BIRTH OF A LEGEND
LEE AND THE SEVEN DAYS

RULES OF PLAY

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

1.0 GAME COMPONENTS

The game includes one 22" x 34" map, 176 counters, and this rulebook. If any of the supplied parts are missing or damaged, write to:

Against the Odds Magazine
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: *Birth of a Legend*

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Also check out the *Against the Odds* and *Birth of a Legend* discussion folders at consimworld.com.

2.0 INTRODUCTION

Birth of a Legend: Lee and the Seven Days is a game for two players simulating the Confederate campaign to drive the Union Army of the Potomac from the gates of Richmond between June 26 and July 2, 1862. One player controls the Confederate (CSA) forces and one player controls the Union (USA) forces.

2.1 Object of the Game The Confederate player wins the game by occupying key locations on the map (Module 14.0) by the end of the July 2nd Game Turn. The Union player wins by avoiding the Confederate Victory Conditions, or by capturing Richmond. In reading these rules, if any capitalized term or abbreviation confuses you, refer to the Index and Glossary (Module 18.0). The numerical rule references found therein and throughout these rules should be ignored during the first reading and used only later to refer to related sections for greater clarity.

3.0 GAME MAP

The map depicts the portion of Virginia where the Seven Days campaign occurred.

3.1 Map Scale Please note the compass and map distance scale are integrated into one graphic, and the distance scale is variable. Along the north-south axis, the distance scale is approximately 5.5 inches = 1 mile. Along the east-west axis, the scale is approximately 4.875 inches = 1 mile.

3.2 Map Areas The map is divided into 45 numbered Areas. Two areas are adjacent to each other if they share a common boundary and units could move directly from one to another.

3.2.1 Road Net Roads are thin brown lines that affect the movement of units. Two areas are connected by road if their common boundary is crossed by a road:

3.2.2 Map Identifiers Each Area contains an Identifier. The number in the top half of the Identifier (from 1 to 45) is the Area's reference number.
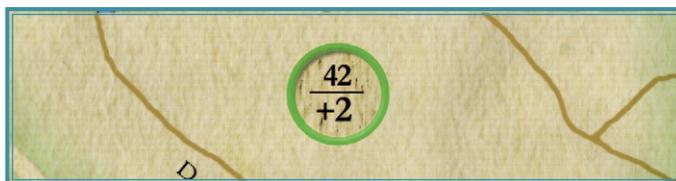
3.2.3 TEM The lower number in each half of the lower section of the Identifier (ranging from +1 to +4) is that Area's Terrain Effects Modifier which is used in resolving attacks against units in that Area (Cases 10.4.3, 10.6.1).

3.2.4 Boundaries Areas are separated from each other by one of three types of boundary lines:

Open Ground (clear line):

Minor Water Boundary (light blue line):

Major Water Boundary (dark blue line):

3.2.5 Water Crossings A Bridge symbol crossing a Major Water boundary represents all the various road bridges, ferries, and fords that existed between those two Areas.
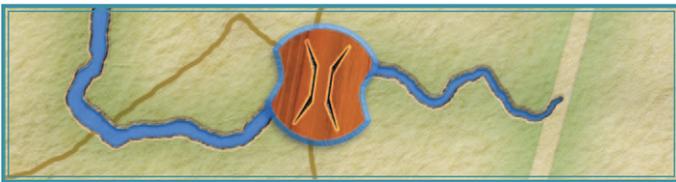
3.2.6 Victory Conditions An Area with an Identifier circled in red helps determine Victory.
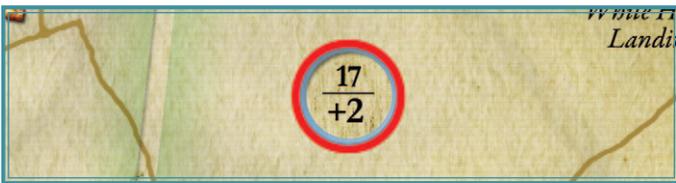
**3.2.7 Graphics** Other features visible on the map (such as towns, landmarks, and hills) have no effect on play, as their impact is factored into the Area's TEM.

3.3 Game Turn Track The Game Turn Track is printed on the map and is used to note the current Game Turn date. At the end of each Turn, advance the Turn marker one space to the next sequential date on the Game Turn Track.

3.4 Impulses Track The Impulses Track is printed on the map and is used to record the current Impulse of a Turn. The Advantage markers is placed in the space corresponding to the current Impulse, with the side of the marker that is face up indicating the holder of the Advantage (Module 12.0).

3.5 Record Track The Record Track is used to record the number of Replacement Points available to each player by moving his Replacement Point marker(s) along it.

3.6 Dice Players will need at least two six-sided dice to play the game. An abbreviation of "dr" indicates the roll of a single die. An abbreviation of "DR" indicates the roll of two dice.

4.0 PLAYING PIECES

Included with the game are die-cut playing pieces, called units, representing the various military formations that fought in the campaign, as well as several markers that assist in game play. **Note**: Leader markers are not considered "units" and may never be used to absorb Casualty Points during Combat Resolution.

4.1 Unit Coloring Confederate units are butternut brown. Union units are a light blue.

4.2 Unit Type There are three types of units: Infantry, Artillery, and Cavalry. Every unit has two printed sides. The front side represents a Fresh unit while the back side represents an Exhausted unit.

4.2.1 Infantry Infantry units are foot-bound divisions, represented by crossed bayonets:

4.2.2 Artillery Artillery units represent the batteries of a particular division, corps or army reserve, and are represented by a cannon symbol:

Note: Stuart's Horse Artillery (represented by a white cannon symbol) is treated as Artillery but is also eligible to participate in Cavalry Screening (Section 9.4). The optional Siege Guns marker consists of heavy guns the Union intended to use to pound Richmond into submission (Section 16.2), and is represented by a cannonball:

4.2.3 Cavalry Cavalry units are horse-equipped units, represented by a single saber:

4.3 Unit Information All units have information printed on them to identify the unit, as well as to indicate its strength and movement capability.

