GIVE US VICTORIES

The Chancellorsville Campaign, Virgina, 1863

RULES
Main Game

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Cover photo
A.J. Russell photograph depicting Union soldiers of General William T.H. Brooks's division, Sedgwick's Corps, entrenched along the west bank of the Rappahannock River at Fredericksburg, just prior to the battle of May 3: https://en.wikipedia.org/wiki/Second_Battle_of_Fredericksburg

Abbreviations
AoP: Army of the Potomac, Union
ANV: Army of Northern Virginia, Confederate

1 - INTRODUCTION

After the Union loss at Fredericksburg the previous December, President Lincoln relieved General Ambrose Burnside and replaced him with the popular General Joseph Hooker. Lincoln had confidence that Hooker could rally the demoralized troops and bring about a Union victory. In the spring of 1863, the Army of the Potomac (Union Army), executed a successful daring maneuver to outflank the Army of Northern Virginia (Confederate Army), commanded by General Robert E. Lee. There were high hopes for the Union forces. The rest is history…

"Give Us Victories" is a quote from the letter with which President Lincoln appoints General Hooker to command the Army of the Potomac, allows us to simulate this battle and possibly change the course of history. Players assume Lee and Hooker's role and manuever their forces around the map, trying to engage the enemy's forces, defeat them and gain victory and glory.

2 - CAMPAIGN GAME VICTORY CONDITIONS

Automatic Victory
A player gains an automatic victory at the end of any turn in which the difference between the sum of Combat Points of permanently eliminated enemy units and the sum of Combat Points of his own permanently eliminated units is equal to or greater than 24.
The Confederate player gains an automatic victory at the end of turn 14 if he occupies with supplied units the Chancellorsville and Marye's Heights hexes.

Victory on points
At the end of turn 25, if there is no automatic victory, the victory is determined by the Union player's victory points (VP):
Victory points (VPs) are scored according to these criteria:

Equal to or higher than **16** **Victory of the Union player**
between **9** and **15** **Draw**
Equal to or less than **8** **Victory of the Confederate player**

Points for units' elimination:
(should be recorded every turn on the General Registration Track with bifacial Union/Confederate marker).
1 VP for each combat point difference between the sum of combat points of eliminated Confederate units eliminated and the sum of combat points of eliminated Union units; this value can be negative if the sum of combat points of eliminated Union units is greater than the sum of combat points of Confederate units.
Skirmisher units are not considered in the count.

Location Value in Victory Points on Turn 25
(to control a location you must occupy the hex with your own
 units in supply):

★ Chancellorsville: 10 victory points.
★ Marye's Heights: 10 victory points.
★ Spotsylvania: 10 victory points.
★ Falmouth: 5 victory points.

Points for units leaving the map
10 VP for the Union player if he moves off the map, through the roads on the lower map edge marked with the Confederate flag, its units with at least 35 infantry/artillery step levels and is able to draw a supply line at the end of Turn 25 to the exit roads of those units;
Confederate player can deny these 10 VP if he moves his own units with at least 15 step levels off the map, using the roads marked with the Confederate flag.

3 - COMPONENTS

Map
The map represents the area where the opposing armies met and fought. On it is superimposed a hexagonal grid that serves to regulate the placement and movement of units.

Each hex represents about 1000 meters of real terrain. The hexs may contain terrain of a different nature, both artificial and natural, which may affect movements and fighting in different ways.

The map also features a number of tables and tracks, to record and adjust some game functions.

Turn Record Track
On this table is recorded the progression of the game through the advancement of turns. Each game turn represents four hours of real time in day turns, and the whole night in night turns. Each box shows the

amount of activation points available to each player for that turn and the chance of rain.

have a numerical value that represents the number of formations they can command simultaneously.

The back of the command markers are the same for everyone; players are encouraged to keep their command markers always covered, to avoid the enemy knowing which formations are going to be activated.
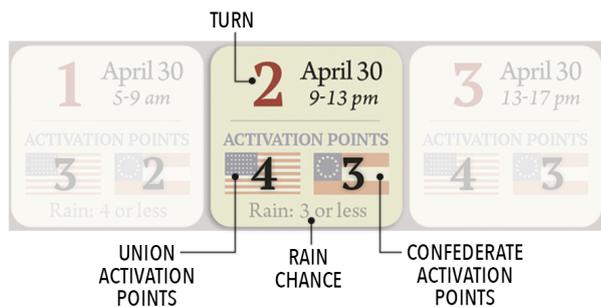
High Commanders holding boxes
In these boxes are placed the command markers of the formations activated by Hooker, Lee, Jackson and Longstreet.

Losses box
The units eliminated during the game are placed here.

General Record Track
It is used to keep track of victory points and combat bonuses during the course of the game.

Skirmisher Availability box
This is where the available skirmishers are placed during day turns

Artillery Table
Used to resolve artillery bombardments.

Counters
Most of the counters in the game represent Union (on a blue background) and Confederate (on a gray or butternut background) military units of various sizes: cavalry regiments, artillery battalions and brigades, infantry and cavalry brigades, ranging from 400 to 3000 men. Almost all of them have colored bands to indicate the higher formation they belong.
On the counters there are numbers representing combat points, i.e. combat efficiency, and movement capacity. Units with combat points greater than 1 have two steps with the back of the counter representing the units's reduced combat capacity due to losses.
When these units suffer a step loss they are flipped to the reduced side, when they suffer a second step loss they are eliminated. Units with only 1 combat point have only one step strength and are eliminated when they suffer a loss.
On the counters there are also various numbers, names, symbols and colors that identify their type, historical designation and any combat bonuses.

Note: in the game there are two sheets of counters, one with soldiers icons, the other with NATO symbols. Players may use the set they prefer (not both simultaneously).

The Command markers represent the Supreme Commanders and the Commanders of the formations, Corps for the Union and Divisions for the Confederate. On the latter there is the command radius (in hexes), the name of the officer and a band with the distinctive color of the formation under their orders. The Higher Commanders, Hooker for the Union player, Lee, Jackson and Longstreet for the Confederate player, do not have the colored band, may command any formation of their army and

Units without command designation (Independents)
Some units (Union cavalry, reserve artillery, etc) do not have colored identification bands and do not belong to any formation; they are called 'Independent' and may be activated by any command as described below.

Markers
Markers are used to keep track of various game functions, such as disorganization, demoralization, detachment, out of supply, strategic movement, fired; or represent other functions of the game such as breastworks, dummies, pontoons, events; their use is explained in the appropriate sections.

Terrain Effects Table
The table shows the various costs that units must pay to enter a particular hex or cross a sidehex and benefits for the units defending it, if any.

Deployment Chart
Cards show the deployment zone of the units of both armies, at the beginning of the campaign game and of the various available scenarios.

