav	Cav	1+	E0823
Jackson	Brig	Cav	Cav	1+	E0823
McCausland	Brig	Cav	Cav	1+	E1027

+ Indicated units begin the game on their exhausted sides at Fatigue Level 1

UNION SET-UP					
Unit/Leader	Size	Command	Type	Manpower Value	Hex
Lowell-A	Brig	W	Cav	1#	E1128 (Stone Tavern)
Wisewell	Brig	W	Inf	3	E1229 (Ft. Pennsylvania)
Slough	Brig	W	Inf	1#	E1431 (Columbia College)
25 NY	Regt	AP	Inf	1#	E1533
Briggs	Regt	AP	Inf	1^	Reinf on Tum 1 (July 11)
Wright	Corps	VI	Ldr	^	Reinf on Tum 1 (July 11)
Getty	Div	VI	Inf	11^	Reinf on Tum 1 (July 11)
Beal	Brig	XIX	Inf	1^	Reinf on Tum 1 (July 11)
Russell-A	Div	VI	Inf	11^	Reinf on Tum 2 (July 12)

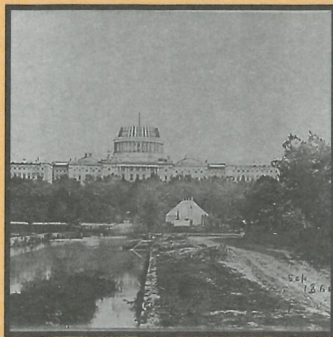
Indicated units begin the game on their normal sides at Fatigue Level 1

^ Indicated units are reinforcements. See Special Rules for placement location.

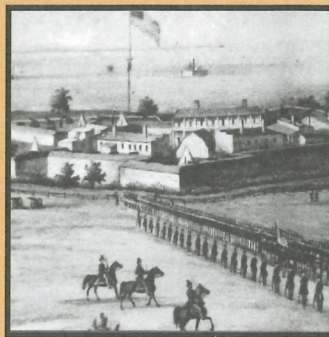
Rebels in the White House

Off-Map Movement Chart

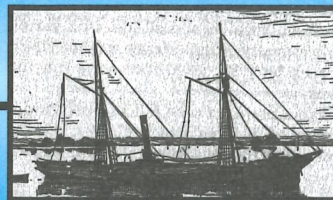
Washington



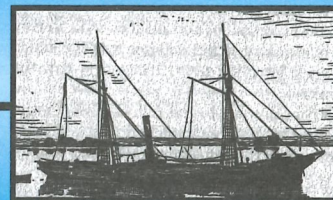
Baltimore



Potomac River

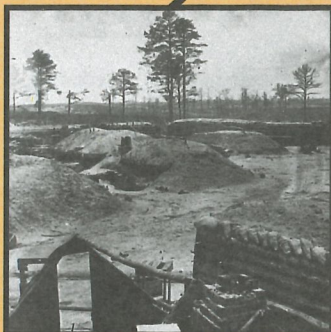


Chesapeake Bay

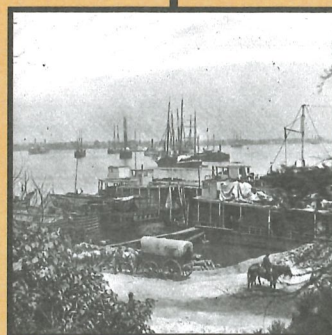


15 manpower total in
these boxes (see A7.2)

(XIX Corps units do not
count toward total)



Petersburg



City Point

ALEXANDRIA ADD-ON MAP



BALTIMORE ADD-ON MAP

Scenario 3: The Retreat From Washington

NOTES:

With the VI Corps occupying the forts, Early could no longer hope to capture Washington. Instead, he would have to remove his little army from a precarious position. The VI corps was in his front, and within a few days, Crook's entire army would be in his rear. The Union could now take the offensive; with coordinated action, they might even be able to destroy Early's force.

MAPS:

Use both HCR maps and the SJW North map. However, only the northern half of the SJW North map will be used, and only the west half of the HCR East map, so these maps may be folded in half.

GAME LENGTH:

6 turns; July 13 to July 18, 1864

SPECIAL RULES:

1. Random Events: Random events are determined in this scenario. However, the only results that have any effect are Heat (any type). No more than three days of Heat may occur in the game. If more than three occur, they are converted to NE. For example, if a Heat (+1) has already occurred, and another Heat (+1) happens, it is converted to Heat (Current) and all Heat events after this are ignored.

2. Union Reinforcements: During the Random Events Phases of Turns 2, 3, and 4, the Union player receives reinforcements. All reinforcements are placed at the beginning of the turn, before the Random Events Phase, at Fatigue Level 0, and organized. These reinforcements are listed below:

Turn 2: He may place Emory and Dwight in any DC city hex adjacent to the south mapedge.

Turn 2: He may place Duffie, Tibbits, and Wynkoop, in Martinsburg (W1314). If Martinsburg is Confederate-occupied they may be placed together in any hex on the northwest edge of the map from W0901 to W0806 (Johnsontown).

Turn 3: He may place Crook and Duval in Martinsburg (W1314). If Martinsburg is Confederate-occupied they may be placed together in any hex on the northwest edge of the map from W0901 to W0806 (Johnsontown).

Turn 3: He may place Ricketts and Kenly in Baltimore Depot (E1633). However, if any Confederate infantry unit occupies Prince George, Howard, Anne Arundel, or DC counties, or Montgomery County (east of column 47xx on the HCR west map and SJW north

map) Ricketts and Kenly may not be placed. They are delayed until the first Recovery Phase in which none of the above mentioned counties is occupied by a Confederate infantry unit.

Turn 5: He may place Averell, Schoonmaker, Oley, and Powell in Martinsburg (W1314). If Martinsburg is Confederate-occupied they may be placed together in any hex on the northwest edge of the map from W0901 to W0806 (Johnsontown).

3. Union Movement Restrictions: Howe, Mulligan, and Blakley may not activate or entrench until Turn 2. This restriction is lifted for each unit if a Confederate unit moves within 7 hexes of the unit.

4. Confederate Movement Restrictions: Godwin may not exit Warren, Frederick (VA), and Clarke counties, and may not move east of the Shenandoah River while in these counties. However, Godwin is free to attach to any Confederate infantry unit that enters any of these counties (see Special Rule 10, Attachment).

5. Vaughn: In the Recovery Phase of Turn 3 (July 15th) or later, the Confederate player may place the cavalry brigade Vaughn with a manpower value of 1 in the hex occupied by Echols. Echols' manpower must be reduced by one. Vaughn is placed at the same status (fatigue, disorganization, exhaustion, etc.) that Echols is at. If Echols has been eliminated the Confederate player may not place Vaughn.

6. Union Forts: Refer to the section A5.0 of the Advanced Game for Union fort rules.

7. Wagon Train: The Confederate player has one wagon train unit, which moves like Confederate infantry (although it may not force march). If activated, it must perform a march action. It may not attack. (It may participate in an activate leader action with Early (but not Breckinridge), but not in an assault action. Early may not stack with the wagon train unless there is an infantry unit present in the same hex.) If a Confederate infantry unit enters the hex occupied by the 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 mountain hex; see 6.2), even if the hex occupied by the wagon train has a combined combat value of less than 12. If the wagon train makes an extended march, the Confederate player adds 1 to his extended march die rolls in addition to all other modifiers. If a "D" or "I" result occurs, it is applied to the wagon train normally—and the Confederate player loses VP (see Victory Conditions). The wagon train pays an additional +5 MP penalty to cross over a ford in a minor river. The wagon train may not cross over a ford in a major river unless it begins the Action Phase in the hex adjacent to the ford. It

must expend its entire MP allowance to cross the ford, so it may only move one hex during that Action Phase. There is no additional MP penalty for the wagon train to cross a bridge, dam, or ferry. Note that the wagon train unit may not entrench.

8. Washington: If, at the end of a Recovery Phase, a Confederate infantry unit occupies a Washington DC city hex (including Georgetown), the game immediately ends in a Confederate Decisive Victory.

9. Ferries/Dams: Per the Standard Rules, the following hexes are ferries, not fords:

Snicker's Ferry (W1733)

Berry's Ferry (SJW N1207)

Also, Strider's Dam (W1319) is a dam, not a ford.

Note: Coon's Ford (SJW N5107), which is on the border between the SJW and HCR maps, is used normally.

10. Attachment: Attachment rules (See section A11.0 of the Advanced Game Rules) apply for both players throughout this scenario. However, Beal and Kenly may not attach to any unit other than Dwight. In addition, Wisewell, Slough, Briggs, and the 25 NY may not attach to any unit.

Units may not detach in this scenario. Only attachment is allowed.

11. End of Game: If all the Confederate infantry divisions and the Confederate wagon train cannot fulfill the first Victory Condition [i.e., occupy Berkeley County, Jefferson County (west of the Shenandoah River), etc., and trace a LOC to the west mapedge] at the end of July 18th, either player may choose to continue the game another day. The game does not end until either all Confederate infantry divisions are in the areas listed below in the first Victory Condition, or both players agree to end the game.

VICTORY CONDITIONS:

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

VP Reason

+8 For each Confederate infantry division or wagon train ending the game in any of the locations listed below, that can trace a LOC of no more than 30 hexes to any hex on the west mapedge between W0128 and SJW N0116:

- Berkeley County
- Jefferson County (west of the Shenandoah River)
- The Naval Battery (HCR W2620)
- Frederick (VA) County
- Clark County (west of the Shenandoah River)
- Warren County (west of the Shenandoah River)

- +4 For each Confederate infantry division or wagon train ending the game in any of the locations listed below, that can trace a LOC of no more than 30 hexes to any hex on the west mapedge between W0128 and SJW N0116:

- Washington County (except the Naval Battery (HCR W2620—see above))
- Jefferson County (east of the Shenandoah River)
- Clark County (east of the Shenandoah River)
- Warren County (east of the Shenandoah River)
- Loudoun County
- Fauquier County
- Rappahannock County

For the purposes of the two victory conditions listed above, a line of communication (LOC) is defined to be a path of hexes connected by road, pike, RR, bridge, dam, ford, or ferry hexsides between the two locations listed above. (Note: The LOC for the wagon train may not be traced over a ford. It may be traced over a bridge, dam, or ferry.) It includes both the hex the path begins in and the hex the path ends in. Union units or their ZOC may not be present along any hex of the path, except the hex the path begins in (the hex the unit occupies), regardless of the presence of Confederate units.

- +8 If either the Naval Battery (W2620) or Martinsburg (W1314) is occupied by a Confederate unit (infantry or cavalry) at the end of the game.
- 4 If Winchester (W0330) is occupied by a Union unit (infantry or cavalry) at the end of the game.
- 8* If the Confederate wagon train is destroyed by the Union player.
- 3* For each "D" or "I" result suffered by the Confederate wagon train unit in an extended march (not for combat or retreat).
- 1* For *each* hex into which the Confederate wagon train unit retreats due to combat (even by voluntary retreat).

* For the Confederate wagon train unit, the total number of Confederate VP lost due to the three victory conditions marked with asterisks (*) may not exceed 8. For example, if a wagon train suffers a "D" or "I" result in an extended march (-3 VP) and is later eliminated (-8 VP), the total loss is 8, not 11. However, Manpower value loss for the Confederate wagon train *does not count* toward this limit. Thus, if the Confederate wagon train is eliminated, the Confederate player loses 8 VP from the asterisked condition and an additional 6 VP from the loss of the wagon train's Manpower value of 2.

- +2 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 Union Manpower Value lost in extended march, force march, or moving from one enemy ZOC to another.

- 3 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). This includes Manpower lost from the Wagon Train, and is in addition to any VP lost for a "D" or "I" result in extended march (as above).
- 2 For each point of Confederate Manpower Value lost 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

≥ 36	Confederate Decisive Victory
28 to 35	Confederate Substantive Victory
20 to 27	Confederate Marginal Victory
12 to 19	Union Marginal Victory
4 to 11	Union Substantive Victory
≤ 3	Union Decisive Victory

CONFEDERATE SET-UP					
Unit/Leader	Size	Corps	Type	Manpower Value	Hex
Breckinridge	Corps	B-V	Ldr		E0422
Echols	Div	B-V	Inf	5*	E0422
Gordon	Div	B-V	Inf	6*	E0522
Wagon Train		E-V		2*	E0622
Early	District	(E)-V	Ldr		E0723 (Rockville)
Rodes	Div	E-V	Inf	6*	E0723 (Rockville)
Ramsuer	Div	E-V	Inf	5+	E0823
Johnson	Brig	Cav	Cav	3^	E0924
McCausland	Brig	Cav	Cav	2^	E0426 (Offut's Crossroads)
Godwin	Brig	E-V	Inf	4#	W0330 (Winchester)
Vaughn	Brig	Cav	Cav	1	See Special Rule 3

* Indicated units begin the game at Fatigue Level 2.

+ Ramsuer begins the game at Fatigue Level 2 and on his exhausted side.

^ Indicated units begin the game at Fatigue Level 1 and on their exhausted sides.

Godwin begins the game under a Fort marker.

UNION SET-UP					
Unit/Leader	Size	Command	Type	Manpower Value	Hex
Sullivan	Div	WV	Inf	14	W1314 (Martinsburg)
1 NY	Regt	Cav-1-WV	Cav	1	W1314 (Martinsburg)
Howe	Div	WV	Inf	8#	W2620 (Naval Battery)
Stone Fort			Fort		W2620 (Naval Battery)
Mulligan	Brig	WV	Inf	4	W3219 (Petersville)
Blakley	Brig	Cav-2-WV	Cav	4	W4620 (Urbana)
Wisewell	Brig	W	Inf	3#	E1229 (Fort Pennsylvania)
Lowell-A	Brig	W	Cav	1	E1429 (Fort Stevens)
Wright	Corps	VI	Ldr		E1429 (Fort Stevens)
Russell-B	Div	VI	Inf	11	E1429 (Fort Stevens)
Getty	Div	VI	Inf	10^^	E1429 (Fort Stevens)
25 NY	Regt	AP	Inf	1	E1530 (Fort Slocum)
Slough	Brig	W	Inf	1++	E1731 (Fort Bunker Hill)
Briggs	Regt	AP	Inf	1++	E1731 (Fort Bunker Hill)
Beal	Brig	XIX	Inf	1	E1932 (Fort Lincoln)
Emory	Corps	XIX	Ldr		Reinforcement (Turn 2)
Dwight	Div	XIX	Inf	7	Reinforcement (Turn 2)
Duffie	Div	Cav-1-WV	Ldr		Reinforcement (Turn 2)
Tibbits	Brig	Cav-1-WV	Cav	2	Reinforcement (Turn 2)
Wynkoop	Brig	Cav-1-WV	Cav	2	Reinforcement (Turn 2)
Crook	District	WV	Ldr		Reinforcement (Turn 3)
Duval	Div	WV	Inf	11	Reinforcement (Turn 3)
Ricketts-B	Div	VI	Inf	5	Reinforcement (Turn 3)
Kenly-B	Brig	XIX	Inf	3	Reinforcement (Turn 3)
Averell	Div	Cav-2-WV	Ldr		Reinforcement (Turn 5)
Schoonmaker	Brig	Cav-2-WV	Cav	1	Reinforcement (Turn 5)
Oley	Brig	Cav-2-WV	Cav	2	Reinforcement (Turn 5)
Powell	Brig	Cav-2-WV	Cav	2	Reinforcement (Turn 5)

Indicated units begin the game under Fort markers.

^^ Getty begins the game on his exhausted side.

++ Slough and Briggs begin the game under Fort-Build 1 markers.

Advanced Game Rules

Additional rules are used in the Advanced Game which increase the game's realism and complexity. Advanced Game Rules may not be used in Basic Game scenarios. Note that several new phases are added to the Sequence of Play in the Advanced Game (see A1.0).

Do not use HCR Advanced Rules at all. Use these Advanced Rules only.

(**Exception:** Heat rules [A2.1] and Fort rules [A5.0] are used in Scenarios 2 and 3. Attachment rules [A11.0] are used in Scenario 3.)

A1.0 ADVANCED GAME SEQUENCE OF PLAY

Each turn in the Advanced Game is performed according to the following "sequence of play".

1. Random Events Phase

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

2. Harpers Ferry Phase

The players determine whether Union units in or near Harpers Ferry are surrounded. If so, the players consult the Harpers Ferry Table to see if a surrender occurs.

3. Reinforcement Phase

The Union player checks to see if he receives any reinforcements. He may also place reinforcements and return AP reinforcements.

4. Transfer Phase

Leaders may be transferred from one subordinate unit to another.

5. RR Station Repair Phase (only on July 4th, 9th, 14th, and 19th)

The Union player may attempt to repair damaged RR stations (see A9.0).

6. Attachment Phase

Units may be reattached to other units.

7. 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 rolls of a 1 by both players may lead to the end of the Action Cycle (see A3.0). 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 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 roll of a 1 by both players leads to the end of the Action Cycle.

8. Point Lookout Phase (only on July 10th, 11th, 12th, and 14th)

The Confederate player may send cavalry to attempt to capture the Point Lookout prison camp as in A14.0. This cavalry returns during this phase on July 14th.

9. Recovery Phase

Eligible units may entrench, build bridges, repair bridges and ferries, forage, and recover from fatigue, disorganization, exhaustion, and demoralization. The Confederate player must also determine his units' supply status. Confederate units may also impose levies on towns in Maryland.

10. VP Phase

The Union or Confederate player may be awarded VP.

11. Turn Indicator Phase

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

A2.0 RANDOM EVENTS

Either player rolls two dice in each Random Events Phase. The players consult the Random Events Table, checking the result corresponding to that dice roll sum. ("Rain" results are discussed in the Standard Rules, section 12.0.)

A2.1 HEAT

The Random Events Table has three possible "Heat" results:

Heat (Current):

Heat rules are in effect throughout the current turn only. Place a Heat marker on the Turn Track in the box corresponding to the current turn.

Heat (Current +1):

Heat rules are in effect throughout the current turn and the following turn. Place a Heat marker on the Turn Track in the boxes corresponding to the current turn and immediately succeeding turns.

Heat (Current +2):

Heat rules are in effect throughout the current turn and the following two turns. Place a Heat marker on the Turn Track in the boxes corresponding to the current turn and immediately succeeding two turns.

If a Heat marker occupies the Turn Track of the current day, both players add one to all extended march die rolls. If a Rain result is received on the Random Events Table, all Heat counters for that day and any days following are removed and have no effect. **Note:** If a multiple turn Heat result occurs when there are already one or more Heat markers on the Turn Track, additional markers are placed on the track only if the new Heat result extends the heat time period into turns which did not previously possess Heat marker. For example, if a "Heat (Current +2)" result occurs on Turn 6, Heat markers are placed on the Turns 6, 7, and 8 boxes on Turn Track. If on Turn 7 a "Heat (Current +1)" result occurs, no additional Heat markers are placed on the track because the new result did not extend the heat period. However, if on Turn 7 a "Heat (Current +2)" result had occurred, a Heat marker should be added to the Turn 9 box due to the extension of the heat period.

A2.2 COMMAND PARALYSIS

If this result occurs, the indicated player subtracts 1 from the Movement Allowance of *each* of his infantry units and 2 from the Movement Allowance of *each* of his cavalry units in the current turn. **Note:** If a unit is reduced to a Movement Allowance of 0, it may still move 1 hex (see Standard Rules, 6.2).

A2.3 NY MILITIA

If the current turn is July 8th or later, the Union player may place the NY Militia in any Dock Hex (see A6.0) immediately, during the current Random Events Phase.

If the current turn is July 7th or earlier the result is NE. If the NY Militia has already been placed the result is also NE.

A2.4 VAUGHN

If the current is July 10th or later, the Confederate player may place the cavalry brigade Vaughn with a manpower value of 1 in the hex occupied by the infantry division Echols. Echols' manpower must be reduced by one. Vaughn is placed at the same status (fatigue, disorganization, exhaustion, etc.) that Echols is at. If Echols has been eliminated the Confederate player may not place Vaughn. The Confederate player may decide not place Vaughn at this time; if so, Vaughn may be placed (subject to the rules above) in any following Reinforcement Phase.

If the current turn is July 9th or earlier the result is NE. If Vaughn has already been placed the result is also NE.

A2.5 MOSBY

During the current turn, the Union player may not move units by rail on the following railroads unless the counties through which the units move are Union-controlled (e.g. neither neutral nor Confederate controlled; see A10.0):

- Orange and Alexandria RR
- Loudoun and Hampshire RR
- Manassas Gap RR
- Warrenton Branch RR
- Baltimore and Ohio RR (Berkeley, Jefferson, Washington, and Frederick-West counties only)

In addition, the Union player loses VP if Union cavalry units of at least two manpower do not occupy Fairfax county in the VP Phase of that turn and the turn following.

