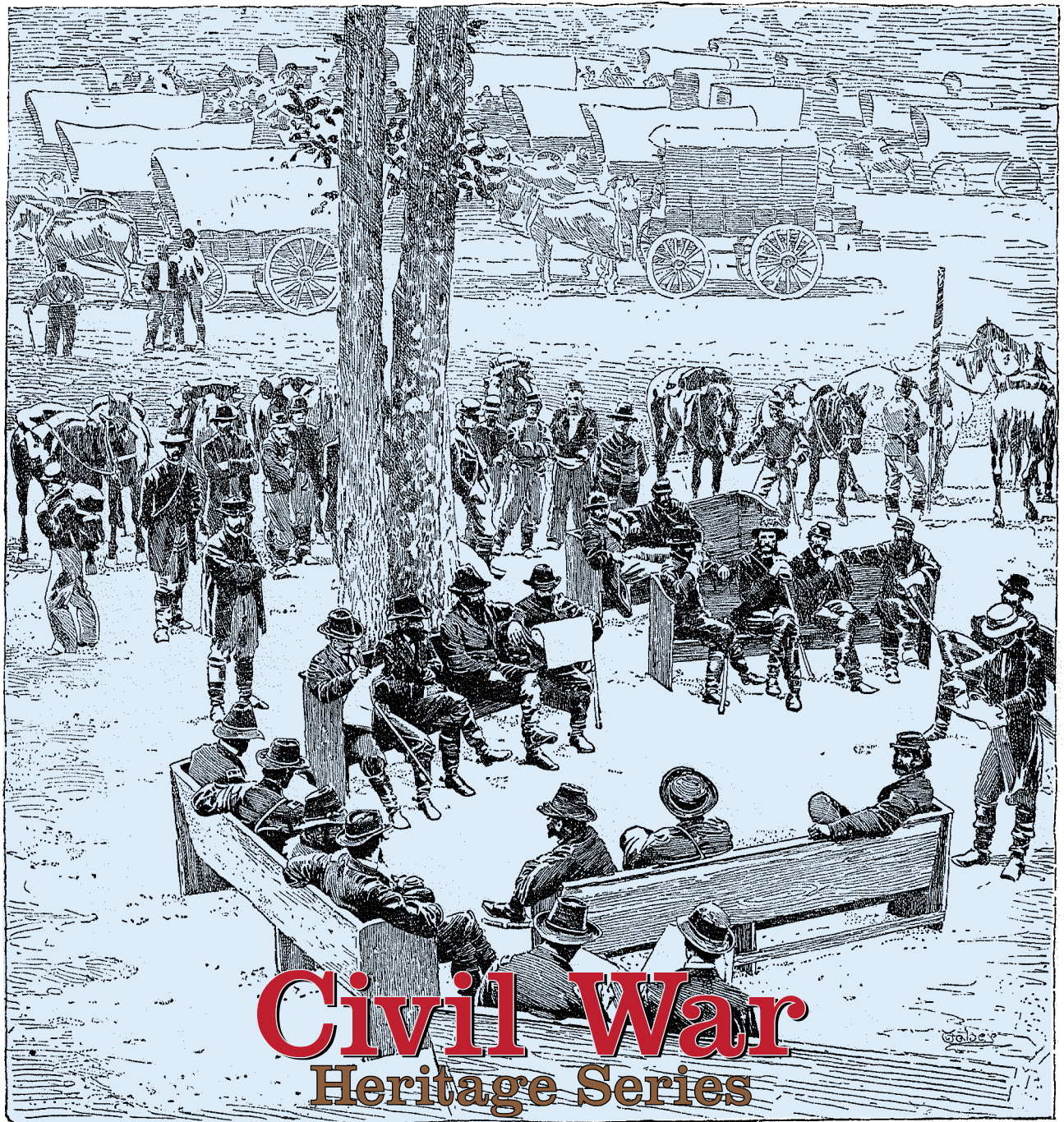


ARMY OF THE POTOMAC



Civil War
Heritage Series

PLAYBOOK

Civil War Heritage Series, Volume II:

1862: Fair Oaks/Seven Pines, The Seven Days

1864: Spotsylvania, North Anna, Cold Harbor, The Overland Campaign

Game Design: Mark Herman

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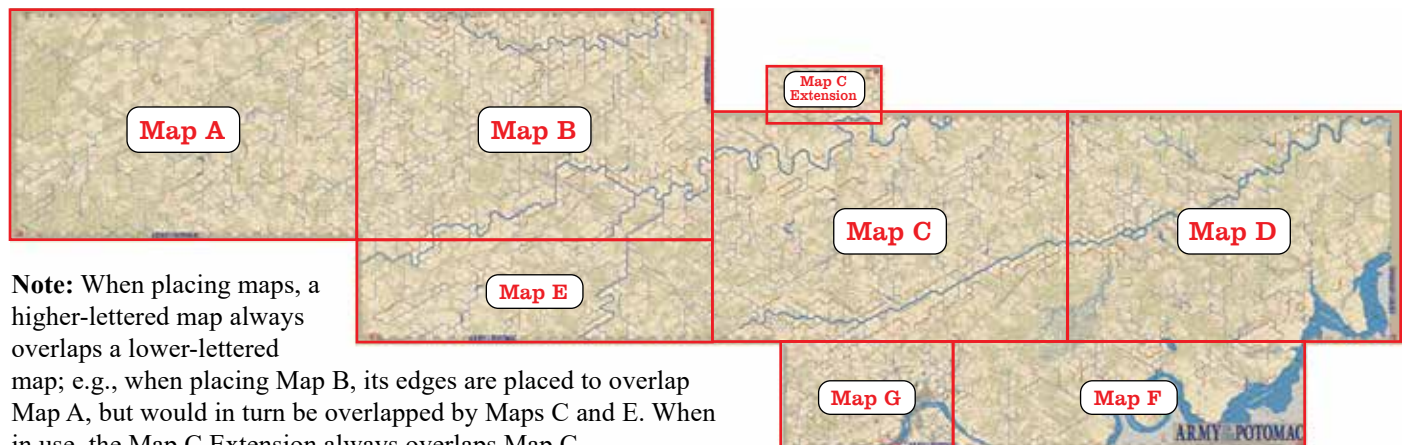
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Introduction

Army of the Potomac scenarios use the core *Civil War Heritage Series* rules for each of the five battle scenarios. *Army of the Potomac* also has two campaign scenarios covering Grant's 1864 Overland Campaign.

Play Note: If you already know how to play *Rebel Fury*, you do not need to read the Series Rules in order to play any of the battle scenarios (e.g., Battle of Spotsylvania Courthouse (May 18)). I have included in this package the entire 1864 Overland Campaign, from the end of the Battle of Spotsylvania Courthouse (May 18) until the Battle of Cold Harbor (June 3rd). In order to play either campaign, you will need to read and apply the Campaign Rules, which will bring in a number of operational level rules and conditions that take a low complexity Grand Tactical battle game up several notches in difficulty. I say this knowing that you have likely stopped reading this note by now and are setting up a campaign game. That said, you are never required to learn or play it; but who am I kidding?

Army of the Potomac Map Schematic:



Note: When placing maps, a higher-lettered map always overlaps a lower-lettered map; e.g., when placing Map B, its edges are placed to overlap Map A, but would in turn be overlapped by Maps C and E. When in use, the Map C Extension always overlaps Map C.

Army of the Potomac Components List

- One *Civil War Heritage Series* Core Rulebook
- One Playbook (this manual)
- Four 22"x 34" map sheets (lettered A, B, C, D)
- Two 11"x 34" map sheets (lettered E and F)
- One 11"x17" map sheet (lettered G)
- One Small cardstock map (Map C Extension)
- One 8"x10" cardstock Union 1864 Off-Map Display
- Two 8"x10" cardstock Game Turn Tracks (1862 and 1864; the 1862 Game Turn Track is two-sided)
- Two Counter sheets
- Two Player Aid Cards
- Two 10-sided dice (one blue and one gray)
- One special die (orange with soldier/explosions)

Scenarios and Map Alignment

Army of the Potomac, Volume II of *Civil War Heritage Series*, comes with four scenarios that are set up on a single map (along with one or more partial maps or map extensions), one or more for each of the three maps (and half map extensions) supplied in the game. The Seven Days Battles scenario uses multiple maps, and the 1864 Campaign uses all of the maps. The maps are labeled and used for the following scenarios:

1. **The Battle of Spotsylvania Courthouse (May 18):** Map A
2. **The Battle of North Anna:** Maps B and E
3. **The Battle of Cold Harbor:** Maps C, F, and G
4. **The Battle of Fair Oaks/Seven Pines:** Maps C, F, and G
5. **The Seven Days Battles:** Maps C, D, F, and G
6. **1864 Overland Campaign:** Maps A, B, C, D, E, F, and G plus Map C extension
7. **1864 Overland Campaign (May 5 Start):** Maps A, B, C, D, E, F, and G plus Map C extension and the Wilderness/Spotsylvania Map from *Rebel Fury*

Map and Hex Setup Note: All setup hexes are preceded by a letter from A-G and denote on which map the hexagon is located. No units set up on the Map C extension.

Play Note: The scenarios are of various lengths, but I suggest Fair Oaks/Seven Pines if you are playing your first game versus an opponent, since it is only two Game Turns long. This is just a suggestion, so if you have another battle that interests you more, have at it.

Counter Codes

The counters for each scenario have a one- or two-letter/number code in the upper left hand corner of the counter. Use the counters with the corresponding Scenario Code that align with the setup for a particular scenario. The extended 1864 Campaign scenario (May 5 Start) uses some counters from *Rebel Fury*.

Play Note: Each scenario has its own unique set of counters with their own letter code, so it should be possible to set up and play multiple scenarios simultaneously on different maps if you make some accommodation for extra copies of Game Turn Tracks, special die, and such.

Counter Codes for *Army of the Potomac, Civil War Heritage Series, Volume II:*

- 18 = Spotsylvania (May 18)
- N = North Anna
- CH = Cold Harbor
- FO = Fair Oaks/Seven Pines
- 7 = Seven Days
- 64 = 1864 Overland Campaign

Play Note: Spotsylvania (May 18) counters (labeled “18”) are used to begin the 1864 Overland Campaign and are augmented by the counters labeled “64” that are added to the Campaign scenario.

The extended 1864 Campaign scenario (May 5 start) uses the Wilderness counters and setup from *Rebel Fury* (with some modifications).

General Scenario Setup Conditions

- HQs that have a “B” after their setup are in Battle Mode, those with an “M” are in Maneuver Mode. Due to space constraints the HQ Mode is not listed on the counters, so refer to the setup instructions in this booklet.
- Units begin all scenarios in the hex indicated in the setup instructions, on their Maneuver Formation side (the side with a 4 Infantry or 6 Cavalry movement allowance), unless told otherwise in the scenario setup. Setup hexes are prefaced by the map letter on which the unit sets up.
- If a scenario has units stacked in an Entry Hex, these units are treated as reinforcements and must exit the Entry Hex before the owning player may pass during a Movement Phase.
- Union units that have a setup instruction of OFF are placed on the Union Off-Map Display. The space is not indicated on the counter but in the setup information in this booklet.

- Detachments that have a setup instruction of AVAIL(able) can be placed per the normal rules for Detachment placement during the first or later Detachment Placement Step of the scenario.
- The Time Record Track for the 1864 Campaign shows the entire period of Grant’s offensive, with labeled Turn numbers for each scenario. Reinforcements enter for each scenario according to these Turn numbers. All reinforcement Turns of entry are tied to the individual non-Campaign scenarios and the corresponding Turn’s date and time (AM/PM) should be used to ensure that units enter at the proper time when playing the Campaign.

Reinforcements

- Units with a turn-hex setup instruction enter that turn in that location (e.g., “3-C2200”), whereas units that have a Turn number (e.g., “T6”) enter as if they are Blown units placed adjacent to their HQ in Battle Formation, but do not count against the Blown unit limit. If more than one unit is arriving, they can be stacked but must be unstacked prior to the owning player passing unless there are no legal hexes to enter, in which case the player may pass.
- If an HQ is received as a reinforcement, it is placed during the HQ Redeployment Placement Step of the Turn indicated for its arrival, following all rules for HQ placement.

Defensive Works

- Some scenarios have Entrenchment hexes that are printed on the map.
- Note that some scenarios have units already in Field Works or Entrenchments; these are not indicated on the counter but in the setup information in this booklet.

New Terrain Types

- Swamp:** Change Formation; no Attacker Artillery Support or Heavy Artillery can be used.
- Richmond On-Map Forts:** These hexes are Garrisoned Forts (9.4).

Optional Flank Attacks

Play Note: This is a rule that I left out of *Rebel Fury*, as I felt that it added a bit more complexity to the system than I wanted at the time. Here I reintroduce this optional rule that I left on the *Rebel Fury* cutting room floor.

One of the reasons that I did not go with this rule in *Rebel Fury* is there are many situations that look like they should apply, but do not. During this war they rarely coordinated line attacks from different units, let alone those separated by any distance; their desire to avoid friendly fire, and sound/couriers were inconsistent timing methods. The situations when forces successfully coordinate are already built into the combat system when you force the defender to Retreat or become Blown.

During Step 2A of Attack Resolution, if all the following conditions are true, the Defender is considered Flanked:

1. The Infantry Division Attacker benefits from its Infantry Division Attack Support and Corps/Division Integrity bonuses from the same unit.
2. The Defender is surrounded by a continuous line of at least four enemy Infantry Divisions that includes the attacking Infantry Division and its Attack Support from the same Corps/Division plus none of the attacking units or their ZOCs cross uncrossable Terrain (such as a River or Escarpment hexside).

There are two important reminders when considering if a unit is Flanked:

1. Units friendly to the Defender do not negate ZOCs.
2. ZOCs do not extend across some terrain (see TEC).

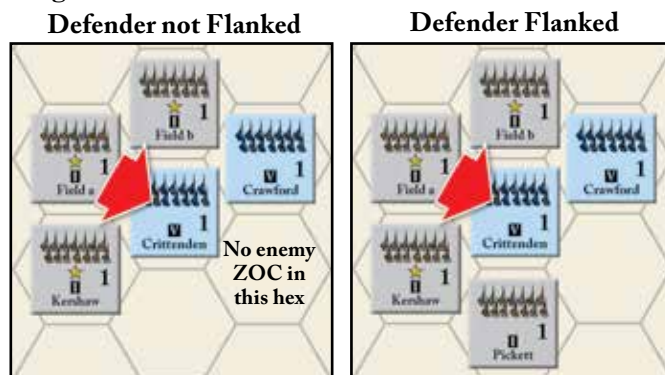
When a Defender is Flanked:

1. It cannot receive Artillery Support.
2. Its Defender Terrain Modifier from Defensible Terrain is reduced to +1 instead of +3. A Defender in an Entrenchment or a Fort still benefits from the +5 modifier.
3. A Defender still receives any applicable Leadership, Troop Quality, and Corps/Division Integrity bonuses.

Diagram 1 demonstrates how two situations look similar, but only one of them gains the Flank attack benefit. Diagram 2 shows two similar situations where the Defender is *not* Flanked, due to a discontinuous line of attackers. Note that in both Diagram 2 cases, if the Defender were forced to Retreat, it would instead become Blown due to Retreating into an enemy ZOC, which is unchanged from the Series rules.

Design Note: This rule subtly enforces proper ACW tactics of continuous lines of defense where a position's vulnerability is its flanks where multiple supported assaults should statistically achieve their objective. The flank optional rule that I removed from *Rebel Fury* is bringing in the tactical situation where a defender perceiving it was simultaneously receiving fire from its front, flanks, and rear, would usually break and retreat.

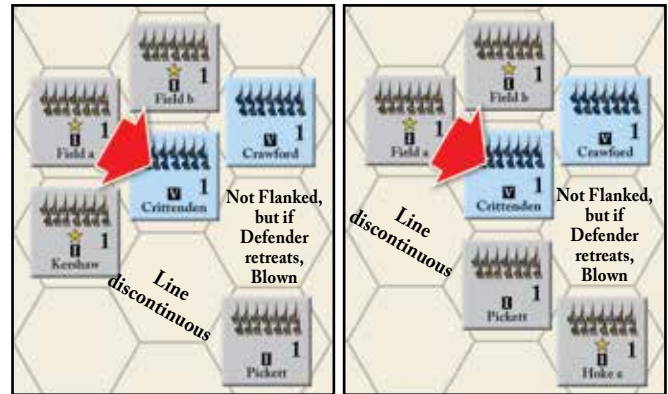
Diagram 1:



In the left image above, the Defender is not Flanked as it is not surrounded by enemy ZOC and is surrounded by less than the four Infantry Division minimum. In the right image, you see the typical situation where a Defender is Flanked as it is

an attacking Infantry Division receiving its Attack Support from its Corps/Division and is a component of four Infantry Divisions in a continuous line with their ZOCs surrounding the Defender (and not shown there is no uncrossable terrain).



Diagram 2:



In both of the images above, the Defender is not Flanked for the same reason: while there are a minimum of four Infantry Divisions projecting their ZOCs to surround the Defender, they do not form a continuous line.

Note that even though the Defender is not Flanked (thus denying the Flank bonus to the Attacker), in all situations where the Defender has to retreat, the retreating unit would be Blown as it is still surrounded by enemy ZOCs.

Game Tracks

1.   There are two Game Turn Track Displays, one for the 1862 scenarios, and one for 1864 scenarios and the 1864 Overland Campaign. The 1864 display shows the entire period of Grant's offensive, with spaces marked for the various scenarios. Place the Game Turn marker on the appropriate track or start space on its Clear or Rain side for the scenario being played.
2. The Remaining Moves/Attacks tracks are also used to keep track of artillery Ammunition Points; place the Artillery Ammo marker on the track in the appropriate location. Note that the back of the marker has a +10 and allows tracking up to 19 Ammunition Points, which is the maximum in any scenario.
3. Place the Moves/Attacks Remaining marker near the same track to allow you to track moves after one side has passed. (You can also use a die for the same purpose if you prefer that method.)

Victory Conditions and Entry Hexes

Scenarios may have a Generalship Victory condition (determined by VP, as outlined in the series rules), a unique Strategic Victory condition, or both. Many Strategic Victory conditions require a player to trace from one map Entry Hex to another of a specific length or less.

Important: Strategic Victory Condition Rule – As a reminder, you cannot use any friendly unit on or within four hexes of a friendly Entry Hex to include the hex it occupies or its ZOC/ZOI extending beyond this four-hex limit, to prevent your opponent from achieving a Strategic Victory condition. This situation would usually arise in the form of a path being traced from two locations of a length specified in the Strategic Victory condition for that scenario. Since your opponent cannot place units near the Entry Hex, you in turn cannot use units near the Entry Hex (or their ZOC/ZOI) to block a path being traced to an Entry Hex for a Strategic Victory condition. This restriction only applies to Strategic Victory conditions, otherwise all core rules apply to other restrictions.

Design Note: This is a public safety measure to prevent a “rules lawyer” from being injured by their opponent. Entry Hexes are an “edge of the world” phenomenon and neither player can use their units to impede reinforcements or avoid an obvious defeat by trying to exploit the map edge in an obviously poor sportsmanship manner. In order to prevent your opponent from tracing a path from one location to another, you will have to block that path somewhere other than the four-hex zone near a friendly Entry Hex. Try not to spend too many mental cycles trying to circumvent this rule, just try and win the battle. If you think you have found a loophole to this rule, you have not.

Game Balance and Choosing Sides

For situations where competitive play is an important dimension of enjoyment, I have supplied the following bidding for sides procedure:

1. Write down on a piece of paper which side a player prefers to play and the number of Victory Points they are willing to give to their opponent in order to play that side.
2. Compare the bids, and one of two conditions will apply:
 - A. **Different Sides Chosen:** Each player gets to play the side chosen. Compare the Victory Point bids and subtract the lower from the higher and award to the lower bid that number of Victory Points, then begin play.
 - B. **Same Sides Chosen:** The player with the higher Victory Point bid plays the chosen side and awards that number of Victory Points to the lower bidder. In case of a tie, continue throwing 1d10, until one player rolls higher and gets to play the side of their choice and applies their bid.

Design Note: As I have written in my C3i Clio’s corner, game balance is far more sensitive to player skill than the historical conditions of the battle. That said, some scenarios such as Seven Days are best played solitaire, for which I have supplied solo rules of play.

For me a game is more about the journey than the destination. However, for competitive purposes I supply the above procedure to even-up a situation that—due to player experience and knowledge—gives one side a disproportionate perceived or real advantage.

Changes to the Series Rules

Since this is Volume II of the *Civil War Heritage Series*, there is a Series Rulebook included with this game. There are four changes to the series rules for players familiar with *Rebel Fury*, and you can save time re-reading the whole Series Rulebook by reading this section instead. The first two of these changes may be applied to *Rebel Fury* scenarios, the other two must be applied when playing *Rebel Fury*.

First, the Strategic Victory Condition Rule (see the “Important” box in the prior section) has been changed so that friendly units within four hexes of a friendly Entry Hex cannot be used to prevent their opponent from achieving a Strategic Victory Condition. This is the same rule that is in *Rebel Fury*, but going forward, the number of hexes is reduced from five to four; this change can be used in *Rebel Fury* scenarios but is not mandatory.

Play Note: An Entry Hex is a hex that is specifically labeled with a letter. Some paths trace from or to an Entry Hex from or to an on-map hex, such as Richmond. The four-hex range exclusion for ZOC/ZOI only pertains to Entry Hexes *not* on map hexes.

Second, when bidding for sides using the Game Balance rules, players now bid with Victory Points instead of Ammunition Points. Again, these rules may be used with *Rebel Fury* scenarios or they may be played according to the rules in the box, as players prefer.

Third, the rules now specify that Cavalry Divisions may never move in such a way as to create a Mandatory Attack against an Infantry Division, and they can never build Pontoon Bridges. These changes do not mean Cavalry Divisions will never have to make a Mandatory Attack, as a competent enemy may seek to pin your cavalry in place and force them to fight without Artillery Support against their Infantry Divisions. Any Mandatory Attacks that a Cavalry Division would be required to make against Infantry Divisions must be resolved.

Finally, when a Breakthrough or Disaster result is achieved on the Attack Results Table, the Defender loses one Ammunition Point for exploding caissons whether the defending Division used Artillery Support or not.

In addition to these changes, there are now rules for Garrisoned Forts (9.4) in the Series Rulebook. These are used in the Campaign, and will be used in future scenarios.

Design Note: In the following scenarios, where place names are relevant to gameplay, a hex number will always be provided to make sure you can pinpoint it. If no hex number is provided, the place name is provided for historical interest only.

1862 Scenarios



Sumner's march to reinforce Couch at Fair Oaks Station

The Battle of Fair Oaks/Seven Pines

May 31, 1862

Maps: C, F, and G

Battle Length: 2 Game Turns (May 31, 1862, AM and PM)

Ammunition Points: Union starts with 4 Ammunition Points and CSA starts with 0 Ammunition Points

Scenario Code: FO

Special Rules

1. The game begins with the Movement Phase (skip the Command and Organization Phases).
2. The CSA is the first player on Turn 1.
3. Do not use the optional Flank Attack rules (page 3).
4. Divisions that receive eliminated results in an attack count for 3 VPs. As this is a one-day scenario, Blown units are eliminated, but count for 1 VP, not the usual 3 VP.
5. Both the Union and CSA HQ must remain in Battle Mode for the entire scenario and never leave their starting hex.
6. **Uncoordinated Forces:** The Attack Support modifier cannot be received by either side (see Step 2A of the Attack Resolution process). The Corps/Division Integrity modifier is only available to Divisions, not Corps. In case of a Breakthrough or Disaster result, any unit used for Division Integrity must be the unit chosen to be affected beyond the attacker.
7. **“Bull Sumner” Fearlessness:** Only Union II Corps units may cross a River Bridge or Ford, and only during the PM Game Turn’s Movement Phase. No other units may cross at any time.

Victory Conditions

1. **Generalship Victory:** Per the rules except the Union wins ties.

2. **Strategic Victory:** There is no Strategic Victory in this scenario.

Optional Solitaire Rules

This scenario is very amenable to solitaire play. Solitaire play uses all the scenario Special Rules in addition to the following Solitaire-only rules.

Player Forces: You play as the CSA and will move and attack with Union forces per the rules below (there is no “bot”, just follow the instructions below as best as you can).

Guidelines: The Union is run according to the guidelines below. These are only guidelines and you, the player, will have to make a number of decisions for the Union. When there are multiple equally good options, assign probabilities and roll a die to decide. Do not stick to these guidelines where it would result in obviously bad play—the intent of the guidelines is to give you an overall strategy for the Union and help you make decisions.

Movement Phase

1. During the AM Turn, the Union will pass on their first move, at which time the CSA player determines the number of Remaining Moves they will receive on 1d10, no modifiers.
2. During the PM Turn, the Union will move Sumner’s II Corps north of Fair Oaks (C4823) and enter the ZOC of any CSA units that are on or project a ZOC onto Fair Oaks.
3. During the PM Turn, the Union will move the Union III Corps units toward Seven Pines (C5023) and either occupy it or attempt to recapture it if held by CSA units.

Attack Phase

1. During the AM Turn, the Union will not attack. The Union will pass after the first CSA attack, at which time the CSA player determines the number of Remaining Attacks they will receive.
2. The Union will use Artillery Support defending against all CSA attacks until their Ammunition Points are expended.
3. During the PM Turn, the Union will not attack except to recapture Fair Oaks (C4823) or Seven Pines (C5023). If both are CSA-occupied, roll a die to determine the order to attack.
4. The Union will use Artillery Support for attacks during the PM Turn only to attempt recapture of Fair Oaks (C4823) or Seven Pines (C5023), in which case one artillery ammunition point will be used for an attack to recapture either of those locations or both.

Fair Oaks/Seven Pines Setup:

Solitaire Play Balance: Reduce the Union from 4 to 2 Ammunition Points and give the CSA 1 Ammunition Point.



