

A GMT GLORY Series Game

RULEBOOK



Across the Rappahannock

The Battles of
Fredericksburg; Virginia, December 13, 1862
and Chancellorsville; Virginia, April 30 - May 5, 1863

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1. INTRODUCTION

This is the 2nd, and revised, edition of the rules for the Glory game system, a system that emphasizes accessibility and playability. Given a choice between those two and strict historicity/reality, we have tended to go with the former.

2. COMPONENTS

The component list for each game in the series appears in the Battle Book. The following is applicable to all such components.

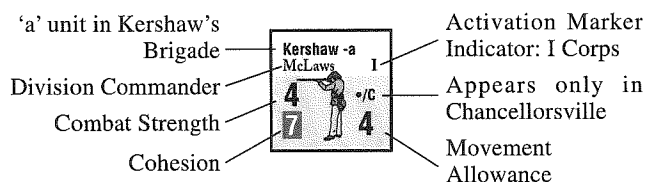
2.1 The Map

The game maps cover the area over which the battles were fought. The map is overlaid with a grid of hexagons—hexes—that are used to regulate movement. The various types of terrain represented are discussed in the rules, below.

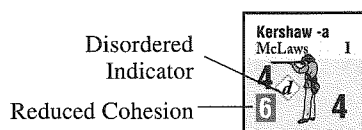
2.2 The Counters

Glory contains three different types of Combat units: the large, 5/8" counters are the infantry; the smaller, 1/2" counters represent cavalry and artillery. They are all color-coded for ease in identifying to which command (see 2.4) they belong. All combat units are printed on both sides; the reverse shows the unit in a "Disordered" state, except for cavalry, whose Reverse side is its dismounted state.

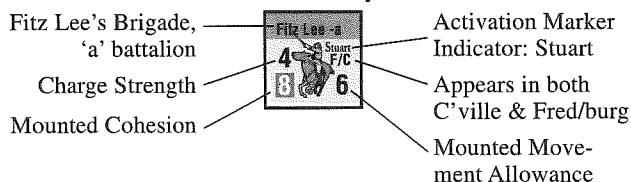
Full Strength Infantry Unit



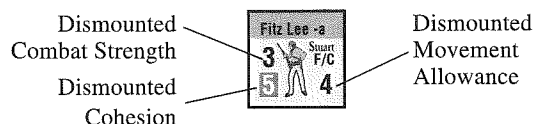
Disordered Infantry Unit



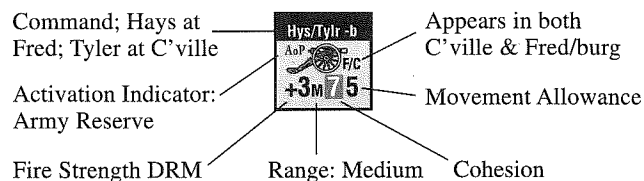
Mounted Cavalry Unit



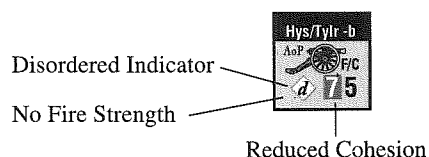
Dismounted Cavalry Unit



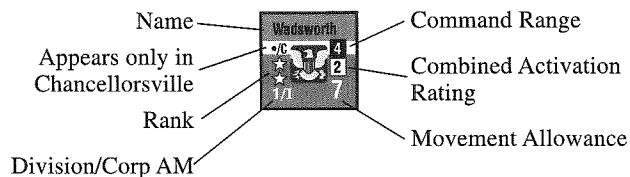
Full Strength Artillery Unit



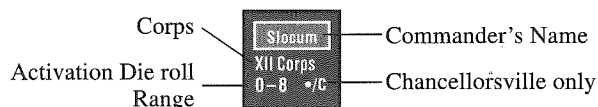
Disordered Artillery Unit



Leader Unit



The Activation Markers (4.1) indicate the Command to be activated and the battle they apply to. Some AMs have special uses, discussed in 4.1, et seq., and the Battle rules.



2.3 The Die

The game uses a ten-sided die to resolve combat. A '0' is a "zero", not a "ten".

2.4 Definitions and Abbreviations

Awareness of the following terms will help as you read through the rules:

AM = Abbreviation for Activation Marker, discussed in 4.1.

CCDR = Cohesion Check Die roll, a die roll made against a unit's Cohesion rating to see whether something happens; cf. Charge Results, Rallying, Defensive Fire, etc.

Cohesion = A unit's ability to withstand the rigors of combat.

Combat Strength = A unit's ability to engage in combat, a number based on how many men are present. See 8.0.

Combined Activation (CA) = The ability to use more than one command in an AM at the same time; see 4.25.

Command = A group of combat units under one leader.

DF = Defensive Fire.

DR = Die roll

DRM = Die roll Modifier, a numerical adjustment to the DR.

May = The word "may" means it's up to the player, as opposed to "must", which invokes something mandatory.

Withdrawn = What happens to a unit when it can no longer withstand the rigors of combat.

2.5 The Scale

Each infantry and cavalry unit contains around 200 men per strength point, with dismounted cavalry units' strength being adjusted in many cases for weapon types and tactical capabilities. Each artillery SP represents a section of 2-3 guns.

Map scales are given in the Battle Book.

2.6 Questions

Do you have any questions about play? Want a quick answer? We can be reached on the Internet at www.GMTgames.com or at www.Comsimworld.com

If you're willing to wait, send your questions and a self-addressed stamped envelope, to:

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Hanford, CA 93232

3. SEQUENCE OF PLAY

Each game-turn follows a set sequence. When individual units move within that sequence is somewhat random, dependent upon when their Activation Marker is drawn.

***Play Note:** Some battles may add a segment to the basic Sequence; see the Scenario Rules in the Battle Book.*

A. Initiative Determination Phase

1. Roll the die to see who goes first. (5.2)
2. Initiative Player chooses which Command (AM) will start the turn, holding out that command's AM for the first Activation. (4.21)

B. Marker Selection Phase

Place all other Activation markers for commands that are either on the map or scheduled to enter that turn in The Pool.

C. Activation Phase

1. Draw Activation Marker from Pool. (Exception: 3.A.2)
2. Activation Sequence:
 - a. Artillery Fire (9.0)
 - b. Units Move (except for firing artillery) (6.0)
 - c. Infantry/Artillery Defensive Fire (10.3)
 - d. Infantry/Cavalry Charge (10.2)
 - e. Rally (for Disordered units that did none of the above) (11.5)
 - f. Set aside the AM drawn for that Phase.

The Activation Phase "C" is repeated until there are no markers left in the Pool. When finished with all Activations go to the Recovery Phase "D."

D. Recovery Phase.

1. All units in the Recovery Box check for Return to the game (11.6)
2. All units in the Withdrawn Box are moved to the Recovery Box.

4. ACTIVATION

4.1 Activation Markers (AMs)

(4.11) Activation markers are used to determine which player may "go", and what units he may then use. Each Activation Marker (AM) represents the superior Command level for a particular unit, or group of units, as indicated on the 2nd line of each counter.

***Play Note:** Some AMs activate the units of one Leader, some AMs activate the units of all Leaders in a corps. Each scenario has a set of specific rules.*

***Example:** The Chancellorsville AM for Howard/XI Corps would apply to—and activate—all Union units whose Activation Indicator is "Howard/XI".*

(4.12) All Commands have two AMs. There are, however, several exceptions, which are covered in the scenario rules in the Battle Book.

4.2 How AMs are Used

(4.21) Unless otherwise indicated in the scenario rules, each command that has at least one unit, either on the map or available to enter as a reinforcement, will have that Command's AM(s) available for that turn. Most Commands have two AMs; some have one for specific turns. The Initiative Player selects one of his available AMs for use as the first Command to activate that turn. Then, all other available AMs, from both players, are placed in an opaque cup (or similar container)—The Pool—in the Marker Selection Phase.

(4.22) In the first segment of the Activation Phase after the Initiative Player has gone, one of the players (it doesn't matter which player) draws, randomly and blindly, one AM from The Pool. That AM designates which command's units are activated. Only units from the drawn command may be activated.

(4.23) When an AM is drawn, the activated units of that command may Move and engage in Combat. Units that are Disordered which neither move nor engage in combat, may attempt to be Rallied.

(4.24) All the units under the command of a single Leader must finish all their movement/combat before those of another Leader may do so. Units of different Leaders may not be combined, unless the Player attempts a Combined Activation.

(4.25) **COMBINED ACTIVATION:** When there is more than one Leader/Command activated by an AM, the player may choose to attempt to combine more than one of those commands so that he may move/fight with the units of all chosen commands, rather than one at a time, as in 4.24. To attempt this, the player chooses which Leaders' commands under that AM that he wants to combine; each selected Leader must be within the Command Range (use the range of either Leader) of at least one of the other selected Leaders. The player then totals the Combined Activation Rating (5.12) of the chosen Leaders. He does not have to select all Leaders under that AM. He then rolls the die, comparing it to the total CA:

- If the die roll is higher than the total CA, the units of those Leaders may all move/fight as one (although Stacking rules still apply).
- If the die roll is the same as or lower than the total CA, the units of those Leaders may not combine; they operate under 4.24. Moreover, they all act as if they are Out of Command for that Activation (5.13).

Example: Cedar Creek: The Union Player has drawn his VI Corps AM, and he wishes to combine the divisions of Getty (CA of 2) and Ricketts (CA of 3). The total CA is '5', so he would need a DR of 6 or more to combine. If he rolls a '5' or less, all of Getty's and Ricketts' units are Out of Command.

(4.26) When all the units of the chosen Command have finished their actions, that AM is set aside and a player draws another AM, repeating the 4.23 process.

5. LEADERSHIP

5.1 Leaders and Command Control

(5.11) **LEADERS IN GENERAL:** Each side has Leaders, with the Leaders commanding a group of units, usually a brigade or division, depending on the battle and the side. The Leaders may be at the same level of Command as the AM (e.g., both sides at Monocacy Junction), or they may be at one level lower (e.g., the Union Division Commanders at Chancellorsville, where the Union AM are at Corps Level).

(5.12) Leaders have three Ratings:

- Command Range; see 5.13.
- Combined Activation; see 4.25
- Movement Allowance; see 6.1. They use the Cavalry/Leader movement costs.

(5.13) **COMMAND RANGE:** The Command Range is used to determine whether that Leader's combat units are In or Out of Command. Range is counted in Movement Points (not just hexes), those MP costs determined under the Leader/Cavalry column on the Terrain Chart.

- Units within a Leader's Command Range are In Command and can function at full efficiency; they are not restricted.
- Units that start their activation outside the Leader's Command Range are Out of Command, and may not move adjacent to an enemy unit. If they start the turn adjacent, they are free to do what they want (other than moving adjacent).

(5.14) Units outside their Leader's Range but adjacent to a unit from the same command that is In Command, are treated as being In Command. Note that this rule allows a chain of units to be In Command as long as one unit in the chain is within the Leader's Command Range.

(5.15) Leaders cannot be killed. If "attacked" (an enemy unit seeks to enter a hex containing only a leader), simply move them into a vacant or friendly-occupied hex. If all of a leader's units are Withdrawn, see 11.61.

5.2 Initiative

(5.21) In the Initiative Determination Phase, each player rolls the die. If the Turn Record Track indicates, he adds to the die roll the DRM indicated. High total has the Initiative for that turn. If there is a tie, No player has the Initiative and all AMs go into The Pool and Phase 3.A.2 is skipped.

(5.22) In some battles, in certain turns, one player is given automatic Initiative; see the Battle Book for the rules.

(5.23) The Player with the Initiative may pre-select (choose specifically) with which AM he wants to start that turn.

6. MOVEMENT

6.1 Movement in General

(6.11) **MOVEMENT ALLOWANCES:** Each combat/leader unit has its basic Movement Allowance printed on the counter. When its AM is selected, a unit may move up to its printed MA. Units may always move less than the printed MA.

(6.12) **PROCEDURE:** All units move separately and individually, even if they start Stacked. As a unit moves it traces a path of contiguous hexes through the hex grid, paying the cost of each hex entered. You must complete the movement of one unit before moving another. A unit's Facing (7.1) has no effect on how or where it may move.

(6.13) **EXTENDED MOVEMENT:** Any unit, except for dismounted cavalry, may use Extended Movement at any time, as long as the unit does not start or move within two (2) hexes of an enemy combat unit. If it wishes to move closer (or adjacent) to an enemy unit it must use its Normal MA. Dismounted cavalry may not use Extended Movement. When using Extended Movement:

- Infantry increases its MA by two (+2)
- Regular Artillery increases its MA by three (+3)
- Cavalry, Horse Artillery, and Leaders increase their MA by four (+4)

Play Note: You can use only one type of Movement during any given AM. You cannot start using Extended and then switch to Normal.

(6.14) **ENEMY UNITS:** Units that move adjacent to an enemy unit must cease movement for the rest of that activation. Units that start their activation adjacent to an enemy unit may move, but they must stop as soon as they enter another hex so adjacent. A unit may never move into or through a hex containing an enemy combat unit.

6.2 Movement and Terrain

(6.21) MP costs depend on unit type; see the Terrain Chart. A moving unit must have enough MP's to pay the terrain cost of entering a hex, if it doesn't, it may not enter that hex.

Play Note: Horse artillery uses the MP costs under the Cavalry column. It also has the ability to Retreat before Charge (10.27) that cavalry has.

(6.22) **PIKES, ROADS AND TRAILS:** Units pay the Pike/Road/Trail cost if they are entering that hex from a hex containing a connecting Pike/Road/Trail hex; otherwise, they pay the cost of the other terrain in the hex. Units may not use Pike/Road/Trail costs to move adjacent to an enemy unit; they must use the MP cost of the "other" terrain in the hex. Pike/Road/Trails do negate elevation costs.

(6.23) **TRAILS:** The cost to use Trails is one-half of the cost of the other terrain in the hex, rounding up. Thus, an artillery unit that would normally pay 3 MP's to enter a Woods hex would pay 2 MPs to use a trail through the woods and 1 MP for a Trail in a Clear hex.

(6.24) **RIVERS, CREEKS AND STREAMS:** Certain river hexsides are uncrossable, except by Ford or Bridge. See the various battle rules. Roads or Trails do not negate the cost of crossing streams or creeks unless a bridge or ford symbol is present. Note that Fords and Bridges have their own MP costs.

6.3 Artillery Movement

(6.31) Artillery units may either Move or Fire during a single activation; they may not do both.

(6.32) Artillery may not move adjacent to an enemy unit, unless:

- There is already an infantry or cavalry unit in that hex (as per 6.12, they may not move together), or
- The hexside separating the opposing units is uncrossable by either. (Such as an uncrossable river hexside).

6.4 Stacking

(6.41) Stacking refers to having more than one unit in a hex at any one time. The Basic rule is: one combat unit per hex. However:

1. One artillery (regular or horse) unit may stack on top of one infantry/cavalry unit.
2. Two artillery units (regular or horse) may stack together.
3. Two infantry units, or dismounted cavalry units, with the same Leader (second line of the counter) may Stack together.
4. Leaders and information markers stack "freely."

(6.42) Stacking restrictions apply at all times, even during movement. However:

- One unit, at a time, may move through a hex containing a single, friendly artillery or cavalry unit at no cost in MP.
- One unit may always move through (not stay in the hex with) another, single (friendly) infantry unit by paying +1 MP (in addition to terrain) to do so. It does not pay this cost if it is going to stay in the hex, if allowed as above (6.41).
- Leaders never pay any MP to move into or through any units.

(6.43) An infantry unit moving into a hex with another infantry unit, where stacking is allowed, is always placed at the bottom of the stack. That order may be changed only as a stack's entire Movement during its turn.

6.5 Reinforcements

(6.51) Reinforcements, where called for, enter the game when their AM is drawn. (Thus, their AMs are available the turn they are scheduled to enter). They enter, by Command, through the Entry hex stated in the scenario as if they were in a "column" extending off the map: the second unit in that Command pays the cost to enter plus that of the first, etc.

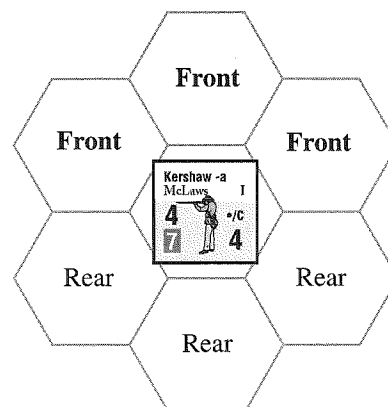
(6.52) Reinforcements unable to enter under one AM (usually no room, too many other units in front of them, etc.) simply come in the next AM (for that command).

(6.53) No unit may enter any enemy Entry Hex until after all reinforcements have entered the game.

7. FACING

7.1 Facing in General

(7.11) All units must be faced in a hex so that the top of the unit (the side with its unit name) faces along one of the hexsides, as below. All units in a hex must be faced the same way. The three hexes to the front are called the Frontal Hexes, those behind, the Rear.



(7.12) Facing has no effect on movement, and a unit is free to change its facing at any time during and at the end of movement. Units do not have to be facing a particular hex to enter that hex.

(7.13) Units may Charge or Fire only through their three frontal hexes.

(7.14) Activated artillery can change facing (without leaving the hex) and Fire in the same phase. They may also change facing one hexside to Return Fire (9.13).

8. COMBAT

There are three types of combat: Artillery Fire, Charge and Defensive Fire. Infantry and cavalry Charge; artillery cannot Charge—they Fire. Defending infantry, dismounted cavalry, and artillery that are being charged may use Defensive Fire.

***Design Note:** Most combat in the Civil War consisted of short-range firefights. Charging and engaging in face-to-face, hand-to-hand melee was, while not rare, somewhat unusual—more so as the war progressed. The game term “Charge” covers all of this in one handy die roll (plus the defending unit’s reaction).*

9. ARTILLERY FIRE

9.1 In General

(9.11) RANGE: There are three types of artillery units, delineated by range: Short (S), Medium (M), and Long (L). Each type has the capability of firing at targets that are more than one hex away, but the allowable distance is different per type. As per the Artillery Range Chart, the farther away a target is, the more negative the DRM.

(9.12) WHEN: Artillery units may Fire once when activated (Activation Fire), and once during the enemy’s Activation Phase (Return Fire).

(9.13) RETURN FIRE: Artillery may fire at an enemy artillery unit that has fired at it in that phase, but only once per enemy Activation Phase, regardless how many times it is fired at. Return Fire is considered to take place simultaneously. Results are applied after all units have fired.

***Play Note:** When being charged, artillery uses Defensive Fire; see 10.3. This is not Return Fire, so an artillery unit fired at by an enemy battery may Return Fire and then may use Defensive Fire if charged.*

9.2 Procedure

(9.21) Artillery may Fire at any target within its Range and Line of Sight. Artillery firing at a range of two hexes or more—counted from guns to target, not counting the hex the firing unit is in—can fire only if they can see the target (see 9.4: Line of Sight). Disordered artillery may not fire.

(9.22) To resolve Artillery Fire Roll the die and add or subtract any modifiers (9.23). Then consult the Artillery Fire Table for Results. The one die roll affects all units in the target hex (including Return Fire).

(9.23) DIE ROLL MODIFIERS: The following conditions provide modifiers to a Fire Die roll:

- The firing unit’s Strength Points
- Range Effects (See the Artillery Range Chart for each battle)
- Terrain (see the Terrain Chart)
- Combined Fire (9.3)

9.3 Combined Fire

If two artillery units are stacked in the same hex, they may combine fire. To do so, use the higher Strength and then add two (+2) to the die roll. If the two units are of different Range/Type (9.11), then use the least beneficial (worst) Range DRM, if the latter is different for each unit. Otherwise, artillery units fire separately.

***Example:** [Chancellorsville]. An “M” unit is stacked with an “L” unit, and they both want to combine fire at a target that is 5 hexes distant. The DRM would be +2 for combined fire, but -1 for the range effect of the “M” guns (not the “0” for the “L”s).*

9.4 Line of Sight (LOS)

LOS is blocked:

- If any intervening hex is of a higher elevation than both target and firing hex
- If any intervening hex between target and firer is Woods, or a hex occupied by a combat unit (friendly or otherwise), and neither target nor firer is at a higher elevation than that woods/occupied hex. If both are higher, the woods/unit are ignored.
- If the firing hex is higher than the target and the intervening woods hex, LOS is blocked if the woods is halfway between the two or closer to the target.
- If the target hex is higher than the firing hex and the intervening woods hex, LOS is blocked if the woods is halfway between the two or closer to the firing hex.

9.5 Misguided Friendly Fire

(9.51) The presence of units between firing unit and target, where one of the latter is higher than the blocking hex, does not block LOS, regardless of the relative positions of the three. However, if the intervening, occupied hex is adjacent to the target hex, and the occupying unit is friendly to the firing unit, there is a possibility that the artillery fire hits the friendly unit, not the target.

(9.52) If the unadjusted Fire die roll is ‘2’ or less, the intervening friendly unit then undergoes a CCDR, to which you add two (+2). If that adjusted DR is higher than the unintended target’s Cohesion, that unit is Disordered.

10. CHARGE

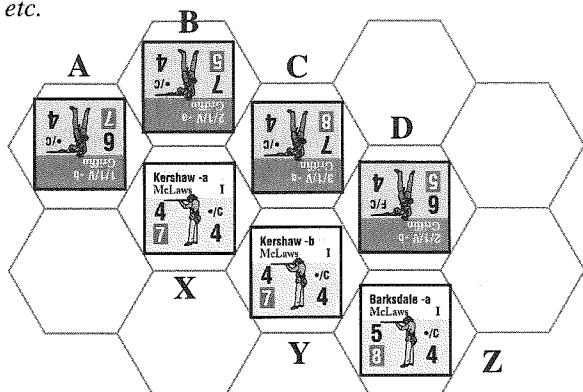
10.1 In General

(10.11) **WHO MAY CHARGE:** An active infantry or cavalry unit that is not Disordered may (voluntary) Charge any enemy unit(s) in its Frontal hexes. Infantry/dismounted cavalry and artillery units that are the target of a Charge may use Defensive Fire (10.3) to try to stop the Charge. Disordered units may not Charge; see 11.14.

(10.12) **COVERING:** If there is more than one enemy in its Frontal Hexes, a unit must Charge all such units if it does choose to attack, unless the enemy unit(s) is (are) in the Frontal hexes of any other friendly unit. Enemy units so “covered” by other friendly units do not have to be Charged.

- Disordered units and artillery may not be used to Cover
- Units from different commands/leaders may not cover for each other unless they are using Combined Action.

Design Note: The “covering” units are keeping those enemy units busy with their presence, usually in the form of sporadic fire, etc.



EXAMPLE OF COVERING: McClaws division is activated. Units Y and Z will charge unit D, while unit X charges units A, B and C. Unit X is covering for unit Y so he does not have to charge unit C.

10.2 Resolving a Charge

(10.21) The attacking player must designate all charges, and all units participating, before resolving any charges.

Play Note: This becomes important when Defensive Fire (10.3) disorders a charging unit, forcing any others charging along with it to attack at lesser odds.

(10.22) To determine the outcome of a Charge, the attacking player rolls the die and adjusts that die roll by the following:

- +/-? Charge Strength odds/ratio (10.23)
- +/-? The Difference between the two highest-rated Cohesion units on each side (10.25)
- +/-? Terrain of Defender (see 10.4).
- +1 If attacking through Defender's Rear hexside
- +2 If a combined attack through both Front and Rear
- +1 Cavalry charging infantry
- 1 Dismounted cavalry charging

(10.23) **CHARGE ODDS RATIO:** To determine the DRM for odds/ratio, each player totals the Strength of all his units involved in the Charge (10.24). The attacker then compares the strength of his units with that of the defending units, stated as an odds ratio reduced to its simplest form and rounded off in favor of the Defender. Thus, a 9-point unit attacking an enemy 4-point unit would undertake a Charge at 2-to-1. If it were a 5 SP unit attacking a 7 SP unit, it would round off to 1-to-1 1/2 (listed as 2 to 3). See the Odds/Ratio Chart for the applicable DRMs, and see 10.4 for an important Terrain effect on Odds Ratios.

(10.24) **COMBINED CHARGE:** Charging units may combine their strengths and capabilities if they are stacked, or in adjacent (to at least one of the other attacking units) hexes. If not, and if they are separated by an intervening hex, each Charge is resolved separately, the order of which is up to the attacking player. However, mounted cavalry may not combine their attack with infantry or dismounted cavalry, even if adjacent.

(10.25) **COHESION DIFFERENTIAL:** The attacker subtracts the defender's best Cohesion rating from his best, and the difference is the DRM. The maximum DRM is usually +/- 3; however, when mounted cavalry is charging any defender in a Woods hex, the maximum Cohesion benefit it may get is +1. Obviously, if the defender's Cohesion is better than the attacker's, that DRM will be a negative. Artillery Cohesion ratings have no effect here; they are not used.

(10.26) **CAVALRY CHARGES:** Mounted cavalry, which gets a +1 DRM when Charging infantry, but only gets that DRM if it Moved at least one hex during the phase (3.C.2.B), and none of the hexes entered cost more than 2 MPs.

(10.27) **RETREAT BEFORE CHARGE:** When defending, mounted cavalry (and Horse artillery), even if Disordered, may retreat one or two hexes before being Charged by infantry (but not cavalry). The retreat must place them farther away from the attacker than when they started the retreat, and they may not retreat into a hex adjacent to an enemy unit or occupied by any units, unless the Stacking rules would normally allow that. In this case, the infantry may advance (as per 11.3) into the vacated hex.

(10.28) **ARTILLERY:** Artillery never participates in Charge. Its strength is used only for Fire.

- If stacked with an attacker, and the attacker “loses”, the artillery is Disordered and must Retreat, if necessary. If the attacker wins, it may not advance.
- If stacked with a defending unit and it loses, it must retreat one (1) hex and check for Disorder.
- If Charged while alone in a hex (or stacked with another artillery unit), it is automatically eliminated. No Charge Resolution is required. See 11.14.

(10.29) **RESULTS:** The possible results of a Charge are dependent on the adjusted die roll (see the Charge Table). Results on the Charge Resolution Table apply to all affected units (either Attacker or defender, depending on the result).

10.3 Defensive Fire (DF)

(10.31) WHO MAY USE DF: Any infantry, dismounted cavalry, or non-disordered artillery unit that is being Charged may use Defensive Fire to try to stop the Charge. Mounted cavalry may not use Defensive Fire.

(10.32) FACING AND MULTI-HEX DF: Defensive Fire is directed through the defending unit's Frontal Hexes only. However, it may be used against all enemy units charging through such hexes, even if there is only one defending unit using Defensive Fire. (And see 10.36.) If multiple units are charging a target he may use Defensive Fire at one, some or all. However,

- For infantry using Defensive Fire, subtract one (–1) for each charging target greater than one being fired at. Example: *DF against 3 charging units could have the defending unit fire at only one attacker (no DR), at two attackers (with a –1 DR for each), or against all three attackers (with a –2 DR for each).*
- For artillery using Defensive Fire, if firing at enemy unit(s) charging from only one hex, there is a +2 DRM. If firing at more than one, there is no DRM for any.

Play Note: Two attacking units stacked in one hex are considered to be one target for this purpose.

(10.33) RESOLVING DF: To determine the effects of Defensive Fire the defending player rolls the die and compares it to the target/attacking unit's Cohesion in each hex of charging attackers. He does not use any ratings on the defending firing unit, making adjustments to the DR as per 10.34:

- If the adjusted DR is higher than the charging unit's Cohesion, the latter is Disordered (and cannot Charge; see 10.11).
- If the adjusted DR is the same as or lower than the charging unit's Cohesion, there is No Effect.

(10.34) DF DRMS: The possible adjustments to a DF die roll:

- +2 If the target/charging unit is cavalry
- +2 If an artillery unit is being Charged from only one hex, when defensive firing into that hex
- ? If using DF against more than one charging unit, add a –1 for each DR for each target greater than one (10.32).
- +2 Artillery stacked with infantry, or two artillery units stacked in same hex using DF (this is cumulative with the DRM immediately above.)
- 1 If the defending/firing unit is Disordered
- ? Terrain. See the Terrain Chart.

Play Note: When two infantry are stacked, there is no DRM for such stacking.

(10.35) TOP UNIT AFFECTS STACK: When Defensive Firing against a hex with stacked units, DF affects only the top unit. However, if that unit is Disordered, none of the units in that hex may Charge (even though the bottom unit in the Stack is not actually Disordered).

(10.36) MULTIPLE DISORDER RESULTS: When a single unit is attacking multiple hexes of defenders, the attacking unit must die roll for each defending unit choosing to use Defensive Fire. In such a case, Disorder results (11.1) can be cumulative.

10.4 Terrain and Charge

(10.41) THE CLEAR TERRAIN DRAWBACK: If, in determining Terrain DRM for a Charge, there is no DRM favorable to the defender—this usually occurs when opposing units are on the same level and the Defender is infantry in Clear Terrain—then, when determining Odds Ratio, players round off in favor of the attacker, not the defender.

