

Living Rules for **NOT WAR BUT MURDER.**

Jan. 2008

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LPS PART # A053R PRINTED IN THE USA
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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. Each Module can have as many as ninety-nine Sections and each Section can have as many as ninety-nine Cases. 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 in 3.0) if you have an idea on how we can communicate better with you.

1.0 INTRODUCTION

Not War But Murder: The Cold Harbor Campaign is a game for two players simulating the Union campaign to capture the Confederate capital of Richmond between May 27 and June 3, 1864. One player controls the Confederate forces and the other controls the Union forces.

1.1 OBJECT OF THE GAME

The Union player wins the game by occupying Richmond or by accumulating at least 10 Victory Points by the end of the June 3rd Game Turn. The Confederate player wins by avoiding the Union Victory Conditions. In reading these rules, if any capitalized term or abbreviation confuses you, refer to the Index and Glossary (Module 19.0). 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.

2.0 GAME COMPONENTS

Not War But Murder includes the following components:

One 22" x 32" game-map

170 die-cut counters on one sheet

This rules booklet

If any of these parts are missing or damaged, write to:

Against the Odds Magazine

PO Box 165

Southeastern, PA 19399-0165 USA

Attn: *Not War But Murder*

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: support@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. Additionally, check out the *Against the Odds* and *Not War But Murder* discussion folders at www.consimworld.com.

3.0 GAME MAP

The map depicts the portions of Virginia where the Cold Harbor campaign occurred.

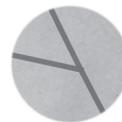
★ There should be a bridge between areas 10 and 22. The railroad does cross the South Anna River there, but the bridge graphic is missing.

3.1 Map Scale

The map scale is approximately 1 inch = 1 mile.

3.2 Map Areas

The map is divided into 50 numbered Areas separated by red and blue boundary lines. Areas are adjacent to each other if they share a common boundary and units could move directly from one another (for example, areas 28 and 32 are not adjacent).



3.2.1 Road Net Roads are thin dark grey lines that affect movement. Two Areas are connected by road if their common boundary is crossed by a Road.



3.2.2 Map Identifiers Each Area or Zone contains an Identifier. The number in the top half (from 1 to 50) is the Area's reference number. Areas with a square Identifier contain fortified Areas of the Richmond Defenses.

3.2.3 TEM The larger number in the lower section of the Identifier (ranging from +1 to +4) is that Area's Terrain Effects Modifier that is used in resolving attacks against units in that Area (Cases 10.5.3C, 10.7.1).

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

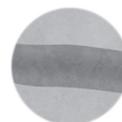


Open Ground

Yellow line with red dots.



Creek Narrow blue line. Although labeled as "rivers" on the map, the Little River and Chickahominy River are treated as creeks for game purposes.



River Wide blue line with dark center. The North Anna, South Anna, and Pamunkey are the only rivers in the game.

Note *The river that runs within Area 50 (Richmond) is not a boundary and has no effect on play. It is depicted for cartographic accuracy.*



3.2.5 Water Crossings

A Bridge symbol crossing a Creek or River boundary represents all the various road bridges, ferries, and fords that existed between those two Areas.

3.2.6 Victory Conditions An Area with a red Map Identifier helps determine Victory. A number following this designation indicates the number of Victory Points (VP) the player is awarded for control of the Area at the end of the game. (**Exception:** *Area 50, Richmond has no VP award. See Section 15.1*).



3.2.7 Rail Rail road lines are thick red lines that affect the movement of Infantry and Leaders. See 9.5.3.

3.2.8 Other features visible on the map, such as Forests, Towns, Ridges and the Richmond Trenches, have no effect on play.

3.3 Turn Track

The 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 Turn Track.

3.4 Impulse Track

The Impulse Track is printed on the map and is used to record the current Impulse of a Turn. The Advantage marker 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 General Records Track

The General Records Track is used for two purposes. It is used to record the number of Replacement Points available to each player by moving his Replacement Point marker(s) along it. It is also used to keep track of Victory Points using the Victory Point markers.

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 the campaign, as well as several markers that assist in game play.

4.1 Unit Coloring

Confederate units are field gray. Union units are 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 (with thin line) represents a Fresh unit while the back side (with dark bottom) represents an Exhausted unit.



4.2.1 Infantry Infantry units are foot-bound divisions.



4.2.2 Artillery Artillery units represent the cannon of a particular corps. Horse Artillery (with horsehoe graphic) is treated as Artillery but is eligible to participate in Cavalry Screening (Section 9.4).



4.2.3 Cavalry Cavalry units are horse-equipped divisions.

4.3 Unit Information

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

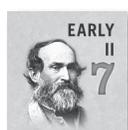
4.3.1 Unit Size and Organization Infantry and Cavalry units have the name of their divisional commander printed at the bottom of the unit. Artillery units have the name of their parent corps printed in the center of the unit.

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 the Movement Factor.

4.3.3 Corps ID Most units have a Corps ID printed in the center of the unit. Units lacking a Corps ID are Independent units (Cases 8.2.1, 9.1.3).

4.4 Markers

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



4.4.1 Leaders Leader markers are used to Activate units for movement and/or combat. Each side has one Army

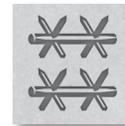
Leader and a number of Corps Leaders. **Note** *Although they have a Movement Factor, Leaders are not considered "units" and have neither Attack nor Defense Factors.*

★ Throughout the rules the reverse side of a leader counter is referred to as inactive or exhausted. These are one-in-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 Entrench marker in an Area when that player declares an Entrenchment Impulse (Section 6.3, Module 11.0), or announces he is Entrenching that Area during the Night Phase (Section 13.0).