4.3.1 Unit Size and Organization Units have the name of their divisional commander printed at the top of the unit. **Exception**: Independent Units (black factors) do not have divisional affiliations (Case 4.3.3).

4.3.2 Strength/Movement Factors Each unit has three numbers below its symbol. The first is the unit's Attack Factor, followed by the Defense Factor, and third the Movement Factor.

4.3.3 Command ID All units have a Command ID indicated by the color of their strength and movement factors (Cases 9.1.1 and 9.1.3).

Union commands are as follows:
- **Brown:** McDowell (I Corps) [Optional, Section 16.5]
- **Green:** Sumner (II Corps)
- **Blue:** Heintzelman (III Corps)
- **Red:** Keyes (IV Corps)
- **Yellow:** Porter (V Corps)
- **Purple:** Franklin's (VI Corps)
- **White** Casey
- **Black** (Independent): Blake Cavalry, Emory Cavalry, Reserve Artillerys A&B, Army HQ Infantry, Army HQ Cavalry. Note: the Engineers, Siege Guns, and Supply Train markers are also considered Independent.

Confederate commands are as follows:
- **Brown:** Jackson
- **Yellow:** Longstreet
- **Green:** Ewell
- **Blue:** A.P. Hill
- **Red:** D.H. Hill
- **Teal:** Holmes
- **Grey:** Huger
- **Purple:** Magruder
- **Rose:** Stuart Cavalry
- **White** Pendleton
- **Black** (Independent): Johnson Infantry & Artillery, Wise Infantry, 2nd VA Cavalry, Richmond Garrison

4.4 Markers Markers represent non-combat units and/or record game information.

4.4.1 Leaders Leader markers are used to Activate units for movement or combat. Each side has one Army Leader marker and a number of Subordinate Leader markers.
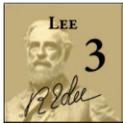
Lee is the Confederate Army Leader and McClellan is the Union Army Leader. Army Leaders have only an Initiative Rating.
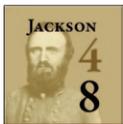
Each Subordinate Leader marker has two numbers printed on the right. The topmost number is that Leader's Initiative Rating, and the number beneath is their Combat Rating.

Throughout the rules the reverse side of a leader marker is referred to as Inactive or Exhausted. These are one and the same thing.

4.4.2 Control Control markers are placed in Areas controlled by the Union; the Confederates control Areas without a Control marker.
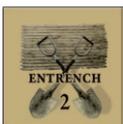
4.4.3 Entrenchments Place an Entrenchment marker in an Area when that player announces he is Entrenching that Area during the Night Phase (Module 13.0).

4.4.4 Turn The Turn marker indicates the current Turn on the Game Turn Track. Ignore the "Rain Turn" side unless playing the Advanced Game (Module 15.0).

4.4.5 Advantage The Advantage is an abstract reflection of an edge that one side will temporarily possess due to factors such as morale, position, surprise, leadership, intelligence, or fate. The Advantage holder may use it to gain certain game benefits (Module 12.0).

4.4.6 Replacement Points Each player has "1"and "10" markers that are used to record accumulated Replacements on the Record Track.
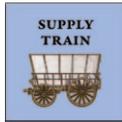
4.4.7 Union Supply Train The Union Supply Train marker serves several important functions in the game (Cases 6.2.1 and 6.2.2, Section 13.3).

5.0 PREPARE FOR PLAY

5.1 Marker Placement Place a Control marker in each Area with a blue-ringed Identifier. Place the Turn marker in the "June 26" space on the Game Turn Track. The "June 25" space is only used if playing with the Optional Rules (Section 16.4). Place the Advantage marker in the "0" space of the Impulses Track, CSA side up (to show Confederate possession of the Advantage). Place all four Replacement markers in the "0" space of the Record Track.

5.2 Unit Setup Each player places his initial units in the Areas listed below. All units begin play on their Fresh (face-up) sides.

5.2.1 Union Set Up Union units are set up as directed in the following Areas:

Area 6: Ellerson's Mill
Leader Porter (V Corps)
McCall Infantry, McCall Artillery
8 ILL Cavalry
+1 Entrenchment marker

Area 7: Gaines Mill/Cold Harbor
Morell Infantry, Morell Artillery
Sykes Infantry, Sykes Artillery
Reserve A Artillery
Reserve B Artillery

Area 40: Fair Oaks
Leader Franklin (VI Corps)
Slocum Infantry, Slocum Artillery
Smith Infantry, Smith Artillery

Leader Sumner (II Corps)
Richardson Infantry, Richardson Artillery
Sedgwick Infantry, Sedgwick Artillery
II Corps (Reserve) Artillery
+2 Entrenchment marker

Area 39: Seven Pines
Leader Heintzelman (III Corps)
Hooker Infantry, Hooker Artillery
Kearny Infantry, Kearny Artillery
III Corps (Reserve) Artilley
+2 Entrenchment marker

Area 38: White's Tavern
Leader Keyes (IV Corps)
Couch Infantry, Couch Artillery
Peck Infantry, Peck Artillery
IV Corps (Reserve) Artillery
+1 Entrenchment marker

Area 36: New Market
8 Penn Cavalry

Area 33: White Oak Swamp
Leader McClellan (Union Army)
Army HQ Infantry, Army HQ Cavalry
6 NY Cavalry
3 Penn Cavalry
1 NY Cavalry

Area 17: White House Landing
Leader Casey
White House Infantry
Supply Train marker

Area 10: Linney's/Old Church
Emory Cavalry

Area 9: Bowles
Blake Cavalry

5.2.2 Confederate Setup Confederate units are set up as directed in the following Areas:

Area 1: Haws Shop
Leader Stuart
Stuart Cavalry, Stuart (Horse) Artillery

Area 2: Enron Church
Leader Jackson
Whiting Infantry, Whiting Artillery
Winder Infantry, Winder Artillery

Leader Ewell
Ewell Infantry, Ewell Artillery
Johnson Infantry, Johnson Artillery
2 Virginia Cavalry

Area 45: Meadow's Bridge Road
Leader Lee (Confederate Army)

Leader A. P. Hill
A.P. Hill Infantry, A.P. Hill Artillery
Note: Use the 6-7-5 A.P. Hill unit (the 4-4-5 unit is used if playing with Advanced Game Rule 15.5).