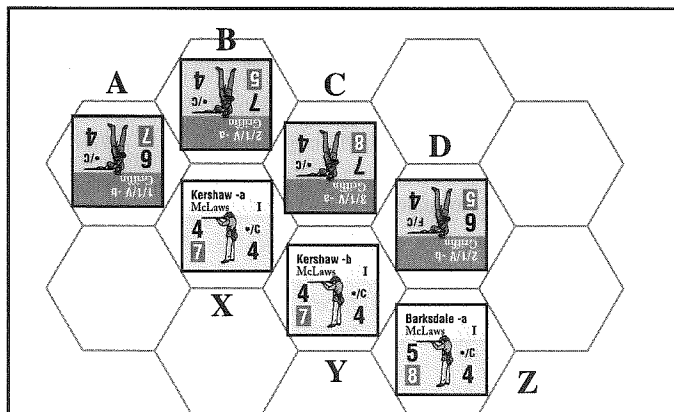
Example: 7 SP Charging 3 SP, both on the same level and the defender in Clear Terrain, would be rounded up to 3-1.

Design Note: This reflects the reality of the drawback of defending out in the middle of “nowhere” vis a vis the style of warfare. Note that when a charging unit is in Clear Terrain, the defender gets a +1 DRM when using Defensive Fire.

(10.42) SMALL STREAMS: As noted in the individual battles, streams usually have no effect, in terms of DRM, on charge. However, if any attacking unit is charging across such a stream, that unit does not get the benefit of 10.41. The Small Stream effect does not apply to Defensive Fire into Clear.

(10.43) If attackers are charging from hexes of different terrain (which would give different DRM), the defender receives the single most beneficial DRM (for the defender).

(10.44) Defensive terrain benefits are cumulative. A unit in the woods being attacked across a ford gets the benefit of both.



Example Continued:

The defender (Union player) conducts his Defensive Fire (DF) first, before the attacker (Confederate) conducts his Charges. Units A, B and C use DF against unit X. There are no applicable DRMs. All three DFs require a die roll of 8 or 9 to Disorder the attacker. Two are successful, resulting in two Disorder results against unit X—causing it to Withdraw. Unit D could DF against both units Y and Z with a –1 modifier, but in this case it's better to just DF against Y (a –1 modifier would make it impossible to hit Z with a cohesion rating of 8). The die roll is a 7 which is unsuccessful (a die roll of 8 or 9 was necessary). This concludes the Defensive Fire Phase.

11. COMBAT RESULTS

11.1 Disorder

(11.11) An infantry/artillery unit that suffers a Disorder result is flipped to its Disordered side. If it is already Disordered it Withdraws. Cavalry units use a Disordered marker to register that status; see 12.0.

(11.12) Disordered units:

- May not use Extended Movement
- May not move adjacent to an enemy unit.
- May not Charge, but see 11.14.
- Subtract one (-1) from Defensive fire
- Disordered artillery may not fire
- Disordered infantry/cavalry may not Cover (10.12)

(11.13) Disordered units may be Rallied, 11.5.

(11.14) An infantry or cavalry unit that is Disordered while charging an artillery unit alone in a hex may not Charge. However, a Disordered infantry unit that started its phase adjacent to a solitary artillery unit, may charge that artillery ... if its "survives" the Artillery Defensive Fire.

11.2 Retreat

(11.21) IN GENERAL: A unit that retreats must move the required number of hexes away from the enemy unit that caused the retreat. Stacked units that have to retreat may retreat together or split up, player's decision. Retreated units may change facing to move, as per 7.12.

(11.22) LENGTH OF RETREAT: Infantry, dismounted cavalry, and artillery retreat one hex. Mounted cavalry may retreat one or two hexes, retreating player's choice.

(11.23) STACKING AND RETREATS: A retreating unit may not enter a friendly, occupied hex, unless allowed by Stacking rules. However, if it is allowed to do so, and the unit originally in that hex will be subject to an enemy attack that phase, the retreating unit, does not add its strength or presence to the defense. It will, though, suffer any adverse effects that the unit with which it is now stacked incurs.

(11.24) TERRAIN AND RETREATS: Retreating units may not cross a hexside, which it could not cross in normal movement. If it must retreat as a direct result of combat across a Ford or Bridge it suffers an automatic Disorder, in addition to any other mandated Disorder.

(11.25) ENEMY UNITS: A unit may retreat into a hex adjacent to an enemy unit, but if that hex is an enemy Frontal Hex (7.11) the retreating unit suffers an automatic (additional) Disorder result for each such hex entered.

(11.26) DISPLACEMENT: If a unit's only path of retreat is into a friendly unit with which it cannot stack, the player may Displace the stationary unit by retreating that unit one hex and having it undergo a Cohesion Check DR. If it fails, it suffers a Disorder. This may be done as many times as necessary to effect the retreat. Displaced units may force other units to dis-

place, in a chain reaction. Displaced units may move into an enemy Frontal hex, but suffer the results (11.25) of doing so.

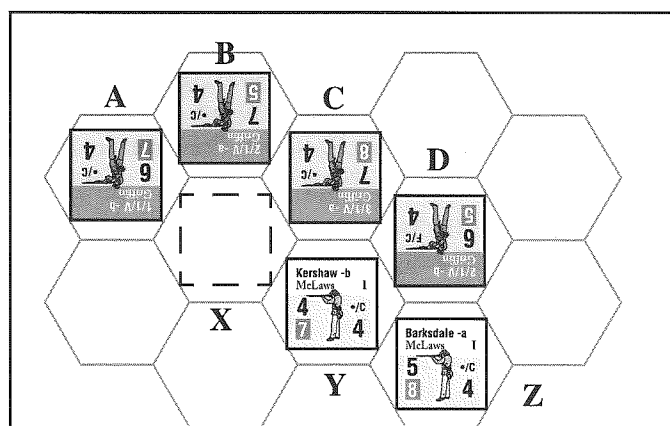
Play Note: It is possible that Displacement may cause a scheduled attack to not take place, by displacing the unit that was to attack, etc.

11.3 Advance

(11.31) PROCEDURE: If a defender vacates its hex (retreats or withdraws) as a result of a Charge, the attacking unit with the highest Cohesion, that is stacked on top, must advance immediately into the vacated hex. Ties? Attacker's choice. Only the top unit may advance in a stack—the bottom unit may never advance. Artillery stacked with infantry never advances. Advancing units may change facing after advancing.

(11.32) CONTINUED ATTACK: If the adjusted Charge Resolution DR was 11 or higher, the attacking unit that advanced, as per 11.31, may Charge any enemy units it now finds in its Frontal hexes, as per 10.12 and 10.3. Only one Continued Attack is allowed, if the unit undertaking a Continued Attack rolls an 11 or higher (again), there is no Continued Attack. Continued Attacks are resolved after all other, standard attacks are resolved.

(11.33) COUNTER-ATTACK: When the adjusted Charge Resolution DR is "less than 0", forcing the attacker(s) to retreat, the defending unit(s) may, if they so choose, advance into the vacated hex and counter-charge any one hex of retreating units, ignoring any other enemy-occupied hexes in the process. Such counter-charges are undertaken immediately and resolved like normal attacks, except that any subsequent Counter-Charge/Attack or Continued Attack results are ignored. Counter-Attacks are resolved after all other, standard attacks are resolved.



Example Continued:

After Defensive Fire the two Confederate units may conduct their charge. Note that Unit X was removed to the Withdrawn Box. The strength/odds ratio is 9 to 6 (3-2) which provides a +1 DRM. The difference between the two highest cohesion levels is three which provides a +3 DRM. There are no other applicable DRMs. A die roll of 5 is modified to 9 which results in the Union unit retreating and undergoing a CDDR. Unit Z may advance.

11.4 Withdrawal

Design Note: The word “Rout” seemed to confuse some gamers; they envisioned bug-eyed soldiers streaming away from battle, tossing aside anything they could to gain speed. That’s not what we wanted to “simulate.” So we changed the word. Withdrawal refers to a unit’s inability to stay in combat, whether from losses, fatigue, or simply it’s just “had it.”

(11.41) A Disordered unit that suffers an additional Disorder, Withdraws. When a unit Withdraws it is immediately removed from play and placed in that side’s Withdrawn Box, regardless of its situation on the map.

Exception: if the unit is artillery (including horse artillery), it is, instead, eliminated and not eligible for Recovery.

(11.42) At the end of the turn, in the Recovery Phase (3.D.2), all units in the Withdrawn Box are moved into the Recovery Box. See 11.6.

11.5 Rally

(11.51) Disordered units that have neither moved nor Fired may undertake Rally attempts at the end of their Activation Phase, after all movement and combat has been completed. Units adjacent to an enemy unit may not undertake Rally.

(11.52) To rally a unit, roll the die.

- If the DR is the same as or lower than its (Disordered) Cohesion flip to Normal side and reface as desired.
- If the DR is higher than its (Disordered) Cohesion, nothing happens.

(11.53) Leaders have no effect on Rally.

11.6 Recovery

(11.61) IN GENERAL: In the Recovery Phase (3.D.1), all Withdrawn units in each player’s Recovery Box are eligible for Recovery (and return to the game). If an entire Command (all units: both infantry and artillery) has been Withdrawn/Eliminated; none of its units are eligible for Recovery. That command is out of the game.

(11.62) PROCEDURE: To check for Recovery, the player rolls the die for each unit so eligible, comparing the DR to the unit’s Disordered Cohesion Rating. There are no adjustments. If the DR is the same as or lower than the Cohesion, the unit is Returned to the game, as per 11.64. If the DR is higher than the Cohesion, the unit is Eliminated, permanently.

(11.63) Cavalry always uses its mounted (Disordered) Cohesion rating for Recovery, even if it was Withdrawn dismounted.

(11.64) Recovered units (that have a leader) are placed back on the map as follows:

- Within their Leader’s Command Range, and
- At least three (3) hexes from an enemy unit. If this is not possible, the Player must wait for a turn in which it is.
- In Disordered status.

(11.65) Recovered units that are Independent—they do not have a leader—must be placed:

- At least three hexes from any opposing unit.
- Behind their own lines (it sounds somewhat hazy, but your opponent will define it for you, we’re sure).
- Within Command Range of any Leader in that unit’s AM.

12. CAVALRY

12.1 To Mount or Dismount

Cavalry units have two states: Mounted and dismounted. One side of the counter is for mounted and the reverse is for dismounted. It costs two (2) MP to mount or dismount, and such an action must be taken at the end of Movement. Simply flip counter to the corresponding side. Cavalry may not mount/dismount when adjacent to an enemy unit.

12.2 Mounted Cavalry

Mounted cavalry may Charge, and, if doing so against infantry/dismounted cavalry, earn a +1 DRM. They may not use Defensive Fire, though. They may Retreat Before being charged by infantry, as per 10.27.

12.3 Dismounted Cavalry

Dismounted cavalry is treated like infantry. However, they may not use Extended Movement, and, when Charging, incur a –1 DRM for so doing, even if combined with regular infantry.

Play Note: Any chart or rule that says “infantry” includes dismounted cavalry, except for the two above instances.

12.4 Disordered Cavalry

To note Disorder results on cavalry, use the Disorder markers.

- Disordered mounted cavalry, and Disordered dismounted Union cavalry has a Cohesion Rating one lower than its printed rating.
- Disordered, dismounted Confederate cavalry has a Cohesion Rating two lower than its printed rating.

13. NIGHT

During Night Turns, the following changes are in effect:

- It costs +1 to move adjacent to an enemy unit
- No Artillery Fire at a Range greater than one hex (adjacent).
- Mounted cavalry may not Charge.
- +2 to all CCDD resulting from a Charge.
- Disordered units that do nothing and are not adjacent to an enemy unit are automatically Rallyed in the Rally Phase.
- No Combined Actions are allowed.
- Players may roll for Recovery of Withdrawn units only in Night 2 Turns. Withdrawn units die rolling for Recovery are not eliminated if that DR is higher than their Cohesion (11.62); they simply do not Recover and are eligible to try again.

14. REFITTING GLORY I

Gamers may use these 2nd edition rules, along with the additional (needed) counters, delineated below, to play the original Glory (1995) battles, with changes/additions as noted.

14.1 General Rules

(14.11) Use the Artillery Range Effects, Victory, and Night rules from original Glory. For Night rules, the -2 Fire DRM from Glory I becomes a +2 (yes, +2) DRM to Defensive Fire for G- II. Night rules that pertain to G-I rules no longer in use are, obviously, ignored.

Design Note: We have opted not to adapt the change in artillery range/type designation because the relative secondary importance of artillery in the 3 Glory I battles precluded the need for a whole bunch of new counters.

(14.12) Use the Terrain Effects Charts provided below; they replace the ones in Glory I (and take into account the changes in mechanics).

(14.13) Except for the above, all Glory II rules and combat tables are used and none of the Glory I rules. *Example: the Commitment DR on the G-I AM are ignored.*

(14.14) For infantry, use the larger Strength Point rating, if there are two such ratings. Ignore the smaller rating. *Example: for Sherman's brigade at 1st Manassas, each unit has a Charge Strength of '8'.*

(14.15) Leader, AM, and dismounted cavalry (for Chickamauga) counters for all three G-I battles are provided in the counter mix for Across the Rappahannock.

(14.16) Dismounted cavalry counters are provided only for Chickamauga. The dismounted rules are not used for either Manassas battle.

14.2 Errata Applicable to GLORY I

The following is errata for Glory I (the section references are to that version) that is still applicable to the 2nd edition rules:

The Manassas Map: Thanks to information supplied by one of our legion of fans, we determined that the two bridges near Sudley Mill, over Catharpin Run—2404 and 2503—were fords. Treat them as fords when playing.

[CLARIFICATION] [11.2.2] On the Manassas map, roads negate the movement costs of RR Embankments, but not the combat effects. And those combat effects work in both directions.

[CLARIFICATION] [15.0] The Night Rally ability supersedes the 14.4.1 adjacency restriction.

1st Manassas Scenario: [ADDITION] Sherman's Brigade sets up in 4009-4010, the E 3US in 4010

[CLARIFICATION] While the Warrenton Pike negates streams for movement, it does not do so for Charge.

[CLARIFICATION] Hex 3635 is not a CSA Entrance Hex.

2nd Manassas Scenario: [CORRECTION] Set-up: Union IIIv Corps units are facing "East", and Gibbon 'b' is in 1518. And Hood arrives at 1015, not 1012 on the 29th.

[CLARIFICATION] 5.2.1 does not apply to hex 1020 until 0515, 8/29.

Chickamauga Scenario: [CLARIFICATION] Cheatham's Division sets up on "Road" hexes 2539-2342; Stewart's Division on Trail hexes 3234-3135, and the Wheeler cavalry starting w/i one hex of 3329 is J. Wheeler's brigade of Forrest's division (not Wheeler's Division).

[ADDITION] 2nd Day (Union). Campbell, Watkin and Ray's Cavalry starts w/i 2 hexes of 1440.

[CHANGE to Victory Conditions]. Remove "last to occupy". Units must physically occupy a hex to control it.

(14.3) 1st Manassas Scenario Changes

(14.31) The Combined Activation rule (4.25) is not used. No brigades may combine any actions.

(14.32) Ignore all the CSA AM, except for the Cavalry AM. Instead, the CSA player gets two Beauregard AM, and two Johnston AM, both of which are available at the start, which apply as follows:

Beauregard: Cocke, Early, Evans, KBBH.

Johnston: Jackson, Bee, and Smith

(14.33) Leaders start (or arrive) stacked with any unit in their command.

(14.34) There is no Leader for the KBBH group (CSA) and both sides' cavalry. Each of the brigades therein is considered independent and always In Command. (Both Radford units are in the same brigade). However, they may never combine activations; each unit therein must complete its actions before any other.

(14.35) Use the Special Rule for Tyler's Division; you may use the Third Jackson AM, if you wish.

(14.36) VP awarded for Victory for Routed units on map is now given for units in Withdrawal Box.

14.4 2nd Manassas Scenario Changes

(14.41) The Combined Activation rule (4.25) is not used for the Union. It is for the CSA.

(14.42) Ignore all the CSA AM (including the Artillery AM), except for the Stuart AM (available at start). Instead, the CSA player gets two Longstreet AM (available Aug 29, 1020 turn), and two Jackson AM (available at start). CSA Corps assignments for division are on the Leader counters. Moreover, for the Aug 28, 1745 game turn, Hill and Ewell are activated

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with the second Jackson AM drawn; Stuart activates on the second Cavalry AM drawn.

(14.43) CSA Artillery battalions are assigned, for AM purposes, as follows:

- Longstreet: Right Wing, S. Lee, Walton
- Jackson: Shumaker, Walker

(14.44) Leaders start (or arrive) stacked with any unit in their command.

(14.45) 1st US Sharpshooters, Union. While nominally assigned to Morrell's Division (1/V), the 1st US Sharpshooters may operate independently. It is activated when a V Corps/Porter AM is drawn, but it does not have to be within any leader's range to be In Command. It also has some additional features:

- When it uses Defensive Fire, add one (+1) to the DF die roll. If stacked with another unit, it must be on top to use this.
- When alone in a hex, it may Retreat Before Combat, like cavalry, but only one hex.
- When alone in a hex, it may not Charge.
- It may stack with any V/Porter Corps infantry unit as if they were both in the same command.
- When stacked with another infantry unit, it may take part in a Charge. In addition to adding in its 2 SP, it also provides the Union Player with a +1 DRM to the Charge die roll.

(14.46) The Union cavalry has no leader; the units operate independently, and are always In Command, under the (sole) cavalry AM. However, the units of one brigade may not combine with those of another.

Play Note: The 'a' and 'b' units are both in the same brigade.

(14.47) VP awarded for Victory for Routed units on map is now given for units in Withdrawal Box.

14.5 Chickamauga Scenario Changes

(14.51) Ignore all the Chickamauga AM in Glory I, except for the Granger/Reserve and Mitchell/Cavalry AM (Union). The players use, instead, the AM supplied with this game. AM become available as per 4.21.

(14.52) Leaders start (or arrive) stacked with any unit in their command, with the exception of Union General Granger (Reserve), who enters the game as Reinforcement in the 0630, Sept 19th game turn.

(14.53) The Confederate Artillery 'a' and 'b' units are part of Buckner's Corps, and may be activated with either Stewart or Preston, that decision being made prior to each turn. The Artillery Reserve 'c', part of Longstreet's Corps, may be so activated with either Johnson or Kershaw or Law. Ignore the Artillery AM provided with Glory I.

(14.54) There are dismounted units for cavalry, which are used as per the G-II rules.

(14.55) Use the following Special Rules from Glory I:

- CSA Destination Designation
- Special Terrain (but ignore references to Commitment)
- Off-map Movement
- Union Reserve Corps Restrictions

(14.56) Ignore the Special Rules on AM, Corps Activation Markers, and Rout direction.

(14.57) Wilder's Brigade. Ignore the rule as printed in Glory I. Instead, Wilder's Brigade, when using Defensive Fire, adds 3 (+3) to that DR.



Across the Rappahannock Countersheet 1 of 4 (Front Side)

1/1/II - a Wadsworth 5 4 4	1/1/II - b Wadsworth 4 4 4	2/1/II - a Hancock 6 4 4	2/1/II - b Hancock 6 4 4	3/1/II - a Hancock 6 4 4	3/1/II - b Hancock 6 4 4	4/1/II - a Gibson 6 4 4	4/1/II - b Gibson 5 4 4
1/2/II - a Robinson 6 4 4	2/2/II - a Cobb/Ross 7 4 4	3/2/II - a Whipple 6 4 4	1/2/II - b Hancock 6 4 4	1/2/II - b Hancock 6 4 4	2/2/II - b Doubleday 7 4 4	1/1/II - a Hancock 5 4 4	2/1/II - a Hancock 5 4 4
3/1/II - a Hancock 5 4 4	4/1/II - a Hancock 6 4 4	4/1/II - b Hancock 5 4 4	5/1/II - a Hancock 2 4 4	1/2/II - a Doubleday 7 4 4	2/2/II - a Gibson 6 4 4	3/2/II - a Hancock 4 4 4	3/2/II - b Hancock 4 4 4
3/2/II - b Gibson 4 4 4	1/3/II - a French 7 4 4	2/3/II - a French 5 4 4	2/3/II - b French 4 4 4	3/3/II - a French 5 4 4	3/3/II - b French 4 4 4	1/1/II - a Biercy 7 4 4	1/1/II - b Biercy 6 4 4
2/1/II - a Biercy 5 4 4	2/1/II - b Biercy 4 4 4	3/1/II - a Biercy 6 4 4	3/1/II - b Biercy 6 4 4	1/2/II - a Schl/Barry 6 4 4	1/2/II - b Biercy 7 4 4	2/2/II - a Biercy 5 4 4	2/2/II - b Schl/Barry 6 4 4
3/2/II - a Biercy 5 4 4	3/2/II - b Whipple 5 4 4	1/3/II - a Whipple 4 4 4	1/3/II - b Whipple 4 4 4	2/3/II - a Whipple 4 4 4	2/3/II - b Whipple 4 4 4	3/3/II - a Whipple 2 4 4	1/1/II - a Whipple 5 4 4
1/1/II - b Gibson 6 4 4	2/1/II - b Gibson 7 4 4	2/1/II - b Gibson 6 4 4	3/1/II - b Gibson 7 4 4	3/1/II - b Gibson 6 4 4	1/2/II - a Gibson 5 4 4	1/2/II - b Gibson 4 4 4	2/2/II - b Gibson 7 4 4
3/2/II - a Sikes 5 4 4	3/2/II - b Sikes 4 4 4	1/3/II - a Hampshire 5 4 4	1/3/II - b Hampshire 5 4 4	2/3/II - a Hampshire 5 4 4	2/3/II - b Hampshire 5 4 4	1/1/II - a Brooks 6 4 4	1/1/II - b Brooks 6 4 4
2/1/II - a Brooks 7 4 4	2/1/II - b Brooks 6 4 4	3/1/II - a Brooks 7 4 4	3/1/II - b Brooks 6 4 4	2/2/II - a Brooks 7 4 4	2/2/II - b Brooks 6 4 4	3/2/II - a Brooks 7 4 4	3/2/II - b Brooks 6 4 4
1/3/II - a Newton 5 4 4	1/3/II - b Newton 4 4 4	2/3/II - a Newton 5 4 4	2/3/II - b Newton 4 4 4	3/3/II - a Newton 6 4 4	3/3/II - b Newton 4 4 4	1/1/II - a Newton 7 4 4	1/1/II - b Newton 7 4 4
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0203-1

1/3/II - a Schurz 5 4 4	1/3/II - b Schurz 4 4 4	2/3/II - a Schurz 6 4 4	2/3/II - b Schurz 5 4 4	1/1/II - a Willard 5 4 4	1/1/II - b Willard 4 4 4	2/1/II - a Willard 6 4 4	2/1/II - b Willard 6 4 4
3/3/II - a Willard 5 4 4	3/3/II - b Willard 5 4 4	1/2/II - a Gentry 6 4 4	1/2/II - b Gentry 6 4 4	2/2/II - a Gentry 5 4 4	2/2/II - b Gentry 4 4 4	3/2/II - a Gentry 6 4 4	3/2/II - b Gentry 6 4 4
2/1/II - a Doubleday 6 4 4	2/1/II - b Doubleday 7 4 4	3/1/II - a Doubleday 7 4 4	3/1/II - b Doubleday 6 4 4	1/2/II - a Gibson 4 4 4	1/2/II - b Gibson 4 4 4	2/2/II - a Gibson 4 4 4	2/2/II - b Gibson 4 4 4
1/2/II - a Made 4 4 4	1/2/II - b Made 4 4 4	2/2/II - a Made 5 4 4	2/2/II - b Made 5 4 4	3/2/II - a Made 5 4 4	3/2/II - b Made 4 4 4	1/1/II - a Hancock 5 4 4	1/1/II - b Hancock 7 4 4
2/1/II - a Hancock 4 4 4	2/1/II - b Hancock 4 4 4	3/1/II - a Hancock 5 4 4	3/1/II - b Hancock 5 4 4	1/2/II - a Howard 5 4 4	1/2/II - b Howard 5 4 4	2/2/II - a Howard 5 4 4	2/2/II - b Howard 5 4 4
1/1/II - a French 5 4 4	1/1/II - b French 7 4 4	2/1/II - a French 7 4 4	2/1/II - b French 6 4 4	3/1/II - a French 7 4 4	3/1/II - b French 6 4 4	1/2/II - a French 7 4 4	1/2/II - b French 6 4 4
2/2/II - a Sikes 5 4 4	2/2/II - b Sikes 5 4 4	3/2/II - a Sikes 6 4 4	3/2/II - b Sikes 6 4 4	1/3/II - a Whipple 5 4 4	1/3/II - b Whipple 5 4 4	2/3/II - a Whipple 5 4 4	2/3/II - b Whipple 5 4 4
3/3/II - a Gibson 5 4 4	3/3/II - b Gibson 5 4 4	1/2/II - a Sikes 5 4 4	1/2/II - b Sikes 5 4 4	2/2/II - a Sikes 5 4 4	2/2/II - b Sikes 5 4 4	1/1/II - a Hampshire 4 4 4	1/1/II - b Hampshire 4 4 4
1/1/II - a Brooks 7 4 4	1/1/II - b Brooks 7 4 4	2/1/II - a Brooks 5 4 4	2/1/II - b Brooks 5 4 4	3/1/II - a Brooks 5 4 4	3/1/II - b Brooks 5 4 4	2/2/II - a Brooks 5 4 4	2/2/II - b Brooks 5 4 4
1/3/II - a Newton 6 4 4	1/3/II - b Newton 6 4 4	2/3/II - a Newton 5 4 4	2/3/II - b Newton 4 4 4	3/3/II - a Newton 6 4 4	3/3/II - b Newton 6 4 4	1/1/II - a Newton 7 4 4	1/1/II - b Newton 7 4 4
3/1/II - a Biercy 5 4 4	3/1/II - b Biercy 4 4 4	1/2/II - a Sturte 7 4 4	1/2/II - b Sturte 7 4 4	2/2/II - a Sturte 5 4 4	2/2/II - b Sturte 5 4 4	3/2/II - a Sturte 5 4 4	3/2/II - b Sturte 5 4 4

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Across the Rappahannock Countersheet 1 of 4 (Back Side)

2/1/II - b Willard 6 4 4	2/1/II - a Willard 6 4 4	1/1/II - b Hancock 4 4 4	1/1/II - a Hancock 5 4 4	2/3/II - a Hancock 5 4 4	2/3/II - b Hancock 6 4 4	1/3/II - a Hancock 5 4 4	1/3/II - b Hancock 5 4 4
3/2/II - a Gentry 6 4 4	3/2/II - b Gentry 6 4 4	2/2/II - a Gentry 4 4 4	2/2/II - b Gentry 4 4 4	1/2/II - a Gentry 6 4 4	1/2/II - b Gentry 6 4 4	3/3/II - a Gentry 5 4 4	3/3/II - b Gentry 5 4 4
3/2/II - b Gibson 4 4 4	3/2/II - a Gibson 4 4 4	1/2/II - a Gibson 4 4 4	1/2/II - b Gibson 4 4 4	4/1/II - a Doubleday 6 4 4	4/1/II - b Doubleday 7 4 4	2/1/II - a Doubleday 7 4 4	2/1/II - b Doubleday 6 4 4
2/1/II - a Hancock 7 4 4	1/1/II - a Hancock 5 4 4	3/3/II - a Hancock 5 4 4	3/3/II - b Hancock 5 4 4	2/3/II - a Hancock 5 4 4	2/3/II - b Hancock 5 4 4	1/3/II - a Hancock 4 4 4	1/3/II - b Hancock 4 4 4
1/3/II - a Howard 6 4 4	3/2/II - a Howard 5 4 4	3/2/II - b Howard 5 4 4	2/2/II - a Howard 7 4 4	1/2/II - a Howard 5 4 4	1/2/II - b Howard 5 4 4	3/1/II - a Howard 4 4 4	3/1/II - b Howard 4 4 4
1/2/II - a Biercy 7 4 4	3/1/II - a Biercy 7 4 4	3/1/II - b Biercy 7 4 4	2/1/II - a Biercy 6 4 4	2/1/II - b Biercy 6 4 4	1/1/II - a Biercy 7 4 4	3/3/II - a Biercy 5 4 4	3/3/II - b Biercy 5 4 4
2/1/II - a Gibson 5 4 4	1/1/II - a Gibson 5 4 4	2/2/II - a Gibson 4 4 4	2/2/II - b Gibson 4 4 4	1/3/II - a Whipple 5 4 4	1/3/II - b Whipple 5 4 4	2/3/II - a Whipple 5 4 4	2/3/II - b Whipple 5 4 4
2/3/II - a Hampshire 6 4 4	1/3/II - a Hampshire 6 4 4	3/2/II - a Hampshire 5 4 4	3/2/II - b Hampshire 5 4 4	2/2/II - a Hampshire 6 4 4	2/2/II - b Hampshire 6 4 4	1/2/II - a Hampshire 5 4 4	1/2/II - b Hampshire 5 4 4
3/2/II - b Hancock 4 4 4	3/2/II - a Hancock 5 4 4	2/2/II - a Hancock 7 4 4	2/2/II - b Hancock 6 4 4	1/2/II - a Hancock 7 4 4	1/2/II - b Hancock 7 4 4	3/1/II - a Hancock 7 4 4	3/1/II - b Hancock 7 4 4
1/3/II - a Newton 7 4 4	1/3/II - b Newton 7 4 4	2/3/II - a Newton 6 4 4	2/3/II - b Newton 6 4 4	3/3/II - a Newton 5 4 4	3/3/II - b Newton 5 4 4	2/3/II - a Newton 5 4 4	2/3/II - b Newton 5 4 4
1/3/II - b Gentry 5 4 4	1/3/II - a Gentry 5 4 4	2/3/II - a Gentry 5 4 4	2/3/II - b Gentry 5 4 4	1/2/II - a Sturte 7 4 4	1/2/II - b Sturte 7 4 4	3/2/II - a Sturte 4 4 4	3/2/II - b Sturte 5 4 4

