

READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

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

LEARNING TO PLAY THE GAME

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

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

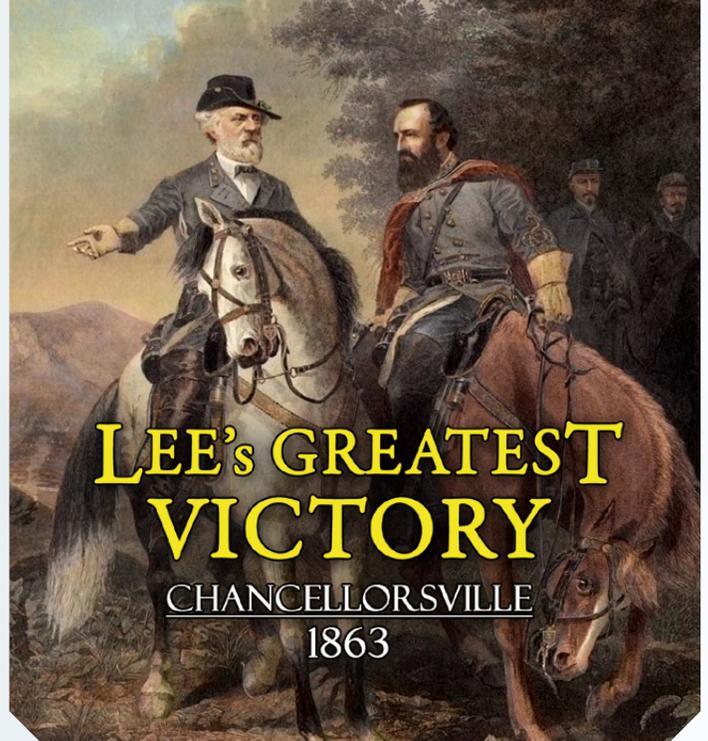
Against the Odds Magazine
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: Lee's Greatest Victory

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

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



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RULES OF PLAY

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1.0 INTRODUCTION

Lee's Greatest Victory: Chancellorsville, 1863 is a two-player game simulating the Union offensive over the Rapidan and Rappahannock Rivers in May 1863. One player controls the Union Army forces, and one player controls the Confederate Army forces.

In reading these rules, if any capitalized term or abbreviation confuses you, refer to the Index and Glossary at the end of this rulebook.

The numerical references found therein and throughout these rules should be ignored during first reading and used only later to refer to related sections for greater clarity.

2.0 COMPONENTS

Lee's Greatest Victory includes the following components:

- One 22" x 34" map
- One sheet of 176 5/8" die-cut counters
- One set of Players Aid Charts
- This rule booklet

2.1 Dice

Two six-sided dice are required to play *Lee's Greatest Victory*. It will speed play if both players each have two dice. Throughout the rules "1D6" signifies the roll of a single die, while "2D6" signifies the sum of two dice rolled together.

3.0 THE MAP

The map sheet depicts the portion of the state of Virginia where the Chancellorsville campaign occurred. The scale is printed on the map.

3.1 Map Areas and Zones

The map is divided into 74 numbered locations hereafter called Areas. Two Areas are adjacent to each other if they share a common boundary and units could move directly from one to another. The map also contains 17 Zones labeled "A" to "Q". Zones are considered the equivalent of Areas in every respect unless stated otherwise (Module 14.0). All other rules pertaining to Areas apply equally to Zones. It costs 1 MP to move to/from a map Area to a Zone via the double arrows.

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



3.1.2 Identifiers Each Area or Zone on the map contains an Identifier divided into two halves. The top half contains a number or letter for identification purposes. The bottom half of each Identifier contains that Area's Terrain Effects Modifier (TEM, from +1 to +3). This modifier is used in resolving attacks against units in that Area (Case 9.4.3C and Section 10.4). An Area with an Identifier circled in red helps determine Victory.



3.1.3 Terrain Areas have one of two terrain types: Clear or Wilderness (dense forest). The 19 Wilderness Areas have the bottom (TEM) half of their Identifier color-coded green.

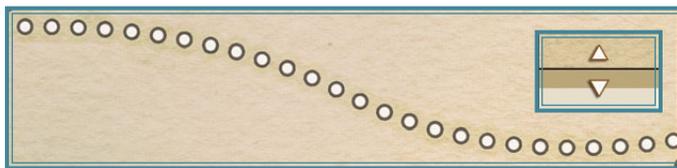
Design Note: Forest terrain was present outside of the Wilderness but did not influence combat to the same degree.



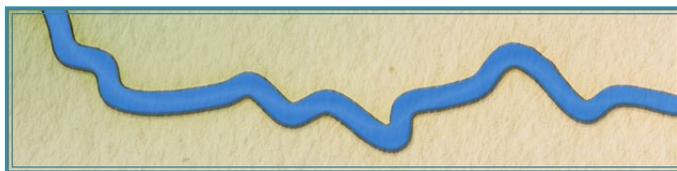
3.1.4 Operational Sectors Areas initially under Union Control have a light blue Identifier. Areas initially under Confederate Control have a butternut brown Identifier. Confederate units may only operate within Areas with a butternut brown Identifier. All Movement between Confederate and Union Zones is prohibited (as shown with red Xs on the map).

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

Open Ground (dotted line, or zone connection arrow):



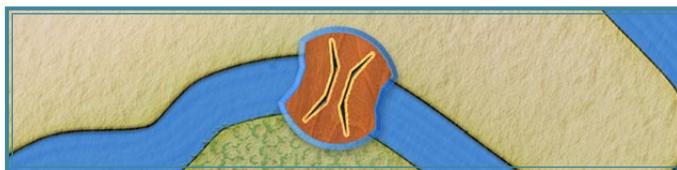
Minor Water Boundary (thin blue line):



Major Water Boundary (thick blue line):



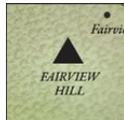
3.1.6 Fords Fords are portions of a Major Water Boundary where Union units (only) may cross (Case 8.4.4 and Section 16.2). There are nine such crossings printed on the map.



