

Not War *But* Murder

Mini-Scenario/Example of Play

20.0 DEMONSTRATION SCENARIO

The following scenario is used for the demonstration section of the rules (Module 21.0). It can be utilized by players desiring a match with a shorter playing time than the full-length game (slightly under 2 hours) covering the end of the historical campaign, or as one well-suited for tournament play. The examples of play illustrated here are not necessarily stellar, war-winning gambits, but rather are meant to show how basic aspects of the game's rules play out. Enjoy!

20.1 OVERVIEW: It is the June 1st Game Turn. Since May 27th the Union Army has crossed the Pamunkey River, captured Howe's Shop, Hanover Courthouse, and Cold Harbor. The Confederate Army has its back to the Chickahominy River and the capital of the Confederacy, Richmond, is only a few miles to the rear. Remarkably, both sides' armies are in relatively good shape. That is about to change, as the Union is getting very close to Richmond, and a number of VP areas are vulnerable. Something or someone is about to give.... *Note: this Sample Turn uses the Advanced rules.* The Confederate player possesses the Advantage. All of the Confederate and Union Replacement Point markers are in the "0" space of the General Records Track. The "x 1" Victory Point marker is in the "3" space of the General Records Track (for Union control of VP areas 20, 32 and 41).

20.2 Demonstration Game Set Up

The CSA Player sets up first, followed by the Union Player.

20.3 CSA

- New Cold Harbor (40): Hoke, Kershaw.
- Mechanicsville (39): Anderson Leader, Field, Pickett, I Corps Artillery, Gordon, Ramseur (II Corps), Entrench (1).
- Hughe's Crossroads (25): Hampton Leader, W.H.F. Lee, Hampton, Cavalry Artillery.

- Atlee's Station (37): Lee Leader, Hill Leader, Mahone, Wilcox, Heth, Breckinridge, III Corps Artillery, Entrench (1).
- Bowles (36): Early Leader, Rodes, II Corps Artillery.
- Barker's Mill (44): Fitz Lee.
- Richmond (50): Richmond Garrison.

20.4 USA

- Hanover Court House (20): Wilson.
- Old Cold Harbor (41): Sheridan Leader, Torbert.
- Overton (31): Wright Leader, Russell, Neil, Ricketts, VI Corps Artillery. Hancock Leader, Barlow, Gibbon, Birney, II Corps Artillery.
- Old Church (34): Smith Leader, Brooks, Martindale, Devens, XVIII Corps Artillery.
- Bowles (36): Burnside Leader, Crittenden, Potter, Willcox, IX Corps Artillery.
- Bethesda Church (35): Grant Leader, Warren Leader, Griffin, Lockwood, Crawford, Cutler, V Corps. Artillery.
- New Castle Ferry (16): Gregg, Cavalry Artillery.
- Nelson's Bridge (18): Ferraro (optional unit).
- Union Control markers are placed in areas 1 through 20, 28, 29, 31 through 35 and 41.

The game lasts until the Union Player achieves an Automatic Victory (Section 15.1) or the end of the June 3 turn, whatever occurs first.



21.0 A SAMPLE TURN

21.1 DAWN PHASE: The Confederate player makes a dr to determine the Weather (Section 16.1). The dr is a “2” so the Weather is Clear. The Union player makes a dr to determine Lee’s Health (Case 6.2.1). The dr is a “4” meaning Lee is healthy this Turn. Both players then flip their Inactive Leader markers back to their Active side. In the full Campaign Game the Union XVIII Corps

was placed in Old Church (Area 34) during the previous turn as Reinforcements (Section 14.2). Play proceeds to the Daylight Phase.

21.2 DAYLIGHT PHASE: On every Game Turn except May 27 the Confederate player takes the first Impulse, so Impulse “0” will be a Confederate Impulse.