Dice
The colored dice are used for combat and other game actions.

Strategic Deployment Map
Usata solo per la variante del gioco campagna con schieramento iniziale ipotetico.

Materials for other games in the box
Inside the package there are also two small games, "A Perfect Plan" and "The Red Die of Courage" in addition to the solitaire system, 'Hurrah for Old Joe'.
The materials for the use of these games are presented in this manual's dedicated sections.

4 - SET UP

Players choose their army to play with and set up units on the map following the instructions on the Deployment Chart. The Confederate player deploys first. The turn marker is placed on box 1 of the Game Calendar.
If the 'Events' option is in play, both players place their event chits in two different cups, one for each player, shuffle and draw three chits without revealing them to the enemy. They may be played starting from the first turn.

5 - STACKING

Friendly and enemy units can never occupy the same hex. You may stack up to four friendly units of any type (infantry, cavalry, artillery, skirmishers, "dummies") in the same hex as long as their total combat points do not exceed 16; this check is made after movement and before combat. If a hex has more units than allowed, then the excess units are

displaced in an adjacent hex by the owner, provided they are not adjacent to the enemy, otherwise the excess units must be eliminated. Stacks may be formed or disbanded at any time during movement. Commands and other markers are not units and therefore do not affect stacking.

6 - SEQUENCE OF PLAY

Each game turn involves a set of activities by both players, typically moving forces and fighting. When all of the activities for that turn have been done, the turn ends and the next one begin; the turn marker advances one box on the Game Calendar.

When all campaign game or a scenario turns are completed, the game is over and the victory conditions are checked. The game may end earlier if special conditions for an automatic victory are met.

The detailed Sequence of play of each game turn is:

A - Players check the chance of rain if the turn requires it; choose formations to be activated according to the availability of activation points for that turn and place the their respective command chits in one opaque cup only.

B - Activations:

- ◆ 1 - **Pull** a command chit and place it on the map.
- ◆ 2 - **Movement** of the activated formation (Combat during movement - Generation of skirmishers).
- ◆ 3 - **Artillery bombardment** of the activated formation (Placement of breastworks and "Fired" markers).
- ◆ 4 - **Combat** of the activated formation (Placement of breastworks and skirmishers).

Steps 1, 2, 3 and 4 are repeated until there are no more command chits in the cup.

C - At the end of the turn, the 'Detachment', 'Forced March', 'Fired' markers and all the Command counters are removed from the map; the 'Turn' marker is moved forward one square on the Game Calendar and the sequence starts over from step A.

Night Turns

Night turns include some additional operations:

Supplies are checked and the "Out of Supply" markers are removed; units may recover step levels if certain conditions are met; skirmishers of both armies may reenter in play the next turn if they are removed from the map or are in the Losses Box.

If there is one or more skirmisher in the Losses Box, one is removed permanently from the game; "Disorganization" markers are removed while "Demoralization" markers are changed to "Disorganization" markers; both players draw an event chit if the optional "Events" rule is applied.

The exact sequence of activities in the night turns is the following:

- ◆ 1 - Formations Activation.
- ◆ 2 - 'Detachment' and all present skirmishers counters are removal from the map, skirmisher counters they are placed in the 'available skirmishers' box along with any recovery of previously eliminated skirmishers, except one skirmisher counter is permanently removed from the game.
- ◆ 3 - Check the supply status of the units and place 'Out of Supply' markers and, if necessary, 'Disorganization' and 'Demoralization' markers.
- ◆ 4 - Removal of 'Disorganization' markers from units not out of supply, then 'Demoralization' markers from units not out of supply turn to the 'Disorganization' side.
- ◆ 5 - One unit per formation and any independent units return to full strength if they are not out-of-supply, disorganized, demoralized or

adjacent to enemy units (not valid for units already eliminated except as a result of a the specific event).
- ◆ 6 - Both players draw an event chit (optional rule).

7 - RAIN

During night turns there no combat or bombardment is allowed. Units moving at night may not enter hexes adjacent to the enemy. An exception to these rules is the event: 'Night Attack'. Pontoons may be constructed and dismantled during night turns, even by units adjacent to the enemy. Some turns, reported on the game calendar, include the chance of rain. At the beginning of each turn in which this may happen, players roll a die; if the result is less than or equal to the number indicated for that turn, then rains happens and the following rules apply:

- ★ Crossing a creek requires 1 more movement point (not on the road).
- ★ The minor rivers (Po and Ny rivers) are impassable, except by bridges or pontoons.
- ★ Rapidan and Rappahannock fords are impassable unless a pontoon is present.

8 - ACTIVATION

In order to move and conduct combat, units must be part of an activated formation and be within the command radius of their Formation Commander or a Higher Commander.

Activation Points

They represent a theoretical estimate of the ability to move and fight of the two armies. The Game Calendar indicates variable points availability depending on the army and the game turn. Activation points can only be used in the turn in which they are assigned, they cannot be accumulated from turn to turn. Unused points are lost.
Procedure
At the beginning of the turn, both players check the amount of activation points available on the Game Calendar; each point allows the activation of a formation: a Confederate Division or a Union Corps.
Exception: the 1st (Reynolds), 3rd (Sickles) and 6th (Sedgwick) Union Corps may be activated at the cost of 1 activation point only if all their units are north of the Rappahannock; as soon as they move with one or more units South of the Rappahannock (in other words, if they move in Confederate territory) it needs two activation points to activate them.
Players decide secretly and separately the formations to activate, selecting the appropriate chits, adding to them their 'Independent' chit and placing them all in the same cup where they can be shuffled and pull out alternately during the turn.
Players pull out the command chits from the cup. When a formation is drawn, the owning player may activate it or pass. If the player passes, the formation cannot be activated anymore during the turn.

Example: turn 3, the Confederate player has 3 activation points; he decides to activate the Anderson, Stuart and McLaws divisions: he takes the three corresponding command chits and places them in the cup together with the 'Independent' chit. The Union player has 4 activation points: he decides to activate Corps III - XI - XII and V; he takes the corresponding command chits and places them in the same cup, together with his 'Independent' chit; note that the activation of Corps III costs only 1 point as this Corps currently has no units south of the Rappahannock.

Note that Formation Commanders can only activate military units belonging their own formation, or without a specific designation (independent) or formations under the 'detachment' marker.

Example: Couch will only be able to command II Corps units, with the green color band, as well as a Unionist unit that does not belong to a specific formation and is within his command range. More, he will be able to command all units under the 'detachment' marker. Anderson maycommand units of his division, with the red band, in addition to a Confederate unit not belonging to a specific formation and that is within

his command range. More, He will be able to command all units under the 'detachment' marker.