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4/1/II - a Schurz 5 4 4	4/1/II - b Schurz 6 4 4	3/1/II - a Schurz 6 4 4	3/1/II - b Schurz 6 4 4	2/1/II - a Willard 6 4 4	2/1/II - b Willard 6 4 4	1/1/II - a Willard 4 4 4	1/1/II - b Willard 5 4 4
2/1/II - a Hancock 5 4 4	1/1/II - a Hancock 5 4 4	2/2/II - a Doubleday 7 4 4	2/2/II - b Doubleday 7 4 4	1/2/II - a Gentry 4 4 4	1/2/II - b Gentry 4 4 4	3/2/II - a Gentry 6 4 4	3/2/II - b Gentry 6 4 4
3/2/II - a Gibson 4 4 4	3/2/II - b Gibson 6 4 4	1/2/II - a Gibson 7 4 4	1/2/II - b Gibson 7 4 4	4/1/II - a Hancock 2 4 4	4/1/II - b Hancock 5 4 4	3/1/II - a Hancock 5 4 4	3/1/II - b Hancock 5 4 4
1/1/II - a Hancock 6 4 4	1/1/II - b Hancock 7 4 4	3/3/II - a Hancock 4 4 4	3/3/II - b Hancock 5 4 4	2/3/II - a Hancock 4 4 4	2/3/II - b Hancock 4 4 4	1/3/II - a Hancock 5 4 4	1/3/II - b Hancock 4 4 4
2/2/II - a Biercy 6 4 4	2/2/II - b Biercy 7 4 4	1/2/II - a Biercy 5 4 4	1/2/II - b Biercy 6 4 4	3/1/II - a Biercy 6 4 4	3/1/II - b Biercy 6 4 4	2/1/II - a Biercy 4 4 4	2/1/II - b Biercy 5 4 4
1/1/II - a Gibson 6 4 4	1/1/II - b Gibson 7 4 4	2/3/II - a Gibson 4 4 4	2/3/II - b Gibson 4 4 4	3/3/II - a Gibson 4 4 4	3/3/II - b Gibson 4 4 4	2/3/II - a Gibson 5 4 4	2/3/II - b Gibson 5 4 4
2/2/II - a Sikes 5 4 4	2/2/II - b Sikes 4 4 4	1/2/II - a Sikes 5 4 4	1/2/II - b Sikes 5 4 4	3/1/II - a Sikes 5 4 4	3/1/II - b Sikes 5 4 4	2/1/II - a Sikes 5 4 4	2/1/II - b Sikes 5 4 4
1/1/II - a Hampshire 6 4 4	1/1/II - b Hampshire 6 4 4	2/3/II - a Hampshire 5 4 4	2/3/II - b Hampshire 5 4 4	3/3/II - a Hampshire 5 4 4	3/3/II - b Hampshire 5 4 4	2/3/II - a Hampshire 5 4 4	2/3/II - b Hampshire 5 4 4
3/2/II - a Hancock 6 4 4	3/2/II - b Hancock 7 4 4	2/2/II - a Hancock 6 4 4	2/2/II - b Hancock 6 4 4	1/2/II - a Hancock 7 4 4	1/2/II - b Hancock 7 4 4	3/1/II - a Hancock 7 4 4	3/1/II - b Hancock 7 4 4
1/3/II - a Newton 7 4 4	1/3/II - b Newton 7 4 4	2/3/II - a Newton 6 4 4	2/3/II - b Newton 6 4 4	3/3/II - a Newton 5 4 4	3/3/II - b Newton 5 4 4	2/3/II - a Newton 5 4 4	2/3/II - b Newton 5 4 4
2/2/II - a Sturte 4 4 4	2/2/II - b Sturte 5 4 4	1/2/II - a Sturte 7 4 4	1/2/II - b Sturte 7 4 4	3/1/II - a Sturte 5 4 4	3/1/II - b Sturte 5 4 4	2/1/II - a Sturte 5 4 4	2/1/II - b Sturte 5 4 4

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Hewey - a		Hewey - b		Cabell - a		Cabell - b		Alendi - a		Alendi - b		Alendi - c		Walton - a		Walker - a		Walker - b	
3	5	3	5	3	5	3	5	3	5	3	5	3	5	3	5	3	5	3	5
+3s	7/5	+3s	7/5	+3s	7/5	+2s	7/5	+4s	7/5	+2s	7/5	+2s	7/5	+4s	7/5	+3s	7/5	+4s	7/5
Carte - a		Carte - b		Andrew - a		Andrew - b		Jones - a		Browne - I		Brown - II		Brown - II		Brown - II		Middleb - II	
2	5	2	5	3	5	3	5	3	5	3	5	3	5	3	5	3	5	3	5
+2s	7/5	+3s	7/5	+3s	7/5	+2s	7/5	+3s	7/5	+3s	7/5	+2s	7/5	+3s	7/5	+3s	7/5	+2s	7/5
Middb - b		Cotts		Nelson - a		Nelson - b		Felt - b		Felt - b		Long - Long I Corps		Long - Long I Corps		Jackson - II Corps		Jackson - II Corps	
3	5	3	5	3	5	3	5	3	5	3	5	3	5	3	5	3	5	3	5
+3s	7/5	+3s	7/5	+2s	7/5	+2s	7/5	+3s	7/5	+3s	7/5	Long I Corps	Long I Corps	Long I Corps	Long I Corps	II Corps	II Corps	II Corps	II Corps
Cabell - b		Alendi - I		Walton - a		Walton - b		Dearing - a		Dearing - b		Browne - II		Hood		Shaw - Cavalry		Shaw - Cavalry	
3	5	3	5	3	5	3	5	3	5	3	5	3	5	3	5	Cavalry	Cavalry	Cavalry	Cavalry
+3s	7/5	+3s	7/5	+2s	7/5	+3s	7/5	+3s	7/5	+3s	7/5	+2s	7/5	+4s	7/5	Cavalry	Cavalry	Cavalry	Cavalry
Brkbrgh - a		Brkbrgh - b		Lallmer - a		Lallmer - b		Jones - a		Brown - II		Cotts - II		Cotts - II		Nelson - Cavalry		Nelson - Cavalry	
2	5	2	5	3	5	3	5	3	5	3	5	3	5	3	5	3	5	3	5
+2s	7/5	+3s	7/5	+4s	7/5	+4s	7/5	+5s	7/5	+4s	7/5	+2s	7/5	+2s	7/5	+2s	7/5	+2s	7/5
Fitz Lee - a		Fitz Lee - b		Fitz Lee - c		Whf Lee - a		Fitz Lee - b		Whf Lee - a		Whf Lee - a		Hampton - a		Hampton - b		Hampton - b	
3	5	3	5	3	5	3	5	3	5	3	5	3	5	3	5	3	5	3	5
Fitz Lee	Fitz Lee	Fitz Lee	Fitz Lee	Whf Lee	Whf Lee	Fitz Lee	Fitz Lee	Whf Lee	Whf Lee	Whf Lee	Whf Lee	Whf Lee	Whf Lee	Hampton	Hampton	Hampton	Hampton	Hampton	Hampton
McLaw		R. Arden		AP Hill		Rodes		Early		Colston		Fitz Lee		Whf Lee		Tallferro		Tallferro	
Long Lee	Long Lee	Long Lee	Long Lee	Jackson	Jackson	Jackson	Jackson	Jackson	Jackson	Jackson	Jackson	Smith/Cav	Smith/Cav	Smith/Cav	Smith/Cav	Jackson	Jackson	Jackson	Jackson
Long Lee	Long Lee	Long Lee	Long Lee	Jackson	Jackson	Jackson	Jackson	Jackson	Jackson	Jackson	Jackson	Smith/Cav	Smith/Cav	Smith/Cav	Smith/Cav	Jackson	Jackson	Jackson	Jackson
McLaw		R. Arden		AP Hill		Rodes		Early		Colston		Fitz Lee		Whf Lee		Tallferro		Tallferro	
Long Lee	Long Lee	Long Lee	Long Lee	Jackson	Jackson	Jackson	Jackson	Jackson	Jackson	Jackson	Jackson	Smith/Cav	Smith/Cav	Smith/Cav	Smith/Cav	Jackson	Jackson	Jackson	Jackson
Dispersed Cavalry for Line Regts																			
Greene - a		Greene - b		Hinson - a		Hinson - b		Morgan - a		Russell									
5	4	5	4	5	4	5	4	5	4	5	4	5	4	5	4	5	4	5	4
J. Wheeler	Ornel - a	Ornel - b		Davidson		Scott - a		Scott - b											
5	4	5	4	5	4	5	4	5	4	5	4	5	4	5	4	5	4	5	4
Dispersed Cavalry for Grenadiers																			
Campb - a		Campb - b		Ray - a		Ray - b		Walth - a		Walth - b		Minty - a		Minty - b		Long - a		Long - b	
5	4	5	4	5	4	5	4	5	4	5	4	5	4	5	4	5	4	5	4
MCCOY CK	MCCOY CK	MCCOY CK	MCCOY CK	MCCOY CK	MCCOY CK	MCCOY CK	MCCOY CK	MCCOY CK	MCCOY CK	MCCOY CK	MCCOY CK	MCCOY CK	MCCOY CK	MCCOY CK	MCCOY CK	MCCOY CK	MCCOY CK	MCCOY CK	MCCOY CK
4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
Thomas XIV CK		Thomas XIV CK		McCook XX CK		McCook XX CK		Crittind XXI CK		Crittind XXI CK									
5	4	5	4	5	4	5	4	5	4	5	4	5	4	5	4	5	4	5	4
Brgrd	Jhnsn	Brgrd		Jhnsn		Longstir		Jackson		Longstir		Jackson		Cavalry		Cavalry		Cavalry	
1M	1M	1M	1M	1M	1M	2M	2M	2M	2M	2M	2M	2M	2M	2M	2M	2M	2M	2M	2M
Polk	Polk	Buckner		Buckner		Hill		Hill		Longstir		Longstir		Walker		Walker		Walker	
CK	CK	CK	CK	CK	CK	CK	CK	CK	CK	CK	CK	CK	CK	CK	CK	CK	CK	CK	CK







































































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Gregg - a 5 A.P.H.H. 11 4	Gregg - b 5 A.P.H.H. 11 4	Pender - a 4 A.P.H.H. 11 4	Swain - a 7 A.P.H.H. 11 4	Lane - a 7 A.P.H.H. 11 4	Lane - b 7 A.P.H.H. 11 4	Archer - a 4 A.P.H.H. 11 4	Archer - b 4 A.P.H.H. 11 4
Rees - a 6 A.P.H.H. 11 4	Rees - b 7 A.P.H.H. 11 4	Coler - a 6 A.P.H.H. 11 4	Doyle - a 6 A.P.H.H. 11 4	Yeates - a 4 A.P.H.H. 11 5	Coffey - a 7 A.P.H.H. 11 4	Collett - a 6 A.P.H.H. 11 4	Atkinson - a 6 A.P.H.H. 11 4
Atkinson - b 5 A.P.H.H. 11 4	Walker - a 4 A.P.H.H. 11 4	Walker - b 4 A.P.H.H. 11 4	Jones - a 6 A.P.H.H. 11 4	Payton - a 4 A.P.H.H. 11 4	Payton - b 4 A.P.H.H. 11 4	Poston - a 4 A.P.H.H. 11 4	Warren - a 5 A.P.H.H. 11 4
Warren - b 5 A.P.H.H. 11 4	 Improved Positions						
Predison - a 4 A.P.H.H. 11 4	Predison - b 4 A.P.H.H. 11 4	 Improved Positions					
 Improved Positions		 Improved Positions		 Improved Positions		 Improved Positions	
 Improved Positions		 Improved Positions		 Improved Positions		 Improved Positions	
 Improved Positions		 Improved Positions		 Improved Positions		 Improved Positions	
 Improved Positions		 Improved Positions		 Improved Positions		 Improved Positions	
 Improved Positions		 Improved Positions		 Improved Positions		 Improved Positions	
 Improved Positions		 Improved Positions		 Improved Positions		 Improved Positions	
 Improved Positions		 Improved Positions		 Improved Positions		 Improved Positions	
 Improved Positions		 Improved Positions		 Improved Positions		 Improved Positions	
 Improved Positions		 Improved Positions		 Improved Positions		 Improved Positions	
 Improved Positions		 Improved Positions		 Improved Positions		 Improved Positions	
 Improved Positions		 Improved Positions		 Improved Positions		 Improved Positions	
 Improved Positions		 Improved Positions		 Improved Positions		 Improved Positions	
 Improved Positions		 Improved Positions		 Improved Positions		 Improved Positions	
 Improved Positions		 Improved Positions		 Improved Positions		 Improved Positions	
 Improved Positions		 Improved Positions		 Improved Positions		 Improved Positions	
 Improved Positions		 Improved Positions		 Improved Positions		 Improved Positions	
 Improved Positions		 Improved Positions		 Improved Positions		 Improved Positions	

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Wofford -b Mid -a	Wofford -b Mid -a	Sammes -b Mid -a	Sammes -b Mid -a	Barkdale -b Mid -a	Barkdale -b Mid -a	Kershaw -b Mid -a	Kershaw -b Mid -a
7 d	7 d	5 d	6 d	4 d	5 d	4 d	4 d
f/c	f/c	f/c	f/c	f/c	f/c	f/c	f/c
4	4	4	4	4	4	4	4
Wright -b R. Anderson -a	Wright -b R. Anderson -a	Wright -b R. Anderson -a	Wright -b R. Anderson -a	Presley -b R. Anderson -a	Presley -b R. Anderson -a	Mahone -b R. Anderson -a	Mahone -b R. Anderson -a
5 d	5 d	4 d	5 d	4 d	5 d	5 d	5 d
f/c	f/c	f/c	f/c	f/c	f/c	f/c	f/c
4	4	4	4	4	4	4	4
Lane -b A.P.H.H. -a	McDowns -b A.P.H.H. -a	McDowns -b A.P.H.H. -a	Pender -b A.P.H.H. -a	Pender -b A.P.H.H. -a	Heth -b A.P.H.H. -a	Heth -b A.P.H.H. -a	Perry -b R. Anderson -a
5 d	5 d	6 d	5 d	6 d	4 d	4 d	3 d
f/c	f/c	f/c	f/c	f/c	f/c	f/c	f/c
4	4	4	4	4	4	4	4
Dolles -b Roden -a	O'Dell -b Roden -a	O'Dell -b Roden -a	Thomas -b A.P.H.H. -a	Thomas -b A.P.H.H. -a	Anchor -b A.P.H.H. -a	Anchor -b A.P.H.H. -a	Lane -b A.P.H.H. -a
5 d	6 d	6 d	4 d	4 d	5 d	5 d	6 d
f/c	f/c	f/c	f/c	f/c	f/c	f/c	f/c
4	4	4	4	4	4	4	4
Smith -b Early -a	Remisz -b R. Anderson -a	Barkdale -b R. Anderson -a	Calagitt -b R. Anderson -a	Calagitt -b R. Anderson -a	Traxson -b R. Anderson -a	Traxson -b R. Anderson -a	Dolles -b Roden -a
6 d	4 d	5 d	4 d	5 d	4 d	5 d	4 d
f/c	f/c	f/c	f/c	f/c	f/c	f/c	f/c
4	4	4	4	4	4	4	4
Jones -b Colburn -a	Jones -b Colburn -a	Hay -b Early -a	Hay -b Early -a	Hoke -b Early -a	Hoke -b Early -a	Gordon -b Early -a	Gordon -b Early -a
4 d	4 d	7 d	7 d	6 d	6 d	5 d	4 d
f/c	f/c	f/c	f/c	f/c	f/c	f/c	f/c
4	4	4	4	4	4	4	4
		2/OX -b Gentry -a	2/OX -b Gentry -a	Nichols -b Colburn -a	Warren -b Colburn -a	Warren -b Colburn -a	Pattison -b Colburn -a
		5 d	5 d	6 d	6 d	6 d	7 d
		f/c	f/c	f/c	f/c	f/c	f/c
		4	4	4	4	4	4
Furberston -b R. Anderson -a	Furberston -b R. Anderson -a	Cobb -b Mid -a	Cobb -b Mid -a	Sammes -b Mid -a	Barkdale -b Mid -a	Kershaw -b Mid -a	Kershaw -b Mid -a
4 d	4 d	3 d	4 d	7 d	5 d	5 d	5 d
f/c	f/c	f/c	f/c	f/c	f/c	f/c	f/c
4	4	4	4	4	4	4	4
Kemper -b Pickett -a	Armistead -b Pickett -a	Armistead -b Pickett -a	Perry -b R. Anderson -a	Wright -b R. Anderson -a	Wilcox -b R. Anderson -a	Wilcox -b R. Anderson -a	Wilcox -b R. Anderson -a
7 d	5 d	5 d	4 d	4 d	5 d	4 d	4 d
f/c	f/c	f/c	f/c	f/c	f/c	f/c	f/c
4	4	4	4	4	4	4	4
Cook -b Ransom -a	Ransom -b Hamm -a	Ransom -b Hamm -a	Jenkins -b Pickett -a	Jenkins -b Pickett -a	Gerritt -b Pickett -a	Corn -b Pickett -a	Corn -b Pickett -a
6 d	5 d	5 d	5 d	5 d	7 d	5 d	6 d
f/c	f/c	f/c	f/c	f/c	f/c	f/c	f/c
4	4	4	4	4	4	4	4
Robertson -b Hood -a	Robertson -b Hood -a	Low -b Hood -a	Low -b Hood -a	OT Anderson -b Hood -a	OT Anderson -b Hood -a	Bessing -b Hood -a	Cook -b Ransom -a
4 d	5 d	4 d	5 d	4 d	4 d	7 d	5 d
f/c	f/c	f/c	f/c	f/c	f/c	f/c	f/c
4	4	4	4	4	4	4	4

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A GMT GLORY Series Game

Across the Rappahannock

The Battles of
Fredericksburg; Virginia, December 13, 1862
And
Chancellorsville; Virginia, April 30 - May 5, 1863

BATTLE BOOK

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INTRODUCTION

The two battles, below, represent the efforts of the Union Army of the Potomac, first under Burnside, then under Hooker, to cross the Rappahannock River in Virginia, at the eastern edge of the thick woods known as The Wilderness, and defeat Robert E. Lee's Army of Northern Virginia.

There are six scenarios/battles for play, ranging from very accessible (short play time, few counters, and minimal rules) to those requiring heavy commitment of time and energy, such as the Full Battle of Chancellorsville. Something for everybody, we trust.

The game includes the following items:

- 3 22"x34" game maps
- 1 Charts and Tables Cards
- 2 sheets of large counters
- 2 sheets of small counters
- 1 Rules Book
- 1 Battle Book
- 2 ten-sided dice

The map scale is c.315 yards per hex.

A NOTE ON COUNTERS

As both battles were fought by the same armies, it stands to reason that many of the units involved were the same for both battles. While this is true, often one unit's manpower changed between battles, and the Union Army of the Potomac Command was almost completely restructured at all levels.

Units and Leaders (and AM) that appear at Fredericksburg have an "F" on the front of the counter, those at Chancellorsville, a "C". An "F/C" indicates that that unit is used in both battles. And keep an eye out for units with 'a' and 'b' sections, where only one of them appears in a specific battle. We've tried to note all of these in the deployment sections.

And be careful to identify and separate those additional counters we have included for bringing the original Glory in line with the latest version of the rules.

TERRAIN AND THE MAP

This is the eastern edge of The Wilderness, a dense, difficult forest of trees, secondary growth, intertwined shrubs, thickets, runs and streams that are not conducive to fighting a coherent battle. To make matters worse, the weather, at least at the beginning, was a definite factor. All this serves to produce a set of terrain mechanics far more detailed (and, dare we say, complex) than other battles in the series.

The three maps are identified, when noting hexes (mostly for deployment) as

- F: The Fredericksburg (Eastern) Map
- S: The Salem Church (Center) Map
- C: The Chancellorsville (Western) Map

Roads, etc.

There are three types of Roads. You will come to value roads as you do your family's jewels.

PIKES/STREETS: Paved or planked roadways, or town streets. They are unaffected by weather.

ROADS: Packed dirt roadways, wide enough to aid military movement but highly susceptible to bad weather, especially rain.

TRAILS: Rural paths used in peaceful times for walking or hauling goods in light wagons. They reduce movement costs—halving, rounded up, although artillery may add one to the cost—mostly because they provide direction. They are, like Roads, affected adversely by bad weather. The track of the Richmond, Fredericksburg & Potomac Railroad (the RF&P RR), as well as the bed of the unfinished rail line that runs east to west across all three maps, are treated as Trails (see combat rules on these, below).

Water Barriers/Obstacles ... and the Fords That Love Them

There are four types of "water" that act as barriers and/or obstacles.

RIVERS AND CANALS: The Rappahannock and Rapidan Rivers, as well as the series of deep canals around Fredericksburg (including that large pool of water in F-3016), are uncrossable, except by Bridge, Pontoon or River Ford. The "Old Canal", on the C Map, running alongside the Rapidan in the NE corner, has no effect on play. The various dams along the river have no affect on play.

Geographical Note: The Ni River, on the C-map, was a river in name only in this area of the country.

RUNS: Difficult to cross, especially in bad weather, not so much because of the water, but mostly because of the steep banks and mini-valleys the runs create. The Mill Race that runs from the canal along the western edge of Fredericksburg is treated as a Run, not a canal.

STREAMS: The Wilderness is crisscrossed with small streams like a pensioner with varicose veins. They are more a nuisance than anything else, especially with Bad Ground Conditions.

Fords

There are three types of Fords:

GOOD RIVER FORDS: Those fords across the rivers labeled [G] are Good fords, fairly easy to cross. (Cf. Bank's Ford on the S-map.)

BAD RIVER FORDS: Those fords across the rivers labeled [B] are Bad fords, difficult to cross in good weather, and unusable in bad weather. (Cf. Scott's Ford on the S-map.)

STREAM FORDS: These occur mostly where roads “cross” the stream, not because there’s a bridge or anything, but simply because the water is no (or little) obstacle to movement.

Bridges

There are two types of Bridges:

ON-MAP BRIDGES: These are the ones that are drawn on the maps. They negate the cost of crossing the Runs (usually) and Streams (rarely).

PONTOON BRIDGES: These are markers placed on the map; see the Engineering Rules.

Towns

Any hex with more than one building in it is a town hex ... all made easier by the fact that they occur only in Fredericksburg and Falmouth. *Example: F-3115 is a Town Hex; F-3116 is not.* Hexes with individual buildings are not Towns. Movement into a Town hex, other than by street, is costly in terms of Movement Points.

CAVALRY AND ARTILLERY IN TOWNS: Mounted cavalry and artillery may enter Town hexes only by Street.

FACING IN TOWNS: Units in a Town hex have all-around (six hex) Facing; all adjacent hexes are Frontal.

LOS OBSTACLE: The Town hexes are considered to be Level-2, in terms of Elevation. However, Town hexes in Fredericksburg do not block LOS for any artillery unit on the east side of the Rappahannock in a hex that is not partially river. *Example: an artillery unit in F-3013 could fire at a unit in F-3317; a unit in F-3014 could not.*

Design Note: C-3910 (Chancellorsville) was a large house, not a village, although there were several smaller houses near the main building. Not enough to give it a defensive bonus.

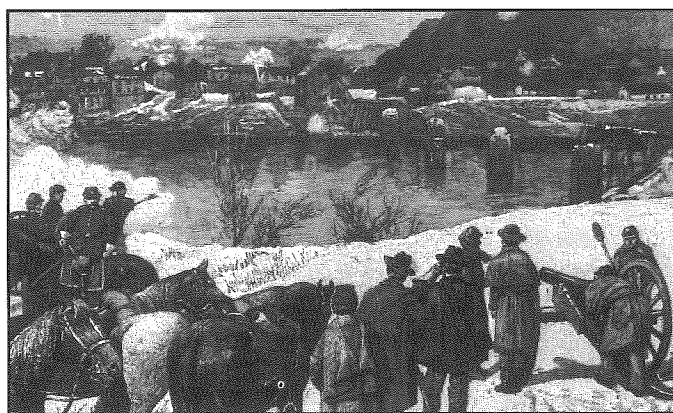
On-Map Improved Positions

The Improved Positions printed on the Fredericksburg map in red are for Chancellorsville only, ignore these for the Fredericksburg scenario.

The Railroads

Both the working track lines of the RF&P RR, as well as the unfinished track that extends east to west, served as mini Improved positions, because of the raised embankments on each side of the (proposed) track. Therefore, these hexes are treated as if they were IP, but only when attacked entirely across a hexside that does not have a RR (or unfinished RR) line running through it.

Example: F-4814 is an IP when attacked from, say, F-4813 or 4815, but not if attacked from 4714.



FREDERICKSBURG, December 13, 1862

Historical Background

After the missed opportunity of Antietam, in September of 1862, Ambrose Burnside reluctantly replaced George McClellan as commander of the Union armies in the Eastern Theater. Lee had retreated south of the Rappahannock and Rapidan rivers, astride his Lines of supply, to regroup. Burnside followed him south late that fall, deploying his massive army directly across the Rappahannock from Lee’s position around Fredericksburg, Virginia.

While Lee dug in, Burnside reorganized his army into three “Grand Divisions”, each of two corps, although exactly what this was supposed to accomplish is a bit hazy. While the weather turned rainy and muddy, the Union army sat, unable, or unwilling, to move. The lethargy was, in part, due to the weather, but also to Burnside’s reluctance and the lack of support he was receiving from some of his corps commanders.

Finally, after a disastrous attempt to outflank Lee to the west (the infamous Mud March) Burnside took a deep breath and, despite the obviously bad tactical situation—Lee was already dug in along the heights overlooking the town—decided to attack Lee head-on with a river crossing. The plan was to attack at both ends of Lee’s line, even though it was apparent the Union did not have sufficient numerical superiority—the textbook says such an attack would need at least a 3-to-1 advantage in manpower—to overcome Lee’s defensive position.

The textbooks were right. The Union assault against Jackson, by Meade’s division in Reynolds’s I corps on the Confederate right was initially successful, but Meade’s advantages received poor support, and the attack was driven back, its impetus lost.

The Union attack through Fredericksburg was one of the great disasters of the war. Six plus hours of wave after wave of head-on assault against Longstreet’s corps produced absolutely nothing, other than some remarkable stories of bravery.

By nightfall, the Union had fallen back across the river, where they would sit until Hooker got them up and moving in April 1863. Lee, meanwhile, had defended his LOC and was able to rebuild his army for the next, big battle, Chancellorsville.

SPECIAL RULES FOR FREDERICKSBURG

ARTILLERY UNITS

Historical Note: Both sides shuffled, deployed and used their artillery units with little regard to actual paper assignments. For the Confederacy, guns were placed where needed, more so with II Corps than I. The Union had two “types” of batteries: those assigned to sit on the eastern bank of the Rappahannock and provide long-range fire cover, and those that were assigned to individual divisions for the attack. Many of the former were often artillery pieces from different corps, deployed together. Example: The “Rapp d” battery consists of all the guns of Pettit’s battery (1/II) and some of the guns from Durell’s battery (2/IX), all of which had been deployed together, historically.

We have tried, within the framework of the scale herein, to have the guns placed and used pretty much as they were during the battle. Anomalies did occur in these decisions, but none that would affect play balance in any way. To cover this design decision, the following Command/Activation rules are used:

Union Artillery

UNION NAMED ARTILLERY: Union “Named” Artillery on the Eastern side of the Rappahannock: (By “named”, we mean such as “Arnold”, “Sturgis”, et al.) These guns may be activated to fire (only) when the Union Artillery AM is drawn. This AM does not apply to activating units across the Rappahannock (west), or to any batteries that are, or will, activate with a Corps AM. Alternatively, these artillery units may move or fire when their listed Corps assignment (see below) is drawn.