Confederate Impulse 0



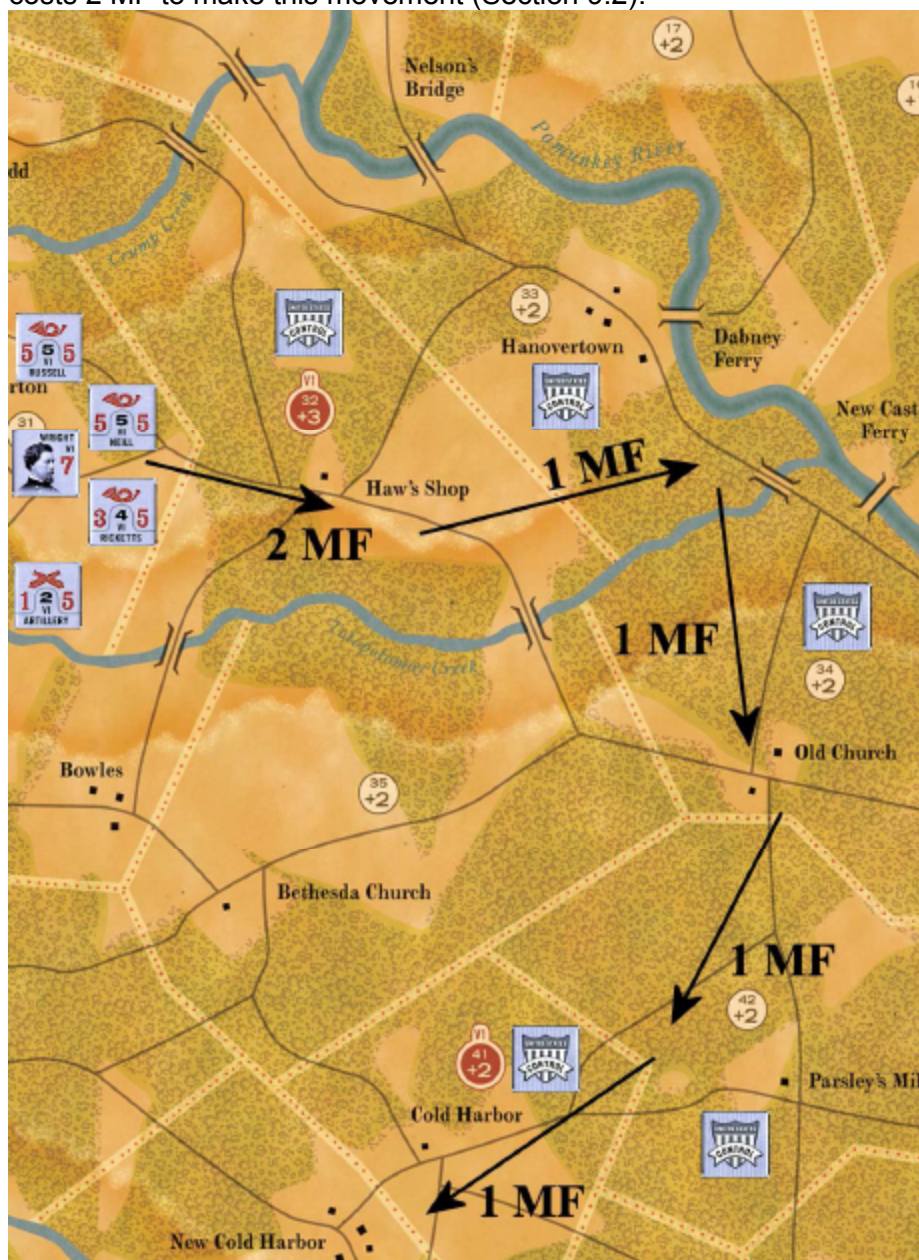
21.2.1 CONFEDERATE IMPULSE “0”: Seeing that only Union Cavalry is holding Cold Harbor the Confederate player decides to attack the Area before the Union player can reinforce it. He chooses New Cold Harbor (Area 40) as the Active Area and announces he is conducting an Assault Impulse. Without a Leader the activation is limited to one unit. Since the Union unit in Cold Harbor (Area 41) is Fresh it will cost 4 MF for Kershaw’s Division to enter the Area. There are no Confederate units currently in Cold Harbor, meaning the attack will be a Mandatory Assault (Section 10.1). The Confederate attack does not include any Cavalry, giving the Union Cavalry unit in Cold Harbor the option to Screen (Section 9.4) the attack and retreat out of the Area. The Union player decides, however, to stand and fight.

The AV is 6 [5 (Attack Factor of the Point Unit, Kershaw) +1 (Lee is Active) =6. Case 10.4.2]. The Defense Value is 5 [3 (the Defense Factor of the Forward Unit, Torbert) +2 (the TEM of Area 41) = 5. Case 10.4.3]. Each player makes a DR. The Confederate player rolls a “5” (for an Attack Total of 11) and the Union player rolls an “8” (for a Defense Total of 13). Since the AT < DT the Assault is a Repulse (Case 10.4.4). Kershaw’s Division is Exhausted and, since it was conducting a Mandatory Assault, it must retreat back to New Cold Harbor. There is no effect on Torbert’s Division. Hoke’s Division, since it did not take part in the Assault, is similarly unaffected. The Advantage marker on the Impulse Track is advanced from the “0” space to the “1” space.

21.2.2 UNION IMPULSE “1”: Concerned that the Confederate player might Assault Torbert’s Cavalry Division a second time, the Union player chooses Overton (Area 31) as the Active Area and announces he is conducting an Assault Impulse. Since the Wright Leader marker is present in Overton, and Active, any unit in the Active Area belonging to his Corps may move and/or attack this Impulse.

The Wright Leader marker, the three Infantry divisions in his corps (Russell, Ricketts, and Neill), and the VI Corps Artillery all move to Hawe’s Shop (Area 32). There is a Fresh Confederate Artillery unit in Bowles (Area 36, not shown) so it costs 2 MF to make this movement (Section 9.2).