Leader Longstreet
Anderson Infantry, Anderson Artillery
Note: Use the 6-6-5 Anderson unit (the 4-4-5 unit is used if playing with Advanced Game Rule 15.5).

Leader D. H. Hill
D.H. Hill Infantry, D.H. Hill Artillery
Note: Use the 5-6-5 D.H. Hill unit (the 3-4-5 unit is used if playing with Advanced Game Rule 15.5).

Area 44: Richmond
Richmond Infantry
+2 Entrenchment marker

Area 41: Old Tavern
Leader Magruder
Jones Infantry, Jones Artillery
McLaws Infantry, McLaws Artillery
Cobb Infantry, Cobb Artillery
+2 Entrenchment marker

Area 42: Charles City Road
Leader Huger
Huger Infantry, Huger Artillery
Leader Pendleton
Ransom Infantry, Reserve Artillery
+2 Entrenchment marker

Area 43: Laurel Hill Church
Leader Holmes
N. Carolina Infantry, N. Carolina Artillery
Wise Infantry

Units not listed are Optional (Section 16.5).

6.0 SEQUENCE OF PLAY

A game has seven Turns. Each Turn represents twenty-four hours and comprises four Phases and a number of "mini-turns" or Impulses.

6.1 Phases The Phases of a Turn are conducted as follows: Dawn Phase, Daylight Phase, Night Phase, and End Phase.

6.2 Dawn Phase Both players make a dr to see if their Army Leader (Lee or McClellan) is Active. Inactive Subordinate Leader units are flipped to their Active Sides. The Union player may announce he is relocating his Supply Train (Case 6.2.2).

6.2.1 Army Leader Activation Die Roll Both players make a dr for their Army Leader. On a dr of 3-6 Lee is Active this turn. On a dr of 5-6 McClellan is Active this turn. Once the Union Supply Train relocates out of White House Landing the Union player suffers a -1 die roll modifier (drm) while making this dr. During the first Game Turn Lee is automatically Active and McClellan is automatically Inactive. An Active Army Leader marker adds a +1 drm to any activation attempts by Subordinate Leader markers throughout the Turn.

6.2.2 Union Supply Train Relocation Beginning with the second Turn of the game, after Army Leader activation die rolls, the Union player may announce he is relocating his Supply Train marker from White House Landing (Area 17) to Harrison's Landing (Area 27). To relocate the Supply Train on the first Turn of the game the Union player must first possess and then give up the Advantage Marker to the Confederate player in lieu of a regular activation (June 25 if using the early start date variant or June 26 in the regular game). The Supply Train marker is then placed on the Game Turn Track to be re-placed on the map at Harrison's Landing in three days. ***Example****: It is the June 27 Dawn Phase. The Union player announces he is relocating the*

Union Supply Train. He places the Supply Train marker on the Game Turn Track in the "June 30" box. Once moved to Harrison's Landing the Supply Train may not be relocated back to White House Landing. Relocation of the Union Supply Train affects Union Replacement Points (Case 13.3).

6.3 Daylight Phase Players alternate Impulses, during which they may take one action. The Confederate player has the first Impulse during game Turn 1. Thereafter the Confederate player goes first so long as Lee is Active, otherwise the Union player goes first.

6.3.1 Sunset DR The first Confederate DR made for any purpose during a Confederate Impulse also serves as the Sunset DR (if the Confederate player does not make a DR during his Impulse, he makes a Sunset DR at the end of his Impulse). If the Sunset DR is less than or equal to the Impulse number, the Daylight Phase ends once the Confederate player has finished his Impulse. If the Sunset DR is greater than the Impulse number, the Advantage marker advances to the next space on the Impulses Track. If the Advantage marker moves off the Impulses Track, the Daylight Phase ends. The Union player never makes a Sunset DR but does advance the marker when his move is completed.

6.4 Night Phase Return the Advantage marker to the "0" space on the Impulses Track. The Union player spends his available Replacement points and builds entrenchments. The Confederate player then spends his available Replacement Points and builds entrenchments. Replacement Points not spent by either player are marked on the Record Track.

6.5 End Phase Determine if either player has won an Automatic Victory (Section 14.1, Section 14.2). If neither player has won an automatic Victory advance the Turn marker to the next box on the Game Turn Track. The Union player has the option to remove Entrenchment markers. The Confederate player then has the option to remove Entrenchment markers. If the game has reached the End Phase of the July 2nd Turn, determine who has won the game.

7.0 STACKING & CONTROL

7.1 Stacking Each side may have a maximum of ten units per Area. Leader and marker units do not count against stacking limits. Units may not move into, Assault into, or end a retreat in an Area already stacked to the maximum. Although most Areas are large enough to display all of the units therein, stacking of all units of the same Command ID, or all Fresh and Exhausted units, in separate piles may be done to conserve space. A player may freely examine stacks of enemy units at any time.

7.2 Control Each Area is always controlled by either the Confederate player or the Union player. Control changes only when a side has a unit in a Vacant Area previously Controlled by the enemy. Control can be gained during movement without stopping to end an Impulse in an Area. Control is shown by placing/removing a Union Control marker in that Area. Areas without a Control marker are Confederate Controlled.

7.3 Contested An Area is Contested if it contains units of both sides. Contesting an Area does not alter Control of that Area.

7.4 Vacant An Area is Vacant if it contains no enemy units, regardless of the presence of friendly units or who currently Controls it.

7.5 Free An Area is Free if it is Vacant and under friendly Control.

8.0 IMPULSES

The majority of the game is played during the Daylight Phase in mini-turns called Impulses. A player performs one Impulse, and then the Advantage marker is advanced to the next space on the Impulses Track. The active player during an Impulse is the Attacker; his opponent is the Defender.