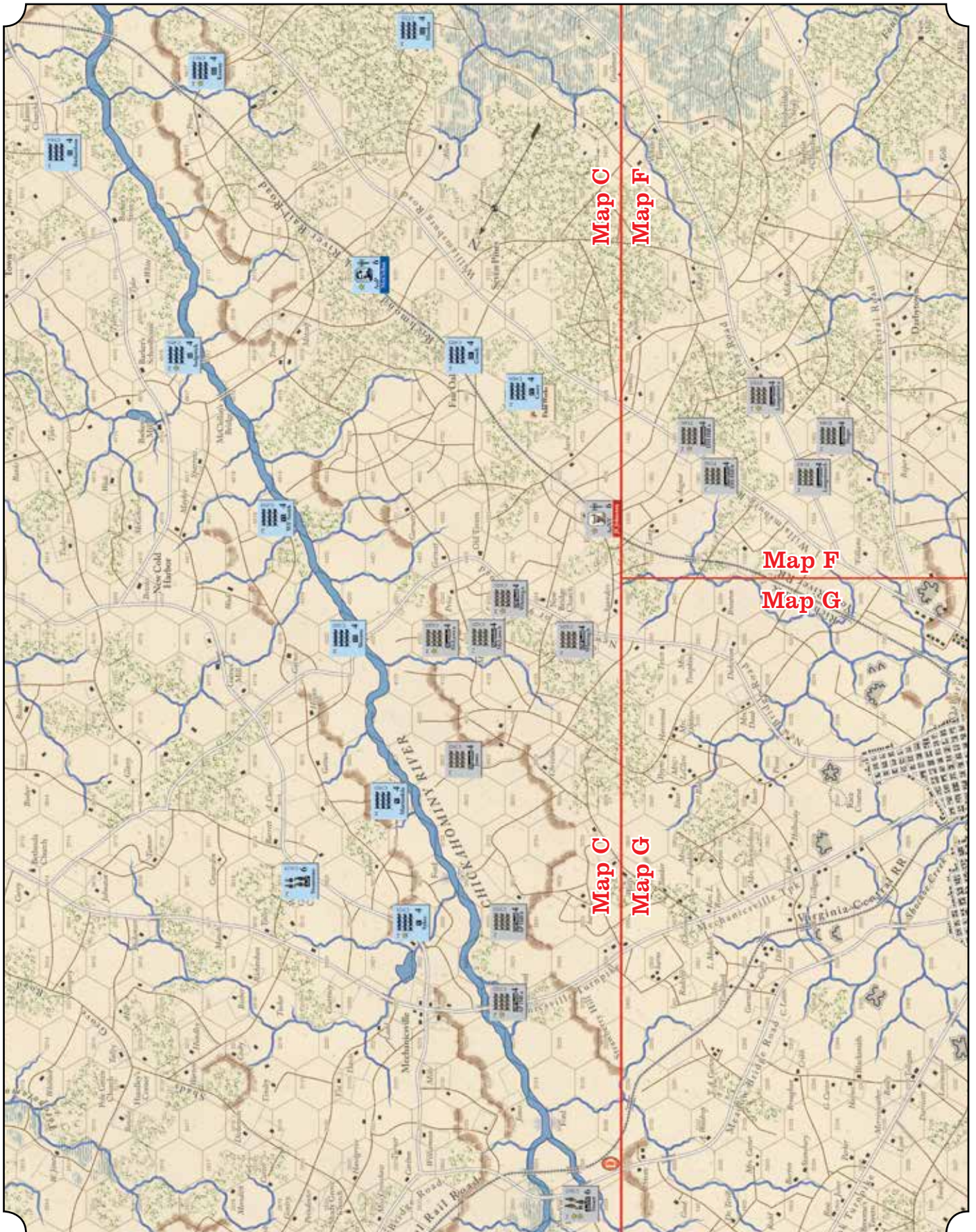
USA

Organization	Unit	Name	Quality	Special Setup	Setup
AoP	HQ	McClellan	★	Battle Mode	C5120B
II Corps	Infantry	Richardson	None		C5414
II Corps	Infantry	Sedgwick	★		C4916
III Corps	Infantry	Hooker	None		C5721
III Corps	Infantry	Kearny	★		C5617
IV Corps	Infantry	Couch	None		C4922
IV Corps	Infantry	Casey	None	Field Works	C4824
V Corps	Infantry	Martindale	None		C3821
V Corps	Infantry	Sykes	★		C3521
VI Corps	Infantry	Slocum	None		C4220
VI Corps	Infantry	WF Smith	None		C4518
AoP	Cavalry	Stoneman	None		C3619
AoP	Cavalry	3 PA	Detachment		AVAIL
AoP	Cavalry	1 NY	Detachment		AVAIL
AoP	Infantry	Berdan SS	Detachment		AVAIL



CSA

Organization	Unit	Name	Quality	Special Setup	Setup
AoNV	HQ	JE Johnston	★	Battle Mode	C4525B
GW Smith	Infantry	Whiting a	★		C4323
GW Smith	Infantry	Whiting b	None		C4225
GW Smith	Infantry	AP Hill a	★		C3323
GW Smith	Infantry	AP Hill b	None		C3523
Magruder	Infantry	Jones	None		C3922
Magruder	Infantry	McLaws a	★		C4222
Magruder	Infantry	McLaws b	None		C4223
Longstreet	Infantry	Longstreet a	★		F1502
Longstreet	Infantry	Longstreet b	None		F1303
Longstreet	Infantry	DH Hill a	★		F1401
Longstreet	Infantry	DH Hill b	None		F1301
Longstreet	Infantry	Huger	None		F1404
Cavalry	Cavalry	Stuart	★★		C2825
AoNV	Infantry	Cobb's GA	Detachment		AVAIL
AoNV	Infantry	Palmetto SS	Detachment		AVAIL
AoNV	Infantry	2 MS Bn	Detachment		AVAIL



Setup diagram for the Fair Oaks/Seven Pines scenario



Charge of Confederates upon Randol's Battery at Frayser's Farm

The Seven Days Battles

June 25 - July 1, 1862

Maps: C, D, F, and G

Battle Length:

- **Solitaire:** June 26 PM to July 1 PM 1862 (11 Game Turns)
- **Two-Player:** June 26 AM to July 1 PM 1862 (12 Game Turns)

Ammunition Points: Union starts with 19 Ammunition Points and CSA starts with 9 Ammunition Points

Scenario Code: 7



Design Note: I chose to make the Seven Days battle a solitaire scenario, which I have found more accurately captures the historical narrative, plus there is a two-player option for those who would like to see a “what if” version of the battle.

Design Note: *Army of the Potomac*, like its *Rebel Fury* predecessor, is a Grand Tactical ACW simulation (see design notes and article for more details). As such, the HQs represent the commanding general’s maneuver intent, not their location. McClellan intended to attack Lee on the same day Lee initiated his turning movement attack on Porter’s Corps. Lee’s turning movement was intended to threaten the Union Pamunkey River supply line at White House and destroy the V Corps, isolated from immediate support by the rain-swollen river.

Lee’s attack unsettled McClellan’s plans, and the Union commander chose to forgo offensive operations and shift his supply base from White House to Harrison’s Landing (on the James River). While there are many issues around the exact timing of when McClellan made this decision, what is clear is that on or about the time when Lee attacked on the afternoon of June 26th, the Union supplies began to move by land and sea toward Harrison’s Landing.

Special Rules

1. The game begins with the Movement Phase (skip the Command and Organization Phases).
2. The CSA is executing a Turning Movement (see design note on the previous page). Use the Turning Movement rules (4.1, 4.2), except Lee begins in Battle Mode. There are specific rules for removal of the Lee HQ in the Two-Player and Solitaire scenarios (see below).
3. Prior to the June 27 AM Movement Phase, Jackson's units make three Extended Marches. Once this is concluded, conduct the Turn's Movement Phase. All Command Range and movement rules apply.
4. **Union Gunboats:** McClellan's HQ is a two star in Battle Mode if he is within five hexes of a James River hex or hexside.
5. **Jefferson Davis HQ:** If the Jefferson Davis HQ is chosen as the Active HQ, a unit is only in Command if it is stacked with Davis. Hence, when Davis is the Active HQ, units may only move toward Davis. Davis may only deploy a Detachment stacked with his HQ.
6. **Union Supply Base Transfer:** Set up the Wagon Supply Path (Wagon) markers in their setup hexes. During the End Phase of each Turn, remove the Wagon marker labeled with that Turn (e.g., remove the June 29 AM Wagon marker during the End Phase of the June 29 AM Turn). Both the Solitaire and Two-Player rules have Victory Conditions related to the CSA blocking the Union Supply Base Transfer (see Victory Conditions).
7. **Wagon Train Escort:** Peck's Division from the IV Corps is tasked with protecting the Wagon route. As such, Peck's Division may move without any Command Range restrictions. Peck's Division can be the source for Detachment deployment and any deployments count against McClellan's limit of two per Phase.
8. **Mechanicsville Bridge Damage (Hexes C3322/C3323):** Treat this bridge as a ford until the Movement Phase on the June 28 AM Turn.
9. **Chickahominy Bridge Repair:** With the exception of the Mechanicsville Bridge (see Special Rule 8), all CSA units that cross a Chickahominy River Bridge from scenario start until the June 29 AM turn End Phase treat the Bridge as a Ford hexside. From the June 29 PM turn until the end of the scenario, this restriction is permanently lifted. Union units treat all Chickahominy Bridge hexsides normally for the entire scenario.
10. **Union Gaines' Mill Siege Guns:** CSA units in hexes C4121, C4221, C4320 cannot receive attacker or defender Artillery Support.

Historical Note: The Union had some large caliber siege guns located at Gaines' Mill (hex C4117) and they suppressed CSA artillery units on the south side of the river during the early stages of this scenario.

Solitaire Rules

Solitaire play uses all the scenario Special Rules in addition to the following Solitaire-only rules.

Guidelines: The Union is run according to the guidelines below. These are only guidelines and you, the player, will have to make significant decisions for the retreating Union army. When there are multiple equally good options, assign probabilities and roll a die to decide. Do not stick to these guidelines where it would result in obviously bad play—the intent of the guidelines is to give you an overall strategy for the Union and help you make decisions.

Player Forces: You play as the CSA and will move and attack with Union forces per the rules below (there is no “bot”, just follow the guidelines below as best as you can). Because the Solitaire scenario begins one Turn later than the Two-Player scenario, Lee is completing his Turning Movement. So, to simplify, the CSA is the first player. The game begins with the Movement Phase (skip the Command and Organization Phases). Determine Initiative normally in the following Turns.

Command Phase

1. Even though Lee is conducting a Turning Movement, Lee's HQ begins in Battle Mode. During the HQ Redeployment Placement Step of Turn 2, Lee's HQ may flip to Maneuver Mode. Lee's HQ is available for normal Redeployment on Turn 3 and after; however, Lee's HQ cannot deploy south of the Chickahominy River or SE of the New Bridge (C4220/4221) if any Union units are north of the river. This restriction is automatically lifted from the June 28 PM Command Phase for the remainder of the scenario.
2. McClellan's HQ begins the scenario in Maneuver Mode and remains in its starting hex for the duration of the scenario. During the HQ Redeployment Placement Step, if one or more Union Infantry Divisions are within 5 hexes of the HQ, McClellan will flip to Battle Mode and will remain in Battle Mode for the remainder of the scenario.
3. McClellan can deploy up to two detachments per Detachment Placement Step and will deploy Detachments to block unguarded routes that threaten the Supply Wagons (see Overlapping ZOI Guidelines below).
4. The CSA Holmes Division arrives as a reinforcement on Turn 6 (Solitaire) or Turn 7 (2-player), returning like a Blown Division as explained on page 31.

Organization Phase

1. During the Disengagement Step, Union V Corps units that are in an enemy ZOC and



Willis Church, on the Quaker Road near Glendale; used as a Confederate hospital after Malvern Hill

are not south of the Chickahominy River will voluntarily Retreat if they would end their Retreat closer to the McClellan Bridge (C4817/C4818) or Grapevine Bridge (C4916/C4917), or south of the Chickahominy River.

Movement Phase

1. June 26th PM Turn:

- a. The CSA can make a maximum number of moves equal to an unmodified 1d10 die roll.
- b. The Union does not move.

2. June 27th AM Turn and following:

- a. At the beginning of each Command Phase, roll 1d10+10. This result is the maximum number of moves the Union will take during the Turn, then it will pass. If the Union cannot move according to the following guidelines, it will pass.
- b. If the CSA passes first, continue to move Union units until the Union is out of moves or passes.
- c. If the CSA has not passed when the Union passes, the CSA conducts a normal pass die roll to determine how many moves it has remaining.
- d. Union units must end their movement closer to their HQ when they move, except if they move by road, in which case they can end the movement the same number of hexes away from their HQ as when they began moving.
- e. The Union units move according to the rules and guidelines in the following sections.

3. Porter's V Corps:

This Corps starts the scenario north of the Chickahominy River, and while any units are north of the McClellan (C4817/4818) or Grapevine Bridges (C4916/4917) they will move toward the bridges to get south of the river.

- a. Until all units from the V Corps are south of the Chickahominy River (or Blown), or the end of the June 28 AM Turn, no other Union units will move unless necessary to maintain a coherent line of ZOI hexes south of the Chickahominy River to protect the Wagons (see Overlapping ZOI Guidelines below).
- b. Once south of the river, the units conform to normal Command Range restrictions.
- c. Porter's V Corps units will not move more than two hexes from McClellan or Grapevine Bridges until all units are south of the river and the other Union Corps have moved SE of these bridges (roughly the line of hexes from C4818 to F3702, but do not belabor this decision and use your judgement). V Corps units may be forced to Retreat away from the Bridges due to combat, but they will not move otherwise until these conditions are met.

4. Overlapping ZOI Guidelines:

- a. The Union Infantry units must attempt to create an overlapping ZOI relationship to each other anchored on the Chickahominy River. After all Union units are south of the river, the Union must attempt to establish a similar arrangement anchored on the James River. In each case, the key concept is to keep the CSA from penetrating

the Union line south of the Chickahominy River, and to protect the Wagon markers. This supersedes all other movement guidelines.

- b. Once one or more units are in Command Range of McClellan, use in Command units to cover the flanks and to make space for other units to move back into Command Range. The Union should—at all times—maintain a coherent defensive line that guards the Wagon train.
5. All Union units begin the scenario out of Command Range. As an exception to normal movement rules, Union units may, if necessary, end their movement by road the same distance (not closer in range) from their HQ just so you do not have to deal with some likely illogical situations.

Attack Phase

1. The Union will only attack to stop CSA units from penetrating the Union Overlapping ZOI (see Overlapping ZOI Guidelines above).
2. Use defensive Artillery Support in all situations when the Union defender is in Command Range and is not in Defensible Terrain.

End Phase

During the End Phase of the June 26 PM Turn, Porter's Corps is ordered to pull back to a new defensive line.

1. Any Union unit in a CSA ZOC automatically disengages three hexes.
2. Once all Union units disengage, all Porter units are placed in Maneuver Formation, whether or not they are in a CSA ZOI.
3. Once this is completed, the June 26 PM Game Turn is concluded. Note that at the beginning of the June 27 AM Turn, Jackson's units will move onto the map prior to the Movement Phase.

Solitaire Play Balance

Each time you beat the Union, prior to your next play remove three Wagon markers until you do not win, or you feel it is competitive. For example, after you win the first time, remove the June 26 PM, 27 AM, and 27 PM Wagons. If you win again, remove the June 28 AM, 28 PM, and 29 AM Wagons, etc. At some point you will have removed enough Wagons where the Union will become competitive to your skill level.

Solitaire Victory Conditions

1. There is no Generalship Victory in this scenario.
2. **Strategic Victory:** During the End Phase of any Turn, if any of a, b, or c below apply, then the Union Supply Base Transfer is blocked, and the CSA wins:
 - a. A CSA Infantry Division (not Cavalry Division) occupies a hex with a Wagon marker, or
 - b. A Union Wagon marker is in the ZOC of a CSA Infantry Division, or
 - c. A CSA Infantry Division occupies a Road hex between two Wagon markers.

- d. If the CSA has not won the scenario by the End Phase when the last Union Wagon marker (July 1 PM) is removed, the Union has won (historical result).

Solitaire Play Note: The Seven Days battle was initiated by a CSA turning movement against the Union's right flank (Porter's V Corps). McClellan, perceiving the threat to his isolated Corps and supply line, began a retrograde movement toward Harrison's Landing. I could write a ton of special rules to force a human Union player to follow this plan or use the extant HQ rules to accurately capture the historical narrative. McClellan's HQ is located on Malvern Hill close to Harrison's Landing where the last battle of this mini campaign occurred. Union units, when they move, must move toward this HQ location; but remember, command rules only impact movement. Units in and out of command can still attack, pursue, and retreat regardless of their range to the HQ, they are just restricted during movement.

Optional Two-Player Rules

What if McClellan was an aggressive commander? He wasn't, but this is alternate history at its best. When playing with two players, use all the scenario Special Rules in addition to the following Two-Player-only rules:

1. Even though Lee is conducting a Turning Movement, Lee's HQ begins in Battle Mode and remains in Battle Mode for the first two Turns. Beginning on Turn 3, the CSA player rolls for removal normally during the HQ Redeployment Check Step without a Battle Mode DRM marker.
2. **McDowell's I Corps:** Starting with the June 29th AM Game Turn, the Union player rolls 1d10 at the start of each Turn's End Phase. If the Union rolls a zero, the Union I Corps enters during the next Turn's Movement Phase as a standard reinforcement in hex C0906.

Play Note: McClellan still sets up way back on Malvern Hill, so all Union units still begin the scenario out of command. He may be redeployed on subsequent Turns per the normal rules.

Two-Player Victory Conditions

1. **Generalship Victory:** Per the rules. The Union wins ties.
2. **Strategic Victory:**
 - a. During the End Phase of any Turn, if any of the following apply, then the Union Supply Base Transfer is blocked, and the CSA wins:
 - i. A CSA Infantry Division (not Cavalry Division) occupies a hex with a Wagon marker, or
 - ii. A Union Wagon marker is in the ZOC of a CSA Infantry Division, or
 - iii. A CSA Infantry Division occupies a Road hex between two Wagon markers.
 - b. During the End Phase of any Turn, if three or more Union Infantry units occupy a Richmond hex not in a CSA ZOC and can trace a path of hexes free of CSA ZOC/ZOIs to the Union HQ, the Union wins.

- c. If both sides achieve a Strategic Victory in the same End Phase, the Union wins.

Two-Player Play Note: On June 25th, the Union III Corps (Hooker and Kearny) attacked down Williamsburg Road pushing back Huger's picket line. This attack brought Lee to the battlefield to assess the situation. Lee concluded that this was not the prelude to a larger offensive toward Richmond, but he was wrong. McClellan had planned a more general attack for the 26th to capture Old Tavern (hex C4423; now a ruin) and gain access to the New Bridge crossing, currently contested by Magruder (south of river) and Sickles (north of river). However, on June 24th, McClellan received intelligence reports that Jackson was moving to flank his army to the north and threaten his White House supply line. His reaction to this information was to send cavalry under Cooke to delay Jackson's route march and postpone his June 26th attack. The interesting detail is that both armies were planning to attack on the 26th; Lee proceeded, and McClellan postponed. This version of the scenario is the 'what if' McClellan launched an attack to capture Richmond while Lee attempted a turning movement on the other flank, a classic path not taken situation.

Historical Note: The opening of the Seven Days battles was not amongst Stonewall Jackson's finest hours as a military commander. I had two choices to factor this in: writing a rule with die rolls and such to determine Jackson's possible options, or just follow history. My research for this game series indicates that a coordinated attack was the rare exception, not the norm during the American Civil War. Lee communicated his turning movement objectives by bringing Jackson, AP Hill, DH Hill, and Longstreet into a meeting where he let his subordinate commanders establish how they would communicate and initiate his converging attack on Porter. The plan was for Jackson to communicate to AP Hill via Branch when he was ready to attack, which would in turn send AP Hill to retake Mechanicsville and assault the main V Corps line.

Jackson's forces arrive on the map during the June 26th Game Turns, but Jackson does not attack. Around 2pm, AP Hill on his own initiative initiates the offensive without Jackson and without consulting Lee (post-war evidence says he did, it's unclear) or Davis who were nearby. Jackson eventually gets in motion on the 27th. Instead of writing rules to have Jackson not attack, I just have him show up on the morning of the 27th when his units enter the narrative. I am stating all of this just so you understand that I know where Jackson was located from the 17th when he left the Valley through the 26th but I have chosen this simple method for avoiding another special procedural rule. As an aside, for Jackson to be present at Lee's planning meeting he had to ride over 100 miles round trip on horseback and then oversee a rapid rail/foot march from the Valley. I think the answer to his lethargy on the 26th is he was exhausted, not something we sometimes accept from a legend... In fact, I got up at 4am today and I think I need a nap.

The Seven Days Battles Setup:

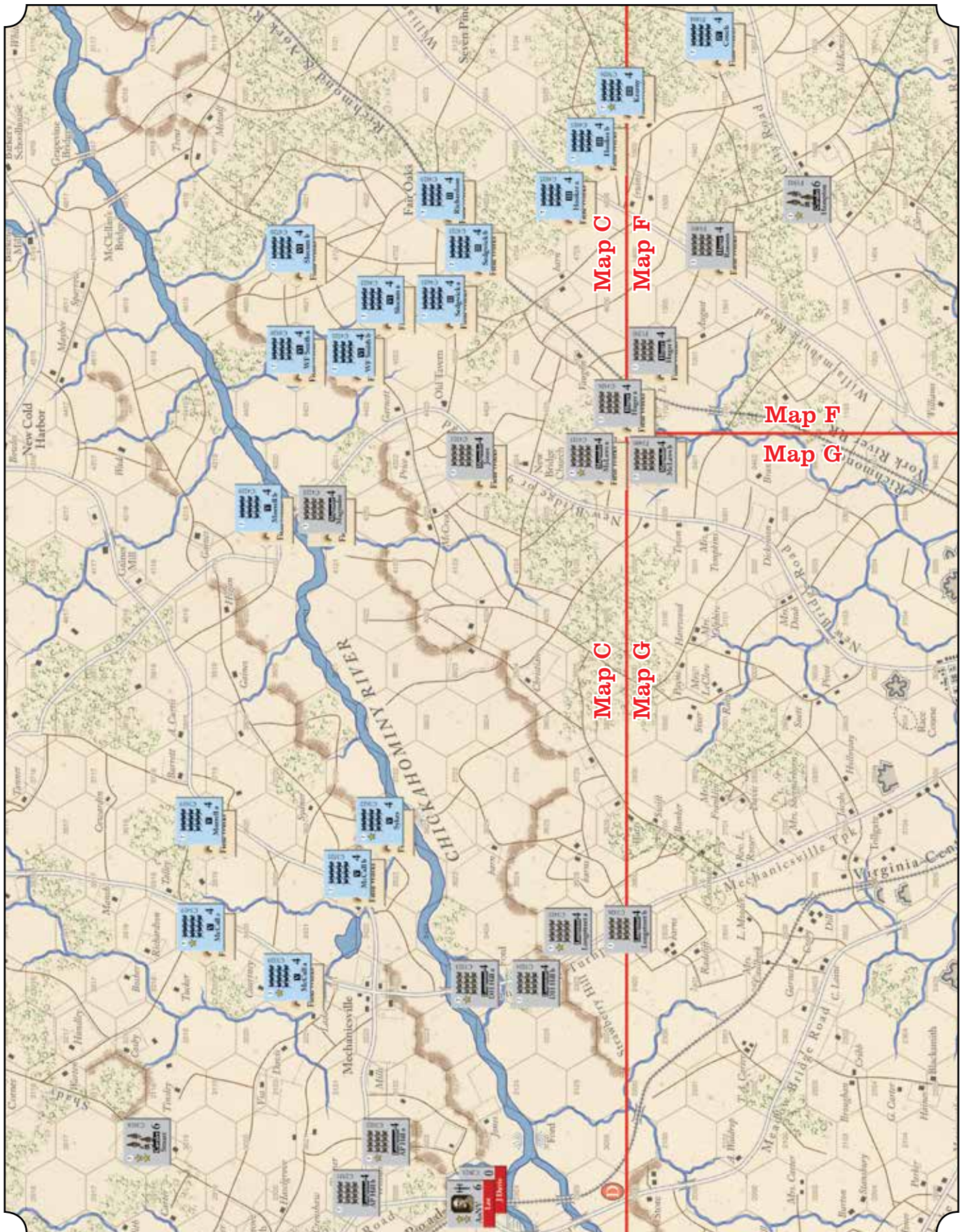


USA

Organization	Unit	Name	Quality	Special Setup	Setup
AoP	HQ	McClellan	★*	Maneuver Mode <i>(not shown on page 14 setup diagram)</i>	F3901M
II Corps	Infantry	Richardson	None	Field Works	C4823
II Corps	Infantry	Sedgwick a	None	Field Works	C4623
II Corps	Infantry	Sedgwick b	None	Field Works	C4723
III Corps	Infantry	Hooker a	None	Field Works	C4825
III Corps	Infantry	Hooker b	None	Field Works	C4925
III Corps	Infantry	Kearny	★	Field Works	C5026
IV Corps	Infantry	Couch	None	Field Works	F1801
IV Corps	Infantry	Peck	None	Field Works <i>(not shown on page 14 setup diagram)</i>	C5716
V Corps	Infantry	Morrell a	None	Field Works	C3619
V Corps	Infantry	Morrell b	None	Field Works	C4220
V Corps	Infantry	Sykes	★	Field Works	C3622
V Corps	Infantry	McCall a	★	Field Works	C3320
V Corps	Infantry	McCall b	None	Field Works	C3521
V Corps	Infantry	McCall c	★	Field Works	C3419
VI Corps	Infantry	Slocum a	None	Field Works	C4622
VI Corps	Infantry	Slocum b	None	Field Works	C4720
VI Corps	Infantry	WF Smith a	None	Field Works	C4520
VI Corps	Infantry	WF Smith b	None	Field Works	C4521
AoP	Cavalry	3 PA	Detachment		AVAIL
AoP	Cavalry	1 NY	Detachment		AVAIL
AoP	Infantry	Berdan SS	Detachment		AVAIL
I Corps	Infantry	Shields a	None	Optional Two-Player Rule	C0906
I Corps	Infantry	Shields b	None	Optional Two-Player Rule	C0906
I Corps	Infantry	Ricketts	None	Optional Two-Player Rule	C0906
I Corps	Infantry	King a	None	Optional Two-Player Rule	C0906
I Corps	Infantry	King b	None	Optional Two-Player Rule	C0906
I Corps	Cavalry	Bayard	Detachment	Optional Two-Player Rule	AVAIL

* McClellan is one star, but can have two, see Special Rules.

Union Wagon Supply Path Markers Locations:	
a. June 26 AM: D2400 (Two-Player start)*	g. June 29 AM: D1416
b. June 26 PM: D2203 (Solitaire start)	h. June 29 PM: D1718
c. June 27 AM: D1904	i. June 30 AM: D2021
d. June 27 PM: D1607	j. June 30 PM: D2024
e. June 28 AM: D1410	k. July 1 AM: F3500
f. June 28 PM: D1313	l. July 1 PM: F3802
* There is no June 26 AM Turn in the Solitaire version of this scenario, so remove the June 26 AM Wagon marker from the Solitaire setup.	