3.1.7 Momentum Stars Three map Areas have white stars that affect Momentum rolls (Case 6.1.1).



3.1.8 Hills Five map Areas have black triangles that affect Bombardment combat (Section 10.3).



3.1.9 All other map features (including color, city, towns, landmarks, and railroads) have no effect on play.

3.2 Turn and Impulse Track

The combined Turn and Impulse Track printed on the map is used to note the current Game Turn and Impulse. The Impulse marker is placed in the space corresponding to the current Impulse. At the end of each Turn, advance the Turn marker one space to the next sequential day on the Turn Track.

3.3 Victory Point Track

The Victory Point Track is used to record the number of Victory Points (VPs) controlled by the Union player.

4.0 PLAYING PIECES

Included with the game are die-cut playing pieces, called units, representing the various military formations that fought in the campaign, as well as markers that assist in game play.

4.1 Unit Coloring

Union units are light blue, Confederate units are butternut brown. Every unit has two printed sides. During play units will have either their front (Fresh) or striped back (Exhausted) sides facing up.

4.2 Unit Type

There are five types of units: Artillery, Infantry, Engineer, Cavalry, and Leader.

4.2.1 Artillery Artillery units represent corps or army reserve artillery assets and are represented by a cannon symbol:



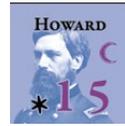
Note: Artillery units have their Attack Factor highlighted to indicate they may only serve as the Lead Attacking Unit during a Bombardment Activation (Module 10.0).

4.2.2 Infantry Infantry units are foot-bound divisions (if Union) or brigades (if Confederate), and are represented by crossed bayonets:



4.2.3 Engineer Engineer units are Union Engineer regiments that allow for the placement of a Pontoon Bridge marker (Section 16.1).

4.2.4 Cavalry Cavalry units are horse-equipped brigades with a higher movement rate than Artillery, Infantry, and Engineer units. They are represented by a single saber:

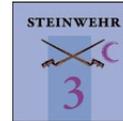


4.2.5 Leader Leader Units represent individual division, corps, and army leaders (plus their staff and escorts) present during the battle. Leader units have an asterisk (*) instead of a numerical Attack Factor to indicate certain movement restrictions (and that they may not be chosen as the Lead Attacking Unit during an Assault Activation).

4.3 Unit Information

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

4.3.1 Unit Identification Artillery, Infantry, Engineer, and Cavalry units have the name of their commander printed at the top of the unit. Leader units have the name of that Leader printed at the top of the unit, and an image of the individual leader.



4.3.2 Strength/Movement Factors The Fresh side of each unit has three numbers below its symbol. The first is the unit's Attack Factor, followed by the Defense Factor, and the Movement Factor. The Exhausted side of each unit has only a Defense Factor.

4.3.3 Union Commands Union Infantry divisions belonging to a particular corps each have a unique badge shape and color. Union Cavalry divisions have their own rose-colored factors.

4.3.4 Confederate Commands Confederate Infantry brigades belonging to a particular division each have their factors color-coded to match their division leader. Confederate Cavalry brigades have rose-colored factors. Most Confederate units also show a black "I" icon or a white "II" icon to show which corps they are subordinate to.

4.3.5 Independent Commands Union units printed with black factors are considered to be in Independent commands. Similarly, Confederate units printed with white factors are considered to be in Independent commands. Units in Independent commands cannot normally be used as a Lead Attacking Unit in combat by either side (Section 9.4). Leaders never form part of an Independent command.



GOING INTO ACTION

W.H. Shelton

5.0 PREPARE FOR PLAY

5.1 Game Length

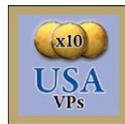
The Game is six turns long. Each Turn represents one day, from April 30 to May 5, 1863.

5.1.1 Choosing Sides Each player should secretly record which side they wish to play: Union or Confederate. If opposite sides are chosen play begins immediately. If, however, both players wish to play the same side they should bid (Section 18.1) to play the preferred side.

5.2 Marker Placement



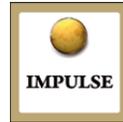
Place the Game Turn/Advantage marker in the Turn 1 (April 30) space on the Turn Track, blue side facing up (to show Union possession of the Advantage).



Place the “x1” and “x10” Victory Point markers in the “0” space of the Victory Point Track.



Union Control markers should be placed in Areas within the Confederate Operational Sector as they come under Union Control. **Note:** Treat any Area in the Confederate Optional Sector without a Union Control marker as Confederate-Controlled.



Place the Impulse Activation marker in the “1” space on the combined Turn/Impulse Track.



Each player takes one (1) re-roll marker which may be used to re-roll a combat result (Section 13.3).



Note: The Light/Heavy Rain marker is set aside and used later in the game only if players are playing with optional Section 19.2.



Variant Union Setup If both players agree, the Union player can switch the setup Area(s) of any one Union Corps with Howard’s (XI) Corps. Historical Note: Howard and his troops were not fond of each other. Hooker chose to keep him nearby. He could plausibly have sent Howard to a (less critical) part of the field where any internal disarray might have mattered less.

5.3 Unit Setup

All units begin play Fresh side face-up.

5.3.1 Union Setup The Union player has seven infantry corps and one Cavalry corps.

<u>UNIT</u>	<u>Name / Area or Zone</u>
Army of the Potomac (Hooker)	Falmouth / Area 73
Patrick	Falmouth / Area 73
CT Artillery	Falmouth / Area 73
NY Artillery	Tyler's Hill / Area 74
US Artillery	Tyler's Hill / Area 74
Colgate Engineer	with any Union Leader*
Reese Engineer	with any Union Leader*
Stuart Engineer	with any Union Leader*
I Corps (Reynolds)	Tyler's Hill / Area 74
Doubleday	Tyler's Hill / Area 74
Robinson	Tyler's Hill / Area 74
Wadsworth	Mansfield / Area 3
II Corps (Couch)	US Ford / Area 61
French	US Ford / Area 61
Hancock	US Ford / Area 61
Gibbon	Falmouth / Area 73
III Corps (Sickles)	Scott's Ford / Area 63
Birney	Scott's Ford / Area 63
Berry	Scott's Ford / Area 63
Whipple	Scott's Ford / Area 63
V Corps (Meade)	Elys Ford / Area 56
Griffin	Elys Ford / Area 56
Sykes	Elys Ford / Area 56
Humphries	Elys Ford / Area 56
VI Corps (Sedgwick)	Tyler's Hill / Area 74
Brooks	Mansfield / Area 3
Howe	Tyler's Hill / Area 74
Newton	Tyler's Hill / Area 74
XI Corps (Howard)	Germanna Ford / Zone H
Devens	Germanna Ford / Zone H
von Steinwehr	Germanna Ford / Zone H
Schurz	Germanna Ford / Zone H
XII Corps (Slocum)	Madden's Tavern / Zone I
Williams	Madden's Tavern / Zone I
Geary	Madden's Tavern / Zone I
Cavalry Corps	
Pleasanton	with any Union Leader

*maximum of one Engineer unit per Area.