If a "Mosby" events occur on two or more succeeding days, they are treated normally; i.e., the Union player cannot move on the above RR's unless he controls the county the unit moves through on any of these turns, and VP are lost for cavalry units in Fairfax county through the VP phase following the last "Mosby" event.

A2.6 GODWIN

If the current turn is July 7th or later, the Confederate player may place Godwin, in the Random Events Phase, in any hex on the west mapedge from W0130 to SJW N0117. **Note:** In

Scenario 4, Godwin may also be placed in any hex on the south mapedge in Frederick (VA) County.

Neither Godwin, nor any substitute unit from Godwin, may exit Warren, Frederick (VA), or Clarke counties, or move east of the Shenandoah River while in these counties. However, Godwin is free to attach to any Confederate infantry unit that enters any of these counties.

Godwin is placed with all ration boxes unchecked (see A12.0).

If the current turn is July 6th or earlier the result is NE. If Godwin has already been placed the result is also NE.

A2.7 RANDOM EVENTS TABLE

- | | |
|----|-------------------------------|
| 2 | Heat (Current +2) |
| 3 | NY Militia |
| 4 | Godwin |
| 5 | Vaughn |
| 6 | Union command paralysis |
| 7 | Heat (Current) |
| 8 | Mosby |
| 9 | Heat (Current +1) |
| 10 | Confederate command paralysis |
| 11 | Godwin |
| 12 | Rain (Current) |

A3.0 RANDOM END OF ACTION CYCLE

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, in any Initiative Segment of an Action Cycle, *both* players roll a 1 when determining initiative, there is a chance the Action Cycle may end. In this event, a player rolls a die. If this roll is 1 or 2, the Action Cycle immediately ends and play proceeds to the Recovery Phase. If this roll is from 3 to 6, the Action Cycle continues normally. (In this case, the Confederate player wins the double "1's" initiative roll in the current Action Phase.) **Note:** The Action Cycle may not end unless both players have performed at least one action in the current cycle. In this case, the Confederate player wins the double "1's" initiative roll and play proceeds normally.

A4.0 UNION RAILROAD MOVEMENT

Only the Union player may move units by rail.

A4.1 EMBARKATION

Only "embarked" units may perform RR movement. The Union player may embark a unit for RR movement if it meets all of the following requirements:

- It must occupy a RR station (except for RR stations on certain railroads, see below), or any of the following hexes:

ALX 0605 (Alexandria),
E1633 (Baltimore Depot),
E3510 (Camden Station),
E3409 (Mt. Claire Station),
E3609 (President St. Station),
E3610 (Federal Hill),
E3408 (Mt. Royal Depot),
or E4327 (Annapolis).

- It must be an infantry (not cavalry) unit.
- 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 Confederate-controlled county (the county may be neutral; see A10.0).

To embark an eligible unit, the Union player must select that unit for a march, and *the unit gains one Fatigue Level*. An extended march never occurs due to RR embarkation. Instead of performing a march, the Union player places a "RR Movement" marker on the unit. The action ends, and a new Action Phase begins. An embarked unit may move by rail. A unit selected to participate in a leader activation may not embark. A leader stacked in the same hex as an embarked subordinate may also embark.

A4.2 RAILROAD MOVEMENT RESTRICTIONS

The Union player may embark units on all railroads on the map, except the ones following:

- Winchester & Potomac RR
- Loudoun & Hampshire RR west of SJW N5013 (The Loudoun & Hampshire RR may only be used in SJW N5013 and all hexes east of this.)

Note: The Western Maryland RR in hex E2601 is considered to connect with the railroad in hex W5806 (New Windsor), even though a rail line does not join the two hexes. The distance between the two hexes in terms of RR movement is 24 hexes.

Even though it is not drawn on the map, the Baltimore and Ohio RR in hex E1633 (Baltimore Depot) connects with the Orange and Alexandria RR in hex 0801. The rail line runs as follows: ALX 0801—E1534 (Capitol)—E1633 (Baltimore Depot). This functions as a normal part of the Baltimore & Ohio RR. A unit may move all the way through DC (from E2029 (Bladensburg) to ALX 0605 (Alexandria), for example) in one rail move, without disembarking along the way.

A4.3 MANPOWER LIMITATIONS

The Union player may embark up to 3 units per turn, although only one per Action Cycle, as long as the total amount of manpower embarked is no more than 16 per turn.

A4.4 DISEMBARKING

The Union player may "disembark" a unit, 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.

A4.5 HOW RR MOVEMENT IS PERFORMED

To move an embarked unit by rail, the Union 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 60 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 Movement" 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 20	1
21 to 40	2
41 to 60	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.

A4.6 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 a hex containing a destroyed or damaged RR station.
- It may not enter an enemy ZOC.
- It may not enter a Confederate-controlled county (the county may be neutral; see A10.0). County control is re-determined when a unit moves by rail; i.e., if the Confederate player has gained control of a certain county since the last VP Phase, the Union player may not move through it by rail.
- It may not move on certain railroads during a "Mosby" event (see A2.5).

A5.0 FORTS AND REDOUBTS

Several Union forts and redoubts are printed on the maps, and one fort counter is also included in the game. These are used in the two scenarios of the Advanced Game and in Scenarios 2 and 3 of the Basic Game.

A5.1 EFFECTS OF UNION FORTS

Confederate units may not enter or retreat into a hex occupied by an undestroyed Union fort. Similarly, Confederate leaders may not transfer or exert a command radius into or through an

undestroyed fort hex. Union forts do not exert ZOC (unless a Union unit occupies its hex). A Union fort hex adjacent to a defending Confederate unit is considered "covered" for flank attack determination. Union units may enter fort hexes without restriction. They may also entrench in fort hexes (see below). Forts themselves may not activate or entrench.

A5.2 UNION FORTS AND COMBAT

Union forts have differing Combat and Artillery values, which are listed below. These values may only be used in defense; *they may never join in a Union attack* (although Union units in fort hexes may attack).

Confederate units may attack an adjacent fort hex. If no Union units occupy the fort hex, the fort's intrinsic Combat value and Artillery value are used to resolve the combat. If one or more Union units occupy the fort hex, the Union player's Combat and Artillery values are calculated by adding the fort's intrinsic values to the Combat and Artillery values of the Union units defending in the fort hex.

In Confederate attacks against forts, *there can never be a tactical modifier in the favor of the Confederate player*. If the Confederate player has a higher tactical value than the Union player, or if no Union units occupy the fort hex, *no tactical modifier is used*. If the Union player has a higher tactical value, that combat die roll modifier is applied normally. In Confederate attacks against fort hexes, the Confederate player may never gain a flank attack bonus. All other combat modifiers are applied normally.

A5.21 COMBAT AND ARTILLERY VALUES FOR UNION FORTS

Union forts are divided into four types. Each type has different Combat and Artillery Values. Types and locations are specified below:

- 1) DC forts south of the Potomac (All forts in Fairfax county)

Combat Value: 3

Artillery Value: 8

Note: The following forts have intrinsic Combat and Artillery Values of 0, even though they are located within the area of "DC forts south of the Potomac":

ALX 0102 (Ft. Ramsay)

ALX 0503 (Ft. Albany)

ALX 0602 (Ft. Runyon)

- 2) DC forts north of the Potomac (All forts in the District of Columbia and Prince George County)

Combat Value: 1

Artillery Value: 4

- 3) Baltimore forts (All forts in Baltimore County)

Combat Value: 2

Artillery Value: 0

- 4) Stone Fort (Naval Battery, W2620)

Combat Value: 1

Artillery Value: 0

Note: This fort is not printed on the map, so a counter has been provided for it. No fort exists in Harpers Ferry/Bolivar (W2521), even though the Standard Rules specify it there. This fort has been destroyed.

A5.3 ENTRENCHMENT IN FORT HEXES

Union units in a fort hex are treated as if they occupied a redoubt hex. Thus, Union units in a fort hex with no other entrenchments have their Combat and Artillery values multiplied by 1.5 when defending. In addition, if a Union unit in a fort hex entrenches, place a Breastworks-Build marker atop the unit (instead of Abatis). Units in fort hexes may continue to entrench normally until they are under a completed Fort marker (which should not be confused with a printed fort hex).

A5.4 HOW UNION FORTS ARE DESTROYED

If the Union player suffers a combat result containing an "r" (retreat) or "R" (rout) in any Confederate attack against a Union fort hex, the fort is destroyed. (Any Union units in the fort hex must also retreat or rout.) Place a "Destroyed" marker in the hex; a Union fort is no longer considered to occupy that hex. When calculating the Defender's Combat Value to determine the proper column on the Combat Chart, do not include the intrinsic Combat value of the fort. Combat results containing a Manpower Value losses and "f" (fatigue-1), "F" (fatigue-2), and "D" (disorganize) results have no effect on forts (these results *do* affect Union units defending in the fort hex, however). A manpower value loss may not be taken by the fort; if there are any units in the fort they take the full manpower loss. The destruction of a fort does not count as a Manpower value loss for Victory Point purposes in the scenarios. A destroyed fort is considered to be a redoubt hex for the rest of the scenario. If Union units reenter the hex, they gain all the normal benefits of a redoubt hex.

A5.5 REDOUBTS

Several redoubts are on the Baltimore Add-On Map (see below, A5.6). These redoubts provide defensive benefits for Union units in their hex; they have no effect on Confederate units in their hex. **Note:** The sections in the Standard Rules about redoubts (9.0) apply to all redoubts in this game, except that redoubts are used by the Union player, not the Confederate player.

A5.51 ENTRENCHING IN REDOUBT HEXES

All Union units in a redoubt hex with no other entrenchments have their Combat and Artillery values multiplied by 1.5 when defending. (For Combat values, retain fractions; for Artillery values, multiply the sum of *all* the Artillery values

in the hex by 1.5 and round fractions up to the nearest whole number.) Confederate units gain no benefits from occupying a redoubt hex.

Note: All Union units in a redoubt hex gain defensive enhancements from the redoubt. However, only those units which entrench further in a Action or Recovery Phase gain defensive enhancements beyond those provided by the redoubt.

If a unit entrenches in a redoubt hex during the Action Cycle (see 5.5) and does not currently possess an Entrenchment marker, place a Breastwork-Build marker atop the unit.

A5.52 FLANK ATTACKS AGAINST REDOUBT HEXES

If a Union unit occupies a redoubt hex, its defensive capabilities against some flank attacks are enhanced (see 7.4).

+4 Bonus: If the Confederate player fulfills requirements for a +4 final flank bonus in an attack against one or more Union units in a redoubt hex, that bonus is reduced to +2.

+3/+2 Bonus: If the Confederate player fulfills requirements for a +3 or +2 final flank bonus in an attack against one or more Union units in a redoubt hex, that bonus is reduced to +1.

+1 Bonus: If the Confederate player fulfills requirements for a +1 final flank bonus in an attack against one or more Union units in a redoubt hex, he receives no flank bonus at all.

Unlike Flanks Refused markers, non-flank attacks against redoubt hexes do not provide the Confederate player a +1 die roll bonus. Union units situated under Breastwork or Fort markers in redoubt hexes retain the redoubts' capabilities against flank attacks. However, Breastwork or Fort markers situated in non-redoubt hexes *do not* provide these capabilities.

A5.6 BALTIMORE ADD ON MAP

The Baltimore Add-On Map is a more accurate representation of the defenses of that city which was enabled due to more detailed maps which have recently become available. Fort McHenry was in existence at the outbreak of the war, and Fort Federal Hill and Fort Marshall were built by March 1862 (before McClellan's peninsular campaign). The ring of redoubts was built in June 1863 during Lee's invasion of Pennsylvania. This map may be used in any scenario in which Baltimore is on the map; however, based on when the scenario takes place, only the forts and/or redoubts existing at that time should be used.

A6.0 DOCK HEXES

Several hexes on the maps used in this game have an additional feature added to them, "docks". These "Dock Hexes" are used in placing and returning AP reinforcements (see A7.21 & A7.23) and placing the NY Militia (see A2.3)) Dock hexes are listed below:

HCR East: 3609, 3709, 4327 (Annapolis), 1233 (Georgetown), 1334

Alexandria: 0802 (US Arsenal), 0902 (Navy Yard), 0605 (Alexandria)

A7.0 REINFORCEMENTS

Only the Union player may receive reinforcements. There are two types of reinforcements: West Virginia and Army of the Potomac.

A7.1 WEST VIRGINIA REINFORCEMENTS

During each Reinforcement Phase starting July 8th, the Union player rolls one die and consults the WV Arrival Table. If the result is "NE", no reinforcements are received; if the result is "Reinforcement", the first increment of the WV Reinforcements is placed on the map. During each Reinforcement Phase following this, the Union player continues to roll for WV Reinforcements. The second time a "Reinforcement" result is received, the second increment of WV reinforcements is placed on the map; the third time a "Reinforcement" result is received, the third increment of WV reinforcements is placed on the map; and the fourth time a "Reinforcement" result is received, the fourth increment of WV reinforcements is placed on the map. After the fourth increment is received, the Union player does not roll for WV Reinforcements.

First Increment:

Sullivan; 1 NY

Second Increment:

Duffie; Tibbits; Wynkoop

Third Increment:

Crook; Duval

Fourth Increment:

Averell; Schoonmaker; Oley; Powell

WV ARRIVAL TABLE

1st Increment:

- ≤ 1: Reinforcement
- 2-6: NE

2nd, 3rd, and 4th Increments:

- 1-3: Reinforcement
- 4-6: NE

Modifier (1st Increment only):

- 1 For each day following July 8th (cumulative).

A7.11 PLACEMENT OF WV REINFORCEMENTS

WV Reinforcements may be placed as follows:

- Entering by road (any units): Reinforcements of any type (infantry or cavalry) may be placed within three hexes of W0904 (Runners Ferry). These reinforcements are placed at Fatigue Level 0.
- Entering by rail (infantry only): Infantry reinforcements may be placed in W0904

(Runners Ferry), or in any RR station on the Baltimore & Ohio RR in Berkeley, Jefferson, or Washington counties. They must be able to trace a path of RR hexsides from the hex they are placed in to W0904 (Runners Ferry). The path (including the hex the units are placed in) may not cross a destroyed or damaged RR station, destroyed bridge, or a Confederate unit or Confederate ZOC. If a reinforcement is placed in a hex in the W13XX column or west it is placed at Fatigue Level 0. If it is placed in a hex east of the W13XX column it is placed at Fatigue Level 1. Any reinforcements placed in RR stations have no effect on Union railroad movement during the current turn.

A7.2 ARMY OF THE POTOMAC REINFORCEMENTS

All Army of the Potomac reinforcements (except the XIX corps units Emory, Dwight, and Grover) begin the game in the Petersburg Box. Emory, Dwight, and Grover are placed in the Petersburg Box during the Reinforcement Phase of July 12th. This is because the XIX corps was being sent from Louisiana to Petersburg and did not arrive there until July 12th. Some or all Army of the Potomac reinforcements are sent to Maryland as the game progresses. Note that the NY Militia unit only comes in per rule A2.3.

Beginning on the turn after Union units are "alerted" (see Scenarios 4 & 5, Special Rule 8), in the Reinforcement Phase, the Union player performs the following actions, in the order listed:

1) The Union player rolls two dice and consults the AP Reinforcement Table (see A7.24). This roll may be modified. If he receives a reinforcement result, he moves the corresponding units (see A7.21) to the Potomac River and/or Chesapeake Bay boxes. If several units are being sent, they may be split among the Potomac and Chesapeake boxes or sent to only one box at the Union player's choice. A corps leader is sent when the second division of his corps is sent. The first time a reinforcement result is received on the AP Reinforcement Table, the infantry brigade Beaumont is also sent.

A maximum of 15 manpower of reinforcements may occupy the Potomac River and Chesapeake Bay boxes at any time (15 total for the 2 boxes, not up to 15 in each). If more than 15 manpower are sent, any manpower above 15 is placed in the City Point Box. Any units which occupy the City Point Box may be moved to the Potomac River or Chesapeake Bay boxes on succeeding turns (assuming that no more than 15 manpower occupies these boxes at any time). **Exception:** XIX Corps units may be moved to the Potomac River or Chesapeake Bay boxes even if 15 manpower already occupies these boxes. This is because the XIX Corps was being sent from Louisiana and had their own transports with them.

The Union player is not obligated to receive AP

Reinforcements, since he loses VP when they are sent. If he does not want all or some AP Reinforcements, he places them in the City Point Box (or leaves them there if they already occupy the City Point Box; VP are not lost for manpower in the City Point Box). They may be placed in the Potomac River or Chesapeake Bay boxes on succeeding turns. Once placed in the Potomac and Chesapeake boxes, however, they must be received (although they may be sent back—see A7.23).

2) If any reinforcements were in the Potomac River or Chesapeake Bay boxes *at the beginning of the turn* (not units which were moved there in the current turn), the Union player moves them forward by one box. Units in the Potomac River Box are moved to the Washington Box, and units in the Chesapeake Bay Box are moved to the Baltimore Box. He then rolls a die to determine when each unit is placed (infantry units only, not leaders—leaders may be placed with any unit under their command).

Die Roll Result

- | | |
|------------|--|
| 1-2 | The reinforcement is placed on the map immediately at Fatigue Level 0. |
| 3-5 | The reinforcement is placed at Fatigue Level 1 during the Action Cycle of the current turn. The first time the Union player wins the initiative die roll with a 6 or the Confederate player passes, he may place one unit on the map. This is not considered an action, and he may activate the just-placed unit (this unit would then go to Fatigue Level 2) or another unit during this Action Phase. The next time he rolls a 6 or the Confederate player passes, he may place the next unit, and so on until all of the reinforcements have been placed. If any units are left in Washington or Baltimore Boxes at the end of the Action Phase, they are placed on the map at that time. |
| 6 | The reinforcement is placed on the map at Fatigue Level 2 in step 1 of the Recovery Phase. |

See A7.22 for where AP reinforcements are placed.

3) The Union player may return any AP reinforcements, or the army leader Grant (see A7.23). He may return Grant on the day he is received.

If a Confederate infantry unit occupies any DC city hex (including Georgetown) at any time during the game, the Union player does not roll for AP reinforcements during the following Reinforcement Phase. Instead, he is sent all AP reinforcements (none may be refused), and army leader Grant, which arrive subject to the rules above. **(Exception:** If the current turn is before

July 12th, XIX corps units are not sent. If the Confederate player occupies a DC city hex on July 12th or later, then all XIX corps units are sent.) Grant may be placed on any Union infantry unit, and any Union unit may be chosen to undertake a Grand Assault with Grant.

A7.21 SELECTION OF AP REINFORCEMENTS

Reinforcements are selected in the following manner: the first corps sent is the VI, then the XIX, and lastly the IX. Divisions are selected randomly from the corps to be sent (either roll a die, or pick one from a cup). **Exception:** IX corps units must be sent instead of XIX corps units if all units from the VI corps have been sent, a reinforcement result has occurred on the AP Reinforcement Table, and the current turn is July 11th or earlier. If one IX corps division is sent, all following reinforcements are also chosen from the IX corps until it is fully sent, even if the current turn is July 12th or later.

A7.22 PLACEMENT OF AP REINFORCEMENTS

AP Reinforcements must be placed on the map as follows, depending on whether they have been moved into the Washington or Baltimore boxes:

Washington Box:

- Dock hexes E1233, E1334 (Georgetown), ALX 0802, ALX 0902, or ALX 0605 (Alexandria)
- E1134 (Fort Smith)
- Any hex containing a major river hexside on the Alexandria map or the southeastern quarter of the SJW north map, except the following:
 - a) Woods hexes without a road, pike, or RR, or
 - b) Any hex on the Occoquan River west of SJW N5327 - N5227 (Occoquan)

Baltimore Box:

- Dock hexes E3609, E3709, or E4327 (Annapolis)
- Any hex containing a major river hexside on the HCR East map, except the following:
 - a) Woods hexes without a road, pike, or RR, or
 - b) Any hex on the Potomac or Anacostia rivers.

Reinforcements may be placed in a Dock Hex (see A6.0), at the Fatigue Level assigned during the Reinforcement Phase. If placed in any hex other than a Dock Hex, they are placed at one Fatigue Level higher than the level assigned during the Reinforcement Phase. They may be placed in a Confederate ZOC, but not in a Confederate occupied-hex. Leaders may be placed with any unit under their command.