Formation activation

 The extracted command chit is placed on the map, near, beside or above a unit of its formation. It may also be placed adjacent to enemy units. All units of its formation that are within its command radius, expressed in hexes, can be activated, i.e. they can move, bombard and/or combat. The command radius cannot cross enemy units or forbidden terrain.
Together with the units of the formation, an independent unit within the command range may also be activated (use Detachment marker), but it can't be activated again for the current turn (just once). Units under the detachment marker may be activated together with the formation. The command chit remains on the map until the end of the turn.
Confederate Higher Commanders may activate any cavalry unit from Stuart's division instead of an independent unit.

Detachment

Both players have a 'Detachment' marker. It allows to activate, once per turn, friendly units of a different or an independent formation within the command range of the Commander of the formation or of the Superior Commander just activated, together with the formation's units.
The 'Detachment' marker can be used as soon as it is needed, by placing it in a hex on the map; thereafter, the units under the marker may move and fight together with the units of the activated formation. Once used, the 'Detachment' marker remains on the map and is removed at the end of the turn.
Units or stacks previously activated in the turn cannot be detached. Also, even if their formation is activated later during the same turn, previously detached units are considered inactive.

High Commanders

In addition to the formation Commanders, players also have some counters representing the High Commanders: Hooker for the Union player, Lee, Jackson and Longstreet for the Confederate player. These counters allow the activation and coordination of multiple formations simultaneously. Note that they have a larger command radius, expressed in hexes, than Division and Corps Commanders. The value on the counter is the Command Factor, it indicates the maximum number of formations that may be activated by the High Commander during the turn. Higher Leaders can also activate all independent units within their command range.
If a player decides to use a High Commander, he selects the formations to activate simultaneously, uses the necessary activation points and places their command markers in the High Commander Box on the map with their bottom side turned up; in their place, in the cup, he places the High Commander chit. When the High Commander is extracted, he is placed on the map as the Formation Commanders: all units belonging to the formations whose command marker is in the High Commander's box, together with independent units and units under the 'detachment' marker units, within his command range, are automatically activated; from now on they move and conduct combat as if they were a single formation. Higher Commanders can only be used in alternate turns. No additional command points are required for their activation.

Example: on turn 3, the Union player has 4 activation points; he selects the XI and XII Corps markers by placing them in the 'High Commander Box' on the map; he places the Hooker chit instead of Corps commanders'chits in the cup from which the chits are drawn; furthermore, since he also has two activation points, he selects the V and II Corps and places the chits in the same cup, together with his Independent chit. The Union player may use Hooker again from turn 5. The player does not gain any extra activation points by using the High Commander marker. What he gains is a coordinated action: all activated units of the XI and XII Corps move and fight together under Hooker, while in the usual command chit pull procedure the formations are not activated in a coordinate way.

Independent Activation

Every turn, including night turns, players have the chance to activate some units independently from the activation of the formations. Once the 'Independent' chit has been drawn, it is placed on the map next to the designated units, provided they have not already been activated in that turn. The command radius in this case is 1 hex. The maximum number of units you may activate in this way is 3; they do not have to belong to the same formation. These units can not be activated again later during the current turn. The 'Independent' chit does not cost activation points.

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9 - MOVEMENTS

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Once a formation has been activated, its units in command may move individually or as a stack. Movement is voluntary, a player may move all, part or none of his units. Units are not obliged to use all movement points available. Single units or stacks must complete movement before starting with the next one. The number of hexes a unit can move is given by its movement factor; the unit must always have enough movement points available to enter each hex it moves into or hexside it crosses (in other words, there is no minimum movement of one hex regardless of the terrain cost); the number of movement points it spends depends on the type of hex (and hexside, if applicable) as indicated in the Terrain Effects Table. It is forbidden to enter or cross hexes occupied by enemy units.

Movement in contact with enemy units

Entering any non-forest hex adjacent to an enemy unit costs 1 additional movement point. Enemy units that come into contact with the moving unit may move in their opponent's turn (see the 'Breaking Contact' rule). Enemy units on the opposite side of the Rappahannock and Rapidan rivers are considered adjacent for the purpose of this rule.

Breaking contact with the enemy

Any unit of infantry, artillery, horse artillery, skirmishers (or stacking composed exclusively of these types of units) may retreat one hex if the enemy moves into an adjacent hex. Units breaking contact cannot move adjacent to other enemy units unless the retreat hex is already occupied by friendly units.
If a stack decides to break contact then all its units must move, even to different hexes; the starting hex must be left empty.
If it cannot fulfill this condition then it cannot break contact. This option must be exercised immediately. There is no limit to the number of times that this action can be executed by the same unit or by the same stacking.
Breaking contact only temporarily interrupts the movement of the unit that caused this effect: the unit's movement can resume if it still has movement points available.
Cavalry may break contact with the enemy moving two hexes always, if it does not end movement adjacent to enemy units.
Breaking contact is not allowed in night turns.

Road Movement

Roads negate terrain costs; in addition, major roads facilitate unit movement, as indicated on the Terrain Effects Table.
Units that move entirely by road add 1 movement point to their total availability.

Leaving the map

In some cases players may move their units off the map as specified in the victory conditions.
When a player wants to take advantage of such conditions he simply sets the exited units aside, their value in step levels will be calculated at the end of the game. Leaving a road hex and move off the maps costs 1 movement point. Units that left the map cannot come back.

Forced March

The formations, once activated, may make a forced march. This movement doubles the movement points available to units within the command range of the activated formation's command counter, including

any independent units and units with a 'detachment' marker.

Only one formation per game turn can make forced march.

A special marker is placed on the formation command's counter that is using forced march.

In order to use this type of movement, units can start in contact with enemy units but can never enter hexes adjacent hexes to the enemy.

No unit in the force marching formation may attack or bombard that turn. However, they can be attacked; if attacked during the same turn in which they used the forced march they apply a -1 modifier to one of their die rolls for each combat in which they are involved.

At the end of the movement a die is rolled for the formation that made the forced march: with a result of 1 or 2 a step loss is removed by any unit belonging to the formation.

Out of supply, disorganized or demoralized units cannot perform this type of movement.

Enemy units's visibility

You can inspect enemy stacking only if friendly units are adjacent to it.

Dummy markers [OPTIONAL]
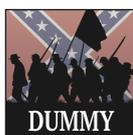
Both players have 'Dummy' markers representing ghost units that may be used to hide unit stacking and confuse the enemy about formation's real composition.

Dummy markers can only be used together with real units, without exceeding the allowed number of units per stack (4 units per hex).

Players may place their Dummy markers at the beginning of each turn on top of their units, even with skirmishers alone in a hex, and remove them at any time.