Union Control marker: Area 3.

Union Entrench 2 marker: Area 3.

Union Pontoon Bridge marker: Reynold's Crossing.

Note: The Stoneman Leader as well as the Averell, Gregg, and Buford Cavalry are optional units (Section 19.4). The Hunt Leader is also an optional unit (Section 19.5).

5.3.2 Confederate Setup The Confederate player has two Infantry Corps and one Cavalry.

<u>UNIT</u>	<u>Name / Area or Zone</u>
Army of Northern Virginia (Lee)	Garnet / Area 15
Army Artillery (Pendelton)	Massaponax Church / Zone C
Cutts	Massaponax Church / Zone C
Nelson	Massaponax Church / Zone C
I Corps (Lee commanding)	
Anderson	Salem Church / Area 21
Perry	Salem Church / Area 21
Posey	Chancellorsville / Area 43
Mahone	Chancellorsville / Area 43
Wilcox	Banks Ford / Area 22
Wright	Sullivan / Area 11
McLaws	Marye's Heights / Area 8
Barksdale	Marye's Heights / Area 8
Kershaw	Marye's Heights / Area 8
Semmes	Marye's Heights / Area 8
Wofford	Marye's Heights / Area 8
I Corps Artillery Reserve	
Alexander	Marye's Heights / Area 8
Washington	Spotsylvania C. House / Zone D
II Corps (Jackson)	Prospect Hill / Area 6
A.P. Hill	Garnet / Area 15
Archer	Garnet / Area 15
Heth	Garnet / Area 15
Lane	Garnet / Area 15
McGowan	Garnet / Area 15
Pender	Garnet / Area 15
Thomas	Garnet / Area 15
Colston	Hamilton's Crossing / Area 4
Jones	Hamilton's Crossing / Area 4
Nicholls	Hamilton's Crossing / Area 4
Paxton	Hamilton's Crossing / Area 4
Warren	Hamilton's Crossing / Area 4
Early	Lee's Hill / Area 7
Hays	Lee's Hill / Area 7
Hoke	Lee's Hill / Area 7
Gordon	Lee's Hill / Area 7
Smith	Lee's Hill / Area 7
Rodes	Prospect Hill / Area 6
Colquitt	Prospect Hill / Area 6
Doles	Prospect Hill / Area 6
Iverson	Port Royal Road / Zone A
O'Neal	Prospect Hill / Area 6
Ramseur	Prospect Hill / Area 6
II Corps Artillery Reserve	
Brown	Guiney Station / Zone B
McIntosh	Prospect Hill / Area 6
Cavalry Corps (Stuart)	Todd's Tavern / Area 47
Fitzhugh Lee	Todd's Tavern / Area 47
William H. F. Lee	Todd's Tavern / Area 47

Confederate Entrench 1 markers: Area 7, Area 8.

Note: The Longstreet, Hood, and Pickett Leaders, along with their eight Infantry brigades are optional units (Section 19.3).

6.0 SEQUENCE OF PLAY

Each Turn represents one day of combat and comprises four Phases and a variable number of “mini-turns” or Impulses. The Phases of a Turn are conducted as follows: Momentum Phase, Combat Phase, Reorganization Phase, and End Phase.

6.1 Momentum Phase

Players determine which side has Momentum at the start of the current Game Turn. The player with Momentum is considered the Attacker; the player who does not have Momentum is considered the Defender.

6.1.1 Determining Momentum

- On Game Turn 1 the Union player automatically begins the Turn having Momentum.
- On Turns 2-6 Momentum is determined by having each player making a Momentum 1D6 and comparing the results.



Banks Ford (Area 22), Chancellorsville (Area 43), and Marye’s Heights (Area 8) are each marked with a white star. For each of these Areas that the player’s side currently Controls add a +1 drm to their Momentum 1D6. The player with the higher total begins the turn with Momentum. If the results are tied, the Confederate player wins.

Whichever side has Momentum also begins that Turn controlling the Advantage (Module 13.0). The Game Turn marker on the Combined Turn/Impulse Track should be flipped, if necessary, so the Advantage is correctly indicated (the side facing up is the same as the side beginning that Turn possessing the Momentum). When the Confederate player wins Momentum during the Momentum Phase, Confederate units with 5 Movement Factors also receive a +1 Movement Factor Bonus that entire Turn. **Note:** See Optional Section 19.2.

6.2 Combat Phase

The majority of the game is played during the Combat Phase, consisting of “mini-turns” called Impulses. The player having Momentum during an Impulse is called the Attacker; his opponent is the Defender. No enemy unit may move during a friendly Impulse except to retreat as a result of Combat Resolution.

6.2.1 Impulses During each Impulse the player having momentum may do one of three things:

- Declare an Assault Activation
- Declare a Bombardment Activation
- Declare a Pass

The player with Momentum may continue to choose Assault and Bombardment Activation options until one of the following occurs:

- A. They lose Momentum (Case 6.2.5).
- B. They wish to declare Pass.
- C. They have no Fresh units remaining on the map.

If any of A, B, or C occurs, Momentum immediately switches to the opposing player. These are the only ways a player may lose Momentum.

The opposing player then possesses Momentum until one of A, B, or C occurs, at which time Momentum switches back to the first player.

Note: A player possessing the Advantage who loses Momentum during the Combat Phase does **not** lose control of the Advantage as they would have done after having lost Momentum during the Momentum Phase.