UNION RAPP AND AoP ARTILLERY: Artillery units identified as “Rapp” and/or AoP may activate for both fire and movement only under the Artillery AM, above, or they may be activated by either of the Corps listed on the second line.

Example: Rapp ‘a’ can be activated by either I or VI Corps AM in any given turn. (The Rapp “d” unit is III Corps in entirety, but either 2nd or 3rd division in that Corps.

Play Note: For any single, entire Turn, an artillery unit must use either of the two, above.

Confederate Artillery

Each of the corps reserves is treated as a separate “division” in terms of being activated under their respective Corps AM (4.24). They do not have, nor do they need, a leader. However, any artillery unit that is stacked with an infantry/cavalry unit at the start of a game turn (cf. Latimer’s guns stacked with Lane’s brigade at the start) is, for that turn, treated as belonging to the command of the latter.

Extra Long Range (ELR) Guns

A little chrome here. The Confederates had a handful of guns with very long ranges: two Whitworths (one not present at the

battle), and Ells’ 30-pounder Parrotts (a Connecticut battery, no less!). These are represented by the two artillery units—Cutt’s b’ and Nelson—that have their range highlighted in yellow.

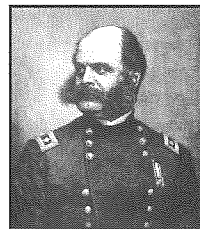
Artillery units with ELR capacity, when activated or using Return Fire—but not Reaction or Defensive Fire—in addition to their normal firing capabilities, may fire their ELR guns at any target that is at least three hexes away but not more than 20 hexes distant. (Thus, the range is 3-20 hexes).

RESOLVING ELR FIRE: To resolve this fire, simply roll the die. If the DR is a ‘9’, the target unit must undergo a Cohesion Check DR (CCDR). If that CCDR is higher than its Cohesion, it suffers a Disorder Result. If the DR is a 0-8, No Effect.

Historical Note #1: While Cutt’s Sumter battalion appears in some sources as part of the ANV artillery reserve, at Fredericksburg they operated as part of II Corps.

Historical Note #2: A handful of guns, assigned on paper to specific batteries, do not appear anywhere in battle reports: e.g., Ross’ Sumter “A” battery (Cutt’s), Milledge’s and Nelson’s batteries from Nelson’s Reserve, et al. It is probable that they were part of Crutchfield’s II Corps Artillery Reserve, in park, south of Hamilton’s crossing, off-map. As they never appeared, and we cannot tell if they were ever actually present, we have left them out.

Historical Note #3: The biggest guns the Union had were several 4.5” and 3.5” siege guns (Trumbull’s Connecticut Heavy Artillery; part of the Hays ‘d’ unit.) While big, their effective range wasn’t much greater than the other Long-range guns they had.



UNION COMMAND: BURNSIDE’S GRAND DIVISIONS

Fredericksburg is one of those battles, somewhat similar to Antietam, where the Union Army was committed piecemeal (granted, partially by design). Given the defensive position of the Army of Northern Virginia, we’re not sure it would have helped much. Much of this had to do with the lack of trust the Corps commanders had in both Burnside and his plan, as well as a general low level of cooperation and initiative by many of the same. Burnside’s plan might have worked had he managed to achieve some of the surprise he felt was necessary for success. Having failed to do that, the attack was doomed (in not that much hindsight, we note).

All of which leads us to the following Union Command rule, which players should use if they insist on gaming under conditions as close to Historical as any game of this scope can attain.

RULE: The Army of the Potomac at Fredericksburg had been divided by Burnside into three Grand Divisions of two corps each. What he intended to accomplish with this is not clear, neither to us nor to the corps commanders on the scene. While we have ignored the presence of the commanders for those Grand Divisions, we use the GD plan to place limits on Union Corps Activation. The Grand Divisions are as follows:

- The Right Grand Division: II and IX Corps
- The Center Grand Division: III and V Corps
- The Left Grand Division: I and VI Corps

Grand Division AMs

Each GD, with two Corps, has four possible AM available. The Pleasonton/ Artillery AM is not part of this command scheme, nor is it affected by this rule.

The Burnside/Union player, therefore, has 12 possible Corps AM available. However—and this is a big however:

- He may use (place in The Pool) only six Corps AM in any given turn
- He may use (place in The Pool) AM from only two of the Grand Divisions.
- He may change his selection from one turn to the next, but never within the turn.

OPTIONAL: Of course, for those wishing to see what would have happened had relationships between Burnside and his GD commanders been a little closer, friendlier, cooperative, they may ignore this restriction. It will help the Union.

CAVALRY COMMANDS

Cavalry played an insignificant role at Fredericksburg, other than that undertaken by Pelham's guns on the CSA right. Because of that, and the small numbers present, there are no specific cavalry AM.

Confederate

Confederate Cavalry is activated as a division under Jackson's Corps AM.

Union

Bayard's and Averell's brigades are assigned to, and activated by, VI and V Corps AM, respectively. Pleasonton's Division is activated by the Pleasonton/Artillery AM, and is not subject to the Union AM choice restrictions, as noted above. However, when that AM is drawn, the Union player must choose between activating artillery or Pleasonton.

ENGINEERING

Pontoon Bridges

The Union Player gets five pontoons. In the Historical scenario they are already placed. See the Terrain Effects on Movement Chart for their effect.

Once placed, they may not be moved unless Destroyed by the CSA. To do this, a CSA infantry or cavalry unit must spend its entire activation at one end of the pontoon, with no Union unit either at the other end or adjacent to the destroying CSA unit. At the end of that combat unit's activation, the pontoon is removed. It has been destroyed and is no longer available. Artillery fire does not destroy pontoons.

Play Note: The Chancellorsville scenarios have a much more detailed use of pontoons.

Destroying Bridges

This mechanic refers to blowing bridges that are already printed on the map, not pontoons. The process is the same as for destroying pontoons (above), except that either side may blow a bridge. Use "Blown Bridge" markers to indicate such status. Once destroyed, bridges may not be rebuilt.

FORDS

The three Fords on the map (Falmouth and Beck's Island) are considered uncrossable for this battle.

IMPROVED POSITIONS

In General

The generic term "Improved Positions" (IP) covers a multitude of self-preservation sins, from trenches, to breastworks, to redoubts for batteries. At this scale it doesn't much matter. Ignore the Improved Positions printed in red—they are for the Chancellorsville scenarios only.

Historical Note: The detailed Troop Movement maps supplied by the National Park Service show a wide number of IP's; in fact, all those in place for Chancellorsville. However, the OR's, and other sources, are quite definite that IP south of Howiston House were not built until after Fredericksburg.

Sunken Road

Map hexes 3717 and 3817 are considered as Improved Positions, in addition to (and, for DR benefits, cumulative with) the Stone Wall. This is because of the sunken road running behind the wall.

Improved Positions (IPs)

IPs may not be built for this battle (as they may for Chancellorsville). There is no indication that any such work went on as the actual battle proceeded.

Effects of IPs

Units attacked when in an IP that receive a Retreat and then Check for Disorder" may, instead, remain in place and take an Automatic Disorder.

The Railroads

Both the working track lines of the RF&P RR, as well as the unfinished track that extends east to west, served as improved positions, because of the raised embankments on each side of the (proposed) track. Therefore, these hexes are treated as if they were IP, but only when attacked entirely across a hexside that does not have a RR (or unfinished RR) line running through it.

Example: 4814 is an IP when attacked from, say, 4813 or 4815, but not if attacked from 4714.

SCENARIO INSTRUCTIONS

Maps

The game uses only the Fredericksburg map.

Edge of the World Map Mentality

For those of you wondering why the Union can't cross the Rappahannock south of Hamilton's Crossing, well, theoretically they could. However,

- The river does become unbridgeable several miles downstream (south)
- Less than a mile south of Hamilton's Crossing, Massaponox River flows into the Rappahannock, providing a formidable barrier to moving north
- That's why DH Hill and Stuart are sitting off-map (there)
- Burnside thought about it, but declared it unfeasible from an engineering and Lines of Communication/Supply point of view; we agree with him, given the circumstances.

Length Of Game

Play starts with the 1100 game-turn; it ends at the completion of the 1830 game-turn, a total of 7 turns. It should take about 4 hours to play. We would also point out that the game tends to unfold at a slightly faster pace than the actual battle, due, in no part, to the eagerness of gamers to "get it on".

Balance

It will be an unusual gamer who plays this worse than what happened historically, if alone for the advantages that Hind-sight and Visual Overview provide. In addition, the AM system can provide some unusual possibilities. Still, this is a very tough battle for the Union to win. One of the problems, he will see, is that not only is Marye's Heights difficult to take (in terms of breaking through the first line)—although he could get "lucky"—the traffic jam created by Disordered units becomes as much a problem as the CSA.

The Union Player has a 1 in 3 chance of attaining a Moral Victory, but less than a 1 in 10 of gaining a Major Victory.

INITIAL HISTORICAL DEPLOYMENT

[Units may be Faced as desired; Cavalry starts Mounted; Units with an asterisk (*) are counters that appear at both Fredericksburg and Chancellorsville]

Confederate Army of Northern Virginia, General Robert E. Lee, commanding

I Corps [LtGen James Longstreet]

Hexes	Units
2626, 2825	Wilcox's Brigade
3221, 3222	Mahone's Brigade
3023, 3122	Wright's Brigade (*'b')
3318, 3620	Featherston's Brigade
3421	Perry's Brigade
3222	*Hardaway 'a' Artillery [a]
3421	*Hardaway 'b' Artillery [a]
Any hex	*Anderson
3517, 3719	Ransom's Brigade
3718, 3818	Cook's Brigade
4319	Ransom's Artillery [b]
Any hex	Ransom
3717, 3817	Cobb's Brigade
4119, 4218	Kershaw's Brigade
4317	Semmes's Brigade
4517	Barksdale's Brigade
3919, 4420	Cabell's Artillery (*'a')
Any hex	*McLaws
4618, 4717	Armistead's Brigade
4619	Jenkins's Brigade (both)
4917	Garnett's Brigade
5219	Corse's Brigade (both)
5020	Kemper's Brigade
4518, 4818	Dearing's Artillery
Any Hex	Pickett
5016	Robertson's Brigade (both)
5114	GT Anderson's Brigade (both)
5417	Benning's Brigade
5514, 5515	Law's Brigade
5418	Hood's Artillery [c]
Any Hex	Hood
2724	*Alexander's (I Res) Artillery 'a'
3222	Alexander's (I Res) Artillery 'b'
3618,	Walton's (I Res) Artillery 'a'
3817	Walton's (I Res) Artillery 'b'

II Corps [LtGen Thomas 'Stonewall' Jackson]

Hexes	Units
5312, 5313	Pender's Brigade
5311, 5411	Lane's Brigade
5513	Thomas's Brigade (both)
5611	Gregg's Brigade (both)

5609, 5708	Archer's Brigade
5807	Brockenbrough's Brigade [d]
5312	*Walker's Artillery 'a' [e]
5707	*Walker's Artillery 'b' [e]
Any hex	A.P. Hill
5613	Pendleton's Brigade (both)
5713	J.R. Jones's Brigade
5711	Paxton's Brigade (both)
5812	Warren's Brigade
5512, 5614	Brockenbrough's Artillery [d]
Any hex	Taliaferro
5810	Walker's Brigade (both) [e]
5819	Atkinson's Brigade (both)
5908	*Hoke's Brigade (both)
5907	*Hays's Brigade (both)
6006	Latimer's Artillery 'a'
5311	Latimer's Artillery 'b' [f]
Any hex	*Early
6006	Brown's (II Res) Artillery 'a'
5416	Cutt's (II Res) Artillery (both)
4320	Nelson's (ANV Res) Artillery [g]
5802, 5804	Fitz Lee's Cavalry Brigade (*'a', 'b')
5701	*Pelham's Horse Artillery 'b'

Confederate Reinforcements

The following groups of units are off-map (to the south of Hamilton's Crossing) and available to be brought, as per the rules below:

- D.H. Hill's Division (infantry)
- WHF Lee's and Hamptons' Cavalry Brigades, and *Pelham's Horse Artillery 'a'
- *Brown's Artillery 'b', Jones's Artillery (*'a', 'b')

CSA Reinforcements may enter through any hex between 6000 and 6008, inclusive. Any one group of Reinforcements may be brought in per turn by being activated by their AM.

Notes

a = No battalion commander is given for Anderson's artillery; so we assigned Hardaway, which enables us to use the latter's counters for both battles.

b = There is no specific leader for these two batteries, as the two were assigned at brigade level (but combined, here, for game purposes.)

c = No specific commander listed for division artillery.

d = The Infantry commander is Col. J.M. Brockenbrough, the artillery commander, Capt. J.B. Brockenbrough. A veritable flock of Brockenbroughs. The batteries represented by Brockenbrough's artillery counter are one of those that are truly all over the lot.

e = Much like in 'd', above, except this time it's with Walkers.

f = Stacked with, and presently under the command of Lane's Brigade

g = The guns assigned to Lee's HQ, which is in that hex.

Union Army of the Potomac;

Maj Gen Ambrose Burnside, commanding

Units may be Faced as desired; Cavalry starts Mounted; Units with an asterisk (*) are counters that appear at both Fredericksburg and Chancellorsville.

Left Grand Division [MajGen William Franklin]

I Corps [Maj Gen John Reynolds]

Hexes	Unit
5403, 5404	Doubleday; All 1/I Infantry
5304	*Reynolds Artillery 'a' and 'b' [a]
4907	*2/2/I
5007	1/2/I (both)
5008	3/2/I (both)
Any Hex	Gibbon
5106	1/3/I (both)
5206	2/3/I (both)
5305	3/3/I (both)
5105	Meade Artillery (both) [b]
Any Hex	Meade

VI Corps [Maj Gen William Smith]

Hexes	Unit
4512, 4612	1/1/VI
4611	2/1/VI (both)
4511	3/1/VI (both; *'b')
4612	*Tompkins Artillery 'a'
Any Hex	*Brooks
4809	1/2/VI (both)
4708	2/2/VI (both; *'a')
4909	3/2/VI 'a'; *Peyster Artillery 'a'
4810	3/2/VI 'b'; *Peyster Artillery 'b'
4709	McCarthy Artillery 'a'
Any Hex	*Howe
4509	1/3/VI (both)
4508	2/3/VI (both; *'b')
4408	3/3/VI (both)
Any Hex	*Newton [c]
3905	McCarthy Artillery 'b'
4410	Bayard's Cavalry; Gibson Horse Artillery [d]

Center Grand Division [MajGen William Franklin]

III Corps [BrigGen George Stoneman]

Hexes	Unit
4006	1/1/III (both; *'b')
4007	2/1/III (both)
4106, 4107	3/1/III
4105	Randolph's Artillery
Any Hex	*Birney

3807, 3808, 3906, 3907	Sickles; All 2/III Infantry (*1/2/III 'a' and 2/III 'b'), Smith Artillery 'b'
2614	Smith Artillery 'b'
2712	1/3/III; *Putkammer Artillery 'b' [e]
3510	2/3/III (both)
Any hex	*Whipple

V Corps [BrigGen Daniel Butterfield]

Hexes	Unit
3506-08	Griffin; all 1/V Infantry (*1/1/V 'a', 2/1/V 'b')
3408	*Martin Artillery 'a'
W/i 1 of 2313	Sykes; 2/V infantry; Watson Artillery
W/i 1 of 2907	Humphreys, 3/V Infantry (*1/3/V 'b', 2/3/V 'b'); *Randol Artillery
3209, 3308	Averell's Cavalry; Robertson's Horse Artillery [f]

Right Grand Division [MajGen Edwin Sumner]**II Corps [MajGen Darius Couch]**

Hexes	Unit
3114	1/1/II (both; *'a')
3313	2/1/II; Thomas artillery
3214	3/1/II (both)
Any Hex	*Hancock

3115	1/2/II (both)
3016	2/2/II
3015	3/2/II (both)
3014	Arnold Artillery
Any Hex	Howard

3314	1/3/II (both)
3216	*2/3/II 'a'
3315	3/3/II
3014	French Artillery
Any Hex	*French

3013	Morgan's Reserve Artillery
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IX Corps [BrigGen Orlando Wilcox]

Hexes	Unit
4109	1/1/IX (both)
3910	2/1/IX (both)
4010	3/1/IX (both)
4011	Edwards Artillery
Any Hex	Burns

3513	1/2/IX (both)
3613	2/2/IX (both)
3614	Sturgis Artillery [b]
2319	Roemer Artillery
Any Hex	Sturgis

3612	1/3/IX (both)
3512	2/3/IX (both)
2221	Benjamin Artillery
Any Hex	Getty

Cavalry Division [BrigGen Alfred Pleasonton]

Hexes	Unit
2317	Gregg 'a'
2812	Pleasanton; Farnsworth 'a', Pennington Horse Artillery
2914	Farnsworth 'b'
2911	Gregg 'b'

Rappahannock and AoP Reserve Artillery

Hexes	Unit
2216	Rapp 'd'
2515	Rapp 'g'
2713	Rapp 'e'
2803	Graham (AoP)
3012	Hays (AoP) 'b'
3411	Rapp 'h'
3609	Hays (AoP) 'd'
3610	Rapp 'f'
3707	Rapp 'I'
3806	Rapp 'a'
4004	Rapp 'b'
4008	Rapp 'c'
4203	Hays (AoP) 'c'

Pontoons (5): 2914-3015; 3014-3114; 3511-3612; 4207-4307; 4208-4308

Notes

a = This is Capt. John A. Reynolds (as opposed to corps commander BrigGen John F. Reynolds) who took over for the original commander, Capt. Gerrish, during the battle, thus enabling us to use the Reynolds counters for both battles.

b = We could not find the names of these division artillery commanders.

c = It was Newton, and his brigadier, John Cochrane (1/3/VI), who went directly to Lincoln (ignoring chain of command) immediately after the battle and "suggested" that Burnside be cashiered.

d = These units are part of, and commanded by, Smith's VI Corps.

e = Piatt's Brigade (and Putkammer's guns) had started the day in what would be hex 3217, but were withdrawn back across the river before the battle started.

f = These units are under V Corps command (and activation).

Initiative

The Union automatically has the Initiative for the first turn (1100). After that, die roll, with no adjustments. (Lee's greater ability is balanced by the fact that the Union is always on the offensive.)

Activation Markers

All AM's are available, the Union's subject to the Union Command rules (above).

Victory

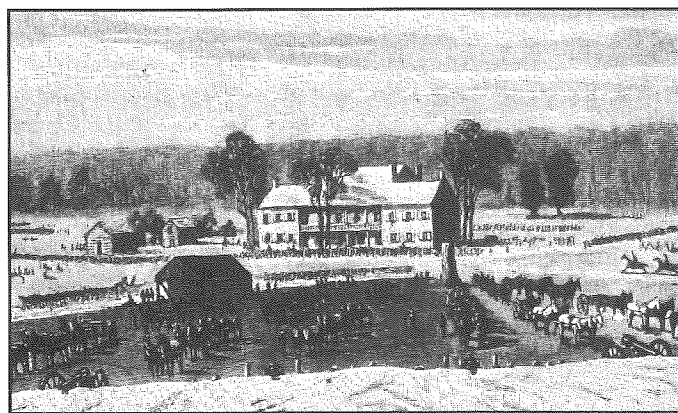
The weight is entirely on the Union's shoulders here. They are awarded Victory Points for holding certain objectives at game's end, as follows:

VP	Hex
5	5903 (Hamilton's Crossing)
2	3719
2	3421
2	2825

1 each Telegraph Road Hex from 3918 to 5527, inclusive.
Let's face it; if the Union gets any VP he does better than history (Burnside's Army got no VP). We'll say that:

1-5 VP is a Moral Victory

6+ VP is a Major Union Victory.



CHANCELLORSVILLE, April 30 to May 5, 1863

Historical Background

Chancellorsville has two distinctions. It is not only the largest battle in the war, in terms of the size of the battlefield, but also the most studied.

Joseph Hooker took over for command of the Army of the Potomac from Burnside, reorganized his corps and got rid of some of the more obstructionist commanders. He then set out to pull off one of the more audacious, and brilliant, flanking maneuvers of the war. Using two corps to keep Lee pinned in his Fredericksburg positions, he marched the rest of his army in a wide sweep to the north and west, crossing the Rapidan north of the thick woods in and around the Chancellors House (Chancellorsville), behind Lee, placing him in something of a vise.

Then Hooker froze. The best, and most probable, explanation, is that Hooker, having used an aggressive move to gain an excellent defensive position, as the textbooks dictated, would sit and wait for Lee to attack him, following that up by crossing his two remaining corps to force Lee to fight two battles at once.

Well, that's what Lee did. But he did it far differently from the

way Hooker ever imagined. First, Lee abandoned the textbook and, even though outnumbered and surrounded, he split his army in three sections. One group stayed at Fredericksburg to delay any Union crossing there; the second marched west to keep Hooker's attention turned. Having done that, the latter group then split once again, with Jackson taking most of his corps in his famous march to the south and then west of Hooker's corps, in positions around Chancellorsville.

Early in the evening of May 2nd, Jackson's troops came pouring out of The Wilderness to fall on Hooker's right flank, in the form of Howard's XI Corps. While the attack wasn't truly successful—it ground to a halt fairly quickly and Jackson got himself mortally wounded for his efforts, it seemed to throw the Union into turmoil. It wasn't helped when a cannon ball slammed into the roof of Chancellors House, bringing it down on Hooker, rendering him hors de combat for several hours, no one willing to assume overall command.

To make matters worse, Sedgwick, back opposite Fredericksburg, took way too much time getting his two corps across the river. By the time he did, Lee had relentlessly attacked a Union army seemingly incapable of reacting and driven it slowly back towards the Rapidan. By May 4th, the outcome was a foregone conclusion: Lee had trumped Hooker's trump card and handed the Army of the Potomac a sound defeat. The Union retreated back across the Rappahannock/Rapidan line, and Lee started to make plans to take advantage of what he perceived to be "momentum": Lee would advance into Pennsylvania and bring the war home to the North.

RULES FOR ALL CHANCELLORSVILLE SCENARIOS

CONFEDERATE AMs

The CSA Player has two levels of AM: Corps and Division. The basic rule is that he uses the division AM in all scenarios. However, the CSA Player may choose to use one Corps AM per turn (and not use division AMs in that corps). The choice is his.

Play Note: *It's a choice between moving fewer units more often, or more units less often.*

RESERVE ARTILLERY UNITS

Confederate Artillery

In addition to each corps' Artillery Reserve, The Army of Northern Virginia has its own, Army-Level (ANV) Reserve artillery.

Each of the corps reserves is treated as a separate command in terms of being activated under their respective Corps AM. They

do not have, nor do they need, a leader. However, any reserve artillery unit that is stacked with an infantry/cavalry unit at the start of a game turn is, for that turn, treated as belonging to the command of the latter.

The three Army of Northern Virginia Reserve units (Cutt's, and Nelson 'a' and 'b') may be activated (move/fire) under (only) one of the following AM each Turn:

- When the Cavalry AM is drawn
- If the unit(s) is/are within the command range of a specific division commander, that Reserve Artillery may activate with that command (under that commander's Corps AM).

Historical Note: The use of artillery battalions is a result of Lee and Pendleton's, reorganization of the Confederate artillery so that it could be used more efficiently. Many of the smaller guns, the six-pounder smoothbores, had been sent south to the Tredegar Iron Works in Richmond to be recast as 12-pounder Napoleons.

Union Army of the Potomac Reserve Artillery

These four units activate in the same manner as the CSA Army Reserve units, above.

Historical Note: BrigGen Henry Hunt, Union Artillery commander, had been unsuccessful—Hooker didn't like him, thought he was angling to be a corps commander—in reorganizing the Union artillery so that it was not spread around at division level. This is about the only battle in the war where the CSA artillery was better organized/utilized than the Union.

SPECIAL RULES FOR THE LARGER SCENARIOS

These rules are used only in scenarios where they are so indicated.

EXPANDED SEQUENCE OF PLAY

The Initiative Phase for the Jackson and Full Battle Scenarios is expanded, as follows:

- A. Initiative Determination Phase.
 1. Roll for Weather (Full Battle only)
 2. Roll the to see who goes first. (5.0)
 3. Check for Sedgwick Activation if Union has Initiative (Full Battle Only)
 4. Assign/Remove Strategic Movement Status
 5. Check for arrival of Off-Map Moving Units
 6. Check for Hooker Injury, if CSA has Initiative
 7. Union Balloon Observation
 8. Initiative Player chooses which Command (AM) will start the turn, holding out that command's AM.

UNION COMMAND INDECISION

Joe Hooker had reorganized his upper level command staff, from corps to division to brigade, and, this meant that not only were there many commanders at these levels with minimal experience at that level, but that a sizable portion of these men were unfamiliar with Hooker, or simply not overly trusting of him. The result was that several Union Corps and Division did not move with the alacrity and decisiveness that would have made for a different outcome.

Union Activation Die Rolls

Union Corps AM, when drawn, do not automatically mean that that corps is activated. This does not pertain to the Cavalry or the Strategic Movement AM. Each Infantry corps AM has a DR range printed thereupon. When drawn, the Union Player rolls the die, adjusting that number as below.

- If the DR is within the printed range, the corps is activated.
- If outside the range, it is not. The AM is wasted and placed aside for the next turn, and a new AM is drawn.

Exception: Any ongoing Construction may continue as if those men had been activated.

DR Adjustments

When die rolling for the above, the Union Player must consider the proximity of Hooker:

- Any division whose leader is within 4 MP of Hooker is automatically fully active (although other divisions in that corps may not be). This premise supersedes the other two, below.
- If any units in the corps in question are one map distant from Hooker, add one (+1) to the DR.
- If any units in the corps in question are two maps distant from Hooker, add two (+2) to the DR.

Example #1: Hooker is in Chancellorsville. Commands on the S-map are one map distant (+1); those in Fredericksburg are two maps (+2).

Example #2: The XII Corps/Slocum AM, with a DR Range of 0-4 printed on it, is drawn. Union Player rolls a '7'. The XII Corps is not activated, the AM is placed aside, and a new one is drawn.

STRATEGIC MOVEMENT

This rule is not used in all scenarios; check individual scenarios to see where/when used.



In General

Units may use Strategic Movement, greatly increasing their movement rates.

Who May Use Strategic Movement

The unit must be In Command at the start of the Turn, or have an SM marker indicating it has been using Strategic Movement

in the previous turn. Some reinforcements enter in Strategic Movement status. The Player must designate which Leaders, and their units, will be using SM that turn at the beginning of the turn, in the Initiative Determination Phase (see the rules for Expanded Initiative Phase, below). Such units are indicated with an SM marker.

Effects of Strategic Movement

Units using SM, or designated to do so:

- May not be, or move within, three (3) hexes of an enemy combat unit, regardless of Line of Sight.
- Move only when the Strategic Movement AM is drawn/selected. The SM AM is used only if/when there are units on the map using SM. SM units do not move, or do anything else, when their usual Command AM is drawn.
- May move only on Pikes, Streets or Roads ... but not Trails. They may use bridges, including pontoons, Good River Fords and Stream Fords. Weather is not a factor in this determination, although it will affect movement costs.
- May not Stack or enter a hex occupied by another unit.
- Quadruple (4x) their printed Movement Allowance. Thus an infantry unit using SM has an MA of '16', artillery '20', cavalry, '24', and leaders, '28'.

SM Restrictions and Penalty

Units with an SM designation may do only one thing: move. They may not use Defensive Fire, if attacked. Moreover, a unit under SM designation incurs a +2 benefit for an Attacker when/if charged.

Removing SM Markers

SM designations may be removed voluntarily only at the beginning of a turn. However, a unit that is charged (attacked) automatically loses its SM status after resolving combat.

WEATHER

The weather prior to the start of the "game" had been miserable. Heavy rains had turned the roads into quagmires. The Weather mechanics relate to the effect of weather on the ground conditions and, consequently, on movement.

NOTE: The shorter scenarios usually do not use this rule, and the Ground Conditions for that scenario are so stated and cover the entire scenario.

Ground Conditions (GC)

There are three levels of GC: Bad, Fair and Good. The Weather Table, as stated on that table, adjusts these levels. Players roll on the Weather Table at the beginning of each game-turn except:

- The first turn of each scenario; the Ground Conditions for that turn are predetermined.
- When the GC Track reaches "0", the Ground is permanently "Good" and there is no more rolling for Weather.

Use the Ground Condition Track as a reminder.

ENGINEERING

The Army of the Potomac had the capability of constructing and laying pontoon bridges—actually, a length of small boats, or punts, laid side-by-side and then covered with planks—across virtually any section of river, as long as the Confederates didn't stop them from doing so.