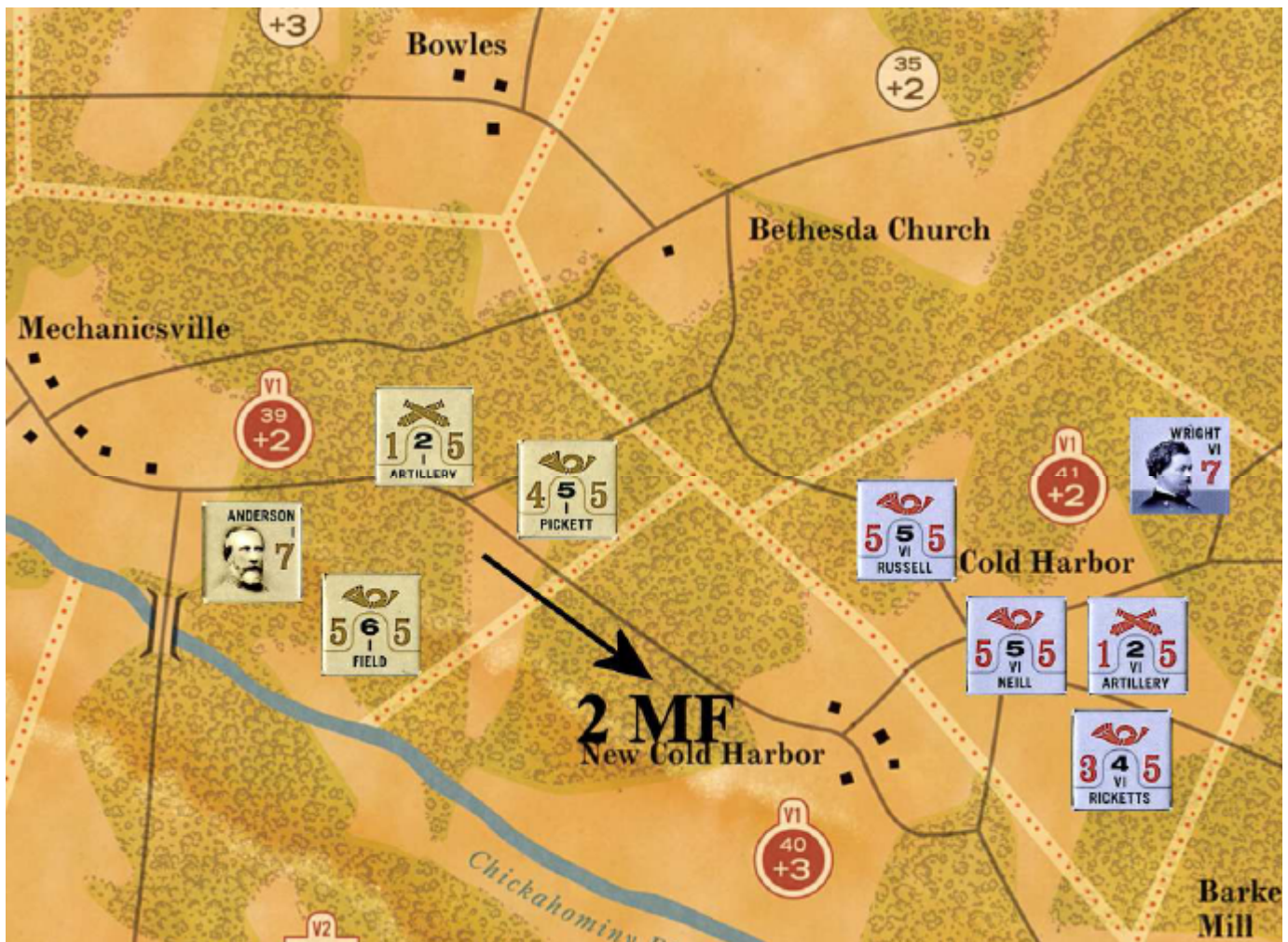
From Hawe’s Shop the entire corps moves to Hanovertown (Area 33), then to Old Church (Area 34), and finally to Parsley’s Mill (Area 42). With only 5 MF the Infantry and Artillery in VI Corps would normally have to stop. The Union player wishes to reach Cold Harbor this Impulse so he declares the units are conducting a Forced March (Section 16.4). The extra Movement Factor allows the units to reach Cold Harbor. The Wright Leader marker is flipped to his Inactive side. Since it is Impulse 1 there is no Sunset DR by the Union player since the lowest number he could roll would be a “2” (Case 6.3.1). The Advantage marker on the Impulse Track is advanced from the “1” space to the “2” space



Union Impulse 1

21.2.3 CONFEDERATE IMPULSE “2”: With a complete Union Corps now present on his right flank the Confederate player decides to reinforce New Cold Harbor. He chooses Mechanicsville (Area 39) as the Active Area and announces he is

conducting an Assault Impulse. Since the Anderson Leader marker is present in Mechanicsville, and Active, any unit belonging to his Corps may move and/or attack this Impulse.