Each time a player wins the Momentum, the Impulse Activation marker is reset to the 1 space on the combined Game Turn/Impulse Track to record the number of Activations a player makes when performing the Momentum Retention Check (Case 6.2.5). This process continues back and forth until both players declare a Pass or have no Fresh units remaining on the map. When either of these conditions occur the Combat Phase ends.

6.2.2 Declaring an Assault Activation The Attacker selects an Area of their choice as the Active Area. Units in the selected Area may move and/or attack during that Impulse. The Union player may construct a Pontoon Bridge (Section 16.1) at the start of any Union Assault Activation.

6.2.3 Declaring a Bombardment Activation The Attacker selects an Area containing at least one enemy unit as the Target Area.

6.2.4 Declaring a Pass The Attacker may elect to take no action at all during the Impulse. If both players pass on consecutive impulses the Combat Phase immediately ends with the second Pass declaration.

6.2.5 Momentum Retention Check At the start of each Impulse, before declaring their choice of Activation, the player with the Momentum makes a 1D6 to determine if they have lost Momentum, resulting in Momentum passing over to the opposing player.

- Activation 1: No die roll is made. Retaining Momentum is automatic.
- Activation 2: A 1D6 of “1” loses Momentum.
- Activation 3: A 1D6 of “1” or “2” loses Momentum.
- Activation 4: A 1D6 of “1,” “2,” or “3” loses Momentum.
- Activation 5: A 1D6 of “1,” “2,” “3” or “4” loses Momentum.
- Activation 6 and thereafter: A 1D6 of “1,” “2,” “3,” “4,” or “5” loses Momentum.

A 1D6 of “6” always retains Momentum, regardless of how many Impulses the player with Momentum has taken.

6.3 Reorganization Phase

The Union player reorganizes his eliminated units and then the Confederate player reorganizes his eliminated units (Module 12.0).

6.4 End Phase

Determine if either player has won an Automatic Victory (Section 17.1). If neither player has won an Automatic Victory, flip all Exhausted Units to their Fresh side. Any Re-Roll markers placed on the Turn Record Track during that Turn are returned to the controlling player and are available for use during the following Turn. Advance the Game Turn marker to the next space on the Game Turn Track. If neither player has won an Automatic Victory at the end of Turn 6 (May 5), a final Victory Check (Section 17.3) is made by counting Victory Points (Section 17.2).

7.0 STACKING AND CONTROL

7.1 Stacking

Due to the different organization of each army, stacking limits differ for each side.

7.1.1 Union Stacking Limits The Union player may stack up to six Infantry, Artillery, and/or Cavalry units in a single Area.

7.1.2 Confederate Stacking The Confederate player may stack up to ten Infantry, Artillery, and/or Cavalry units in a single Area.

7.1.3 Free Stacking Units Leaders stack for free so long as at least one unit from their command is present in the Area. Army Leaders Hooker and Lee always stack for free. Otherwise, Leader units do count towards stacking limits. Union Engineer units stack for free.

Control, Entrenchment, and Pontoon Bridge markers do not count against stacking limits.

Units may not move into, attack into, or end a retreat in an Area already stacked to the maximum. They may, however, retreat through a fully stacked Area (Case 11.2.2D).

Although most Areas are large enough to display all units therein, stacking all of a player's Fresh and Exhausted units in separate piles may be done to conserve space. A player may freely examine stacks of enemy units at any time.

Exception: Stacking in Zones is unlimited (Section 14.3).

7.2 Control

Each Area is always Controlled by either the Union player or the Confederate player. Control changes when one side has a unit in a Vacant Area (Section 7.4) that is Controlled by the enemy. Control of an Area may be gained during movement without stopping to end an Impulse in that Area. Control is shown by placing or removing a Union Control marker as appropriate.

7.3 Contested

An Area is considered Contested if it contains units of both sides. Contesting an Area that is Controlled by the enemy does not alter Control of that Area. Units within a Contested Area may only Assault enemy units within that Contested Area (Case 8.4.5 and Section 9.3).

7.4 Vacant

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

7.5 Free

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

8.0 MOVEMENT

8.1 Mechanics of Movement

During the Combat Phase, the player currently holding the Momentum activates Areas, one at a time. An Area must have at least one Fresh unit in order to activate. The player may activate any number of Fresh units in the activated Area.

Units move one at a time. A unit may move from an Area to an adjacent Area, the number of Areas entered during movement being limited by the printed Movement Factor (MF) on the moving unit. **Note:** *when the Confederate player wins the Momentum during the Momentum Phase (Section 6.1) Confederate units with a printed MF of "5" receive one additional MF.* After moving a unit is flipped to its Exhausted side.

At any point in the Assault Activation (only) units that began this Impulse in the Active Area, or enter an Area with enemy units, may attack (Module 9.0) those enemy units within the same Area.

8.1.1 Area Activation All units in an Area may move/attack if the Attacker has chosen that Area to be his Active Area. Units in the activated Area may move and/or attack until there are no Fresh units left to perform an action.

8.2 Movement Costs

Only Fresh units may move. Movement requires the expenditure of Movement Factors (MF) during an Impulse. A unit may continue to move into adjacent Areas until it either lacks enough MF to enter another Area or it enters an Area occupied by an enemy unit, where it must stop. Movement into an Area incurs the following MF costs (use only the one that applies):

- **1 MF** Enter a Vacant Area
- **2 MF** Enter a Vacant Area adjacent to a Fresh enemy unit*
- **3 MF** Enter an Area containing only Exhausted enemy units**
- **4 MF** Enter an Area containing at least one Fresh enemy unit**
- **ALL MF** Assault within a Contested Area

* If the enemy units are on the opposite side of a Major Water Boundary units pay only 1 MF.

** If not moving along a road, add +1 to the MF cost

If the Active Area is Contested at the start of the Impulse, friendly units may exit the Area at normal MF costs, subject to Contested Area exit restrictions (Case 8.4.5).

8.2.1 Multiple Area Destinations Units starting in an Active Area may move to and/or attack into different Areas during the same Assault Activation. Attacks made into different Areas do not have to be designated in advance. The Attacker may wait for the results of a move/attack before announcing a later move/attack into another Area in the same Impulse by other units starting in the Active Area.

Once an Area is attacked, additional units may not move into that Area during the same Impulse. Units that begin movement in the same Area do not have to end their movement in the same Area. Nor do all units moving during an impulse have to move simultaneously.