Setup diagram for The Seven Days Battles scenario

The Seven Days Battles Setup:



CSA

Organization	Unit	Name	Quality	Special Setup	Setup
AoNV	HQ	Lee	☆☆	Battle Mode	C2923B
CSA	HQ	J Davis	None	Maneuver Mode	C2923M
Jackson	Infantry	Whiting	None		3-C0906
Jackson	Infantry	Jackson a	☆		3-C0906
Jackson	Infantry	Jackson b	☆		3-C0906
Jackson	Infantry	Ewell	☆		3-C0906
Longstreet	Infantry	DH Hill a	☆		C3323
Longstreet	Infantry	DH Hill b	None		C3324
Longstreet	Infantry	Longstreet a	☆		C3425
Longstreet	Infantry	Longstreet b	None		C3426
Longstreet	Infantry	AP Hill a	☆		C3022
Longstreet	Infantry	AP Hill b	None		C2921
Magruder	Infantry	Jones	None	Field Works	C4323
Magruder	Infantry	Magruder	None	Field Works	C4221
Magruder	Infantry	McLaws a	☆	Field Works	C4325
Magruder	Infantry	McLaws b	None	Field Works	F3400
Huger	Infantry	Huger a	None	Field Works	C4426
Huger	Infantry	Huger b	None	Field Works	F1200
Huger	Infantry	Ransom	None	Field Works	F1401
AoNV	Infantry	Holmes	None		T6 (Solo) or T7 (2P)
Cavalry	Cavalry	Stuart	☆☆		C3018
Cavalry	Cavalry	Hampton	☆		F1502
AoNV	Infantry	Holmes	Detachment		AVAIL
AoNV	Cavalry	2nd VA	Detachment		AVAIL



1864 Scenarios



Struggling for the works at the "Bloody Angle"

The Battle of Spotsylvania Courthouse

May 13, 1864 - May 18, 1864

Map: A

Battle Length: 11 Game Turns (May 13 PM to May 18 PM)

Ammunition Points: USA and CSA each start with 10 Ammunition Points

Scenario Code: 18

Special Rules

1. May 13 PM Turn:

- a. The May 13 PM Game Turn only consists of Grant's Night March, then proceed to the May 14 AM Turn (see below).
- b. **Grant's Night March:** Use the Campaign Night March rules with the following modifications (pg 28):
 - i. The Union V and VI Corps are conducting a Redeploy Night March per the Overland Campaign Rules, with Grant as the Active HQ. The Rain (see below) does not affect this Redeploy Night March.
 - ii. Prior to moving any units, the Union may deploy the MD Bde detachment in any hex with a V Corps unit in contravention of the normal Detachment placement rules.

iii. At the conclusion of all Night March movement, the May 14 AM Turn begins with the Movement Phase.

2. The Union is the first player on the May 14 AM Turn.
3. **Mule Shoe Entrenchment:** The CSA may not enter the Entrenchment until a Union unit has entered it (as a reminder, the Union will have to attack the Ghost Detachment to enter the Entrenchment). Once a Union unit has entered this Entrenchment, follow standard Entrenchment rules.
4. **Wagon Escort:** Ferrero's Division is escorting the Union Wagon train.
 - a. The Wagon marker is not used in this scenario; its presence is implied.
 - b. Ferrero's Division can only move in Battle Formation.
 - c. Ferrero's Division may not voluntarily enter an enemy ZOI/ZOC, nor may it attack or receive Artillery Support. It may Counterattack if it receives that result but will not conduct Pursuit.
 - d. If Ferrero is attacked and receives a Defender Retreat or Breakthrough combat result, it is treated as a Blown result, and the unit returns to play per the normal rules

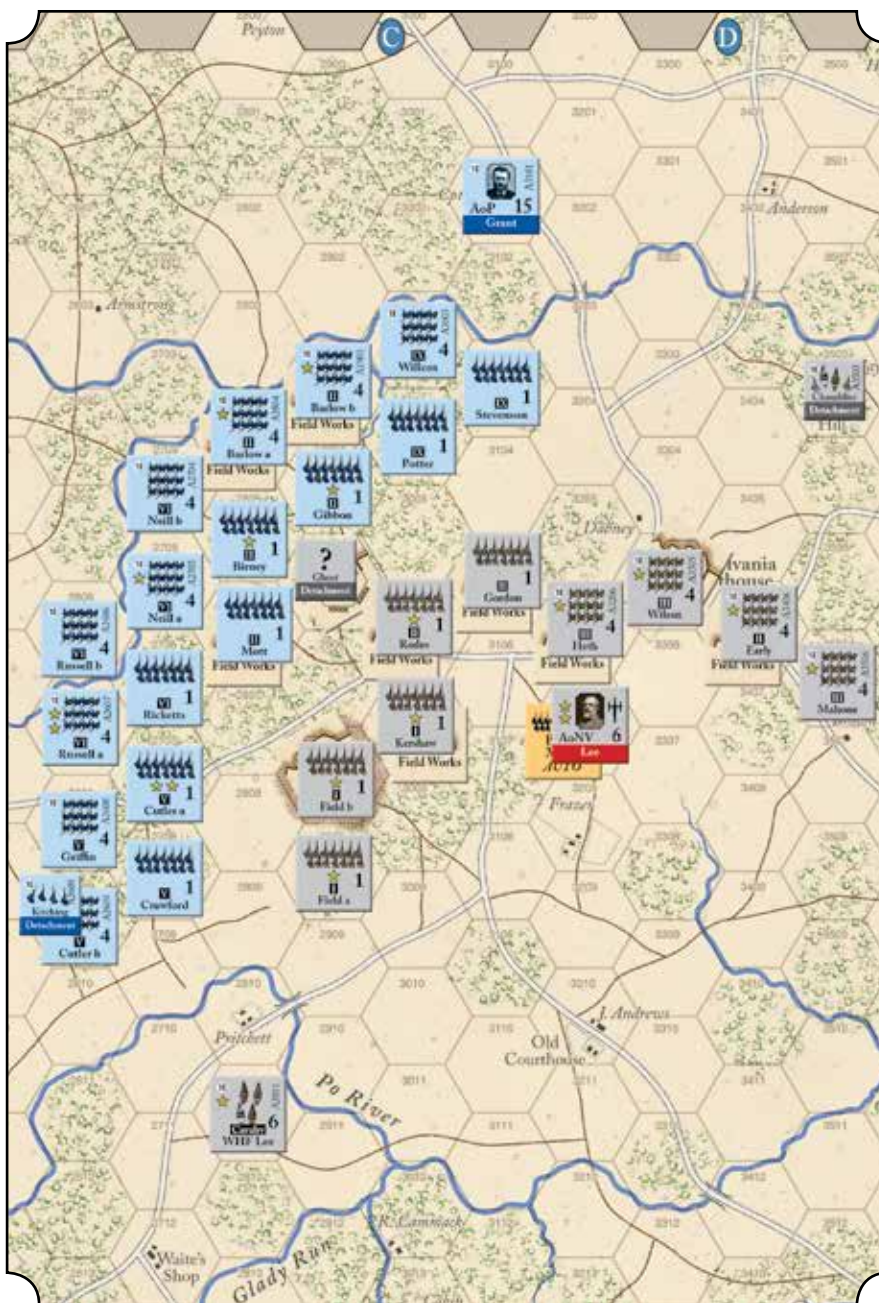
and under the same restrictions. If there is a choice on which units to return, it must be one of the two units returned to play.

- e. If Ferrero is attacked and removed as a Blown unit, the Union player loses 5 Ammunition Points (cannot go below zero).
 - f. Ferrero's Division can be attacked by any CSA Division (including Cavalry).
5. For each Game Turn during this scenario the weather is Rain. Any movement not along contiguous roads must immediately change to Battle Formation and there is no extended march (except during the opening Union Night March).

Design Note: It rained heavily during this period and the ground never quite dried out, slowing maneuver.

- 6. The Union has five total Pontoon Bridges deployable during the game.
- 7. Use the Entrenchment Construction rules from the Campaign rules (pg. 29).
- 8. The Union Tyler Division arrives as a reinforcement on Turn 8, returning like a Blown Division as explained on page 31.

Lee's Uncertainty: During the May 13 AM Command Phase, Lee was in Battle Mode and failed his redeploy die roll, receiving a Battle Mode +2 DRM marker. During the Command Phase of the May 13 PM turn (scenario start), Lee once again failed to redeploy and received a Battle Mode Auto marker, while Grant was in Maneuver Mode establishing the conditions for a Night March. During the May 14 AM Command Phase, Lee automatically redeloys.



Setup diagram for The Battle of Spotsylvania Courthouse scenario

Victory Conditions

- 1. **Generalship Victory:** Per the rules, plus:
 - a. If the Union occupies Spotsylvania Courthouse (hex A3305) at the end of any Game Turn, it is worth a variable number of VPs to the Union according to the following schedule:
 - i. May 13th AM to May 15th PM: 20 VPs
 - ii. May 16th AM to May 18th PM: 15 VPs
 - b. This is a one-time payout. The Union retains any VPs from capturing Spotsylvania Courthouse (A3305) if it is reoccupied by CSA units during a later Game Turn.
 - c. If the Union never occupies Spotsylvania Courthouse (A3305) by the end of any Game Turn listed above, the CSA receives 15 VPs.
 - d. If General Grant's HQ is placed on the map greater than 6 hexes from Spotsylvania Courthouse (A3305), the

Union can no longer score VPs for capturing Spotsylvania Courthouse and the CSA receives 15 VPs.

- 2. **Strategic Victory:** There is no Strategic Victory in this scenario.

Entrenchments

Hex	Facing	Rear Hexsides
A2905 (Mule Shoe)	North	A2906, A3006
A2907	North	A2908, A3008
A3305	East	A3206, A3306

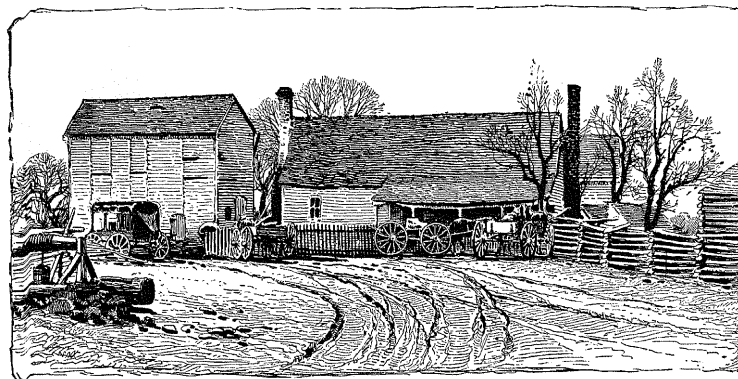
Entrenchment facing indicates the direction of the vertex which the Entrenchment faces; per Series rules all non-rear hexsides are frontal hexsides.

The Spotsylvania Courthouse Setup:



USA

Organization	Unit	Name	Quality	Special Setup	Setup
AoP	HQ	Grant	☆☆	Maneuver Mode	A3101M
II Corps	Infantry	Barlow a	☆	Field Works	A2804
II Corps	Infantry	Barlow b	☆	Field Works	A2903
II Corps	Infantry	Gibbon	☆	Battle Formation	A2904
II Corps	Infantry	Birney	☆	Battle Formation	A2805
II Corps	Infantry	Mott	None	Field Works; Battle Formation	A2806
II Corps	Infantry	Tyler	None		T8
V Corps	Infantry	Griffin	None		A2608
V Corps	Infantry	Crawford	None	Battle Formation	A2708
V Corps	Infantry	Cutler a	☆☆	Battle Formation	A2707
V Corps	Infantry	Cutler b	None		A2609
VI Corps	Infantry	Russell a	☆☆		A2607
VI Corps	Infantry	Russell b	None		A2606
VI Corps	Infantry	Neill a	☆		A2705
VI Corps	Infantry	Neill b	None		A2704
VI Corps	Infantry	Ricketts	None	Battle Formation	A2706
IX Corps	Infantry	Stevenson	None	Battle Formation	A3103
IX Corps	Infantry	Potter	None	Battle Formation	A3004
IX Corps	Infantry	Willcox	None		A3003
IX Corps	Infantry	Ferrero	None	Battle Formation (<i>not shown on page 17 setup diagram</i>)	A1801
AoP	Infantry	Kitching	Detachment		A2609
AoP	Infantry	MD Bde	Detachment		AVAIL
AoP	Cavalry	5th NY	Detachment		AVAIL
AoP	Infantry	2nd CT	Detachment		AVAIL
AoP	Infantry	1st VT	Detachment		AVAIL
AoP	Infantry	23rd USCT	Detachment		AVAIL



Todd's Tavern (hex A2010)

The Spotsylvania Courthouse Setup:

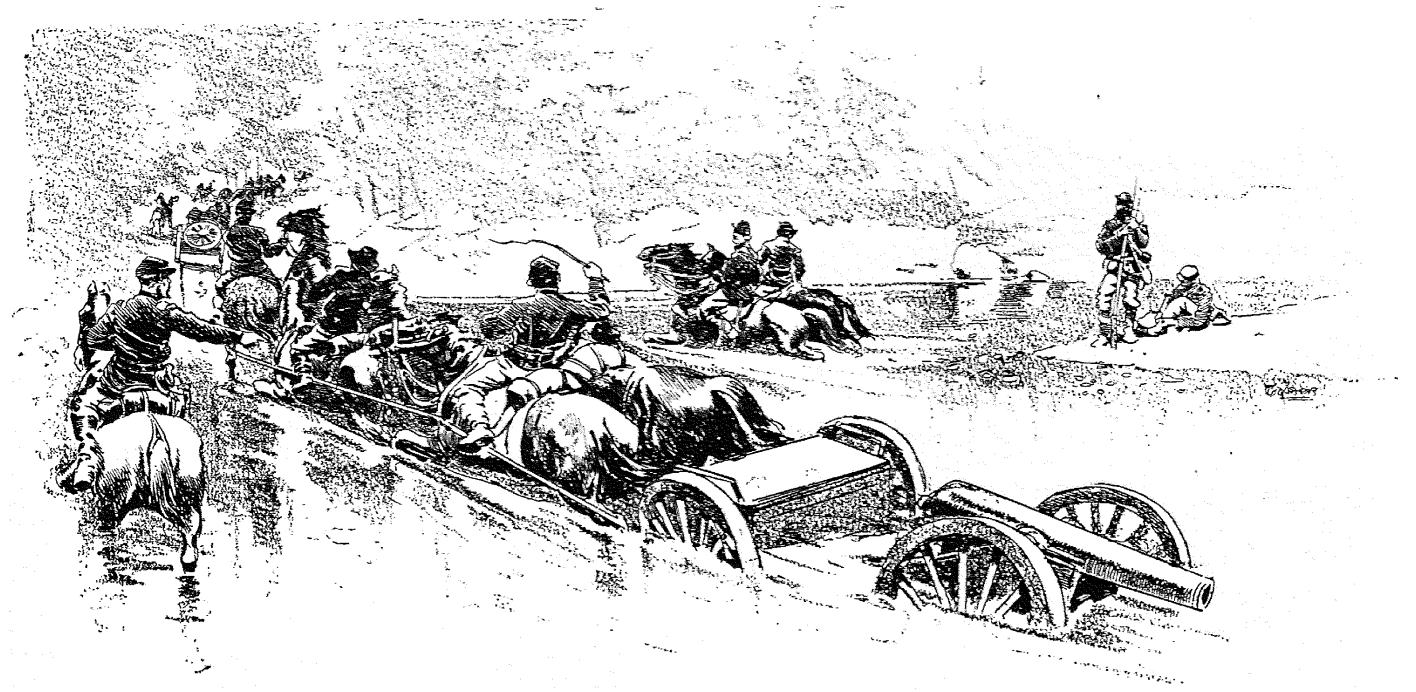


CSA

Organization	Unit	Name	Quality	Special Setup	Setup
AoNV	HQ	Lee	★★	Battle Mode +Auto DR	A3207B
I Corps	Infantry	Kershaw	★	Field Works; Battle Formation	A3007
I Corps	Infantry	Field a	★	Battle Formation	A2908
I Corps	Infantry	Field b	★	Battle Formation	A2907
II Corps	Infantry	Gordon	None	Field Works; Battle Formation	A3105
II Corps	Infantry	Rodes	★	Field Works; Battle Formation	A3006
II Corps	Infantry	Early	★	Field Works	A3406
III Corps	Infantry	Mahone	★		A3506
III Corps	Infantry	Heth	★	Field Works	A3206
III Corps	Infantry	Wilcox	★		A3305
Cavalry	Cavalry	WHF Lee	★		A2811
AoNV	Cavalry	Chambliss	Detachment		A3503
AoNV	Cavalry	Rosser	Detachment		AVAIL
AoNV	Infantry	30/31 VA	Detachment		AVAIL
AoNV	Cavalry	9th VA	Detachment		AVAIL



Breastworks of Hancock's Corps on the Brock Road, May 1864 (AoP Map A)



Fording the Mattaponi (AoP Map B)

The Battle of North Anna

May 25, 1864

Maps: B and E

Battle Length: 2 Game Turns (May 25 AM to May 25 PM)

Ammunition Points: USA and CSA each start with 10 Ammunition Points

Scenario Code: N

Use this setup for both the Solitaire and Two-Player versions of this scenario.

Special Rules

1. The game begins with the Movement Phase (skip the Command and Organization Phases).
2. The Union is the first player on Turn 1.
3. Union units that start the scenario in Field Works that are in the ZOC of a CSA Entrenchment are not obligated to make a Mandatory Attack while they occupy these Field Works.
4. Use the Entrenchment Construction rules from the Campaign (pg. 29).
5. **Optional:** If desired, the Union may add the Sheridan Cavalry units; they can arrive on the PM Turn at hex B5812.

Play Note: This ‘what if’ scenario is best played as a solitaire exercise in assaulting a prepared defense. You will likely see why Grant did not.

Historical Note: This is a hypothetical scenario that examines a Union assault on Lee’s North Anna positions instead of the historical situation where Grant executed a new turning movement to capture Richmond. This turning movement is covered in the Cold Harbor scenario.

Solitaire Rules

Player Forces: You play as the Union.

The CSA will not move or attack but remain in place and defend only. The CSA will always use defensive Artillery Support.

Victory Conditions

1. **Generalship Victory:**
 - a. VPs per the rules for eliminated units. Note that, since this scenario is only two Turns in length, all Blown unit results are eliminations.
 - b. **Generalship:** Hanover Junction (B4121) is worth 15 VPs if the Union occupies it at any time during the scenario and, in the Two-Player scenario, the CSA does not reoccupy it.
2. **Strategic Victory:** There is no Strategic Victory in this scenario.

The Battle of North Anna Setup:



USA

Organization	Unit	Name	Quality	Special Setup	Setup
AoP	HQ	Grant	☆☆	Maneuver Mode	B3216M
II Corps	Infantry	Barlow a	☆	Field Works; Battle Formation	B4119
II Corps	Infantry	Barlow b	☆	Field Works; Battle Formation	B4220
II Corps	Infantry	Gibbon	☆	Field Works; Battle Formation	B4020
II Corps	Infantry	Mott	None	Field Works; Battle Formation	B3821
II Corps	Infantry	Birney	☆	Field Works; Battle Formation	B3920
II Corps	Infantry	Tyler	None		B3518
V Corps	Infantry	Crittenden	None	Field Works; Battle Formation	B3323
V Corps	Infantry	Crawford	None	Field Works; Battle Formation	B3324
V Corps	Infantry	Cutler a	☆☆	Field Works; Battle Formation	B3325
V Corps	Infantry	Cutler b	None	Field Works	B3225
V Corps	Infantry	Griffin	None	Field Works; Battle Formation	E3300
VI Corps	Infantry	Russell a	☆☆	Field Works	E3101
VI Corps	Infantry	Russell b	None	Field Works	E3001
VI Corps	Infantry	Neill a	☆	Field Works	E3201
VI Corps	Infantry	Neill b	None	Field Works	E3100
VI Corps	Infantry	Ricketts a	None		E2900
IX Corps	Infantry	Ricketts b	None		B2924
IX Corps	Infantry	Potter	None	Field Works; Battle Formation	B3721
IX Corps	Infantry	Willcox	None	Battle Formation	B3521
IX Corps	Infantry	Ferrero	None	Battle Formation	B3216
AoP	Infantry	MD Bde	Detachment		Avail
AoP	Infantry	Kitching	Detachment		Avail
AoP	Cavalry	5th NY	Detachment		Avail
AoP	Infantry	23rd USCT	Detachment		Avail
AoP	Infantry	1st VT	Detachment		Avail
AoP	Infantry	2nd CT	Detachment		Avail
Sheridan	Cavalry	Merritt	☆	B5812	OPT
Sheridan	Cavalry	Gregg	☆	B5812	OPT
Sheridan	Cavalry	Wilson	☆	B5812	OPT

Game Credits

Game and System Design: Mark Herman

Rules Editing: Kai Jensen

Counters, Manuals, and Player Aid Cards: Charles Kibler

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Game Development: Jason Carr

Map Research and Art: Charles Kibler

Production Coordinator: Kai Jensen

The Battle of North Anna Setup:



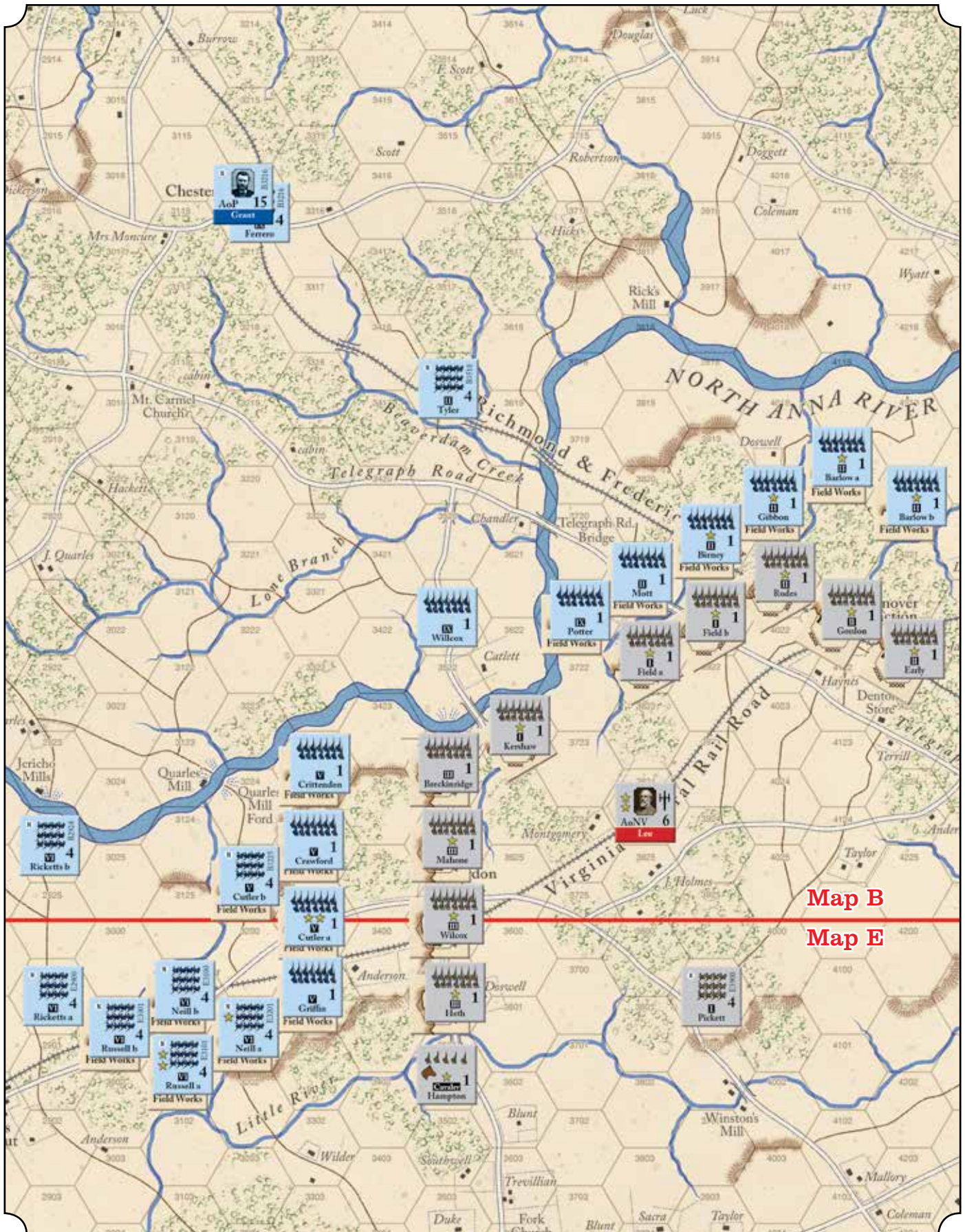
CSA

Organization	Unit	Name	Quality	Special Setup	Setup
AoNV	HQ	Lee	☆☆	Battle Mode	B3824B
I Corps	Infantry	Kershaw	☆	Battle Formation	B3623
I Corps	Infantry	Field a	☆	Battle Formation	B3822
I Corps	Infantry	Field b	☆	Battle Formation	B3921
I Corps	Infantry	Pickett	None		E3900
II Corps	Infantry	Gordon	☆	Battle Formation	B4121
II Corps	Infantry	Rodes	☆	Battle Formation	B4021
II Corps	Infantry	Early	☆	Battle Formation	B4222
III Corps	Infantry	Mahone	☆	Battle Formation	B3524
III Corps	Infantry	Heth	☆	Battle Formation	E3500
III Corps	Infantry	Wilcox	☆	Battle Formation	B3525
III Corps	Infantry	Breckinridge	None	Battle Formation	B3523
Cavalry	Cavalry	Hampton	☆	Battle Formation	E3501
AoNV	Cavalry	Rosser	Detachment		AVAIL
AoNV	Cavalry	Chambliss	Detachment		AVAIL
AoNV	Cavalry	9th VA	Detachment		AVAIL
AoNV	Cavalry	Millen	Detachment		AVAIL
AoNV	Infantry	30/31 VA	Detachment		AVAIL

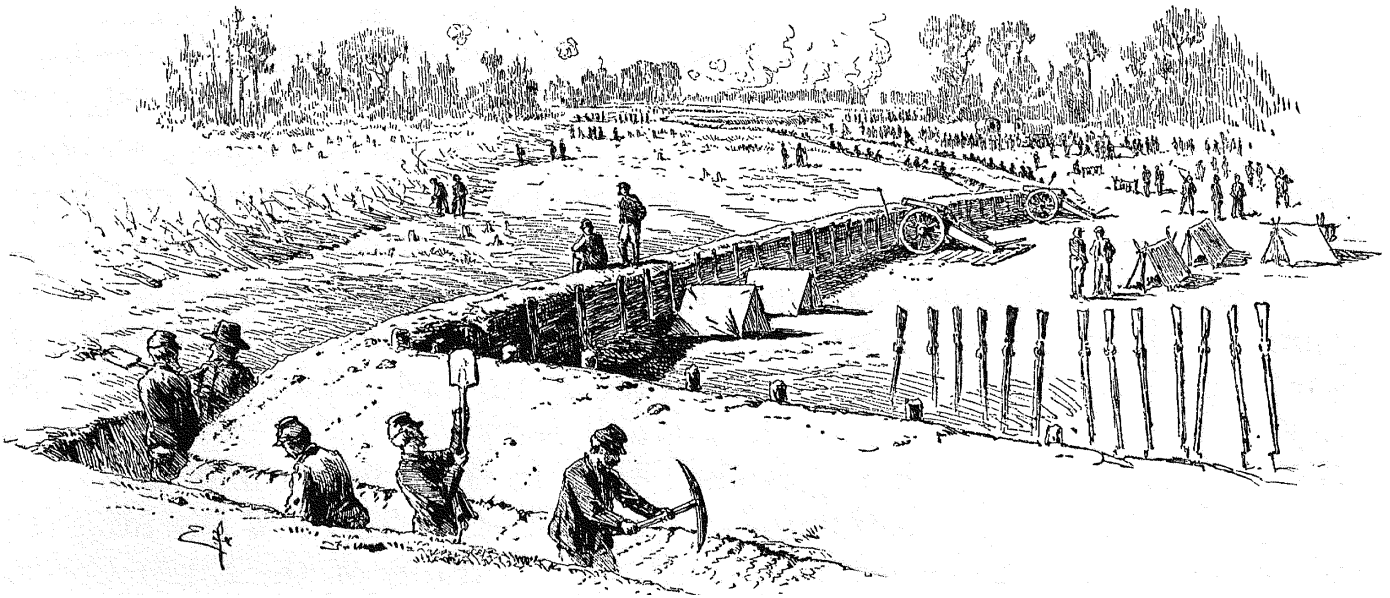
Entrenchments

Hex	Facing	Rear Hexsides
B3623	North	B3624, B3723
B3822	North	B3823, B3922
B3921	North	B3922, B4022
B4121	Northeast	B4022, B4122
B4021	North	B4022, B4121
B4222	Northeast	B4122, B4223
B3524	Northwest	B3624, B3625
E3500	Northwest	E3600, E3601
B3525	Northwest	B3625, E3600
B3523	Northwest	B3623, B3624

Entrenchment facing indicates the direction of the vertex which the Entrenchment faces; per Series rules all non-rear hexsides are frontal hexsides.