8.1 Types of Impulses There are three types of Impulses: Assault, Regroup, and Pass.

8.1.1 Assault Impulse The Attacker selects any single Area of his choice as the Active Area. **One** Leader marker in the Active Area may then make a dr. If the die roll is equal to or greater than that Leader's Initiative Rating, any and all units sharing the same Command ID may move/attack. Other Leader markers, and units with a different Command ID, may not move/attack. **Exception**: See comment on Independent units below.

Note: See Section 12.1. The Advantage may be used to automatically activate two Subordinate Leader markers simultaneously.

If the die roll is less than that Leader marker's Initiative Rating, units sharing the same Command ID may not move/attack. The Leader marker is unaffected and may attempt to activate in a later Impulse.

An Area that does not contain a Leader marker, or does not use a Leader marker to activate units (or whose Leader fails their Activation dr) may still activate any ONE unit in the Active Area. Independent units may be this single unit, or they may activate IN ADDITION TO this single unit (Case 9.1.3).

Independent units (Case 4.3.1) may activate singly, or simultaneously with any units in the Active Area that were activated by a Leader marker.

Note: Army Leader markers never activate units. An Active Army Leader does however provide a +1 drm to any activation attempt by a Subordinate Leader on their side, whether or not they are present in the Active Area (Case 6.2.1).

8.1.2 Regroup Impulse The Attacker may activate all of the units and Leader markers in a single Area and move them to any adjacent, uncontested and friendly-controlled Area or Areas. Leader markers who Regroup do not become Inactive.

8.1.3 Pass Impulse The Attacker may elect to take no action during this Impulse (the Confederate player must still make a Sunset DR if it is possible to end the Daylight Phase).

8.1.4 Lee Commands! Once per turn, if Lee is Active, the Confederate player may conduct a Combined Assault (Section 12.1, fourth bullet). He need not possess the Advantage or surrender the Advantage, if he possesses it, to do so.

8.2 Enemy Units No unit may move during an Enemy Impulse except to retreat from an Assault.

8.3 Legalities and Errors A player may not change his move once a DR/dr has been made, or his opponent has declared any action (including a Pass Impulse) he will take during his Impulse. An illegal move/attack's results are valid if the opposing player does not challenge them prior to completing his own next Impulse.

9.0 MOVEMENT

9.1 Mechanics of Movement During an Assault Impulse the Attacker chooses one Area to be the *Active Area*. Once activated (Case 8.1.1.) units move one at a time. A unit may move from an Area to an adjacent Area; the number of Areas entered during movement being limited by the moving unit's MF. At any point in an Assault Impulse (only) units that begin this Impulse in the Active Area, or enter an Area with enemy units, may Assault enemy units within the same Area. Each enemy-occupied Area may be assaulted only once per Impulse, however (Module 10.0). Units may move and/or Assault until there are no units left in the Active Area.

9.1.1 Unit Activation If the units in the Active Area were activated by a Subordinate Leader present in the Area (Case 8.1.1), only those units sharing the same Command ID as the Subordinate Leader (plus any Independent units) may activate. If the Active Area does not contain an Active Leader, any ONE non-independent unit in the Active Area may activate (as well as any independent units per Case 9.1.3).

9.1.2 Leader Marker Movement All Leader markers have 7 Movement Factors (MF). **Note**: This is not printed on the counters, since the rate is uniform for ALL Leaders.

9.1.2a Army Leader Movement An Army Leader may always move once per turn during an Impulse in which a Subordinate Leader activates an Area, even if he himself was not in the Active Area.

9.1.2b Fall Back! An Exhausted Leader may also activate in an Area if any friendly unit in the same Area also activates to move. *Note: this will prevent the unrealistic circumstance of Leaders being "abandoned" when the last friendly unit moves out.*

9.1.3 Independent Units Independent units in the Active Area may move and attack in conjunction with units Activated by a Subordinate Leader. They may also, per Case 9.1.1, be the sole unit in an Area that Activates, or they may activate with a single unit affiliated with a Leader that activates in the same Area.

9.2 Movement Factor Costs Movement requires the expenditure of Movement Factors (MF) during an Impulse. A unit may continue to move into adjacent Areas until it lacks enough MF to enter another Area, or it enters an Area occupied by an enemy

unit. Movement into an Area incurs the following MF costs (use only the one that applies):

- Enter a Vacant Area = **1 MF**
- Enter a Vacant Area adjacent to a Fresh enemy Artillery unit = **2 MF**
- Enter an Area containing only Exhausted enemy units = **3 MF**
- Enter an Area containing a Fresh enemy unit = **4 MF**
- Cross any Area boundary without moving along a road (*Cavalry and Horse Artillery exempt*) = **All MF**
- Contested Area Activation (Section 10.3). For all units in the Active Area (regardless of involvement in the Assault) moving after Assault resolution if all defender units were Exhausted = **1 MF**
- Contested Area Activation (Section 10.3). For all units if there was at least one Fresh defender in the Active Area prior to the Assault resolution = **2 MF**

Units may exit a Contested Area at normal MF costs, so long as the next Area entered is Free.

9.2.1 Minimum Move If a unit has not expended MF in the Impulse, and lacks sufficient MF to enter an adjacent Area that it is not otherwise prohibited from entering, it may enter that Area by expending all its MF.

9.2.2 Multiple Area Destinations Units starting in an Active Area may move to and/or Assault different Areas in the same Impulse. Assaults into different Areas do not have to be pre-designated. The Attacker may wait for the results of a move/Assault before announcing a later move/Assault into another Area in the same Impulse by other units starting in the Active Area. Once an Area is assaulted, additional units may not move into that Area during the same Impulse. Units that begin movement in the same Area do not have to end their movement in the same Area. Nor do all moving units during an Impulse have to move simultaneously.