8.3 Cavalry Screening

Whenever enemy units enter an Area occupied by friendly Cavalry unit(s), and there are no Cavalry unit(s) in the enemy force, any and all friendly

Cavalry units may retreat once enemy movement is complete. This retreat must adhere to normal retreat priorities (Case 11.2.2). A Cavalry unit that retreats in this fashion does not become Exhausted, and Exhausted Cavalry units may also Screen. A Cavalry unit may also Screen in a new Area into which it has retreated. Enemy units do not become Exhausted; if they have any remaining MF, they may continue moving after Cavalry Screening has taken place.

8.4 Movement Restrictions

The following six situations restrict movement:

8.4.1 Over-stacking Units may not move into a fully stacked Area (Section 7.1). *Note: units may retreat **through** a fully stacked Area as a result of Combat Resolution (Case 11.2.2D).*

8.4.2 Operational Sectors Confederate units may enter any numbered Area on the map with a butternut Identifier (Areas 1-53, Zones A through G). Confederate units may not enter any numbered Area or Zone on the map with a blue Identifier. Union units may enter any numbered Area on the map as well as any Zone with a blue Identifier. For Union units entering Confederate Zones see Section 14.2.

8.4.3 Wilderness Terrain Units may only enter and exit an Area with Wilderness Terrain by following the road net printed on the map.

8.4.4 Major Water Boundary Confederate units may not cross a Major Water Boundary. Union units may only cross a Major Water Boundary where a Ford (Case 3.1.6) exists. Only one unit may cross per Impulse unless a Pontoon Bridge (Module 16.0) existed there at the beginning of the Union player's Impulse. If a Pontoon Bridge marker has been placed at a Ford, up to five Union units may cross per Impulse.

8.4.5 Exiting a Contested Area Units within a Contested Area must first move to a Free Area before entering an Area Controlled or Contested by the enemy.

8.4.6 Union Engineer Units Union Engineer units may not enter any Area within the Confederate Operational Sector (Case 3.1.4). They may only move within the Union Operational Sector (Areas 54-74 and Zones H through Q).

8.4.7 Leaders Leader units may not enter an enemy-Controlled, Vacant Area without being accompanied by at least one other friendly unit type (Artillery, Cavalry, or Infantry).

9.0 COMBAT

Only units that begin in the Active Area or enter during an Activation may attack. An attack incurs no additional MF cost beyond that for entering an enemy-occupied Area. If the Active Area was already Contested at the beginning of the Impulse the units may either exit the Area at normal MF cost or attack (Section 8.2).

All defending units in an Area being attacked can potentially be affected by the combat results of that attack. An attack is resolved only after all units have entered the attacked Area in that Impulse. Other units starting in the Active Area not involved in the attack may move, but no additional units may enter the Area being attacked during the current Impulse once the attack is resolved.

9.1 Mandatory Attacks

Friendly units must make a Mandatory Attack whenever they enter an enemy-occupied Area that was not Contested at the beginning of the current Impulse. If a Mandatory Attack results in a Repulse (Case 9.4.4), all participating units must retreat (Section 11.2).

9.2 Optional Attacks

Unless required to conduct a Mandatory Attack, the Attacker may attack with some, all, or none of his units that entered the Area. If he chooses to attack at least one unit must attack.

9.3 Contested Area

If the Active Area is already Contested at the start of the Impulse, all, some, or none of the units starting in that Area may attack. If the Attacker loses the combat, the attacking units do not retreat and must remain within the Active Area.

9.4 Combat Resolution

Attacks are resolved by comparing the Attack Value of the attacking unit(s) plus a 2D6 (the Attack Total or AT) against the Defense Value of the defending unit(s) plus a 2D6 (the Defense Total or DT). Combat is resolved in the following order:

- A. Attacker designates the Lead Attacking Unit (may not normally be an Independent unit)
- B. Defender designates the Lead Defending Unit (may not normally be an Independent unit)
- C. Tabulate final Attack Value and Defense Value
- D. Roll dice (Case 9.4.1) and compute results (Case 9.4.4)

9.4.1 Dice When resolving combat each player simultaneously rolls two dice (a 2D6).

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

- A. The Attack Factor of any **one** attacking unit of the Attacker's choice (**Lead Attacking Unit**),
- B. +1 Each additional unit participating in the attack if Confederate, +2 if Union,
- C. +1 Each supporting Artillery unit (Section 9.5),
- D. +1 Surprise if attacking an Area with Wilderness terrain from another Area with Wilderness terrain,
- E. +1 Command Integrity Bonus for each command contributing three or more non-Leader units to the assault,
- F. +1 if the Attacker declares a Leader is "leading from the front," or +2 if this Leader is Jackson, Lee, or Stuart (maximum of one Leader per combat). To be eligible the Leader must be affiliated (as divisional, corps, or army commander) with the Lead Attacking Unit.

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

- A. The Defense Factor of any one unit of the Defender's choice (**Lead Defending Unit**),
- B. +1 Each additional Fresh defending non-Leader unit in the defending Area,
- C. +? For the TEM (+1 to +3) of the Area being attacked,
- D. +1 When making a Mandatory Attack (Section 9.1) if all of the attacking units crossed a minor water boundary, +2 if all of the attacking units crossed a Major Water Boundary,
- E. +1 At least one friendly Leader unit present in the Area, Fresh or Exhausted (additional leaders beyond the first do not add to the DV),
- F. +1/+2 friendly Entrench marker in the defending Area.

Note: See also Optional Sections 19.6 and 19.7.

Design Note: Case 9.4.2B, which gives a +2 modifier to attacking Union units reflects, among other things, the substantial numerical superiority of the Union army, which provided certain tactical advantages when attacking. The same did not apply when on defense, as units would defend individually and typically within entrenchments, hence the same modifier would not be appropriate in Case 9.4.3B.

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

Repulse: If the AT < DT, then the Attacker has been Repulsed and there is no effect on the Defender's units. The Lead Attacking Unit is eliminated. All remaining attacking units are flipped to their Exhausted side. Retreat is required in cases of Mandatory Attack (Section 9.1).

Note: Momentum is **not** lost due to a Repulse combat result.