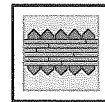
Pontoon Trains



Pontoon trains have a Movement Capability of five (using Artillery movement costs). Each Pontoon Train may carry up to two Pontoon markers. Pontoon trains have no combat capability and, if Charged, are automatically eliminated. Pontoon trains move with the command (AM) of any combat unit adjacent to that pontoon train or, if no such units are adjacent, they move when the Cavalry AM is drawn. Pontoon trains may not stack with any other unit.

Play Note: The Union usually has several pontoon trains "lying around", at least that the beginning of the scenarios in which they are used. Unless you are going to use them right away, it is best to get them off the main roads, as they block passage.

Pontoon Markers



Pontoon markers have no movement capability; they must be carried by Pontoon Trains. It takes 1 MP to load a pontoon onto, or unload a pontoon from, a Pontoon Train. A placed pontoon marker has no effect on stacking.

Constructing Pontoon Bridges

Pontoons may be placed across any River, Canal, or Run hexside. Constructing pontoons is a two AM undertaking, with construction being undertaken after all units in that command have finished their actions. Pontoon bridges do not need combat units to be constructed; the units have their own manpower/engineering support.

START CONSTRUCTION: The pontoon train must start the activation in at least one hex that is partially river (e.g., F-4904), and the player must designate into which hex the pontoon will be constructed (e.g., F-5005). The latter hex may not be enemy occupied or have any enemy infantry or cavalry unit in an adjacent hex (on the same side of the river). If all of the above requirements have been met, the pontoon train may be flipped to its "Under Construction" side.

FINISH CONSTRUCTION: If, the next time that pontoon's AM is drawn, the pontoon train is still in place, and there are no enemy units as above, replace the pontoon train with a pontoon bridge marker. The pontoon bridge is ready for use in the immediately succeeding AM, and may be used by any units, from any command.

DELAYED CONSTRUCTION: If, while under construction, a CSA combat moves adjacent, as above, or the pontoon train gets an Automatic Disorder Result from artillery fire (not easy to get), place a "Delayed"



marker atop the pontoon train. It takes an entire Union AM to remove the “Delayed” marker, which can only be done if, as above, there are no CSA units adjacent.

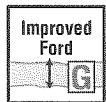
Destroying and Dismantling Pontoon Bridges

Pontoon bridges remain in place until destroyed by the enemy or Dismantled and Removed by the Union.

DESTROYING PONTOON BRIDGES: To do this, a CSA infantry or cavalry unit must spend its entire activation at one end of the pontoon, with no Union unit either at the other end or adjacent to the destroying CSA unit. At the end of that combat unit’s activation, the pontoon is removed. It has been destroyed and is no longer available. Artillery fire does not destroy pontoons; it only delays their construction.

DISMANTLING PONTOON BRIDGES: This is the same as the CSA destroying the bridge, with the roles reversed, except that at the end of the activation the pontoon counter is removed and replaced with a Pontoon train on either side of the river it bridged. In doing so, stacking restrictions may be violated, but must be corrected the very next activation for that command. That pontoon is now free to move (next applicable AM).

Improving River Fords



The Union Player (only; the CSA has no ability in this area) may attempt to improve river fords from Bad to Good, an often backbreaking and seemingly endless task, but very valuable when (if) completed.

(They could always use Pontoons to the same effect, if they so wished.)

To improve a Ford, the Union Player must start activation with an infantry unit (and not a Disordered one) at both ends of the Ford. Neither of those units may be adjacent to an enemy combat unit. Place an Improved Ford/Under Construction marker atop the ford (and, thereby, the two constructing units).

At the start of each activation, that there is a Ford Under Construction marker, the player rolls the die. Add one (+1) to this DR for the number of activations that were unsuccessful.

- If he rolls an adjusted 5 or more, the Ford is Improved to Good. Flip the marker to Improved Ford: Good.
- If he rolls an adjusted 0-4, nothing happens, and construction continues.

If either of the constructing units moves or becomes Disordered, the work is discontinued immediately. Remove the Ford Under Construction marker.

Historical Note: Only one ford was so “improved”, the US Ford that several Union corps used to cross. However, that was complemented by pontoons, and the two fords above Bank’s Ford—Scott’s Ford and the Blind Ford, below it—were blessed with pontoons, placed for a Union move that never materialized.

Destroying Bridges

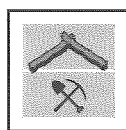
This mechanic refers to blowing bridges that are already printed on the map, not pontoons. The process is the same as for destroying pontoons (above), except that either side may blow a bridge. Use “Blown Bridge” markers to indicate such status. Once destroyed, bridges may not be rebuilt.

Play Note: Some scenarios note bridges that start destroyed.

Improved Positions

The generic term “Improved Positions” covers a multitude of self-preservation sins, from trenches, to breastworks, to redoubts for batteries. At this scale it doesn’t much matter.

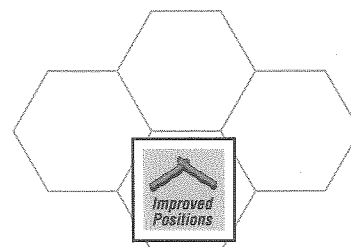
There are two types of IP: the ones printed on-map, and ones that the player’s combat units may construct, represented by IP markers. For Chancellorsville, all IP on the map are in play.



HOW TO BUILD: IPs may be built by any infantry unit—even Disordered ones (although such activity means the unit cannot be rallied that AM)—in any hex, except for Marsh and Town

Hexes and hexes that are partial river (e.g., S-2905). It takes two AMs worth of activation to construct an IP. The constructing unit may not move, attack, be charged, or use Defensive Fire. If it does, construction is stopped.

In the first AM, place the IP “Under Construction” side in the hex, atop the unit, at the end of that command’s AM. In the next AM, at the conclusion of all other activities, if the marker is still there, flip it to its IP side. Face the marker so that the IP projects out, and protects, only three contiguous hexsides, as below.



That hex is now an IP, and remains so, permanently. Even if a unit leaves the IP, the IP remains in place. Other units, even enemy units, may use it. It may not be refaced, and only one IP may be built in any one hex.

Terrain Note: F-map hexes 3717 and 3817 are considered as Improved Positions, in addition to (and, for DR benefits, cumulative with) the Stone Wall. This is because of the sunken road running behind the wall.

EFFECTS: Units attacked when in an IP that receive a “Retreat and then Check for Disorder” may, instead, remain in place and take an Automatic Disorder.

Historical Note: These battles—Fredericksburg and Chancellorsville—are the first where field-level fortifications were widely used. It is difficult to find a large battle after this where infantry didn’t “dig in” as soon as they were placed in position. Cf. the proliferation of IP in the Stonewall’s Attack scenario.

HOOKER

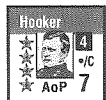
Command Indecision

See the rules for this above.

Moving Hooker

Hooker may move, like any other leader, whenever the Union Strategic Movement Marker is drawn in a turn in which the Union has the Initiative. In the Initiative Phase immediately following a turn in which Hooker has moved, the Union Player subtracts two (-2) from his Initiative DR.

The Roof Falls In



This is an optional rule for those who like an extra soupcon of historicity. It also will provide for that period of extended Union lethargy, brought on by Hooker's being knocked senseless by a well-aimed CSA cannonball's effect on the pillars of the porch fronting Chancellorsville House, that allowed Lee to accomplish so much with so little opposition. As such, it greatly aids the CSA Player.

RULE: At the start of any game turn (Expanded Initiative Phase #6] where the Confederates have the Initiative, and have an In Command artillery unit (the unit must be within range of its divisions commander or, if a Reserve unit, any commander from that corps' division) within a -2 DRM Range or better of Hooker, Then the Confederate Player rolls the die. If he rolls a '9', Hooker has been injured by enemy artillery fire. Roll the die again; the resultant number (treat a '0' as a '1') is the number of turns, including this one, Hooker is hors de combat. Any other DR is No Effect. That artillery unit may not fire in its first AM. If injured, the following Union Command Restrictions are in Effect for each turn of Hooker's being hors de combat:

- The CSA automatically has the Initiative.
- Hooker's MA—he may be moved—is reduced to '4'
- He has no Command Range; he may not automatically activate any division. All Command Indecision die rolls must be made
- Add three (+3) to all Command Indecision die rolls.

This may happen only once per game.

Design Note: No, you are not missing a Lee counter. There is none. The game assumes you, as player, are Lee (or whoever is in command). A Hooker counter is provided because of the need for same to implement the various Union Command rules.

OFF-MAP MOVEMENT

In General

Units may voluntarily leave the map at one point and re-enter at another. To do this, units use the Numbered (CSA) and/or Lettered (US) Entry Hexes. *Example: C-6010 is CSA Entry Hex '6'.*

Off-Map Movement Charts

The Off-Map Movement Charts list the number of full Turns, excluding the one in which the unit left the map, needed to transfer from the exit hex to be ready to enter the Turn after all off-map movement is completed.

When a unit (usually an entire command) leaves the map, the player must immediately write down by which entry hex it will re-enter. That choice may not be changed. To keep track of the number of Turns used, place the unit(s) in the Off-Map Movement Track, starting in the '0' box. Each time a Strategic Movement AM is drawn and applied to that command, move the unit(s) one track to the right. When it reaches the box with the number of Turns needed to make the transfer, that command is available to enter the map the very next turn.

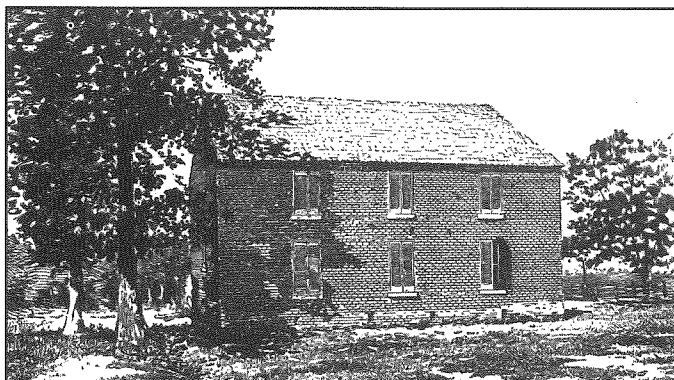
BAD ROADS: In any turn in which the Ground Condition is "Bad" (8, 9, or 10) units that are off-map may not move along the track.

Play Note: Units that are forced off the map are considered *Withdrawn*.



THE SCENARIOS

The scenarios are presented in the order of time/space necessary to play and complexity.



SALEM CHURCH; May 3 Introductory Scenario

Sedgwick, having at last crossed the Rappahannock, advances west to join up with Hooker. Lee has sent five brigades, all under Lafayette McLaws, to dig in and stop them. This is the easiest, fastest playing scenario in the box; it is, thus, a very good scenario to introduce you to the game and its system.

Maps

The game uses the Salem Church map, only.

Length Of Game

The game covers only four (4) turns. It should take a couple of hours to play. Play starts with the 1445 game-turn; it ends at the completion of the 1830 game-turn.

Balance

The art of the delaying defense at work here, The Confederates are outnumbered, and in some danger of being outflanked. However, a sagacious McLaws/player can carry out his orders: delay Sedgwick. Even with all their men, the Union will find it a difficult chore to gain a Major victory. They have a 50-50 chance of achieving a Minor Victory. Small Advantage Confederates.

INITIAL CONFEDERATE DEPLOYMENT

FACING: Units may be faced as desired.

Hexes	Units
3608, 3707	Mahone's Brigade
3806, 4008	Wilcox's Brigade
3808, 3908	Semmes's Brigade
4108, 4208	Kershaw's Brigade
4207, 4306	Wofford's Brigade
3907	Hardaway's artillery
3727	Cabell's 'b' artillery
Any Hex	McLaws [a]

a = McLaws commands all CSA units on the map.

Improved Positions

Facing NW: 3312-3315; 3416, 3517, 3618

Facing W: 3718, 3819, 3918, 4019, 4117, 4218, and 4318

Facing E: 3608, 3707, 3808, 3908, 4008, 4108, and 4208

INITIAL UNION DEPLOYMENT

FACING: Units may be faced as desired.

Hex	Units
2307	2/2/II Infantry [a]
3703	Brooks, 1/1/VI
3802	2/1/VI
3701	3/1/VI
3700	3/VI 'b' artillery
2706	AoP Reserve Artillery 'c'

a = This unit is considered in Sedgwick's command. It may be attached to any one VI Corps division, such assignment being made at the start of the scenario; such assignment is permanent. However, it may not move until the second Union Phase in the 1445 game-turn. It, apparently, used the pontoons to cross, not Bank's Ford.

PONTOONS: One each, across Scott's Ford and the Blind Ford.

Union Reinforcements

Turn	Entry Hex	Units
1445	3700	Newton, 3/VI infantry; 1/VI artillery 'a'; Howe, 2/VI infantry

All of the above must enter by the pike, in the order listed above.

Ground Conditions

Ground Condition is Good; it does not change. Do not roll for Weather.

AMs

Do not use any AM, or Initiative. There are, instead, four Player Phases each turn, undertaken in the following order (as if an AM had been drawn): 1-Union; 2-CSA; 3-Union; 4-CSA.

Withdrawal

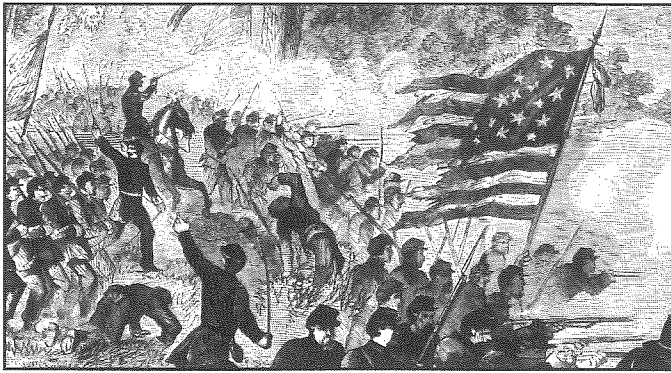
Units in the Withdrawal Box may not Recover.

Victory Conditions

BIG UNION VICTORY: Sedgwick is trying to break through to join Hooker. (Granted, a \$ short and a day late, but that's not the concern here.) If, at game's end, The Union Player controls (there is at least one Union combat unit in and there are no CSA units in or adjacent to) all Pike hexes from 3919 to 3907, inclusive, he wins a big victory.

MINOR UNION VICTORY: If, at game's end, the Union player occupies 3919, but doesn't control the road, he wins a minor victory.

CSA VICTORY: Failing either of the above, the CSA wins, as McLaws has sufficiently delayed Sedgwick to allow Lee to push Hooker back even further.



ZION CHURCH; May 1 Introductory Scenario

This scenario covers the “opening guns” of the battle, with Hooker sending out part of V Corps and then XII Corps, Slocum in tentative mode, to see if he can entice Anderson’s Division into a battle on unfavorable ground. Anderson’s aggressive reaction, and the arrival of several divisions from Jackson’s corps, blunted Hooker’s probe and forced him to fall back to his position in the high ground around Chancellorsville. This is a very good scenario to introduce you to the game, its system, and some of the command quirks of the Union. It’s short and uses relatively few units.

Maps

The game uses the Salem Church map, only.

Length Of Game

Play starts with the 1100 game-turn; it ends at the completion of the 1330 game-turn. The game covers only three (3) turns), the end being dictated by the arrival of most of Jackson’s corps, which put a decisive end to the Union offensive. It should take a couple of hours to play.

Balance

The Union can do some damage here, but it is not that easy for them to do enough damage so that they fulfill their victory conditions. Advantage, Confederates.

INITIAL CONFEDERATE DEPLOYMENT

FACING: Units may be faced as desired.

Anderson’s Division/I (Anderson may be placed with any unit in his command)

Hexes	Units
4025, 4125	Posey’s Brigade
4023, 4122	Wright’s Brigade
3717, 3718	Mahone’s Brigade
3911	Perry’s Brigade
3806, 3906	Wilcox’s Brigade; Cabell’s Artillery (both)
3910	Hardaway’s -b “L” artillery unit

McLaws’s Division/I (McLaws may be placed with any unit in his command)

Hexes	Units
3820, 3821	Semmes’s Brigade
3814, 3914	Kershaw’s Brigade
4020	Alexander’s “M” artillery
3025	Fitz Lee Cavalry ‘c’ [a]

Rodes’ Division/II (Rodes is not present)

4912, 5012	Ramseur’s Brigade [b]
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a = This unit is activated under I Corps AM. However, it may not move until/unless a Union unit moves to within 3 hexes of it, at any time.

b = May not use Strategic Movement. And yes, without Rodes, it is Out of Command.

Improved Positions

Facing NW: 3312-3315; 3416, 3517, 3618

Facing W: 3718, 3819, 3918, 4019, 4117, 4218, and 4318

Union Reinforcements

All Union units are Reinforcements.

Turn	Entry Hex	Units
1100	W/i 1 hex of 3727	Sykes; 2/V infantry and artillery
1100	W/i 1 hex of 4228	Williams; 1/XII infantry and artillery, followed by Geary, 2/XII infantry
1330	W/i 1 hex of 3727	Hancock; 1/II infantry [a]

a = There is no 1/1/II ‘b’ unit; that is used in the Fredericksburg scenario.

Initiative

The Union has automatic Initiative for the 1100 game-turn. After that, die roll, with no adjustments.

AMs

UNION: V and XII Corps to start; II Corps when needed. The Command Indecision die rolls apply. There are no DRM to the printed ranges. The Union Player must start the game with the V Corps (0-5) AM. However, there is no Indecision DR for this AM (only); the V Corps is automatically activated.

CONFEDERATE: Use the McLaws, Rodes, and Fitz Lee AMs.

Historical Note: If you want to reflect Slocum’s lethargy, give the Union only the XII Corps 0-5 AM for the 1100 game turn. This will make the Union’s dim chances even fainter.

Play Note: Players can increase the Union chances of winning by ignoring the Command Indecision rule and die rolls.

Ground Conditions

Ground Condition is Fair; it does not change. Do not roll for Weather.

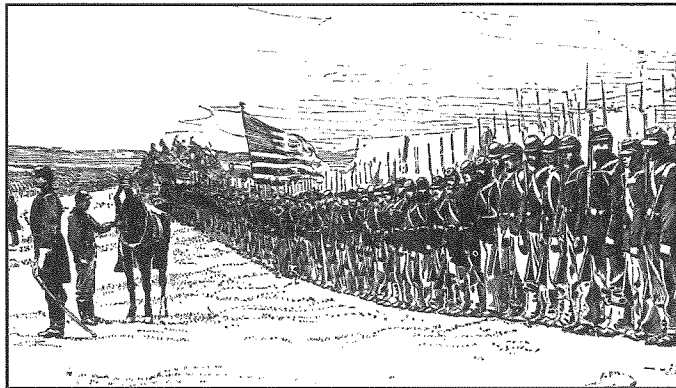
Withdrawal

Units in the Withdraw Box may not Recover.

Victory

The Union wins if it occupies either 4918 or 4018 at game's end. If not, the CSA wins.

Historical Note: *The above Victory Conditions apply to the isolated world of this scenario, only.*



CROSSING THE RAPPAHANNOCK, May 3

Sedgwick has finally decided to move across the Rappahannock to link up with Hooker, about a day late. By this time, the Confederate defenses are stretched pretty thin. This is also an accessible scenario, playable in a short time. However, it is a bit unusual; see the Victory Conditions. Moreover, there are two ways to play it, as you shall see.

Maps

The game uses the Fredericksburg map, only.

-----HISTORICAL SCENARIO-----

This scenario starts after Sedgwick has crossed the Rappahannock and uses the historical deployments of the troops at mid-morning.

Length Of Game

The game covers four (4) turns. It should take about 2-3 hours to play. Play starts with the 0945 game-turn; it ends at the completion of the 1330 game-turn.

Balance

Because of the unusual nature of the victory conditions, we'd say this was a pretty balanced affair. A lot depends on the Confederate style of play.

Initial Deployment

FACING: Units may be faced as desired.

Early's Confederate Holding Force

Hexes Units

Any IP hex in row	
27xx to 33xx, incl	Wilcox's Brigade (Anderson's Div)
3517	Hays 'a' (Early's Div)
4317	Hays 'b' (Early's Div); Cutt's Arty
Any hex in row	
27xx to 38xx, incl	Andrews Arty (both)
3817	Barksdale 'a' (McLaws' Div)
4119	Barksdale 'b' (McLaws' Div)
Any IP hex in row	
45xx to 50xx, incl	Hoke's Brigade (Early's Div)
Any IP hex in row	
51xx to 57xx, incl	Gordon's, Smith's Brigades (Early's Div)
Any hex in row	
51xx to 57xx, incl	Nelson's and Walton's arty (all units)
Any hex	Early [a]

a = Early is commander for all units.

Sedgwick's Union Attacking Force

Hexes

Units

W/i 2 hexes of 2817, west of river, w/i canal	Gibbon, 1/2/II, 3/2/II. 2/II arty [a]
W/i 3 hexes of 4506, west of river	Brooks, all of 1/VI Division
W/i 2 hexes of 3813, south of Hazel Run	Howe, 2/VI infantry
3515, 3615	Light/3/VI brigade [b]
3514	2/VI artillery
3415, 3314	3/VI artillery
3315	Newton, 1/3/VI (both)
3215	2/3/VI
3115	3/3/VI
2417	AoP Reserve Artillery 'b'
Any hex east of river	AoP Reserve Artillery 'd'

a = Gibbon was not quite sure whether he was to operate as part of Sedgwick's command or not, although, for this specific scenario, this is not an issue, and he is under Sedgwick's command. What is important is that Gibbon is "trapped" inside the canal area; see Blown Bridges, below. The 2/2/II brigade is over at Bank's Ford; see the Salem Church scenario.

b = Modeled after the French light divisions that many of the Union officers saw at work in the Risorgimento battles of 1859, the term "light" referred, practically, to operational abilities, not tactical ones.

Improved Positions: Only those printed on the map

Blown Bridges: 2822 and 2919

Ground Conditions

Ground Condition is Good; it does not change. Do not roll for Weather

Initiative

The Union has automatic Initiative for the game.

AMs

Do not use any AM. There are, instead, four Player Phases each turn, undertaken in the following order (as if an AM had been drawn):

1-Union; 2-CSA; 3-Union; 4-CSA

Strategic Movement

No units may use SM

Withdrawal

Units in the Withdrawal Box may not Recover.

-----FREE DEPLOYMENT SCENARIO-----

This scenario allows the Union to decide where he wants to cross, with the Confederacy able to shuffle their few brigades around. It runs a bit longer than the Historical scenario.

Length Of Game

The game covers six (6) turns, plus a little extra. It should take about 3 hours to play, not including the decision-making time for initial deployment. Play starts with (a single AM for) the 0600 game-turn; it ends at the completion of the 1330 game-turn. See the AM rules, below.

Balance

Same as for the Historical version.

Initial Deployment

Placement of units is taken in steps, with one step being completed before the next may be undertaken.

1. The Union Player places three pontoons across the Rappahannock, anywhere below (south of) Falmouth. Historically, they were placed 2914-3015, 3511-3612, and 4207-4307.

2. The CSA Player now places the units listed below in any IP or Stone Wall hex, or Level 2 (or higher) hex west of the river. He may place an infantry unit in 3020.

- Wilcox, Hays, Barksdale, Hoke, Gordon and Smith infantry brigades
- Cutt's, Andrews, Nelson, and Walton artillery
- Early (See note on Early in Historical scenario)

3. The Union Player now places the following units in any hexes east of the river, but not in a hex that has a pontoon. (The Historical set-up gives you a good idea where they crossed.)

- All of VI Corps
- Gibbon, 1/2/II, 3/2/II infantry and 3/II artillery (See Note on Gibbon in Historical scenario)

Improved Positions: Only those printed on the map

Blown Bridges: 2822

Ground Conditions

Ground Condition is Good; it does not change. Do not roll for Weather.

Initiative

The Union has automatic Initiative for the game.

AMs

For the 0600 game-turn, there is only one phase: the Union Player gets a single Activation Phase. Starting with the 0715 game turn, do not use any AM. There are, instead, four Player Phases per turn, undertaken in the following order (as if an AM had been drawn):

1-Union; 2-CSA; 3-Union; 4-CSA

Strategic Movement

No units may use SM.

Withdrawal

Units in the Withdrawal Box may not Recover.

Victory Conditions (both scenarios)

Both players are trying to move their units west. Early, however, is trying to stop Sedgwick from doing so, in addition to his westward move, while Sedgwick is, tangentially, trying to put the six brigades in front of him out of commission.

Players are awarded Victory Points, determined at the conclusion of the scenario. The most VP wins; the greater the difference, the bigger the win.

UNION VPs:

- 3 VP Each Union SP (infantry and artillery) that exits the map through 3727.
- 1 VP Each Union SP (infantry and artillery) that exits the map through 2927 or 4828.
- 1 VP Each CSA SP (infantry and artillery) Withdrawn.
- 3 VP Union controls (no CSA units in or adjacent to) the Pike from 3727 to Fredericksburg.

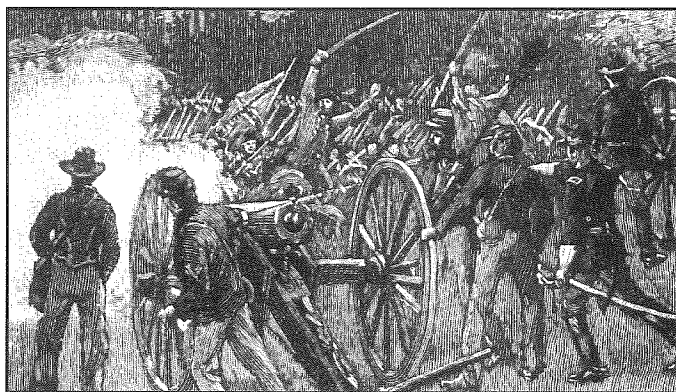
Example: a 7 SP infantry unit exiting the map via 3727 gives the Union 21 VP; if it exited through 4828, it would earn 7 VP.

CSA VPs:

- 2 VP Each CSA SP (infantry and artillery) that exits the map through 3727.
- 1 VP Each CSA SP (infantry and artillery) that exits the map through 2927 or 4828.
- 1/2 VP (Rounded down): Each CSA SP (infantry and artillery) that exits the map through 5527 or 5727.
- 1 VP Each Union SP (infantry and artillery) Withdrawn.

Example: a +3 artillery unit exiting via 5527 would earn 1 VP.

DISORDERED UNITS: If a unit is Disordered when it leaves the map, halve, rounding down (to a possible 0), the VP's earned by such unit. Units that leave the map may not return.



JACKSON'S ATTACK

May 2-3

This scenario covers Jackson's famous flank attack on the Union left and its immediate effect. Of all the scenarios in the box, this is the most pure combat-oriented. Note that it uses a large number of IP markers.

Maps

The game uses the Chancellorsville map, only.

Length Of Game

The game covers 11 turns. It should take 5+ hours to play. Play starts with an initial, one AM only turn: the May 2, 1715 game-turn. Regular play starts with the May 2, 1830 game-turn; it ends at the completion of the May 3, 1215 game-turn, at which point Lee had to face the Sedgwick problem, to the east.

Play Note: This game takes longer to set up than any other scenario, about a half an hour.

Balance

It will take a good Union Player to stop the Confederates from winning, although, if players do not use the Hooker injury rule, it will be very tough for the CSA to gain the Automatic Victory they did historically. Hooker has the manpower, but it is diffuse and takes a while to get it to where he wants it, while the Confederate troops are focused. Small Advantage, Confederates.

Initial Union Deployment

Units with a Facing Designation—W, NW, etc.—must be Faced in that direction; units without such Designation may be faced as desired.