Setup diagram for the Battle of North Anna scenario



View of Union breastworks at Cold Harbor, June 1, 1864

The Battle of Cold Harbor

May 27 - June 3, 1864

Map: C, F and G

Battle Length: 15 Turns (May 27 PM to June 3 PM)

Ammunition Points:

1. USA and CSA each start with 10 Ammunition Points.
2. Each side receives an additional 10 Ammunition Points at the start of the Command Phase of June 1 AM but cannot exceed 19 Ammunition Points.

Scenario Code: CH

Special Rules

1. The Union is the first player on Turn 1 (May 27 PM).
2. On Turn 1, skip the Command and Organization Phases, begin with Movement Phase.
3. On Turn 1, after one side passes, the number of Moves Remaining for the other side is determined by a straight 1d10 die roll, no modifiers.
4. CSA automatically has the Initiative for Turn 2 (May 28 AM).
5. Normal HQ Initiative and Deployment rules are in effect for the remainder of the scenario.
6. CSA units may not move north of the Pamunkey River.
7. Union units may not cross the Chickahominy River at a Ford or Bridge hexside without first constructing a Pontoon Bridge, of which only two are available for this purpose.
8. The CSA have no Bridge or Ford restrictions to cross the Chickahominy River.

9. The Union has 5 Pontoon Bridges available, of which 3 are deployed at the beginning of the scenario at Nelson's Ferry (hexsides C2504/C2605), Bosher's Ferry (hexsides C3102/C3202), and Newcastle Ferry (hexsides C4001/C4100). These cannot be reused if destroyed or voluntarily removed.
10. Use the Entrenchment Construction rules from the Campaign rules (pg. 29).

Victory Conditions

1. **Generalship Victory:** There is no Generalship Victory in this scenario.
2. **Strategic Victory:**
 - a. The Union wins an immediate Strategic Victory if they establish Division ZOCs from three different Divisions on Richmond City Hexes (all are on Map G North of the James River). The Division units must be in Grant's Command Range, not in a CSA ZOC, plus be able to trace a path of any length free of CSA ZOCs and ZOIs from their location to any of the at-start Pontoon Bridges.

Play Note: Please try and not make this a chore to figure out whether you did or you did not; success should be obvious and if not, you did not succeed.
 - b. The CSA wins a Strategic Victory at the end of any Game Turn if the Union cannot trace a path of not more than 30 hexes, free of CSA ZOC/ZOIs, from the Grant HQ to at least two of the three at-start Pontoon Bridges.
 - c. If the Union does not achieve a Strategic Victory by the end of the scenario, the CSA wins.

The Battle of Cold Harbor Setup:



USA

Organization	Unit	Name	Quality	Special Setup	Setup
AoP	HQ	Grant	★ ★	Battle Mode	C3206B
II Corps	Infantry	Barlow a	★		3-C2200
II Corps	Infantry	Barlow b	★		3-C2200
II Corps	Infantry	Gibbon	★		3-C2200
II Corps	Infantry	Mott	None		3-C2200
II Corps	Infantry	Birney	★		3-C2200
II Corps	Infantry	Tyler	None		3-C2200
V Corps	Infantry	Crawford	None		2-C3200
V Corps	Infantry	Cutler a	★ ★		2-C3200
V Corps	Infantry	Cutler b	None		2-C3200
V Corps	Infantry	Griffin a	None		2-C3200
V Corps	Infantry	Griffin b	None		2-C3200
V Corps	Infantry	Lockwood	None		2-C3200
VI Corps	Infantry	Russell a	★ ★		C2503
VI Corps	Infantry	Russell b	None		C2504
VI Corps	Infantry	Neill a	★		2-C2200
VI Corps	Infantry	Neill b	None		2-C2200
VI Corps	Infantry	Ricketts	None		2-C2200
IX Corps	Infantry	Crittenden	None		4-C3200
IX Corps	Infantry	Potter	None		4-C3200
IX Corps	Infantry	Willcox	None		4-C3200
IX Corps	Infantry	Ferrero	None		4-C3200
XVIII Corps	Infantry	Brooks	None		10-C5701
XVIII Corps	Infantry	Martindale	None		10-C5701
XVIII Corps	Infantry	Devens	None		10-C5701
Sheridan	Cavalry	Torbert	★		C2607
Sheridan	Cavalry	Custer	★	Battle Formation	C2907
Sheridan	Cavalry	Gregg	★		C3102
Sheridan	Cavalry	Wilson	★		4-C4000
AoP	Infantry	MD Bde	Detachment		AVAIL
AoP	Infantry	Kitching	Detachment		AVAIL
AoP	Cavalry	5 NY	Detachment		AVAIL
AoP	Infantry	23 USCT	Detachment		AVAIL
AoP	Infantry	1 VT	Detachment		AVAIL
AoP	Infantry	Miles	Detachment		AVAIL
Pontoon Bridge					C2504/C2605
Pontoon Bridge					C3102/C3202
Pontoon Bridge				<i>Not shown on page 27 setup diagram</i>	C4001/C4100

The Battle of Cold Harbor Setup:



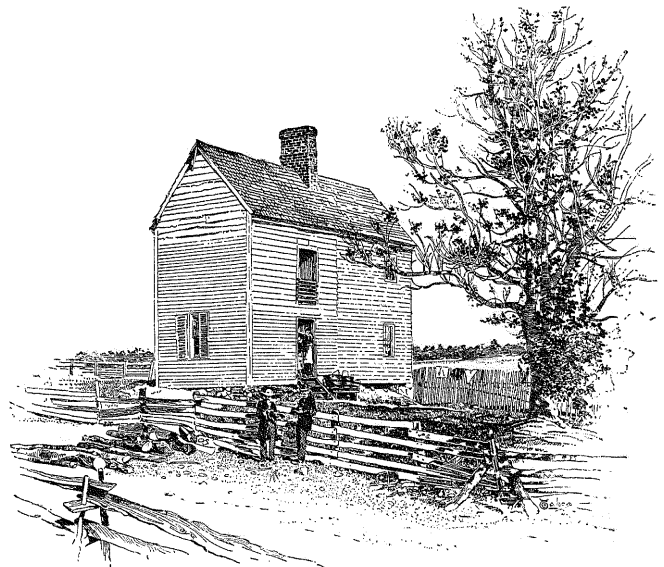
CSA

Organization	Unit	Name	Quality	Special Setup	Setup
AoNV	HQ	Lee	★ ★	Battle Mode	C2710B
I Corps	Infantry	Kershaw	★		2-C0910
I Corps	Infantry	Field a	★		2-C0910
I Corps	Infantry	Field b	★		2-C0910
I Corps	Infantry	Pickett	None		2-C0910
I Corps	Infantry	Hoke a	★		8-G2912
I Corps	Infantry	Hoke b	★		8-G2912
II Corps	Infantry	Gordon	★		2-C0909
II Corps	Infantry	Rodes	★		2-C0909
II Corps	Infantry	Ramseur	★		2-C0909
III Corps	Infantry	Mahone	★		3-C0910
III Corps	Infantry	Heth	★		3-C0910
III Corps	Infantry	Wilcox	★		3-C0910
Valley	Infantry	Breckinridge	None		3-C0910
Cavalry	Cavalry	Hampton	★	Battle Formation	C3009
Cavalry	Cavalry	F. Lee	★		2-C0909
Cavalry	Cavalry	WHF Lee	★		2-C0909
AoNV	Cavalry	Rosser	Detachment		C2609
AoNV	Cavalry	Chambliss	Detachment		AVAIL
AoNV	Cavalry	Millen	Detachment		AVAIL
AoNV	Cavalry	Butler	Detachment		AVAIL

Design Note: This is an epic Grand Tactical scenario, with your maneuver decisions determining how things will evolve. For the record, the infamous Cold Harbor assault was an attempt to turn Lee's right flank and was repulsed on and near hex C4315 (New Cold Harbor). The scenario emphasizes that Grant has to break through to Richmond or Lee has thwarted him.

This part of the Overland Campaign ended Grant's attempt to destroy the Army of Northern Virginia in front of Richmond. Grant's next maneuver over the James River led to the siege of Petersburg and ultimately Appomattox Courthouse, which will be featured in a future volume in the series.

Historical Note: Early became the II Corps Commander and Ramseur took his division.



The Wilderness Tavern



Setup diagram for the Battle of Cold Harbor scenario

Campaign Scenarios



You do not need *Rebel Fury* to play Grant's 1864 Overland Campaign. The Overland Campaign uses a setup almost identical to the Battle of Spotsylvania Courthouse (May 18) scenario but instead of one map, it uses all Maps (A-G), and adds a few reinforcement units.

I have added, as a bonus for the very hardcore, a method to play this campaign from The Wilderness (May 5) to Cold Harbor (June 5), but this longer campaign requires a copy of *Rebel Fury*.

Campaign Rules

Setting Up the Campaign

The Campaign Game comes in two versions. One scenario, using the counters marked 18 and 64, starts on May 13. *Army of the Potomac* includes all the components you need to play this Campaign Scenario. The other scenario starts on May 5 and requires the Wilderness counters from *Rebel Fury*. The following Campaign Rules supersede or add onto the Series rules.

The May 13 Campaign scenario requires the counters from the Battle of Spotsylvania Courthouse (May 18) as well as the Campaign-specific reinforcement counters labeled "64." The May 5 Campaign scenario requires the counters from *Rebel Fury*'s Battle of the Wilderness, as well as the "64" reinforcement counters. Each Campaign scenario sets up a little differently; refer to the Campaign specific setup instructions.

Play Note: Some of these Campaign rules are used by scenarios in *Army of the Potomac* and may be used in future scenarios as well. Thus, they are presented in a modular format for ease of reference.

Off-Map Displays

Units can leave the map and enter the Off-Map Display:

1. A unit on an Off-Map Display is automatically in Command Range.
2. A unit can move from the map to the Off-Map Display by moving into an Entry Hex that is in Command Range, which immediately places the unit on the appropriate Off-Map Display space, ending the unit's movement for the Movement Phase.
3. Per the Series rules, a unit enters via an Entry Hex connected to the Off-Map space it occupies.
4. Once a unit leaves the Entry Hex, it is immediately subject to all Command Range movement restrictions.

Night March

1. At the end of each PM turn, check if one side has *all* of its HQs in Maneuver Mode and the opposing side has *any* of its HQs in Battle Mode. If this is the case, the side with its HQs in Maneuver Mode may conduct one Night March, which is executed at the end of the End Phase as the last action of the Game Turn.
2. The player executing the Night March option declares one of two choices (Redeploy or Turning Movement) then follows the appropriate procedure.
 - a. **Redeploy Night March:** A Redeploy Night March consists of the Divisions of up to two Corps moving toward their active HQ. The moving Divisions may make up to two moves. If the weather is clear (i.e., not raining), the Division may use Extended March for one or both of those moves. A moving unit must conclude its road moves (both if making two moves) before another unit can be moved. At the conclusion of its total road movement, each moving unit must be closer to its HQ than its point of origin.
 - b. **Turning Movement Night March:** A Turning Movement Night March consists of the Divisions of one Corps making one or two moves (which are not required to use roads), but may not use Extended March. The movement may be any distance from the HQ as long as the unit remains in Command Range at all times.
3. To conduct a Night March, whether a Redeploy or Turning Movement Night March, follow these steps:
 - a. Units in an enemy ZOC may not participate in a Night March.
 - b. All units conducting a Night March flip to their Maneuver Formation side, even if they start in an enemy ZOI. For each moving unit, complete steps c and d before continuing to the next moving unit.
 - c. Each unit conducting a Night March moves one hex, which may not be into an enemy ZOC. The unit does not

change Formation as a result of this movement, regardless of terrain, rain, or enemy ZOI.

- d. Then, if the unit is on a road and is not in an enemy ZOI, the unit may conduct a road movement or Extended March. This movement may not enter an enemy ZOC/ZOI for any reason.

Design Note: The player with the night march is attempting one of two types of historical maneuvers, a shifting of forces from one flank to the other (Redeploy) such as Grant conducted during the May 18th battle when he shifted the V and VI Corps from his right to his left flank behind his front lines. The second maneuver is a turning movement, which Grant conducted several times during this campaign such as when he set Hancock's II Corps on a turning movement that initiated his maneuver to the North Anna River. The main distinction is during a Redeploy Night March, two Corps must move towards an HQ, whereas during a Turning Movement Night March, a single Corps may move away from its HQ (but must remain within Command Range). Try and not torture your opponent trying to do something that is not intended.

Entrenchments

These Entrenchment rules are used in all 1864 scenarios in *Army of the Potomac*:

1. An Entrenchment is an improvement of a Field Works.

Play Note: While Field Works do not improve the value of Defensible Terrain, they are necessary if you want to build an Entrenchment in a Defensible Terrain location.


2. An Entrenchment is built following the same procedure as a Field Works, in a hex that already contains a completed Field Works.
3. Entrenchment facing for those built during a scenario is up to the owner upon completion but once chosen cannot be changed for any reason. Entrenchments must face one vertex (not hexside) in their hex. The two hexsides adjoining the vertex opposite the vertex that the Entrenchment faces are the Entrenchment's rear hexsides.
4. An Entrenchment is not removed if unoccupied. Entrenchments, once placed, cannot be removed for any reason.

Logistics

The Golden Rule of Logistics:

All hexes of a legal Supply Path or Railroad Line of Communication must be free of enemy ZOC/ZOI for their entire length.

RR Depot

1.  Each side has a Railroad (RR) Depot marker. The RR Depot marker must be located on a hex containing a Railroad or an Off-Map space that contains a Railroad line (e.g., Fredericksburg).
2. There are three main Railroad lines: the Richmond-Fredericksburg-Potomac RR (hereafter the RFP RR), the Richmond-York RR (hereafter RY RR), and the Virginia

Central RR (hereafter the VC RR). Only the CSA may use the VC RR, only the Union can use the RY RR, while either side can use the RFP RR.

3. Each side's RR Depot must be located on a RR that can connect by RR to an origin point. The path between the RR Depot and its origin point is called the RR Line of Communication (RR LOC).
 - i. The Union RR Depot origin point is the Fredericksburg Off-Map Display space or hex D1300 (Entry Hex O).
 - ii. The CSA RR Depot origin point is Richmond (hex G2808).
4. During the Command phase, before placing HQs during the HQ Redeployment Placement Step, players may choose to (or be required to) remove their RR Depot and place it two Turns ahead on the Turn Track Display:
 - i. If the RR Depot does not have a RR LOC, it must be removed.
 - ii. Once per game, the Union may change their RR Depot origin point from Fredericksburg (RFP RR) to hex D1300 (RY RR) with the requisite two-turn delay.
 - iii. A player may voluntarily remove their RR Depot with the requisite two-turn delay.
5. If a player's RR Depot is on the Turn Track Display and due to return this Turn, it is placed on the map during the HQ Redeployment Placement Step before HQ placement. When being placed back on the map, a RR Depot must be placed on a RR hex that has a RR LOC.

Historical Note: The Union, partway through the campaign, shifted their main logistic depot from Fredericksburg to Port Royal and then to White House. I am forgoing making the Union player shift the base and putting the logistic disruption impact in how a Wagon Train draws supply from the RR Depot. This is in case you were wondering...

Wagon Trains



Each side has a Wagon marker with Normal and Extended sides. While a Wagon marker is not a unit, it is placed and removed like a Detachment; unlike a Detachment, however, it can be stacked with a friendly Detachment.

Normal and Extended Supply

1. A Wagon marker has two supply states: Normal and Extended. These states are determined at the end of the Command Phase, and the Wagon marker is flipped to the appropriate side. If a Wagon marker is not in Normal Supply, it is in Extended Supply. After determining if a side is in Normal or Extended Supply, that side remains in that state for the entire Turn, even if conditions change during the Turn.
2. For a side's Wagon marker to be in Normal supply, three things must be true:
 - i. That side's RR Depot is on the map or Off-Map Display.

- ii. That side's Wagon marker is on the map and is within range of Grant (Union HQ) or Lee (CSA HQ) connected by a legal path (see the "Golden Rule" above).
- iii. The Wagon marker can trace a legal path of any length to its side's RR Depot.

3. Effects of Supply Status

- i. A side's Wagon marker determines that side's supply state.
- ii. A side under Normal supply operates under all Series rules without restrictions.
- iii. A side in Extended supply can only use one Ammunition Point per Game Turn, and subtracts 2 from its Battle Rating in combat (to a minimum of 1).
- iv. Supply status applies to all units for a side for the entire Game Turn, regardless of whether the unit is within Command Range of any HQ.
- v. While a side is under Extended supply, it cannot receive more than 10 additional moves after their opponent passes.
- vi. A side under Extended supply cannot conduct Night Marches.

Play Note: Once you are in Extended Supply, you will need to prioritize fixing your supply lines. To fix your supply situation requires some combination of getting your RR Depot back onto the map and recalling and placing your Wagon marker onto the map so that, at the end of a future Command Phase, your Wagon marker on Extended Supply meets all of the conditions for Normal Supply and can flip back to its Normal Supply side.

Placing and Removing Wagon Markers

Wagon markers do not move, but are deployed and recalled like a Detachment. To change the location of a Wagon, it is recalled during a Detachment Recall Step, and redeployed during the next Turn's Detachment Placement Step. A Wagon marker placed on the map during the Detachment Placement Step enters on its Extended side and its Supply status will be checked at the end of that Command Phase. Placing a Wagon does not count against an HQ's one detachment per turn limit.

Play Note: Remember to follow the Sequence of Play; you cannot remove and then place the Wagon, it must first be recalled in the Detachment Recall Step and then placed in the next Game Turn's Detachment Placement Step.

To remove a Wagon marker, simply remove it during the Detachment Recall Step. As a reminder, a side with their Wagon marker off the map will be in Extended Supply for that Turn.

When placing a Wagon marker during the Detachment Placement Step:

1. A Wagon marker must be placed on a road hex that is within Command Range of Grant (Union HQ) or Lee (CSA HQ), following the same rules as Detachment placement (4.4).
2. The Wagon marker must also be able to trace a legal path of any length from the Wagon marker to a RR Depot on the map or via an Entry Hex to an Off-Map RR Depot.

3. A Wagon marker may be placed in a hex with a friendly Division and/or Detachment. If this occurs, the friendly Division changes to Battle Formation. (Consider the Division or Detachment to be the Wagon's marker escort.)


Raiding an Opponent's Wagon Train

If at any time a Wagon marker is alone in a hex without a friendly Division or Detachment, and is in an enemy ZOI/ZOC or in a hex occupied by an enemy unit, the Wagon marker is immediately removed from the map. If a Wagon marker is stacked with a friendly Detachment or Division, it is not removed.

Play Note: Yes, a Wagon marker can be removed by an enemy Detachment being placed next to it.

1. This removal does not change the current supply status.
2. Removal of a Wagon marker reduces that side's available Ammunition Points by 3 (to a minimum of 0) unless the Wagon was stacked with a friendly Division or Detachment and was removed as a result of Combat.
3. A Wagon marker removed due to a raid is placed on the Game Turn Track two Turns ahead of the current Turn, and becomes available for redeployment in that Turn's Detachment Placement Step. If there are less than two Turns remaining, the Wagon marker is removed from the game.

Casualties

1.  When playing the Campaign scenario, the limit on returning two Blown Divisions (5.2) does not apply. During each Blown Division Return Step, each player returns all Blown Divisions and may not delay any returning Divisions for any reason.
2. Each time a Division is Blown, it receives a Casualty marker:
 - a. A Division with no Casualty marker is given a Casualty 1 marker.
 - b. A Division with a Casualty 1 marker flips it to its 2 side.
 - c. A Division with a Casualty 2 marker is instead Eliminated.
3. Whenever a Blown Division returns, you must first consolidate Casualty markers:
 - a. All returning Blown Divisions sharing a name (e.g. Field a and Field b) consolidate their Casualty markers with every 3 Eliminating one of the Blown Divisions.


For example, if you had two Divisions with the same name, both with Casualty 2 markers, one would be eliminated with the other one returning to play with a Casualty 1 marker.
 - b. After consolidating a Division, any Divisions from the same Corps consolidate using the same method as for Divisions, potentially Eliminating a Division that just consolidated with another.
 - c. The enemy player chooses which Divisions are Eliminated during consolidation.
 - d. Once this has been accomplished, any Blown Divisions that are returning do so per the normal rules.

Effects of Casualties on Combat

1. Divisions with Casualty 2 markers subtract 2 from their Battle Rating (to a minimum of 1).
2. Divisions with Casualty 1 markers do not suffer any reduction.





Artillery Ammunition Resupply

1.  When a side has 4 or fewer Ammunition Points remaining, an automatic request for Ammunition Resupply is made at the end of the End Phase. Roll the special die: if the result is a burst symbol, the player receives 5 Ammunition Points in three Game Turns. Otherwise, the resupply arrives in two Game Turns (infantry soldier result). Supply status has no effect on this resupply.
2. Only one Ammunition Resupply can be pending at a time; you may not request more Ammunition until your current request has been resolved.
3. Ammunition Points are received at the end of the Command Phase of the Turn during which they arrive. Use the “5 Ammo” marker to track resupply Turn.

Replacements

Each side has a pool of replacements as specified in the Campaign scenario.

  Whenever a Division receives a Casualty marker (Casualty 1 or Casualty 2) or is Eliminated, that Division’s side receives a replacement (reduce that side’s replacement counter by 1) of the same type as the Division (Infantry or Cavalry) from their replacement pool. This is tracked by placing the corresponding REPL marker 8 Game Turns ahead on the Game Turn track. A side cannot receive more than four replacements on a single Game Turn (ignore any additional replacements from Casualty markers or Eliminated Divisions for that Turn). Once a side’s replacement counter reaches zero, they cannot receive any further replacements.

Play Note: Ammunition Points and replacements that would be placed beyond the last turn of the campaign are lost.

At the end of the Command Phase of the Turn during which replacements arrive, each side resolves replacements:

1. Each replacement removes a Casualty 1 marker (flip a Casualty 2 to a Casualty 1 or remove a Casualty 1) or can return an Eliminated Division during the Blown Division Return step with a Casualty 2 marker. Eliminated Divisions must be reconstituted before removing or flipping any Casualty markers. If there are not enough replacement steps to reconstitute all Eliminated Divisions, your opponent chooses which Divisions return. For a unit on the map to receive a single replacement, it must be in Command Range of a friendly HQ.
2. Infantry replacements can only be used for Infantry Divisions, but Cavalry replacements can be used for Infantry or Cavalry Divisions.
3. Replacements cannot be saved, use them or lose them.
4. Each unit can receive a maximum of one replacement/Turn.

Reinforcements and Replacements

1. Units marked with a turn entry of Tx (as opposed to T-Hex number) *or* units that have been returned with replacements are placed adjacent to a Friendly HQ in Battle Formation, as if they were a Blown unit returning to play (5.2), except if more Divisions are eligible to return than can be placed, treat the remaining Divisions (selected by your opponent) as Blown and give them a Casualty marker.
2. Eliminated Detachments may never be brought back into play. A side’s available detachments are a finite resource.

Rain Weather Effects

1. Any movement not along contiguous roads forces a formation change.
2. There is no Extended March during rain except along the Orange Plank Road (hexes A1007-A1400); the *entire* Extended March must be on this road to qualify.

Cavalry HQs

Stuart, Hampton, and Sheridan are Cavalry HQs. They behave as other HQs except as noted below:

1. Cavalry units that have the same hex setup as their Cavalry HQ can set up stacked with the HQ or in any hex that is in Command Range of the Cavalry HQ and not in any enemy ZOC or ZOI.
2. Cavalry HQs only have a Maneuver Mode side.
3. Cavalry units are in command if they are within range of an HQ or a Cavalry HQ. Infantry units can never trace command to a Cavalry HQ.
4. Cavalry HQs are redeployed and placed per all the normal rules for HQ placement (4.3), but must be placed within 3 hexes of a friendly Cavalry unit and must be closer to that Cavalry unit than any type of enemy unit.
5. Cavalry HQs can be deployed to an Entry Hex that is connected to an Off-Map Display space that contains a friendly Cavalry Division.



1864 Overland Campaign

May 13th to June 5th, 1864

Maps: Use all Maps A, B, C, D, E, F, G, and Map C extension and Union Off-Map Display. See the map schematic on page 2 for how the maps align.


Campaign Length: 48 Turns (May 13 AM to June 5 PM)

Ammunition Points: Each side begins the scenario with 10 Ammunition Points.

Pontoon Bridges: Union has 5 bridges, the CSA has none.

Scenario Code: 64

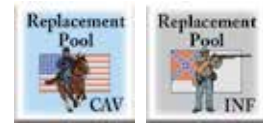
Special Rules:

1. Use all of the Campaign rules (pages 28-31); use the Optional Flank Attack rule (page 3) if players agree.
2. The Campaign scenario uses the Union Off-Map Display and uses all Series and Campaign rules.
3. The Union is the first player for the May 13 AM Turn. Begin with the Command Phase.
4. The Union and the CSA begin in Normal Supply.
5. Lee HQ begins the scenario in Battle mode with a +2 DRM marker and does not redeploy for the May 13 AM Turn.
6. **Rain:** The weather for the first turn is Rain, thereafter use the following procedure:
 - a.  At the start of the Command Phase each Game Turn from the Campaign start until May 21st PM, roll the special combat die to determine the weather. If the result is the burst icon, it's raining; if the soldier icon, it is clear.
 - b. From May 22nd till the end of the Campaign, roll a 1d10. If the result is a 0-1, it's raining; if 2-9 is rolled, it is clear.
7. **Supply**
 - a. The Union begins in Normal Supply, tracing a Supply path to Map A, Entry Hex B (A2000).
 - b. The CSA begins in Normal Supply, tracing a Supply Path to the Rail Depot at Hanover Junction (B4121).