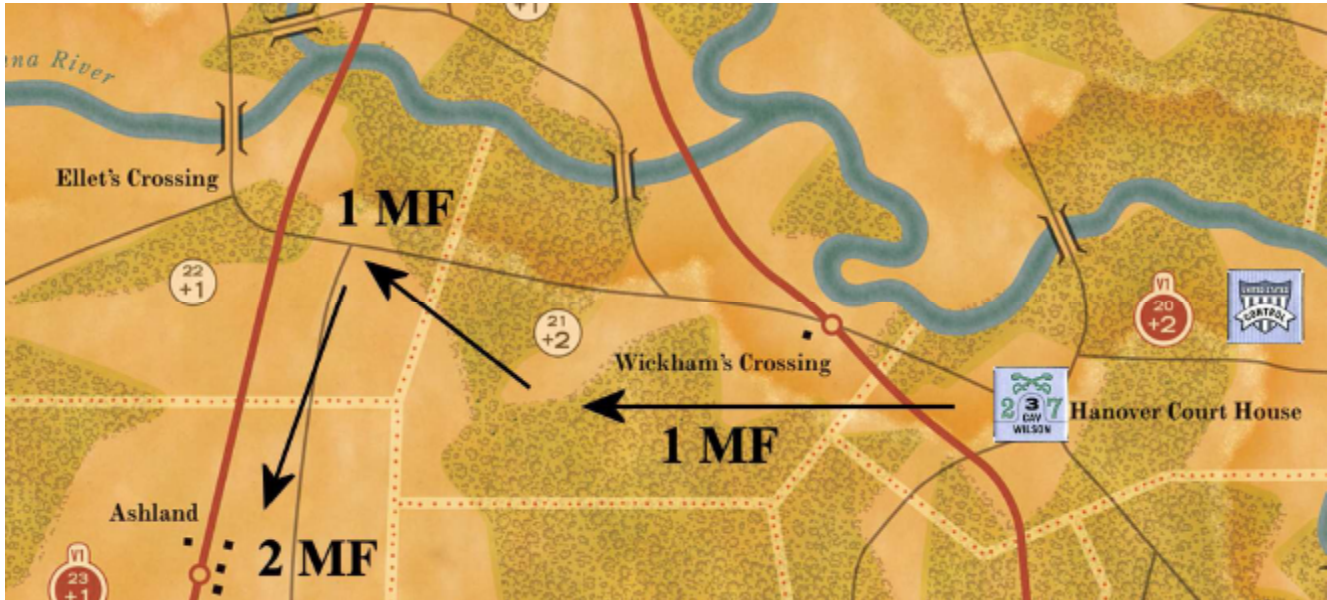
Confederate Impulse 2

The Anderson Leader marker, one Infantry division from his corps (Pickett), and the I Corps Artillery all move to New Cold Harbor (Area 40). The Field Division remains in Mechanicsville. A Fresh Artillery unit from the Union VI Corps is present in Cold Harbor (Area 41) so it costs 2 MF to make this movement. Although Pickett's

Division and the I Corps Artillery both have 3 MF remaining the Confederate player indicates they are both going to stop in New Cold Harbor and he is finishing his Impulse. The Anderson Leader marker is flipped to his Inactive side. The Advantage marker on the Impulse Track is advanced from the “2” space to the “3” space.

21.2.4 UNION IMPULSE “3”: The Union player selects Hanover Court House (Area 20) as the Active Area. There is no Leader marker in Area 20 so activation is limited to one unit. Wilson’s Division of cavalry moves from Hanover Court House to Wickham’s Crossing (Area 21) to Ellett’s Crossing (Area 22) and finally to Ashland (Area 23). The movement cost to enter Ashland is 2 MF because there is a Fresh Confederate Artillery unit in Hughes’ Crossroads (not shown). Although Wilson’s Division has 3 MF left, the Union player elects to stop in Ashland. Union control markers