A7.23 RETURN OF AP REINFORCEMENTS

AP reinforcements may be returned in the fol-

lowing manner: in any Reinforcement Phase in which AP reinforcements occupy any Dock Hex (see A6.0), they may be removed from the map and placed back in the Petersburg Box.

The Union player may wish to send Grant back to Petersburg; to do so he removes Grant from the map during any Reinforcement Phase and places him in the Petersburg Box. He may occupy any hex on the map when he is sent back. He does not need to occupy a dock hex.

A7.24 AP REINFORCEMENT TABLE

2-12	NE
13-16	1 division
17-20	2 divisions
> 20	3 divisions

Modifiers:

- 1 Each 3 manpower which have already been sent as AP reinforcements (cumulative).

Example: If the Union player has already been sent Beaumont (3 manpower) and Ricketts-B (10 manpower) then the modifier is 13/3 for a -5 modifier. Fractions are rounded up.

- +8 If a Confederate infantry (not cavalry) unit occupies a Baltimore or Alexandria city hex (**Note:** This is in addition to the county occupation modifier; see below)
- +4 If a Confederate cavalry unit occupies a DC, Baltimore, or Alexandria city hex (**Note:** This is in addition to the county occupation modifier; see below. Also, this modifier does not apply if a Confederate infantry unit occupies a city hex, as above)
- +4 If a Confederate infantry unit is adjacent to a DC fort hex (north or south of the Potomac)

County occupation modifier:

The Union player notes which counties Confederate units (infantry or cavalry) occupy. If the county is occupied by cavalry **ONLY**, the modifier is halved, rounding up. The occupation situation with the highest modifier is used:

- +4 Jefferson, Berkeley, Rappahannock, Culpeper
- +6 Washington, Fauquier
- +7 Frederick-West, Loudoun-West
- +9 Loudoun-East
- +10 Prince William
- +11 Frederick-East
- +12 Carroll
- +14 Montgomery, Howard, Prince George, Anne Arundel
- +16 Baltimore, Fairfax
- +24 DC

A8.0 CONFEDERATE LEVIES

The Confederate player may impose a levy on any town hex in Maryland, and the city-hex of Annapolis. All rules on levying towns (below) also apply to levying Annapolis.

A8.1 HOW LEVIES ARE IMPOSED

If a Confederate infantry unit with a Manpower Value of 5 or more and a Fatigue Level of 0 occupies a town hex in Maryland *at the start* of a Recovery Phase, the Confederate player may impose a levy on that town. **Note:** A levy may not be imposed on a town if a Union unit with a Manpower Value of 3 or more occupies an adjacent hex. At the end of the game, the Confederate player receives Victory Points for all levied towns (see Advanced Game Victory Conditions). It does not cost any Fatigue Levels to impose a levy. A unit imposing a levy may entrench or repair a bridge or ferry in the same Recovery Phase in which the levy is imposed.

Any Confederate unit (infantry or cavalry) with a Manpower Value of 3 or more may levy a town, subject to the restrictions above, if no Union unit is within 4 hexes of the town.

A8.2 LEVY RESTRICTIONS

Each town in Maryland and Annapolis may be levied a maximum of once per game.

A9.0 REPAIRING DAMAGED RR STATIONS

During the RR Station Repair Phase (which occurs on the July 4, 9, 14, and 19 turns only), the Union player may attempt to remove Damage markers from RR station hexes. Destroy markers may never be removed. For each RR station on the map with a Damage marker which is neither occupied by a Confederate unit nor in a Confederate ZOC, the Union player rolls a die. If the Damage marker is situated in Baltimore, Anne Arundel, Prince George's, Howard, Montgomery, Frederick-East, or Carroll Counties, the Damage marker is removed on a roll of 1 to 5; on a roll of 6, the Damage marker remains in place. If the Damage marker is situated in any county except those listed above, the Damage marker is removed on a roll of 1 to 4; on a roll of 5 or 6, the Damage marker remains in place. If the Union player fails to remove a Damage marker in a RR Station Repair Phase, he may make another attempt to remove it in a later RR Station Repair Phase.

A10.0 COUNTY CONTROL

In the VP Phase, the Confederate player must check to see whether he controls any counties. The Union player must control any counties which he moves units through by rail. Any county that may be controlled contains a "control seat". These are identified by a red star. Several counties do not have control hexes marked on the map. These are identified as follows:

Berkeley: Martinsburg (W1314)
Jefferson: Harpers Ferry (W2521)

Loudoun-East: Leesburg (W3533)
 Loudoun-West: Purcellville (W3732)
 Prince William: Bristoe Station (SJW N3726)
 Fairfax: Alexandria (ALX 0605)
 District of Columbia: Capitol (E1534)

Loudoun county is identified as one county on the map; for the purposes of this game it is two counties, and the division between them runs north and south along the HCR W32xx column, with all 32xx hexes being in Loudoun-East.

For the purposes of this game, all hexes east of the Monocacy River in Frederick-West County are in Frederick-East. These are as follows: W4517 south along the Monocacy River to W4225, northeast along the county line to W4922, and northwest along the county line back to W4517. In addition, hex E1329 is in Montgomery County, not the District of Columbia.

In a VP Phase, a player controls a county if a friendly infantry (not cavalry) unit with a manpower value of 2 or more occupies the control seat. Counting this unit, the player must also have a combined manpower value among his units (including cavalry) in that county of at least 10. If neither player controls a county, that county is "neutral"; the Union player does NOT automatically control all counties that the Confederate player does not control.

The Confederate player can also control a county if he has at least 15 manpower of infantry units in the county, no Union infantry unit occupies the control seat, and the amount of Union infantry manpower in the county is less than 15. **Exception:** The Confederate player cannot control DC, Fairfax, or Baltimore county in this way. Instead, he must occupy the control seat (as above).

Union RR movement in "neutral" counties is affected by the Mosby random event (see A2.5).

A11.0 SUBSTITUTE UNITS

The Union player has eight "substitute" infantry brigades and two "substitute" cavalry regiments. The Confederate player has three "substitute" infantry brigades and two "substitute" cavalry regiments. **Note:** The numbers of substitute counters available to each player in RWH is different from HCR. Players should use the numbers above. The counters provided in HCR are not sufficient; players may either use substitute counters from SJW to make up the difference, or use spare units from HCR with tactical & artillery values the same as substitute units from HCR. Note that Union substitute cavalry regiments have tactical and artillery values of 0.

A11.1 DETACHMENT

Either player may detach one or more substitute infantry brigades from a marching infantry unit as long as the unit has a Manpower value of 2 or more. Either player may detach one or more substitute cavalry regiments from a marching cavalry unit as long as the unit has a manpower of 2 or more.

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 value, 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 infantry unit begins its march or in any hex entered by the active unit during its march. After a substitute is placed on the map, the active unit may continue its march. 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.

Size: After detaching a parent unit must have a minimum Manpower value of 1. The manpower value of a substitute is limited:

- Substitute Union infantry brigades must be assigned a Manpower value of 8 or less.
- Substitute Confederate infantry brigades must be assigned a Manpower value of 6 or less.
- Substitute cavalry regiment must be assigned a Manpower value of 2 or less.

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: If an active unit has a disorganized Strength marker, or is on its exhausted side, or possesses a Demoralized marker, any substitute detached by this unit must possess the same characteristics.

Ration Boxes & Supply: A substitute unit is assigned the same supply status (ration boxes or "out of supply" marker) as the active unit from which it detached.

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, but it may eventually attach to a unit of a different command.)

A11.2 ATTACHMENT

In the Attachment Phase, a substitute (or a normal infantry regiment or brigade, or cavalry regiment—see "Special Attachment") stacked in the same hex as a friendly unit may "attach" to that unit. As long as a unit attaches to a unit of the same type (infantry or cavalry), it may attach to any friendly unit regardless of size or affiliation.

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:

- Union infantry divisions may not be raised above a Manpower Value of 14.
- Union infantry brigades may not be raised above a Manpower Value of 8.
- Union infantry regiments may not be raised above a Manpower Value of 2.
- Union cavalry brigades may not be raised above a Manpower Value of 4.
- Union cavalry regiments may not be raised above a Manpower Value of 2.
- Confederate infantry divisions may not be raised above a Manpower Value of 10.
- Confederate infantry brigades may not be raised above a Manpower Value of 6.
- Confederate cavalry brigades may not be raised above a Manpower Value of 3.
- Confederate 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 highest 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.

Ration Boxes & Supply: If a unit attaches, erase any check marks in its ration boxes. The unit to which it attaches maintains its current supply status. **Exception:** If the Manpower value of an attaching unit is *greater* than the Manpower value of the unit to which it attaches, the unit remaining on the map is assigned a number of ration boxes equal to the number possessed by the attaching unit. If the unit remaining on the map was "Out of Supply", it is now "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. Similarly, Union non-substitute cavalry regiments may attach to any friendly cavalry unit. Also, Confederate non-substitute cavalry brigades may attach to any friendly cavalry unit.

The infantry brigade Beaumont may not attach to any other Union unit, infantry or cavalry. This is because Beaumont's men were dismounted cavalry from the Army of the Potomac and would not have been able to fight well with infantry.

A11.3 SUBSTITUTES AND ARTILLERY VALUES

If the players wish, they may transfer Artillery value points to or from detaching and attaching units.

Detachment: If a substitute detached from a unit, it may be assigned some or all of the Artillery value points of the parent unit. If so, record the number of points assigned to the substitute and the new, reduced Artillery value of the parent unit next to both units' names on the Supply Pad.

Attachment: If a unit attaches to another unit, assign the attaching unit's entire Artillery value to the unit to which it attaches. Record the new, increased Artillery value of the unit remaining on the map next to that unit's name on the Supply Pad.

A12.0 SUPPLY

To function at full effectiveness, units must be in supply.

A12.1 DEPOTS

The Union player possesses depots. Depots act as supply sources; they have no Combat Value and may not be attacked, nor may they move or retreat. Confederate units may enter a hex occupied by a Union depot as long as no Union units

occupy that hex. At the moment a Confederate unit with a Combat Value of 2 or more performs a Burn RR Station action in a hex occupied by a Union depot, that depot is destroyed and is removed from the map. (In addition, if the hex contains a RR station, the station is either damaged or destroyed; see "Burn RR Station," 5.4) **Note:** The Confederate player may perform a Burn RR Station Action in a hex occupied by Union depot even if that hex does not contain a RR station. **Note:** Only the Confederate player may destroy depots. The Union player may not destroy any of his depots.

A12.2 SUPPLY STATUS

During the Recovery Phase, the Confederate player must determine the supply status of each of his military units. He does not need to determine supply status for leaders. The Union player does not need to determine the supply status of his units; Union units are always considered to be "in supply". On the Supply Pad, all Confederate units have five "ration boxes", representing five days' supplies. These boxes are checked off as units use up their supplies, and the check marks are erased when units regain supplies.

HOW TO DETERMINE SUPPLY STATUS

Perform the following actions, specifically in the order listed, in place of Step 2 of the Recovery Phase (8.0). These actions are known as the "Supply Procedure":

SUPPLY PROCEDURE

All Confederate units have one ration box checked. If all ration boxes are already checked, place an "out of supply" marker on the unit. **Example:** At the start of Scenario 4 Confederate units have 1 ration box remaining unchecked. This ration box is checked during this step on turn 1, but all units remain in supply since a ration box was remaining as the phase started.

All Confederate units on a Union depot or adjacent to a Confederate-occupied Union depot have all of their ration boxes unchecked. If any of these units has an "out of supply" marker on it, it is removed now.

Confederate units at Fatigue Level 0, 1, or 2 may forage (see A12.3), but not if they undertook any activities in Step 1 of the Recovery procedure.

During Step 6 of the Recovery Phase each "out of supply" unit possessing an organized Strength marker has its Strength marker flipped to its disorganized side.

OUT OF SUPPLY

Place an "Out of Supply" marker on a unit that is out of supply. (**Note:** "Out of Supply" markers are not provided with this game, and none are in HCR. Players can either use "Out of Supply" counters from other GCACW games, or simply use blank counters (or spare Fatigue counters) to indicate out-of-supply status.) This marker accompanies the unit wherever it goes until the unit regains "in supply" status, at which time the marker is removed. Out of supply units function

normally in terms of movement and combat. However, if an out of supply unit performs an extended march, 1 is added to all other modifiers on the Extended March Table. In addition, out of supply units suffer penalties in Step 6 the Recovery Phase (see 8.0).

A12.3 FORAGING

In Step 3 of the Supply Procedure (see A12.2), the Confederate player may "forage" with any of his units (even those which are in supply) which are 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 the Recovery Phase. An exhausted unit may forage. Leaders may not forage. The Confederate player performs the following procedure for each foraging unit:

Roll a die and modify this roll by *adding the unit's current Fatigue Level*. (At Fatigue Level 0, the roll is not modified.) In addition, if all six hexes adjacent to a foraging unit are enemy occupied, in an enemy ZOC (even if occupied by a friendly unit), or are hexes into which the foraging unit cannot move due to terrain restrictions, 1 is *added* to the unit's forage roll.

If the modified roll is less than or equal to the Forage Value of the county the unit occupies (see below), the unit has successfully foraged. If a unit forages successfully, all of its ration boxes are unchecked if it has an "out of supply" marker on it, it is removed now. If the modified roll is greater than the county's Forage Value, the unit has not foraged successfully, and no further action is taken; if the unit was out of supply, it remains out of supply. None of its ration boxes are unchecked.

Forage Values:

- 3: All counties in Maryland
- 2: All counties in Virginia (except the "Shenandoah Valley", see below)
- 4: The Shenandoah Valley (Berkeley, Jefferson, Frederick (VA), Clarke, and Warren counties):

A13.0 HARPERS FERRY

In both scenarios of the Advanced Game, the players must determine whether Union units in and around Harpers Ferry (W2521) are surrounded, and if so, whether or not they surrender. This determination takes place in the Harpers Ferry Phase.

HOW TO DETERMINE IF HARPERS FERRY IS SURROUNDED

In the Harpers Ferry Phase, every Union unit occupying Harpers Ferry/Bolivar (W2521) or *within three hexes of hex W2521*, must attempt to trace a continuous path of road, pike, or RR hexes of unlimited length to any hex on the north or east mapedge. This path may not enter a Confederate-occupied hex or a Confederate ZOC unless that ZOC is occupied by a Union unit. (Remember that ZOC do not extend across unbridged/unforded minor and major river hexsides or into or out of mountain hexes unless across hexsides crossed

by a road, pike, or RR. For example, a Confederate unit in hex W2621 *does not* exert a ZOC into hex W2521, W2620, or W2721.

HOW TO DETERMINE IF HARPERS FERRY SURRENDERS

If there are no Union units in or within three hexes of W2521, or all Union units in or within three hexes of W2521 can successfully trace such a path, no action is taken and play proceeds to the next phase. However, if at least one union unit cannot trace such a path, the Confederate player rolls two dice, combines the rolls into a single sum, and consults the Harpers Ferry Table. (The dice sum may be modified; see below.) If the modified dice sum is *11 or less*, the result is "no effect", and play proceeds to the next phase. If the modified dice sum is *12 or more*, the result is "surrender" (see below). The Confederate player may take a maximum of one dice roll per turn to attempt to achieve the surrender of Harpers Ferry.

SURRENDER OF HARPERS FERRY

If the Confederate player achieves a "surrender" result, all Union units and leaders in or within three hexes of Hex W2521 which cannot trace a path of hexes to the north or east mapedge as previously described are immediately eliminated from play. The Confederate player receives VP for the accomplishment (see scenario victory conditions). **Note:** If Union units surrender, the Union depot in Harpers Ferry remains on the map. Confederate units may enter the depot's hex as long as no Union units are situated there. The depot is destroyed if a Confederate unit with a Combat Value of 2 or more performs a Burn RR Station action in the depot's hex.

HARPERS FERRY TABLE MODIFIERS

The Confederate player's Harpers Ferry Table dice roll is modified if any of the following conditions are in effect (all modifiers are cumulative):

- +3: If a Confederate infantry unit with an Artillery Value of at least 1 occupies Hex W2620 (Naval Battery)
- +1: If a Confederate infantry unit with an Artillery Value of at least 1 occupies Hex W2621 (Loudoun Heights)
- +1: If a Confederate infantry unit with an Artillery Value of at least 1 occupies Hex W2420 (Bolivar Heights)

A14.0 POINT LOOKOUT

On the peninsula south of Washington was a large camp for Confederate POW's. Early was ordered to support an attempted naval attack that would be made on that camp on July 12th. Bradley T. Johnson, a Marylander, would lead the raid. The rules below simulate this.

Different actions are taken during each Point Lookout Phase. They are described as follows:

July 10th: The Confederate player may exit cavalry units to Point Lookout off the

south edge of the HCR East map from 2134 to 4134. To do so, he removes the cavalry from the map, and notes the amount of manpower and the date removed. Cavalry sent to Point Lookout may not be at Fatigue Level 4 or demoralized, but may be disorganized.

July 11th: The Confederate player may exit cavalry units as above, noting the manpower and date.

July 12th: The Confederate player rolls two dice. This roll may be modified (see below). He notes the result on the Point Lookout Table. If the result is "Minor Success" or "Complete Success", he receives VP; if the result is "Failure", no VP are awarded.

POINT LOOKOUT TABLE

<u>dice roll</u>	<u>result</u>
≤ 9	Failure
10-13	Minor Success
≥ 14	Complete Success

Modifiers:

- +1 Each 1 manpower of Confederate cavalry exited on July 10th
- +1 Each 2 manpower of Confederate cavalry exited on July 11th (rounded down; if the Confederate player exits 5 manpower, the modifier is +2)
- 1 If the cavalry brigade Johnson is not sent to Point Lookout
- 2 If no cavalry units are sent to Point Lookout

Note: If the result is "Complete Success", the Confederate player may immediately place a *second* manpower marker (of 4 manpower) under any cavalry unit which participated in the Point Lookout raid. This manpower represents escaped prisoners that would be armed, and riding horses that the Confederates would have taken on their ride down. This manpower may not attack with the cavalry unit, although its strength may be used in defense, and it may take any manpower losses as a result of defense. It is considered to be at the same status (fatigue, ration boxes, etc.) as the cavalry unit it is with. If the cavalry unit undertakes an extended march, a separate die is rolled for the escaped prisoners. If the cavalry unit is eliminated, the escaped prisoners unit is removed (but no VP are lost). If the cavalry unit occupies the same hex as another infantry unit in an Attachment Phase, the prisoners may attach to the infantry unit as long as all attachment restrictions are adhered to. While this manpower is riding with the cavalry unit, the Confederate player must subtract two from the cavalry unit's movement allowance whenever it performs a march action.

July 14th: All Confederate cavalry units that had exited the map (and the "escaped prisoners" unit, if it applies) are placed back on the HCR East map from 2134 to 4134. These units are

placed at Fatigue Level 0 but disorganized and on their exhausted sides, with 3 ration boxes unchecked. They may not recover or entrench in the following Recovery Phase.

A15.0 DESTRUCTION OF DC STRUCTURES

Besides RR stations, several hexes in Washington contain structures that may be damaged/destroyed. Destroying or damaging these structures is done according to "Burn RR Station" rules.

The White House and the Treasury occupy the same hex, E1433. These are two separate structures; if the Confederate player wishes to damage/destroy both, he must perform two "Burn RR Station" actions within the hex.

Damaged structures may never be repaired, as RR stations may in the RR Station Repair Phase. If damaged (or destroyed) they stay that way for the entire game.

A16.0 EXITING CONFEDERATE UNITS

Under certain circumstances, the Confederate player may exit his units from the map. If, at the end of a Recovery Phase, a Confederate infantry unit occupies Frederick (VA), Clarke, or Warren counties, the Confederate player may remove the unit from the map *if* no Union infantry units in those counties occupy hexes southwest of the Confederate infantry unit. **Example:** Gordon occupies Winchester (W0330) and Rodes occupies Kernstown (W0133). Ricketts occupies Salem Church (W0734), and Russell occupies Stephenson's Depot (W0627). The Confederate player may remove both of his units (Gordon and Rodes) if he wishes in this position. However, he could not remove Gordon if Ricketts had occupied W0130 or W0332.

The Confederate player may exit any of his cavalry units from the map in the same manner if no Union infantry *or* cavalry units occupy hexes southwest of the cavalry unit.

Scenario 4 From Winchester To Washington

NOTES:

This scenario covers the period from when the Union first learned of Early's presence in the Valley to when Early's army recrossed the Potomac into Virginia.