8. **Detachments:** All May 18 and Campaign Detachments (marked with "18" or "64") are available from the start of the scenario for both Union and CSA sides.

9. Reinforcements and Replacements

a. **Reinforcements:** Both sides receive reinforcements per setup instructions.



b. **Replacement Pools:**

- i. USA 12 Infantry Replacements, CSA 8 Infantry Replacements
- ii. USA 6 Cavalry Replacements, CSA 3 Cavalry Replacements

10. Breckinridge HQ

- a. The Breckinridge Valley HQ and Infantry Division arrive on Turn 12 in hex B4121; if blocked by a Union unit, ZOC, or ZOI, the HQ and Division arrive at hex E5812/C0925 instead.
- b. The Breckinridge HQ must remain in its initial placement hex (B4121 or E5812/C0925), but can flip from Maneuver to Battle mode and vice versa during any Command Phase. Whenever the Breckinridge HQ is within Lee HQ Command Range or a Union ZOC/ZOI, it is removed from play permanently. This removal has no effect on the Breckinridge Division.

11. Richmond Forts

- a. These hexes are Garrisoned Forts (9.4).
- b. Union Cavalry units that draw Command from Sheridan cannot enter a Fort ZOC but can enter their ZOI. They may not move from a Fort ZOI hex into another Fort ZOI hex.
- c. If a Richmond Fort is occupied by a Union unit and vacated, it must be attacked again for a Union unit to re-enter it.

Campaign Victory Conditions

1. **Generalship Victory:** Per the rules, plus:

- a. Track Campaign Victory Points (VP) on a sheet of paper or with any other convenient method.
- b. If the Union occupies Spotsylvania Courthouse (A3305) at the end of any Game Turn, it is worth a variable number of VPs to the Union according to the following schedule:
 - i. May 13th PM to May 15th PM: 20 VPs
 - ii. May 16th AM to May 18th PM: 15 VPs
 - iii. May 19th AM to May 19th PM: 10 VPs
 - iv. May 20th AM onward: 0 VPs
- b. This is a one time payout. The Union retains any VPs from occupying Spotsylvania Courthouse (A3305) even if later reoccupied by CSA units.
- c. If the Union never occupies Spotsylvania Courthouse (A3305) at the end of any Game Turn up to and including the May 19th Game Turn, the CSA receives 15 VPs.
- d. If General Grant's HQ is placed on the map greater than six hexes from Spotsylvania Courthouse (A3305), the value

thereafter of capturing Spotsylvania Courthouse permanently changes to 0 VPs and the CSA receives 15 VPs.

- e. Any Division that is Eliminated awards 3 VPs to the opponent. If that Division is subsequently reconstituted with replacements, the VPs are retained. If any Division is Eliminated a second, third, etc. number of times, it awards 3 VPs for each time the Division is Eliminated.
 - f. Eliminated Detachments are worth 1 VP and cannot return once Eliminated.
2. **Strategic Victory**

- a. If the Union is able to establish ZOCs on Richmond City Hexes (all are on Map G, North of the James River) from three different Infantry Divisions in Command Range of the Grant HQ and not in an enemy ZOC, the Union wins an immediate Strategic Victory. Do not finish the Game Turn, as the CSA government has fled the city.
- b. If the Union fails to achieve a Strategic Victory, determine the winner by Generalship Victory.

Grant's 1864 Overland Campaign Setup:



USA (Spotsylvania Courthouse counters, Scenario Code 18)

Organization	Unit	Name	Quality	Special Setup	Setup
AoP	HQ	Grant	☆☆	Maneuver Mode	A3101M
II Corps	Infantry	Barlow a	☆	Field Works	A2804
II Corps	Infantry	Barlow b	☆	Field Works	A2903
II Corps	Infantry	Gibbon	☆	Battle Formation	A2904
II Corps	Infantry	Birney	☆	Battle Formation	A2805
II Corps	Infantry	Mott	None	Field Works; Battle Formation	A2806
II Corps	Infantry	Tyler	None		T8
V Corps	Infantry	Griffin	None		A2608
V Corps	Infantry	Crawford	None	Battle Formation	A2708
V Corps	Infantry	Cutler a	☆☆	Battle Formation	A2707
V Corps	Infantry	Cutler b	None		A2609
VI Corps	Infantry	Russell a	☆☆		A2607
VI Corps	Infantry	Russell b	None		A2606
VI Corps	Infantry	Neill a	☆		A2705
VI Corps	Infantry	Neill b	None		A2704
VI Corps	Infantry	Ricketts	None	Battle Formation	A2706
IX Corps	Infantry	Stevenson	None	Battle Formation	A3103
IX Corps	Infantry	Potter	None	Battle Formation	A3004
IX Corps	Infantry	Willcox	None		A3003
IX Corps	Infantry	Ferrero	None	Battle Formation (<i>not shown on setup diagram on p.35</i>)	A1801
AoP	Infantry	Kitching	Detachment		A2609
AoP	Infantry	MD Bde	Detachment		AVAIL
AoP	Cavalry	5th NY	Detachment		AVAIL
AoP	Infantry	2nd CT	Detachment		AVAIL
AoP	Infantry	1st VT	Detachment		AVAIL
AoP	Infantry	23rd USCT	Detachment		AVAIL

1864 Overland Campaign Setup

This 1864 Overland Campaign uses a slightly modified Spotsylvania Courthouse (May 18) setup and counters, augmented by the Campaign counters with a “64” (upper left) scenario designation. Note that Sheridan begins the scenario at Haxall on the James River (hex F4004) and is screened from Richmond by Hampton near Richmond (G3406). Cavalry units that have the same hex setup as their Cavalry HQ can set up stacked with the HQ, or in any hex that is in Command Range of the Cavalry HQ and not in any enemy ZOC or ZOI.

Entrenchments

Hex	Facing	Rear Hexsides
A2905 (Mule Shoe)	North	A2906, A3006
A2907	North	A2908, A3008
A3305	East	A3206, A3306

Entrenchment facing indicates the direction of the vertex which the Entrenchment faces; per Series rules all non-rear hexsides are frontal hexsides.


USA (Campaign counters, Scenario Code 64)

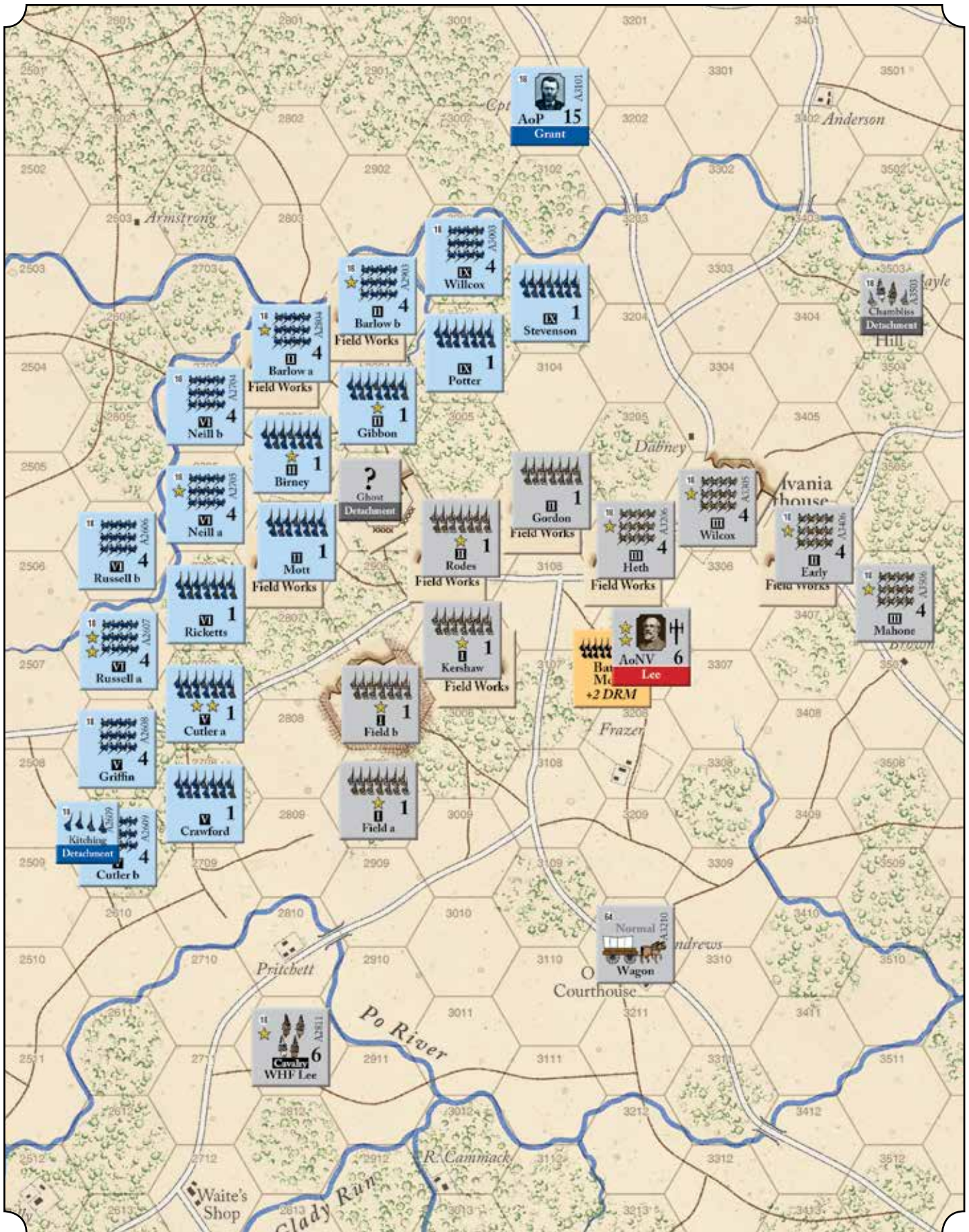
Organization	Unit	Name	Quality	Special Setup	Setup
AoP	RR Depot	RR Depot	Marker	Fredericksburg	OFF
AoP	Wagon	Wagon	Marker	Normal Supply	A1801
Cavalry	HQ	Sheridan	None	Maneuver Mode	F4004M
Cavalry	Sheridan	Merritt	★		F4004
Cavalry	Sheridan	Gregg	★		F4004
Cavalry	Sheridan	Wilson	★		F4004
Cavalry	Sheridan	Custer	★		F4004
V Corps	Infantry	Lockwood	None		T29
XVIII Corps	Infantry	Brooks	None		35 - D2400
XVIII Corps	Infantry	Martindale	None		35 - D2400
XVIII Corps	Infantry	Evans	None		35 - D2400


CSA (Spotsylvania Courthouse counters, Scenario Code 18)

Organization	Unit	Name	Quality	Special Setup	Setup
AoNV	HQ	Lee	★★	Battle Mode +2 DRM	A3207B
I Corps	Infantry	Kershaw	★	Field Works; Battle Formation	A3007
I Corps	Infantry	Field a	★	Battle Formation	A2908
I Corps	Infantry	Field b	★	Battle Formation	A2907
II Corps	Infantry	Gordon	None	Field Works; Battle Formation	A3105
II Corps	Infantry	Rodes	★	Field Works; Battle Formation	A3006
II Corps	Infantry	Early	★	Field Works	A3406
III Corps	Infantry	Mahone	★		A3506
III Corps	Infantry	Heth	★	Field Works	A3206
III Corps	Infantry	Wilcox	★		A3305
Cavalry	Cavalry	WHF Lee	★		A2811
AoNV	Cavalry	Chambliss	Detachment		A3503
AoNV	Cavalry	Rosser	Detachment		AVAIL
AoNV	Infantry	30/31 VA	Detachment		AVAIL
AoNV	Cavalry	9th VA	Detachment		AVAIL

CSA (Campaign counters, Scenario Code 64)

Organization	Unit/Depot	Name	Quality	Special Setup	Setup
AoNV	Wagon	Wagon	Marker	Normal Supply	A3210
AoNV	RR Depot	RR Depot	Marker		B4121
Cavalry	HQ	Hampton	None	Maneuver Mode	G3406M
Cavalry	Cavalry	F Lee	★		G3406
Cavalry	Cavalry	Hampton	★		G3406
Valley	HQ	Breckinridge	★		Special
Valley	Infantry	Breckinridge	None		Special
AoNV	Cavalry	Butler	Detachment		T13
I Corps	Infantry	Pickett	None		T13
III Corps	Infantry	Hoke a	★		37-G2912
III Corps	Infantry	Hoke b	★		37-G2912



Setup diagram for the 1864 Overland Campaign scenario; most counters with "64" scenario code not shown.



Federal troops throwing up breastworks

Extended Overland Campaign

May 5th to June 5th, 1864

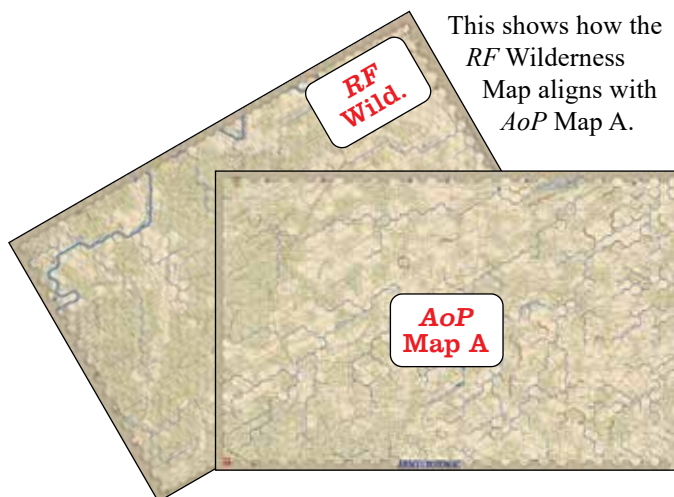
Requires *Rebel Fury*

This Extended Overland Campaign, which backs up the campaign's start date to May 5th, requires a map and several counters from *Rebel Fury*.

Map: This scenario starts on *Rebel Fury*'s (hereafter *RF*) Wilderness/Spotsylvania Map, and eventually transfers to *Army of the Potomac* (hereafter *AoP*) Maps A, B, C, D, E, F, G, plus Map C extension. See the map schematic on page 2 for how the *AoP* maps align.

The easiest way to align the *RF* Wilderness/Spotsylvania Map with *AoP* Map A is by using the North compass (*RF* upper left, *AoP* lower left). Once the units are all on *AoP* Map A, you can remove the *RF* Wilderness/Spotsylvania Map.

1. *AoP* Spotsylvania CH (A3305) = *RF* hex 1834
2. *AoP* Chancellorsville (A1301) = *RF* hex 3221
3. *AoP* Shady Grove Church (A2017) = *RF* hex 1318



Extended Campaign Length: 64 Turns (May 5 AM to June 5 PM)

Ammunition Points: Each side begins the scenario with 10 Ammunition Points.

Pontoon Bridges: Union has 5 bridges, the CSA has none.

Special Rules

1. Use all of the Campaign rules (pages 28-31); use the Optional Flank Attack rule if players agree (page 3).
2. The Campaign scenario uses the Union Off-Map Display and uses all Series and Campaign rules.
3. Use the Special Rules from the Battle of the Wilderness scenario in *Rebel Fury*, along with the counters and reinforcement schedule from the battle.
4. The CSA is the first player for the May 5th AM Turn. Begin with the Movement Phase (note *Rebel Fury* Battle of the Wilderness Special Rule 3, page 16 of Playbook).
5. The Union and CSA begin in Normal Supply.
6. **Rain:** Do not roll for Weather on the first turn; it's automatically Clear. Thereafter use the following procedure:
 - a. At the start of the Command Phase each Game Turn from the Campaign start until May 21st PM, roll the special combat die to determine the weather. If the result is the burst icon, it's raining; if the result is the soldier icon, it's clear.
 - b. From May 22nd till the end of the Campaign, roll a 1d10. If the result is a 0-1, it's raining; if 2-9 is rolled it is clear weather.
7. **Supply:**
 - a. The Union begins in Normal Supply. The Union Wagon Train uses *Rebel Fury* Map Entry Hex C as its supply path to the Union RR Depot (Fredericksburg).
 - b. The CSA begins in Normal Supply, tracing a Supply Path to the Rail Depot at Hanover Junction (B4121). If you cannot lay out all of the maps at one time, just know the RR Depot has a legal Supply Path.
 - c. The CSA Wagon marker is placed on *RF* Map hex 1000 (Entry Hex B), and has no effect on CSA units on the Entry Hex or reinforcements that enter at that location. After the Lee HQ Redeploys, if he is out of Command Range of Entry Hex B, then during the ensuing Detachment Recall Step the Wagon marker is removed and re-enters play per the Campaign rules.
8. **Detachments:** All May 18 and Campaign Detachments are available from the start of the scenario for both Union and CSA sides.
9. **Reinforcements and Replacements:**
 - a. Both sides receive all Spotsylvania scenario reinforcements, and all 1864 Campaign reinforcements per the 1864 Overland Campaign. Note that the Turn numbers in the Campaign reinforcement schedule will not be correct when playing the extended Campaign scenario (for example, Tyler arrives on the May 16th PM Turn, which is Turn 8 of the Campaign but Turn 24 of the Extended Campaign).

b. Replacement Pools:

- i. USA 35 Infantry Replacements, CSA 16 Infantry Replacements
- ii. USA 8 Cavalry Replacements, CSA 4 Cavalry Replacements

Play Note: These are larger than for the May 13 Campaign start that accounts for the casualties taken in the Battle of the Wilderness and the earlier portion of the Battle of Spotsylvania Courthouse.

10. Breckinridge HQ:

- a. The Breckinridge Valley HQ and Infantry Division arrive on the May 18th PM Turn in hex B4121; if blocked by a Union unit, ZOC, or ZOI, the HQ and Division arrive at hex E5812/C0925 instead. Breckinridge HQ and Division arrive on Turn 12 of the Campaign; this is Turn 27 of the Extended Campaign.
- b. The Breckinridge HQ must remain in its initial placement hex (B4121 or E5812/C0925), but can flip from Maneuver to Battle mode and vice versa during any Command Phase. Whenever the Breckinridge HQ is within Lee HQ Command Range or a Union ZOC/ZOI, it is removed from play permanently. This removal has no effect on the Breckinridge Division.

11. Richmond Forts:

- a. These hexes are Garrisoned Forts (9.4).
- b. Union Cavalry units that draw Command from Sheridan cannot enter a Fort ZOC but can enter their ZOI. They may not move from a Fort ZOI hex into another Fort ZOI hex.
- c. If a Richmond Fort is occupied by a Union unit and vacated, it must be attacked again for a Union unit to re-enter it.

12. Sheridan's Ride:

- a. The Union player may initiate Sheridan's Ride during the HQ Redeployment Placement Step on any of the May 8th or 9th Game Turns. If initiated, Sheridan's Ride must be initiated in these Game Turns, and cannot be initiated earlier or later. If the option is taken, immediately give the Union the Sheridan Cavalry HQ and the CSA the Stuart Cavalry HQ which are both placed per the normal HQ placement rules and using the Cavalry HQ Campaign rules.
- b. For the ride to succeed, the Union must have a Cavalry Division project a ZOI onto a Richmond Fort Hex on Map G by the conclusion of the May 13 PM Game Turn.
- c. Union Cavalry can enter Fort ZOIs but may not move from a Fort ZOI hex to another Fort ZOI hex and may never enter a Fort ZOC.
- d. **Yellow Tavern:** If there is an all-Cavalry unit battle (anytime, not just during the ride) where a 0 or 9 die roll is made and that battle is within Command Range of the Stuart HQ, Stuart is killed and the HQ is replaced with the Hampton Cavalry HQ.
- e. If the Union player does not initiate Sheridan's Ride, the Sheridan and Stuart Cavalry HQ do not enter play.

Play Note: In this instance the Union cavalry is being used in a more traditional manner, and this causes the CSA to act in kind.

f. Result of the Ride:

- i. A successful ride awards the Union 10 VPs, and the Union substitutes the Wilderness scenario Cavalry units with the Cavalry units from the North Anna scenario, all of which have one Battle Star.
- ii. If the ride is not successful, award the CSA 10 VPs.

Play Note: This special rule allows for Sheridan to initiate his famous ride toward Richmond to force Stuart's CSA cavalry into a running fight to eliminate them. While historical analysis considers this to be an inferior decision that significantly reduced Grant's intelligence on Lee's movements and positions, the fact is it happened.

Victory Conditions**1. Generalship Victory:** Per the rules, plus:

- a. Track Campaign Victory Points (VP) on a sheet of paper or with any other convenient method.
- b. Once the Grant HQ comes within Command Range of Spotsylvania Courthouse (A3305), if the Union occupies Spotsylvania Courthouse at the end of any Game Turn, it is worth a variable number of VPs to the Union according to the following schedule:
 - i. First six turns (the turn Grant HQ comes within Command Range of Spotsylvania Courthouse counts as the first turn): 20 VPs
 - ii. Turns seven through 12: 15 VPs
 - iii. Turns 13 and 14: 10 VPs
- c. The Union retains any VPs from occupying Spotsylvania Courthouse (A3305) even if later reoccupied by CSA units on a later turn.
- d. If the Union never occupies Spotsylvania Courthouse (A3305) at the end of any Game Turn in the schedule in (b), the CSA receives 15 VPs.
- e. If General Grant's HQ is deployed onto any *Army of the Potomac* map other than Map A, the value for capturing Spotsylvania Courthouse permanently changes to 0 VPs and the CSA receives 15 VPs.
- f. Any Division that is Eliminated awards 3 VPs to the opponent. If that Division is subsequently reconstituted with replacements, the VPs are retained. If any Division is Eliminated a second, third, etc. number of times, it awards 3 VPs for each time the Division is Eliminated.
- g. Eliminated Detachments are worth 1 VP and cannot return once Eliminated.

2. Strategic Victory

- a. If the Union is able to establish ZOCs on Richmond City Hexes (all are on Map G North of the James River) from three different Infantry Divisions in Command Range of the Grant HQ and not in an enemy ZOC, the Union wins an immediate Strategic Victory. Do not finish the Game Turn, as the CSA government has fled the city.
- b. If the Union fails to achieve a Strategic Victory, determine the winner by Generalship Victory.

Grant's Overland Campaign May 5th Start Setup:



USA (Campaign/additional counters)

Set up the Battle of the Wilderness from *Rebel Fury*, with the following additional counters/markers (counter code 18 unless specified):

Organization	Unit	Name	Quality	Special Setup	Setup
AoP	RR Depot	RR Depot	Marker	Fredericksburg	OFF
AoP	Wagon	Wagon	Marker	Normal Supply	4012
IX Corps	Infantry	Ferraro *	None	Battle Formation	4012
II Corps	Infantry	Mott †	None		3221



CSA (Campaign/additional counters)

Organization	Unit	Name	Quality	Special Setup	Setup
AoNV	Wagon	Wagon	Marker	Normal Supply	1000
AoNV	RR Depot		Marker		B4121
Cavalry	HQ	Stuart ‡	None	Maneuver Mode	Special Rule
Cavalry	Cavalry	Hampton §	★	May 7 AM	1000

* Ferraro Division from Army of the Potomac (marked "18" on the counter).

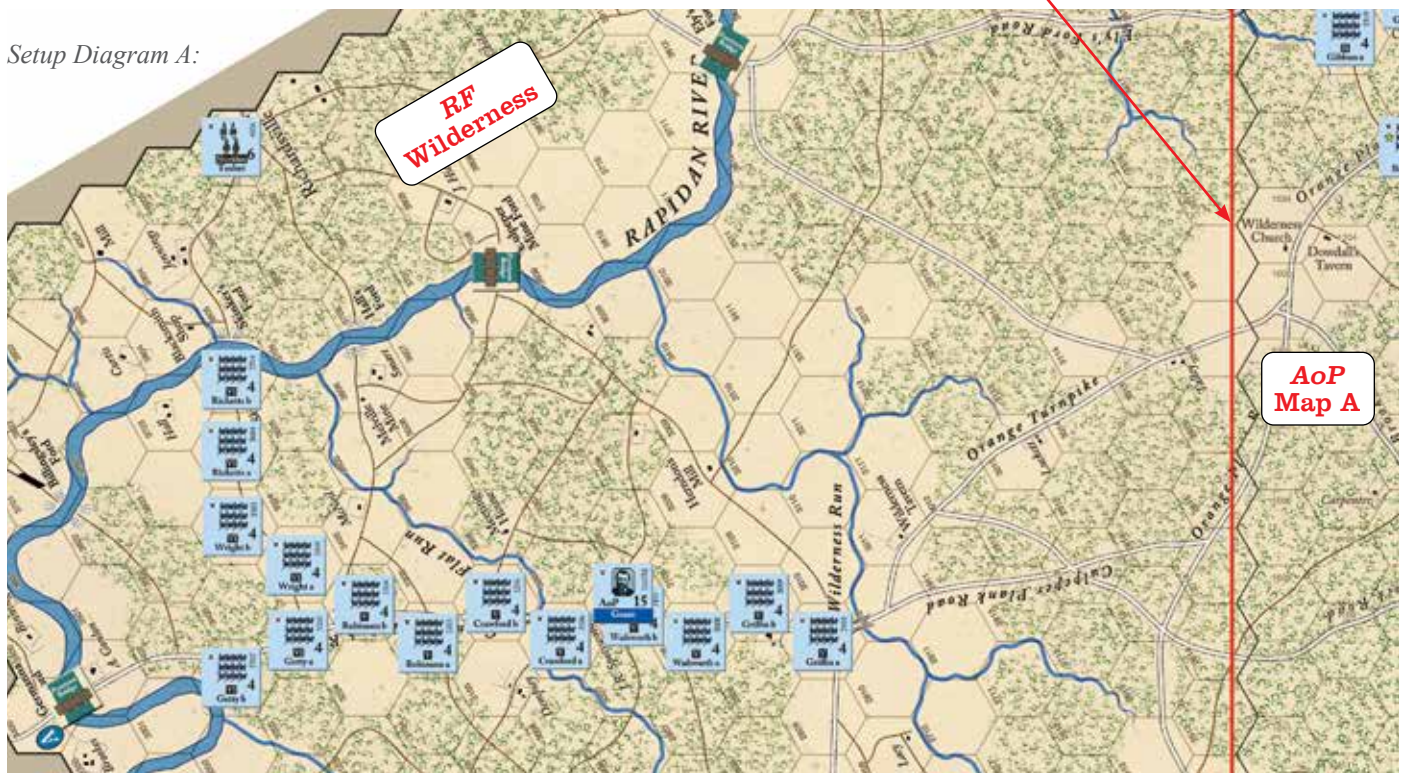
† *Rebel Fury* Substitute Counter: Mott's Division ("W" designation) consisted of two brigades that are often cross-attached to Birney's two brigade Division. Don't look for Birney b in *Army of the Potomac*; I chose to designate them as Mott for simplicity. I have supplied a replacement counter for *Rebel Fury* if you want to substitute in the counter.