Dummies can never move alone but must always move with their stack, even in case of contact break, and they retreat or advance with the real units of their stack. Dummy markers cannot be used to absorb loss levels.
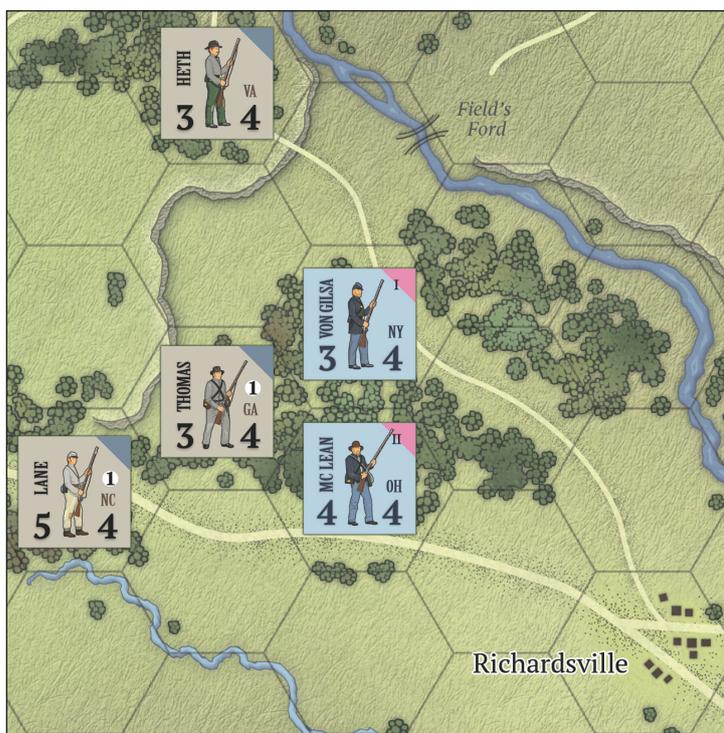
Example: the Confederate player moves his Heth Brigade along the road, towards the Union Von Gilsa Brigade, paying 1 movement point to which he adds another point because he entered a hex adjacent to the enemy moving in open terrain. Von Gilsa decides to break the contact and moves one hex along the road towards Richardsville. Heth, who still has 2 movement points available, continues to move along the road, arriving again adjacent to Von Gilsa and another northern brigade, Mc Lean, paying, in this case, only another movement point because even if he is adjacent to the enemy, he is moving in the woods.

Von Gilsa and Mc Lean break contact again, both moving one hex towards Richardsville. Heth continues the movement in the woods of another hex thus exhausting his availability of movement and following the Union brigades that, worried, breaks contact again moving inside Richardsville. Thomas Brigade moves into the woods, paying 2 movement points; then, it moves along the main road towards Richardsville (and pays half a movement point) arriving in open terrain adjacent to the Northern brigades (and adds another movement point). Lane's brigade completes its entire movement along the major road towards Richardsville (1.5 movement points), also arriving in open terrain adjacent to the enemy (one additional movement point).
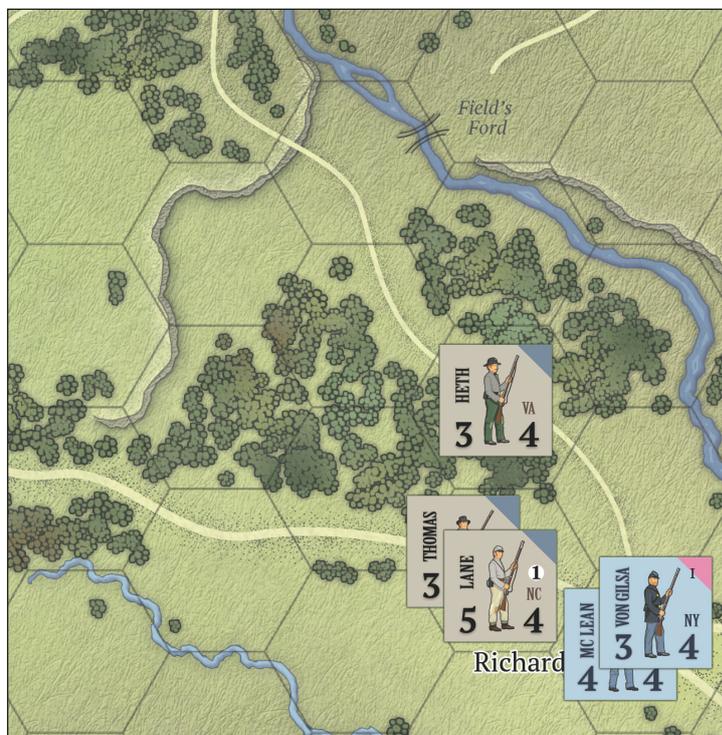
10 - RIVERS AND FORD

Rappahannock and Rapidan are the two major rivers across the battlefield; infantry and artillery can cross the Rappahannock only through pontoons built on the fords. Opposing units on the opposite side of the Rappahannock and Rapidan rivers are considered adjacent, even if no combat is allowed. Cavalry, paying 5 additional movement points, may also use the fords on the Rappahannock (not if raining).

Rapidan fords, identified by a special symbol, may be crossed without pontoons by paying an additional 3 movement points (not if raining).

The supply line cannot pass through a Rappahannock ford without a pontoon; it is always possible to resupply through the Rapidan fords, even without a pontoon, when it is not raining.

The minor rivers Po and Ny, if it doesn't rain, can always be crossed with an additional 2 movement points cost.

11 - PONTOONS

Players can build pontoons across major or minor rivers. The Union player has 6 pontoons, while the Confederate player has only one pontoon. Confederate pontoon can only be used due to a special event.

Pontoons do not have combat factors. They cannot be used to absorb losses.

For resupply purposes, pontoons can connect two adjacent hexes that contain unconnected roads separated by a river.

Pontoon Building

In order to to build a pontoon, the player must have an activated and in command infantry unit (not skirmishers) that has not moved in that turn, in the same ford's hex in case of a major river or in any hex adjacent to the river (ford?) in case of minor rivers. If these conditions are met then the pontoon is placed on the the ford's hexside. From that moment

onward friendly units can cross the ford paying 1 additional movement point. If an enemy unit is adjacent to an under construction pontoon, the player must roll a die: the construction is succesful with a result of 4, 5 or 6, otherwise it is lost. It can be retried in the following turns. Each infantry unit can make only one build pontoon attempt per turn. The unit that has built or attempted to build the pontoon may not move or attack in the same turn.
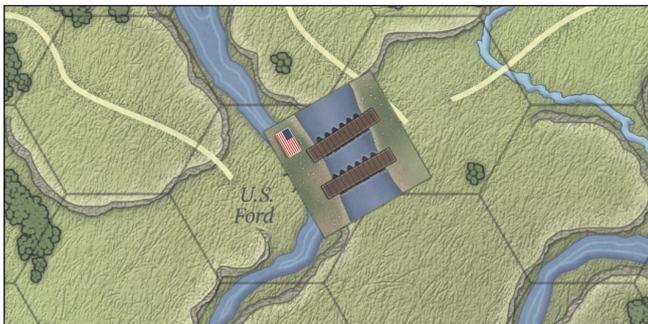
Dismantling pontoons

The Union player, during his own turn, may dismantle a pontoon by simply declaring it and removing it from the map; there need not be adjacent friendly units; it can be used again from the next turn. If an enemy unit is adjacent to the pontoon, the player must roll a die: removal occurs with a result of 4, 5 or 6, otherwise it is failed. A pontoon can also be dismantled by retreating forces as they cross it: removal occurs with a roll of 4, 5 or 6. The Confederate player can never dismantle pontoons in order to build them in another location.