MAPS:

Use both HCR maps, the Alexandria map, and the Baltimore fortification map. (Note: Lay the maps down in the following order: first, the HCR West map, then the HCR East map, then the Alexandria map (fit along the south edge of the HCR East map), and lastly the Baltimore fortification map. The Baltimore fortification map will be laid over a portion of the HCR east map.)

GAME LENGTH:

13 days: July 3 to July 15, 1864.

SPECIAL RULES:

1) **Advanced Rules:** All Advanced Rules are required for this scenario. However, the Advanced Rules reference several counties and railroads that are located only on the SJW North map, which is not used in this scenario. The counties are Warren, Rappahannock, Fauquier, Culpeper, and Prince William, and the railroads are the Manassas Gap RR and Warrenton Branch RR. Ignore any reference to these counties and railroads.

2) **WV Movement Restrictions:** No WV unit which begins the game on the map may move out of the following counties until the third increment of WV reinforcements has been received:

- Washington
- Jefferson
- Berkeley
- Frederick-West

These WV units may retreat out of these counties. However, if forced to retreat outside of these counties, a WV unit must move by the most direct path back to the nearest hex of one of the counties listed above, and may not enter an enemy ZOC except if entering one of those counties.

In addition no WV units may attach to non-WV units until the first increment of WV reinforcements arrives.

3) **Harpers Ferry Bridge:** The Union player begins the game with a major river bridge across HCR W2620-2521 (Harpers Ferry-Naval Battery). This is in addition to the permanent bridge and does count for one of the two bridges the Union player may build.

4) **Confederate Setup:** Confederate setup is as follows:

- Infantry units may be placed anywhere within one hex of HCR W0330 (Winchester). They may not be stacked.
- Cavalry units may be placed anywhere within two hexes of HCR W0330 (Winchester). They may be stacked with any units (including infantry).
- Leaders may be placed on any unit under their command.
- All units have one ration box unchecked (e.g. 4 of their 5 ration boxes are checked off).

5) **End of Game:** If all Confederate units do not occupy Loudoun-West, Loudoun-East, Frederick (VA), or Clarke counties at the end of the game, the Union player may choose to continue the game another day. He may keep doing so until all Confederate units are in the counties listed above (or have been exited from the map). He is not obligated to do this, however.

This rule applies in addition to A16.0 (Exiting Confederate Units).

6) **Loudoun and Hampshire RR:** The Union player may use the Loudoun and Hampshire RR only from ALX 0604 to HCR E0134

(Vienna). The distance between HCR E0534 and HCR E0134 (Vienna) in terms of RR movement is four hexes.

7) **Confederate Movement Restrictions:** No Confederate unit may enter Loudoun-West county until Turn 5 (July 8th).

8) **Union Movement Restrictions:** The Union player may not activate or entrench any of his units at the beginning of the game. Union units may activate or entrench only when they are "alerted", which happens when one of the following conditions has been met:

- A Confederate unit has moved within 4 hexes of Berkeley or Jefferson counties,
- A Confederate unit has come within 8 hexes of a Union unit, or
- The current turn is July 4th.

Until one of these happens, the Confederate player does not need to determine initiative; during the Action Cycle, he moves his units as long as he is willing or able to do so. However, in the Action Phase following when any Union unit is "alerted", initiative must be determined, and all Union units may move freely.

9) **Ferries/Dams:** Per the Standard Rules, Snicker's Ferry (HCR W1733) is a ferry, not a ford. Also, Strider's Dam (HCR W1319) is a dam, not a ford.

VICTORY CONDITIONS:

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

VP Reason

- +100 Each VP Phase the Confederate player controls the District of Columbia
- +50 Each VP Phase the Confederate player occupies the District of Columbia with at least 8 manpower of infantry but does not control it
- +15 Each VP Phase that a Confederate unit (infantry or cavalry) occupies any hex in the District of Columbia and the Confederate player does not control the District of Columbia or occupy it with at least 8 manpower of infantry
- +50 Each VP Phase the Confederate player controls Baltimore or Fairfax counties
- +20 Each VP Phase the Confederate player occupies Baltimore or Fairfax counties with at least 8 manpower of infantry but does not control it
- +5 Each VP Phase that a Confederate unit (infantry or cavalry) occupies a Baltimore city hex and the Confederate player does not control Baltimore County or occupy it with at least 8 manpower of infantry
- +15 Each VP Phase the Confederate player controls Carroll, Montgomery, Prince George, Howard, or Anne Arundel counties
- +5 Each VP Phase the Confederate player controls Frederick-East County
- +3 Each VP Phase the Confederate player controls Frederick-West or Loudoun-East counties

- +2 Each VP Phase the Confederate player controls Washington, Berkeley, Jefferson, or Loudoun-West counties

Note: If the Confederate player should gain VP for controlling or occupying more than one county in a given VP Phase, he is awarded VP only for the county with the highest VP award.

Exception: If he controls/occupies both DC and Baltimore counties, he is awarded VP for both counties.

+15 Each VP Phase in which at least 8 manpower of Confederate infantry are adjacent to any DC fort hex(es) (south or north of the Potomac, except Fort Ramsey (ALX 0102), see A5.0), and the Confederate player does not control DC or Fairfax counties. **Exception:** These VP are not awarded if a Confederate infantry unit occupies a hex in the District of Columbia.

- +100 If the Capitol (HCR E1534) is destroyed
- +50 If the Capitol (HCR E1534) is damaged
- +60 If the White House (HCR E1433) is destroyed
- +30 If the White House (HCR E1433) is damaged
- +60 If the Arsenal is (ALX 0802) destroyed
- +30 If the Arsenal is (ALX 0802) damaged
- +60 If the Navy Yard is (ALX 0902) destroyed
- +30 If the Navy Yard is (ALX 0902) damaged
- +30 If the Treasury (HCR E1433) is destroyed
- +15 If the Treasury (HCR E1433) is damaged

Note: VP for damaging a structure are not awarded if the structure is later destroyed. In this case only the VP for destroying the structure are awarded.

- +5 Each fort destroyed
- +6 If the depot at Martinsburg (HCR W1314) is destroyed
- +8 If the depot at Harpers Ferry (HCR W2521) is destroyed
- +5 If the depot at Frederick (HCR W4214) is destroyed
- +15 If the depot at Camden Station (HCR E3510) is destroyed
- +20 If the depot at Baltimore Depot (HCR E1633) is destroyed
- +3 For each of the following RR stations with Destroy (not Damage) markers at the end of the game:
 - North Mountain Depot (HCR W1307)
 - Opequon Station (HCR W1514)
 - Duffield's Depot (HCR W2018)
- +2 For each of the following RR stations with Destroy (not Damage) markers at the end of the game:
 - Weverton (HCR W2920)
 - Catocin Switch (HCR W3522)
 - Mt. Airy (HCR W5717)
 - Sykesville (HCR E1605)

- Ellicott Mills (HCR E2511)
 - Relay House (HCR E 2913)
 - Relay House (HCR E3203)
 - Lutherville (HCR E3301)
 - Owings Mills (HCR E2602)
 - Back River Bridge (HCR E4107)
 - Annapolis Junction (HCR E2618)
 - Gambrills Station (HCR E3322)
 - Laurel (HCR E2421)
 - Beltsville (HCR E2025)
 - Hyattsville (HCR E2029)
 - Arlington Mills Station (ALX 0402)
 - Falls Church Station (HCR E0633)
 - Vienna (HCR E0134)
- +1 For each of the above RR stations which has a Damage marker placed on it at any time during the game (including North Mountain Depot, Opequon Station, and Duffield's Depot). Also, the Confederate player receives VP for damaging Frederick Junction (HCR W4317). Note that Frederick Junction can only be damaged, never destroyed (see Basic Rules, 5.4). **Note:** These VP are not awarded if the RR station is later destroyed. Also, these VP can only be awarded once in the game; if a RR station is damaged and later repaired these VP cannot be re-awarded.
- +16 If the Confederate player imposes a levy on Annapolis (HCR E4327)
- +8 For each of the following towns in which the Confederate player imposes a levy:
- Hagerstown (HCR W2502)
 - Frederick (HCR W4214)
 - Rockville (HCR E0723)
 - Ellicott Mills (HCR E2511)
 - Laurel (HCR E2421)
- +4 For each of the following towns in which the Confederate player imposes a levy:
- Williamsport (HCR W2004)
 - Sharpsburg (HCR W2413)
 - Bladensburg (HCR E2030)
 - Pikesville (HCR E2804)
 - Townsontown (HCR E3503)
 - Brooklyn (HCR E3612)
 - Canton (HCR E3804)
- +2 For every manpower point that comes in as AP reinforcements. **Note:** These VP are calculated during each VP Phase for all reinforcements placed in the Potomac River or Chesapeake Bay boxes during the current turn.
- 1 For every manpower point of AP reinforcements that is sent back. **Note:** These VP are calculated during each VP Phase for all reinforcements sent back during the current turn.
- +5 Each VP Phase in which Grant does not occupy the Petersburg Box
- +2 For each point of Union Manpower 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 that

surrenders in or around Harpers Ferry (see A13.0).

- 3 For each point of Confederate Manpower lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)
- +5 Each day that a "Mosby" random event occurs (and the day following) in which cavalry units of at least two manpower do not occupy Fairfax County in the VP Phase, and the Confederate player does not control Fairfax County (see A2.5)
- 8 If no Confederate cavalry units are sent to Point Lookout
- +15 If a Minor Success result is received on the Point Lookout Chart
- +30 If a Complete Success result is received on the Point Lookout Chart
- 30 If all Confederate infantry units are eliminated

-20 For each Confederate infantry unit (division or brigade) which does not end the game in any of the following counties: Loudoun (East or West), Frederick (VA), or Clarke. **Note:** These VP are also lost for any Confederate infantry division that is destroyed.

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

≥ 320	Confederate Decisive Victory
240 to 319	Confederate Substantive Victory
160 to 239	Confederate Marginal Victory
80 to 159	Union Marginal Victory
0 to 79	Union Substantive Victory
≤ -1	Union Decisive Victory

CONFEDERATE SET-UP					
Unit/Leader	Size	Corps	Type	Manpower Value	Hex
Early	District	(E)-V	Ldr		See Special Rule 4
Breckinridge	Corps	B-V	Ldr		See Special Rule 4
Gordon	Div	B-V	Inf	8*	See Special Rule 4
Echols	Div	B-V	Inf	7*	See Special Rule 4
Ramseur	Div	E-V	Inf	6*	See Special Rule 4
Rodes	Div	E-V	Inf	6*	See Special Rule 4
Imboden	Brig	Cav	Cav	1*	See Special Rule 4
McCausland	Brig	Cav	Cav	1*	See Special Rule 4
Jackson	Brig	Cav	Cav	1*	See Special Rule 4
Johnson	Brig	Cav	Cav	2*	See Special Rule 4
Vaughn	Brig	Cav	Cav	1	See A2.4
Godwin	Brig	E-V	Inf	4	See A2.6

* Indicated units begin the game on their exhausted sides.

ARMY OF THE POTOMAC REINFORCEMENTS					
Unit/Leader	Size	Command	Type	Manpower Value	Hex
Beaumont	Brig	AP	Inf	3	Petersburg Box
Wright	Corps	VI	Ldr		Petersburg Box
Russell-B	Div	VI	Inf	11	Petersburg Box
Getty	Div	VI	Inf	11	Petersburg Box
Ricketts-B	Div	VI	Inf	10	Petersburg Box
Burnside	Corps	IX	Ldr		Petersburg Box
Ledlie	Div	IX	Inf	8	Petersburg Box
Potter	Div	IX	Inf	8	Petersburg Box
Willcox	Div	IX	Inf	7	Petersburg Box
Ferrero	Div	IX	Inf	9	Petersburg Box
Grant	Army	AP	Ldr		Petersburg Box
Emory	Corps	XIX	Ldr		See A7.2; AP Reinforcements
Dwight	Div	XIX	Inf	13	See A7.2; AP Reinforcements
Grover	Div	XIX	Inf	12	See A7.2; AP Reinforcements

UNION SET-UP					
Unit/Leader	Size	Command	Type	Manpower Value	Hex
Sigel	Div	WV	Inf	3	W1313 (Martinsburg)
Depot					W1313 (Martinsburg)
Weber	Brig	WV	Inf	1	W2521 (Harpers Ferry)
Depot					W2521 (Harpers Ferry)
Stone Fort			Fort		W2620 (Naval Battery)
Stahel	Brig	Cav-2-WV	Cav	3	W0820 (Bunker Hill)
Mulligan	Brig	WV	Inf	5	W1222 (Smithfield)
1 PHB	Regt	WV	Inf	1	W3522 (Catocin Switch)
Depot					W4214 (Frederick)
11 MD	Regt	M	Inf	1	E0605 (Mt. Airy)
Wallace	District	M	Ldr		E3510 (Camden Station)
Kenly-A	Brig	M	Inf	4	E3510 (Camden Station)
Depot					E3510 (Camden Station)
144 OH	Regt	M	Inf	1	E3711 (Fort McHenry)
Tyler	Brig	M	Inf	1	E2913 (Relay House)
8 IL	Regt	W	Cav	1	E1633 (Baltimore Depot)
Wisewell	Brig	W	Inf	3	E1633 (Baltimore Depot)
Depot					E1633 (Baltimore Depot)
Slough	Brig	W	Inf	2	ALX 0605 (Alexandria)
Lowell-B	Brig	W	Cav	2	E0633 (Falls Church Station)
NY Militia	Brig		Inf	3	See A2.3; NY Militia
Root	Regt	M	Inf	1	E4327 (Annapolis)

WEST VIRGINIA REINFORCEMENTS					
Unit/Leader	Size	Command	Type	Manpower Value	Hex
Sullivan	Div	WV	Inf	14	See A7.1; WV Reinforcements
1 NY	Regt	Cav-1-WV	Cav	1	See A7.1; WV Reinforcements
Duffie	Div	Cav-1-WV	Ldr		See A7.1; WV Reinforcements
Tibbits	Brig	Cav-1-WV	Cav	2	See A7.1; WV Reinforcements
Wynkoop	Brig	Cav-1-WV	Cav	2	See A7.1; WV Reinforcements
Crook	District	WV	Ldr		See A7.1; WV Reinforcements
Duval	Div	WV	Inf	11	See A7.1; WV Reinforcements
Averell	Div	Cav-2-WV	Ldr		See A7.1; WV Reinforcements
Schoonmaker	Brig	Cav-2-WV	Cav	1	See A7.1; WV Reinforcements
Oley	Brig	Cav-2-WV	Cav	2	See A7.1; WV Reinforcements
Powell	Brig	Cav-2-WV	Cav	2	See A7.1; WV Reinforcements

SCENARIO 5: EARLY'S RAID

NOTES:

This scenario covers the period from when Early's army advanced from the Shenandoah Valley to the gates of Washington, and then fell back once more into the Valley.

MAPS:

Use both HCR maps, the SJW North map, the Alexandria map, and the Baltimore fortification map. (Note: Lay the maps down in the following order: first, the SJW North map, then the HCR West map, then the HCR East map, then the Alexandria map (fit along the edges of the SJW North map and HCR East map), and lastly the Baltimore fortification map. The Baltimore fortification map will be laid over a portion of the HCR east map. The HCR maps must be laid over the SJW North map because the HCR maps reflect a few terrain changes and corrections in the overlap area in northeastern Fairfax County.)

GAME LENGTH:

20 days: July 1 to July 20, 1864.

SPECIAL RULES:

All special rules in Scenario 4 are also required in this scenario, with the following changes:

- 1) **Advanced Rules:** Since the SJW north map is used in this scenario, all of these counties and railroads are on the map.
- 2) **WV Movement Restrictions:** This rule applies exactly as in Scenario 4.
- 3) **Harpers Ferry Bridge:** This rule applies exactly as in Scenario 4.
- 4) **Confederate Setup:** Ignore the Scenario 4 special rule on Confederate setup. Instead, use this one:

At the beginning of the game, the Confederate player must decide where he wished to place his units. He has two choices, Front Royal or Winchester. Depending on which choice is made, Confederate units and the turn marker are placed as indicated:

Front Royal:

- Turn Marker: July 1st

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- Gordon: SJW N0115
- All other infantry: SJW N0116
- Cavalry: SJW N0214 (Front Royal)
- Leaders may be placed with any unit under their command.

All units are placed at Fatigue Level 1, on their exhausted sides, and with 3 ration boxes unchecked (e.g. 2 of their 5 ration boxes are checked off).

Winchester:

- Turn Marker: July 2nd
- Gordon: HCR W0134
- Echols: SJW N0104 (Burtonsville)
- Ramseur and Rodes: SJW N0105 (Newton)
- Cavalry: Any hex within 5 hexes of SJW N0105 (Newton)
- Leaders may be placed with any unit under their command.

All units are placed at Fatigue Level 2, on their exhausted sides, and with 2 ration boxes unchecked (e.g. 3 of their 5 ration boxes are checked off).

Designers Note: Playtesting has shown that if the Confederate player starts in Front Royal, he has considerably better chance of getting into DC than if he starts in Winchester. (This is the reason for the -60 Victory Condition if the Confederate player begins the game in Front Royal.) However, historically Early did not know how few Union forces were in northern Virginia, nor how far he could get before the Union would have become aware of his presence. In addition the Winchester route makes for a more interesting game for the Union player because he has a much greater opportunity to obstruct Early's route to Washington. Both routes are included for players to choose from, however; and the Front Royal route will by no means necessarily end in a Confederate victory.

5) End of Game: Change this rule to read as follows:

If all Confederate units do not occupy Frederick (VA), Clarke, or Warren counties at the end of the game, the Union player may choose to continue the game another day. He may keep doing so until all Confederate units are in the counties listed above (or have been exited from the map). He is not obligated to do this, however. This rule applies in addition to A16.0 (Exiting Confederate Units).

6) Loudoun and Hampshire RR: This rule does not apply because the Loudoun and Hampshire RR is entirely on the map.

7) Confederate Movement Restrictions: Change this rule to read as follows:

No Confederate unit may enter Loudoun-West or Fauquier counties until July 8th. This restriction is lifted if the Confederate player places his units in Front Royal (see Special Rule 4).

8) Union Movement Restrictions: This rule applies as in Scenario 4. However Union units are also alerted if any of the following conditions have been met:

- A Confederate unit has moved into Prince William or Loudoun-West counties, or
- A Confederate unit has moved into the portion of Fauquier county east of column 28xx.

In addition, if a Confederate unit performs an extended march in Warren, Clarke, or Frederick (VA) counties, and the Union player has not yet been alerted, the Confederate player may subtract one from his extended march die roll.

9) Ferries/Dams: This rule applies exactly as in Scenario 4. In addition, Berry's Ferry (SJW N1207) is a ferry, not a ford. Also note that Coon's Ford (SJW N5107), which is on the border between the SJW and HCR maps, is used normally.

10) Destroyed Bridges: Place Destroyed Bridge markers on the following bridges:

- Bull Run Bridge (SJW N4522 – SJW N4422)
- SJWN 3925 – SJW N3825
- Catlett's Station (SJW N3330 – SJW N3230)

11) Destroyed RR Stations: Place RR Station

Destroyed markers on the following RR Stations:

- Hunter's Mill Station (SJW N4913)
- Thornton Station (SJW N4711)
- Herndon Station (SJW N4510)
- Guilford Station (SJW N4309)
- Piedmont Depot (SJW N1615)
- Markham Depot (SJW N1215)
- Linden Station (SJW N0815)
- Front Royal (SJW N0214)

VICTORY CONDITIONS:

Victory conditions are the same as in Scenario 4, except that the following victory conditions are changed or added to include counties and RR Stations on the SJW North map:

- +4 Each VP Phase the Confederate player controls Prince William county
- +1 For each of the following RR stations with Destroy (not Damage) markers at the end of the game:
 - 6-Mile Post (SJW N5819)
 - Springfield Station (SJW N5620)
 - Burke's Station (SJW N5220)
 - Sanger's Station (SJW N4721)
 - Bull Run Bridge (SJW N4422)
 - Manassas Junction (SJW N4124)
 - Bristoe Station (SJW N3726)
 - Catlett's Station (SJW N3330)
 - Warrenton Junction (SJW N3131)
- 20 For each Confederate infantry division that is destroyed. **Note:** The Confederate player does not lose VP for not ending the game with his infantry units in certain counties, as in Scenario 4.
- 60 If the Confederate player begins the game in Front Royal (see Special Rule 4)

CONFEDERATE SET-UP

Confederate set-up is different from Scenario 4, and is explained in Special Rule 4.