‡ Stuart Cavalry HQ from *Army of the Potomac*, (marked "W" on the counter).

§ Hampton is a *Rebel Fury* counter from the Wilderness scenario; it enters on hex 1000 during the May 7 AM Movement Phase.

Note: The red line marks the approximate edge of AoP Map A when overlapping RF's Wilderness Map.

Setup Diagram A:

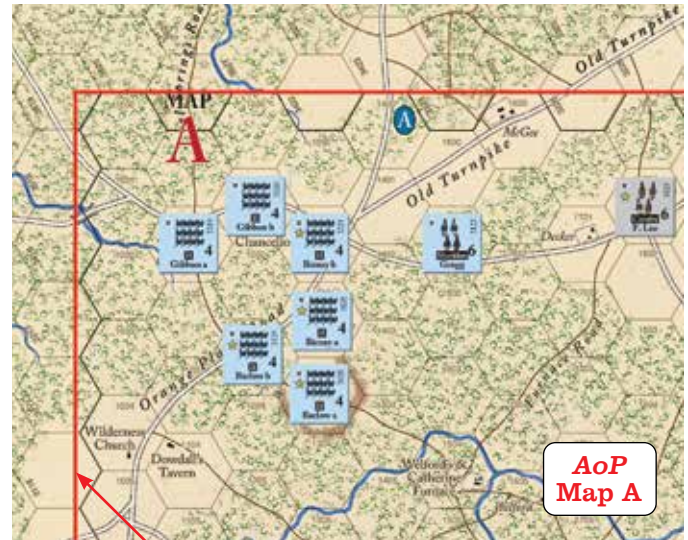


Design Note, or “Let the Insanity Begin”: Consider this a life experience. Basically, you are starting the Campaign scenario with all of its special rules, starting with Grant’s initial turning movement covered in *Rebel Fury*’s Wilderness scenario. There is no way that I can anticipate every situation that will occur when you transfer from the *RF* Wilderness Map to the *AoP* Map A.

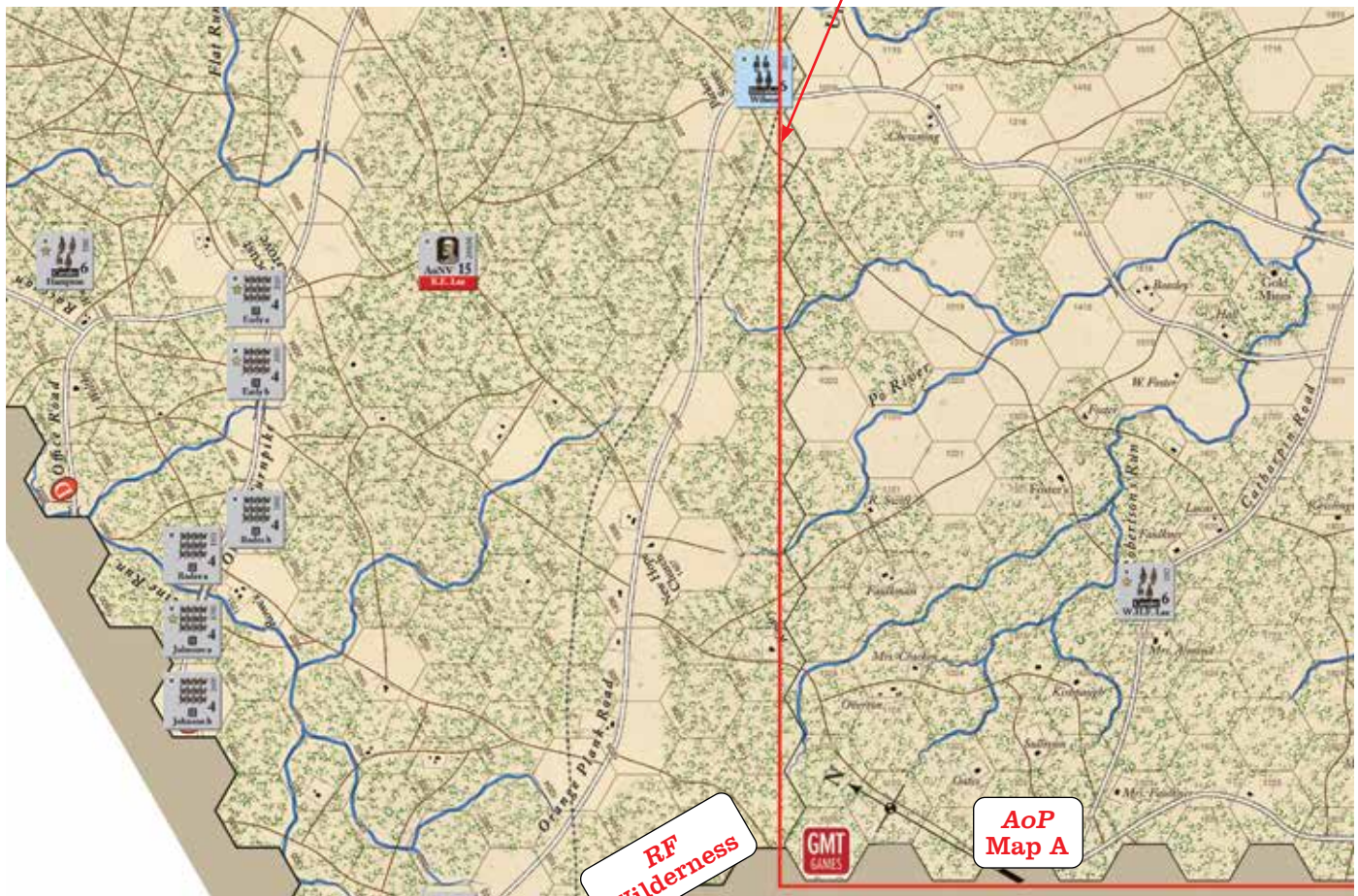
My basic guidance is to look at the maps as a conveyor belt. Start with the *AoP* Map A on top of the *RF* Wilderness Map. When all units have left the *RF* map remove it and add *AoP* Map B to your table and likely at some point Map E. Rinse and repeat.

***AoP/RF* Map Overlay Note:** It should be obvious that whether you place the *AoP* Map A on top or underneath the *RF* Wilderness Map, there is a map border that will obscure some hexes and terrain. As the *RF* maps were never intended to be used in this manner, it’s one of those temporary situations that is a bit annoying until the forces move fully onto *AoP* Map A.

Setup Diagram B:



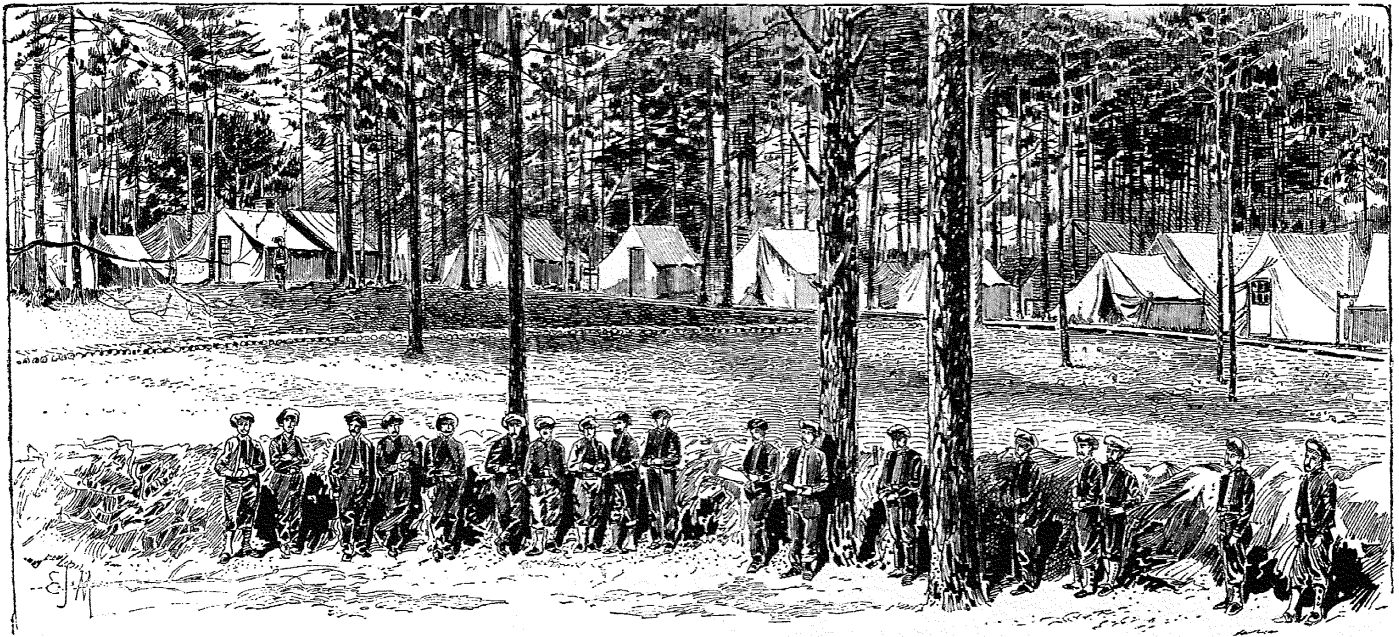
Note: The red line marks the approximate edge of *AoP* Map A when overlapping *RF*’s Wilderness Map.



Setup Diagram C:

Setup diagrams for the Extended Overland Campaign

Note: Not shown in these three Ext. Campaign setup diagrams are:
 1) the Union RR Depot (on Fredericksburg Off-Map Display)
 2) the CSA RR Depot in Hanover Junction (hex B4121)
 3) Union Supply Wagon and Ferrero’s IX Corps Division in *RF* hex 4012 (Entry Hex C)



Headquarters of the Army of the Potomac at Brandy Station in early 1864

Designer's Notes

by Mark Herman

Army of the Potomac is the second volume of my continuing *Civil War Heritage Series*, where it is my intention to cover every major engagement of the war. This volume focuses on Grant and the campaign that ultimately won the war. It also gives you a look at a battle (the Seven Days Battles) not as heavily examined as others, especially at the Grand Tactical level. Each map has an associated scenario, but who *doesn't* want to fight their way across 12 feet of maps from Fredericksburg to Richmond? So here are some of my thoughts as I finish what has been an amazing personal research and design experience.

Thank You

As I am writing this, I was informed that *Rebel Fury* won the Best American Civil War Game for 2024 and that I also won the James F. Dunnigan award for this design. I am humbled by all of your continued support. Thank you.

Core System

There are no changes to the core *Rebel Fury* rules beyond some clarifications. Included in this playbook is my article from C3i #38 on a detailed explanation of the combat system that has gotten the most press and commentary. My main point about the combat system is it goes many sacred industry totems based on research, not the myth of the Lost Cause and the fallacy of using force ratios at the American Civil War's Grand Tactical level.

I have given you the option to add the Flank attack rule that I removed from *Rebel Fury* because it added more complexity and potential for rules questions than I thought it was worth. I offer it for those who like a bit more crunch in their sessions.

What is the Grand Tactical Level of Warfare?

Baron Antoine-Henri Jomini, in his *The Art of War* (1836), defines the Grand Tactical level as, "the art of making good combinations preliminary to battles, as well as during their progress." I used his perspective as this was the one taught by Professor Mahan to the Civil War generals of this era. The Grand Tactical level of warfare as Grant, Lee, and the other West Point generals were taught is about maneuver combinations prior to and during a battle, full stop. Generals of armies fought battles at this level with little impact on tactical decisions as that was a Corps and below responsibility. The box cover photograph is how you would experience a battle at this level.

The combat system gives you the level of decision that the army commander had and little more. There are many operational scale games that cover theater level campaigns or tactical simulations that cover the nuances of ground, lines of sight, and smaller formation maneuvers, but few at this scale. While the Operational and Tactical level are popular scales, both *Rebel Fury* and *Army of the Potomac* bring a different lens through which to view the battles of the war.

Research

As I wrote in my book, *Wargames According to Mark: An Historian's View of Wargame Design* (GMT Games, 2024), where possible I like to use primary sources as augmented by secondary sources written after the event, especially the excellent works published during my lifetime. The primary source for all of my work and the majority of books you have read is the 128-volume *Official Records of the Rebellion* (hereafter *OR*), this Congressionally-mandated publication contains the largest collection of reports and correspondence from the war as signed into law by President Lincoln. For example, try finding

a good map of the Seven Days battle that shows the division and brigade positions for all the units on June 26th, 1862. You will find very accurate information on Porter's V Corps dispositions and the Confederate assault units that formed Lee's turning movement, but the rest is typically shown at the Corps level. I therefore read all of the Corps, Division, Brigade, and front-line regiments reports on where they were on the 25th of June and how they maneuvered and fought during this battle. Obviously, I reflected this in the scenario setup information. This method is broadly how narrative histories of the Civil War know who was where when, and what they were doing when they arrived there.

Bibliography

I have included only those books used for this volume. Since the Centennial of the War (1961), I have read in excess of over two hundred books on the American Civil War and own more books on this topic than some University libraries. GMT's *Civil War Heritage Series* is my argument for why things came out as they did. If you appreciate game and book pairings, here is a short list of the main books used for this design:

1. *Official Records of the Rebellion (OR)*:
 - a. Series I, Volume 11, Part I & II, Series #12: Peninsula Campaign
 - b. Series I, Volume 25, Part I & II, Series #40-41: Chancellorsville
 - c. Series I, Volume 36, Part I, II, & III, Series #67-69: Wilderness, Spotsylvania, Cold Harbor, Drewry's Bluff, Bermuda Hundred, and Petersburg
 - d. Accompanying Official Records Map Book published for this series
2. Gordon Rhea's series on the 1864 Campaign:
 - a. *The Battle of the Wilderness*
 - b. *The Battles for Spotsylvania Court House and the Road to Yellow Tavern*
 - c. *To the North Anna River*
 - d. *Cold Harbor*
 - e. *On to Petersburg*
3. Bradley Gottfried's map books for all battles in the series where he has published a book.
4. *Lee's Army During the Overland Campaign: A Numerical Study*, by Alfred C. Young III
5. *Bloody Spring: Forty Days that Sealed the Confederacy's Fate*, by Joseph Wheelan
6. *Not War But Murder: Cold Harbor 1864*, by Ernest B. Furgurson
7. *Bloody Roads South: The Wilderness to Cold Harbor, May-June 1864*, by Noah Andre Trudeau
8. *The Seven Days*, by Clifford Dowdey
9. *Extraordinary Circumstances: The Seven Days Battles*, by Brian K. Burton.

While these are the main works consulted and heavily used by me for this particular design, I also read pertinent sections from Catton, Foote, *Battles and Leaders*, participant memoirs, and other general campaign histories of the war, too many to recount.

An important note on research is all books have a bias and all information, to include the *OR*, is curated information. Dowdey is a Lee fanboy, but his military analysis is well researched and broadly supported by other works. Not every Lost Cause book is useless, you just have to know how to separate what's factual wheat from what's political chaff.

The historian's task is to both understand what the author said and chose not to say. When it comes to primary sources, I always remember what Edward Hallett Carr wrote about using primary sources: that it is more important to know who wrote it than what they wrote. For example, Hooker's report to Lincoln on Chancellorsville would almost have you believe that he was victorious but is heavily refuted by the lower-level reports and the Union retreat. Even Lincoln had to read between the lines to understand the facts.

What did I learn about these battles that surprised me?

In my past I taught Grant's 1864 campaign at Georgetown University (syllabus used *And Keep Moving On: The Virginia Campaign, May-June 1864* by Mark Grimsley). Until I designed *Army of the Potomac*, what I never really appreciated is where the failed Union Cold Harbor assault sat within the context of the campaign. Most commentaries about this battle focus on and headline the short, bloody Union assault on June 3rd. The reality is this assault is more discussed from myth than fact. The actual returns in the *OR* tabulate that the Union lost 3,500-4000 casualties during the assault (depending on how broadly or narrowly you view the units and timeline involved), not the 12k losses cited in many sources, which are the Union losses from the end of May through June 15th. To put this in perspective, Pickett's charge at Gettysburg generated ~8k casualties.

In the same period that the Union lost ~13k casualties (12,788 to be exact), Lee lost ~5k losses (5,287 to be exact). More broadly the June 3rd headline was the culmination of the partially successful June 1st Union attack, Grant missing the opportunity to turn Lee's right flank with Early's concurrent flank attack on the 2nd, ending with a famous repulse on the 3rd and a subsequent series of failed Union afternoon attacks. If you were playing *For the People*, this would be a one card play, large battle, 6 attacker to 3 defender loss. In *Army of the Potomac* this is four die rolls of the Union II, VI, and XVIII Corps failing four attacks. Most assaults during the war failed, with Cold Harbor's morning attack notable for its short duration but just as unsuccessful as Sherman at Kennesaw Mountain or Lee at Gettysburg.

The failed Cold Harbor attack was just another attempt by Grant to get around the Confederate right flank. The last three Union flank attacks (Jericho Mills, Haw's Shop, and to some degree Cold Harbor June 1st) were tactically successful assaults.

Grant believed that the Confederates were on their last leg, and he had learned that he had to attack before the Confederates had time to really dig in. Grant was aware that Hoke's division was present due to his and Kershaw's failed assault on May 31st that saw Confederate infantry repulsed by dug-in Union Cavalry. Grant had received reports from the V Corps pickets that Lee was reinforcing his right flank, making the Cold Harbor attack a bit of a race that the Union lost due to a lack of VI Corps initiative exacerbated by the exhausted II Corps troops falling behind schedule. Grant therefore decided to postpone his June 2nd afternoon attack to the morning of the 3rd. The flip side is Lee's redeployment was also behind schedule. It was, as they say, a BAD (Best Available Data) decision that Grant regretted making, but he made plenty of others during this campaign, as did Lee (North Anna and Bethesda Church).

When I look at the Cold Harbor campaign through the Grand Tactical lens you see both sides execute well-considered maneuvers that usually crash on the rocks of entrenched defensive fire. Grant ordered the attack, but Meade and the Army of the Potomac failed to coordinate the assault, a hallmark not only of this attack, but the war in general. As I have stated this was a common experience, as witnessed by Early's failed flank attack at Bethesda Church a few days earlier. I think the Cold Harbor scenario will be enlightening to many who have not considered this battle beyond its tragic misunderstood final act, that in retrospect was not the bloodiest attack made during the war.

What you will find when you play the Cold Harbor scenario is it's a turning movement that results in a series of meeting engagements. These maneuvers result in each side organically establishing fixed positions, with each side in turn trying to turn the other side's flank. I find that it is very reminiscent of *Gettysburg* and has become one of my personal favorites to play.

On the subject of casualties in general, the 1864 campaign (May 4th through June 12th) saw the Union lose 52,833 soldiers. During a similar period of time, the Army of Northern Virginia lost 33,346 casualties. The majority of these casualties occurred from May 4th through May 18th. To attempt to put you in Grant's shoes, I have bribed you with a campaign-winning number of victory points if you prevail at Spotsylvania Courthouse and a penalty for failure. This simulates that Grant's early May objective was the Army of Northern Virginia, not Richmond. The South will be hard-pressed to maintain their flanks while fixed on holding Spotsylvania Courthouse. From playtest and convention experience, this is a tense situation that requires some skill to play well.

Grant's realization that he was stalemated at Spotsylvania Courthouse initiated his North Anna turning movement, which in turn resulted in the Pamunkey River turning movement that ended at Cold Harbor. You can ignore the bribe and just try to outmaneuver your southern opponent to Richmond, but as the Union is in the role of the attacker, due to likely asymmetric unit losses, this is hard to achieve but huge fun to try. Historically, the result of the campaign was a Southern generalship victory. The realization after Cold Harbor that he was once again stalemated caused Grant to conduct yet another failed

turning movement, resulting in the siege of Petersburg that I will cover in a future volume.

One interesting experience I had with this design is that the operational Campaign scenario validated the series Grand Tactical model of maneuver and combat. By this I mean that during playtesting, the location of forces and the casualties taken were all in line with the historical narrative. Basically, I did not change one number to make things follow the historical paths taken by Grant and Lee while maintaining the ability to explore alternate paths not taken.

During the historic campaign major shifts in advantage occurred when one side arrived at a critical location just minutes before the other side, as happened at Laurel Hill (Spotsylvania Courthouse), Jericho Mills (North Anna River), crossing the Pamunkey, Bethesda Church, and Cold Harbor (May 31st). While the overall campaign is long, it can be very asymmetric and short if one side decisively outmaneuvers the other. You will discover, as I did, that in many situations you will either be one step ahead or behind your opponent dictating who is attacking and who is defending. Remember, the key to victory is often who "gets there first'est, with the most'est."

Seven Days Battles

The Seven Days Battles scenarios are tough because they usually require that you handcuff the Union player to do what McClellan did (retreat) which in hindsight is considered a poor decision. General Kearny (who argued with McClellan for an immediate attack), and most post-war commentators think that Lee's gamble should have resulted in Richmond being captured, but that is not how it turned out. In this design where you place your HQ is your command intent. So, just using the series rules as written, McClellan's intent was to shift his supply base to Harrison's Landing, which is where his HQ is placed in the solitaire version. This placement forces the Union to maneuver back into command, which is where the General wanted them to go. This retrograde maneuver saw a series of battles initiated by Lee as he repeatedly attacked the retreating Union army as it headed to its new base on the James River.

As a two-player experience, it was historical, but not very interesting. As a solitaire scenario, it's very exciting and repayable with the addition of the vulnerable Union Wagon train giving purpose to the affair. I have included an alternate history version, without any special rules, so you can see what might have happened if McClellan was Grant.

1864 Campaign Maps

For decades I have had convention envy watching the East Front crowd setting up their 10-map scenarios with thousands of units in unwieldy stacks. The reality is most of their time is spent setting up, but it looks amazing and obviously creates memorable experiences. *Army of Potomac's* Campaign scenario, with its 12 feet of maps (all researched and created by Charlie Kibler), can actually be finished in two days and is my act of defiance to this multi-decade injustice visited upon my one-map games. Obviously, most of us cannot set up all the maps at one time, but as long as you can put two maps end to

end, you just need to treat the campaign as a rolling experience as you advance on Richmond.

All kidding aside, the Campaign scenario is an epic ACW experience, and it is doable in a weekend. The even more epic combined *Rebel Fury/Army of the Potomac* scenario takes you from the Wilderness to Cold Harbor and has become my new lifestyle game.

Next Volume

I will leave it here for now. As I have stated before, the Core rules for this series will not change beyond a few clarifications and where necessary additional campaign rules. This means that if you know how to play one battle in this design you can play them all right out of the box. Just set up and go. The big Campaign scenario in this volume and in future ones will be where the operational details and additional system intricacy will reside.

The next volume in the series is *The Iron Dice of Battle* (Volume 3), which will cover Shiloh, Vicksburg, Gettysburg, and Antietam for certain. There will be some kind of Campaign overlay for the Vicksburg campaign, but I cannot give you the entire Mississippi river valley on the half mile/hex scale, so expect to see a more extensive Off Map display system. Down the road I am looking at the battles of Stones River and both battles at Manassas. And now, more detail on the combat system, as originally published in C3i #38. Enjoy!



Headquarters flag of the Army of the Potomac

C3i Magazine Clio's Corner #15

Chancellorsville: Simulating Grand Tactics during the American Civil War

by Mark Herman

Reprinted from c3i Issue #38

Introduction

My journey into the American Civil War (hereafter ACW) began with its Centennial anniversary in 1961 when I was five years old. In fact, when I was 21 months old the last Army of the Potomac survivor died (August, 1956). This is an important fact as I have been accused of having fought in the ACW, and it's just not true. The Centennial brought with it an infusion of books about the conflict and yours truly began what has become a lifetime of research into how our divided house led to open warfare. Just so I do not have to answer this question during some future political debate, the "most true cause" (Thucydides quote) of the ACW was the heinous institution of slavery's impact on national politics, culture, ethics, and economics.

Avalon Hill's Gettysburg focused on the war's most famous battle that according to BGG encompasses 75+ titles. My entrant into this category is *Gettysburg* (c3i 2018), *Rebel Fury*'s predecessor design that focuses on the Grand Tactical level of warfare. While there are many definitions for what constitutes this scale, I favor the one put forward by Baron Antoine-Henri Jomini, in his book *The Art of War* (1836) who described the grand tactical level as, "the art of making good combinations preliminary to battles, as well as during their progress." For this column I will use this definition as the organizing principle on how I implemented these two themes in *Rebel Fury*'s treatment of turning movements (preliminary to battles) and how battle lines organically form around points of contact with accompanying maneuvers to turn the enemy's flank (during their progress). I will examine these twin themes primarily through the Battle of Chancellorsville April 28th – May 4th, 1863.



Portrait of Jomini in 1859: His book, 'The Art of War' (1836) was a contemporary work of Clausewitz's 'On War'. Jomini's work is considered passe in today's academic discourse but the West Point graduates who led the armies in the American

Civil War were lectured by Professor Dennis Mahan (father of A.T. Mahan) on his theory of warfare. Clausewitz's famous work was not translated into English until after the Civil War and likely only General Halleck ('old brains') seems to have been aware of it and possibly read it in French.

"Sam I Am" ...a Civil War General

Using my 'Sam I am' lens (see c3i #28) you are meant to experience a grand tactical, not tactical, or operational, narrative where you are maneuvering an army. You have agency over what ground you want to hold, how hard you want to press the attack, and what are your last day decisions when army exhaustion diminishes the resilience of your worn-out troops. Each aspect of the battle, to include the last day, creates different challenges as I want you to experience the Jomini narrative of maneuver combinations prior to and during a Civil War battle.

One can think of fighting a tactical battle as being the Brigadier General on a white horse smelling gunpowder while trying to gaze through the smoke to discern what needs to happen next. From your horse you are deploying your forces onto prominent

terrain or massing your forces for an attack while positioning your artillery batteries to support your efforts. From a wargame perspective, the scale of the infantry units is at most brigades or regiments supported by smoothbore and rifled artillery batteries. The scale of the spaces (usually hexagons) is measured in hundreds of yards allowing for weapon differentiation and the tactical decisions that accompany this level of granularity.