Hexes	Units
3910	Hooker

II Corps [MajGen Darius Couch]

Hexes	Units
3908	1/1/II 'a' (E or SE) [a]
1805	2/1/II
3109, 3808	3/1/III (E or SE)
3708, 3809	4/1/II (E or SE)
4009	5/1/II; 1/II Artillery (E or SE)
Any of above	Hancock

3509	1/3/II (E)
3711	2/3/II (both)
3710	3/3/II
3511	3/II Artillery
Any of above	French
3611	Cushing Reserve 'b' artillery
3811	Kirby Reserve 'a' artillery

III Corps [MajGen Daniel Sickles]

Hexes	Units
5217	1/1/III 'a' (SE)
5017	1/1/III 'b'
4916	2/1/III (both)
5115-16	3/1/III (SE)
4116	1/III 'a' artillery
4817	1/III 'b' artillery
Any of above	Birney
3909	1/2/III 'a' (E)
4109	1/2/III 'a' (SE)
3810	2/2/III (both)
2104-5	3/2/III
3811	2/III 'a' artillery
3513	2/III 'b', 'c' artillery
Any of above	Berry

4815-16	1/3/III (SE)
4115	2/3/III 'a'
4915	2/3/III 'b' (SE)
5114	3/3/IIIss (SE)
4216	3/III 'a', 'b' artillery
Any of above	Whipple

V Corps [MajGen George Meade]

Hexes	Units
3104	1/1/V (both) (E or SE)
3004	2/1/V (both) (E or SE)
3005	3/1/V (both) (E or SE)
2705	1/V 'a' artillery
2502	1/V 'b' and 3/V artillery (SE)
Any of above	Griffin
3409	1/2/V 'a' (E or SE)
3308	1/2/V 'b' (E or SE)
3106	2/2/V; 1/V 'a' artillery (E or SE)
3207, 3307	3/2/V (E or SE)
Any of above	Sykes

2903	Humphreys; 1/3/V (E)
2603-4	2/3/V (SE)

XI Corps [MajGen Oliver Howard]

Hexes	Units
3625	1/1/XI 'a' (W)
3426	1/1/XI 'b' (W)
3723	2/1/XI 'a' (SW)
3924	2/1/XI 'b' (SW)
3824	Dieckmann's artillery (NW)
3522	Devens

4020	1/2/XI 'a'; Wiedrich's artillery (SW)
3720	1/2/XI 'b'
5219-20	2/2/XI (SE)
3820	von Steinwehr
3823	1/3/XI 'a' (SW)
3722	1/3/XI 'b' (SW)
3421	2/3/XI 'a' (W)
3922	2/3/XI 'b' (SW)
3821	Dilger's artillery
3722	Schurz
3718	XI Reserve artillery

XII Corps [MajGen Henry Slocum]

4615, 4714	1/1/XII (SE)
4614	2/1/XII (SE)
4513	3/1/XII (SE)
4012	1/XII artillery
Any of above	Williams

4109, 4209	1/2/XII (SE)
4310, 4411	2/2/XII (SE)
4212-13	3/2/XII (SE)
4010	2/XII artillery (SE)
Any of above	Geary

Cavalry Corps [BrigGen George Stoneman]

4316, 4416	Pleasanton; 2/1/Cav 'a' and 'b'; Martin's Horse artillery
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a = There is no 1/1/II 'b' unit; that is used in the Fredericksburg scenario.

Pontoons: 2101-2 (constructed); 1812-3

Improved Ford: 2001-2

Improved Positions (42):

- Facing West: 3225, 3625, 3824, 3719, 3819, 3919, 4113, 4014, 3914, 3815, and 3714
- Facing Southwest: 3822, 3823, 4020, and 4021
- Facing Southeast: 2502, 2603, 2604, 3004, 3005, 3105, 3106, 3207, 3307, 3308, 3409, 4008, 4009, 4107, 4109, 4110, 4211, 4212, 4213
- Facing East: 2903, 3509, 3609, 3708, 3808, 3906, 3908, and 4007

Available Union AMs

Available for 1830 Game Turn et seq.: II Corps, III Corps, V Corps, XI Corps, XII Corps, and Cavalry.

Union Reinforcement Schedule

Turn	Entry Hex	Units
5/2; 1830	2000	Robinson, 2/I (Infantry and artillery); Doubleday, 3/I (Infantry and artillery)
5/2, Night-1	2000	Wadsworth, 1/I (Infantry and artillery); AoP Reserve artillery 'a'

Important: I Corps may not use Strategic Movement. Reynolds, having received no specific orders, was not quite sure what he was supposed to do.

Confederate Army of Northern Virginia; General Robert E. Lee, commanding**I Corps [General Robert E. Lee] [a]****Anderson's Division [MajGen Richard Anderson]**

<i>Hexes</i>	<i>Units</i>
4105	Perry's Brigade (W)
4609	Mahone's Brigade (both) (NW)
4812	Wright's Brigade 'a' (NW)
4912	Wright's Brigade 'b' (W)
5012, 5111	Posey's Brigade (W)
4810	Hardaway's 'a' artillery (NW)
4905	Hardaway's 'b' artillery

McLaws's Division [MajGen Lafayette McLaws]

4304, 4405	Wofford's Brigade (W)
4505, 4606	Semmes' Brigade (NW)
4607-8	Kershaw's Brigade (NW)
4505	Cabell's 'a' artillery (NW)

I Corps Artillery Reserve [d]

4810	Brown's Artillery 'a' (NW)
5616	Brown's Artillery 'b'

II Corps [LieutGen Thomas Jackson]**Hill's Division [MajGen A.P. Hill] [b]**

5415	Thomas's Brigade 'a'
5716	Thomas's Brigade 'b'
5818, 5918	Archer's Brigade

Rodes' Division [BrigGen R. E. Rodes] [c]

2927, 3028	Iverson's Brigade (E)
3127, 3228	O'Neal's Brigade (E)
3428, 3527	Doles' Brigade (E)
3628, 3727	Colquitt's Brigade (E)

Cavalry [MajGen J.E.B. Stuart]

3327	Beckham's Horse Artillery (both) (E) [d]
3300	Fitz Lee 'c' (W)

a = This was Longstreet's Corps, but Longstreet was south, guarding SE Virginia and North Carolina. Lee commanded I Corps for the battle.

b = These two brigades were the tail of Jackson's flank maneuver. See their rules, below.

c = This is D.H. Hill's Division, but Rodes is commanding as Henry Hill has been assigned to the region below Richmond.

d = All of these artillery units are under Jackson's command and are activated under the II Corps AM, or any of Jackson's Division Commander AM, as per the rules.

Improved Positions (7):

- Facing West: 4304, 4405
- Facing Northwest: 4505, 4606, 4607, 4608, and 4609

Available AMs

AMs Available for 1715 Game Turn: II Corps (see below). AMs Available for 1830 Game Turn et seq.: All (Division or Corps).

Confederate Reinforcement Schedule

Entry		
Turn	Hex	Units
5/2	1715	See the Rules for Jackson's Initial Attack, below
5/2	1830	See the Rules for Jackson's Initial Attack, below
	10	Paxton's infantry [c]; Alexander's 'a' arty [b]
5/2 Night-1	11	Jones's arty (both); Alexander's arty, 'b' and 'c' [b]
	11	McGowan's Brigade; Walker's arty (Both) [a]
5/2 Night-2	11	McIntosh's artillery [b]

a = Enters on the second II Corps AM drawn that turn.

b = All of these artillery units are under Jackson's command and are activated under the II Corps AM.

c = Yes, Paxton is Out of Command and may not attack (initially) under that circumstance. This is historically "correct", as Paxton was deployed defensively along the Orange Plank Road at the beginning.

Jackson's Attack; the Reinforcement Waves

Jackson and his II Corps attack enter the map in three waves of units. The First Wave—Rodes' Division—is already on the map. It may move in the 1715 game-turn. The Second Wave may enter in the 1830 turn, through the hexes listed below:

Hex	Units
3228	Warren 'a' infantry
3327	Warren 'b' inf; followed by Carter's arty (both)
3028, 3127	Jones's infantry
2927	Nichols infantry
Any of above	Colston

The Third Wave may enter in the 1830 turn, but on the second II Corps AM drawn that turn, through the hexes listed below:

Hex	Units
2927, 3028	Heth's infantry
3127, 3228	Pender's infantry
3327	Lane's infantry (Both)
Any of Above	A.P. Hill
3628, 3727	Ramseur's infantry

Initiative

The CSA automatically has the Initiative for the 1715 and 1830 game turns. After that, it is by die roll—the CSA player adds two (+2) to his Initiative die DR.

Ground Condition

Ground Conditions are permanently Good. Do not roll for Weather.

The May 2, 1715 Game-Turn

While the game starts with the 1715 game-turn, there is only one AM used for that turn, a single Jackson/II Corps AM. However, for all attacks this turn (only), the CSA gets to round up any attack ratios that would be greater than .5. *Example: 9 to 5 would be a 2-1, not a 3-2 as the standard rules imply.*

Jackson's Tail

Historically, in game terms, Archer and Thomas's orders are to use off-map movement, exiting at Entry Hex #9, re-entering the game at Entry Hex #10. Players, of course, are free to change this.

Hooker's Injury

For those who want to play using as many of the historical parameters as this system can muster, starting with the 0945 game turn of May 3, use the effects of the Roof Falls In on Hooker rule (above) for the rest of the scenario.

Victory Conditions

AUTOMATIC CONFEDERATE VICTORY: At the end of any game turn in which the Confederates control (occupy or last to occupy, with no Union units adjacent) all hexes of the Turnpike, from 4500 to 3822, they win.

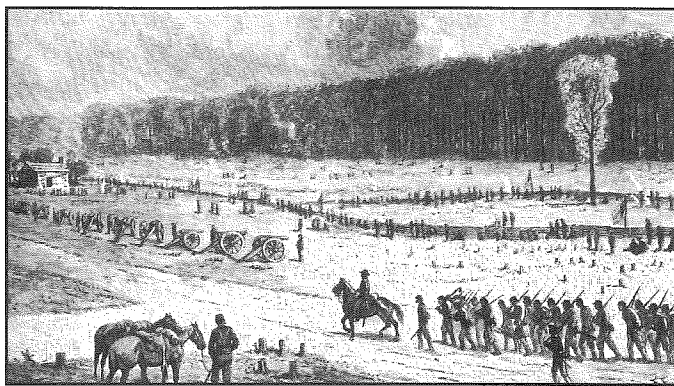
ENG GAME VICTORY: At the end of the 1215 game turn, players determine Victory Points, as below, with the player having the most Victory Points being the winner. The larger the margin, the greater the victory.

Each player gets:

- 5 VP for 3910 (Chancellorsville)
- 3 VP for 3822
- 1 VP for each Pike hex controlled, between 3821 and 3911, inclusive.

If there is a tie from the above, the player with the least Strength Points (including artillery) eliminated (not those in the Recovery Box) wins, but just barely.

Historically, the Confederates won an automatic victory at the end of the game's 0945 turn.



THE FULL BATTLE; May 1 Through May ?

This truly ambitious (for the players) scenario covers what we know as the entire battle of Chancellorsville, east to west, all 5 or so days, beginning a couple of hours before Anderson initiated the festivities by moving westward out of his dug-in position around Zion Church. It requires a large table and lots of time, although it lends itself quite easily to multi-player gaming. (We recommend two CSA Players and two or three Union.)

Maps

All three maps are used. Use the roads/river to align, but note that the Chancellorsville map sits somewhat more "north" than the other two.

Length Of Game

Play starts with the 0715 game-turn of May 1st. It ends when one side wins (see Victory Conditions, below), or the players feel they've had enough. There is, thus, no set number of turns. However, this is a long game that will take several sittings to complete. In game terms, the historical battle ended, for all intents and purposes, at dusk on May 4th. You may want to set that as a limit, if you wish.

Design Note: Ignore the "April 30" Box on the Turn Track for now—it will be used for a scenario to be published in GMT's "C3i" magazine.

Balance

This was Bobby Lee's greatest victory. However, while we doubt that there are a large number of gamers in Lee's class (not you, of course; you're right up there with him), we also note that the Union Player, despite the best efforts of the rules, has the Hind-sight and Overview of the situation that Hooker never had. That, alone, is a major Union advantage in this game.

The Union has the numbers, but CSA troop Cohesion is marginally higher, and her command is better. Much depends on how much effect the Command Indecision mechanics, as well as the use of the Hooker Injury rule, have on the Union army, and how aggressive the players are.

Initial Deployment

Units may be faced as desired.

Union Army of the Potomac; Maj Gen Joseph Hooker, commanding

3910 Hooker

I Corps [Maj Gen John Reynolds]

Any hex west of the river, east of the Bowling Green Road, and between rows 51xx–55xx, incl Wadsworth; 1/I Division

W/i 4 hexes of F-5003 Rest of I Corps, plus Reserve Artillery 'a' unit

II Corps [Maj Gen Darius Couch]

Hexes Units

W/i 1 hex of F-2808 Gibbon; 2/II Division, + artillery [a]

C-2202 5/1/II brigade [b]

C-3003 2/1/II brigade

C-3610-12 Hancock; 1/1/II 'a' [e], 3/1/II, 4/1/II; 1/II arty

C-3510-12 French; 3/II Division, + artillery

C-3811 Cushing and Kirby II Reserve Artillery

V Corps [Maj Gen George Meade]

Hexes Units

C-3709, 3809, 3908 Griffin; 1/V Division infantry

C-2502 1/V artillery

C-3909, 4909-10 Sykes; 1/2/V, 2/2/V brigades; 2/V arty

C-4106 3/2/V brigade

On Ely's Ford Rd, C-2817-2521: Humphreys; 3/V Division, + artillery and one pontoon with train.

VI Corps [Maj Gen John Sedgwick]

Hexes Units

Any hexes west of and w/i 3 hexes of river, between rows

44xx-49xx, incl Brooks; 1/VI Division

W/i 3 hexes of F-4206 Rest of VI Corps [c]

XI Corps [Maj Gen Oliver Howard]

Hexes Units

On Plank Rd/Pike

(C-3426-3823) Devens; 1/XI Div., + artillery.

Within 1 hex of C-3522 ... von Steinwehr; 2/XI Div., + artillery.

On Plank Rd/Pike

(C-3817-3822) Schurz; 3/XI Div., + artillery.

C-2303 Res/XI artillery

XII Corps [Maj Gen Henry Slocum]

[Division Commanders, Williams and Geary stack with any unit in their division]

Hexes Units

C-3916, 4017 1/1/XII

C-4214-5 2/1/XII; 1/XII artillery

C-4016, 4115 3/1/XII

C-4409-10 1/2/XII

C-4310-11 2/2/XII

C-4212-13 3/2/XII

C-1900 2/XII artillery

Reserve Artillery**Hexes Units**

F-2417, S-2706 AoP Reserve Arty 'b', 'c' units, 1 in each hex

Cavalry Corps (Brig. Gen. George Stoneman) [d]

C-4401 2/1/Cav 'a'

C-3019 2/1/Cav 'b'

C-3910 Pleasonton

S-1327 Martin's Horse Artillery

Pontoon Bridges in Place: F-5004-5104; 5F-5103-5204; F-4207-4307; F-4206-4306; C-2100-2101

Pontoon Trains on Map, not constructed: 3 (each with one pontoon marker), placed anywhere on any Road on the Fredericksburg map, east of the river and south of Falmouth.

Improved Fords: U.S. Ford (C-2001-2)

a = See special rule on Gibbon's Division, below.

b = This unit is sometimes listed as "provisional" brigade. It was temporarily attached when arrived, but "permanently" assigned during the battle.

c = There is no 1/2/VI brigade; it is elsewhere.

d = Stoneman, and most of the corps, not present at the actual battle; they were participating in "Stoneman's Raid".

e = There is no 1/1/III 'b' unit; that is used in the Fredericksburg scenario.

Union Reinforcement Schedule

Turn	Entry Hex	Units
5/1; 0715	B	All of III Corps, with Pontoon and train [Enter in Strategic Movement]
5/1, 1330	F	Reserve Artillery 'd'
5/3, 1215	D	Averell; 1/1/Cav brigade; 2/Cav Division; Tidball's Horse Artillery

Confederate Army of Northern Virginia; General Robert E. Lee, commanding**I Corps [General Robert E. Lee] [a]****Anderson's Division [MajGen Richard Anderson]**

Hexes	Units
F-2823	Perry's Brigade
W/i 1 hex of S-3005	Wilcox's Brigade; Hardaway arty 'a'
S-4117, 4318	Wright's Brigade
S-3918, 4019	Posey's Brigade
S-3718, 3819	Mahone's Brigade, Garnet arty 'b'
W/any of above 3	Anderson

McLaws' Division [MajGen Lafayette McLaws]

S-3912-13 Semmes Brigade

Any Level 2 or Level 3 hex on the F map between row 31— and 44—, incl: McLaws; Remaining units of McLaws' Div.; Cabell's and Alexander's artillery.

II Corps [LieutGen Thomas Jackson]**Early's Division [MajGen Jubal Early]**

Any hex on the F-map from Row 45—, south and west of The RF&P RR: Early; Early's Division; Andrews artillery

Cavalry [MajGen J.E.B. Stuart]

S-4017 Fitz Lee 'c' cavalry

Improved Positions:

Facing NW: 3517, 3618

Facing W: 3718, 3819, 3918, 4019, 4117, 4218, and 4318

a = This was Longstreet's Corps, but Longstreet was to the south and not present. Lee commanded I Corps for the battle.

Confederate Reinforcement Schedule

Turn	Entry Hex	Units
5/1; 0715	1	AP Hill's Division; Rodes' Division [a]; Colston's Division; Walker, Carter, Jones, Brown, McIntosh, Walton, Cutt's and Nelson arty [Enter in Strategic Movement]
5/1; 1215	7	WHF "Rooney" Lee's cavalry; Beckham's Horse arty ('a' and 'b') [b]
5/1; 1330	9	Fitz Lee's Cavalry 'a' and 'b' [b]

a = Rodes is commanding D.H. Hill's division, Hill being hors de combat.

b = These units enter under the second Stuart/Cavalry AM (or Fitz/WHF Lee AM) drawn that turn.

Initiative

The Union has automatic Initiative for the first game-turn. If he starts with the V Corps AM, the V corps units are all automatically activated. If not, the Activation rule applies to them when drawn. After that, by die-roll. The Confederate Player adds two (+2) to his Initiative die-rolls.

AMs

UNION: II, III, V, XI, XII Corps, and Cavalry AM. I and VI Corps AM are not available for the first turn; the SM AM is usable only by III Corps. After that, the SM AM is available.

HISTORICAL FIRST TURN AM: For player wishing a more historical approach, the Union may use only one AM for each Corps, and that must be the Corps AM with the smallest Activation Range. *Example: for the 0715 turn, the Union gets only the Meade/V Corps 0-6 AM.*

Exception: When playing with the Historical Initiative, V Corps is automatically activated.

CONFEDERATE: All Division or Corps are available for use.

Ground Conditions

For the first turn, the Weather is Fair and the Ground Condition is at '5'.

SPECIAL RULES FOR THIS SCENARIO

Union Fredericksburg Initial Command Decision

Hooker had undertaken his flanking maneuver after placing Sedgwick in command of all units that remained behind, east of the Rappahannock around Fredericksburg. Sedgwick was to support Hooker by attacking across the Rappahannock, more of which below, while Reynolds was to await orders on when to move his I Corps west, to join Hooker. The role of the remaining I Corps division was unclear, at best.

There are three groups of units that are east of the river at the game's start. The Union Player must, before the game begins, decide what he wants to do with those commands. He does so by secretly writing this down, revealing it only when proof of such choice is required.

The Commands

- VI Corps (automatically remains under Sedgwick until Sedgwick is activated, as below).
- I Corps
- Gibbon's 2/II Division

His choices, for each individual command, are:

- **REMAIN UNDER SEDGWICK'S COMMAND:** They cannot do anything until Sedgwick is activated (see below), although, once so activated, they may do whatever the Union Player wishes. All commands that are Ordered to remain may not move until Sedgwick is activated. VI Corps is automatically in this category.

- **FREE TO MOVE:** The command may move whenever the Union Player provides Orders for it to do so. But, if it does so, it must move west, off the F-map and cross the rivers on either the S or C map. It's designation must be predetermined by the Union Player at the time the initial command decision is made, and that command must proceed to that destination before it does anything else. We suggest the Union player write down both the Orders (above) and, for those Moving, their destination crossing.

Example: Union Player designates I Corps free to move. He writes this down, also noting that they are to cross at Bank's Ford. He waits several turns (as a ruse) before attempting to receive Orders (see below), but then, using Strategic Movement, moves the entire corps to Bank's Ford (S map) to attack across that ford, as he has so designated at the beginning of the game.

Historical Note: I Corps finally got orders to move, via the telegraph in Falmouth, early on the morning of May 2nd. It left its positions shortly thereafter and, after a day-long march, crossed the Rappahannock at US Ford. 2/II Division remained where it started—except for 2/2/II brigade, which moved to cover Bank's Ford—crossing the river at Lacey House when Sedgwick finally attacked.

Activating Sedgwick

As noted above, Sedgwick was left with orders to "demonstrate" against the CSA troops in the heights overlooking the river. Sedgwick, however, was somewhat confused at exactly what "demonstrate" meant, and didn't make any move to put pressure on the CSA until May 3rd.

RULE: All units under Sedgwick's command (see above for just what that may entail) may not do anything until Sedgwick is activated. In game terms, since these units can move only when a VI Corps AM is drawn, no VI Corps AM are available until Sedgwick is activated.

ACTIVATING SEDGWICK: The Union Player may attempt to activate Sedgwick at the start of any Day game-turn (no Night Turn attempts) in which the Union has the Initiative. For Sedgwick, here, the term "activate" means that the Union Player now can place the VI Corps AM (and I Corps, if assigned to stay with Sedgwick) into the Pool for draw. Gibbons is part of II Corps, whose AM is eligible to be used for other units. He makes the Activation attempt right after gaining the Initiative (A/3). To do this, he rolls a die:

- If the DR is a '0' or a '9', Sedgwick is activated, and remains so for the rest of the game, and the VI Corps AM are available for use that turn.
- If the DR is a 1-8, Sedgwick remain unsure and inactive. Try again, when eligible.

Sedgwick will be automatically activated, if he hasn't already been so, for the May 4, 0600 game-turn or any turn after any unit under his command is Charged by a CSA unit.

Play Note: Mathematically, Sedgwick will activate somewhat before he did historically. If that bothers you, change the activation DR to a '9', which, again mathematically, is more historically "accurate". What do we mean by that? Well, each day has 12 Day Turns, and, given Lee's +2 Initiative DRM of +2, that means the Union should get the Initiative 5 turns per day. With the chances of rolling a '9' one in ten, that means it would take two days to activate Sedgwick with a '9', one day with a '0' or '9'. Feel free to play around with this.

Command Indecision Dierolls for Sedgwick

Units remaining with Sedgwick use the printed dieroll on the AM counter; they are not affected by distance from Hooker (as Sedgwick is not in "total" command of these units). When attempting to go use Gibbons division (when it is activated), use the dieroll on the II Corps counter if it remains with Sedgwick; use the Command Indecision DR adjustment if it has decided to move (and is not using Strategic Movement).

Union Observation Balloons

A rule for the historically detail obsessed ... and Jules Verne fans. The Union Player has an Observation balloon counter, representing the airborne equipment of the U.S. Signal Corps under chief engineer, Cyrus Comstock, who had taken over the aerial reconnaissance duties from its chief "aeronaut", Profes-

sor Thaddeus Lowe, who, in Stephen Sears' words was "... more carnival promoter than skilled military observer." Balloons are used to "spot" Confederate movements, although, given the distances and foliage, such observations often had the accuracy of a Pinkerton troop estimate.

LOCATION: The Union Observation Balloon is anchored to the ground (hopefully) in any hex in Falmouth.

OBSERVATION: In any turn in which The Union Player has the Initiative, and it is not Heavy Rain the Union Player attempt to see what, if anything, is happening with any CSA off-map Movement. To do this, he designates which map he is observing (the Entry/Exit Hex the CSA off-map units used to leave the map controls here), rolls one die in Phase A/7, adjusting that die roll as follows, where applicable:

- +1 if the Weather is Overcast or Light Rain
- +1 if the map being observed is the S-map
- +2 if the map being observed is the C-map

The following are the possible results:

Adj. DR Result

- 0 The CSA Player must state the Entry Hex to which all off-map units (on the designated map) are moving.
- 1-2 The CSA Player must state the Entry Hex to which any one off-map command (determined by Leader) (on the designated map) is moving.
- 3-5 The CSA Player must state the map edge (e.g., South edge of the C-map) to which any one off-map command (determined by Leader) is moving.
- 6 The cable holding the balloon snaps. Roll the die; the result is the number of turns after this turn that the balloons may be used again. A '0' is a '1'.
- 7 The cable snaps and the balloon drifts off into the nearest Jules Verne novel. Bye-bye balloon; hello, Captain Nemo (for those who have read "Mysterious Island").
- 8+ No sightings of value.

Victory Conditions

AUTOMATIC VICTORY: At the end of any game-turn that either player controls—occupies, last to occupy, or no enemy unit adjacent—all hexes of the Orange Plank Road, from F-

3316 to S-3913, and from C-3822 to C-4127, inclusive, and all hexes of the Turnpike from S-3913 to C-3327, inclusive, that player wins the game.

END-GAME VICTORY: Whenever both players agree the game is over—and this is up to them—each player totals the Victory Points he has earned, as follows:

VP Target

- 15 C-3910 (Chancellorsville)
- 5 C-3822
- 5 S-3911
- 10 F-5905
- 3 F-5024
- 1 Each Fredericksburg Town Hex
- 1 Each Pike hex controlled
- 1 Each SP eliminated (not just Withdrawn), including cavalry and artillery

Higher total wins. The bigger the difference, the greater the victory. Historically, Lee won an Automatic Victory by the end of May 4.

Why No Longstreet Option?

Several play testers, and other assorted gamers, have asked, and will probably continue to ask, why we have not provided them with the counters for Pickett's and Hood's Divisions from Longstreet's corps, as well as Old Pete himself. The reasons is, we simply do not believe that, at this scale of game (battle-focused) this was a viable alternative, even in the most wishful sense.

Longstreet and half of his corps was in SE Virginia and North Carolina, (besieging Suffolk) and gathering what Lee could not get where he was, supplies. While the distance was not that great—about 125 or so miles—several factors made calling up any of these troops more ephemeral than a fairy tale:

- Lee's assumption was that Hooker was in defensive mode
- Lee's area of command responsibility included protecting the very same areas where Longstreet was operating.
- Divesting the Suffolk siege would be time-consuming
- Many of the units were spread out enough so that recalling them would take time, and estimates of how much time were in weeks, not days.

So, folks, while recalling Longstreet may be applicable for an operational-level game, it is not a viable alternative for the time period we cover, herein.



Across the Rappahannock

PLAYER AID CARD

Artillery Fire Resolution

If the adjusted Die roll is:

8 or less = nothing happens.

9-12 = the target unit must undergo a Cohesion Check DR (CCDR). If that CCDR is higher than its Cohesion, it suffers a Disorder Result. (See 11.1.)

13 or higher = the target unit suffers an automatic Disorder Result. (See 11.1.)

DRMs:

+/-? Unit's Fire Strength

+/-? Terrain (see the Terrain Effects on Combat Chart)

+/-? Range Effects (See Artillery Range Chart below)

+2 Stacked Artillery Firing

Artillery Range Chart

Range in

Hexes Short Medium Long

1	+1	+2	+1
2-3	0	0	0
4	-1	0	0
5	-3	-1	0
6	NA	-2	-1
7	NA	-3	-2
8-9	NA	NA	-3
10	NA	NA	-4

= DRM for Artillery Fire Resolution

NA = Not Allowed



Charge Resolution

If the adjusted Die roll is:

11 or Higher = The Defender is Disordered and Retreats (11.2). The Attacker must Advance and then may initiate Continued Attack; see 11.32

5 to 10 = The defender Retreats (11.2) and undergoes a CCDR). If it "fails", it suffers a Disorder result.

0 to 4 = The attacker is automatically Disordered and then undergoes a Cohesion Check. If it fails, it must Retreat.

Less than 0 = The Attacker is Disordered and Retreats (11.2). Additionally, the defender may advance into the vacated hex and Counter-Charge (11.33)

DRMs:

+/-? Strength odds/ratio (10.23)

+/-? The Difference between the two highest-rated Cohesion units oneach side; +/- 3 max (10.25)

+/-? Terrain of Defender (10.4)

+1 If attacking through Defender's Rear hexside

+2 If a combined attack through both Front and Rear

+1 Cavalry charging infantry (10.13)

-1 Dismounted cavalry charging anyone (12.0)

+1 If US SS stacked with Attacker

+2 If Defender is using Extended Movement

The Odds Ratio DRM Chart

Odds/Ratio Charge Die roll Adjustment

4-1 or better	+4
3-1	+3
2-1	+2
3-2	+1
1-1	none
2-3	-1
1-2	-2
1-3	-3
1-4 or worse	-4

GLORY 1: Manassas & Chickamauga

Terrain Effects Chart for Manassas & Chickamauga

Terrain Type	Inf [h]	Cavalry/ Leader	Artillery	Arty Fire [a]	Def Fire [e]	Charge [a]
Clear	1	1	2	NE	+1 [j]	[b]
Woods (Manassas)	2	3	3	NE	-1	-1/-2 [d]
Woods (Chickamauga)	3/2 [n]	4	5	NE	-1	-1/-2 [d]
Marsh*	2	3	NA	NE	NE	-1
Groveton Hex [c]**	2	3	3	-1	-1	-1
Pike, Road [l]	1	1	1	OTIH	OTIH	OTIH
Trail [l]	1/2 of cost of OTIH, rounded up			OTIH	OTIH	OTIH
RR/Unfinished RR [i]	1/2 of cost of OTIH, rounded up			-1	NE	-1
Up One Level	0	0	+1	-1 [f]	NE	-1
Up > One Level	NA	NA	NA	-1 [f]	NA	NA
Down One Level	0	0	0	NE [f]	NE	+1
Down > One Level	+1	0	+1	+1 [f]	NA	NA
Run (Manassas)	NA	NA	NA	NE	NA	NA
Stream (Manassas)	+1	+1	+1	NE	NE	0 [g]
Creek (Chickamauga)	NA	NA	NA	NE	NA	NA
Stream (Chickamauga)	0	0	+1	NE	NE	0 [g]
Bridge	0	0	0	NE	+1 [j]	-2 [m]
Ford	+1	+1	+1	NE	NE	-1 [m]
Friendly Occupied Hex [k]	+1	+1	+1	NE	NE	NE

OTIH = Use other terrain in hex; NE = No Effect; NA = Not Allowed

*Found only on the Chickamauga map; **Found only on the Manassas map.

a = applies when Defender is in that type of terrain hex, or is Charged across the type of terrain listed.

b = see Clear Terrain Drawback Rule.

c = Individual houses in hexes have no effect on play.

d = The -2 applies if unit is defending in woods against Cavalry charge.

e = applies when charging unit is in that type of terrain hex, or is Charging across the type of terrain listed.

f = Artillery may not fire at an adjacent unit that is two levels lower or higher.

g = Negates Clear Terrain Drawback

h = Includes Dismounted cavalry

i = Treat as Trail for movement purposes

j = Cumulative

k = Applies only to hexes occupied by one unit; Leaders do not pay this cost.

l = Not allowed to move adjacent to an enemy unit, as per 6.35

m = Disordered if forced to Retreat across these

n = Leaders pay only '2'; infantry '3'.