4.4.4 Turn The Turn marker indicates the current Turn on the Turn Track. Ignore the Rain side (diagonal lines) unless playing the Advanced Game (Module 16.0).



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 holder of the Advantage 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 General Records Track.



4.4.7 Victory Points The "1" and "10" Victory Points markers are placed on the General Records Track to record the number of Victory Points the Union player possesses.



5.0 PREPARE FOR PLAY

5.1 Marker Placement

Place the Turn marker in the "May 27" space of the Turn Track. Place the Advantage marker in the "0" space of the Impulse Track, Union side up (to show Union possession of the Advantage). Place all four Replacement Point markers in the "0" space of the General Records Track. Place both Victory Point Markers in the "0" space of

the General Records Record Track. Place a Control marker in each Area with a blue Identifier.

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 2 (Union Control). Wilson Cavalry. Leader Burnside, Wilcox Infantry, IX Corps Artillery. +1 Entrenchment.

Area 4 (Union Control). Russell Infantry (VI Corps). Leaders Grant and Sheridan, Torbert and Gregg Cavalry, Union Horse Artillery. *Note See Section 17.4.*

Area 1 (Union Control). Crittenden Infantry (IX Corps), Leader Wright, Neill and Ricketts Infantry, VI Corps Artillery. Leader Warren, Lockwood, Griffin, Cutler and Crawford Infantry, V Corps Artillery. +1 Entrenchment.

Area 3 (Union Control). Potter Infantry (IX Corps). Leader Hancock, Birney, Barlow and Gibbon Infantry, II Corps Artillery. +1 Entrenchment.

5.2.2 Confederate Set Up Confederate units are set up as directed in the following areas:

Area 9 Hampton Cavalry.

Area 8 Leader Anderson, Kershaw and Pickett Infantry, I Corps Artillery. Leader Hill, Heth, Wilcox, Mahone Infantry, III Corps Artillery, +2 Entrenchment.

Area 7 Field Infantry (I Corps). Leader Early, Breckinridge, Gordon, Ramseur, Rodes Infantry, II Corps Artillery. Leader Lee. +2 Entrenchment.

Area 20 Leader Hampton, Fitz. and W.H.F. Lee Cavalry, Confederate Horse Artillery.

Area 50 Richmond Garrison.

Units not shown are either reinforcements (Module 14.0) or Optional (Section 17.4).

5.3 Start of Play

The game is now ready to begin with the Union player's Impulse "0".

6.0 SEQUENCE OF PLAY

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

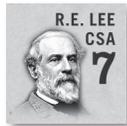
6.1 Day Phase

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

6.2 Dawn Phase

Both players flip any Inactive Leader markers back to their Active side. Reinforcements (Module 14.0) are placed in their entry Area.

6.2.1 Lee's Health Die Roll



The Union player makes a dr to determine if the Confederate Army Leader Lee is healthy or sick.

On a dr of 1-4 he is healthy. If Lee is healthy and his marker is currently on the map, and Active, there are no effects. If Lee is healthy and his marker is currently on the map, and Inactive, flip the marker to its Active side. If Lee is healthy and his Leader marker was on the Turn Track from a previous Turn, the Confederate player may place the marker in any Confederate Controlled Area on the map, Active side up. On a roll of "5" or "6" Lee is sick. If he is sick the Lee Leader marker should be placed on the Turn Track space for the next Turn.

6.2.1 Play Balance Variant The first time the Advantage marker is used in this fashion the rule above applies. If used again Lee only becomes "sick" with a dr of 6. *Developer's Note This variant will aid the Rebel player, and is recommended for games between players of differing familiarity/ability with the game.*

6.3 Daylight Phase

Players **alternate** Impulses, during which they may take one action. The Union player has the first Impulse during game Turn 1. Thereafter the Confederate player always performs the first Impulse.

6.3.1 Sunset DR The first Union DR made for any purpose during a Union Impulse also serves as the Sunset DR (if the Union 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 Union 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 Impulse Track. If the Advantage marker moves off the Impulse Track, the Daylight Phase ends. The Confederate 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 Impulse Track. The Confederate player spends his available Replacement Points and builds entrenchments. The Union player then spends his available Replacement Points and builds entrenchments. Replacement Points not spent by either player are marked on the General Records Track. Exhausted Artillery units are flipped to their Fresh sides. This is automatic and does not require the expenditure of Replacement Points (see Section 13.2).

6.5 End Phase

Determine if the Union player has won an Automatic Victory (Section 15.1). If he has not won an Automatic Victory advance the Turn marker to the next box on the Turn Track. The Confederate player has the option to remove Entrench markers. The Union player then has the option to remove Entrench markers. If the game has reached the End Phase of the June 3rd Turn, calculate the final Victory Point total and 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 Corps, 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 Union player or the Confederate 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 Impulse 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, Entrench, and Pass.

8.1.1 Assault Impulse The Attacker selects any single Area of his choice as the Active Area. The number of friendly units and Leader markers in the Active Area that may move and/or attack during that Assault Impulse depends on how the units are activated:

An **Active Army Leader** marker may activate all or some of the units and Leader markers in the Active Area, in addition to himself. The Army Leader need not be in the Active Area to do so.

An **Active Corps Leader** marker may activate all or some of the units of his Corps within the Active Area. The Corps Leader must be in the Active Area to do so. Other Leader markers, and units belonging to a different corps, may not activate.

An **Area that does not use an Active Leader** marker may activate any ONE unit in the Active Area.