9.3 Point Units A Point Unit is the first Friendly unit that enters a non-Contested, enemy-Controlled Area. A unit must be Fresh to act as a Point unit. An artillery unit may not be the Point Unit in an Assault unless activating within a contested Area (Section 10.3). Only Point units may enter an Uncontested, Enemy-Controlled Area (whether Vacant or not). Once a Point Unit in an Impulse has entered an Area, any type of unit may enter that Area for the duration of that Impulse. Leader markers may not enter a Contested Area across a boundary requiring a Mandatory Assault (Section 10.1) unless accompanied by a Point Unit

9.4 Cavalry Screening Whenever enemy units enter an Area occupied solely by at least one friendly Cavalry unit, any and all friendly Cavalry units (including the Stuart (Horse) Artillery unit) may retreat; this is called Screening. The Screening Cavalry must adhere to normal retreat priorities (Section 10.7). Cavalry units that retreat in this fashion do not become Exhausted and Exhausted Cavalry units may Screen. No Assault takes place, the enemy Point Unit does not become Exhausted, and enemy Leader markers do not become inactive. If the enemy units have any MF remaining after the Screening Cavalry have retreated, those enemy units may continue moving.

9.5 Movement Restrictions The following two situations restrict movement.

9.5.1 Over-stacking Units may not move into or through a fully stacked Area (Section 7.1).

9.5.2 Major Water Boundaries Units may cross a Major Water boundary only at a bridge. A maximum of five units may cross at a single bridge during a single Impulse. Leader markers do not count against this limit (i.e., Leaders may cross for "free"). Units may cross in both directions up to the limit of five and a unit that crosses in both directions in the same Impulse counts as two units (**Exception:** Units that fail a Mandatory Assault may retreat without exceeding bridge limits).

9.6 Deactivation of Leaders An Active Leader becomes Inactive at the end of the Impulse (flipped to the back side with a colored stripe and no factors) for any of the following reasons:

- A Subordinate Leader who was either automatically Activated by an Army Leader (Section 12.1), or who activated on his own, to conduct an Assault Impulse **Exception**: Rout (Section 10.5).

- All friendly units in his Area are eliminated. Place a Subordinate Leader with any friendly Division he commands, regardless of the distance between the Leader and the unit. Place an Army Leader with any friendly Division. If all the Divisions of a Subordinate Leader are eliminated, that Subordinate Leader is also eliminated.

- There are no friendly units in his Area and that Area is entered by an enemy Point Unit.

- Lee becomes inactive if the player uses his "Lee Commands" special ability (Section 8.1.4).

A Leader that Activates an Area becomes Inactive whether or not he moves. A Leader that is flipped to his Inactive side during the Daylight Phase remains Inactive until the next Dawn Phase, unless the Advantage is used to flip him back to his Active side (Rally, Section 12.1).

10.0 ASSAULTS

Only units that begin an Impulse in the Active Area may Assault. An Assault incurs no additional MF cost beyond that for entering an enemy-occupied Area unless the Active Area is Contested. In this latter case, the Assault costs one MF if the Assaulted Area contains only Exhausted enemy units, or two MF otherwise. Units of the Attacker that are not participating in the Assault never become Exhausted by the Assault, but they may have to expend MF. All Defending units in an Area being assaulted can potentially be affected by that Assault. An Assault is revolved only after all units have entered the assaulted Area in that Impulse. Other units starting in the Active Area not involved in the Assault may move, but no additional units may enter the assaulted Area during the current Impulse once the Assault is resolved.

10.1 Mandatory Assaults A friendly unit must make a Mandatory Assault whenever it enters an enemy-occupied Area that was not Contested at the beginning of the Impulse. If a Mandatory Assault result was a Repulse (Case 10.4.4) all participating units must Retreat (Section 10.7).

10.2 Optional Assaults Unless required to conduct a Mandatory Assault, the Attacker may Assault with some, all, or none of his units that entered the Area. If he chooses to Assault, at least one Point Unit must Assault.

10.3 Contested Area Activation If the Active Area is Contested at the start of the Impulse, all, some or none of the units starting in that Area may Assault before they begin movement. If the Defender suffers a Rout (Section 10.5) the Assaulting units may continue moving. If any defending units remain in the Active Area after the Assault has been resolved the assaulting units may not Assault again or move; their Impulse is over. If the Attacker loses the Assault, the assaulting units do not retreat and must remain in the Active Area. All units in the Active Area (regardless of involvement in the Assault) moving after Assault resolution expend 1 MF if only Exhausted defenders were in that Area, or they expend 2 MF if there was at least one Fresh defender in the Active Area prior to the Assault.

10.4 Assault Resolution Assaults are resolved by comparing the Attack Value of the Attacking unit(s) plus a DR (the Attack Total) against the Defense Value of the Defending unit(s) plus a DR (the Defense Total). In an Assault, the Attacker selects the Point Unit and all Assaulting units, and then the Defender selects the Forward Unit.

10.4.1 Dice When resolving combat, each player simultaneously rolls two dice.

10.4.2 Attack Value (AV) The AV is equal to the sum of:

+?	The Attack Factor of any one assaulting unit (the Point Unit) of the Attacker's Choice.
+?	The Combat Rating of any Activated Subordinate Leader(s).
+2	Each additional Fresh Infantry unit participating in the Assault.
+1	Each additional Fresh Cavalry and Artillery unit participating in the Assault
+1	Each additional Exhausted Infantry unit participating in the Assault.
-1	Each additional Command ID participating beyond the first
-1	Inactive Army Leader

10.4.3 Defense Value (DV) The DV is equal to the sum of:

+?	The Defense Factor of any one Defending unit (the Forward Unit) of the Defender's Choice in the Area being assaulted.

+1	Each additional Fresh Infantry, Cavalry, and Artillery unit participating in the Assault.
+1 to +4	TEM of the Area being assaulted.
+1	If any of the attacking units crossed a Minor Water Boundary while making a Mandatory Assault and an additional +1 if any unit crossed a Major Water Boundary.
+1 to +2	Friendly Entrench marker in the defending Area.
- 1	Union Defense if Supply Train is not in White House Landing or Harrison's Landing

10.4.4 Computing Results The result of the Assault depends on the difference between the Attack Total (AT) and the Defense Total (DT).