My favorite game at the regimental scale is *3DoG (Three Days of Gettysburg)*, GMT Games) by the illustrious Richard H. Berg that is the follow on to the game that put him on the map, *Terrible Swift Sword (SPI)* for which I was a playtester during college. In my first experience with Berg's regimental system, I was opposed by the Gonz, and we sat there for an hour exchanging artillery fire followed by Pickett's charge that, like the one being simulated, failed to penetrate the Union center. The guns shot across multiple hexes with line of sight and range determining who could shoot at who as we threw the dice and looked up the results. Then after we had taken our allotted fires the Rebels crossed the open ground and were decimated by cannister and rifle fire with units taking casualties,



Library of Congress Archive: Grant (center of photo, head down) and his Staff at Massaponax Church during the 1864 Virginia Overland Campaign. The Telegraph Road is in the background and note the blurring on the left and right due to movement during film exposure. Also note that Grant (center) is naturally still while running his army.

routing, rallying, and then rallying no more. So, for me this is what it means to play a tactical wargame where regiments align themselves on their objective and you have agency over which units are where and whether you are in a straight line or have a refused flank and so on. You are the one handling the elements of a Civil War division on the assault or defense.

Grand tactical maneuver is epitomized by this photo of Lieutenant General Grant and his staff during his 1864 Virginia campaign that will be featured in volume II, *Army of the Potomac* (GMT 2025). Here the General is the epicenter of his army, receiving reports, and considering the army's next movements then sending off couriers with orders to his Corps commanders to prosecute his orders.

During the Civil War, the American armies in the conflict are intellectually behind the evolving European staff doctrine. For example, in the evening before First Manassas (1st Bull Run) the London Times reporter Russell found General McDowell personally looking for two lost gun batteries. When Russell asked McDowell why his staff were not doing this, he responded that they were all busy at the time. It is also important to note that prior to being the Commanding General of the Army of the Potomac, McDowell was a major and the next Army commander, McClellan, was a retired Captain. The point is you are not sitting in a twenty first century command center but represent a bunch of senior officers sitting on a bench in a churchyard or front porch of a local house trying to integrate sketchy reports into a coherent picture of what is happening.

Another important point is that ACW battles are direct fire affairs. There are no indirect fire systems of note (some siege mortars) so all combat is line of sight, physically limiting the number of shooters you can pack into the frontage of an assault. Generals did not consider combat results tables when ordering an assault, but how they would be resourced with infantry and artillery support. In *Rebel Fury* this is what you have agency over, when to maneuver, when to defend, and how heavily you support an assault on a critical enemy position.



Battle of Honey Springs published August 29, 1863

There is a set of woodprints known as Frank Leslie's Illustrated Newspaper later called Leslie's Weekly that featured eyewitness artist sketches of what they saw during battles. These are primary visual sources of actions that the cameras of the period could not capture (see blurring in Massaponax Church

photo) where the subject had to remain relatively motionless else nothing useful would be captured on film. The fact that Grant is in sharp focus while not sitting for a portrait tells you he is naturally calm while writing orders that send men into battle. The state of the art for action images was a human sketching on paper.

When I was young, I used to spend long periods of time examining these types of images (see above) in the Baldwin public library as you could not take out reference books. The combat sketches coupled with the communication reports in the OR (Official Records of the Rebellion published by Act of Congress) allowed me to get a sense of what was happening during these battles. The OR, as demonstrated by the subordinate unit reports, describes plans that during execution became disjointed and notably failed far more often than they succeeded. Consequently, there are no safe attacks in *Rebel Fury*, as it is a historical wargame where simulating the events matter. It was easier for Lincoln in the War Office telegraph room to communicate with his field commanders thousands of miles away than it was for that same field commander to control his forces only a few miles away. For all practical purposes field commanders controlled their forces using the same methods as the Romans with sound (drums/ horns), sight (flags), and verbal/ written instructions (couriers). Once you layer in the effects of black powder smoke you realize that coordination below the brigade level was the exception not the rule.

The key to success in *Rebel Fury* is outmaneuvering your opponent so they must attack you more often than you have to attack them. Although there are some notable exceptions (e.g., Missionary Ridge) successful attacks are achieved by launching multiple supported *attacks in echelon* or turning a flank. These are the standard *combinations* that Jomini describes in his definition of the Grand Tactical level of warfare. This was what Longstreet told Lee he should do at Gettysburg, turn the Union flank, interpose the Army of Northern Virginia between the Union forces and Washington to force a repeat of Fredericksburg. The need for a Pickett's charge on the last day of Gettysburg is indicative that the Confederates have been outplayed and it should also be noted that the Union soldiers chanted Fredericksburg as the Confederate forces retreated. A better plan that did not work was Lee's flank attack on the second day where Longstreet was to employ an attack *en echelon* to turn the Union left flank and then roll up their position. It was only the timely reinforcement of Little Round Top and the unexpected, for both sides, location of a Union III Corps in the Peach Orchard that disrupted the attack. Lee's plan on the second day of Gettysburg is representative of good Civil War grand tactics. While frontal assaults are easy to execute, superior skill allows you to simulate the tactics of an attack *en echelon*. This is how Lee envisioned Longstreet's assaults on the second day of Gettysburg to unfold.

The combat system in *Rebel Fury* reflects this confused tactical fight at the pointy end of the army's spear where your orders to assault a particular location are going to fail the majority of the time, but repeated assaults will usually succeed (statistically). I will note that some find this reality a bit hard



to swallow, but it is an historical wargame, letting you experience the successes and frustrations of 'that' moment. What you will experience, and the combat system simulates, is the frustration of attacking a defended position during this conflict and how even good plans go awry. What makes Chancellorsville unique is the plan worked.

The *Rebel Fury* grand tactical scale is positioned between the tactical scale of 3 DoG and any operational scale system such as Balkoski's *Lee versus Grant* (Victory Games) and its Ed Beach descendants. *Rebel Fury*'s raison d'être is the wide and the shallow turning movement that is the critical feature of American Civil War battles at this scale. I place you in the role of a General trying to maneuver your forces into a position of advantage and through perseverance focus your attacks on those positions that un hinge your opponent's battle line. Like Lee at Gettysburg, you might not succeed, but if you look at the significant battles of this war, the majority were defensive victories, so while strategic victories are possible, close run tactical victories are the norm. If dramatic offensive breakthroughs bring you to the gaming table, stick with World War II, but if your interest is to understand how to manage a Civil War battle, the grand tactical level offers unique insights not found at other scales of conflict.

In the context of the *Rebel Fury* core rules, I give you agency on how you shape the battlefield (Maneuver and Detachments), create battlefield asymmetric advantages (Headquarter modes), attack intensity (infantry and artillery support), and your army's resilience (rate/timing of losses). While these things have all been represented in wargames for decades *Rebel Fury* handles them a bit differently, especially the core mechanic whereby units can move until they cannot and attack until you call it off, so as many have commented, you cannot use your former hex and counter experiences to much advantage.

Chancellorsville

My intent when I designed *Rebel Fury* was to create a game series that would allow me to eventually publish a scenario on every major battle of the ACW, so I began with the hardest design challenge first (Chancellorsville). I knew that once I sorted out this singular Robert E. Lee victory the rest of the series would more or less fall into place. The

Gen. Joseph Hooker

Gen. Robert E. Lee

Chancellorsville Historical Narrative

There are literally thousands of books on the battle of Chancellorsville and Salem Church of which I used only a small fraction, yet one of the most important ones are the two volumes from the Official Records (OR) that contain all of the reports and correspondence from this battle. I do not intend to reprise what you can get off the internet but for those unfamiliar with this battle here is a precis version from —

The Time Chart of the Civil War (Lowe and B. Hould publisher):

April 27 (1863): General Hooker attempts to turn the Confederate flank by leading three corps across the Rappahannock and Rapidan Rivers above Fredericksburg.

April 29: Lee orders Longstreet to disengage from Suffolk and rejoin the main body of the Army of Northern Virginia.

April 30: Hooker's army concentrates at Chancellorsville.

May 1: Lee leaves his positions at Fredericksburg and begins to move toward Hooker on his left flank at Chancellorsville.

May 2-3 Battle of Chancellorsville: Rather than advance against Lee's rear Hooker has taken a defensive position at Chancellorsville. Lee splits his army, sending Jackson on a march around the Union flank. Jackson manages to maintain surprise and attack late in the afternoon. The Union XI Corps is crushed, but other Union troops rally and begin to counterattack, until darkness ends the fighting. In the darkness Jackson rides ahead of his lines and is shot by his own troops when he returns. Next day Lee attacks again along his line. A shell hits Hooker's headquarters temporarily disabling him. Hooker's defenses are broken, and he retreats to a position by United States Ford.

May 3: The Union VI and II Corps under Generals Sedgwick and Gibbon attack Confederate General Jubal A. Early's division holding Marye's Heights at Fredericksburg. Early is forced to retire. Sedgwick sets out to reunite with Hooker at Chancellorsville.

May 3-4 Battle of Salem Church: In the afternoon Early regroups at Salem Church and delays Sedgwick's advance. Overnight Lee sends two fresh divisions from Chancellorsville to reinforce Early. Next day, Sedgwick holds his position against fierce attacks. After dark he withdraws back across the Rappahannock under Confederate artillery fire.

May 5-6: Overnight after hearing of Sedgwick's defeat, Hooker finally withdraws across the Rappahannock.

May 6: General A.P. Hill is assigned command of Jackson's old corps.

May 10: General Stonewall Jackson dies of his wounds.

other challenge was how to accomplish this without a heavy rules overhead, so it could easily be taught, set up, and finished in a two hour session. While I design, play, and admire complex intricate games, I cannot finish them in an afternoon unless they have shorter scenarios (*Pacific War Coral Sea*, *For the People 1863*, *Empire of the Sun South Pacific*, and *Pericles Archidamian War*). *Rebel Fury* is me, taking the time to write you, the proverbial shorter letter.

The battle of Chancellorsville is considered Lee's greatest battle victory because after being caught by surprise he maneuvered his forces aggressively, blocked a Union turning movement (Hooker), then counterattacked (Jackson), followed by putting pressure on Hooker's turning movement (Stuart), then turned a portion of his army around to halt Sedgwick at Salem Church (Lee). The way I see it is a classic Napoleonic battle of the central position that repulses the Army

of the Potomac (hereafter AoP) right wing and then its left. That said, despite brilliant grand tactical maneuvers during the battle's progress, Lee fails to destroy or seriously damage the AoP. In two months', time the AoP will turn back his 1863 northern invasion demonstrating that his success at Chancellorsville did not translate into a war winning advantage. But let us first look at some of the historical details of what will become known as Lee's masterpiece.

After Fredericksburg (December 1862) the Army of the Potomac reorganizes and refills its ranks. In early January Burnside sends his army on a turning movement that is cancelled by heavy rains in what has become known as the 'Mud March' (*For the People* card). Burnside's poor battlefield results caused President Lincoln to appoint General Hooker as its new commanding general on January 26th, 1863. What tends to get lost in his subsequent defeat is that Hooker demonstrated strong organizational skills by restoring the army's morale, establishing an embryonic staff and intelligence service while concentrating the cavalry into an independent arm under General Stoneman. During the early spring Hooker begins planning for a new campaign intended to bring Lee to battle under conditions favorable to the AoP.

Hooker's plan as informed by the Union experience at Fredericksburg was to position his army astride Lee's line of communication to force the Confederates to attack dug in Union defenses. The AoP would send a 'flying column' of three Corps to execute an upriver turning movement to place his Union forces in a position where Lee had to attack Hooker. The critical Jomini combination was to gain advantage from offensive maneuvers followed by defending tactically. What is important and notable is that both sides understood the difficulties of attacking versus defending. Superior generalship was to get to where you needed to be first and make the other side try and dislodge you. Failing this you were then forced to maneuver your opponent out of their positions by flanking their battleline (e.g., Chancellorsville) or if your army was *in extremis*, you had to make a frontal attack (Fredericksburg, Pickett's Charge, etc.). Another prime example from *Rebel Fury* is Spotsylvania where Anderson's I Corps arrives at a critical crossroad moments before Warren's V Corps arrives and then rebuffs several poorly coordinated attacks that shape the long bloody battle that follows.

In late April (1863) Hooker initiates a turning movement whereby he splits his army of ~133k soldiers into a turning movement with his V, XI, XII Corps taking the lead with orders to concentrate at Chancellorsville and then advance on Fredericksburg from behind the entrenchments. Hooker intended to force Lee to withdraw or face a double envelopment. What is interesting is the units chosen for the 'flying column' were based on which Corps were bivouacked furthest from Fredericksburg as maintaining secrecy was the most important element of Hooker's plan. While the V Corps was a veteran unit the recently added XI and XII Corps were not the best units in the AoP. As it turns out, Hooker's secret turning movement in fact worked and Lee did not get intelligence that his flank had been turned for three days.

"...Although now on Day Three, Hooker's turning movement had been discovered and finally reported to Lee, the secret of its target—Lee's army rather than Lee's communications—was still a secret. (Chancellorsville, Stephen Sears, p 160).

As Stuart's reports of the direction of the turning movement were confirmed, Lee alerted General Anderson's division that was covering the upriver crossings and as reported by MG Anderson's 6 June report (OR Series I, Vol. 25, Report No. 325) *...About 9pm the same day (April 29) I received orders from the commanding general to repair to Chancellorsville and to make such disposition of the two brigades (Mahone's and Posey's) which had been posted at United States Ford (hexside 3811/3812) as to check the advance of the enemy who had crossed the Rappahannock at the fords above the Rapidan, and were approaching Ely's and Germanna fords on the latter river.* This is starting point for the Chancellorsville scenario.

General Sedgwick (VI Corps) commander with the I Corps and a division of the II Corps (kept in place to avoid tipping off Confederate intelligence) was the other part of the plan whose objective was to pin the Rebel forces in their entrenchments near Fredericksburg by executing an opposed river crossing. When Jackson was alerted to Sedgwick's river crossing he immediately massed his II Corps on the plain in front of his entrenchments to attack. It was never Lee's intention to oppose a river crossing mostly because of the Union heavy guns on Stafford Heights, but in keeping with his leadership philosophy he left the choice up to Jackson who after a personal reconnaissance came to the same conclusion.

By April 30th the turning movement had been reinforced with the Union II Corps after the V Corps had captured US Ford reestablishing a line of communication to the north. It was at this time, April 30th, when Hooker decided to concentrate his forces at Chancellorsville instead of aggressively advancing with four Corps on Anderson's single division.

As Lee observed the unfolding situation it became clear that Sedgwick was a diversion and not the main effort. On May 1st Lee ordered Jackson to take his II Corps to intercept Hooker's 'flying column' reinforced with McLaws division minus one brigade to hold the town (detachment). Lee, like Napoleon in Italy during his Mantua siege, used his central position to attack the Union army at Chancellorsville while leaving a rear guard (Early) to block Sedgwick. After Jackson's successful flank attack, he then reversed course to halt Sedgwick at Salem Church. Lee's reputation as a great general rests on his adroit maneuvering at Chancellorsville. However, as in chess you cannot have brilliancy without an accompanying blunder. As it turns out, Hooker in fact stole a march on General Lee, but history respects the winner not the chances thrown away by the loser. Hooker, by his own admission, lost faith in himself and his plan at exactly the worst moment, allowing Lee to recover and seize the laurels of victory.

Maneuver Combinations Preliminary to Battle

At the Grand Tactical scale, the preliminary turning movement epitomizes many Civil War battles such as 1st Manassas,



Illustration: Chancellorsville Start; note that Hooker HQ sets up in Chancellorsville stacked with Anderson.

2nd Manassas, and Chickamauga to name just a few. The HQ mechanic is how I create the conditions for a turning movement and all subsequent maneuvers. The HQ markers do not represent the physical location of a general and his staff but represent your orders where you want to maneuver your forces. Hooker ordered General Slocum (temporary overall commander of flying column) to Chancellorsville. Per General Slocum's report from 17th May he wrote: *...the two Corps (XI and XII) arrived at Chancellorsville at about 2 Pm on the 30th.* The HQ marker represents the 'flying column's' orders to close on that location. As I wrote in the rules, Hooker's HQ in this scenario does set up in Chancellorsville stacked with one of Anderson's Confederate units, it is not an errata but illustrates Hooker's objective is defended by Confederate units.

Essentially, Hooker wanted to reverse what had happened to the AoP at Fredericksburg. His plan was to put *...the optimistically named flying column totaled 39,795 fighting men... Under the best of circumstances Hooker had decided those thirty six hours—from Monday dawn to Tuesday evening April 28th were about as long as he could expect his turning movement to remain a secret...the issue would then be clear—how swiftly the flanking columns could march back downriver to Chancellorsville, matched against how swiftly General Lee could reinforce his left to meet it. At risk was the battle for the Rapidan crossings. To raise the odds in his favor, Hooker would simultaneously launch a powerful threat against the Confederate's right in their works at Fredericksburg. His goal, he (Hooker) told*

the President, was “keeping them in their places and if they should detach heavy forces to attack the troops coming down the river, to storm and carry those works and take possession of the enemy's short line of retreat.” (Chancellorsville, Sears).

In this manner *Rebel Fury* and the volumes that will follow (next up, *Army of the Potomac*) have built into their DNA the grand tactical turning movement combination. Now one of my challenges is that the Confederate player has hindsight knowledge of the situation. So, what is to stop you (CSA) from reacting quicker than they did historically without any special 'handcuff' rules. The answer comes from history. As Hooker told President Lincoln (see Correspondence quote above), if Lee immediately sends off the majority of his forces, then Sedgwick's diversionary attack becomes the main attack. Historically Lee began sending off 80% of his forces to oppose the 'flying column.' If you play the full Fredericksburg scenario you will discover that the Confederate defenses on the far right can be flanked especially if Colston and Hill's divisions (Jackson's II Corps) have left them uncovered. If this happens the Union should maneuver the Union I Corps to flank the entrenchments and attack them from the rear supported by the heavy guns on Stafford's Heights. Once you have some experience with this scenario the timing on when each side makes their offensive maneuvers is critical to how your session unfolds.

Another intentional design asymmetry is how to exploit opposing HQs in dissimilar mode where one HQ is in Maneu-

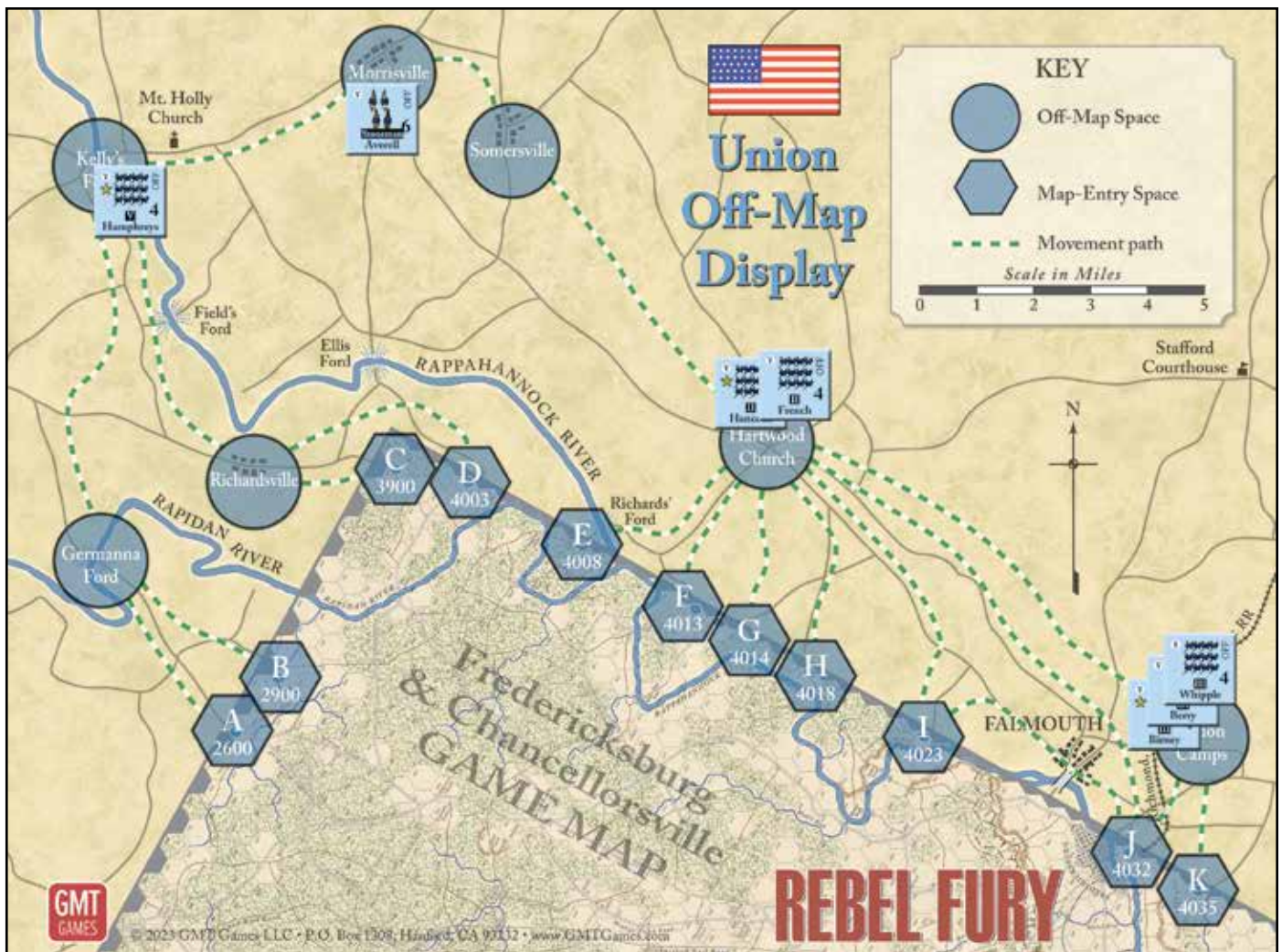


Illustration: Chancellorsville Off Map Display showing the Union Turning Movements reinforcing units for the V, XI, and XII Corps 'flying column.'

ver Mode and the opposing HQ is in Battle Mode. The HQ in Battle Mode, especially Jackson with three battle stars, can be very powerful when attacking or defending. The disadvantage to Battle Mode in this circumstance is the opposing HQ in Maneuver Mode has longer range and if given sufficient moves can turn a battleline's flank. The Confederate leadership advantage at Chancellorsville is they can use the central position to have Jackson attack in Battle Mode while Lee in Maneuver Mode can react to Union efforts to turn his flanks.

The flip side is the two Union wings are separated and cannot coordinate their HQ modes. The Union can protect their flanks by remaining in Maneuver Mode but then cannot ameliorate the full impact of Jackson's three battle stars. The decision to change an HQ from maneuver to Battle Mode has to be balanced against the possibility that the HQ will temporarily get 'frozen' in Battle Mode. It is rare for a two or three battle star HQ (Lee and Jackson) to have its mode changes delayed, but one-star HQs (Hooker and Sedgwick) are a different story. Each side should look at these asymmetric moments as opportunities to be exploited. Herein lies, without any special rules,

the advantages of the Napoleonic central position as previously seen in *Waterloo* (c3i).

Maneuver Combinations During a Battle's Progress

Moving from maneuver combinations preliminary to a battle I will now move onto maneuver combinations during a battle. As described in the OR at some point the armies come into contact with each other. As additional forces come forward, they deploy to the left or right of the point of contact as each side seeks to lengthen its battleline while seeking to flank the enemy forces. The relative speed of the maneuvering forces determines which side gains advantage on the flanks and organically shapes how your battlelines form. For example, *Finding the enemy in force and making dispositions to outflank him on both flanks, without any communication either on the right or left with a supporting force, General Sykes reported the condition of affairs to the major general commanding the army, and by him ordered to withdraw.* (OR, volume 25, Report No. 168, MG Meade, 12 May 1863).

For any historical wargame the usual test of verisimilitude is whether it allows for some well understood moment to unfold even if during play you and your opponent have total knowledge of the event and the location of forces in play. In the case of Chancellorsville, the challenge is always how to create player agency over Jackson's famous flank attack on the open Union right flank (Chancellorsville Map hex 2706 and locations east)? How does this happen with the Union player with hindsight avoiding open flanks plus complete knowledge of where Jackson and his Corps are located on the map? The battle's culminating moment saw Lee engage and pin the Union center and left flank with Jackson's Corps turning the Union right flank in a late afternoon (PM Turn) attack that broke the XI Corps under General Howard. That said, Jackson falling in battle at his zenith appears to mimic a Shakespearean tragedy making it amongst the most famous flank attacks of the war.

Combat Narrative

Generals during the war never considered combat results table columns or die rolls. What they considered and the narrative that I want you to experience is if you are going to attack: who are you attacking, why are you attacking, what are the circumstances of the attack, and how much support will you commit to the attack? This is a war of direct fire combat, so force ratios make no sense at this scale as the number of forces you can commit is limited by unit frontage. Essentially every frontal attack is more or less at one-to-one odds as each side is limited to the same number of soldiers for any given frontage. What you can effect is committing reserve artillery ammunition to keep your guns firing throughout an attack and if you have maneuvered to a flank, you can achieve a force advantage. However, a force advantage on a flank is not a coordinated attack as these units did not have radios and could not directly communicate across a mile through gun smoke. Consider whether you could see or communicate with someone a mile away while artillery fire and smoke are present. A force advantage on a flank translates into the ability to employ attack *en echelon* tactics that subject an enemy position to multiple uncoordinated attacks initiated at a common starting time or as a signal when the guns go silent (remember you do not want to be in front of a direct fire cannon).

Using primary and secondary source material I have done many mathematical analyses of ACW assaults. What I have concluded is they failed the majority of the time, and the contemporary accounts illustrate that the senior officers all understood this fact. A typical description, of which there are thousands, goes something like this, *skirmishers advanced on the enemy, came under heavy fire, men acted gallantly, flanks were not secure, received orders to retire, and we lost the following individuals*. For example, from the opening of the Spotsylvania battle Report 120 (Series I, Vol. 36, Part I Reports) for May 8th simply states for the First Brigade, Second Division (Robinson), Fifth Army Corps: "*Assaulted the enemy works at Laurel Hill, in connection with the rest of the division, and were repulsed.*" This is a typical description in the OR of a failed advance. This can be frustrating from a player's point of view, but *Rebel Fury* is an historical wargame, so you need to use

historical solutions if you want to prevail while experiencing the historical challenges.

Here is a narrative from my favorite ACW author, Bruce Catton describing Pope's initial attack against Stonewall Jackson in what would become known as the 2nd battle of Manassas.

Pope fought his battle about as one might expect; with great energy, but defective judgement. Jackson, whose position he had finally discovered, was lined up behind an unfinished railroad embankment north of the turnpike, a position as good as a fort; and Jackson was quite happy to let Pope wear the Federal army out while he waited for Lee to join him. As soon as it was light enough to fight Pope began to oblige him. Sigel's Germans attacked first and were repulsed. Then Hooker drove for the center of the line and got a brigade up on the embankment, where Northern and Southern boys fought desperately with bayonets and clubbed muskets before the Northerners were driven down. Now Phil Kearny came in through the woods to smash at A.P. Hill at the left end of Jackson's line—bent him back and forced him to call for reinforcements, but like Hooker, found the task too much for him and had to pull out. (Mr. Lincoln's Army p 38, Bruce Catton).