Stalemate: If the AT = DT, then the Attacker has suffered a Stalemate. There is no effect on the Defender's units. All attacking units, including the Lead Attacking Unit, are flipped to their Exhausted side. Retreat is not required in cases of Mandatory Attack (Section 9.1); the Attacker may retreat at their option. **Note:** Momentum is **not** lost due to a Stalemate combat result.

Success: If the AT > DT, then all of the Attacking units are flipped to their Exhausted side. The Defender must absorb Casualty Points (CP; Section 11.1) equal to the difference between the AT and DT. The first CP must be absorbed by the Lead Defending Unit. If the results of the attack require the Defender to take more CP than his units in the Area can absorb, additional CP are ignored, but an Overrun may result.

Overrun: If an Assault requires the Defender to take more Casualty Points than can be absorbed by the defending units in the Assaulted Area, an Overrun has taken place. Attacking units may now use any remaining movement points to enter any adjacent Vacant Area, **or** they may enter and attack any one adjacent Area. If this second attack results in another Overrun, treat the result as a Success. **Restrictions:** Overruns may not occur in an Area with Entrenchments. Overrun movement may not be used to enter a Zone or enter an Area from a Zone.

9.5 Artillery Support

Fresh Artillery units may support an assault taking place in an adjacent Area. Supporting Artillery does not have to be in the Active Area to provide support. Each supporting Artillery unit adds one to the Attack Value (Case 9.4.2C). Supporting Artillery may not move that Impulse and become Exhausted after the Combat Resolution. If the Attacker loses a Mandatory Assault, the supporting Artillery does not have to retreat.

10.0 BOMBARDMENT

10.1 Bombardment Activation

In a Bombardment Activation, the Attacker selects an Area to be the Target Area. Unlike an Assault Activation, there is no movement. The Union player may bombard with Union Artillery units. The Confederate player may bombard with Confederate Artillery units.

10.1.1 Artillery Bombardment Range Artillery may bombard their own Area or any adjacent Area. **Exception:** An Artillery unit within a Contested Area may only target its own Area. Artillery units in a Zone may only bombard the Zone they currently occupy. They may not bombard any other Area or Zone on the map.

10.2 Bombardment Resolution

10.2.1 Select the Primary Target The Attacker chooses one enemy unit in the Target Area as the Primary Target. Leader units may not be chosen as the Primary Target unless they are the sole enemy unit type in the Target Area. Pontoon Bridges may not be chosen as the Primary Target. The Primary Target must take the first Attrition Point inflicted, if any.

10.3 Bombardment Attack Value

In an Artillery Bombardment, the Attack Value (AV) is the Attack Factor of one Artillery unit of the Attacker's choice plus the following:

- A. +1 for each additional Fresh Artillery unit in the same Area
- B. +2 if the Artillery is located on a friendly-Controlled, Vacant Hill (Areas with a black triangle)
- C. +1 if an Artillery Leader is declared to be "leading from the front" (Hunt for the Union Side if using Optional Section 19.5, Pendleton for the Confederate side)

Note: See also Optional Section 19.5.

10.4 Bombardment Defense Value

The DV is the sum of:

- A. +? the TEM of the Target Area
- B. +1 Each Fresh friendly Artillery unit in the Target Area
- C. +1 Entrenchment 1 marker; +2 Entrenchment 2 marker

The Defense Value of the defending unit(s) is *not* relevant to bombardment resolution.

To resolve a Bombardment, the Attacker rolls a 2D6, which is added to the Bombardment AV to form the Attack Total, and the Defender rolls a 2D6 which is added to the Bombardment DV to form the Defense Total. If the AT > DT, then the Defender must take Casualty Points (Section 11.1) equal to the difference between the AT and DT. If the AT < DT or if the AT = DT, then there is no effect on the Defender. Attacking Artillery units are flipped to their Exhausted side after resolving their attack.

11.0 CASUALTIES AND RETREAT

11.1 Casualty Points (CP)

To satisfy losses suffered because of an Assault or Bombardment, the Defender removes CP from his units in the defending Area. The first CP(s) must be taken by either the Lead Defending Unit or the Primary Target. The Defender distributes the remaining CP(s) as he chooses. Excess CPs are ignored.

CP may be taken in any combination, except that the Lead Defending Unit or Primary Target must suffer the first CP, and that exact losses must be applied whenever possible.

The Defender removes CP from an attack as follows:

- A. Each Fresh unit eliminated: 3 CP
- B. Each Fresh unit that flips Exhausted: 1 CP
- C. Each Exhausted unit eliminated: 2 CP
- D. Each Exhausted unit that retreats: 1 CP

Units selected for elimination are eligible to return to play during the Reorganization Phase (Module 12.0).

Design Note: at this unit scale, formations were not truly eliminated in the sense of being destroyed in combat, but they were shattered and sometimes rendered combat ineffective for a short period of time or, in some cases, for the rest of the campaign.

11.1.1 Leader Casualties If the original (unmodified) Attacker and Defender 2D6 results during either Combat or Bombardment Resolution are equal, a Leader who was declared to have been “leading from the front” (Case 9.4.2F and Section 10.3C) is removed from play and not eligible to return until the Reorganization Phase of that Turn (Section 12.2).

11.2 Retreats

The Attacker or Defender may be called upon to retreat as a result of combat. If both Attacker and Defender retreat from the same Assault, the Attacker retreats first. Attacking units may only retreat into the Area from which they entered the attacked Area. **Exception:** *Fully-stacked Areas; see Case 11.2.2 to determine which Area they retreat to.*

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

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

- A. A Free Area adjacent to the least number of enemy-Controlled Areas.
- B. A friendly-Controlled, Contested Area.
- C. An enemy-Controlled, Contested Area.
- D. Fully-stacked Area.

If forced to retreat to an already fully-stacked Area, the unit must retreat *again* from that over-stacked Area, once more applying retreat priorities.

11.2.3 Voluntary Retreat Some or all of the Defenders in an Area being Assaulted or Bombarded may voluntarily retreat after Combat Resolution. If the Attacker Assaulted, this applies even if the Attacker suffered a Stalemate or Repulse result. The Lead Defending Unit or Primary Target does not have to be among the units that retreat. Fresh defending units may not voluntarily retreat. Victorious Assaulting units may not voluntarily retreat.