Across the Rappahannock

Terrain Effects on Movement Chart for Chancellorsville and Fredericksburg

The Weather for Fredericksburg is always Good

Terrain Type	Weather:	Infantry [a]			Cavalry/Leader			Artillery			Leader		
		G	F	B	G	F	B	G	F	B	G	F	B
Clear		1	1	2	1	1	2	2	2	3	1	1	1
Woods		2	2	3	2	2	3	3	4	5	2	2	2
Marsh		2	3	4	3	4	6	NA	NA	NA	2	3	4
Town Hex [b]		2	2	2	4	4	4	NA	NA	NA	1	1	1
Pike /Street [f]		1	1	1	1	1	1	1	1	1	1/2	1/2	1/2
Road [e,f]		1	1	2	1	1	2	1	2	3	1/2	1	1
Trail [f,g]		1/2 of cost of OTIH, rounded up											
RR/Unfinished RR [c,f,g]		1/2 of cost of OTIH, rounded up											
Up/Down One Level		Elevation Changes do not affect Movement Costs											
River/Canal		Not Allowed, Except by Bridge, Pontoon or Ford											
Run		+1	+1	+2	+1	+2	+3	+2	+3	NA	+1	+1	+2
Stream		0	0	+1	0	0	+1	+1	+2	+3	0	0	+1
Bridge / Pontoon		Negates cost / prohibition to cross OTIH											
River Ford [G]		+1	+1	+2	+1	+1	+2	+2	+3	NA	+1	+1	+2
River Ford [B]		+2	+3	NA	+2	+3	NA	NA	NA	NA	+1	+2	+4
Stream Ford		Reduce Cost to Cross by one											
Stone Wall		+1	+1	+1	NA	NA	NA	NA	NA	NA	+1	+1	+1
Improved Position		Adds One to the cost of OTIH											
Friendly Occupied Hex [d]		+1 to OTIH, regardless of Ground											

Confederate Off-Map Movement Chart

	Exit Thru This Hex										
	1	2	3	4	5	6	7	8	9	10	11
1	X	X	X	X	X	X	X	X	X	X	X
2	X	X	1	2	5	7	8	X	X	X	X
3	X	1	X	X	3	5	6	X	X	X	X
4	X	2	X	X	2	4	5	X	X	X	X
5	X	5	3	2	X	2	4	X	X	X	X
6	X	7	5	4	2	X	2	4	5	6	7
7	X	8	6	5	4	2	X	1	1	2	3
8	X	X	X	X	X	4	1	X	1	3	3
9	X	X	X	X	X	5	2	1	X	2	2
10	X	X	X	X	X	6	2	2	2	X	1
11	X	X	X	X	X	7	3	3	2	1	X

= Number of turns needed to transit; X = May not use

Terrain Effects Chart Notes:

OTIH = Use other terrain in hex NA = Not Allowed

a = Includes Dismounted cavalry.

b = Refers to Fredericksburg and Falmouth hexes, with multiple buildings; individual houses in hexes have no effect on play.

c = Treat as Trail for movement purposes.

d = Applies only to hexes occupied by one unit; Leaders do not pay this cost.

e = The Sunken Road (F-3717-3817) has no effect on movement.

f = Not allowed to move adjacent to an enemy unit, as per 6.35.

g = Artillery adds one (+1) to the Trail cost in Fair and Bad Ground Conditions/Weather.

Union Off-Map Movement Chart

Enter Thru This Hex	Exit Thru This Hex			
	A	B	C	D
A	X	1	1	5
B	1	X	1	5
C	1	1	X	5
D	5	5	5	X

= Number of turns needed to transit; X = May not use

Across the Rappanhannock

Terrain Effects on Combat Chart

Terrain Type	Combat Effect on Arty Fire [a] Def Fire [e] Charge [a]		
Clear	NE	+1 [h]	[b]
Woods	NE	-1	-1/-2 [d]
Marsh	NE	NE	-1
Town Hex [c]	-1	-1	-1
Pike, Road, Trail	OTIH	OTIH	OTIH
Up One Level	-1	NE	-1
Up > One Level	-1 [f]	NA	NA
Down One Level	NE	NE	+1
Down > One Level	+1 [f]	NA	NA
River/Canal	NE	NA	NA
Run	NE	NE	-2
Stream	NE	NE	0 [g]
Bridge/Pontoon [j]	NE	+1 [h]	-2
Ford (B or G) [j]	NE	NE	-1
Stream Ford	NE	NE	[g]
Stone Wall	NE	+1	-1
Improved Position [I]	+1	+1	-1

OTIH = Use other terrain in hex; NE = No Effect;
NA = Not Allowed

a = applies when Defender is in that type of terrain hex, or is
Charged across the type of terrain listed.

b = see Clear Terrain Drawback Rule (10.41)

c = Individual houses in hexes have no effect on combat.

d = The -2 applies if unit is defending in woods against Cavalry
charge.

e = applies when charging unit is in that type of terrain hex, or is
Charging across the type of terrain listed.

f = Artillery may not fire at an adjacent unit that is two levels lower
or higher.

g = Negates Clear Terrain Drawback

h = Cumulative

I = The Sunken Road, F-3717-3817, is considered an IP, as are RR
hexes. Units defending in IP may Disorder instead of Retreating

j = Disordered if forced to Retreat across these

Defensive Fire Resolution

Defender DR against Attacker Cohesion

Adjusted DR is higher; the attacker is Disordered

Adjusted DR is same as or lower, No Effect.

DRMs:

- +2 If the charging unit is cavalry.
- 1 If the defending/firing unit is Disordered.
- ? For Infantry using Defensive Fire, subtract one for
each Charging target greater than one being fired at.
- +2 For Artillery using Defensive Fire, if firing at only
one charging enemy. If firing at more than one, there
is no DRM for any.
- +2 Artillery and Infantry stacked, or two artillery
stacked, using DF.
- +1 If unit using DF is 1 US SS.



Weather Table

Adjusted

DR	Weather	Effect on Ground
0-2	Sunny, Dry, Breezy	Adjust GC Track One to Left
3-6	Overcast	No Change
7-8	Light Rain	Adjust GC Track One to Right
9+	Heavy Rains	Adjust GC Track Two to Right

DRMs:

- +2 on Night Turns
- 1 All May 2 Day Turns
- 2 All May 3 Day Turns to end of game, or "0" on Track



1/1/I -a Wadsworth 5 5 4	1/1/I -b Wadsworth 4 5 4	2/1/I -a Wadsworth 6 6 4	2/1/I -b Wadsworth 6 6 4	3/1/I -a Wadsworth 6 5 4	3/1/I -b Wadsworth 6 5 4	4/1/I -a Wadsworth 6 8 4	4/1/I -b Wadsworth 5 8 4
1/2/I Robinson 6 5 4	2/2/I Gbbn/Rbsn 7 5 4	3/2/I Robinson 6 5 4	1/3/I -a Doubleday 5 5 4	1/3/I -b Doubleday 4 5 4	2/3/I Doubleday 7 6 4	1/1/II Hancock 5 5 4	2/1/II Hancock 5 7 4
3/1/II -a Hancock 5 6 4	3/1/II -b Hancock 5 6 4	4/1/II -a Hancock 6 6 4	4/1/II -b Hancock 5 6 4	5/1/II Hancock 2 4 4	1/2/II Gibbon 7 6 4	2/2/II Gibbon 6 6 4	3/2/II -a Gibbon 4 5 4
3/2/II -b Gibbon 4 5 4	1/3/II French 7 6 4	2/3/II -a French 5 5 4	2/3/II -b French 4 5 4	3/3/II -a French 5 6 4	3/3/II -b French 4 5 4	1/1/III -a Birney 7 7 4	1/1/III -b Birney 6 5 4
2/1/III -a Birney 5 5 4	2/1/III -b Birney 4 6 4	3/1/III -a Birney 6 7 4	3/1/III -b Birney 6 6 4	1/2/III -a Sckl/Bry 6 6 4	1/2/III -b Berry 5 7 4	2/2/III -a Berry 7 5 4	2/2/III -b Sckl/Bry 6 5 4
3/2/III -a Berry 5 4 4	3/2/III -b Berry 5 5 4	1/3/III -a Whipple 4 6 4	1/3/III -b Whipple 4 6 4	2/3/III -a Whipple 4 5 4	2/3/III -b Whipple 4 7 4	3/3/III SS -a Whipple 2* 8 5	1/1/IV -a Griffin 6 5 4
1/1/IV -b Griffin 6 7 4	2/1/IV -a Griffin 7 5 4	2/1/IV -b Griffin 6 5 4	3/1/IV -a Griffin 7 8 4	3/1/IV -b Griffin 6 6 4	1/2/IV -a Sykes 5 5 4	1/2/IV -b Sykes 4 5 4	2/2/IV Sykes 7 5 4
3/2/IV -a Sykes 5 7 4	3/2/IV -b Sykes 4 7 4	1/3/IV -a Humphreys 5 5 4	1/3/IV -b Humphreys 5 5 4	2/3/IV -a Humphreys 5 5 4	2/3/IV -b Humphreys 5 5 4	1/1/VI -a Brooks 6 6 4	1/1/VI -b Brooks 6 6 4
2/1/VI -a Brooks 7 6 4	2/1/VI -b Brooks 6 6 4	3/1/VI -a Brooks 7 6 4	3/1/VI -b Brooks 6 7 4	2/2/VI -a Howe 7 7 4	2/2/VI -b Howe 6 7 4	3/2/VI -a Howe 7 6 4	3/2/VI -b Howe 6 5 4
1/3/VI -a Newton 5 5 4	1/3/VI -b Newton 4 5 4	2/3/VI -a Newton 6 5 4	2/3/VI -b Newton 6 5 4	3/3/VI -a Newton 7 5 4	3/3/VI -b Newton 6 6 4	Lt/3/VI -a Newton 7 6 4	Lt/3/VI -b Newton 7 6 4
1/1/XI -a Devens 5 4 4	1/1/XI -b Devens 4 4 4	2/1/XI -a Devens 6 4 4	2/1/XI -b Devens 7 4 4	1/2/XI -a v.Stnwhr 5 5 4	1/2/XI -b v.Stnwhr 4 5 4	2/2/XI -a v.Stnwhr 5 5 4	2/2/XI -b v.Stnwhr 4 6 4

1/3/XI -a Schurz 5 4 4	1/3/XI -b Schurz 5 4 4	2/3/XI -a Schurz 6 4 4	2/3/XI -b Schurz 5 4 4	1/1/XII -a Williams 5 6 4	1/1/XII -b Williams 4 5 4	2/1/XII -a Williams 6 5 4	2/1/XII -b Williams 6 6 4
3/1/XII -a Williams 5 6 4	3/1/XII -b Williams 5 6 4	1/2/XII -a Geary 6 6 4	1/2/XII -b Geary 6 6 4	2/2/XII -a Geary 5 5 4	2/2/XII -b Geary 4 6 4	3/2/XII -a Geary 6 7 4	3/2/XII -b Geary 6 7 4
1/1/I Doubleday 6 6 4	2/1/I Doubleday 7 6 4	3/1/I Doubleday 7 6 4	4/1/I Doubleday 6 8 4	1/2/I -a Gibbon 4 6 4	1/2/I -b Gibbon 4 5 4	3/2/I -a Gibbon 4 6 4	3/2/I -b Gibbon 4 6 4
1/3/I -a Meade 4 6 4	1/3/I -b Meade 4 6 4	2/3/I -a Meade 5 6 4	2/3/I -b Meade 5 7 4	3/3/I -a Meade 5 5 4	3/3/I -b Meade 5 6 4	1/1/II -b Hancock 5 5 4	2/1/II Hancock 7 8 4
3/1/II -a Hancock 4 5 4	3/1/II -b Hancock 4 5 4	1/2/II -a Howard 5 7 4	1/2/II -b Howard 5 6 4	2/2/II Howard 7 6 4	3/2/II -a Howard 5 6 4	3/2/II -b Howard 5 5 4	1/3/II -a French 6 6 4
1/3/II -b French 5 6 4	3/3/II French 7 7 4	1/1/III -a Birney 7 5 4	2/1/III -a Birney 6 6 4	2/1/III -b Birney 6 5 4	3/1/III -a Birney 7 6 4	3/1/III -b Birney 7 6 4	1/2/III -b Sickles 7 6 4
2/2/III -a Sickles 5 5 4	3/2/III -a Sickles 5 6 4	3/2/III -b Sickles 6 6 4	1/3/III Whipple 7 5 4	2/3/III -a Whipple 5 5 4	2/3/III -b Whipple 4 5 4	1/1/IV -b Griffin 5 5 4	2/1/IV -a Griffin 5 6 4
3/1/IV -a Griffin 5 7 4	3/1/IV -b Griffin 5 7 4	1/2/IV Sykes 7 5 4	2/2/IV -a Sykes 6 5 4	3/2/IV -a Sykes 5 6 4	3/2/IV -b Sykes 4 6 4	1/3/IV -a Humphreys 6 5 4	2/3/IV -a Humphreys 6 5 4
1/1/VI -a Brooks 7 7 4	2/1/VI -b Brooks 7 7 4	3/1/VI -a Brooks 5 6 4	1/2/VI -a Howe 7 5 4	1/2/VI -b Howe 6 5 4	2/2/VI -b Howe 7 6 4	3/2/VI -a Howe 5 6 4	3/2/VI -b Howe 4 6 4
1/3/VI -b Newton 6 6 4	2/3/VI -a Newton 6 6 4	3/3/VI -a Newton 5 6 4	3/3/VI -b Newton 4 6 4	1/1/IX -a Burns 6 6 4	1/1/IX -b Burns 6 5 4	2/1/IX -a Burns 7 6 4	2/1/IX -b Burns 7 5 4
3/1/IX -a Burns 5 6 4	3/1/IX -b Burns 4 5 4	1/2/IX -a Sturgis 7 6 4	1/2/IX -b Sturgis 7 5 4	2/2/IX -a Sturgis 5 6 4	2/2/IX -b Sturgis 5 6 4	1/3/IX -a Getty 5 6 4	1/3/IX -b Getty 5 5 4

2/1/XII -b Williams 6 5 4	2/1/XII -a Williams 6 4 4	1/1/XII -b Williams 4 4 4	1/1/XII -a Williams 5 4 4	2/3/XI -b Schurz 5 4 4	2/3/XI -a Schurz 6 4 4	1/3/XI -b Schurz 5 4 4	1/3/XI -a Schurz 5 4 4
3/2/XII -b Geary 6 6 4	3/2/XII -a Geary 6 6 4	2/2/XII -b Geary 4 4 4	2/2/XII -a Geary 5 4 4	1/2/XII -b Geary 6 4 4	1/2/XII -a Geary 6 4 4	3/1/XII -b Williams 5 4 4	3/1/XII -a Williams 5 4 4
3/2/I -b Gibbon 4 5 4	3/2/I -a Gibbon 4 5 4	1/2/I -b Gibbon 4 4 4	1/2/I -a Gibbon 4 5 4	4/1/I Doubleday 6 7 4	3/1/I Doubleday 7 5 4	2/1/I Doubleday 7 5 4	1/1/I Doubleday 6 5 4
2/1/II Hancock 7 7 4	1/1/II -b Hancock 5 5 4	3/3/I -b Meade 5 5 4	3/3/I -a Meade 5 6 4	2/3/I -b Meade 5 6 4	2/3/I -a Meade 5 5 4	1/3/I -b Meade 4 5 4	1/3/I -a Meade 4 5 4
1/3/II -a French 6 5 4	3/2/II -b Howard 5 4 4	3/2/II -a Howard 5 4 4	2/2/II Howard 7 5 4	1/2/II -b Howard 5 5 4	1/2/II -a Howard 5 6 4	3/1/II -b Hancock 4 4 4	3/1/II -a Hancock 4 4 4
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2/3/V -a Humphreys 6 4 4	1/3/V -a Humphreys 6 4 4	3/2/V -b Sykes 4 5 4	3/2/V -a Sykes 5 5 4	2/2/V -a Sykes 6 4 4	1/2/V Sykes 7 4 4	3/1/V -b Griffin 5 6 4	3/1/V -a Griffin 5 6 4
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2/1/IX -b Burns 7 4 4	2/1/IX -a Burns 7 5 4	1/1/IX -b Burns 6 4 4	1/1/IX -a Burns 6 5 4	3/3/VI -b Newton 4 5 4	3/3/VI -a Newton 5 5 4	2/3/VI -a Newton 6 5 4	1/3/VI -b Newton 6 5 4
1/3/IX -b Getty 5 4 4	1/3/IX -a Getty 5 5 4	2/2/IX -b Sturgis 5 5 4	2/2/IX -a Sturgis 5 5 4	1/2/IX -b Sturgis 7 4 4	1/2/IX -a Sturgis 7 5 4	3/1/IX -b Burns 4 4 4	3/1/IX -a Burns 5 5 4

4/1/I -b Wadsworth 5 7 4	4/1/I -a Wadsworth 6 7 4	3/1/I -b Wadsworth 6 4 4	3/1/I -a Wadsworth 6 4 4	2/1/I -b Wadsworth 6 5 4	2/1/I -a Wadsworth 6 5 4	1/1/I -b Wadsworth 4 4 4	1/1/I -a Wadsworth 5 4 4
2/1/II Hancock 5 6 4	1/1/II Hancock 5 4 4	2/3/I Doubleday 7 5 4	1/3/I -b Doubleday 4 4 4	1/3/I -a Doubleday 5 4 4	3/2/I Robinson 6 4 4	2/2/I Gibbn/Rbsn 7 4 4	1/2/I Robinson 6 4 4
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Lt/3/VI -b Newton 7 5 4	Lt/3/VI -a Newton 7 5 4	3/3/VI -b Newton 6 5 4	3/3/VI -a Newton 7 4 4	2/3/VI -b Newton 6 4 4	2/3/VI -a Newton 6 4 4	1/3/VI -b Newton 4 4 4	1/3/VI -a Newton 5 4 4
2/2/XI -b v.Stnwhr 4 5 4	2/2/XI -a v.Stnwhr 5 4 4	1/2/XI -b v.Stnwhr 4 4 4	1/2/XI -a v.Stnwhr 5 4 4	2/1/XI -b Devens 7 3 4	2/1/XI -a Devens 6 3 4	1/1/XI -b Devens 4 3 4	1/1/XI -a Devens 5 3 4

Ryndls -a 1/1 F/C +2m 75	Ryndls -b 1/1 F/C +3L 75	Ransm -a 2/1 F/C +3m 75	Ransm -b 2/1 F/C +3L 75	Mathews 3/1 F/C +4L 75	Pettit 1/1 F/C +4m 75	Gibbon 2/1 F/C +4L 75	French 3/1 F/C +4m 75	Kirby Res F/C +2m 75	Cushing Res F/C +2L 75
Clark -a 1/11 F/C +4m 75	Clark -b 1/11 F/C +2L 75	Osborn -a 2/11 F/C +3m 75	Osborn -b 2/11 F/C +3m 75	Osborn -c 2/11 F/C +2L 75	Putkamr -a 3/11 F/C +2m 75	Putkamr -b 3/11 F/C +4L 75	Martin -a 1/V F/C +4m 75	Martin -b 1/V F/C +4L 75	Weed 2/V F/C +4L 75
Randol 3/V F/C +3m 75	Tmpkns -a 1/V F/C +4m 75	Tmpkns -b 1/V F/C +4L 75	Peyst -a 2/V F/C +2L 75	Peyst -b 2/V F/C +2s 75	McCarthy 3/V F/C +4m 75	Dckman 1/XI F/C +2L 75	Wiedrch 2/XI F/C +2L 75	Dilger 3/XI F/C +2m 75	Schirmer Res XI F/C +4L 75
FitzHugh 1/XII F/C +4m 75	Knap 2/XII F/C +3L 75	Martin 1/C F/C +2L 76	Tidball 2/C F/C +2L 76	Tyler -a Aol F/C +3m 75	Hys/Tyler -b Aol F/C +3m 75	Hys/Tyler -c Aol F/C +3L 75	Hys/Tyler -d Aol F/C +3L 75	Pontoon Train 5	Pontoon Train 5
Rapp -a VI F/C +4m 75	Rapp -b VI F/C +4m 75	Rapp -c VI F/C +3L 75	Meade -a 3/1 F/C +3m 75	Meade -b 3/1 F/C +3L 75	Thomas IX F/C +2m 75	Rapp -d IX F/C +3L 75	Rapp -e IX F/C +4m 75	Arnold 2/II F/C +2L 75	French F/C +3L 75
Morgan R/II F/C +4m 75	Randolph 1/III F/C +4m 75	Rapp -f III F/C +4m 75	Smith -a 2/III F/C +2L 75	Smith -b 2/III F/C +4m 75	Rapp -g IX F/C +3L 75	Rapp -h Aol F/C +4L 75	Watson -a 2/V F/C +3m 75	Rapp -i VI F/C +3L 75	Pontoon Train 5
McCarthy -a 3/VI F/C +2m 75	McCarthy -b 3/VI F/C +3L 75	Edwards 1/IX F/C +4m 75	Roemer 2/IX F/C +2L 75	Sturgis 2/IX F/C +3m 75	Benjamin 3/IX F/C +2L 75	Graham Aol F/C +2m 75	Gibson Ryd F/C +2L 76	Robtstn Aol F/C +1L 76	Pnnngton Cav F/C +2L 76
1/1/Cv -a 3 Pltn F/C 6 6	1/1/Cv -b 3 Pltn F/C 6 6	2/1/Cv -a 3 Pltn F/C 7 6	2/1/Cv -b 3 Pltn F/C 6 6	1/2/Cv -a 3 Pltn F/C 6 6	1/2/Cv -b 3 Pltn F/C 6 6	2/2/Cv -a 3 Pltn F/C 7 6	2/2/Cv -b 3 Pltn F/C 6 6	Pontoon Train 5	Pontoon Train 5
Bayard -a 5 Pltn F/C 6 6	Bayard -b 4 Pltn F/C 5 6	Averell -a 4 Pltn F/C 6 6	1/Cav -a 4 Pltn F/C 5 6	1/Cav -b 3 Pltn F/C 6 6	2/Cav -a 3 Pltn F/C 6 6	2/Cav -b 3 Pltn F/C 5 6			
Reynolds I Corps 0-8 F/C	Couch II Corps 0-8 F/C	Sickles III Corps 0-8 F/C	Meade V Corps 0-8 F/C	Sdgwick VI Corps 0-8 F/C	Howard XI Corps 0-8 F/C	Slocum XII Corps 0-8 F/C			
Reynolds I Corps 0-7 F/C	Couch II Corps 0-5 F/C	Sickles III Corps 0-4 F/C	Meade V Corps 0-6 F/C	Sdgwick VI Corps 0-4 F/C	Howard XI Corps 0-4 F/C	Slocum XII Corps 0-5 F/C	Stonem CV/Pnt/AR F/C	Stonem CV/Pnt/AR F/C	STRAT MOVE F/C
Stonem III Corps F/C	Bttrfld V Corps F/C	Smith VI Corps F/C	Wilcox IX Corps F/C	Pleasanton & Artillery F/C	Stonem III Corps F/C	Bttrfld V Corps F/C	Smith VI Corps F/C	Wilcox IX Corps F/C	Pleasanton & Artillery F/C
Cavalry Disorder -1	Cavalry Disorder -1	Cavalry Disorder -1	Cavalry Disorder -1	Cavalry Disorder -1	Cavalry Disorder -1	Cavalry Disorder -1	Improved Ford G	Improved Ford G	Improved Ford G
Cavalry Disorder -1	Cavalry Disorder -1	Cavalry Disorder -1	Cavalry Disorder -1	Cavalry Disorder -1	Cavalry Disorder -1	Cavalry Disorder -1	Improved Ford G	Improved Ford G	Improved Ford G

































































































CounterArt by Rodger B. MacGowan and Mark Simonitch









































Hrdway -a RAnd/I F/C +3s 75	Hrdway -b RAnd/I F/C +3L 75	Cabell -a McLws/I F/C +3L 75	Cabell -b McLws/I F/C +2m 75	Alxndr -a I Reserve F/C +4L 75	Alxndr -b I Reserve F/C +2m 75	Alxndr -c I Reserve F/C +2s 75	Walton I Reserve F/C +4m 75	Walker -a APH/I F/C +3L 75	Walker -b APH/I F/C +4m 75
Carter -a Rodes/II F/C +2m 75	Carter -b Rodes/II F/C +3L 75	Andrews -a Early/II F/C +3L 75	Andrews -b Early/II F/C +2s 75	Jones -a DHH-Col/II F/C +3L 75	Jones -b Clstr/II F/C +3m 75	Brown -a II Reserve F/C +2m 75	Brown -b II Reserve F/C +3L 75	Brown -c II Reserve F/C +3L 75	McIntsh -a II Reserve F/C +2m 75
McIntsh -b II Reserve F/C +3L 75	Cutts ANV F/C +3s 75	Nelson -a ANV F/C +2L 75	Nelson -b ANV F/C +2m 75	Pal/Bkm -a St F/C +3L 76	Pal/Bkm -b St F/C +3m 76	Lee/Long I Corps F/C	Lee/Long I Corps F/C	Jackson II Corps F/C	Jackson II Corps F/C
Cabell -b McLws/I F/C +3s 75	Alxndr -b I Reserve F/C +3s 75	Walton -a I Reserve F/C +2L 75	Walton -b I Reserve F/C +3s 75	Dearing -a Pekr/I F/C +3s 75	Dearing -b Pekr/I F/C +3m 75	Branch Reserve F/C +2m 75	Hood Hood/I F/C +4m 75	Stuart Cavalry F/C	Stuart Cavalry F/C
Brkbrgh -a Tlfr/I F/C +2m 75	Brkbrgh -b Tlfr/I F/C +3L 75	Latimer -a Tlfr/I F/C +4L 75	Latimer -b Tlfr/I F/C +4s 75	Jones -b DHH/II F/C +5s 75	Brown -a II Reserve F/C +4s 75	Cutts -a II Reserve F/C +2s 75	Cutts -b II Reserve F/C +2L 75	Nelson ANV F/C +2s 75	
Fitz Lee -a 4 Stuart F/C 8 6	Fitz Lee -b 3 Stuart F/C 7 6	Fitz Lee -c 2 Stuart F/C 7 6	WHF Lee 4 Stuart F/C 7 6	Fitz Lee -b 4 Stuart F/C 7 6	WHF Lee -a 5 Stuart F/C 7 6	WHF Lee -b 5 Stuart F/C 7 6	Hampton -a 4 Stuart F/C 7 6	Hampton -b 4 Stuart F/C 7 6	
McLaws Long-Lee/I F/C	R.Andsn Long-Lee/I F/C	AP Hill Jackson/II F/C	Rodes Jackson/II F/C	Early Jackson/II F/C	Colston Jackson/II F/C	Fitz Lee Stuart/Cav F/C	WHF Lee Stuart/Cav F/C		Taliaferro Jackson/II F/C
McLaws Long-Lee/I F/C	R.Andsn Long-Lee/I F/C	AP Hill Jackson/II F/C	Rodes Jackson/II F/C	Early Jackson/II F/C	Colston Jackson/II F/C	Fitz Lee Stuart/Cav F/C	WHF Lee Stuart/Cav F/C	STRAT MOVE F/C	Taliaferro Jackson/II F/C
Dismounted Cavalry for Chickamauga									
Crews a 2 Whl Cav CK 5 4	Crews b 2 Whl Cav CK 5 4	Hrrson a 4 Whl Cav CK 5 4	Hrrson a 3 Whl Cav CK 5 4	Morgan 5 Whl Cav CK 6 4	Russell 3 Whl Cav CK 4 4				
J. Wheeler 5 First Cav CK 5 4	Dbrel a 3 First Cav CK 6 4	Dbrel b 3 First Cav CK 6 4	Davidson 5 First Cav CK 6 4	Scott a 3 First Cav CK 6 4	Scott b 3 First Cav CK 6 4				
Dismounted Cavalry for Chickamauga									
Cmpbl a 5 McCv CK 5 4	Cmpbl b 4 McCv CK 4 4	Ray a 5 McCv CK 6 4	Ray b 5 McCv CK 6 4	Watkn a 4 McCv CK 4 4	Watkn b 4 McCv CK 4 4	Minty a 3 ChkV CK 6 4	Minty b 3 ChkV CK 6 4	Long a 6 ChkV CK 6 4	Long b 5 ChkV CK 6 4
Thomas XIV CK	Thomas XIV CK	McCook XX CK	McCook XX CK	Crttndn XXI CK	Crttndn XXI CK				
AIMs for Glory I									
Brgrd 1M	Jhnstn 1M	Brgrd 1M	Jhnstn 1M	Longstr 2M	Jackson 2M	Longstr 2M	Jackson 2M	Cavalry CK	Cavalry CK
Polk CK	Polk CK	Buckner CK	Buckner CK	Hill CK	Hill CK	Lngstr CK	Lngstr CK	Walker CK	Walker CK




































