In this account three separate Union units have attacked Confederate troops in defensible terrain and each in turn was repulsed (three failed die rolls). This is usually when someone declares that combat in *Rebel Fury* is all random luck not history; *mea culpa*. If you look at this from a *Rebel Fury* combat perspective, each of these assaults is an attacker 7 versus defender 10 tactical column (Jackson's impact) resulting in each individual assault having a 21% chance of success, and over three assaults the overall chance of success is 51 percent (prior to rolling any dice). This is the reality of attacking in the ACW and this is reflected in the types of historical narratives the *Rebel Fury* combat system delivers. When I examine Jackson's flank attack at Chancellorsville (prior to rolling any dice) it has a 94% chance of success. At this time, I reprise a portion from my Clio's Corner column on combat results tables to dispel some interesting gamer myths.

A traditional wargame combat results table is a matrix with a left to right column calculation, usually force ratio, where movement to the right is good for the attacker and moving left is bad. Each column describes a distribution of results, most with multiple listings (e.g., defender retreat), that determines who won and who lost the encounter. You roll a die and read off a result that determines which result on the column is used. The number of slots with a particular result (e.g., attacker retreat) is the probability that a particular result occurs as chosen by a random die roll.

At times there is the inclusion of die roll modifiers, but all that does is change the distribution of results within the same column making the edges of the probability distribution equal to the die roll modifier or the CRT extends beyond the actual die roll (e.g., such as the 1d6 *For the People* CRT that has a 10 result) achieving the same effect. Another way to do the exact

same thing is just to change the distribution by building it into the columns making the same calculations easier to handle during play but note all you are ever doing is altering the distribution. The accompanying gamer myth is that more die rolls and procedures are more accurate. Whether you do it with columns only (left/right shifts), columns and lines (left/right shifts plus die roll modifiers), or with layered dice procedures makes no mathematical difference if done correctly. So, for those who feel naked without die roll modifiers and concluding that the *Rebel Fury* CRT is just die roll luck, you might want to consider how CRT distributions actually work.

As a *Rebel Fury* general, what do you have agency over in combat? As the General leading an army you have agency over where to attack, how you support an attack, and how many times you want to attack. There are three kinds of Attack Support in *Rebel Fury* using any combination of infantry, artillery, and HQ battle stars. For descriptive purposes let us call a single division without artillery support a Division assault most useful against detachments or enemy cavalry. A division attacking with infantry or artillery support is a Corps assault. A Corps assault with artillery support and infantry support is an Army level assault. To summarize, your decisions are what drives your assault from an initial value of 1 toward the 10 tactical position column with each shift improving your distribution of results. Remember there are no safe attacks (rolling a zero; disadvantage result) so even well-supported assaults can fail.

Type of Assault	CRT Column	Probability of Advantage result (Significant Advantage)	Context
Division	1	10% (0%)	versus Detachment, 5 col.
Corps	4	60% (0%)	Same column as defender in defensible terrain
Corps + Battle Star (Unit or HQ)	5	50% (10%)	Overall probability same as 4 col., but SA now possible
Army	7	30% (40%)	Main method to attack a defended position
Army + Battle Star (Unit or HQ)	8	40% (40%)	Improves chances against a defender D result
Army + Grant, Sherman, Lee, or Jackson	10+	30% (60%)	Impact of superior battle leadership

Assault Table: Shows CRT column distributions that apply to both attacker and defender, but focuses on attacker Tactical Position modifiers.

Infantry support simulates how most grand tactical scale battles evolved. At some point a lead unit runs into the enemy and cannot push it aside. Then both sides start to feed units into the fight with new units deploying to the left or right of the initial point of contact. This choreography was repeated throughout the entire war. The units that have now moved onto the line allow you to attack with the weight of numbers as offset by the enemy's use of terrain and artillery. If the situation is important enough, more artillery and/or ammunition to sustain division batteries is thrown in. The net effect of infantry support is using the weight of numbers to enable multiple assaults.

When one considers how I handle artillery support it is important to understand that it usually is access to reserve artillery ammunition not additional gun batteries. An artillery

battery could empty its caissons in less than two hours, sometimes less than one, so you can either bring in fresh guns or give the ones in action more ammunition. Division and corps level guns are built into the units, whereas army level support usually represents additional artillery ammunition that keeps Corps gun batteries from becoming ammo depleted. While I make no real distinction, the important point is artillery support enables continuous artillery fire over the course of an assault however that is accomplished. Another point that needs to be made is while it is very difficult to mass guns in dense woods, the impact of even a single battery of artillery on a road or a farm clearing was outsized to the number of guns as it created untraversable killing zones. As shown in the 2nd Manassas example, Jackson's small deployment of artillery on a wooded hill was significant.

Based on a detailed analysis from Gettysburg reports, as supplemented where they exist for other battles, I have normalized the Army ammunition trains to a maximum of 19 points and reduced them based on other factors. For example, in the Spotsylvania scenario each side is reduced by the amount of ammunition I calculated was used earlier in the week during the Wilderness scenario. So, remember you are tracking Army artillery ammunition, not guns.



Leslie's Illustrated: Battle of Big Bethel infantry assault (For the People card).

The way it all gets pulled into one seamless cloth is the combat system uses two charts, the Tactical Position Determination table where you choose how much support a particular attack receives and the result matrix that determines the overall attacker/defender interaction. The *Tactical Position Determination* table has several combat narratives embedded in the table. First there is a Corps level attack (see table) against an enemy position in defensible terrain. A Corps level attack takes a typical combat unit from the one to the four column. An unsupported enemy unit in defensible terrain also fights on the four column. Therefore, the four column is where a defender in defensible terrain is equal to an attacker with infantry or artillery support. The probability of success in this situation (before rolling dice) of two successive attacks is 54% or as a rule of thumb a coin toss. As a Civil War general, you would have some 'gut' level feel on your chances of success, so see what follows through this lens. If we now examine a Corps level attack against an enemy detachment in defensible terrain it is now an 8-column

attack and likely to eliminate the detachment (85% chance of success). If you are determined to roll lots of zeros, ignore all of the above except when both sides roll zeros (counterattack result).

Unlike other games that I have designed, I built the combat system not around a single attack, but multiple attacks timed to hit the position in succession (attack *en echelon*). The historical grand tactics being simulated are by intent not centered on an individual attack die roll, but around the combination of two attacks on the same position. Making two successive attacks on the same position (before rolling dice) gives you at least a 50% chance of success, what you would see in most games at one-one odds. However, skill matters, and the same combat mechanics also allow for notable breakthroughs, such as Jackson at Chancellorsville or Longstreet at Chickamauga where you can achieve 75% to 94% chances of success. The difference is not the math, but how you maneuver against your opponent's vulnerabilities. This is the cruel math of the ACW where you have to consider the total resources you need to commit to an objective and not focus on any single attack while avoiding inadvisable attacks (e.g., Fredericksburg). This can be very frustrating when nothing seems to work, but that is the point, I want you to feel the discomfort of a Civil war general making hard choices. Now let us discuss, despite predictable setbacks, how you leverage this combat model to become a successful general.

If you examine the table below, you will see the probability of attacker success for any combination of attacker versus defender tactical positions. If you apply the grand tactics doctrine built into *Rebel Fury*, you would take (before rolling the first die) any table intersection probability (P) and apply the equation of $(1-P) * (1-P)$ to calculate the probability of failure with 1- Failure equaling your probability of success. For example, if you take a 7-column attack (Army level assault) versus an 8-column defense (defender in defensible terrain with artillery support), is calculated as $(1-.33) * (1-.33) = .44$ (failure) or a 56% chance of taking the enemy position. This is a very common situation at the beginning of any battle when forces are

fresh, you need to take a position, and both sides have plenty of artillery ammunition.

As I stated in an earlier Clio's corner, what makes a historical wargame historical is how does it handle some critical event the way you perceive it should be handled else it ruins the experience for you. Importantly human perception often takes precedence over facts. As I have stated, if a Pacific wargame cannot deliver to my satisfaction how it handles the opening Japanese 1941/42 offensives, it fails my verisimilitude test but may work for others. In the end how you judge the verisimilitude of a wargame falls into the phrase, "I know it when I feel it."

Burnside's attack against Marye's Heights at Fredericksburg (December 1862) and Jackson's flank attack at Chancellorsville (May 1863) represent two ends of a spectrum. The *Rebel Fury* combat system deals with both situations within the same simulation construct. While they both use the same combat mechanics, they do not share the same geometry. Lee's entrenchments on Marye's Heights are more or less straight, making it physically impossible, except where there is a small forward salient, to make two supported attacks. The geometry of hexagons in a straight line reduces you to a single supported attack with a one in five chance of success (Fredericksburg entrenchments). The opposite situation prevails when you attack the end of a battleline where you can maneuver three units into position to deliver two or more supported attacks. It is your skill in identifying and leveraging terrain geometry that moves the needle of success in your direction. This simple model also demonstrates why the 'mule shoe' at Spotsylvania that led to the destruction of Johnson's division was an exploitable weakness in Lee's position as it could be frontally attacked by multiple supported assaults.

In the case of Chancellorsville, does a particular design have resident within its model of combat the ability to recreate Jackson's famous last attack. From my perspective there are two ways to make this happen. First and my least favorite method is writing a sufficient number of special rules that broadly take any combat model and make anything possible. The second method

		Attacker Battle Rating									
		1	2	3	4	5	6	7	8	9	10
Defender Battle Rating	1	40	52	63	86	87	88	92	93	94	96
	2	31	42	54	83	84	85	90	92	93	95
	3	24	33	44	71	74	76	84	86	88	91
	4	7	10	15	32	38	45	60	61	68	75
	5	6	8	14	31	37	42	56	57	63	69
	6	6	8	13	30	35	40	51	53	58	63
	7	4	5	8	21	25	29	38	39	43	47
	8	3	3	6	14	19	23	33	34	39	43
	9	3	3	6	14	18	21	29	30	34	37
	10	1	2	3	7	10	14	21	21	24	27

Number shown is attacker's percentage chance of winning battle

Rebel Fury combat system probabilities. Cross reference attacker and defender tactical position columns, the number in the intersection is the probability of an attack being successful. If math bothers you red is below 50% and Green is above 50% chance of success (created by Dr. David Casper).

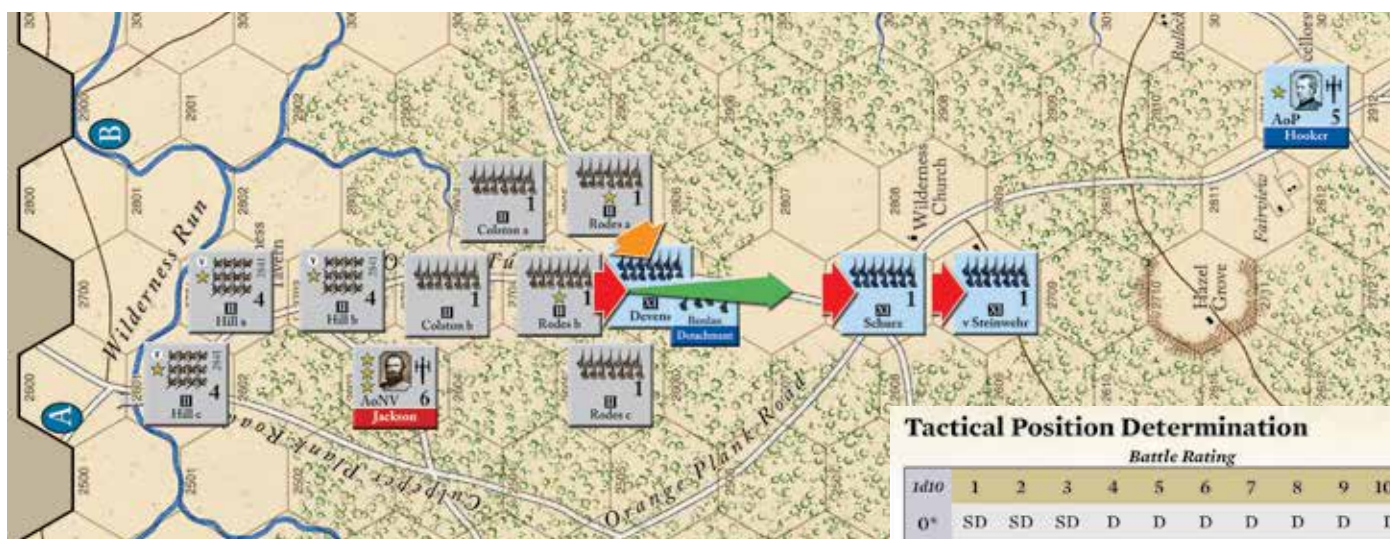


Illustration: Shows Jackson’s flank attack defeating Howard’s XIth Corps. Rodes b is supported by Rodes and Jackson’s battle rating defeats Devens, then Rodes b conducts a two hex pursuit (3 battle star HQ), breaks Schurz, then pursues and breaks v Steinwehr. CSA scores 4 VP for third broken unit plus detachment elimination. Red arrows are attacks, orange arrow is infantry support and the green arrow is pursuit. Tactical Position Determination Table Key: SD= Significant Disadvantage, D=Disadvantage, A=Advantage, SA=Significant Advantage.

Tactical Position Determination

Battle Rating

ld10	1	2	3	4	5	6	7	8	9	10+
0*	SD	SD	SD	D	D	D	D	D	D	D
1	SD	SD	SD	D	D	D	D	D	D	A
2	SD	SD	D	D	D	D	D	A	A	A
3	SD	D	D	D	D	D	A	A	A	A
4	SD	D	D	A	A	A	A	A	A	SA
5	D	D	D	A	A	A	A	A	SA	SA
6	D	D	D	A	A	A	SA	SA	SA	SA
7	D	D	D	A	A	A	SA	SA	SA	SA
8	D	D	A	A	A	SA	SA	SA	SA	SA
9*	A	A	A	A	SA	SA	SA	SA	SA	SA

is to build it directly into the simulation. Over the course of the war both sides achieved maneuver successes, so Jackson’s attack was not unique, just the best known, and is built directly into the core of the design.

Returning to the combat tables, Jackson with his three battle stars is going to make a fully supported attack (artillery was positioned to quickly advance with the attack) on the 10+ tactical position column and the chances of his first assault succeeding against a defender in defensible terrain without artillery support (historical condition) is 75% (10 v 4 columns) which is where we will pick up Jackson’s historic attack.

As a stage setter, it is the May 2nd PM Turn with Jackson’s II Corps arrayed in its historical position (see illustration). It arrived at this position by the Union ending their movement with a pass while leaving an open road around its flank. This open road allows the Confederate player to move a Corps onto the Union flank with its remaining moves. Why you would or would not do this is not the point, but it would not be the first blunder of this exact nature I saw multiple times during playtesting (rookie versus veteran). Remember my design philosophy is skill should matter. In our example Rodes’ division is set up to conduct two supported assaults on the 10+ column with the probability of each attack having a 75% chance of success with an overall probability of success (prior to rolling dice) of 94%. A third attack is also possible, but only on the 8 not 10 tactical position column. As this is a Shakespearean tragedy, we will assume that each attack succeeds and in three attacks the XI Corps suffers three broken results and on the last attack the die roll is 9 with Jackson becoming a casualty. Given how I handle

Army attrition in this design the third broken division will be eliminated plus the eliminated detachment for a 4 VP impact. In this battle that is often the margin of victory.

Now let us look at an alternate historical situation where the XI Corps has additional artillery support. In this situation the initial Rodes attacks are CSA 10+ column versus a USA 8 column combats. In this situation the overall chance of success (prior to rolling dice) is 68%. Assuming that either attack succeeds, per diagram Rodes pursues two hexes (Two/Three battle star HQ effect) and attacks on the 8 column versus a 5 column defender (artillery support) has a 57% chance of success, followed by a third assault with the same probability of success.

The real issue is not whether the game can or cannot reproduce this historic drubbing, it can, but how bad the drubbing will be. In the vast majority of cases one XI Corps division will yield its position and there will be a second advantaged attack in clear terrain. Will you knock out the entire XI Corps? It is possible, but unlikely and the XI Corps remained on the field until the end of the battle, so rumors of its destruction were premature. Therefore, it is hard to say if the third assault succeeded or as one can interpret the outcome, the CSA after a Union combat pass ran out of combat opportunities (nightfall). The point is conducting a series of attacks in this design will allow for Pope’s repulse at 2nd Manassas, Burnside’s disaster at Fredericksburg, Jackson’s success at Chancellorsville and Thomas’ capture of Missionary Ridge at Chattanooga to reside within the same mathematical model of combat without strait jacket procedures.

Coming full circle on maneuver combinations during a battle, what you have agency over is how to maneuver your forces such that you cover your flanks while looking to exploit vulnerabilities created by your opponent's dispositions. At 2nd Manassas Jackson had maneuvered his Corps into a position that required Pope to attack him at disadvantage. At Fredericksburg Burnside attacked well supported entrenched Confederates in a geometrically disadvantaged frontal attack. At Chancellorsville Lee found an open flank that delivered a battlefield success although Hooker retreated intact. At Chattanooga, Thomas' Corps captured Missionary Ridge (one in three chance of success). Jackson's last attack as juxtaposed against Pope at 2nd Manassas or Burnside's at Fredericksburg are two sides of the same coin. In the end it is your maneuver combinations that will drive who must attack who, and under what circumstances with the general who does it better likely to prevail due to creating higher probability attacks.

Army Resilience and Exhaustion

All wargamers are familiar with the various methods to show attrition and disruption. As unplugged wargames are physical, we flip over counters, use attrition markers or a myriad of other ways to show changes in force status. If one sits back and looks at how ACW battles evolved, I have chosen to look at attrition and exhaustion through a different lens. As I have said countless times before, there is no right or wrong way to do anything in a game design. What I will now describe is how I chose to handle these factors in *Rebel Fury*.

Since I am focused on the battle of Chancellorsville and I have just finished discussing the trauma faced by the XI Corps, what was the net effect on the Army of the Potomac, not from a wargame's casualty point of view, but General Howard's point of view?

At about 6pm I was at my headquarters at Dowdall's Tavern when the attack commenced... When I reached General Schurz's command, I saw that the enemy had enveloped my right, and that the First Division was giving way. I first tried to change the front of the deployed regiments. I next directed the artillery where to go; then formed a line of deploying some of the reserve regiments near the church. By this time the whole front on the north of the Plank road had given way... At the center and near the Plank road there was a blind panic and great confusion... By assistance of my staff... the rout was considerably checked... My Corps was very soon reorganized near Chancellorsville, and relieved General Meade's corps on the left of the general line. Here it remained until Wednesday morning, when it resumed its position, as ordered, at the old camp. (OR, Vol. 25, Report 240; MG Howard 13 May 1863)

In *Rebel Fury* terms three of the XI Corps divisions were broken and two of them would return to play near the Hooker HQ a day later where they could redeploy to the left flank of the army. Despite a successful attack that penetrated the Union right flank, the XI Corps was not eliminated and after reorganization returned to the battleline. This is just one example

amongst thousands in the OR that describes a certain pattern of unit activity following a battlefield reverse. From this I created an army resilience model that focuses on available maneuver units while eschewing explicitly counting casualties. From the available data, divisions, even when a brigade or two took heavy losses, with rare exceptions, continued to operate as a maneuver unit for the duration of a battle. Returning for just a moment to 2nd Manassas after the Iron Brigade stumbled into Jackson's defensive positions near Gainesville, VA the Stonewall Brigade suffered 33% casualties while the 19th Indiana, 2nd and 7th Wisconsin regiments individually took almost 60% casualties. In both cases their parent divisions fought without any noticeable effect for the duration of the battle. As the 6th Wisconsin historian wrote, after this battle, "the regiment was always ready for action but were never again eager."

As none of these units broke or became combat ineffective it is hard to validate the accuracy of any model that linearly diminishes a unit as a surrogate for its ability to continue fighting. At the grand tactical scale, the divisions that organizationally controlled the Stonewall and Iron Brigades absorbed significant casualties and remained combat effective divisions. From my research used for *Rebel Fury* and *For the People* it would require a division (1 Strength Point) to lose 60% of its strength, not just one of its brigades getting mauled, before the unit became combat ineffective. This conclusion is based on the small number of occasions that a division was actually removed from the order of battle such as Johnson's division during the fighting in the 'mule shoe' defenses at Spotsylvania courthouse. Here is how General Grant described his metric for Army effectiveness after his forces nearly broke Lee's lines at the 'Muleshoe' at Spotsylvania.

"Near Spotsylvania Court-House, May 12, 1864—6:30 PM, The eighth day of battle closes leaving between 3,000 and 4,000 prisoners in our hands for the day's work, including 2 general officers and over 30 pieces of artillery. The enemy are obstinate and seem to have found the last ditch. We have lost no organization, not even that of a company, while we have destroyed and captured one division (Johnson's), one brigade (Dole's), and one regiment entire of the enemy."

Note that Grant makes no reference to casualties, but which side lost organizational units. I have chosen Grant's Grand Tactical lens for how I treat losses in *Rebel Fury*. In my model units are removed from the order of battle when they are broken and returned the next day. However, an army has a finite ability to absorb those losses. If an army has two divisions break in the AM and one more in the PM, it can reorganize those battered units over the next day to come back into the fight (e.g., Heth at Gettysburg). However, if the same three divisions break asymmetrically (0 in the AM and 3 in the PM) the army will suffer a reduced maneuver and combat capability going forward in the battle (e.g., Howard's XI Corps at Chancellorsville). I am sure that this model is not in line with how it has been done before but is supported by my research as noted in my examples.

Model	Situation	Effect
Absorbable Losses	One or Two Divisions Blown	Both Divisions Return in 24 hours
Unabsorbable Losses	Three or more Divisions Blown	All losses after two eliminated
Army Exhaustion	One or more Blown Divisions	All losses are eliminated

Table: Army Resilience Model based on the amount and rate of losses; not pure attrition determines Army maneuver unit availability.

From this research I built an Army resilience model that is summarized in the table above that brings in the last element of the *Rebel Fury* casualty model, army exhaustion. Now this concept has been around since the early days of SPI. My *Great Battles of Alexander* uses rout points, which determines when an army breaks. In the ACW no major army was ever eliminated except through surrender, but units after days of continuous battle did become less resilient and I capture this by the simple expedient that units lost on the last day of battle, are effectively eliminated from the current Grand Tactical campaign. What this means is the side with a higher VP score going into the last day of battle has an advantage. If the opponent is unable to secure a strategic victory, you find yourself ordering Pickett's charge in the hope of turning the situation from defeat into a victory. If one examines Lee's opening Seven Days battle attack at Mechanicsville, A.P. Hill's attacks all failed their die rolls. On the second day Lee had taken more casualties and would lose a Generalship victory to McClellan, except he took the Beaver Dam position achieving a strategic win. I have worked hard to make the core *Rebel Fury* rules inclusive of all battles in the war; others will have to judge if I succeeded.

Musings on Grand Tactics in the American Civil War

I will bring this column to a close by reiterating Jomini's description of the grand tactical level as, "*the art of making good combinations preliminary to battles, as well as during their progress.*" For me understanding Chancellorsville is best understood through this lens. It seems to be the case that Hooker won the preliminary battle combination while Lee turned the situation around with superior maneuver during its progress.

I believe if you understand the underlying logic and models driving *Rebel Fury*, you may come to understand that while it has short rules, it is not an introductory wargame. While I styled the small rules overhead on the old SPI *Blue and Gray* quad games with short playing time, the underlying simulation is mechanistically simple, but not simple minded. This design is me writing all of you the proverbial Mark Twain shorter letter. Since its origin point in *Gettysburg*, I have been working out how to move beyond the traditional hex and counter IGO-UGO wargame while from all appearances still a hex and counter historical wargame.

My goal with *Rebel Fury* was to establish in the first volume a core set of models that I would not have to revise as I moved toward a lifetime goal of doing a game on every battle in the American Civil War. While future volumes, such as the

upcoming *Army of the Potomac*, will have, where possible, campaign rules, once you have mastered the system you should never need to read the core rules again.

This all begs the question, how can you be a successful General at the grand tactical scale (e.g., *Rebel Fury*)?

1. Where possible, maneuver into positions that make your opponent attack you.
2. Have clear maneuver objectives that get your forces where they need to be quicker than your opponent then 'pass' to spoil your opponent's timing.
3. The corollary to 2 is do not 'pass' if the maximum number of moves your opponent might get would allow him to flank your battleline.
4. When the opposing HQ is in Battle Mode and you are not, consider whether you can march around his flank.
5. When you must attack, only attack the locations that must be attacked and do not waste ammunition else you will not have enough when you need artillery support on the last day.
6. When you attack into defensible terrain make sure that you are in a position to make two or more assaults with full support else consider other maneuver combinations.
7. The dice love no one, so when you roll lots of zeros and your well-planned wave attacks fail remember it is my intent that you should see the battle through the lens of a Civil War General.
8. Detachments can be used as a 1 VP 'pawn sacrifice' to block a road but consider the superior tactic of a detachment 'flying column' that you subsequently reinforce with a division to preemptively gain 'good' ground (e.g., Buford on Herr Ridge).
9. If the battlelines are not where you want them to be, use disengagement to start a new maneuver combination.
10. If you are losing on the last day of the battle, remember how Pickett's charge turned out, but sometimes you have no choice.
11. Strategic victory takes precedence over a Generalship victory, so if your opponent gives you an opening, take it.
12. Lastly, have fun gaming, enjoy your life, and hug your kids (grandkids).

Mark Herman

July 1st, 2024

Westchester, NY

This Clío's corner was the last one my dear friend Rodger MacGowan graphically designed. He was an amazing talent, a dear friend, and I miss him.



Expanded Civil War Heritage SEQUENCE OF PLAY

Underscored Notations are only used
in the two Campaign Scenarios

1. **Command Phase (4.0)**
 - A. Initiative Step (4.1) + Rain Determination
 - B. HQ Redeployment Check Step (4.2)
 - C. HQ Redeployment Placement Step (4.3)
 - i. RR Depot Redeployment
 - D. Detachment Placement Step (4.4)
 - i. Wagon Placement
 - E. Detachment Recall Step (4.5)
 - i. Wagon Recall
 - F. Off-Map Movement Step (4.6)
 - i. Receive Artillery Ammunition Resupply
 - ii. Receive Replacements
 - iii. Supply Status Determination: Normal or Extended
2. **Organization Phase (5.0)**
 - A. Formation Determination Step (5.1)
 - B. Blown Division Return Step (5.2)
 - i. Blown unit return casualty consolidation
 - C. Disengagement Step (5.3)
 - D. Field Works/Entrenchment Construction Step (5.4)
3. **Movement Phase (6.0)**
 - A. Receive Reinforcements
4. **Attack Phase (7.0)**
 - A. Potential Replacement Generation
5. **End Phase (8.0)**
 - A. Potential Artillery Ammunition Generation
 - B. Potential Night March



Dedication

Army of the Potomac is dedicated to my dear friend Rodger B. MacGowan upon whose request the original game in this series (*Gettysburg*) was created. Without his inspiration this design would never have existed. Thanks, my friend, rest easy and save me a seat.