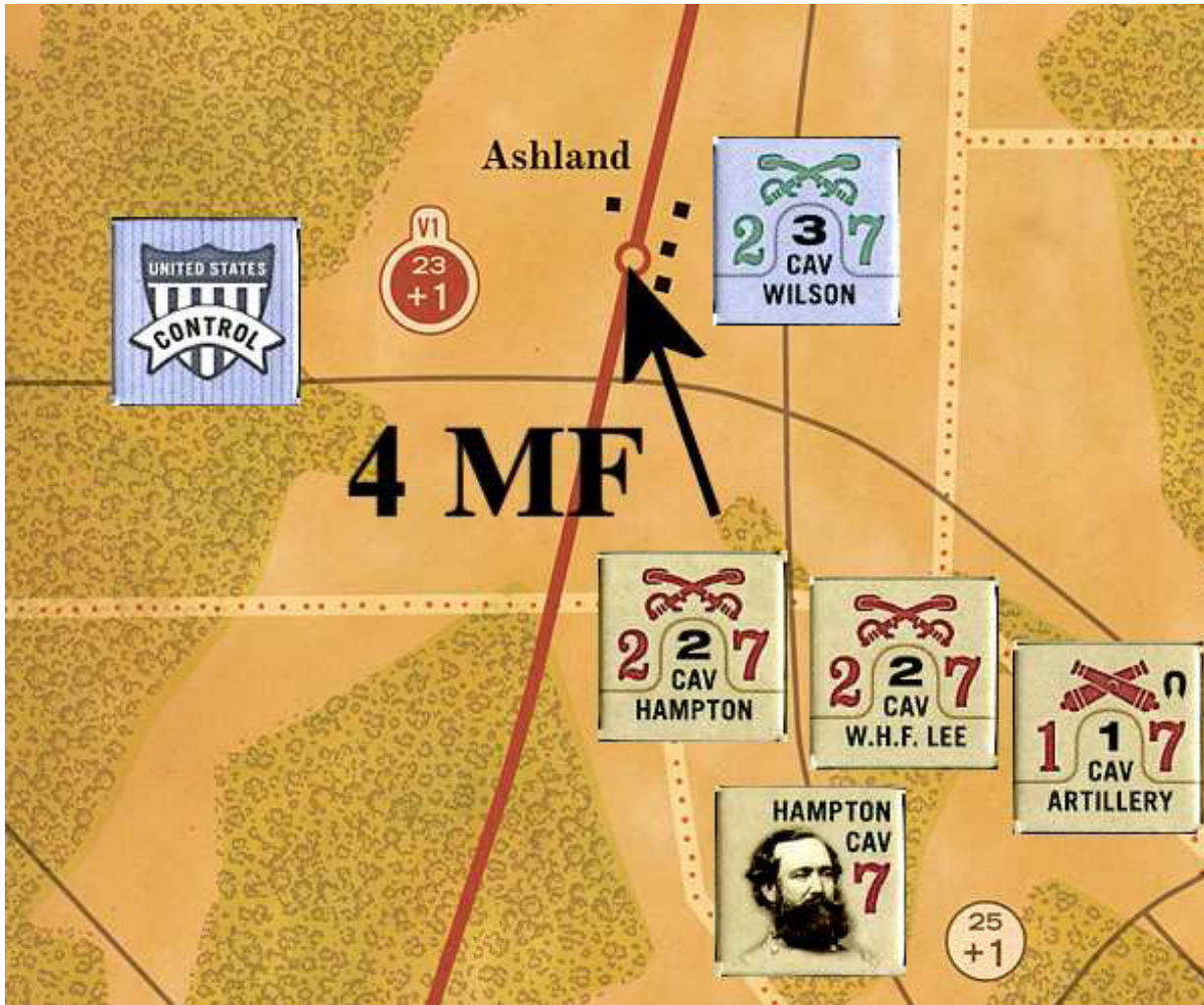
are placed in Wickham’s Crossing, Ellett’s Crossing, and Ashland. Because Ashland is a Victory Point Area, the “x 1” Victory Point marker on the General Records Track is increased from the “3” to the “4” box. Since it is Impulse 3 the Union player must make a Sunset DR to determine if the Daylight Phase ends or continues. He rolls a “6”. Since his roll is > the current Impulse, the Daylight Phase will continue (Case 6.3.1). The Advantage marker on the Impulse Track is advanced from the “3” space to the “4” space.



Union Impulse 3

21.2.5 CONFEDERATE IMPULSE “4”: The Union player has captured another Victory Point Area. The Confederate player decides he must try to take it back. The Confederate player chooses Hughes’ Crossroads (Area 25) as the Active Area, and announces he is conducting an Assault Impulse. Since the Hampton Leader marker is present in Hughes’ Crossroads, and Active, any unit in the Active Area belonging to his Corps may move and/or attack this Impulse. The Hampton Leader marker, two Cavalry divisions from his corps (Hampton and W.H.F. Lee) and the Cavalry Corps Horse Artillery all move to Ashland (Area

23), expending 4 MF to do so. The Confederate player announces that Hampton will participate (Section 16.2) in the Assault. The AV is 8 [2 (*Attack Factor of the Point Unit, Hampton*) +2 (*W.H.F. Lee*) +1 (*Horse Artillery that moved earlier*) +1 (*participating Leader Hampton*) +1 (*Lee is Active*) = 8]. The Defense Value is 4 [3 (*the Defense Factor of the Forward Unit, Wilson*) +1 (*the TEM of Area 23*) = 4]. Each player makes a DR. The Confederate player rolls an “8” (for an Attack Total of 15) and the Union player rolls a “9” (for a Defense Total of 13).