Seizing and destroying Pontoon

An infantry unit that moves to or is adjacent to a pontoon with no enemy units adjacent to it, can destroy it by simply declaring it and removing it from the game, spending 2 movement points. Alternatively, it may decide to capture the pontoon and use it, again spending 2 movement points. A pontoon can be captured several times during the course of the game, until it is destroyed.

The bridges already on the map on the minor rivers (Po and Ny) can never be destroyed.

Confederate Pontoon

During the course of the game, the Confederate player can either seize Union pontoons or build his own pontoon if a special event occours. When this happens, Confederate forces can use a pontoon to cross Rappahannock and Rapidan exactly like Union forces.

12 - BOMBARDMENTS

Artillery units, once activated, may either fight or bombard enemy units or stacks up to two hexes away; artillery units may not participate in combat in the same turn in which they bombard. Bombarding Artillery units are marked with a 'Fired' marker, as reminder. Remove the marker at the end of turn.

Bombardment occurs at the end of the unit's movement and before combat. The combat factor of an artillery unit cannot be divided among several target hexes.

Artillery units firing at the same hex at the same time must add their combat factors, always using only a single die.

A hex can only be bombed once per activation.

Bombardment Obstacles

Bombardment is always possible in the adjacent hex. If the target is two hexes away and all hexes between the artillery and the target are woods or cities, bombardment is not allowed.

Bombardment Procedure

The active player indicates bombarding artillery units and their target hex. If the target hex is a stack with both artillery and infantry/cavalry, the active player must declare which type of unit is the target: a unit of that type will receive bombardment damage. The defender may place a breastwork if he likes; then, the active player adds up the combat factor

of the bombarding units, identifying the appropriate row on the artillery table; roll a die, apply the modifiers to the bombardment and find the result on the table.

Results' explanation

◆ **DIS**: one unit (defender's choice) of the target type becomes disorganized; if already disorganized, it becomes demoralized.
◆ **1**: a unit of the defender's choice of the type indicated as the target receive one step loss.
◆ **1DIS**: one unit of the defender's choice of the type indicated as target receive one step loss and is disorganized; if already disorganized it becomes demoralized.

Example: The active Walker and Nelson artillery bombard the Von Gilsa Brigade, in clear terrain; the latter decides to use breastworks; the combined combat factor of the bombarding units is 4; the Confederate player rolls a die and gets 5; Since the target unit is in open terrain, the dice should be increased by +1, but due to the effect of the breastworks (-1 to the dice) the result remains unchanged, giving as final effect, on the artillery table, 1, which means for the Von Gilsa brigade the loss of one step.

13 - SKIRMISHER

Skirmishers are units with a combat value of 1, and no movement capabilities. At the beginning of the game their number is fixed at ten for the Confederate and six for the Union; as the turns pass their number continuosly decrease.

They can be generated during the game by infantry brigades, at the beginning, during or at the end of their movement, before attacking; or by the defender in an engaged in combat hex.

Skirmishers are placed together with the unit that generated them, even in contact with the enemy, or alone, in an adjacent hex, provided it is not in contact with the enemy.

Example: A stack moves; generates a skirmisher in the hex just left (A); moves another hex, arriving adjacent to the enemy and generates another skirmisher (B).

Several units of skirmishers can be stacked in an hex. Normal stacking limits must be respected. Once placed on the map, they can only be removed due to combat results or in night turn: all skirmishers on the map may be removed at the beginning of the night turn.

An infantry brigade may generate a maximum of one skirmisher counter per activation.

Skirmishers cannot move or break contact on their own and must be stacked with infantry brigades in order to do so.

They can attack only if stacked with other units. They can advance or retreat following combat results.

An alone skirmisher defending a hex, as he is the only occupant, can roll a maximum of one die.

Skirmishers can be used to absorb losses. Once eliminated they are removed from the map and placed in the Losses Box. Eliminated skirmishers are moved from the Loss Box to the Available Skirmishers Box in the night turns and are available again at the start of the next day turn, except for one, which is permanently removed from play. This procedure is repeated for each night turn. In other words, every day, starting on the second day of the campaign, one of the skirmishers used to absorb losses

is permanently removed. The skirmishers can be bombarded but are not subject to the Disorganization or Demoralization result. They cannot build Breastworks.

Skirmishers are always in supply.

Extra Skirmishers (Optional)

Some additional skirmishers are provided, particularly for the Northern player, distinguishable by the word EXTRA on the counter; they can be used to favor less experienced players. The choice of whether to use them and in what number is left to the players.

14 - COMBAT

After movement phase and bombardment phase, and generally only during day turns, active units can attack adjacent enemy units.

Combat is voluntary, you are never obliged to attack; if a counter or a stack decides to fight it must engage all adjacent enemy units unless they are already attacked by other units or stacks, or the attacker is in a forest hex; in this case the attacker can decide which hex(es) to attack.

A stack can divide its attacks by assigning each unit to a different combat.

Example: a stack in open terrain is adjacent to three hexes occupied by the enemy; if it wants to attack, since it is in open terrain, it must attack all three hexes either in one combat (add all three hexes defenders' combat factors) or in three separate combats. Both are valid options.
If the three hexes occupied by the defender have different terrain effects, the defender chooses which modifier to apply to the combat, if the attack is against all three defenders in one combat.

A unit (or stack) can be attacked simultaneously by all surrounding hexes; simply, all units attacking a hex and all defending units add up their combat factors and resolve the combat with a few dice rolls.

The attacker decides the order of combat; one combat must be resolved by applying the results before moving to the next.

Procedure

For each combat, the total attack value is calculated by adding the combat factors of all attacking units and dividing it by the sum of the defenders' combat factors, thus obtaining a force ratio, rounded down if necessary. This ratio indicates the number of dice that the attacker and defender, respectively, will roll to resolve the combat. An additonal dice is added for each side.

Example: a ratio of 3 to 1 means that the attacker will roll 4 dice and the defender 2 dice.