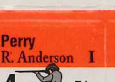












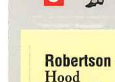
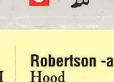
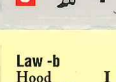
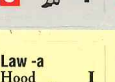
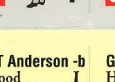
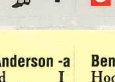


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[illegible]

<div>Gregg -a</div> <div>A. P. Hill II</div> <div><div>5</div><div>F/+</div><div>4</div></div> <div><div>7</div></div> <div></div>	<div>Gregg -b</div> <div>A. P. Hill II</div> <div><div>5</div><div>F/+</div><div>4</div></div> <div><div>6</div></div> <div></div>	<div>Pender -a</div> <div>A. P. Hill II</div> <div><div>4</div><div>F/+</div><div>4</div></div> <div><div>7</div></div> <div></div>	<div>Brockenbrough</div> <div>A. P. Hill II</div> <div><div>7</div><div>F/+</div><div>4</div></div> <div><div>5</div></div> <div></div>	<div>Lane -a</div> <div>A. P. Hill II</div> <div><div>7</div><div>F/+</div><div>4</div></div> <div><div>7</div></div> <div></div>	<div>Lane -b</div> <div>A. P. Hill II</div> <div><div>7</div><div>F/+</div><div>4</div></div> <div><div>6</div></div> <div></div>	<div>Archer -a</div> <div>A. P. Hill II</div> <div><div>4</div><div>F/+</div><div>4</div></div> <div><div>5</div></div> <div></div>	<div>Archer -b</div> <div>A. P. Hill II</div> <div><div>4</div><div>F/+</div><div>4</div></div> <div><div>5</div></div> <div></div>
<div>Rodes -a</div> <div>D. H. Hill II</div> <div><div>6</div><div>F/+</div><div>4</div></div> <div><div>6</div></div> <div></div>	<div>Rodes -b</div> <div>D. H. Hill II</div> <div><div>7</div><div>F/+</div><div>4</div></div> <div><div>7</div></div> <div></div>	<div>Doles -a</div> <div>D. H. Hill II</div> <div><div>6</div><div>F/+</div><div>4</div></div> <div><div>7</div></div> <div></div>	<div>Doles -b</div> <div>D. H. Hill II</div> <div><div>6</div><div>F/+</div><div>4</div></div> <div><div>6</div></div> <div></div>	<div>Iverson -b</div> <div>D. H. Hill II</div> <div><div>4</div><div>F/+</div><div>4</div></div> <div><div>5</div></div> <div></div>	<div>Colquitt -a</div> <div>D. H. Hill II</div> <div><div>7</div><div>F/+</div><div>4</div></div> <div><div>7</div></div> <div></div>	<div>Colquitt -b</div> <div>D. H. Hill II</div> <div><div>6</div><div>F/+</div><div>4</div></div> <div><div>6</div></div> <div></div>	<div>Atkinson -a</div> <div>Early II</div> <div><div>6</div><div>F/+</div><div>4</div></div> <div><div>7</div></div> <div></div>
<div>Atkinson -b</div> <div>Early II</div> <div><div>5</div><div>F/+</div><div>4</div></div> <div><div>7</div></div> <div></div>	<div>Walker -a</div> <div>Early II</div> <div><div>4</div><div>F/+</div><div>4</div></div> <div><div>6</div></div> <div></div>	<div>Walker -b</div> <div>Early II</div> <div><div>4</div><div>F/+</div><div>4</div></div> <div><div>5</div></div> <div></div>	<div>Jones</div> <div>Taliaferro II</div> <div><div>6</div><div>F/+</div><div>4</div></div> <div><div>7</div></div> <div></div>	<div>Paxton -a</div> <div>Taliaferro II</div> <div><div>4</div><div>F/+</div><div>4</div></div> <div><div>8</div></div> <div></div>	<div>Paxton -b</div> <div>Taliaferro II</div> <div><div>4</div><div>F/+</div><div>4</div></div> <div><div>8</div></div> <div></div>	<div>Warren -a</div> <div>Taliaferro II</div> <div><div>5</div><div>F/+</div><div>4</div></div> <div><div>7</div></div> <div></div>	<div>Warren -b</div> <div>Taliaferro II</div> <div><div>5</div><div>F/+</div><div>4</div></div> <div><div>6</div></div> <div></div>
<div>Pendleton -a</div> <div>Taliaferro II</div> <div><div>4</div><div>F/+</div><div>4</div></div> <div><div>7</div></div> <div></div>	<div>Pendleton -b</div> <div>Taliaferro II</div> <div><div>4</div><div>F/+</div><div>4</div></div> <div><div>6</div></div> <div></div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>
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<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>
<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>
<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>
<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>	<div></div> <div>Improved Positions</div>

Archer -b A.P.Hill II	Archer -a A.P.Hill II	Lane -b A.P.Hill II	Lane -a A.P.Hill II	Brockenbrough A.P.Hill II	Pender -a A.P.Hill II	Gregg -b A.P.Hill II	Gregg -a A.P.Hill II
							
Atkinson -a Early II	Colquitt -b D.H.Hill II	Colquitt -a D.H.Hill II	Iverson -b D.H.Hill II	Doles -b D.H.Hill II	Doles -a D.H.Hill II	Rodes -b D.H.Hill II	Rodes -a D.H.Hill II
							
Warren -b Talisferro II	Warren -a Talisferro II	Paxton -b Talisferro II	Paxton -a Talisferro II	Jones Talisferro II	Walker -b Early II	Walker -a Early II	Atkinson -b Early II
							
							
							
							
							
							
							
							
							

Wofford -b McLaws I	Wofford -a McLaws I	Semmes -b McLaws I	Semmes -a McLaws I	Barksdale -b McLaws I	Barksdale -a McLaws I	Kershaw -b McLaws I	Kershaw -a McLaws I
							
Wright -b R. Anderson I	Wright -a R. Anderson I	Wilcox -b R. Anderson I	Wilcox -a R. Anderson I	Posey -b R. Anderson I	Posey -a R. Anderson I	Mahone -b R. Anderson I	Mahone -a R. Anderson I
							
Lane -a A.P.Hill II	McGowan -b A.P.Hill II	McGowan -a A.P.Hill II	Pender -b A.P.Hill II	Pender -a A.P.Hill II	Heth -b A.P.Hill II	Heth -a A.P.Hill II	Perry -a R. Anderson I
							
Doles -a Rodes II	O'Neal -b Rodes II	O'Neal -a Rodes II	Thomas -b A.P.Hill II	Thomas -a A.P.Hill II	Archer -b A.P.Hill II	Archer -a A.P.Hill II	Lane -b A.P.Hill II
							
Smith -b Early II	Ramseur -b Rds -DHH II	Ramseur -a Rds -DHH II	Colquitt -b Rodes II	Colquitt -a Rodes II	Iverson -b Rodes II	Iverson -a Rds -DHH II	Doles Rodes II
							
Jones -b Colston II	Jones -a Colston II	Hays -b Early II	Hays -a Early II	Hoke -b Early II	Hoke -a Early II	Gordon -b Early II	Gordon -a Early II
							
				2/3/IX -b Getty	2/3/IX -a Getty	Nichols -a Colston II	Warren -b Colston II
							
Featherston -b R. Anderson I	Featherston -a R. Anderson I	Cobb -b McLaws I	Cobb -a McLaws I	Semmes McLaws I	Barksdale McLaws I	Kershaw -b McLaws I	Kershaw -a McLaws I
							
Kemper Pickett I	Armistead -b Pickett I	Armistead -a Pickett I	Perry R. Anderson I	Wright -a R. Anderson I	Wilcox -b R. Anderson I	Wilcox -a R. Anderson I	Mahone -b R. Anderson I
							
Cook -a Ransom I	Ransom -b Ransom I	Ransom -a Ransom I	Jenkins -b Pickett I	Jenkins -a Pickett I	Garnett Pickett I	Corse -b Pickett I	Corse -a Pickett I
							
Robertson -b Hood I	Robertson -a Hood I	Law -b Hood I	Law -a Hood I	GT Anderson -b Hood I	GT Anderson -a Hood I	Benning Hood I	Cook -b Ransom I
							

Wadsworth •/C 4 1/1 7	Robinson •/C 4 2/1 7	Doubleday •/C 3 3/1 7	Hancock •/C 5 1/11 7	Gibbon •/C 5 2/11 7	French •/C 4 3/11 7	Birney •/C 4 1/111 7	Berry •/C 4 2/111 7	Whipple •/C 4 3/111 7	Griffin •/C 4 1/V 7
Sykes •/C 4 2/V 7	Humphreys •/C 4 3/V 7	Brooks •/C 4 1/V1 7	Howe •/C 3 2/V1 7	Newton •/C 5 3/V1 7	Devens •/C 3 1/X1 7	V. Stinwhr •/C 3 2/X1 7	Schurz •/C 3 3/X1 7	Williams •/C 5 1/X11 7	Geary •/C 4 2/X11 7
Pleasanton •/C 4 1/Cav 7	Averell •/C 4 2/Cav 7	Hooker •/C 4 AoP 7	Doubleday •/C 3 1/1 7	Gibbon •/C 5 2/1 7	Meade •/C 4 3/1 7	Howard •/C 3 2/11 7	Sickles •/C 4 2/111 7	Burns •/C 4 1/IX 7	Sturgis •/C 3 2/IX 7
Getty •/C 3 3/IX 7	Baird •/C 2 1/XIV 7	Negley •/C 2 2/XIV 7	Brannan •/C 3 3/XIV 7	Reynolds •/C 3 4/XIV 7	Davis •/C 2 1/XX 7	Johnson •/C 2 2/XX 7	Sheridan •/C 2 3/XX 7	Wood •/C 2 1/XXI 7	Palmer •/C 2 2/XXI 7
von Cleve •/C 3 3/XXI 7	Granger •/C 2 Reserve 7	McCook •/C 4 1/Cav 7	Crook •/C 3 2/Cav 7	Tyler •/C 4 2/Cav 7	Hunter •/C 3 2/Cav 7	Hntzman •/C 4 2/Cav 7	Turn US Flag	Day Compass	Weather Clouds
McLaws •/C 5 Lnp-Lee/I 7	R. Anderson •/C 5 Lnp-Lee/I 7	A.P. Hill •/C 6 Jeksn/II 7	Rodes •/C 5 Jeksn/II 7	Early •/C 5 Jeksn/II 7	Colston •/C 3 Jeksn/II 7	Fitz Lee •/C 3 Str/Cav 7	WHF Lee •/C 3 Str/Cav 7	Pickett •/C 5 Long/I 7	Ransom •/C 3 Long/I 7
Hood •/C 6 Long/I 7	D.H. Hill •/C 5 Jeksn/II 7	Taliaferro •/C 3 Jeksn/II 7	Stuart •/C 4 Jeksn/II 7	Evans •/C 2 Brgrd 7	Early •/C 2 Brgrd 7	Cocke •/C 3 Brgrd 7	Jackson •/C 3 Johnston 7	Bee •/C 2 Johnston 7	Smith •/C 2 Johnston 7
Anderson •/C 2 Longstr 7	Jones •/C 3 Longstr 7	Wilcox •/C 2 Longstr 7	Hood •/C 4 Longstr 7	Kemper •/C 2 Longstr 7	Tal'ferro •/C 2 Jackson 7	Hill •/C 4 Jackson 7	Ewell •/C 3 Jackson 7	Stuart •/C 4 Cavalry 7	Ground Condition Waves
Glory I Counters									
Cheatham •/C 4 Polk 7	Hindman •/C 2 Polk 7	Stewart •/C 3 Buckner 7	Preston •/C 2 Buckner 7	Cleburne •/C 3 Hill 7	Brkrdge •/C 2 Hill 7	Johnson •/C 2 Longstr 7	Kershaw •/C 2 Longstr 7	Law •/C 3 Longstr 7	Gist •/C 2 Walker 7
Lidell •/C 1 Walker 7	Forrest •/C 5 Cavalry 7	Wheeler •/C 4 Cavalry 7	Observation Balloon Light Bulb	McDwl •/C 2 I/AoV 7	McDwl •/C 5 III/AoV 7	Hntzman •/C 3 III/AoV 7	Porter •/C 4 V/AoV 7	Reno •/C 3 IX/AoV 7	
↑ STRAT MOVE	↑ STRAT MOVE	↑ STRAT MOVE	↑ STRAT MOVE	↑ STRAT MOVE	↑ STRAT MOVE	↑ STRAT MOVE	D DELAYED	D DELAYED	D DELAYED
↑ STRAT MOVE	↑ STRAT MOVE	↑ STRAT MOVE	↑ STRAT MOVE	↑ STRAT MOVE	↑ STRAT MOVE	↑ STRAT MOVE	D DELAYED	D DELAYED	D DELAYED
Artillery Fired No Move	Artillery Fired No Move	Artillery Fired No Move	Artillery Fired No Move	Artillery Fired No Move	Artillery Fired No Move	Artillery Fired No Move	Artillery Fired No Move	Artillery Fired No Move	Artillery Fired No Move
Artillery Fired No Move	Artillery Fired No Move	Artillery Fired No Move	Artillery Fired No Move	Artillery Fired No Move	Artillery Fired No Move	Artillery Fired No Move	Artillery Fired No Move	Artillery Fired No Move	Artillery Fired No Move



Across the Rappahannock

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Hour/Turn

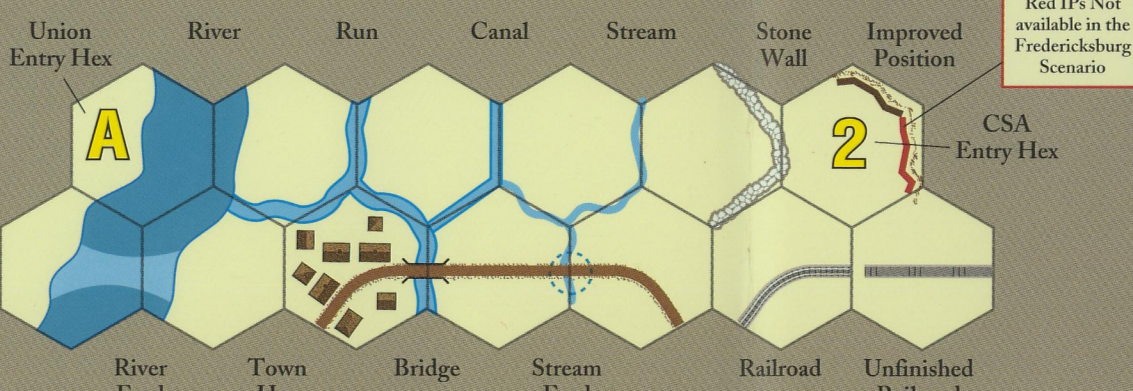
0445	0600	0715	0830	0945	1100	1215	1330	1445	1600	1715	1830	Night 1	Night 2
					Start Fredericksburg						End Fredericksburg		

Day

April 30	May 1	May 2	May 3	May 4	May 5
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Off-Map Movement Track

0	1	2	3	4	5	6	7	8
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Terrain Effects Chart

The Weather for Fredericksburg is always Good

Terrain Type	Infantry			Cavalry			Artillery			Leader			Artillery Fire (a)	Defensive Fire (c)	Charge (a)	
	Weather:	G	F	B	G	F	B	G	F	B	G	F				B
Clear		1	1	2	1	1	2	2	2	3	1	1	1	NE	+1 (h)	(b)
Woods		2	2	3	2	2	3	3	4	5	2	2	2	NE	−1	−1/−2 (d)
Marsh		2	3	4	3	4	6	NA	NA	NA	2	3	4	NE	NE	−1
Town Hex ^b		2	2	2	4	4	4	NA	NA	NA	1	1	1	−1	−1	−1
Pike/Street ^f		1	1	1	1	1	1	1	1	1	1/2	1/2	1/2	OTIH	OTIH	OTIH
Road ^{c,f}		1	1	2	1	1	2	1	2	3	1/2	1	1	OTIH	OTIH	OTIH
Trail ^f		1/2 of cost of OTIH, rounded up												OTIH	OTIH	OTIH
RR/Unfinished RR [c]		1/2 of cost of OTIH, rounded up												+1	+1	−1
Up One Level														−1	NE	−1
Up > One Level		Elevation Changes do not affect Movement Cost												−1 (f)	NA	NA
Down One Level														NE	NE	+1
Down > One Level														+1 (f)	NA	NA
River/Canal		Not Allowed, Except by Bridge, Pontoon or Ford												NE	NA	NA
Run		+1	+1	+2	+1	+2	+3	+2	+3	NA	+1	+1	+2	NE	NE	−2
Stream		0	0	+1	0	0	+1	+1	+2	+3	0	0	+1	NE	NE	0 (g)
Bridge/Pontoon		Negates cost / prohibition to cross OTIH												NE	+1 (h)	−2
River Ford [G]		+1	+1	+2	+1	+1	+2	+2	+3	NA	+1	+1	+2	NE	NE	−1
River Ford [B]		+2	+3	NA	+2	+3	NA	NA	NA	NA	+1	+2	+4	NE	NE	−1
Stream Ford		Reduce Cost to Cross by one												NE	NE	(g)
Stone Wall		+1	+1	+1	NA	NA	NA	NA	NA	NA	+1	+1	+1	NE	+1	−1
Improved Position		Adds One to the cost of OTIH												+1	+1	−1
Friendly Occupied Hex ^d		+1 to OTIH, regardless of Ground														

OTIH = Use other terrain in hex NA = Not Allowed NE = No Effect

Movement Effects Notes:

- a Includes Dismounted cavalry.
- b Refers to Fredericksburg and Falmouth hexes, with multiple buildings; individual houses in hexes have no effect on play.
- c Treat as Trail for movement purposes.
- d Applies only to hexes occupied by one unit; Leaders do not pay this cost.
- e The Sunken Road has no effect on movement.
- f Not allowed to use to move adjacent to an enemy unit.

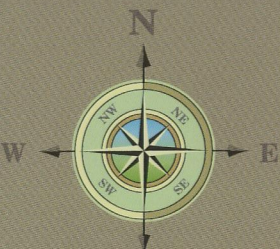
Combat Effects Notes:

- (a) Applies when Defender is in that type of terrain hex, or is Charged across the type of terrain listed.
- (b) See Clear Terrain drawback rule.
- (c) Individual houses in hexes have no effect on combat.
- (d) The -2 applies if unit is defending in woods against Cavalry charge.
- (e) Applies when charging unit is in that type of terrain hex, or is Charging across the type of terrain listed.
- (f) Artillery may not fire at an adjacent unit that is two levels lower or higher.
- (g) Negates Clear Terrain Drawback
- (h) Cumulative

Game Design: Richard Berg

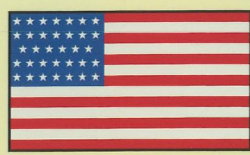
Developer: Mike Shanovich

Map Graphics: Mark Simonitch



Union Withdraw

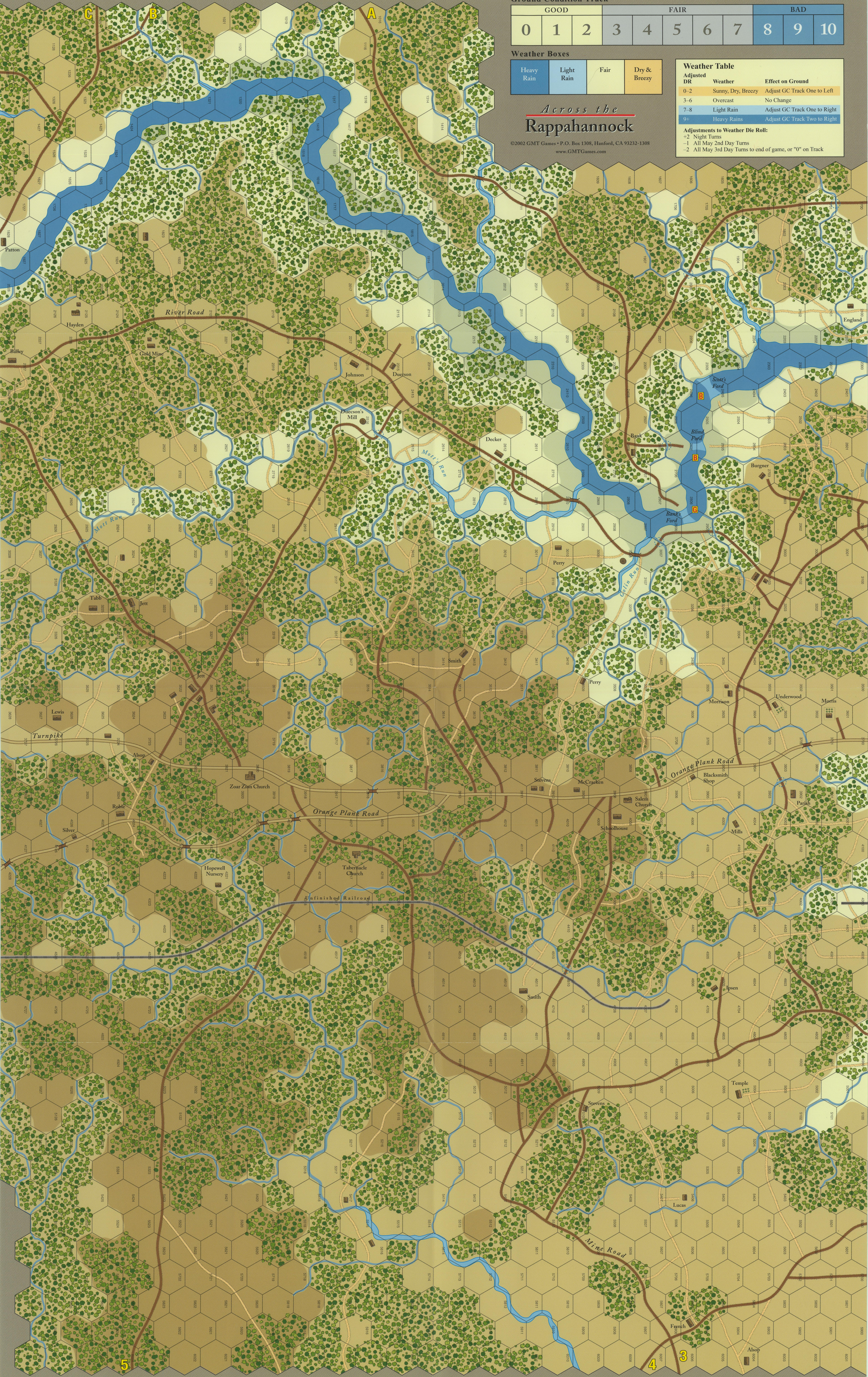
Union Recover



CSA Withdraw

CSA Recover





Ground Condition Track										
GOOD			FAIR					BAD		
0	1	2	3	4	5	6	7	8	9	10

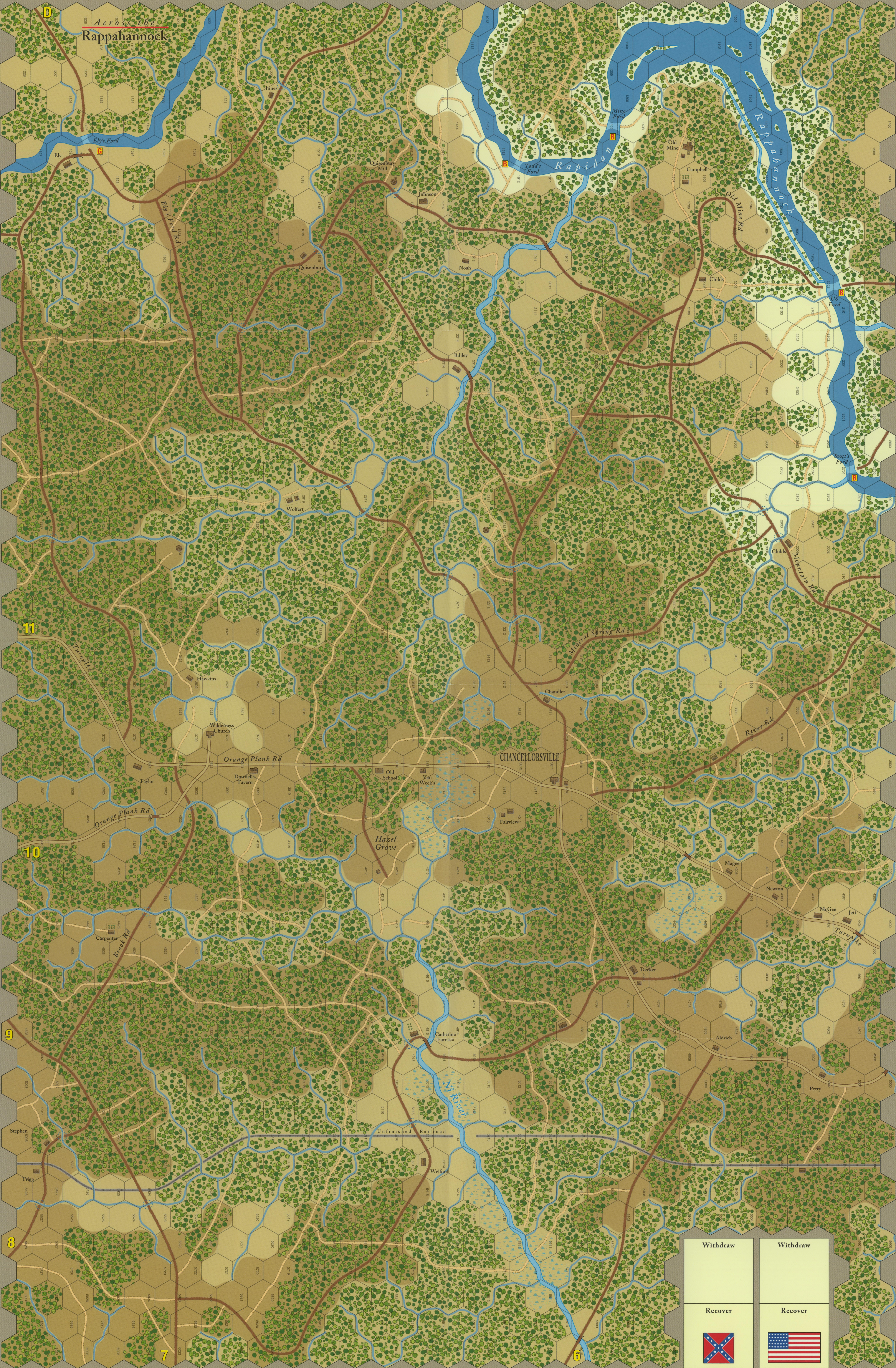
Heavy Rain	Light Rain	Fair	Dry & Breezy
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Adjusted DR	Weather	Effect on Ground
0-2	Sunny, Dry, Breezy	Adjust GC Track One to Left
3-6	Overcast	No Change
7-8	Light Rain	Adjust GC Track One to Right
9+	Heavy Rains	Adjust GC Track Two to Right

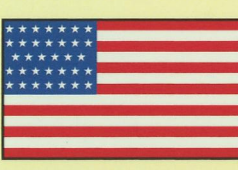
Adjustments to Weather Die Roll:
+2 Night Turns
-1 All May 2nd Day Turns
-2 All May 3rd Day Turns to end of game, or "0" on Track

Across the Rappahannock

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Withdraw
Recover


Withdraw
Recover


CSA

Union