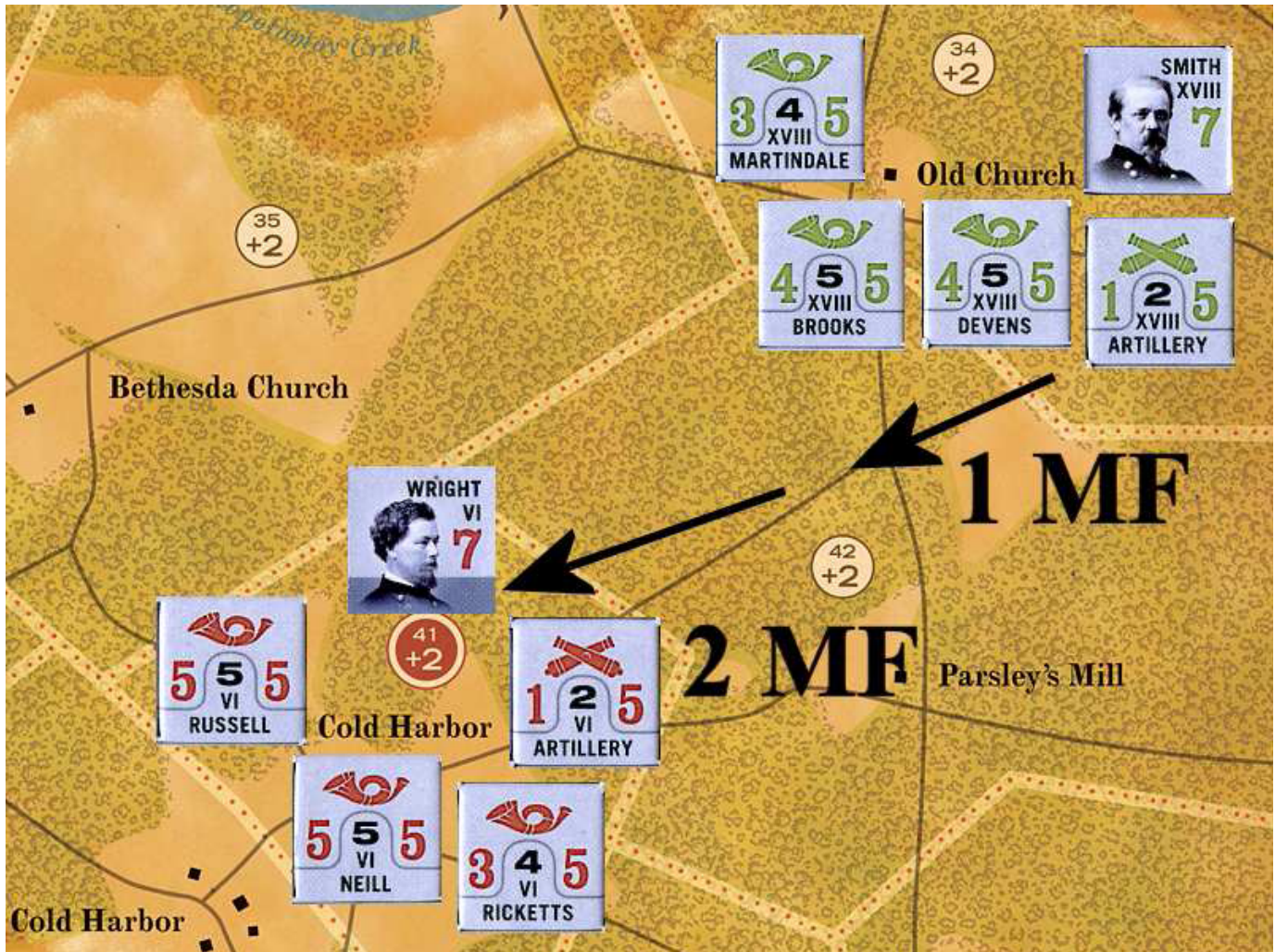
Confederate Impulse 4

The attack is a Success. The Confederate Point unit, Hampton, and the Horse Artillery unit are Exhausted. The Success generated 2 CP (Section 10.6). Wilson’s Division must absorb all the CPs because it is the only defending unit in the Area. Wilson flips to its Exhausted side for 1 CP, and then retreats to Wickham’s Crossing (Area 21) for a total of 2 CPs. The Union control marker in Ashland is removed, and the “x 1”

Victory Point marker on the General Records Track is moved from the “4” to the “3” space. Since there are no Union units remaining in the Area after combat resolution the Success is considered a Rout (Section 10.5) – the Confederate Hampton Leader marker is *not* flipped to its Inactive side. The Advantage marker on the Impulse Track is advanced from the “4” space to the “5” space.