The attacker rolls his dice first and applies any modifiers; each result of 5 or more eliminates one step of the enemy's forces. After the attacker, the defender also rolls his dice, in the same way. The effects of the combat is immediately applied to the units involved before moving to the next combat.

The combat workflow in detail is the following:

- ◆ A) Determine attacking units, the attacked hex and the units defending it.
- ◆ B) Defender may deploy a skirmish unit.
- ◆ C) Defender decides whether or not to place a breastwork, if not already present in the hex.
- ◆ D) strength ratio is calculated and number of dice for attacker and defender is determinated. Both increase their number of dice by 1 and further modified as a result of breastworks and fortifications.
- ◆ E) both players decide how to distribute the bonuses (first the attacker and then the defender).
- ◆ F) roll dice and apply results (first the defender and then the attacker). The effects of breastworks and fortifications are also applied (loss of one attacker step if one less die has not been removed from the attacker first). The first loss, after those eventually attributed to the skirmishers, must always be absorbed by the infantry, if present.
- ◆ G) Apply any retreats.

Combat Modifiers

Regardless of the modifiers used, the number of dice that defender and attacker have at their disposal during a combat is never below one die; in other words, they can always roll at least one die.

Terrain

When the defender occupies certain types of terrain or the attacker has to cross some particular hexsides, Limits apply to the number of dice to be used as positive or negative modifiers as indicated on the Terrain Effects Table. These effects only apply if all attacking units must cross that particular hexside. These modifiers are not cumulative and the defender chooses which one to apply.

In any case, the number of dice to be rolled can never exceed the limit set by the Terrain Effects Table for that particular hex where the defender is located.

Encirclement

If a unit or stack is attacked by units in opposite hexes or by units in three different hexes separated by empty hexes the attacker benefits from an extra die.

Breastwork
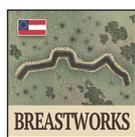
Breastworks in combat automatically cause the attacker to suffer one step loss or reduce his die availability for combat by one, defender's choice. Breastworks are automatically placed on top of a unit or stack that is the target of an attack (or bombardment) if the defender so wishes, before combat odds determination. It is not possible to place more than one Breastwork marker on a single hex. They cannot be placed on fortification or Fredericksburg hexes. Breastworks are removed when the hex no longer contains units of the army that built it or during night turns. Skirmisher units do not count for the purposes of this rule (i.e., they cannot be the only occupants of a hex with Breastworks).

If the defender decides to retreat from a hex with Breastworks after a combat result, he immediately becomes Disorganized and receive the appropriate marker. If it was already Disorganized then it becomes Demoralized (the Disorganized marker is replaced by the Demoralized marker).

If a hex with a Breastwork marker adjacent to the enemy is abandoned during a day turn by all units as a result of movement, remove the breastwork marker and all units in the stack that occupied it become Disorganized or, if they were already Disorganized, become Demoralized (to avoid this effect it is sufficient to withdraw only some of the units). Skirmishers do not count for the purposes of this rule (i.e., if they are the only units occupying that hex, the Breastwork marker is removed and the other units that moved become Disorganized or, if applicable, Demoralized). The attacker who advances after combat and abandons one of his breastworks does not become Disorganized or Demoralized.

Fortifications

There are permanent fortifications in the Fredericksburg area, under Confederate player's control. If they are attacked, they automatically cause one step loss to the attacker and increase by one die the availability of defense dice. It is not possible to remove fortifications from the game. A red dotted border indicates the sides the fortifications are oriented. If they are attacked from sides other than those they are oriented towards, they lose their effectiveness slightly and are treated as Breastworks for combat purposes.

If they are abandoned while the enemy is adjacent their effect is considered the same as Breastworks.

Elite Unit Modifiers

Some units have a number inserted in a white circle. This number represents the greatest effectiveness of that unit (combat bonus) and may be added to or subtracted from the dice value when the unit is engaged in combat, either in attack or defense. The combat bonus points may be assigned to the dice as the players wishes, all available points may affect a single die roll or may be divided on different dice rolls. The player must specify, before rolling the dice, how many points he will use to influence that roll. For each hex engaged in combat, either in attack or

defense, a maximum of 2 modifiers can be used: one for artillery and one for infantry/ cavalry.

Events

Some events may have modifiers that can be used in combat; their use is specified in the event description.

Combat Results

Each roll of the every single die with a result equal to or greater than 5 inflicts one step loss to the enemy. Whoever suffers the losses determines how to distribute them among the forces involved in the combat, with the following effects:

- ◆ A unit possessing a single force level, or a reduced unit, is eliminated from play if it suffers a loss.
- ◆ A unit that has two force levels is flipped to show the reduced side when it suffers a loss, it is eliminated if it suffers two losses.

After receiving the first step loss, the defender may reduce his losses by one step level (and one only) by withdrawing all his units by one hex.

Rule of 6 [OPTIONAL]

Whenever the attacker rolls the Combat dice and gets an unmodified 6, he may choose which enemy unit will suffer the loss; alternatively, he may use this result to force the defender to retreat; this choice must be made immediately, before further losses are assigned. If the attacker forces the defender to retreat, the defender can no longer choose to retreat to reduce his losses.

In the case of multiple 6 result, it is not possible to inflict more than one step loss to the same unit, unless it is the only unit in the hex. If the attacker forces the defender to retreat, the defender can no longer decide to retreat to reduce his losses.

Also the defender, if he gets an unmodified 6, may decide which attacking unit will receive the loss. Alternatively, he may use the result to cancel the mandatory retreat imposed by '6' result of the attacker.

Example: The attacker rolls three dice with 1 combat bonus that he adds to the first die: with results respectively of '4', which becomes '5' with the bonus, '6' and '2' he inflicts two losses on the enemy and can choose which opposing unit to attribute the first loss (in this case the second loss is chosen by the defender unless he decides to replace it with a retreat) or impose a retreat (in this case the defender chooses which of his units to attribute the second loss). If in the same combat the defender rolls two dice and obtains '3' and '6': he can choose which attacking unit must lose one force level or cancel the mandatory retreat decided by the attacker.

Retreat after combat result

In the case of retreat after combat, whether imposed by the attacker as a result of a '6' or chosen by the defender to cancel a loss, the retreat affects all the defender's units even if placed in more than one hex, as long as they are involved in the same combat.

The retreat allows the unit to move one hex towards its own lines and supply sources, if possible choosing empty hexes and avoiding passing next to enemy units. If the retreating unit ends its movement in a hex already occupied by the maximum number of units, it must continue its retreat to the first hex allowed.

It is allowed to end the retreat adjacent to the enemy.

It is not possible to retreat outside the game map or through enemy units or impassable terrain. If retreat is not possible, the units are eliminated.

If a Breastwork or Fortress is abandoned during the retreat, all retreating units become disorganized. If they were already disorganized they become demoralized.