11.2.4 Retreat Elimination If for any reason a unit is unable to retreat per the Retreat Priorities (Case 11.2.2), it is eliminated. Units that have no other option but to retreat over a Major Water Boundary without a Pontoon Bridge marker present (Module 16.0) are eliminated. Units in Wilderness terrain must retreat along a road. If a road is not available, they are eliminated.

12.0 REORGANIZATION

During the Reorganization Phase, the Union player, followed by the Confederate player, may reorganize eliminated units.

12.1 Reorganization Procedure

To Reorganize previously eliminated units use the following procedure:

- A. Select any one eliminated friendly unit. Place that unit on its Fresh side in any Area that is friendly-Controlled, Vacant, and contains at least one other friendly unit. If these conditions cannot be met, the unit may be placed in any friendly-Controlled Zone.
- B. Permanently remove from play another eliminated unit of the same type (Infantry, Engineer, Artillery or Cavalry). The removed unit may not return to play for any reason, nor may it be used to reorganize any other unit. Permanently eliminated units should be placed on the Turn Record Track in the space corresponding to the current Turn to be counted for Victory Points when determining Operational Victory (Section 17.2).

12.2 Leader Units

Leader units may not be selected for permanent elimination in order to return non-Leader units to play, nor may other units be selected to return Leader units to play. A Leader unit may not be selected to return another eliminated Leader unit to play.

If a Leader unit was eliminated during combat, a 1D6 is now made during the Reorganization Phase to determine their fate.

- A. On a “1” or “2” the Leader is considered Killed in Action (KIA). Place the Leader on the Turn Record Track in the space corresponding to the current Turn to be counted for Victory Points when determining Operational Victory (Section 17.2).
- B. On a “3” or “4” the Leader is considered lightly wounded and automatically returns to play during the Reorganization Phase of the *next* Game Turn.
- C. On a “5” or “6” the Leader returns to play immediately.

A Leader unit that is returned to play is placed on its Fresh side in any Area that is friendly-Controlled, Vacant, and contains at least one other friendly unit. If these conditions cannot be met the Leader unit may be placed in any friendly-Controlled Zone or, if not an army commander, in the same Area as that side’s army commander (Hooker for returning Union Leader units, Lee for returning Confederate Leader units).

13.0 THE ADVANTAGE

At the start of each Impulse one player always has possession of the Advantage. This is indicated by the Advantage marker with the side of the controlling player face-up in its holding box printed on the map. The Union player starts the game controlling the Advantage. Control of the Advantage can change through voluntary use by the player who possesses it.

13.1 Voluntary Use

During the Combat Phase the Advantage may be used to declare:

A. Reroll. The Advantage may be used to force a re-roll of any 2D6/1D6. This causes loss of the Advantage to the opponent at the end of the current Impulse. Because the Advantage is not lost until the end of the player Impulse/Phase in which it is used, it may not be used to force a reroll of any 2D6/1D6 which has already been rerolled. Both dice are re-rolled in the case of an Initiative die roll. All four dice are re-rolled in the case of an Assault or Bombardment. There is no guarantee that the reroll will be better; it might even be worse.

B. Steal a March. At the start of their Impulse, before making their Momentum die roll, the player with the Advantage may use it to “reset” the Impulse Track.

Both players flip any currently Exhausted units to their Fresh sides (eliminated units are still eliminated and may not Reorganize). The Impulse marker is returned to the “1” box on the Impulse Track. The Combat Phase then proceeds normally with the player who has just surrendered the Advantage continuing to conduct Impulses.

The Advantage may be used in this manner a maximum of once per side, per Turn. A player has the option to use the Advantage in this manner even if they did not win Momentum during the Momentum Phase at the beginning of the Turn.

During the Reorganization Phase the Advantage may be used to declare:

C. Rally. The player with the Advantage may return one eliminated non-Leader unit to play without having to eliminate another unit. The unit returns to play Fresh side up.

13.2 Advantage Shift

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

13.3 Re-Roll Markers

Each player begins the Turn holding one Re-Roll marker.

Regardless of who controls the Advantage either player may spend a Re-Roll marker to demand a re-roll of a Combat Resolution (Section 9.4). These markers may not be used for any other purpose, including Bombardment Resolution. After use, the Re-Roll marker is placed on the current Turn as indicated on the Turn Record Track, “used” side facing up, and is not returned to the player until the End Phase of the present Turn.

If both players possess a Re-Roll marker during Combat Resolution the attacking player must declare their decision to re-roll first, followed by the defending player. Similarly, one player may utilize a Re-Roll marker and the other may use the Advantage (Case 13.1A) to demand a re-roll of the same Combat Resolution. The attacking player must declare their decision to re-roll first, followed by the defending player.

A single Combat Resolution may only be re-rolled once by each player. No additional re-rolls may take place after both the attacking and defending players have declared their decision to re-roll.

14.0 ZONES

14.1 Movement

A Zone may only be entered during an Impulse by a unit starting that Impulse in an adjacent Area or Zone, and the unit must end movement upon entry of that Zone. A unit beginning its Impulse in a Zone may move to an Area normally, paying the entrance costs of that Area and may continue movement to other Areas if sufficient MFs are available. Friendly units moving adjacent to a Zone may ignore enemy units in that Zone for movement purposes.

14.1.1 Germanna Ford Only one Union unit may exit Zone H into Area 53 per Impulse until a Pontoon Bridge has been constructed in Zone H. If a Pontoon Bridge marker is present in Zone H, up to five Union units may exit Zone H into Area 53 per Impulse. Union units moving from Zone H to Area 53 (and from Area 53 to Zone H) are considered to have crossed a Major Water Boundary and must use **all** their movement to enter one or the other.

14.2 Entry Restrictions

Union units may enter and exit Zones within their Operational Sector (Zones color-coded blue) without restriction. Confederate units may enter and exit Zones within their Operational Sector (Zones colored butternut brown) without restriction. Confederate units may only move from one transit zone to another as shown by the linking arrows printed on the map; otherwise movement from one transit zone directly to another is prohibited. Union units may not enter Confederate Zones A, B, E, F, and G. Confederate units may not enter any Union Zone. Units from either side may never move directly between Zones G and H, nor to/from Zones A and Q.