Independent units (a unit without a Corps ID printed on the counter) may activate either on their own, or simultaneously with any other units in the Active Area that were activated by the Active Leader. *Note These are the Confederate Breckinridge and Hoke units (Section 14.1) as well as the Richmond Garrison unit.*

8.1.2 Entrench Impulse The Attacker may place a +1 Entrench marker in any one Area containing at least one friendly Infantry unit. The unit may be Fresh or Exhausted. Alternately, the Attacker may flip a previously placed +1 Entrench marker in any one Area containing at least one friendly Infantry unit to its +2 Entrench side.

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

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* (*Exception Use of Advantage can allow activation of units in more than one area, see Section 12.1*). 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 began 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 (see 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 Active Area was activated by an Army Leader (Lee or Grant) all, some, or just one of the units may activate. If the Active Area was activated by a Corps Leader, only those units subordinate to that Corps leader present in the Active Area may activate. If the Active Area does not contain an Active Leader, any one unit in the Active Area may activate.

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

9.1.2a Lee to the Rear! 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 an Active Leader. They may also be the sole unit in an Area that Activates (Case 8.1.1). The Richmond Garrison may never enter an Area outside of Richmond or the four Areas adjacent to Richmond.

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 either 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 (see clarification below) = 2 MF

Enter an Area containing only Exhausted enemy units = 3 MF

Enter an Area containing a Fresh enemy unit = 4 MF

Cross a Creek without using a Bridge (Infantry and Cavalry only) = 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.

Clarification Areas are adjacent if units could move directly between them. For example, Areas 28 and 32 are not adjacent as units would have to move into Areas 29 or 33 first.

★ Optional Rule: Allow an artillery unit to cross at a ford or ferry. It must stop once it does so, and is flipped to its exhausted side. A fresh artillery unit can retreat across a ford or ferry but cannot if exhausted.

9.2.1 Minimum Move If a unit has not yet expended MF in the Impulse, and lacks sufficient MF to enter an adjacent Area that 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. 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 by friendly Cavalry units, and there are no Cavalry units in the enemy force, any and all friendly Cavalry units (including Horse Artillery units) may retreat once enemy movement is complete. This retreat must adhere to normal retreat priorities (Case 10.7). Cavalry units that retreat in this fashion do not become Exhausted and Exhausted Cavalry units may Screen. The enemy Point unit does not become Exhausted. If they have any remaining MF, enemy units may continue moving after Cavalry Screening has taken place.

9.5 Movement Restrictions

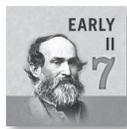
The following three situations restrict movement.

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

9.5.2 Water Boundaries A maximum of five units may use a single bridge to cross a Creek or River boundary during a single Impulse. Leader units 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*). A unit may cross a River boundary only by using a bridge, and must stop immediately afterwards.

9.5.3 Off-Road and Rail Movement Infantry and non-Cavalry Leader units that enter an Area without using a Road must immediately stop. Artillery and Horse Artillery units must use a road to enter or exit any Area. Infantry and Leader units may use Rail Road lines as if they were a Road. They may not use a Rail Road to cross a River if there is no bridge symbol present on the Area boundary.

9.6 Deactivation of Leaders



An Active Leader becomes Inactive at the end of the Impulse (flipped to side with dark bar at bottom) for any of the following reasons:

- An Army Leader (Lee or Grant) who was used to Activate an Area during an Assault Impulse.
- A Corps Leader who was either activated by an Army Leader, or who activated on his own, to conduct an Assault Impulse (*Exception Rout; see Section 10.6*).
- All friendly units in his Area are eliminated. Place a Corps Leader with any friendly Division of the corps 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 Corps are eliminated, that Corps Leader is also eliminated.
- There are no friendly units in his Area and that Area is entered by an enemy Point unit.

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, see 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 resolved 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 current Impulse. If a Mandatory Assault result was a Repulse (Case 10.4.4) all participating units must Retreat (Section 10.8).

10.2 Optional Assault

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 Defenders suffer a Rout (Section 10.6) 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; AT) against the Defense Value of the Defending unit(s) plus a DR (the Defense Total; DT). 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.

+2 Each additional Fresh Infantry, Cavalry, and Artillery unit participating in the Assault.

+1 Each additional Exhausted Infantry and Cavalry unit participating in the Assault.

+1 Confederate Assault if Lee is Active.

-1 Each different Corps participating in the Assault.

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 Creek boundary (with or without a Bridge) while making a Mandatory Assault and an **additional** +1 if any unit crossed the North Anna, South Anna, or Pamunkey rivers.

+1 to +2 Friendly Entrench marker in the defending Area.

+1 Confederate defense if Lee is Active.

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. 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** then the DT 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. The friendly Leader marker, if any, who activated the assaulting units, does *not* become Inactive and is eligible to Activate units again in a later Impulse. A Rout may not occur in any Area that contained enemy entrenchments, the Richmond Defenses, or if the Attacker crossed an un-bridged Creek boundary during his Assault. 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 (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**

10.6.1 Defensive Positions Defending units in the Richmond Defenses (Areas with a square identifier) 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 below*) to determine which Area they 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

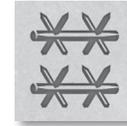
10.7.3 Voluntary Retreat Some or all of the defenders in an Area being assaulted may voluntarily retreat after the Assault is resolved, even if the Attacker loses. The Forward Unit does not have to be among the units that retreat.