Disorganization Effects

Disorganized units cannot attack or bombard, but defend themselves normally and maintain their ability to move. They cannot perform forced march. The marker is removed at the end of the turn, if the unit was activated without moving, or during a night turn, provided the unit does not have an 'Out of Supply' (OOS) marker.

Attacking units or stacks are not obliged to attack disorganized enemy units or stacks.

Demoralization Effects
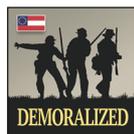
Demoralized units can never remain or enter a hex adjacent to the enemy, and cannot attack or bombard; they maintain their movement ability but cannot perform forced march. If the enemy moves adjacent to them they must retreat one hex following the rules of retreat after combat.

Units that become demoralized adjacent to the enemy must retreat immediately; if they cannot, they are eliminated.

During a night turn all Demoralization markers are removed and a Disorganization counter is placed instead, provided the unit does not have an 'Out of Supply' (OOS) counter.

Advance after combat

The attacker may advance into the hex(es) vacated by the defender(s) with some or all of the units that participated in the attack, respecting the normal stacking limits.

Example: The Confederate Hill Division is active: it moves adjacent to some units of Howard's Union XII Corps and attacks. Pender, Thomas, and Lane brigades together with Walker, Nelson and the skirmishers in the Pender hex will attack Von Gilsa, while Heth and the skirmishers in the same hex will attack Buschbeck. The Mc Gowan brigade is stacked with another skirmisher unit, since it is in open terrain, if it wants to attack, will have to simultaneously attack the three adjacent Union units (Barlow, Mc Lean and Schirmer).

First combat: Von Gilsa places breastworks and a skirmish unit; this brings his combat strength to 4. The attackers have a total combat value of 16 points; this would give a combat ratio of 4:1 however Von Gilsa is surrounded by Nelson and Pender so the attacker has an extra die. Moreover, the attacking brigades have a total combat bonus of + 4 (white circle bonus).

The total number of dice that the Confederate player can roll is 6 (4+1+1), while for the Union player the total number of dice is 2 (1+1).

Von Gilsa, however, uses the effect of the breastworks to remove a combat die from the Confederate player, thus denying the encirclement effect. The Confederate player declares that two bonus points will go on the first roll and the other two on the second roll, while the last three rolls will not have any modifiers and rolls the dice in succession obtaining 3-4-4-5-1; the rolls are modified by the bonuses and the results are: 5-6-4-5-1. This means that the Confederate player inflicts three steps losses to the enemy (each result of 5 or more obtained with the dice). The Union player rolls his two dice and gets 5-1, he inflicts one step loss to the Confederate player. Note that the 6 obtained by the attacker is the result of adding the bonus, so it is not considered a '6' without modifiers.

To satisfy the combat result, the Union player eliminates the skirmisher and flips Von Gilsa's counter to the reduced side, then eliminates the breastworks and retreats, disorganized, into the Richardsville hex.

The Confederate player eliminates a skirmisher, thus satisfying the combat result, and advances into the vacated hex with Thomas, Lane and Walker brigades.

Now it is Heth's turn to attack Buschbeck: the ratio is 1:1 so both roll two dice each; note that Buschbeck does not place Breastworks or Skirmishers and gives the bonus to his first die.

Heth obtains 4-2, nothing happens; Buschbeck rolls 5-3 which, modified by his bonus, becomes a 6 and thus inflicts a step loss on the Confederate player who, to satisfy the loss, eliminates the skirmisher unit.

Mc Gowan, considering the positive outcome of the previous fights, decides to attack. Since he is in the open field he is obliged to attack all adjacent enemy units that are not already engaged; his combat strength with the skirmisher is 5, while the total combat strength of Barlow, McLean and Schirmer is 10; the combat ratio is therefore 1 to 2; the Confederate player rolls 2 dice and the Union player 3; at the last roll the Union adds the bonus of Schirmer's artillery, + 1. The result for the Confederate player is 6-2, and he inflicts one step loss to the enemy, also choosing which unit to attribute it to. The rolls for the Northern player are 6-6-3, so again the player eliminates two levels of strength to the enemy, choosing which enemy units will absorb the losses. The Confederate player chooses to eliminate one force level from Schirmer's artillery, whose counter is turned, while the Union player inflicts one step of losses to Mc Gowan's brigade and one to the skirmisher, eliminating it.
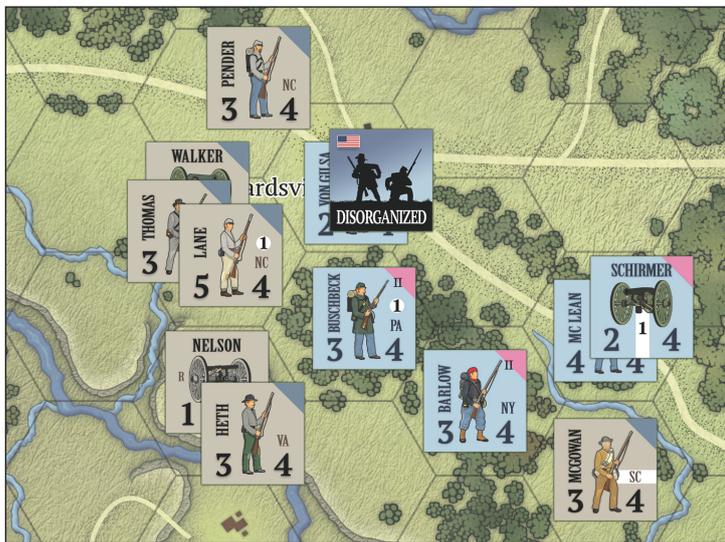
Night Combat [OPTIONAL]

A special event provides the chance for a formation to move adjacent to the enemy and fight in a night turn. Breastworks and skirmishers cannot be created during night turns. If already present, they may add their effects to night combat.

Entering open terrain hexes adjacent to the enemy costs 1 movement point only, in this case.

Normal combat procedures are used.

15 - SUPPLY

In order to move and fight at full efficiency, units must be in supply. The supply status of each infantry and artillery unit is checked during the night turns, noted on the Game Calendar.

Units are in supply if they are within 6 movement points of a road continuously connected to a friendly supply center. This road must not be interrupted by enemy units occupying or adjacent to any of its hexes. Friendly units on the road deny enemy interruptions of the supply road in the hex(es). The supply road may not cross fords on the Rappahannock without pontoons. However, if it is not raining, it can cross fords on the Rapidan without pontoons and smaller rivers also. For supply purposes, building a pontoon may be useful to connect two stretches of road separated by a major river.

Supply centers are the hexes on the map edge marked by the respective flags of the two armies.

A friendly supply center can be occupied by enemy units. If this happens, that supply center is no longer valid for supply purposes as long as it remains occupied.

Cavalry and skirmishers are always in supply.