14.2.1 Union Automatic Victory Exit Areas Union units may enter Zone C and Zone D but only by exiting a Union-Controlled Area 16 (Telegraph Road) or Area 47 (Todd’s Tavern). See Case 17.1.1.

14.3 Stacking Limits

An unlimited number of units may occupy a Zone.

14.4 Combat

Overruns may not occur in Zones. Artillery units in a Zone may only attack enemy units in their own Zone. A Zone may not be attacked by Artillery outside the Zone.

14.5 Retreat

A unit may retreat into a friendly-Controlled, Vacant Zone, even if this would violate normal retreat priorities (Case 11.2.2).

15.0 ENTRENCHMENTS



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

15.1 Creating Entrenchments

The act of entrenching is automatic. The Area must contain at least one friendly Infantry unit to place an Entrenchment marker. If the Area does not contain a friendly Entrench marker, place an Entrench +1 marker. If the Area already contains a friendly +1 Entrench marker, flip the marker to its Entrench +2 side.

15.2 Capture of Entrenchments

During an Assault Activation, if there are no defending units left in the assaulted Area after combat resolution, and there are no friendly Entrench markers already in the Area, an enemy Entrench +1 or Entrench +2 marker may be replaced by a friendly Entrench +1 marker at the discretion of the attacking player. If a friendly unit enters an Area containing an enemy entrenchment marker but there are no enemy units in the Area to assault, that entrenchment marker is removed and a friendly Entrench +1 marker may be placed at the moving player's discretion.

15.3 Voluntary Removal of Entrenchments

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

16.0 UNION PONTOON BRIDGES

Only the Union player may construct, move across, or voluntarily remove a Pontoon Bridge marker. The number of Pontoon Bridges the Union player may have in play at any one time is limited to the markers supplied with the game.

16.1 Pontoon Bridge Construction



When the Union player declares an Assault Activation, they have the option of placing a Pontoon Bridge marker before movement. The active Area must be in the Union Operational Sector (Case 3.1.4) and contain both a Ford (Case 3.1.6) and at least one Fresh Union Engineer unit (Case 4.2.3) in order to place the Pontoon Bridge marker. The act of placing the marker is automatic; no die roll is made. The Fresh Engineer unit is flipped to its Exhausted side after the Pontoon Bridge marker is placed.

16.2 Effect on Movement and Retreat

A Pontoon Bridge allows up to five Union units to cross a Major Water Boundary in a single Impulse. In addition, any number of Union units may retreat over a Ford on a Major River Boundary if a Pontoon Bridge marker is present. If there is just a Ford but no Pontoon Bridge marker, retreating Union units are eliminated instead. Confederate units may never move or retreat across a Union Pontoon Bridge.

16.3 Pontoon Bridge Removal

A Pontoon Bridge marker is automatically removed from the map if, at any time, an Area on either side of the marker becomes Confederate-Controlled. During the End Phase of each Turn, the Union player may also, if that player so wishes, voluntarily remove any number of Pontoon Bridge markers from the map. A Union Engineer unit does not have to be present to undertake this voluntary removal.

17.0 VICTORY CONDITIONS

17.1 Automatic Victory

Each player is capable of winning an Automatic Victory (a stunning achievement practically ending the war right then).

17.1.1 Union Automatic Victory The Union player wins an Automatic Victory if during the End Phase of any Turn a Union-Controlled or Union-Contested Zone C or Zone D is capable of tracing a path of Union-Controlled Areas to Zones L, M, N, or O.

17.1.2 Confederate Automatic Victory The Confederate player wins an Automatic Victory if during the End Phase of any Turn the Union player fails to Control at least two Areas within the Confederate Operational Sector (Areas with a butternut brown Identifier).

17.2 Operational Victory

An operational victory means your efforts were successful but open to interpretation. It could just be marginal, or decisive in the longer run. **During each End Phase** count the number of VP Areas Controlled by the Union player, adding that amount to the Union Victory Point total on the Victory Point Track. Victory Point Areas that are Union-Controlled must be capable of tracing a path of Union-Controlled Areas to Zones L, M, N, or O in order for their Victory Point value to count.

Confederate Areas have the following Victory Point value:

- 1 Victory Point each if Controlled: Prospect Hill (Area 6); Lee's Hill (Area 7); Marye's Heights (Area 8); Tabernacle Church (Area 27); Chancellorsville (Area 43); and Todd's Tavern (Area 47).

During the End Phase of Game Turn 6 (May 5) count the number of eliminated Confederate and Union units.

- +1 Victory Point: Each permanently eliminated Confederate unit on the Turn Record Track and each Confederate unit remaining eliminated after Reorganization on Turn 6
- +1 Victory Point: Each Confederate Leader placed on the Turn Record Track because they were KIA (Section 12.2); +2 if the Jackson and/or Stuart Leader are KIA; +3 if the Lee Leader is KIA.
- -1 Victory Point: Each permanently eliminated Union unit on the Turn Record Track and each Union unit remaining eliminated after Reorganization.
- -1 Victory Point: Each Union Leader placed on the Turn Record Track because they were KIA (Section 12.2); -2 if the Hooker Leader is KIA.

The Confederate side does not receive Victory Points. Victory depends solely on the Union Victory Point total unless either player has achieved an Automatic Victory (Section 17.1). **Note:** See also Optional Section 19.3.

17.3 Victory Check

If the Union player has not achieved an Automatic Victory by the start of the End Phase of Game Turn 6 (May 5) that player wins one of the following types of victory:

- Marginal Victory by having 8 or 9 VP.
- Decisive Victory by having 10 or more VP.

The Confederate player wins by preventing the Union player from fulfilling his victory conditions:

- Marginal Victory: Union player has 5-7 VP.
- Decisive Victory: Union player has 4 or less VP.

Note: See Optional Sections 19.1 and 19.3.

18.0 SIDE DETERMINATION

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

18.1 Bids

Each player submits a secret, written VP bid to command the Union. The high bid receives the Union side with the winning bid becoming the number of VP required for an Operational Victory (Section 17.2). Automatic Victory rules remain unchanged.