UNION SET-UP

Union set-up is the same as Scenario 4, except that the starting hex for Lowell-B is changed to SJW N5715 (Falls Church).

WEST VIRGINIA REINFORCEMENTS

West Virginia Reinforcements are the same as Scenario 4.

ARMY OF THE POTOMAC REINFORCEMENTS

Army of the Potomac Reinforcements are the same as Scenario 4.

The Game as History

May 4th-June 12th, 1864

On May 4th, 1864, General Ulysses S. Grant's Army of the Potomac had begun a drive toward Richmond. To oppose it, as in 1862 and 1863, was Robert E. Lee's Army of Northern Virginia. Unlike the two previous years, the Army of the Potomac had not been driven back, or even

stopped; instead, through some of the bloodiest fighting of the war, Grant's army had pushed to the outskirts of Richmond. There his offensive had at last been halted, at least temporarily, at the battle of Cold Harbor (June 3rd). Now, June 12th, the armies sat behind their entrenchments, less than 10 miles from Richmond.

In early May, 1864, another Union offensive had begun, 50 miles away to the west, in the Shenandoah Valley. A small Union army under Franz Sigel had advanced up the Valley only to be beaten back by an even smaller army under John C. Breckinridge at the battle of New Market on May 15th. By late May the Union army had regrouped and was again ready to advance, under the command of David Hunter. This time the Union army was larger, and the Confederates had even less to oppose Hunter than they had had to oppose Sigel. At the battle of Piedmont (June 6th) the Confederates were routed with heavy losses, and the commander, W. E. Jones, was killed. Hunter continued south up the Shenandoah, heading toward Lynchburg, a vital rail junction just 80 miles west of Richmond.

Back in front of Richmond, Lee knew that Hunter had to be stopped. If Lynchburg fell the Confederates would lose one of the few routes by which they could supply Richmond. To oppose Hunter he sent Breckinridge's small division, which had fought Sigel at New Market. When Breckinridge reached the Valley he could collect whatever forces had been scattered after the battle of Piedmont. However, several days later Lee realized that this would not be enough to stop Hunter. Instead he decided to take more drastic measures. Instead of merely stopping Hunter, he would detach roughly a quarter of his army, the entire II corps, under Jubal Early. Early's orders were not only to defeat Hunter, but also to carry the war north. If Grant detached enough force to deal with Early, Lee might be able to come out from his entrenchments and defeat Grant's weakened army. On June 12th Early's II corps marched north.

June 13th—July 2nd, 1864

Marching north to Charlottesville and then taking the railroad south to Lynchburg, Early's corps arrived in Lynchburg just after Hunter's army appeared in front of the city. Hunter was hesitant to attack, realizing that he was now facing at least some of the Lee's army, not just the army he had beaten at Piedmont. He was worried, in fact, that Early might attack him – as indeed Early was planning to do. Hunter's army left Lynchburg on the night of June 18th. Early's army left in pursuit the following morning, but could not catch the fleeing Federals. However, instead of heading north, back the way he had come, Hunter fled west into the West Virginia mountains. After several days of pursuit Early finally gave up. Hunter had gotten away, but now that he was gone, there was no major military force between Early and Washington. After a day's rest, the Army of the Valley headed north. On June 26th Early reached Staunton, and on July 2nd the army occupied Winchester (HCR W0330). Now Early encoun-

tered the first Federal troops he had seen for over 100 miles: Franz Sigel (beaten a month and a half earlier at New Market) commanded a reserve division, composed largely of Ohio militia, guarding the Baltimore and Ohio Railroad.

July 3rd, 1864

Not only were Sigel's troops worse than Early's, he had less of them. And Early knew this. To trap Sigel's troops at Martinsburg (HCR W1314), Early sent McCausland's cavalry north around Sigel's right to burn the Back Creek bridge and otherwise hinder Sigel's movement. Meanwhile, Johnson's brigade rode northwest to cut off Sigel's retreat toward the Potomac. However, Sigel had planned ahead. On July 2nd he had become aware that a large Confederate force was again in the Valley, and in fact had just entered Winchester. All day July 2nd Sigel had frantically sent as much of the supplies from the depot at Martinsburg east along the railroad as he could. Then on the 3rd he evacuated Martinsburg, heading for the Potomac, then south towards Harpers Ferry (HCR W2521). Johnson's cavalry, riding towards the Potomac to head off Sigel, ran head on into Mulligan's brigade at Leetown (HCR W1520). Mulligan promptly attacked Johnson and drove his cavalry back until he ran into Early's lead infantry division under Ramseur. Mulligan pulled back, but by that time Sigel had escaped across the Potomac, and Mulligan followed.

July 4th, 1864

Sigel had escaped, but he had left much behind him. He had been unable to send most of the stores out of Martinsburg, and the entire depot at Harpers Ferry had been left behind when the Federals evacuated to the much more defensible position of the Naval Battery (HCR W2620). Early's army had been nearly out of supplies and the men feasted on the Federal stores.

July 5th—July 8th, 1864

Early could not stand letting another Federal force escape his grasp; so on July 5th most of Early's army crossed the Potomac at Sharpsburg and headed south toward the Naval Battery, while one division stayed behind in Harpers' Ferry. On the 7th, Gordon's division tested the Federal defenses and found them strong. Rather than waste his army against an impregnable position, Early marched his army east on the 8th, and by evening was only a few miles from Frederick (HCR W4214).

Early's cavalry had not sat idle; but they could have done more. On the 6th McCausland's troopers entered Hagerstown and demanded \$20,000. McCausland got his \$20,000; but unfortunately for him, Early had ordered him to ask for \$200,000. Somewhere along the line a zero had been dropped, and the city had been more than happy to pay so small a sum.

Meanwhile, the Federals had been busy too. On hearing that a large Confederate force was north of the Potomac, Grant, with the Army of the Potomac at Petersburg, ordered a division north

on the 6th. Ricketts' division of the VI corps was sent. Around Baltimore, Lew Wallace, future author of *Ben Hur: A Tale of the Christ*, had been busy collecting his troops. Hoping against hope that he could stop or at least delay this rebel invasion, he took as many of his troops as he could spare to the very limit of his district, the Monocacy River. There he waited for the Confederates. On the 8th, Ricketts' division arrived in Baltimore and was sent forward on the railroad to the Monocacy.

July 9th, 1864

Wallace's troops waited behind the Monocacy, strung out along the river for several miles just east of Frederick Junction (HCR W4317). Early's troops arrived in front of the river midmorning. Not wanting to risk an all-out assault, Early tried to find a way around Wallace's troops. It was McCausland that found it first, going with his cavalry brigade across a ford just south of the Union forces (HCR W4318, Worthington Ford). Part of Ricketts' division (the rest was coming up from Baltimore) was positioned in this area, because Wallace had expected that the main Confederate assault would be on his left. McCausland charged Ricketts' line but was thrown back with heavy losses. Rallying his men, McCausland attacked again but was thrown back. However, his attack had shown Early where he could break Wallace's line. Early sent Gordon's division across the Monocacy at the same ford. Ricketts' outnumbered men were able to hold on for a while, but Gordon finally went around Ricketts' left. When Ricketts' men broke and ran, the rest of the Union line fled too. Early did not pursue, because he did not want to be overloaded with prisoners. Now his men would have to put every ounce of their energy toward marching to Washington. With nothing between Early and Washington, Grant would be sure to send heavy reinforcements, if he hadn't already. If Early could move quickly, however, he might be able to beat any troops coming up from Petersburg and take an undefended Washington. Meanwhile he ordered the city officials of Frederick to pay a hefty \$200,000 ransom. They had refused while Wallace sat entrenched only a few miles off but with Wallace routed they agreed, and produced the sum Early requested.

Down in Petersburg Grant was worried. He had realized a few days earlier, after Early crossed the Potomac, that Early's corps was gone from Petersburg, but had thought that a division would be enough to stop it. He was convinced that Hunter would come in on Early's rear and, with whatever forces were in Washington and Baltimore, Early's small army could be defeated. But Hunter had gone so far west that he was out of the picture militarily, and Ricketts' division had been routed at the Monocacy. Grant knew now that Early was a much larger threat than he had originally thought. On the morning of the 9th he had considered sending the rest of the VI corps. News of Wallace's defeat convinced him that these divisions had to be sent. In addition, Grant decided to send the XIX corps, which

would soon be arriving from Louisiana. It would be a race to see which side would be able to reach Washington first.

July 10th – 11th, 1864

There was nothing between Early and an empty Federal capitol – or so it seemed. But Early could not control the weather. That summer of 1864 had been blistering hot, and July 10th and 11th were two of the hottest days of the year. Although Early rode alongside his men to encourage them, they fell out of the lines by droves. However, when Rodes' division arrived in front of Fort Stevens (HCR E1429) in the early afternoon of July 11th only a few Ohio militia, Veteran Reserves, and some dismounted cavalry from the Army of the Potomac occupied the last real barrier between the Confederates and Washington. But the incredible heat of the previous days had so exhausted Early's men, along with the hard marching – thirty miles in two days—that there were not enough men even to attack the small Union force in Fort Stevens. Early was forced to let his men rest and wait until morning.

Meanwhile, Early had sent Bradley T. Johnson's cavalry brigade on a separate mission. 50 miles southeast of Washington, at the end of a long peninsula, was the Point Lookout POW camp. Housed there were at least 15,000 Confederate prisoners. Lee had sent a dispatch to Early, which he had received before Monocacy, in which Lee stated that an attempt would be made to free the prisoners on the night of the 11th. Two blockade-runners, loaded with guns for the freed prisoners, and with 1,000 Confederate soldiers, would leave the port of Wilmington, South Carolina. They would land at Point Lookout on the night of the 12th, overrun the garrison, and march the prisoners north to Washington, which Early would by then have taken. Lee ordered Early to send Johnson's brigade south to aid in the attempt. If able to rejoin Lee's army, the freed prisoners could add as much another corps to the Army of Northern Virginia. Early ordered Johnson to threaten Baltimore, and then ride south and help in the attempted escape. On the 10th and 11th, Johnson rode around Baltimore, greatly worrying Wallace's force which had retreated to Baltimore, but did not succeed in entering the city.

July 12th, 1864

In front of Washington, Early's army woke to see the parapets in front of them filled with dull blue uniforms – the dull, dusty blue of soldiers of the Army of the Potomac. The previous afternoon, just after Early's army arrived in front of Washington, the last two divisions of the VI corps had begun arriving at the 6th Street Wharf in Washington. Lincoln, knowing that Washington would be in little danger once these veterans were facing Early, had greeted the first soldiers with the quip, "You can't be late if you want to catch Early." Originally these soldiers had been held in reserve should Early break through the ring of forts, but now they occupied Fort Stevens itself.

With this many soldiers occupying what was already a formidable barrier, Early knew that a failed assault might weaken his little army so much that Wright's VI corps, along with Hunter's army coming in his rear, might be able to completely obliterate what was left of the II corps of the Army of Northern Virginia. A defeat of this magnitude might be so devastating as to be nearly the end of the war for Lee. So instead of risk everything in an all-out assault, Early decided to hold Washington under siege for another day, and then pull out under cover of night. He also ordered a courier to recall Johnson's brigade from its Point Lookout expedition. It was just as well, because the ships intended to take the POW camp had never left; the officers had been unable to procure anywhere near enough guns to arm the prisoners, and somehow the secret had leaked out, causing President Davis to order the mission to be cancelled.

That evening a few brigades of Wright's corps tested Early's position. For a while some of the Confederates thought that they might be overrun, but the Federals were happy to content themselves with clearing the Rebels out of the immediate vicinity of the fort, much to the delight of the senators, the representatives, and Lincoln himself. During the evening the Rebels quietly left camp and marched back towards the Valley.

July 13th – 21st, 1864

Federal pursuit of Early's army was timid. Wright feared that his force – only two divisions of the VI corps, a few odd regiments of the XIX corps which was arriving, and whatever could be spared from the Washington garrison – was too small to attack Early with. If Wright was defeated Early could march back and possibly even take Washington. So Wright only followed Early; when the Rebels recrossed the Potomac at White's Ford (HCR W4028) and rested at Leesburg (HCR W3533) for a couple days, Wright kept his force on the other side of the Potomac and waited for Early to move on again.

Meanwhile Hunter was at last arriving on the scene. On the 11th Sullivan's division arrived at Martinsburg and marched to Harpers Ferry, and marched to Hillsborough (HCR W2729). When Hunter arrived, he was insulted that Wright was placed in command of the forces pursuing Early, and asked to be relieved. Grant obliged him and placed Crook (one of his division commanders) over the West Virginia forces. When Crook reached Hillsborough on the 16th, he found that no patrols had been sent out and that Sullivan had no idea where Early was. Crook immediately sent cavalry patrols out in all directions. One encountered a portion of Early's wagon train, and Tibbits' cavalry brigade was ordered to attack it. Tibbits' men attacked the wagon train near Purcellville (HCR W2732), capturing 200 men and 200 wagons, before being counterattacked by the Confederate cavalry and a division of infantry. Tibbits burned the wagons he couldn't carry off, and retreated with 54 prisoners and 80 wagons. However, before Crook could bring his infantry into contact with the Confederate, Early had

already passed through Snickers' Gap (HCR W2033) and into the Valley. By the 18th, Wright's troops, with both of Crook's divisions, arrived at Snickers Ferry (HCR W1833) and found Early's army on the other side of the river. Wright decided to attack and try to force Early out. After some early successes, the one Union division which crossed the river was pushed back to the eastern side. However, Averell's cavalry division, which had arrived in Martinsburg on the 18th, was moving down directly south towards Early's position. Threatened from two directions, and outnumbered more than 2 to 1, Early decided to save his army for another day and retreated to Strasburg (off-map, nine hexes west of Cedarville, SJW N0211) on July 21st. Early's raid was over; his small Confederate army had come with a few miles of the Union capitol and returned to the Shenandoah unscathed. The first phase of the Shenandoah campaign of 1864 was over; it would now be up to General Phil Sheridan to drive the Confederates from the Shenandoah Valley once and for all.

Designer's Notes

Looking back now as I write the designer's notes, it seems like a long time since I started working on RWH. I'd never designed any games before so this was a completely new experience for me. Two and a half years ago, I was leafing through a Civil War atlas, and saw the page on Early's Raid. I thought it looked interesting; it didn't look like anything that had been done yet in the GCACW series. The more I looked into it, the more interesting it got. Confederate soldiers so close to the Capitol they could see the dome of the White House in the distance! After several months of work I sent off a rough draft to Ed Beach. It turned out that several other people (Chris Withers, Trevor Bender, and Pat Duffie) had already done some preliminary research on a game covering this period, so we combined forces and the result is in your hands.

But now to the 1864 history. My work was mainly on the Advanced Game; Chris, Trevor, and Pat worked on the Basic Scenarios. I haven't tried to make this game so that the Confederate player has a clear road to get into Washington; only to duplicate the actual situation and conditions to give players the same opportunities and dilemmas that the generals faced. And actually, if the Union player plays well, the Confederate player will be hard pressed to get into Washington. Historically the Union made a couple of relatively large mistakes: first, Sigel fell back to Harpers' Ferry without even making an attempt to slow Early. While it's true that Sigel was heavily outnumbered and had much poorer troops, if he'd done what Wallace did and tried to block Early's advance at the Potomac fords, he probably could have delayed Early's advance by a day or two. Second, Grant was very slow to react. Grant knew that Early's entire corps was in Maryland by July 6th, yet he sent only a division north. The Army of the Potomac Arrival Table is set up so that the historical result is almost the

best possible result the Union player can get (Historically, the Union "player" rolled an 11 or 12 on July 10th, the day after Monocacy). If Grant had sent the whole 6th Corps any earlier than he did Early would have had no chance of entering the Capitol. On the other hand, Early didn't do the best he could have done either; he spent several days trying to trap Sigel's army, days that would have been better spent hoofing it toward Washington. But hindsight is always better; both sides did well with the forces under their command. Just for interest's sake, I compiled the VP's the Confederates would have gotten historically, and this is how it adds up:

- +2 Controlled Jefferson county for 1 day
- +6 Controlled Washington county for 3 days
- +3 Controlled Frederick-West county 1 day
- +5 Controlled Frederick-East county for 1 day
- +45 Controlled Montgomery county for 3 days
- +6 Controlled Loudon-East county for 2 days
- +30 8 CSA manpower adjacent to a DC fort for 2 days
- +6 Martinsburg depot destroyed
- +8 Harpers Ferry depot destroyed
- +5 Frederick depot destroyed
- +8 Hagerstown levied
- +8 Frederick levied
- +88 44 manpower of AP reinforcements sent
- +14 7 Union manpower lost in combat
- 9 3 Confederate manpower lost in combat
- 8 No cavalry units sent to Pt. Lookout
- +217 Confederate marginal victory**

Since the Confederate player will usually have a tough time getting into Washington, I had to adjust the game to match. Thus if the Confederate player can threaten Washington for several days and generally create panic in the countryside, he'll generally get a marginal victory, as Early did historically. And beware of an all-out attempt on Washington: I succeeded in one playtest (and only one) in getting into the Capitol. But I made the mistake of overstaying my welcome by one day and had my army trapped and wiped out at Rockville as I tried to flee, and ended up losing heavily. So even if the Confederate player can get into the Capitol it's not always the best idea unless he's sure he has a way out, and even then caution is always necessary. Along these lines, don't underestimate Crook. I did at the beginning, as did others; but although his units have a low tactical value, he's more than enough to hold up Early long enough for the VI corps to close in. At that point, with Crook's infantry, his two cavalry division, the VI corps, plus whatever else has been sent from the Army of the Potomac, the Confederate player will usually be outnumbered at least three to one. Then it's up to the Confederate player to do some hard marching to get himself out of a sticky situation or to fight it out on very uneven terms. Not that the Confederate player can't win in this situation; but it requires Jackson-like maneuvering.

I'd originally wanted to do this game with lots of maps (Chris & Trevor quickly persuaded me to drop this idea as unplayable, though). It's amazing how well the HCR maps fit Early's route; historically none of his infantry units ever left the maps. His cavalry did leave the HCR maps twice, though, and players can add extra maps if they want to:

Imboden rode west, destroying some of the B&O railroad and attempting to destroy several bridges. The north SIV map may be added to allow the Confederate player to send his cavalry west to try to break up the railroad and delay Hunter. In this case players should start rolling for Hunter's arrival (actually Crook in the game) on July 6th, not July 8th. The die roll modifier for the first increment should read "-1 For each day following July 6th (cumulative)". When WV reinforcements are placed, section A7.11 is not used. Instead, reinforcements must be placed in SIV N0111 (Patterson's Depot), N0112, N0114 or N0116. The Union player's setup should include two more regiments: the 153rd Ohio, at South Branch Depot (SIV N1013); and the 135th Ohio, at Sir John's Run (SIV N2805). Both regiments are WV units, have 1 manpower, and have tactical and artillery values of 0.

The only other unit to go off-map was Bradley T. Johnson's cavalry brigade. Johnson rode through a portion of southern Pennsylvania: starting in Frederick (W2412), he rode through Liberty (W5110), New Windsor (W5806), Westminster (RTG S4516), Reisterstown (RTG S5523), Cockeysville (just a few hexes north of Lutherville (HCR E3301)), and then south towards Baltimore. Players may add on the south RTG map to give the Confederate cavalry more room to roam. No Union units should be added. (Adding the north RTG map is not recommended, because if Confederate units had gone that far north there would likely have been a good amount of the Pennsylvania militia called out, much as during the Gettysburg campaign.) The Confederate player can levy any town on the south RTG map, with 8 VP given for Westminster (S4516) or Gettysburg (S3201), and 4 VP for any other town on the map.

Probably more than any of the other GCACW games, this has been a real team effort. Chris Withers, first of all, put together Scenario 2 (Fort Stevens) and designed the Advanced Rules with me. He's shot holes through several of my less-than-playable rules and added several good ones of his own. This game is almost as much his work as it is mine. Trevor Bender designed Scenario 1 (Monocacy) and contributed much toward the rules. Pat Duffy's ideas were also very helpful. Playtesters for this game were invaluable. If this game hadn't been playtested it wouldn't look at all like it does now—and I doubt that anyone would play it. Paul Nied was the lead playtester, while Chris Withers, Trevor Bender, Ed Beach, Scott Spurgeon, Steve Fetherman, Dave Belles (my brother), & I also playtested the scenarios; hopefully we worked out most (if not all) of the bugs!