If only some units are required to retreat, the owning player decides whether a Leader 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 above it is Eliminated. If the Rich-

mond Garrison unit is forced to retreat into an Area outside of Richmond, or the four Areas adjacent to Richmond, it is Eliminated. A unit forced to retreat off the map *is* Eliminated, but does not count for purposes of calculating Victory Points (Section 15.5).

11.0 ENTRENCHMENTS



Either player may activate an Area with the intent of entrenching. During an Entrench Impulse no other action takes place; units may neither move nor Assault during an Entrench Impulse.

11.1 Restrictions

The Active Area must contain at least one friendly Infantry unit to declare an Entrench Impulse. The number of Entrench markers on the map for each side is limited by the counter mix.

11.2 Procedure

The act of entrenching is automatic. If the Active Area does not contain a friendly Entrench marker place an Entrench +1 marker (one cheval-de-frise symbol). If the Active Area already contains a friendly Entrench +1 marker, flip the marker to its Entrench +2 side (two symbols).

11.2.1 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 assaulted Area, an enemy Entrench +1 or Entrench +2 marker may be replaced by a friendly Entrench +1 marker. If there was a friendly Entrench marker in the Area and the defender was forced to retreat, remove the enemy Entrench marker.

If a friendly unit enters an Area containing an enemy entrenchment marker, 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 Night

During their Night Phase each player may place an Entrench +1 marker in any Area containing a friendly Infantry unit. If the Area already contains an Entrench +1 marker the marker may be flipped to its Entrench +2 side.

11.4 Voluntary Removal

During the End Phase, players may remove

any friendly Entrench marker from the map. The Confederate player removes Entrench markers first, followed by the Union player.

12.0 ADVANTAGE

At the start of each Impulse one player always has possession of the Advantage as symbolized by placement of the Advantage marker with the side of the controlling player face-up on the Impulse Track. The Union 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 Lee's health.** During the Dawn Phase after the dr to determine Lee's health either player may use the Advantage to reverse the result (see Case 6.2.1). If Lee is healthy, the Union player may spend the Advantage to make him sick. If Lee is sick, the Confederate player may spend the Advantage to make him healthy.
- **Rally.** During the Daylight Phase, at the beginning of an Assault Impulse, any and all of the Leader markers in a single Area may be flipped to their Active side.
- **Activate Two Areas.** During the Daylight Phase, after declaring an Assault Impulse, an Active Corps Leader may activate eligible units in a second Area, so long as the Area is adjacent to the Active Area and it contains at least one unit of the same corps. An Army Leader is not eligible to use the Advantage in this manner.
- **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. Thus, if the Union player uses the Advantage during the Dawn Phase to make Lee sick, the Confederate player may not use it to prevent Lee from being sick.

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 Confederate player conducts his Night Phase first, followed by the Union 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 Night entrenchment (Section 11.3).

13.3 Replacement Points

The Confederate player receives 1 Replacement Point each Night Phase; the Union player receives 3 Replacement Points.

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 June 3rd Night Phase. Reserves, however, may be spent.

13.3.1 Eligibility A Confederate unit must be able to trace a path of friendly-Controlled Areas to Richmond or Ashland to be eligible to take replacements. A Union unit must be able to trace a path of friendly-Controlled Areas to either Chesterfield Station or Old Church to be eligible take replacements.

As long as a player is able to trace a path of friendly-controlled Areas to either of their friendly-controlled Replacement Areas, that player is eligible to receive replacements that Night Phase. Union Replacements are not possible, and cannot be issued, if both of the Union Supply Areas are not under Union control. If Richmond is controlled by the Union the game ends with a Union Automatic Victory (see Section 15.1).

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

to supplement the Replacement Points he receives that Turn.

14.0 REINFORCEMENTS

Reinforcements are placed during the Dawn Phase.

14.1 Confederate Reinforcements

If the Union player controls Wickham's Crossing (Area 21) or Hanovertown (Area 33) at the beginning of any Dawn Phase the Confederate player makes a dr. On a roll of "1" or "2" Hoke's Division may be placed in Richmond (Area 50). On any other roll Hoke's Division is not placed on the map and appears instead in Richmond as a reinforcement during the Dawn Phase of the May 31 Game Turn. This dr can only be made once in the game (so mind your timing, Rebel!).

14.2 Union Reinforcements

During the May 31 Dawn Phase the Union player makes a dr. On a roll of "1", "2", or "3" the Union XVIII Corps may be placed in Mangohick Church (Area 15) or Old Church (Area 34). The Area must be Free, otherwise placement is prohibited. The entire corps must be placed on the map, otherwise placement is prohibited. The Smith Leader marker is Active when placed on the map. On any other roll the Union XVIII Corps is not placed on the map and appears instead as a reinforcement during the Dawn Phase of the June 1 Game Turn, or any Dawn Phase thereafter where conditions do not prohibit the placement of the entire Corps.

15.0 VICTORY CONDITIONS

15.1 Damn Yankees

The Union wins an Automatic Victory if they have a Fresh unit in Richmond at the end of the Daylight Phase of any Game Turn. The unit must be able to trace a path of friendly-Controlled Areas to either Chesterfield Station (Area 4) or Old Church (Area 34) to qualify.

15.2 June 3rd Victory Check

The Union player wins by having 10 or more Victory Points at the end of the June 3rd Turn. The Confederate player wins by preventing the Union player from fulfilling his Victory Conditions.

15.3 Victory Points

The Confederate player does not receive Vic-

tory Points. Victory depends solely on the Union Victory Point total unless an Automatic Victory (Section 15.1) is achieved. The Union player receives Victory Points for all Victory Point Areas with a Union Control marker able to trace a path of friendly-Controlled Areas to Chesterfield Station or Old Church regardless of the presence of Confederate units Contesting an Area (*Exception Section 15.4*).