- **Repulse:** If the AT is **less than** the DT, then the Attacker has been repulsed and there is no effect on the Defender's units. Assaulting units that were Fresh are Exhausted; units already Exhausted are Eliminated.
- **Eliminated**: Assaulting units in a Mandatory Assault must retreat. Assaulting units in an Optional Assault may retreat unless they started the Impulse in the Assaulted Area. Assaulting units that retreat must do so into the Area from which they entered.
- **Stalemate:** If the AT is **equal** to the DT, then the Point Unit and the Forward Unit are Exhausted; if the Forward unit was already Exhausted it is eliminated instead. Attacking Fresh Artillery are also Exhausted. If the Area was not Contested at the start of the Impulse, the Assaulting units must retreat.
- **Success:** If the AT is greater than the DT, then the Point Unit and any attacking Fresh Artillery are Exhausted. The Defender must then absorb Casualty Points (CP, Section 10.6) equal to the difference between the AT and the DT.

10.5 Rout If the Assault was a Success, and there are no enemy units left in the Area after the defender absorbs CP, the result is a Rout. The Point Unit and any attacking Fresh Artillery are Exhausted just as they are in a Success. Friendly Leader markers (if any) who activated the assaulting units do not become Inactive and are eligible to Activate units again in a later Impulse. A Rout may not occur in any Area that contained enemy entrenchments, the city of Richmond, or if the Attacker entered the assaulted Area without using a Road. If a Rout is not allowed, the friendly Leader marker who activated the assaulting units becomes Inactive (Section 9.6).

10.6 Casualty Points (CP) In order to satisfy losses, the defender removes CP from his units in the defending Area. CP may be taken in any combination, except that the Forward Unit must suffer the first CP loss. The defender removes CP from an Assault as follows:

- Each Fresh unit Exhausted: **1 CP**
- Each Fresh unit Eliminated: **3 CP**
- Each Exhausted unit that retreats (Section 10.7): **1 CP**

- A Fresh unit may be Exhausted and then retreated for a total of 2 CP. **Note:** Only Exhausted units may retreat.
- Each Exhausted unit Eliminated: **2 CP**

Note: The Union Supply Train and Siege Guns markers may not be used to fulfill CP losses.

10.6.1 Defensive Positions Defending units in Entrenchments suffer one less CP than the difference between the Attack Total and Defense Total.

10.7 Retreats The Attacker or Defender may be called upon to retreat as a result of combat. Attacking units may only retreat into the Area from which they entered the attacked Area. **Exception**: Fully-Stacked Areas; see Cases 10.7.1 and 10.7.2 below to determine which Area affected units/leaders retreat to.

10.7.1 Retreat Procedure Units must retreat one unit at a time to determine if the Area becomes fully-stacked. If it does, subsequent units must continue their retreat to another Area that is not fully-stacked. In this event, both Attackers and Defenders must follow the Retreat Priorities to determine the second (or more) Areas to which they must retreat.

10.7.2 Retreat Priorities If there is more than one Area to which units may retreat, the units must retreat based on the following priorities:

1) Free Area
Note: Units may not retreat into an enemy-controlled Area even if free of enemy units.

2) Friendly-Controlled, Contested Area

3) Fully-stacked Area

10.7.3 Voluntary Retreat Some or all of the defenders in an Area being assaulted may voluntarily retreat after the Assault is resolved, even if the Attacker loses. The Forward Unit does not have to be among the units that retreat.

If only some units are required to retreat, the owning player decides whether a Leader marker present in the Area will remain or retreat.

10.7.4 Retreat Elimination If for any reason a unit is unable to retreat per the retreat priorities (Case 10.7.2) it is eliminated. If the Richmond Garrison unit is forced to retreat into an Area outside of Richmond it is eliminated. A unit forced to retreat off the map is eliminated.

11.0 ENTRENCHMENTS

During their Night Phase either player may place Entrenchment markers. The number of entrenchments each player may have in play is limited to the counters supplied with the game.

11.1 Procedure The act of entrenching is automatic. The Area must contain at least one friendly Infantry unit to place an

Entrenchment marker. If the Area does not contain a friendly Entrench marker place an Entrench +1 marker. If the Area already contains a friendly +1 Entrench marker, flip the marker to its Entrench +2 side.

11.2 Capture During an Assault Impulse, if there are no defending units left in the assaulted Area after combat resolution, and there are no friendly Entrench markers already in the Area, an enemy Entrench +1 or Entrench +2 marker may be replaced by a friendly Entrench +1 marker.

If a friendly unit enters an Area containing an enemy entrenchment marker and there are no enemy units in the Area to assault, that entrenchment marker is removed and a friendly Entrench +1 marker may be placed in the Area at the discretion of the moving player.

11.3 Voluntary Removal During the End Phase, players may remove any friendly Entrench marker from the map. The Union player removes Entrench markers first, followed by the Confederate player.

12.0 ADVANTAGE

At the start of each Impulse one player always has possession of the Advantage as denoted by placement of the Advantage (ADVG) marker with the side of the controlling player face-up on the Impulses Track. The Confederate player starts the game controlling the Advantage. Control of the Advantage can change through voluntary use by the player who possesses it.

12.1 Voluntary Use The Advantage may be used to:

- **Change Army Leader Status.** During the Dawn Phase after the dr to determine whether Lee or McClellan is Active the player may use the Advantage to reverse the result (Case 6.2.1). If Lee is Inactive, the Confederate player may spend the Advantage to make him Active. If McClellan is Inactive, the Union player may spend the Advantage to make him Active.

- **Rally Inactive Subordinate Leaders.** During the Daylight Phase, at the beginning of an Assault Impulse, any and all of the Subordinate Leader markers in a single Area may be flipped to their Active Side. Inactive Army Leader markers are not eligible to Rally.

- **Conduct a Combined Regroup.** If the Army Leader is Inactive, either player may spend the Advantage to activate any two Areas for Regroup Movement.

- **Conduct a Combined Assault.** During the Daylight Phase, at the beginning of an Assault Impulse, an Active Army Leader marker may automatically activate any two Active Subordinate Leader markers in a single Area. The Army Leader marker must be present in the same Area, and becomes Inactive at the end of the Impulse regardless of the combat result.

- **Declare a Heroic Defense.** During the Daylight Phase, the Defender may turn a Success result into a

Stalemate. He may not use the Advantage to turn a Rout into a Stalemate.