As for the future, Chris and I have been working on 1st Bull Run. It's going quite well; the scenarios have all been designed, although several of them still require some minor playtesting to make them playable. Quite a change dealing with 1861 units versus the battle-hardened veterans of 1864! But there's still plenty of strategy for both players to determine and it promises to make some interesting scenarios.

I hope you enjoy playing RWH, and look forward to helping produce more of the same games. It's just as enjoyable learning the history and developing the scenarios as it is playing the finished games.

— Mike Belles

CREDITS

Game Design and Development: Mike Belles, Chris Withers, Trevor Bender

Scenario 1 Design: Trevor Bender

Scenario 2 Design: Chris Withers

Scenario 3 Design: Mike Belles

Scenario 4 Design: Mike Belles

Scenario 5 Design: Mike Belles

Additional Research: Pat Duffy

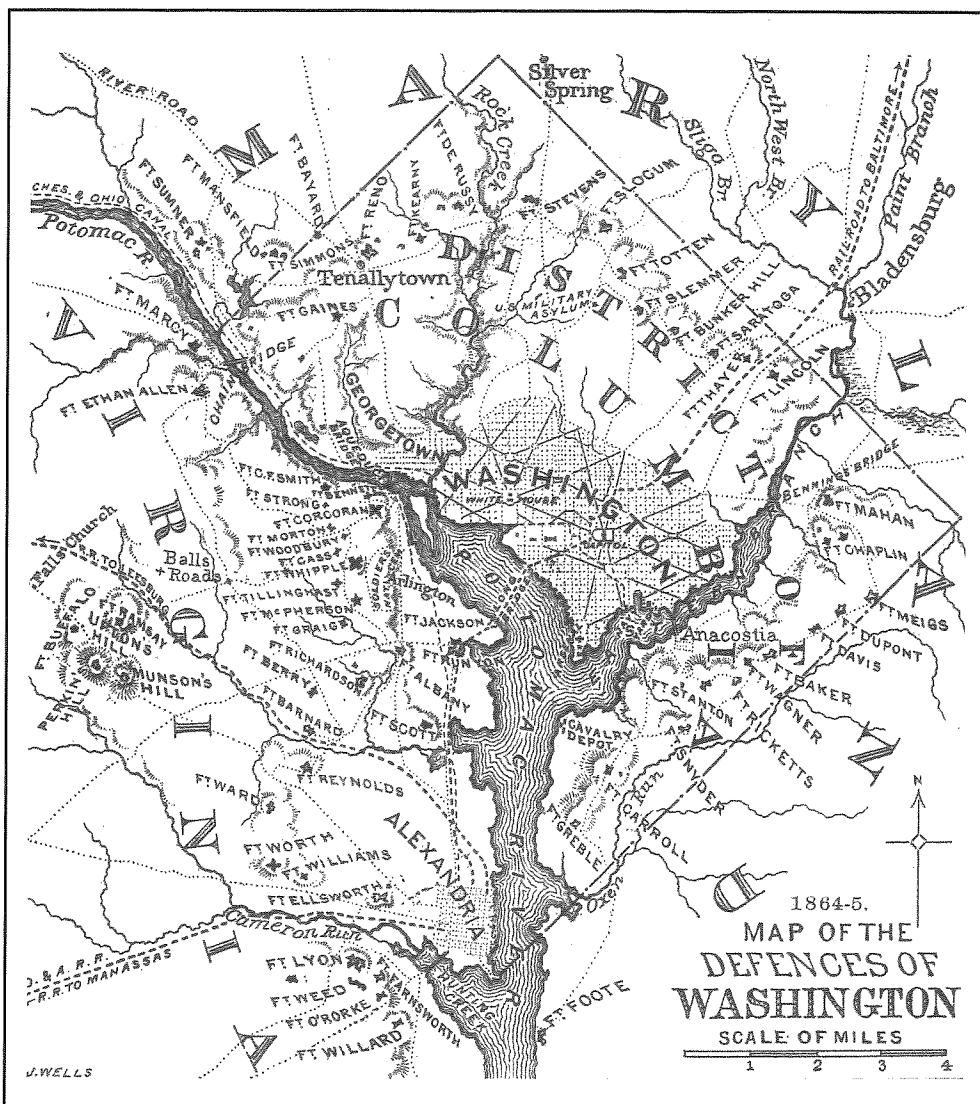
Playtesters: Paul Nied, Ed Beach, Dave Belles, Mike Belles, Trevor Bender, Steve Fetherman, Scott Spurgeon, Chris Withers

FURTHER READING

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Joseph Judge, *Season of Fire: The Confederate Strike on Washington*; Berryville, Rockbridge Publishing Company

Frank E. Vandiver, *Jubal's Raid: General Early's Famous Attack on Washington in 1864*; New York, McGraw-Hill, c1960.



GRANT TAKES COMMAND

Battle of the Wilderness Replay

Union player: Scott Spurgeon

Confederate player: Chris Withers

Neutral Commentary: Paul Nied

BACKGROUND

Our Union player in this play-by-email match hails from north of the border, Ontario, Canada. After first attending the World Boardgaming Championships in 1999, Scott went on to win the GCACW 1863 tournament in the summer of 2000. To forestall any more American attempts to bring Canada into the Union, Scott has named his young son Robert Lee after the south's most famous general. Yankees beware...

Meanwhile, our Confederate player lives near the sunny beaches of Redondo Beach, California after growing up near the Shenandoah Valley. I made the mistake of suggesting to Chris that he attend the WBC convention in 1998, since then he has won five tournament plaques (two On to Richmond!, and three 1862 tournaments). I've found over the course of three years that the best way to beat Chris is usually to give him a couple of beers, after that his die rolls tend to take a turn for the worst. *[Editor's note: After this replay was written, Paul's Union troops finally defeated Chris in this same Battle of the Wilderness in the 2002 WBC finals. The win denied Chris of a sweep of both GCACW events and was Paul's first GCACW plaque after seven years of attendance at the tournament].*

I prefer the Confederates in this scenario but will not bid for them since it is very balanced. The Confederates get a free first initiative in this scenario; that move has to be to activation of Ewell's corps. Parker's Store should be occupied and Locust Grove protected as the highest priorities. I like to put a unit on each side of Locust Grove so the Union cannot get into the objective with just one attack. The next move for the Confederates should be bringing Hill's corps to Parker's Store. I'm tempted to go whack Wilson's Union cavalry division but I'd rather have more force at the important objectives and I don't want to cavalry retreat Wilson onto an objective hex.

I see the Battle of the Wilderness as a miniature recreation of Operation Barbarossa. You have three different axis of advance, with the CSA II Corps advancing through Locust Grove towards Wilderness Tavern and Germanna Ford (Army Group North), the CSA III Corps advancing through Parker's Store towards the Brock Road/Plank Road intersection (Army Group Center), and the CSA I Corps moving northeast

during turn 1 to be in a position to capture the roads leading towards Spotsylvania (Army Group South).

The CSA player gets the first initiative for free; the question is what to do with it? I think the best thing is to activate III Corps under A.P. Hill and secure Parker's Store. If Hill rolls low for movement do you force march in order to capture it or hope you get the second initiative? Force march, so you're in a position to immediately entrench! You cannot let the Union player capture Parker's Store without a fight, the Union is too strong to give them easy victory points.

[Editor: Due to the number of units in this scenario, we will not show every activation and die roll. Instead, Paul gives us a number of recaps of the action as the game progresses.]

TURN 1 (MAY 5, 1864)

Recap: The CSA gains the first four initiatives and moves Hill's III Corps to Parker's Store

while II Corps moves forward from Locust Grove. Stuart's cavalry is also moved south to secure Shady Grove Church.

With the initiative streak my choices become bringing up the nearby cavalry to take objectives while they are open, possibly take the Crossroads (but it is so flankable that I will cede it to the Union), or pull up Longstreet for the battle to come.

The CSA has secured Parker's Store and Shady Grove Church after getting the first 4 initiatives, however they have left themselves open to counterattack. Wilson is in a position to cause retreat losses if an attack comes from the direction of Todd's Tavern and Rodes is the only infantry division between Locust Grove and two entire Union corps. All the divisions in Ewell's corps are extremely weak while their detached brigades are guarding the upper fords of the Rapidan River. Grant should try to overwhelm



any isolated Confederate units with massive firepower before they start to entrench.

Chris's moves look like my opening plan. The only difference is that I would keep Rodes in Locust Grove and then quickly entrench. To win the scenario, the Confederates only need to hold Parker's Store and Locust Grove and suffer 1 less combat loss Victory Point than the Union. So I can move my Union troops into a defensive posture after I dislodge Stuart. I will try to move him out. Despite Chris's comment about ceding

VICTORY CONDITIONS

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

VP Reason

- +18 Union control of Wilderness Tavern (N2712)
- +15 Union control of hex N2814 (Brock Road/ Plank Road intersection)
- +12 Union control of Parker's Store (N2615)
- +12 Union control of hex N2510 (southeast side of Germanna Ford)
- +12 Union control of Locust Grove (N2314)
- +9 Union control of Chancellorsville (N3213)
- +9 Union control of hex N3010 (south side of Ely's Ford)
- +6 Union control of Todd's Tavern (N3117). Note that the last infantry or cavalry unit to pass through this hex gains control.
- +3 Union control of Shady Grove Church (N2818). Note that the last infantry or cavalry unit to pass through this hex gains control.
- +3 Union control of Piney Branch Church (N3316). Note that the last infantry or cavalry unit to pass through this hex gains control.
- +3 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).
- 2 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 chart below to determine the winner.

Union VP Winner

≥ 107	Union Decisive Victory
91 to 110	Union Substantive Victory
75 to 90	Union Marginal Victory
59 to 74	Confederate Marginal Victory
43 to 58	Confederate Substantive Victory
≤ 42	Confederate Decisive Victory

the Brock/Plank Road crossroads, I feel I must quickly move Hancock to secure that objective. A good roll will help me gobble up some VPs on the way.

Recap: Hancock moves with the next two initiatives: Mott captures Piney Branch Church and Todd's Tavern, Barlow entrenches in the Brock Road/Plank Road crossroads, and his two other divisions move just south of Parker's Store to set up a corps assault.

I got the rolls I needed. The victory points are in my favor now, so time to threaten him and secure my gains. Barlow will entrench to keep the status quo at the crossroads. This next initiative would be nice but I lose it. Longstreet is a threat but to get to Hancock he'll need another initiative streak and Longstreet will have to roll well for movement.

Well I disagree with the esteemed Paul's opinion that Hill should be the one to start it off. I would prefer Hill move since that would keep Ewell from splitting up his corps. However, a roll of 1 or 2 for movement seriously limits your ability to secure Parkers Store. I like to play it safe. I have to attack Hancock before he can entrench. I wouldn't mind taking his hex but my main goal is to take him out of the turn so I'll attack with my weaker unit at +1 instead of the stronger unit at +2.

Recap: Ewell corps assaults Hancock with Johnson, a +1 attack is the result: CSA 1D, USA 2D. Hancock does not voluntarily retreat and is vulnerable to Longstreet marching in his rear.

Nothing is jumping out at me as a critical. I'll entrench a bit and bring up Longstreet and see what the Union decides to do. He's got lots of troops and I can see that I'm vulnerable. I'll just hope I can get the initiatives to react.

I can't say I'm surprised by Chris' move. It is a good tactic to stall me out in these short scenarios, and one he uses quite effectively. I do have superiority of force so that should give me the final say; hopefully I can apply pressure on a broad front and create a weakness. But Grant will have to help me in the end! And a string of initiatives would come in handy.

Recap: Early reinforces Locust Grove and Longstreet and Field make it to 2120 in 2 initiatives, plenty of fatigues left to cause trouble this turn. Warren then strengthens the center of the line, capturing Chewning and cutting off Ewell from the rest of this corps. I think Scott made a mistake; Griffin started adjacent to 1NC so he could have attacked it. Griffin could have forced 1NC to cavalry retreat to clear the way for Sedgwick and still moved his 1 hex minimum. Lee & Hill assault Wadsworth and capture Chewning when he's routed. That sets up a +3 attack vs Griffin but Rodes is repulsed (1D/1D).

[Editor: The road from Ellwood (2612) through Chewning (2614) to Parker's Store (2615) was still present late in Grant Takes Command playtesting, when this match occurred. Its removal was one of the final changes that went into the game. Historically this Parker's Store Trail was slow going. Gordon Rhea's book on the battle describes it as follows: "the trail wound along the steep, wooded western rim of Wilderness Run's watershed. Bothersome ravines and bogs made the going rough." He ends by calling it some of the Wilderness's worst terrain. The road was removed because its north/south orientation made it a favorite early highway to Richmond while we were playtesting the GTC Advanced Game. Once it is removed the main north-south road in the Wilderness becomes the Brock Road, just as it was back in 1864.]

I'm playing a dangerous game here of not entrenching and going to f3 with Hill's units because then one failed assault roll takes the unit out of the turn. Same reason I didn't advance to the north of Parker's Store. I'll have to hope it works out.

Recap: Lee's assault on Grant's force at Chewning farm succeeds with a rout; Grant is forced to retreat with the stack to a hex just north of Wilderness Tavern. Scott will have to do some shuffling to get Grant back in this first day's fighting.

That victory sets up a flank on the Union unit creeping though the woods, but unfortunately my leader is cut off from assisting in the attack since restricted woods ZOC still block leader transfers. This is the disadvantage of not entrenching before attacking. Sounds like a weird statement, but you can see the effect. My unit is now disorganized from his attack and is so weak that he'll be pushed back for sure. I'd better pull back to the objective.

Drat! I was trying to get him to look at Parker's Store and then hit him at Locust Grove. Now that the Grove is in my grasp...he hits me at the Store! I should have moved Mott up to protect my flank earlier! Now I have to ask Wilson for a sacrifice. I could probably stop Longstreet now with a cavalry retreat, but then he'd have an initiative left to hit Hancock. I like Hancock's spot for next turn. So my only chance is to stop Longstreet now! Wilson stays and I hope I get lucky!

Recap: Chris brings up Longstreet, attacks Wilson at +4 when he stays instead of retreating, and is stopped dead in his tracks when he loses the roll by 5 (Union roll 6, Confederate rolls 1)! Scott then activates Sedgwick, who attacks the unentrenched Rodes at +5, and routs him with a +4 result (1DR/1fa). Any string of initiatives by the Union could overwhelm the Confederates at this point, the CSA II Corps at Locust Grove is down to Early's division and he's cut off from



any reinforcements from the south. I think that Chris might have forgotten about Anderson being available near Orange Court House.

I'm making a series of tactical mistakes which will surely cause a loss against someone of Scott's abilities. In the move with Longstreet, the leader should have transferred to the rear unit. The front unit should have moved to 2620 and then the rear unit attacked from 2519 in a +3 flank which would have caused him to cavalry retreat. I pay for my mistake dearly. Yet on the other hand, by accepting combat I can rout 2 cavalry out of the game and advance into the hex which allows the trailing unit to come up and stack on top. It's these countless possibilities and outcomes and their ramifications that make this such a great game system. I want to grab another objective and setup a flank attack that will cause retreat losses on Mott. I'm trying to keep him off balance which is working for now since I'm getting the initiatives. I'll try to take advantage of the fact that the Union probably won't attack Locust Grove until they can set up a better attack and use the time to pull off a woods flank attack. I'm trying to take out his swarm of units and this seems a good use for one of my small units. I'm helped in this by my continued luck in initiatives. Another value of these small units is to save them to force him to guard the

rear objectives and thus "take out" some of his force that way.

Well that was better than I could have hoped to ask for! I will voluntary retreat one hex north to get that creek to aid my defense. Retreating into the woods hex does cost me my guns but his infantry division's large Artillery Value cancels them out anyway. This is how I had hoped it would go. I wanted to distract Longstreet and pull him towards Parker's Store and attack the leaderless units with the V and VI Corps. I wanted to feint to the Store and instead hit the Grove. In another move or two and I should have it, though the roads will hurt my attacks (too many woods mean that it takes too long to set up flank attacks). We'll see if it was worth it or not! In addition, Early can still mess me up and the arrival of Anderson could do me in if I can't put together a few initiatives. Right now I'd have liked one more initiative to advance Wright into the woods and hit Locust Grove with Getty at +4 or +5. Now I don't think it will look the same when I get initiative back!

[Editor: Scott's voluntary retreat is illegal, restricted ZOC are the same as normal ZOC for retreat purposes; his first hex of a voluntary retreat can not be adjacent to the active attacking unit. The mistake was not caught however,

and the game continued with Wilson's retreat from 2619 to 2618 being allowed.]

Recap: Chris gets a string of initiatives to attack on both fronts. F. Lee sneaks behind Mott and sets up a +3 flank against Mott (2DR result). Longstreet is now behind Hancock and only Sheridan stands between him and Chancellorsville. Ramseur then leaves the Rapidan and attacks Ricketts, pushing him back from Locust Grove. However, Sedgwick leads a grand assault against Early and Locust Grove, capturing it and splitting the Army of Northern Virginia. Union victory points for objectives now total 78. Losses are 12 Union (-24 VP) to 6 Confederate (+18 VP). Grand total is thus 72. The Union is only 3 VP from a win.

Things are going well and I have had some luck, but my moves are not hitting quick enough because of lack of initiatives and the need to answer Chris' threats. Had I been able to make this move to capture Locust Grove right after VI Corps last move it could have fallen with just one additional activation. Now I need several more moves just to complete the capture. By the time I'm up again I'll have new problems. I already have to guard against Chris making an end run to my rear objectives; I better not extend my units too far. And I had my worst commander (Mott) a little exposed. To save Mott I had to hope for some luck to shorten his run of initiatives. I guess that was too much to ask for. It would be easier if I were sitting across from him and could yell at the dice!

As I predicted the situation was far different when I got the die back; that is the beauty of this game, even the best-laid plans get botched or altered. My plan was still in effect but since he put a Flanks Refused marker on Early it cut my moves from three to two to set up the best possible flank bonus. At the rate I've been getting initiatives, that Flanks Refused marker was almost helpful! I knew I was in danger of losing Ricketts but thought he'd have to commit Anderson's large division to drive him away. Unfortunately, he was able to push Ricketts back with one a single brigade (Ramseur).

I needed to get Grant in range for a Grand Assault to take Locust Grove; I had to ferry him to the front with Crawford. With Grant then in Sedgwick's command radius, he was able to turn the attack into a Grand Assault. I needed the extra +1 modifier. The difference moves the attack from +2 to +3 (making it 13.9% more likely that Early has to retreat). In this case it was also the difference between my Union troops staying organized, although adding the extra unit cost me a Strength point in losses. As Union I am always willing to trade Strength points for ground; Grant would be proud. Now do I put both units in the objective hex or keep one back to protect my flanks? Getty could stay and guard my flank or advance and make Anderson take a -1 ratio on an attack. I'll advance and fix my flanks later (I hope!).

Recap: Lee and Hill transfer to Heth as he entrenches. Chris then attempts an assault on the Brock Road/Plan Road intersection. The assault fails with a 6!

I've been waiting for more of his forces to commit to decide if I want to assault the Crossroads or just keep Heth in reserve. The Crossroads is easily flanked if I take it but it would make him use several units in a counterattack. The transfer of the leaders to Heth is done via an entrenching action. This is a standard GTC tactic that not only increases the unit's defense but also keeps him from having to do an Extended March roll. The failed assault roll shows why I am reluctant to fatigue a unit in an entrenchment without simultaneously transferring in a leader for an immediate March action attack.

I've been quiet; I don't really want to tell Chris too much! But my plan is to get a cavalry unit near Chancellorsville so I can free up Sheridan and his best units. I would use them to cut off Longstreet in case he wins first initiative on Turn 2. I also want to get an offensive going against Stuart.

Recap: Scott undertakes his movement of cavalry to Chancellorsville to relieve Sheridan

from wagon train guard duty (a Wilderness special rule requires that the Union player keep two cavalry units near Chancellorsville). Merritt rolls poorly though and the cavalry is late to make it to Chancellorsville.

Since Merritt rolled so poorly I probably can only cut off Longstreet OR attack Stuart. I'm not sure yet which to do. I also plan to hit Wilcox at Chewning with a +2 attack led by Robinson. Finally I will bring up Burnside to protect my rear and Sedgwick's flanks. That's the plan, but...

I was doomed to face a Union attack on Wilcox once Anderson rolled poorly for movement. I was hoping he would make it far enough to attack Crawford on the flank. Heth's failed assault made the situation even worse.

Recap: Scott passes his assault roll by 1. Attack succeeds with the Union taking just 1 loss against 3 Confederate casualties.