15.4 Enemy At The Gates

The Union player receives 1 VP for each Area adjacent to Richmond – the Richmond Defenses in Areas 46, 47, 48, and 49 – that they Contest, but do not Control.

15.5 Combat Losses

The Union player adds two VP for each Confederate unit eliminated during the game up to the end of the June 3rd Turn, and adds one VP for each Exhausted Confederate unit on the map. The Union player subtracts two VP for each Union unit eliminated during the game up to the end of the June 3rd Turn, and subtracts one VP for each Exhausted Union unit on the map.

16.0 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.

16.1 Weather

During the Dawn Phase the Confederate player makes a dr to determine the starting Weather for that Turn.

1-3 = Clear

4-6 = Rain

Flip the Turn Marker to the appropriate side on the Turn Record Track.

16.1.1 Clear Play proceeds normally.

16.1.2 Rain Assaulting units suffer a -1 modifier to their Movement and Attack Factors.



16.1.3 Weather Changes If the Union Sunset DR equals the current Impulse number the Daylight Phase does not end; the Weather changes (from Clear to Rain or vice versa) during the next Confederate Impulse. Record the Weather Change by flipping the Turn marker on the Turn Track. The new Weather status remains in effect until the Dawn Phase of the

next Turn, or until the Union player's Sunset DR again equals the current Impulse. In the latter case, record the Weather Change by flipping the Turn marker on the Turn Track.

16.2 Leader Participation

★ Active Corps Leaders, whether Fresh or Exhausted, may contribute to the Attack Value or Defense Value of an Assault. The Attacker, followed by the Defender, may announce that an Active Corps Leader in the Assaulted Area is participating in the Assault. The Leader marker must be present in the Area where the Assault is taking place to participate. Leader Participation adds a +1 modifier to the final Attack Value/Defense Value. Army Leaders may not participate in an Assault in this manner. A Corps leader can only participate in one combat, attacking or defending, per turn.

16.3 Leader Casualties

Leaders may be killed or wounded in any Assault that involves units present in their Area. The Leader need not participate in the Assault to suffer wounds or death. If the original (unmodified) Attacker 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 1 to the DR if the Leader was exhausted. 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 DR modifier for Exhaustion still applies).

★ Leader units are checked for loss per this rule only if they were involved in the combat or retreated (compelled to or voluntarily).

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

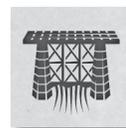
If the modified DR is **greater than** 7 the leader is a casualty. Place the Leader marker on the Turn Record Track in the space for the next Turn. During the Night Phase the Leader marker is returned to the map in any Area containing Friendly units under his command.

If the modified DR **equals** 7 the Leader is killed. Place the Leader marker on the Turn Record Track in the space for the next Turn. The Victory Point total is increased by one if the Leader was Confederate, and decreased by one if the Leader was Union. During the Night Phase the Leader marker is returned to the map in any Area containing Friendly units under his command.

16.4 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 can be selected for a Forced March. Units conducting a Forced March receive one additional MF that Impulse. Fresh units that Assault at the conclusion of a Forced March are treated as Exhausted for purposes of calculating the Attack Value of that Assault (Cases 10.4.2).

16.5 Bridges



★ 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 bridges between Noel's Station and Mt. Carmel Church (Areas 1 and 2) and Lowry and Chesterfield Station (Areas 3 and 4). A Destroyed Bridge marker is placed on the bridge between Bethel Church and Hanover Court House (Areas 11 and 20). The bridge between areas 2 and 3 is considered intact and Union controlled. Area boundaries without a Bridge marker are considered intact and Confederate-Controlled. Bridges can change hands in three different ways:

- Construction of a Bridge (Union player only, Case 16.5.3)
- Crossed during an Assault that resulted in a Stalemate or Success
- Both connecting Areas become friendly-Controlled

16.5.1 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 > 7 and is subject to Bridge Demolition Modifiers (Case 16.5.2 below). If the attempt is successful, the bridge is covered with a Blown Bridge marker.

16.5.2 Bridge Demolition Modifiers

A Demolition dr is modified depending on the status of the two Areas on either side of the bridge and the nature of the water boundary (creek or river):

Areas

- +3 Free
- +2 Contested, Friendly-Controlled
- +1 Contested, Enemy-Controlled

Water

- 1 Bridge spans a river boundary

16.5.3 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 Chesterfield Station (Area 4) or Old Church (Area 34) if Union-Controlled. If Confederate-Controlled the path must be traced to Richmond (Area 50). 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 Union Bridge side. A maximum of one bridge may be repaired per Turn by the Union player and one bridge per Game by the Confederate player. Bridges may not be built across boundaries that did not have a bridge initially.

16.5.4 Bridge Construction Modifiers A Repair dr is modified depending upon the status of the two Areas on either side of the bridge and the nature of the water boundary (creek or river):

Areas

- +3 Free
- +2 Contested, Friendly-Controlled
- +1 Contested, Enemy-Controlled

Water

- 1 Creek
- 2 River

16.6 Artillery

Fresh Artillery units that move across an Area boundary to contribute to the Attack Value of an Assault (10.4.2) add +1, not +2, to the Attack Value of that Assault.

★ **16.6.1 Bombardment** Fresh Artillery units that are either present in the Assaulted Area before activation or adjacent to the Assaulted Area may provide Artillery Support. Artillery Support adds +2 to the Attack Value or Defense Value of the Assault. At least one Infantry or Cavalry unit of the same

Corps must be participating in the Assault; otherwise Artillery Support may not take place. Providing Artillery Support causes the supporting Artillery unit to become Exhausted.