- **Increase Replacements.** During the Night Phase the player receives one additional Replacement Point.

12.1.1 Advantage Shift After the Advantage is used it belongs to neither player until the end of the current Phase or Impulse, at which time it becomes the property of the player who did not use it.

13.0 NIGHT

Units can become Exhausted through combat results during the Daylight Phase. During the Night Phase they may recover.

13.1 Exhaustion The Point Unit and Artillery units participating in an Assault are always Exhausted, regardless of the result. If the Assault is a Repulse (Case 10.4.4), all attacking units are Exhausted. A Fresh defending unit that takes Casualty Points must become Exhausted before retreating.

13.2 Night Phase The Union Player conducts his Night Phase first, followed by the Confederate player. A Night Phase has the following steps:

- **Artillery Refit.** Exhausted Artillery units flip to their Fresh sides. This is automatic and does not require the use of Replacement points.

- **Replace Losses.** Exhausted Infantry and Cavalry may flip to their Fresh sides. A Replacement Point must be used to flip an Exhausted Infantry or Cavalry unit to its Fresh side.

- **Entrench.** The player may perform entrenchment (Section 11.1).

13.3 Replacement Points The Confederate player receives 1 Replacement Point each Night Phase. The Union player receives 2 Replacement Points each Night Phase if the Union Supply Train is in either White House Landing or Harrison's Landing. Otherwise he receives 1 Replacement Point each Night Phase (Case 6.2.2). A player may receive one extra Replacement Point during his Night Phase by spending the Advantage (Section 12.1). **Exception:** Neither player receives replacements during the July 2nd Night Phase regardless of who has the Advantage (i.e., the Advantage cannot be used to get an "extra" replacement at the very end of the game).

13.3.1 Eligibility A Confederate unit must be able trace a path of friendly-Controlled Areas to Richmond to be eligible to take replacements. A Union unit must be able to trace a path of friendly-Controlled Areas to the Supply Train marker in White House Landing or Harrison's Landing to be eligible to take replacements. If the Supply Train marker is on the Game Turn Track because it is in transit from White House Landing to Harrison's Landing (Case 6.2.2), a Union unit must be able to trace a path of friendly-Controlled Areas to Harrison's Landing. Once the Supply Train is moved the Union player may no longer trace a path to White House Landing for the purposes of receiving replacements.

13.3.2 Reserves All unused Replacement Points are added to that player's Reserves by moving his Replacement Point markers on the Record Track. Each space on the Record Track with the "x1" marker is worth 1 Replacement Point times the value of that space. Each space on the Record Track with the "x10" marker is worth 10 Replacement Points times the value of that space. Reserves may be expended during a player's Night Phase to supplement Replacement Points he receives that Turn.

14.0 VICTORY CONDITIONS

14.1 Union Automatic Victory The Union player wins an Automatic Victory if:

- There is a Fresh Union unit in Richmond (Area 44) at the end of the Daylight Phase of any Game Turn.

The Fresh Union unit in Richmond must be able to trace a path of friendly-Controlled Areas to the Union Supply Train marker in either White House Landing (Area 17) or Harrison's Landing (Area 27) to qualify for a Union Automatic Victory. **Note:** In the unlikely event the Union Supply Train is in transit the Union player will not be able to claim an automatic victory until the Supply Train is relocated to Harrison's Landing.

14.2 Confederate Automatic Victory The Confederate player wins an Automatic Victory if:
- both White House Landing (Area 17) and Harrison's Landing (Area 27) are friendly-Controlled at the end of the Daylight Phase of any Game Turn.

The Confederate player also wins an Automatic Victory if :
- either White House Landing (Area 17) or Harrison's Landing (Area 27) is captured with the Union Supply Train present.

The Areas must be able to trace a path of friendly-Controlled Areas to Richmond (Area 44) to qualify for a Confederate Automatic Victory.

14.3 July 2nd Victory Check If the Union player has moved his Supply Train the Confederate player wins by controlling Malvern Hill (Area 35) and *either* White House Landing *or* Harrison's Landing at the end of the July 2nd Turn. If the Union player has not moved his Supply Train the Confederate player wins by controlling Providence Church (Area 19) and Harrison's Landing by the end of the game.

The Union player wins by preventing the Confederate player from fulfilling his Victory Conditions.

15.0 ADVANCED GAME

Up to this point the game has been presented so as to create the most playable format possible. Those wishing to add a greater degree of realism may agree beforehand to the following additional rules.

15.1 Weather At the beginning of the Dawn Phase, before taking any other action, the Union player makes a dr to determine the starting Weather for that Turn. On a result of "6" there is Rain, otherwise the Weather is Clear. Flip the Turn Marker to its appropriate side on the Game Turn Track.

15.1.1 Clear Play proceeds normally.

15.1.2 Rain Subordinate Leaders suffer a -1 drm attempting to Activate. Assaulting units suffer a -1 modifier to their Movement and Attack Factors.

15.1.3 Weather Changes If the Confederate Sunset DR equals the current Impulse number the Daylight Phase does not end; instead the Weather changes (from Clear to Rain or vice versa) during the next Union Impulse. Record the Weather Change by flipping the Turn marker on the Game Turn Track. The new Weather status remains until the Dawn Phase of the next Turn, or until the Confederate player's Sunset DR again equals the current Impulse. In the latter case, record the Weather Change by flipping the Turn marker on the Game Turn Track.

15.2 Leader Casualties Leaders may be killed or wounded in any Assault that involves units present in their Area. The Leader need not add their Command Rating to the Assault to suffer wounds or death. If the original (unmodified) Attack and Defender DRs in an Assault are equal, and the player has a Leader marker present in the Assaulted Area, he must make a DR. Add a +1 DRM to the DR if the Leader added their Command Rating to the Assault. If more than one Leader marker is present in the Area, he may choose the one who is potentially killed or wounded before making the DR (but the +1 DRM for adding their Command Rating still applies).

If the modified DR is **less than 7** there is no effect.