21.2.6 UNION IMPULSE “5”: The Union player chooses Old Church (Area 34) as the Active Area and announces he is conducting an Assault Impulse. Since the Smith Leader marker is

present in Old Church, and Active, any unit belonging to his Corps in the Active Area may move and/or attack this Impulse.



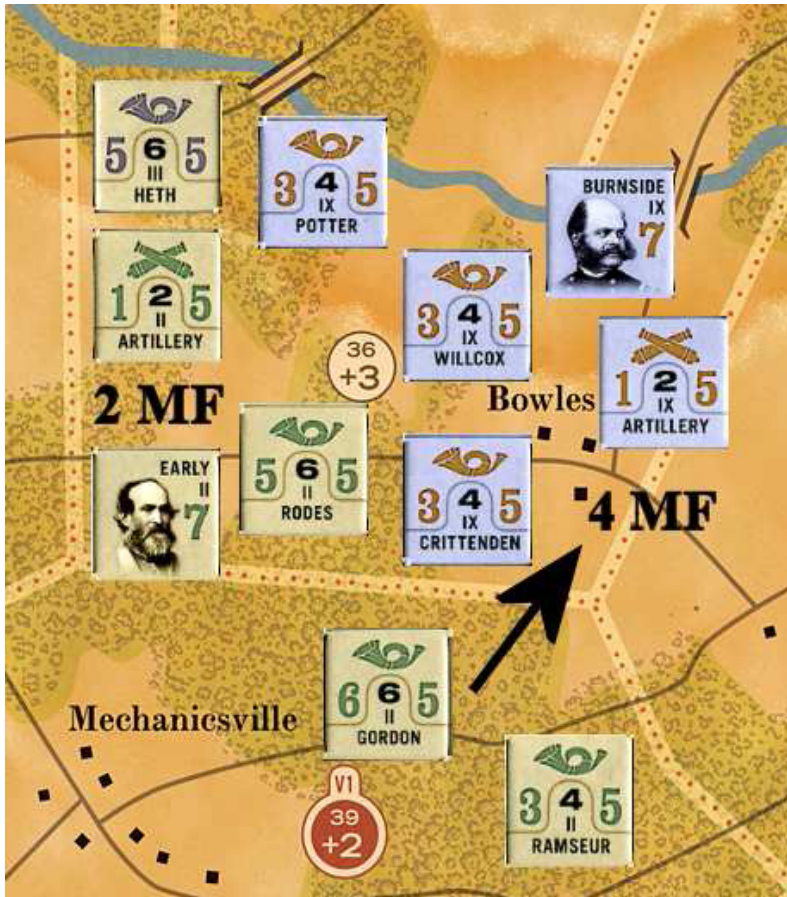
Union Impulse 5

The Smith Leader marker, the three infantry divisions in his corps (Brooks, Martindale, and Devins), and the XVIII Corps Artillery all move to Parsley's Mill (Area 42 and a Union Control marker is placed) at a cost of 1 MF. They then move to Cold Harbor to reinforce Wright's VI Corps. There is a Fresh Confederate Artillery unit in New Cold Harbor (Area 40, not shown) so the movement from Parsley's Mill to Cold

Harbor costs 2 MF. The Smith Leader marker is flipped to its Inactive side. Since it is Impulse 5 the Union player must make a Sunset DR to determine if the Daylight Phase ends or continues. He rolls an "11". Since his roll is > the current Impulse, the Daylight Phase will continue. The Advantage marker on the Impulse Track is advanced from the "5" space to the "6" space.

21.2.7 CONFEDERATE IMPULSE “6”: The Confederate player chooses Bowles (Area 36) as the Active Area, and announces he is conducting an Assault Impulse. Since the Early Leader marker is present in Bowles, and Active, any unit belonging to his Corps in the Active Area may move and/or attack this Impulse. The Confederate player wants all of Early’s II Corps to participate in

this Assault, however, so he flips the Advantage marker to the Union side and declares Early is activating a second Area (Section 12.1, third bullet). He selects Area 39 as the second Active Area, which allows any units belonging to Early’s Corps in Area 39 to also move and/or attack this Impulse.



Confederate Impulse 6

The two Infantry divisions from Early’s Corps in Area 39 (Gordon and Ramseur) expend 4 MF to Assault Bowles (Area 36). In Bowles one Infantry Division (Rodes) and the II Corps Artillery expend 2 MF to Assault. The Confederate player indicates that the Leader Early is not participating (Section 16.2). The Union player indicates that the Leader Burnside is not participating. The Confederate player chooses Gordon’s Division as the Point Unit. The Union player chooses Crittenden’s Division as the Forward Unit. The AV is 13 [6 (Attack Factor of the Point Unit, Gordon) +2 (Ramseur) +2 (Rodes) +2 (II Corps Artillery) +1 (Active Lee) = 13]. The Defense Value of the Area is 10 [4 (Defense Factor of the Forward Unit, Crittenden) +3 (three additional Fresh defending units) +3 (the TEM of Area 36) = 10. Note: The Union player could’ve opted to use the artillery