16.7 Brigade Detachments

Each side has a limited number of units called Brigade Detachments. Each Infantry and Cavalry Corps has one Brigade Detachment counter. During the Dawn Phase, after all drs have been made, each player declares whether or not he is forming any Brigade Detachments. The Confederate player declares first, followed by the Union player.

16.7.1 Detachment To form a Brigade Detachment a player must flip one Fresh Division to its Exhausted side. He may then place a Brigade Detachment in the same Area as the one containing the Division he just flipped. To place an Infantry Brigade Detachment an Infantry Division must be flipped. To place a Cavalry Brigade Detachment a Cavalry Division must be flipped. The number of Brigade Detachments that may be formed is limited by the counter mix. A Brigade Detachment is considered an Independent unit (Case 9.1.3) for Activation purposes. It may absorb casualties and otherwise functions just like any other Infantry/Cavalry unit.

16.7.2 Recall During the Night Phase, after all other actions, each player must declare whether or not he will Recall detached brigades. The Confederate player declares first, followed by the Union player. To Recall a Brigade Detachment a player must have one Exhausted Infantry Division and a Fresh Brigade Detachment belonging to the same Corps in the same Area. He must remove the Brigade Detachment unit from play. He may then flip the Exhausted Division to its Fresh side. An Infantry Division may not recall a Cavalry Brigade Detachment, nor may a Cavalry Division recall an Infantry Brigade Detachment.

16.7.3 Replacement It costs 1/2 of a Replacement Point to flip a Brigade Detachment from its Exhausted to its Fresh side (i.e., two brigades can be restored per RP). Fractional Replacement Points are lost and are not marked on the General Records Track.

16.7.4 Loss In Combat An eliminated Brigade Detachment counts as one Victory Point for purposes of the June 3rd Victory Check (Section 15.2). Exhausted Brigade Detachments are worth zero Victory Points. Eliminated Brigade Detachments may not be rebuilt.

17.0 OPTIONAL RULES

The following rules allow players to explore additional historical aspects of the campaign. These add more playing time, and can also be used to balance play between opponents of differing abilities.

17.1 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.

17.1.1 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 General Records Track equal to his opponent's bid. If both bids are the same, determine sides with both players rolling a dr, with the difference of the dr results serving as the number of Replacement Points marked on the General Records Track of the loser. *Example John and Bob both wish to play the Union. John bids 3 and Bob bids 5. Bob is the high bid and gets the Union, while John gets the Confederates and begins the game with 5 Confederate Replacement Points marked on the General Records Track.*

17.2 Optional Movement

The movement rules may be supplemented by any of the following.

17.2.1 Union Map Confusion Union units beginning their Impulse in any Area south of the Pamunkey and South Anna rivers (Areas 20 and higher) have one less Movement Factor.

17.2.2 Night March During the Night Phase the player possessing the Advantage may use it to Activate an Area with an Active Leader for the purpose of conducting a Night March. Units moving during the Night Phase may not Assault nor may they enter an enemy-Controlled, Vacant Area. They may enter an enemy-Controlled but Contested Area. Ignore the presence of Fresh enemy Artillery units in Areas adjacent to units conducting a Night March.



17.2.3 Misdirection Markers Each player possesses one Misdirection “?” marker. A Misdirection marker may be placed in an Area on the map as a result of a player using the Advantage. During each Daylight Phase, in lieu of declaring a Pass Impulse, either player may place his Misdirection marker in any Area

containing enemy units. The Union player may not place his “?” marker in an Area containing or adjacent to the Lee marker. The Confederate player may not place his “?” marker in Areas north of the Pamunkey and North Anna rivers (Areas 19 and lower). Units in an Area with a “?” marker may not conduct a Forced March or Assault, and have their Movement Factor reduced to “1”. The “?” marker is removed from the map at the beginning of the End Phase. It may be used again in the next turn.

17.3 Leader Insubordination

Whenever the Union player activates an Area for an Assault Impulse he must make a dr. On a dr of “1” the attempt fails. The Impulse advances as if the Union player had declared a Pass Impulse. The dr receives a -1 drm for each Exhausted unit in the Active Area. The Union player still makes a Sunset DR to determine if the Daylight Phases ends, if necessary.

17.4 Optional Unit

The following unit is added to the forces available to the Union player.

The Ferraro Division is placed in Chesterfield Station (Area 4) as part of the Union player's opening Setup. *Designer's Note This was an infantry division made up off African-American volunteers, most of who were former slaves.*

17.5 Cavalry Raid

If the Union player has a Fresh Cavalry unit in an Area containing the Richmond, Fredericksburg, and Potomac Rail Road south of the South Anna River (Areas 22, 23, 24 or 49) during any End Phase before June 3, add one Victory Point. The Cavalry unit must be able to trace a path of friendly-Controlled Areas to either Chesterfield Station (Area 4) or Old Church (Area 34) to qualify. This Victory Point may be earned only once.

17.6 Meade and Grant

The Grant Leader marker is not used. Place the Meade Leader marker instead of the Grant Leader marker in Chesterfield Station (Area 4) during opening Setup. Each Dawn Phase, after the dr to determine Lee's health by the Union player, the Confederate player makes a dr to determine if the Union Leader Meade is feuding with Union Leader Grant. On a roll of “1”, “2”, “3” or “4” they are not feuding. If Meade and Grant are not Feuding and the Meade marker is currently on the map, and Inactive, flip the marker to its Active side. If Meade and Grant are not feuding and the Meade marker was on the Turn Track from a previous Turn, the Union player may place the marker in any Union-Controlled Area on the map, Active side up. On a roll of “5” or “6” Meade and Grant are feuding. If they are feuding the Meade marker should be placed on the Turn Track for the next Turn.