Well that was close; I almost failed the assault roll again! The result was critical; a big 9 VPs and a rout to knock Wilcox out for Turn 2. It also helps me get closer to the Store. Until I decide what to do with Sheridan I will bring on

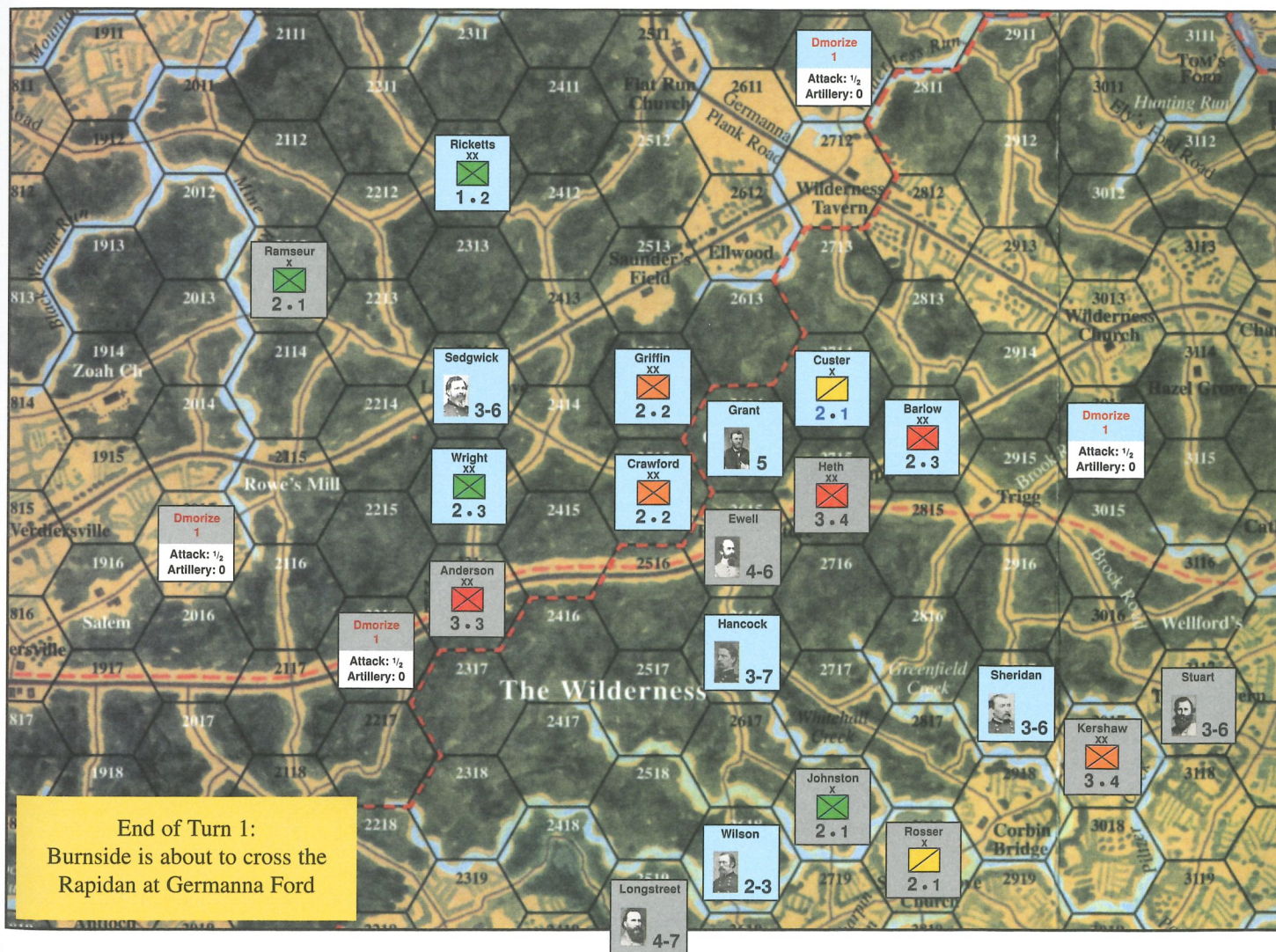
Burnside. I can decide to try to attack Stuart or use Sheridan to shore up my flank defenses.

Well that rout gives the Union it's first lead with 79VPs and it's probably insurmountable given the situation.

I was waiting for Chris to make a comment like that. Once Chris says the odds are against him you are in real trouble! I think the first initiative of Turn 2 will tell a great deal.

TURN 1: END OF TURN ANALYSIS

The end of Turn 1 sees the Confederates in dire straights! Chris is forced to keep Ewell in Parkers Store for defensive purposes but that means II Corps doesn't have a realistic chance to recapture Locust Grove. Does he still favor his "split up II Corps on the first free initiative of the game tactic?" His only hope to recover this game is to rout Hancock away from Parker's Store and then to threaten to capture Chancellorsville with Stuart and Longstreet. If Chris had conducted Longstreet's attack against Wilson better he would have I Corps ready to conduct a full out assault against the Union rear. As it is he'll be lucky to push past all the cavalry near Piney Branch Church.



It is interesting to take a look at this "end of May 5" position from an Advanced Game perspective. Were Chris and Scott playing the campaign game instead of this two-turn scenario, Stuart would be cut off from the rest of the Army of Northern Virginia if it rains; he also is likely to be out of supply. Other differences if this were the GTC Advanced Game are:

- the Confederate player would have been able to use strategic movement to get Longstreet in position
- the Union would have the artillery reserves to strengthen their lines, and
- random events (like Rain and Command Paralysis) would be throwing serious kinks in even the best-laid plans.

TURN 2 (MAY 6, 1864)

I need an initiative streak to stave off defeat; just one initiative won't do it for the Confederates.

I look at this first initiative as the game breaker. Whoever gets off to a good start on Turn should win!

Recap: Alas, Chris doesn't get even the critical first initiative.

There are many options with this first initiative; the question is who to attack with and how. I want to go with Warren because Hancock would be in good position to hold off a counter-attack and could also be in good shape for a sweep in on Hill. So Warren it is. Now, how do I conduct it? I need this attack to take place without fail, so I am tempted to go the sure route and attack off a March action. However if I use an Assault action, Grant could turn it into a Grand Assault.

I think this battle could well decide the outcome; I better be sure I have good enough odds to win it.

Recap: Assault roll is a 1. The attack will take place. Grant's Grand Assault roll is a 6 however; Warren must go in alone! Ewell stalemates Warren as the woods really diminished the Union flank bonus. And the sun comes up for the Confederates. Chris has survived the first initiative attack and can counterattack on his own.

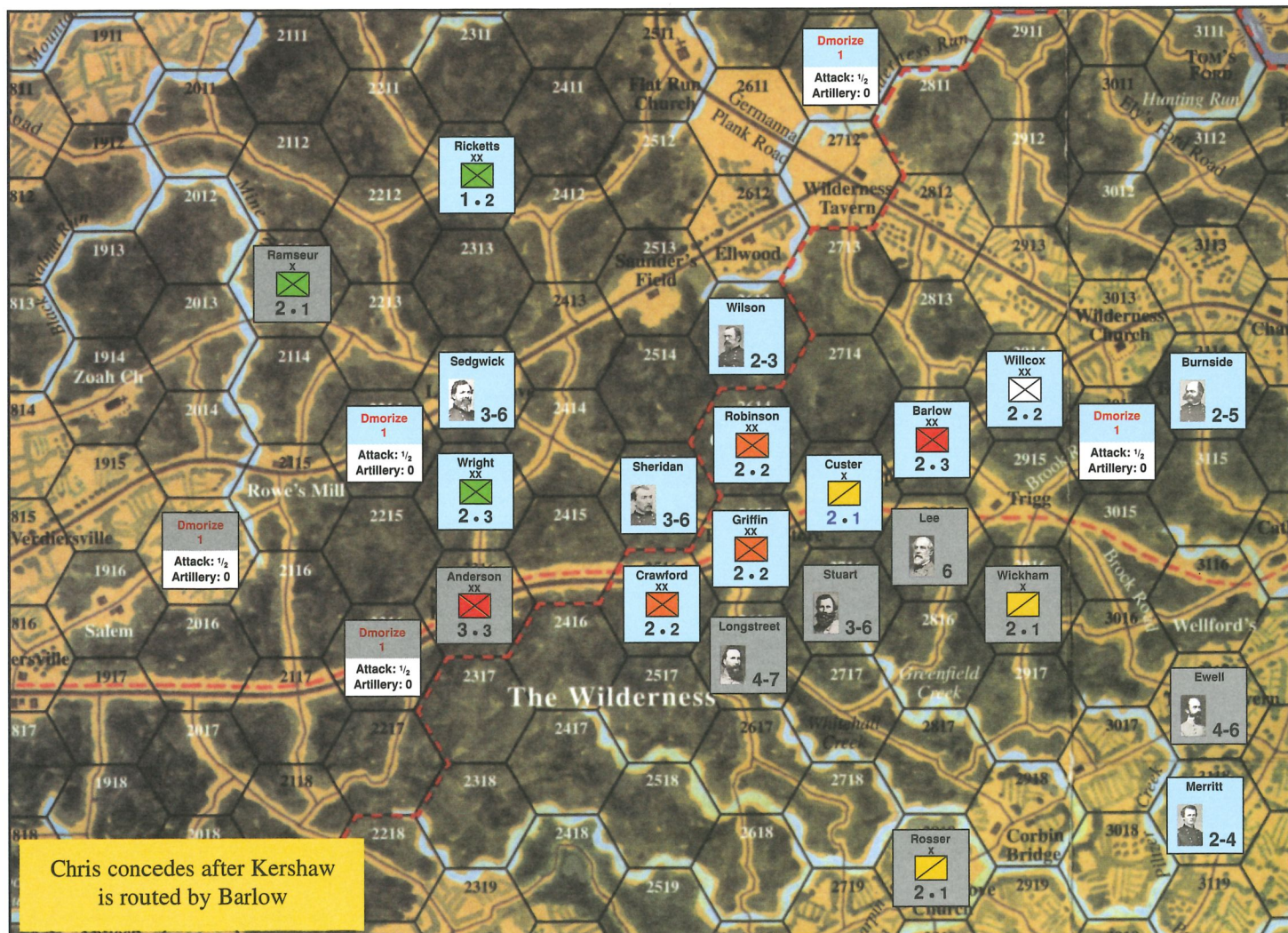
Chris activates Longstreet and Field but only rolls a 2 for movement.

Alas, Longstreet can only get a +0 on Hancock and it is a real tough choice on what to do. I can attack now while marching and have a 58%

chance of disorganizing him out of the turn. If I wait to get the initiative and make an assault, then the odds will be boosted to +2. In addition, if I push him back he will take retreat losses. That was the plan all along from last turn when I attacked Wilson. Normally I would always do the attack right now while I can. However, I can't really just disorganize him and win. He is only ahead by 1 point since the VPs are at 75, but I don't really have many possibilities to gain points and he has so many more units that can attack if I just disorganize him. So I feel I need to force him out of there with the assault. If Longstreet had rolled a 3 or higher for movement, then I would have a +1 and would attack during the march since the chances of failure are less (failure is a -1 result) and the chances of absolute success (a +2 result) are much greater.

Recap: Chris holds off on attacking hoping to set up the more powerful assault attack. Unfortunately for him, Scott wins the next init.

I lose the initiative. Now I have to hope he fails his assault roll or I can stand firm. It is also only a +3 attack so there is some possibility I will stand my ground.



I'd like to make my attack better. I thought of sliding up the V corps and improving my flank. Of course I can't; time is of the essence for Hancock so I've just got to roll 'em. I shouldn't say it but the only thing that can hurt me is a ... 6 assault roll.

Recap: Well guess what ... the assault roll by Hancock is a 6. The Union attack does not come off.

DOH! If I don't get this initiative things look pretty bleak for Hancock.

Recap: Scott wins another crucial initiative. This time the Union attack does proceed.

Hancock the Superb! (not what I called him a minute ago!). A +3 attack has a wide swing of possible results, but overall it is a 72.3% chance to move him and that's all I need.

Recap: Hancock's attack is a big Union victory. Ewell is routed out of Parker's Store.

Oooo, a big one-I think that rout will cost him too. I want to make Longstreet have to fight through me to retake the objective. I'll only advance one unit and hope I can hold this Store.

I'd like to bring up Anderson to get a +1 flank mod but no time so I'll attack now. While Parker's is worth less than the Crossroads, Parker's is more strategically valuable and the 3 VP delta between these two objectives won't win it for me anyway at the moment.

Recap: Now things get really wild. Longstreet advances and retakes Parker's Store with the next assault. Then Scott uses Warren (combined with yet another Grand Assault orchestrated by Grant) to retake it back from the north. Parker's Store has just changed control in three consecutive corps assaults!

That's another aspect of this game I really enjoy; you are never out of it! I expected Chris

would do that with Longstreet. Fortunately I got the 2 initiatives I needed to succeed in the counter attack. First I needed an attacker so I had to move Warren to a unit that can fight (Griffin). Then I moved Crawford to help improve the flank bonus. This took two moves, but I was lucky enough to win the initiative. It will be tough for Chris now, he is running out of units, but I've seen him turn around larger deficits. I'm still looking around for my weakness...

I have it at 96 Victory Points for the Union after this series of attacks here. Doesn't look good for the home team (I'm the home team since we are on Virginia soil).

Recap: Chris uses Stuart to free Kershaw for a last push at the 15 VP objective at the Brock Road/Plank Road crossroads.

I twice was able to set up attack here against Sheridan that would cause retreat losses if he is pushed back. The first time was for Stuart's attack and the second if he stayed (instead of cavalry retreating) against Kershaw. Stuart's +0 attack was well worth it since it could give me 4 vps with the retreat loss on each unit and Stuart is in the 3 column so it's hard for me to take a loss. In Longstreet's move I'm in a win-win situation whether he stays or goes.

Recap: Scott brings up Burnside to solidify his defense in front of Chancellorsville and near the crossroads.

Burnside is ready to swing left and get back at least Todd's Tavern if I need too. Only threat now is Kershaw. I could have put him out of the turn with a +1 attack but I would take losses. Instead I will bring up Custer to bring Grant back into command radius. He can hit me now at +1 and may succeed in temporarily taking the crossroads. Too bad Hancock was routed into the rear so far!

I was giving Chris the respect he deserves as a champion and thought he might have something up his sleeve to enable him to pull this one out.

He has surprised me many times with game saving moves when I felt I had a comfortable lead. However, that move with Stuart tells me he wants Longstreet to attack the Crossroads. With me at 95 VPs, the Crossroads will give him 15, dropping my total to 80. I would have to lose 3 more men than he on the attack to give him the lead; at a +3 at best it is not likely. Perhaps he is now playing to lower the level of victory and will attempt to take his men out of action as he did to me early in the game.

Recap: The Union wins initiative and Burnside makes the assault. Grant sits by and watches though (the Grand Assault roll fails). Is this another Crater for Burnside? This first attack fails to disorganize Kershaw. Chris has one more chance to get Longstreet ready for an attack on the Crossroads. However, Scott wins initiative and uses Barlow for a +1 attack on Kershaw. That attack knocks Kershaw to Fatigue Level 4. The Confederates concede once all of Longstreet's units are at Fatigue Level 4.

FINAL COMMENTS

I think the turning point in the game was Longstreet's failure to push back Wilson on Turn 1. Even then the Confederates had a good chance to win at the start of Turn 2 but did not get the initiatives at the key times to be able to push Hancock away.

I think with a couple of Union initiative streaks it would have been a quicker game. My attacks never came off as set up and so I was always scrambling. The Wilderness road net makes it very tough to get a flank bonus. That being said, I was extremely lucky when Wilson stopped Longstreet on a 6 versus 1 combat roll, I had only hoped for a F result, to stop him in his tracks was very lucky. Longstreet's poor position then gave me the chance to miss my first attack on Ewell. I was also fortunate to win initiative a second time after Hancock's failed assault roll. A good game; I was sweating there for most of it.

A Brief Explanation of MMP's New Preorder System

MMP has switched to a preorder (P#) system. Simply put, all new products will be placed on the "P# list" and each will have a given number of preorders required for it to be printed. Once that number of gamers have committed to buying the product, it will be produced and shipped—first to all persons who preordered, then to retailers, and finally direct (non-preorder) sales.

A new product will remain on the P# list until we either receive the components and begin to collate and ship the new product or we decide that the game is not making progress and we wish to "cut our losses" and remove the title from the list. Both situations will be well-publi-

cised in the various electronic forums listed throughout this magazine prior to their execution.

What is in it for you? Simple, a 25% discount on the retail price is given to all who preorder a product. With the rising costs of wargames these days that is not an insignificant savings! You will still have to pay for shipping, however.

What about your local store? We're counting retail orders against the P# needed to publish! Please, encourage your local store to contact us directly (410-729-3334) and to carry our products! This applies whether your favorite store is a brick-n-mortar hobby shop or an online retail-

er. We really do count on gamers letting us know if their local store is not carrying MMP products.

How do you preorder? Our website preorder page is secure and automated, making everyone's life easy. But you can call, fax, or even snailmail a preorder if you prefer.

What if you change your mind about a preorder? Let us know prior to shipping and we will gladly cancel it for you.

When do I get billed for the game? This is the best part, you are not billed until the game ships! There is no risk of you spending your hard-earned dollars on "vaporware" projects since nothing is spent until the game exists!

GCACW Journeys: Romance and Real Life

by Ed Beach

This is the second in our series of historical articles about visits to the sites of the Great Campaigns – Eds.

Jefferson County, West Virginia nestles between the Potomac and Shenandoah rivers, which merge at Harper's Ferry and begin their combined push east toward the Chesapeake Bay. Jefferson County is part of the "panhandle" of West Virginia, a series of counties included in the new state of West Virginia in 1863 to ensure that the entire route of the Baltimore and Ohio Railroad would lie in Union territory. Unlike the more mountainous counties to the west, Jefferson County consists of rolling farmland, and was one of the few counties incorporated into West Virginia that was strongly pro-Confederate at the start of the Civil War.

Given its strategic importance, the county suffered through a tumultuous series of events during the Civil War years. Some portions of the county are said to have changed hands seventy-two times during the war. Jefferson County was the site of John Brown's raid, skirmishing during the First Bull Run campaign, and Jackson's 1862 siege of Harper's Ferry. When the fighting wrapped up a few miles away at Antietam on September 17, 1862, the county could already claim to have suffered severely.

After Antietam, Robert E. Lee's weary army withdrew over the Potomac at Shepherdstown, entering Jefferson County and looking for a chance to recuperate. Stonewall Jackson's corps marched southwest to Bunker Hill. James Longstreet's men headed even further south to the outskirts of Winchester. Meanwhile, JEB Stuart's cavalry looked for a place within

Jefferson County, nearer the front where they could keep an eye on the Army of the Potomac.

For about 10 miles the western edge of Jefferson County is marked by Opequon Creek, a 30-foot wide river that rarely exceeds 4 feet in depth as it meanders north from Winchester, past Martinsburg, and into the Potomac. Near the northern end of that 10-mile stretch lie two fords, one down the hill from a large brick house, and the other just a bit further down river at Strider's Dam (see *Here Come The Rebels* hex W1418 or *Stonewall in the Valley* hex N4421). General Stuart's ordnance officer, John Esten Cooke, knew the Dandridge family that lived in the brick house; they were his cousins. And so on September 30, 1862, Stuart established his headquarters under some of the enormous oak trees that bordered the Dandridges' home, fittingly titled "The Bower" (see photo on next page).

The Dandridges

The Bower was owned in 1862 by Adam Stephen Dandridge II, whose father originally constructed the house in 1805 from bricks made on the premises. When Stuart's men arrived, Adam Stephen Dandridge was 47 years old, and his wife Serena Catherine (Pendleton) Dandridge was one year younger. Of their ten children, three were enlisted in the Army of Northern Virginia, while the other seven (ranging in age from 24 to just 4 years old) lived at home at the Bower. The three sons who were enlisted in the Confederate Army all had rather interesting military careers.

The Dandridge's eldest son, Edmund Pendleton, enlisted in the Berkeley Border Guards of the 2nd Virginia regiment in April 18, 1861, at age 20. Three months later, his regiment stood "like a stone wall" on Henry House Hill with General Jackson during the First Battle of Manassas. Edmund was wounded in the foot at Manassas and didn't return to active duty for several months. He was later promoted to the rank of 1st Lieutenant and assigned to the staff of his relative, General William Pendleton, Lee's chief of artillery for the Army of Northern Virginia. Edmund worked as an inspector of artillery on Pendleton's staff. His report on the state of the Confederate artillery batteries in Virginia during the winter of 1863-4 appears in the Official Records of the War of the Rebellion.