unit for defensive bombardment for a +2 DRM, per Advanced Rule 16.6.1, but elected not to do so]. Each player makes a DR. The Confederate player rolls a “7” (for an Attack Total of 20) and the Union player rolls an “6” (for a Defense Total of 16). The attack is a Success, generating 4 CP. The Confederate Point unit, Gordon, and the II Corps Artillery are Exhausted. The Union Forward Unit, Crittenden, must flip to its Exhausted side for 1 CP. The Union player then decides to retreat Crittenden to Bethesda Church (Area 35, not shown) for 1 CP, and flip the IX Corps Artillery to its Exhausted side for 1 CP. He flips Wilcox’s division to its Exhausted side for the last CP. The Early Leader marker is flipped to its Inactive side. The Advantage marker on the Impulse Track is advanced from the “6” space to the “7” space.

21.2.8 UNION IMPULSE “7”: The Union player indicates he will use the Advantage to Rally (Section 12.1, second bullet) the Leader units in Cold Harbor (Area 41). The Advantage

marker is flipped to the Confederate side. Both Wright and Smith flip to their Active side. The Union player then indicates he will use his Army Leader Grant to activate Cold Harbor (Area 41) as



Union Impulse 7

the Active Area and announces he will be conducting an Assault Impulse (Case 9.1.1). The Grant Leader marker is flipped to his Inactive side (Section 9.6, first bullet). Four Infantry Divisions (Russell, Ricketts, Brooks, and Devens), the two leaders, and two Corps Artillery (VI Corps and XVIII Corps) expend 4 MF to Assault New Cold Harbor (Area 40). The Union player chooses Russell's division as the Point Unit. The Confederate player chooses Hoke's Division as the Forward Unit. The Union player indicates that the Leaders Wright and Smith are not participating (Section 16.2). The Confederate Leader Anderson is Inactive and thus cannot participate. The AV is 12 [*5 (Attack Factor of the Point Unit, Russell) + 2 (Ricketts) + 1 (VI Corps Artillery) + 2 (Brooks) + 2 (Devens) + 1 (XVIII Corps Artillery) - 1 (two different Corps attacking together) = 12*]. The DV is 13 [*6 (Defense Factor*

of the Forward Unit, Hoke) + 3 (three additional Fresh defending units) + 3 (the TEM of Area 41) + 1 (Lee is Active) = 13]. The Union player rolls an "8" and the Confederate player rolls a "7". The result is a Stalemate. The Union Point Unit, Russell, is Exhausted as are the VI Corps and XVIII Corps Artillery units. The Confederate Forward Unit, Hoke, is Exhausted. The Stalemate result allows the Union player the option to remain in the assaulted Area after his Mandatory Assault but he decides to retreat all of the attacking units back to Cold Harbor. Since the rolls were equal, there is a chance the Andersen Leader has become a casualty (Section 16.3). The Confederate player makes a DR. The DR is a "4" so there is no effect. The Union DR of "6" is < the current Impulse so the Daylight Phase is over. Play proceeds to the Night Phase.

21.3 NIGHT PHASE: The Advantage marker is moved from the “7” space back to the “0” space on the Impulse Track.

19.3.1 CONFEDERATE NIGHT: The Confederate player flips his Exhausted Artillery units in Bowles and Ashland from their Exhausted side back to their Fresh side. The Confederate side receives one Replacement Point each Turn (Section 13.3). The Confederate player decides to spend the Replacement Point to flip Gordon’s Division back to its Fresh side. He then announces he is placing entrenchments (Section 13.3). He flips the “Entrench +1” marker to “Entrench +2” in Mechanicsville (Area 39) and places a “Entrench +1” marker in New Cold Harbor (Area 40).

21.3.2 UNION NIGHT: The Union player flips his Exhausted Artillery in Bowles (1 unit) and Cold Harbor (2 units) from their Exhausted side back to their Fresh side. The Union side receives three

Replacement Points each Turn (Section 13.3). The Union player spends all three Replacement Points to flip Wilson, Crittenden, and Russell from their Exhausted sides back to their Fresh sides. He then announces he is placing entrenchments. He places an “Entrench +1” marker in both Bethesda Church (Area 35) and Cold Harbor (Area 41).

21.4 END PHASE: Richmond does not have a Fresh Union unit in it, so the Union player has not won an Automatic Victory (Section 15.1). The Game Turn marker is moved from the “June 1” to the “June 2” space on the Turn Track. Play proceeds to the Dawn Phase of the June 2 Game Turn. *Note: the current Victory Point tally for the Union is increased to 5; 3 for control of Areas on the map, and 2 more for combat losses (Section 15.5) because there are three Exhausted Confederate units (Hampton, Kershaw, Hoke) and one Exhausted Union unit (Wilcox) currently on the map.*