17.7 Limited Intelligence

During the Dawn Phase of each Game Turn players remove their Leader markers from the map. They then place both the Leader marker and its duplicate “False Report” Leader marker Fresh side up on the map.

★ **17.7.1 False Reports** A Leader marker and its “False Report” counterpart may not be placed in the same Area. If the Meade marker is on the Turn Track the “False Report” counterpart is not used that Turn. A player is not required to place a “False Report” Leader marker. He does so solely at his discretion. As soon as a Leader marker is used to Activate an Area its duplicate “False Report” counterpart must be removed from the map. If the Leader marker with “False Report” is for any reason forced to flip to its Inactive side, it is removed from the map.

18.0 DESIGNER'S NOTES

The Cold Harbor campaign has been likened to a “chess match” between Robert E. Lee and Ulysses S. Grant. If one accepts the analogy Lee certainly had much more to lose. Richmond was the seat of the Confederate government, in addition to its economic value. If the Union Army managed to get between the Confederate Army and Richmond, or capture the city outright, the outcome would be catastrophic, if not fatal, to the Rebel cause.

18.1 The Union player

You decide to a great extent where battle will be joined. Driving straight ahead into the strong Confederate defenses along the North Anna, or sweeping to your left and cross somewhere along the Pamunkey River are two obvious choices. You can also afford to be more aggressive because you have the larger of the two armies. The size of your army allows you to more easily extend the front and threaten to outflank your opponent. Your large army gets even larger as the game progresses thanks to an entire corps of reinforcements. Lastly, you can afford more losses due to a higher replacement rate.

The Union player's primary disadvantage is that the army is poorly led, particularly at the divisional level. Because of this weakness attacks are more prone to failure, and Union forces are more vulnerable to counter-attack. If you are not sufficiently careful you may suffer more casualties than can be replaced in the period of time depicted in the game.

18.2 The Confederate player

In contrast to your opponent you face a potentially grim situation. Your army is smaller, and starved for both replacements and reinforcements. Your primary dilemma is to avoid being vulnerable to outflanking movements while also avoiding over-extending your lines. Second, you can't fall back forever, or Richmond will be exposed to direct assault. At some point you must draw

a line and defend it at all costs.

What you have working in your favor is a better led army, particularly at the divisional level. You also have the incomparable skills of Robert E. Lee, assuming he is healthy. While you can't be overly aggressive you must continually look for opportunities to lash out at “those people” (Lee's temper showed when referring to the Union Army in this fashion). You can counter-punch as hard as or harder than the Army of the Potomac. Lastly you are also on the operational defensive. You can afford to let the Union Army come to you and fight on ground of your choosing – ground that should be well entrenched by the time the Yankees attack.

18.3 Final Thoughts

A Civil War Army was a ponderous beast, moving in fits and starts. It was this ponderousness that gave each side opportunities to attack the other. In each engagement, depending on its size, one side would attempt to concentrate two brigades against one, two divisions against one, two corps against one. The game's movement and combat system has been fashioned to simulate this. Players must alternately be bold, looking for that two to one edge, and cautious, as a failed assault produces horrifying casualties. If the casualties are too great, his forces will be unable to recover, and the player will lose the game.

The maneuvers and combat that took place between the North Anna River and Cold Harbor very much represent a truly desperate situation where one side is facing military, political and cultural annihilation if it loses. In history Lee prevailed, against the odds, and the war continued. Can you do the same, or better?

19.0 INDEX AND GLOSSARY

Active Area selected during an Assault Impulse, Case 8.1.1; selected during an Entrench Impulse, Module 11.0.

Adjacent Section 3.2. Areas are adjacent if units could move directly between them. For example, Areas 28 and 32 are not adjacent as units would have to move into Areas 29 or 33 first.

Advanced Game Module 16.0.

Advantage a temporary advantage one side has over the other, yielding certain benefits to its owner, Module 12.0.

Area An irregular shaped space on the map, used to regulate movement and combat, Section 3.2.

Artillery A type of unit having cannon, mortars, etc., Case 4.2.2.

Artillery Bombardment Case 16.6.1.

Assault Impulse A declared impulse during which the attacker may move and attack, Case 8.1.1.

Assault Resolution Section 10.4.

Attacker The active player resolving the current Impulse, whether attacking or not, Module 10.0.

Attack Factor The first (leftmost) number below the unit symbol on the Fresh side of units, or the number on the Fresh side of a Bombardment marker. It is used when attacking as the Point Unit of a Ground Assault, or when making a Bombardment, Section 4.3.

Attack Value (AV) The sum of the Attack Factor and a combat resolution DR, Case 10.4.2.

Bids Case 17.1.1.

Boundary The lines separating two adjacent Areas, Case 3.2.4.

Bridge A symbol on a Creek or River boundary that permits units to either cross that boundary or to do so with fewer movement/combat penalties, Case 3.2.5; and movement, Case 9.5.2; crossed during an Assault, Case 10.4.3; destruction of, Case 16.5.1; construction of by Union player, Case 16.5.3.

Brigade Detachments Section 16.7.

Casualty Points (CP) The difference between the Attack Total and the Defense Total in an Assault, which must be absorbed by defending units becoming Exhausted, retreating, or being Eliminated, Section 10.7.