If the modified DR is **greater than 7** the leader is a casualty. Place the Leader marker on the Game Turn Track in the space for the Next Turn. During the Night Phase the Leader marker is returned to the map in any Area containing either Friendly units under his command or at least one Independent unit.

If the modified DR **equals 7** the Leader is killed. Place the Leader marker on the Game Turn Track in the space for the next Turn. During the next Dawn Phase place the Leader marker in Richmond if Confederate, in White House Landing or Harrison's Landing if Union. A Subordinate Leader who returns to play may continue to activate units of the same command but may not add their Command Rating to an Assault for the rest of the game. An Army Leader who is killed no longer adds a +1 drm to activation attempts by Subordinate Leaders.

15.3 Forced March During an Assault Impulse the attacker may declare that units in the Active Area are going to conduct a Forced March. Only Fresh units may be selected for a Forced March. Units conducting a Forced March receive one additional MF that Impulse. Fresh Infantry units that Assault at the conclusion of a Forced March are treated as Exhausted for purposes of calculating the Attack Value of that Assault (Case 10.4.2).

15.4 Bridges Bridges exist between certain Major Water Boundaries. Bridges are always in one of three states: Confederate-Held, Union-Held, or Destroyed. At the start of play the Union player

places Bridge markers on the following bridges to indicate they are Union-Held: New Bridge (Areas 6 and 41), Grapevine Bridge (Areas 7 and 40), Bottom's Bridge (Areas 15 and 33), White Oak Swamp (Areas 33 and 34), Bailey's Creek (Areas 36 and 37), Turkey Run (Areas 35 and 36), Turkey Island Creek (Areas 29 and 35), Herring Creek (Areas 26 and 27, and Areas 25 and 31), Long Bridge (Areas 19 and 32), and Jones Bridge (Areas 21 and 22). Bridges can change hands in three different ways:

- Construction of a Bridge
- Crossed during an Assault that resulted in a Stalemate or a Success
- Both connecting Areas become friendly-Controlled

15.4.1 Bridge Demolition A demolition attempt for each bridge on any or all boundaries of the Active Area may be made at the end of an Assault Impulse by the side that Controls those bridges if the enemy Contests or Controls at least one of the bridge's two Areas. A friendly unit must be present in the Active Area at the beginning of the Impulse to attempt bridge demolition. Contesting an Area momentarily during a failed Mandatory Assault is not sufficient to allow a Bridge Demolition attempt. The attempt is successful on a dr > 8 and is subject to Bridge Demolition Modifiers (Case 15.4.2). If the attempt is successful, the bridge is covered with a Blown Bridge marker.

15.4.2 Bridge Demolition Modifiers A Demolition dr is modified depending on the status of the two Areas on either side on the bridge.

Areas:
+3 Free
+2 Contested Friend-Controlled
+1 Contested, Enemy-Controlled

15.4.3 Bridge Construction Destroyed bridges may be repaired. If the Active Area is friendly-Controlled a repair attempt may be made at the start of an Assault Impulse to any one bridge on its boundaries. The Active Area must be able to trace a path of friendly-Controlled Areas to either White House Landing or Harrison's Landing if Union-Controlled. If Confederate-Controlled the path must be traced to Richmond (Area 44). A maximum of one repair attempt per bridge per Impulse may be attempted. The construction attempt is successful on a dr greater than or equal to 7 and is subject to Bridge Construction Modifiers. If the attempt is successful the Destroyed Bridge marker is removed or flipped to its Bridge side. A maximum of one bridge may be repaired per Turn by the Union player and one bridge per Turn by the Confederate player. Bridges may not be built across boundaries that did not have a bridge initially.

A Repair dr is modified depending on the status of the two Areas on either side of the bridge.

Areas:
+3 Free
+2 Contested, Friendly-Controlled
+1 Contested, Enemy-Controlled
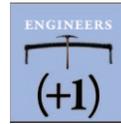
15.4.4 Union Engineers The Union player may gain a +1 drm to his Repair dr by placing the Union Engineer marker on the destroyed bridge. Once played the marker may not be removed until either the bridge is repaired or the Daylight Phase ends. The Union player may remove the Engineer marker from the map during each Night Phase.

15.5 Reduced Divisions If any of the following Confederate Divisions are eliminated they are replaced, immediately, with an asterisked unit with the same name and reduced Attack and Defense Values: A. P. Hill, D. H. Hill, and Anderson. The replacement is made in the Area where combat was resolved and the reduced counter *is* available to absorb additional casualties if necessary.

15.6 Union Gunboat Flotilla Place the Union Gunboat Flotilla marker in its holding box located on the James River. The marker has the following effects on play:

- Adds +1 dr to any Union Attack Total into any Area adjacent to the James River. These are: Chaffin's Bluff (Area 37), Newmarket (Area 36), Crenshaw (Area 29), Shirley Plantation (Area 28), Harrison's Landing (Area 27), Evelington (Area 26), and Charles City Court House (Area 23).

- Adds a +1 dr to the Union Defense Total in White House Landing and the following Areas adjacent to the James River: Chaffin's Bluff (Area 37), Newmarket (Area 36), Crenshaw (Area 29), Shirley Plantation (Area 28), Harrison's Landing (Area 27), Evelington (Area 26), and Charles City Court House (Area 23).

The Union Gunboat Flotilla cannot be moved or retreated from its holding space on the map to satisfy a CP result.

16.0 OPTIONAL RULES

16.1 Side determination If both players wish to play the same side, this rule is used to decide which side each player commands and to compensate for either player's perceptions regarding the relative chances of each side.

16.1.1 Bids If both players want to play the same side, they bid for the right to play that side. Each player writes down a secret bid. The bids are revealed simultaneously and the player with the larger bid plays the preferred side. The other player puts Replacement Points on the Record Track equal to his opponent's bid. If both bids are the same, determine sides with both players making a dr. The player with the high die roll receives the preferred side, while the player with the low die roll plays the other side with the tied bid being marked as Replacement Points marked on the Record Track of the loser.

Example: John and Bob both wish to play the Confederacy. John bids 3 and Bob bids 5. Bob is the high bid and becomes the Confederate player, while John is the low bid and becomes the Union player, and