His brother Lemuel Purnell Dandridge, two years his younger, enlisted on October 1, 1861, joining the Amherst Artillery (later Kirpatrick's Battery). He was moved to a position as a commissary sergeant for two years from June 1862 to August 1864 before returning to the battery in time to fight with Jubal Early against Philip Sheridan at the battles of Opequon (about 10 miles up the creek from the Bower), Fisher's Hill and Cedar Creek. On March 2, 1865, at the battle of Waynesboro, the battery was overrun and most of the men taken prisoner. Lemuel was one of the few who escaped, making his way back to Jefferson County just before the war ended in April.

The third son, Adam Stephen III (Steve), enlisted on May 29, 1862 and served as a private in the First Rockbridge Artillery throughout the war. His messmate, Edward Moore, wrote *The Story of a Cannoneer Under Stonewall Jackson*, thus indirectly documenting Steve's entire career with the Rockbridge Artillery. Steve was wounded in the shoulder at Spotsylvania on May 12, 1864, the day of the fighting at the Bloody Angle. He returned to duty a month later, and like his older brother, Edmund, was present with Lee's army for the surrender at Appomattox.

On The Opequon

While George McClellan's Union army dawdled away the month of October to the consternation of President Lincoln, Lee's army was making the most of the opportunity to relax and refit. Stuart's encampment at the Bower soon became one of the social centers of the Confederate Army. John Esten Cooke describes "one occasion when Generals Lee, Jackson, Stuart, and Longstreet dined at a hospitable house on the Opequon, not far from Leetown." According to Cooke, Mrs. Dandridge declared that "General Lee's chair should be marked and remembered," but that "General Jackson had been regaled with the choicest portions of the banquet, and that for him she arrayed herself in her best silk and assumed her most winning smiles."¹

The Dandridge daughters and nieces also attracted quite a bit of attention from Stuart and his staff. Major John Pelham, the up and coming young artillerist, courted 23-year-old Sallie Pendleton Dandridge. The two were seen together boating on the Opequon on numerous





nights. [Pelham was killed the following spring at Kelley's Ford, two weeks before Chancellorsville. Sallie Dandridge did marry eight years after the war, the only one of the five Dandridge girls who would avoid the common fate of remaining an unmarried Southern woman in the post-war years].

One of the most detailed accounts of the time spent at the Bower was written by William Blackford of Stuart's staff. Blackford writes: "Every afternoon, after the staff duties of the day were performed, we all assembled at the house for riding, walking or fishing parties, and after tea, to which we had a standing invitation which was generally accepted, came music, singing, dancing and games of every description, mingled with moonlight strolls along the banks of the beautiful Opequan or boating upon its crystal surface". Blackford's summary of the time is that "the month passed at the Bower was the most remarkable combination of romance and real life that it had ever been my fortune to encounter."²

The Chambersburg Raid

Real life did return in the second week of October, when Stuart was given orders from Lee to form a detachment of up to 1500 cavalymen and proceed through Maryland to Chambersburg, Pennsylvania. The goal of the raid was to destroy the railroad bridge over the Conocogheague and to discern the position and intentions of McClellan's army. On the night of October 8, after the paperwork for departure was complete, Stuart sang four solos at a late night concert for the "grieving" ladies at the Bower. The next morning his command splashed across Dandridge Ford and the raid was underway.

Four days later, Stuart and his men would cross over the Potomac at White's Ford and reenter Virginia. Although they were not able to destroy the railroad bridge (some reports indicated that the local citizens convinced them it was made of iron to turn them away), they did cap-

ture 1200 horses and destroyed or confiscated a quarter of a million dollars worth of Union property. They had once again ridden around the Army of the Potomac and embarrassed McClellan. Stuart's men enjoyed two more weeks at the Bower before finally pitching camp and moving south on October 29.

Lucy Long

As Lee's army moved south toward an engagement at Fredericksburg, he took with him an additional member of the Dandridge household. Lee had fallen off of his high-spirited horse, Traveller, just prior to the Maryland campaign. With both hands injured, he had spent the majority of the campaign traveling in an ambulance. The Abington Virginian, published an article on February 13, 1891, that read in part: "It was then that General Stuart found Lucy Long, bought her and gave her to him ... She was a low, easy moving, and quiet sorrel mare. General Stuart purchased her from Mr. Stephen Dandridge, the owner of 'The Bower,' a country place in Jefferson county, famous in that day for its hospitality and a famous resort of Stuart with his staff when in that locality. General Lee rode Lucy Long for two years until, when in the lines around Petersburg, she got with foal, and he sent her to the rear, and once more mounted Traveller."

After the War

The rest of the war passed less eventfully at the Bower. Early's army did pass within a few miles on their 1864 march on Washington (see *Rebels in the White House: The Game As History*, July 3, 1864 for a description of a skirmish at nearby Leetown) and Rodes' division moved through The Bower during the maneuvering in Jefferson and Frederick counties that led up to the battle of Opequan. However, with the Union in firm control of the Shenandoah Valley at the end of the war, The Bower's heyday as a Confederate headquarters had past.

After the war, Edmund Pendleton Dandridge became a lawyer in Winchester and was elected to the Virginia legislature. Steve Dandridge married the Danish poetess Danske Bedinger and owned a farm implement shop in Shepherdstown. He was later elected to the West Virginia legislature.

Lemuel Purnell Dandridge helped his father manage the Bower, despite mounting financial troubles common in the post-war south. Lemuel's wife Isabelle was from a well-to-do family from New York. Isabelle purchased the Bower in 1881 for \$12,000 and they were able to add a wing, extend the porch, and even rebuild it after an 1892 fire.

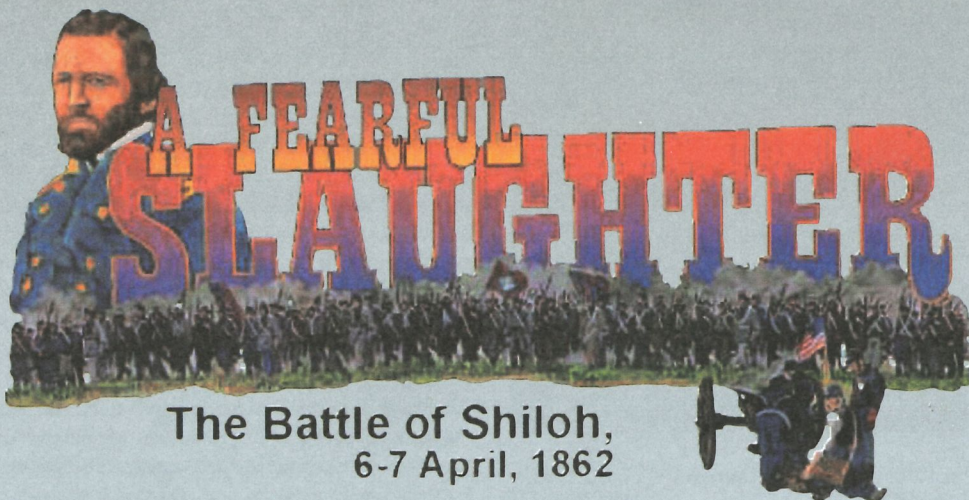
Lemuel also has a tie to our Great Campaigns series; he is my great grandfather on my mother's side. After reading of the Bower and hearing stories from my mother of her visits there each summer as a child, I finally made it to the Bower for the first time last summer. Although lacking a heating system, which makes it impossible to live there in the winter, the Bower is well cared for these days by my cousin Louise McDonald and her family, who live there during the warmer months of the year. It still is a reunion spot for assorted members of the Dandridge family. In fact, the entire Beach family visited for my parent's fiftieth wedding anniversary (see photo). The military encampment was gone, the old oak grove diminished in size, and no famous guests came for dinner. The renowned Dandridge hospitality, however, has survived the fourteen decades since the Civil War quite nicely.

1 Elizabeth Wolf Dandridge, "The Bower Dandridges Ancestors and Descendants", Hilton Head, SC: Impressions Printing Co, 1988, p.73.

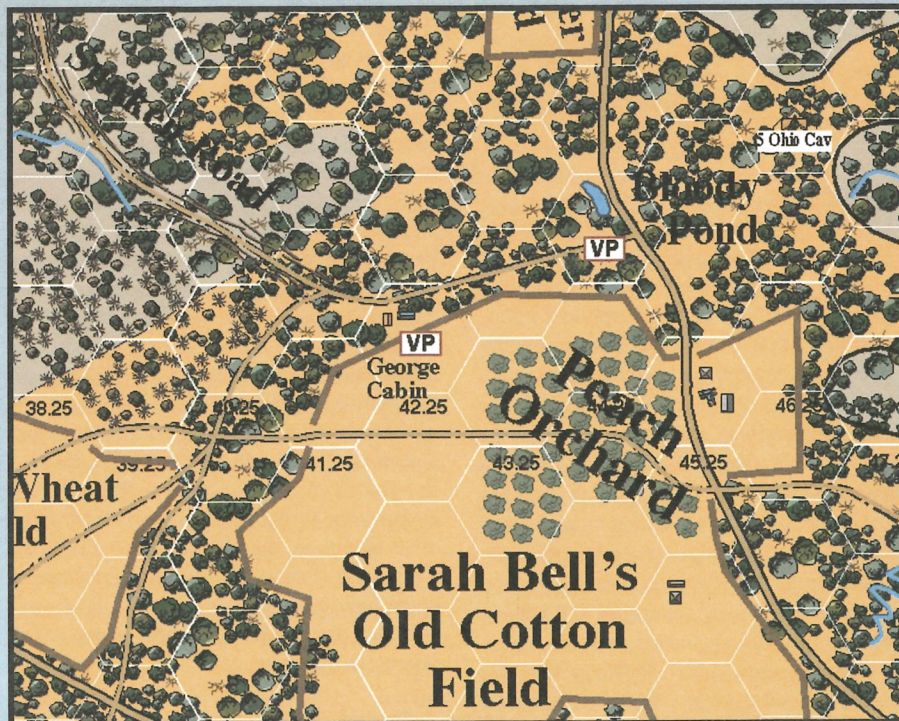
2 W. W. Blackford, "The War Years With JEB Stuart", New York: Charles Scribner's Sons, 1945, p. 155.



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Skirmisher #2 Front

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Art Res-C AP 1 • (6)	Art Res-R AP 1 • (6)	Farnsworth Cav 1 • 0	Gregg Cav 1 • 1	Bayard Cav 1 • 0	Lee ANV 6	Longstreet L 4-7	Jackson J 4-7	Stuart Cav 3-6	Pendleton ANV 1 • (2)

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





























































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Briggs AP 0-0	25 NY AP 0-0	NY Militia 0-0	Tibbits 1 Cav-1WV 2-0	Wynkoop 2 Cav-1WV 2-0	1 NY 1 Cav-1WV 0-0	Schoonmkr 1 Cav-2WV 2-0	Oley 2 Cav-2WV 2-0	Powell 3 Cav-2WV 2-0	Stahel R Cav-2WV 1-1

Blakely R Cav-2WV 1-1	8 IL W 1-0	Lowell-A W 1-0	Lowell-B W 1-1	Heat 	Heat 	Heat 	Pickets 	Pickets 	Wagon Train E-V 1-0

Burnside Takes Command

Rebels in the White House

Skirmisher #2 back

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<div>Whipple</div> <div></div> <div>3  III</div> <div>2 • 4</div>	<div>Sickles</div> <div></div> <div>2  III</div> <div>2 • 3</div>	<div>Birney</div> <div></div> <div>1  III</div> <div>2 • 4</div>	<div>French</div> <div></div> <div>3  II</div> <div>2 • 3</div>	<div>Howard</div> <div></div> <div>2  II</div> <div>3 • 2</div>	<div>Hancock</div> <div></div> <div>1  II</div> <div>3 • 3</div>	<div>Meade</div> <div></div> <div>3  I</div> <div>3 • 3</div>	<div>Gibbon</div> <div></div> <div>2  I</div> <div>3 • 3</div>	<div>Doubleday</div> <div></div> <div>1  I</div> <div>3 • 4</div>	
<div>Art Res-L</div> <div></div> <div> AP</div> <div>1 • (6)</div>	<div>Getty</div> <div></div> <div>3  IX</div> <div>2 • 2</div>	<div>Sturgis</div> <div></div> <div>2  IX</div> <div>2 • 3</div>	<div>Burns</div> <div></div> <div>1  IX</div> <div>2 • 3</div>	<div>Newton</div> <div></div> <div>3  VI</div> <div>2 • 3</div>	<div>Howe</div> <div></div> <div>2  VI</div> <div>2 • 3</div>	<div>Brooks</div> <div></div> <div>1  VI</div> <div>2 • 4</div>	<div>Humphreys</div> <div></div> <div>3  V</div> <div>2 • 2</div>	<div>Sykes</div> <div></div> <div>2  V</div> <div>2 • 2</div>	<div>Griffin</div> <div></div> <div>1  V</div> <div>2 • 4</div>
<div>Pendleton</div> <div></div> <div> ANV</div> <div>1 • (2)</div>					<div>Bayard</div> <div></div> <div> Cav</div> <div>1 • 0</div>	<div>Gregg</div> <div></div> <div> Cav</div> <div>1 • 1</div>	<div>Farnsworth</div> <div></div> <div> Cav</div> <div>1 • 0</div>	<div>Art Res-R</div> <div></div> <div> AP</div> <div>1 • (6)</div>	<div>Art Res-C</div> <div></div> <div> AP</div> <div>1 • (6)</div>
<div>Robertson</div> <div></div> <div>H  L</div> <div>2 • 1</div>	<div>61 VA</div> <div></div> <div>A  L</div> <div>1 • 1</div>	<div>Wilcox</div> <div></div> <div>A  L</div> <div>2 • 1</div>	<div>Featherston</div> <div></div> <div>A  L</div> <div>2 • 1</div>	<div>Barksdale</div> <div></div> <div>M  L</div> <div>2 • 1</div>	<div>Hood</div> <div></div> <div> L</div> <div>3 • 2</div>	<div>Pickett</div> <div></div> <div> L</div> <div>3 • 3</div>	<div>Anderson</div> <div></div> <div> L</div> <div>3 • 3</div>	<div>Ransom</div> <div></div> <div> L</div> <div>2 • 1</div>	<div>McLaws</div> <div></div> <div> L</div> <div>3 • 3</div>
<div>15 VA</div> <div></div> <div> Cav</div> <div>1 • 1</div>	<div>Jones</div> <div></div> <div> Cav</div> <div>2 • 1</div>	<div>WHF Lee</div> <div></div> <div> Cav</div> <div>2 • 1</div>	<div>F Lee</div> <div></div> <div> Cav</div> <div>2 • 0</div>	<div>Hampton</div> <div></div> <div> Cav</div> <div>2 • 1</div>	<div>Militia</div> <div></div> <div> J</div> <div>0 • 0</div>	<div>Taliaferro</div> <div></div> <div> J</div> <div>3 • 3</div>	<div>Early</div> <div></div> <div> J</div> <div>3 • 3</div>	<div>AP Hill</div> <div></div> <div> J</div> <div>3 • 4</div>	<div>DH Hill</div> <div></div> <div> J</div> <div>3 • 4</div>
<div>Jackson</div> <div></div> <div> Cav</div> <div>1 • 0</div>	<div>McCaustind</div> <div></div> <div> Cav</div> <div>2 • 1</div>	<div>Imboden</div> <div></div> <div> Cav</div> <div>2 • 0</div>	<div>Godwin</div> <div></div> <div> E-V</div> <div>1 • 0</div>	<div>Ramseur</div> <div></div> <div> E-V</div> <div>3 • 1</div>	<div>Rodes</div> <div></div> <div> E-V</div> <div>3 • 2</div>	<div>Echols</div> <div></div> <div> B-V</div> <div>3 • 2</div>	<div>Gordon</div> <div></div> <div> B-V</div> <div>3 • 2</div>		
								<div>Vaughn</div> <div></div> <div> Cav</div> <div>1 • 0</div>	<div>Johnson</div> <div></div> <div> Cav</div> <div>2 • 1</div>
<div>Root</div> <div></div> <div> M</div> <div>0 • 0</div>	<div>11 MD</div> <div></div> <div>3  M</div> <div>0 • 1</div>	<div>Tyler</div> <div></div> <div>1  M</div> <div>1 • 0</div>	<div>Mulligan</div> <div></div> <div>R  WV</div> <div>1 • 0</div>	<div>Weber</div> <div></div> <div>R  WV</div> <div>0 • 3</div>	<div>IPHB</div> <div></div> <div>R  WV</div> <div>0 • 0</div>	<div>Howe</div> <div></div> <div>R  WV</div> <div>1 • 3</div>	<div>Sigel</div> <div></div> <div>R  WV</div> <div>1 • 0</div>	<div>Duval</div> <div></div> <div>2  WV</div> <div>2 • 5</div>	<div>Sullivan</div> <div></div> <div>1  WV</div> <div>1 • 1</div>
<div>McClennan</div> <div></div> <div>3  VI</div> <div>1 • 0</div>	<div>Ricketts-B</div> <div></div> <div>3  VI</div> <div>2 • 1</div>	<div>Ricketts-A</div> <div></div> <div>3  VI</div> <div>2 • 0</div>	<div>Getty</div> <div></div> <div>2  VI</div> <div>2 • 1</div>	<div>Russell-B</div> <div></div> <div>1  VI</div> <div>2 • 2</div>	<div>Russell-A</div> <div></div> <div>1  VI</div> <div>2 • 0</div>	<div>Slough</div> <div></div> <div> W</div> <div>0 • 0</div>	<div>Wisewell</div> <div></div> <div> W</div> <div>0 • 0</div>	<div>144 OH</div> <div></div> <div>1  M</div> <div>0 • 0</div>	<div>Kenly-A</div> <div></div> <div>3  M</div> <div>1 • 1</div>
<div>Beaumont</div> <div></div> <div> AP</div> <div>0 • 0</div>	<div>Grover</div> <div></div> <div>2  XIX</div> <div>2 • 3</div>	<div>Kenly-B</div> <div></div> <div>1  XIX</div> <div>1 • 0</div>	<div>Beal</div> <div></div> <div>1  XIX</div> <div>1 • 0</div>	<div>Dwight</div> <div></div> <div>1  XIX</div> <div>2 • 1</div>	<div>Ferrero</div> <div></div> <div>4  IX</div> <div>2 • 1</div>	<div>Willcox</div> <div></div> <div>3  IX</div> <div>2 • 1</div>	<div>Potter</div> <div></div> <div>2  IX</div> <div>2 • 1</div>	<div>Ledlie</div> <div></div> <div>1  IX</div> <div>2 • 1</div>	<div>Staunton</div> <div></div> <div>3  VI</div> <div>1 • 0</div>
<div>Stahel</div> <div></div> <div>R  Cav-2WV</div> <div>1 • 1</div>	<div>Powell</div> <div></div> <div>3  Cav-2WV</div> <div>2 • 0</div>	<div>Oley</div> <div></div> <div>2  Cav-2WV</div> <div>2 • 0</div>	<div>Schoonmkr</div> <div></div> <div>1  Cav-2WV</div> <div>2 • 0</div>	<div>1 NY</div> <div></div> <div>1  Cav-1WV</div> <div>0 • 0</div>	<div>Wynkoop</div> <div></div> <div>2  Cav-1WV</div> <div>2 • 0</div>	<div>Tibbits</div> <div></div> <div>1  Cav-1WV</div> <div>2 • 0</div>	<div>NY Militia</div> <div></div> <div> AP</div> <div>0 • 0</div>	<div>25 NY</div> <div></div> <div> AP</div> <div>0 • 0</div>	<div>Briggs</div> <div></div> <div> AP</div> <div>0 • 0</div>
<div>Wagon Train</div> <div></div> <div> E-V</div> <div>1 • 0</div>	<div>Railroad</div> <div></div> <div>Movement</div>	<div>Stone Fort</div> <div></div> <div>W252n</div>	<div>Fog</div> <div></div>	<div>Fog</div> <div></div>	<div>Fog</div> <div></div>	<div>Lowell-B</div> <div></div> <div> W</div> <div>1 • 1</div>	<div>Lowell-A</div> <div></div> <div> W</div> <div>1 • 0</div>	<div>8 IL</div> <div></div> <div> W</div> <div>1 • 0</div>	<div>Blakely</div> <div></div> <div>R  Cav-2WV</div> <div>1 • 1</div>