Cavalry Case 4.2.3; screening, Section 9.4; raiding, Section 17.5.

Clear Weather Case 16.1.1.

Contested Any Area containing both friendly and enemy units, Section 7.3.

Control Markers, Case 4.4.2; Section 7.2.

Creek Case 3.2.4; and movement, Case 9.5.2; and combat, Case 10.4.3.

Dawn Phase Section 6.2; Limited Intelligence, Section 17.7.

Daylight Phase The alternating movement/combat impulses of each day, Section 6.3.

Defense Factor The second of the three numbers below the unit symbol on the Fresh side of a unit. When resolving an Assault, the Defense Factor of the Forward Unit serves as the basis for the Defense Value, Case 4.3.2.

Defense Value (DV) the total defensive strength of a defending group before the addition of a combat resolution DR, Case 10.4.3.

Demolition Case 16.5.1.

dr (die roll) A roll of one die.

DR (dice roll) A roll of two dice added together to form one combined result.

drm (die roll modifier) A number added to an original die roll to produce a final result.

DRM (Dice Roll Modifier) A number added to an original dice roll to produce a final result.

End Phase Section 6.5.

Entrance of Enemy-Occupied Area Section 9.2.

Entrenchments Module 11.0; entrench Impulse, Case 8.1.2.

Errors Section 8.3.

Exhaustion An Infantry or Cavalry unit that has suffered combat losses, or Artillery unit that is short of ammunition. This is shown by flipping the unit to its white (back) side, Sections 4.2, 13.1; Recovery from, Section 13.2.

Exit of Enemy-Occupied Area Sections 9.2, 10.7.

First DR Case 6.3.1.

Forward Unit The defending unit chosen by the Defender whose Defense Factor is used in computing the DV of an Area against an Assault, Section 10.4, Case 10.4.3A

Forced (Night) March Case 17.2.2.

Free An Uncontested, friendly-Controlled Area, Section 7.5.

Fresh The colored (front) side of a unit, Section 4.2.

General Records Track Section 3.5.

Grant and *Meade* Section 17.6.

Identifier The circles or squares within each Area or Zone, Case 3.2.2.

Impulse One of the alternating move/attack “mini-turns” that make up the Daylight Phase of a turn, Module 8.0.

Inactive Section 9.6.

Impulse Track The thirteen-box display reading from “0” to “12” used to record the current Impulse for each day. Section 3.4; setup, Section 5.1; Night Phase, Section 6.4.

Independent Units Case 9.1.1; Section 16.7; Section 17.4; and activation, Case 9.1.1.

Leaders Case 4.4.1; and activation, Case 8.1.1; becoming Inactive, Section 9.6; participation in combat, Section 16.2; casualties, Section 16.3.

Lee’s Health Case 6.2.1; and Advantage, Section 12.1.

Limited Intelligence Section 17.7.

Mandatory Assault An Assault into a previously Uncontested Area, Section 10.2.

Map Module 3.0.

Minimum Move Case 9.2.1.

Meade and *Grant*, Section 17.6.

Misdirection Case 17.2.3.

Movement Factor (MF) The third (rightmost) number below the unit symbol on a unit. It is the maximum number of movement factors a unit may expend in one impulse. Case 4.2.2, Section 9.2.

Movement Module 9.0.

Movement Restrictions Section 9.5.

★ *Night (Forced) March* Case 17.2.2.

Night Phase Section 6.4; Module 13.0.

Off-Road Movement Case 9.5.3.

Open Ground Case 3.2.4.

Optional Assault Section 10.2.

Optional Rules Module 17.0.

Pass Impulse An Impulse during which the Attacker performs no action, 8.2.3

Point Unit The attacking unit chosen by the Attacker whose Attack Factor is used in computing the AV of an Area against for an Assault, Case 10.4.2A; and movement, Section 9.3.

Rain Case 16.1.2.

Rally Section 12.1.

Recall Case 16.7.2.

Refit Section 13.2 (Night Phase Section 6.4).

Reinforcements Module 14.0; Confederate, Section 14.1; Union, Section 14.2

Replacement Points Case 4.4.6; and Advantage marker, Section 12.1; spending, Section 13.3.

Repulse Case 10.4.4.

Reserves Case 13.2.2.

Retreats Section 10.7; priorities Case 10.7.2.

Richmond Defenses Case 3.2.2; and Casualty Points, Case 10.7.1; and Victory Points, Section 15.4.

River Case 3.2.5; and movement, Case 9.5.2; and combat, Case 10.4.3.

Road Net Case 3.2.1; movement restrictions, Case 9.5.3.

Rout Section 10.5.

Sequence of Play Module 6.0.

Stacking Section 7.1; and movement, Case 9.5.1; and retreat, Section 10.7.

Stalemate Case 10.4.4.

Success Case 10.4.4.

Sunset DR Case 6.3.1; and Weather, Case 16.1.3.

Support (Artillery) Case 16.6.1.

TEM (Terrain Effects Modifier) The black number in the lower half of each Identifier. This is the defensive modifier added to the DV against all attacks in a given Area, Cases 3.2.3, 10.4.3C.

Turn All the phases and impulses of a single date on the Turn Track, Section 3.3.

Turn Track Section 3.3.

Unit Any piece that can Control an Area. This includes Infantry, Cavalry, and Artillery units. It excludes Leader markers, Section 4.1.

Vacant An Area containing no enemy units. An Area can contain friendly units and still be considered Vacant, Section 7.4.

Victory Conditions Module 15.0.

Weather Section 16.1; changes, Case 16.1.3.