Effects of being out of supply

- ◆ Out of Supply units receive an 'Out of Supply' (OOS) marker.
- ◆ Units that already have an 'Out of Supply' marker and are still out of supply also become disorganized.
- ◆ Units that already have an 'Out of Supply' marker and are disorganized also become demoralized.
- ◆ Units that are out of supply and are demoralized lose one step level.
- ◆ Units out of supply in combat apply a penalty of minus one (-1) to each die. This penalty also applies if out-of-supply units fight alongside supplied friendly units.

16 - RECOVERY

During night turns, units that have suffered losses may recover one step level, provided 1) they are not adjacent to enemy units and 2) they're in supply. Only one unit per formation can be recovered per night turn. A step level of any independent unit can also be recovered in the same way. The recovery is done by returning a reduced unit to full strength by flipping the counter over.

Off-map or eliminated units can never be recovered, except as a events' result.

17 - EVENTS [OPTIONAL]

These are special markers that may affect the course of the game. Each player puts his event chits in a personal cup. At the beginning of the game, each player draws three event chits; then, during each night turn, he draws another one event chit from the cup. In addition, during the course of the game, when the command chit of a formation or the 'Independent' chit is drawn, the owner may dispense to activate the this formation and draw an event chit from the cup instead. Events can be played during the course of the game, in any turn, at the player's option. Some events can (or must) remain in play for their effects; others are removed from the game, others are put back into the event cup after their use.

Each player may play a maximum of two events per turn.

Event's explanation:

CONFEDERATE

Night Attack!
An activated formation can move adjacent to the enemy and attack. Return to the cup after use.

Supply Depot
Place the chit on the map during the Supply check: all units within 4 hexes of the chit are considered in supply. Return to the cup after use.

Brigade Regroup
An off map destroyed unit may come back in play showing its weakest side. The unit may be placed next to its division's units as long as it is not adjacent to the enemy. Return to the cup after use.

Demons out of the earth
Place the chit on the map; all active units under (Sergio, don't understand below. Do you mean subordinate?) or adjacent to the chit may attack again, even if they have already attacked during the turn. Return to cup after use.

Rebel Yell
Add an attack die and a +1 modifier to a combat in that turn. Return to cup after use.

Unknown Paths
All units in a formation may pay for transit through forest hexes as if they were on Open Land (1 PM). Return to the cup after use.

Alexander's Artillery

All Confederate artillery units in a hex and adjacent hexes, that bombard when the chit is played, gain a +1 modifier. Return to the cup after use.

Jackson Attacks

In the turn in which it is played all units commanded by Jackson gain three more movement points and one attack die per combat.
Roll a die: on a roll of 1-2 Jackson is injured and exits the game.
This event can only be played once.

CSA Bridge

The Confederate pontoon may come into play; it may be placed, once during the course of the game, following the normal rules for pontoons. This event may only be played once.

General Retreat

Place the chit on the map: All units within 5 hexes of the chit may move toward their supply centers with movement allowance of 7 movements points; all units become disorganized at the end of the movement. Roll a die for each unit: with 1-2 the unit is also demoralized. If already disorganized or demoralized there are no additional effects. This event can only be played once.

<div align="center">UNION</div>

Night Attack!

An activated formation can move adjacent to the enemy and attack. Enemy-occupied open terrain hexes cost only 1 movement point in this case. Return to the cup after use.

Union supply wagons

Place the chit on the map during the Supply check: all units within 4 hexes of the chit are considered in supply. Return to the cup after use.

Brigade Regroup

An off map destroyed unit may come back in play showing its weakest side. The unit may be placed next to its division's units as long as it is not adjacent to the enemy. This event can only be played once.

Good General

In the turn in which it is played, the Union player can activate an additional formation of his choice. It must be played in the designation phase of the formations to be activated and the event must be placed in the cup together with the command counters chosen for that turn. The choice of the formation to be activated is made when the event is drawn. Return to the cup after use.

Last effort

Place the chit on the map: all adjacent units remove the 'Disorganized' marker and the 'Demoralized' markers are replaced with the 'Disorganized' marker. Return to cup after use.

Steady defense

Add one die in defense and a +1 modifier in a combat that turn. Return to the cup after use.

Yankees Veterans!

Add an attack die or a defense die and a +1 modifier to a combat in that turn. Return to the cup after use.

General Retreat

Place the chit on the map: All units within 5 hexes of the chit may move toward their supply centers with movement allowance of 7 movements points; all units become disorganized at the end of the movement. Roll a die for each unit: with 1-2 the unit is also demoralized. If already disorganized or demoralized there are no additional effects. This event can only be played once.

Great Offensive

Hooker can be used for two consecutive turns. This event can be played only once.

Corps released

Corps I or VI may be activated when the chit is played. Alternatively, the event can be played to allow US reinforcement cavalry entering turn 11 to cross Rapidan river or Rappahannock river southward. This event can be played only once.

18 - CAMPAIGN GAME

For the set up of the forces follow the deployment cards.
Duration: the game starts on turn 1 and ends on turn 25.
Victory conditions: those of the campaign game

Special rules
Fortification marker
The I and VI Corps (Union) bridgeheads have two Fortification marker that give the defender the same advantages and produce the same effects as the fortifications printed on the map. They can never be removed and / or used elsewhere on the map.

Activation of the I and VI Corps (Union)

These two Corps have some limitations: the I Corps cannot be activated until turn 6 while the VI Corps, together with the Gibbon division of the III Corps (Owen, Sully, Hall brigades) cannot be activated until turn 14.
These restrictions expire as soon as any unit of these formations is bombed or attacked: from the next turn both Corps and the Gibbon division can be activated normally.
To release one of the two Corps, the appropriate event can also be played; The Gibbon division is also released with the VI Corps.

Limitations of the Union Reserves

Union independent artillery and infantry can never cross the Rappahannock or Rapidan Rivers.

Stuart: Confederate cavalry limits:

The Confederate player may never cross the Rappahannock and Rapidan rivers with Stuart cavalry, unless there are at least 10 steps of confederate infantry and artillery strength beyond any of the two rivers.

Union Reinforcements

US Cavalry Brigades Davis, Sargent, and McIntosh enter play on turn 11, starting on any road on the west edge of the west map(?), between Rappahannock and Rapidan rivers; these brigades can never cross the two rivers to the south into Confederate territory, unless the Union player plays the 'Corps Released' event. Their activation can only take place with the Independent or Detachment marker.

19 - SCENARIOS

The scenarios allow players to recreate some episodes of the campaign and allow players to learn the game system. Play area and required forces are specified on the appropriate deployment cards.

<div align="center">**LEE MOVES**</div>
The first Confederate forces are pushed against the advanced points of the Union army, the bulk of which is being concentrated in Chancellorsville.

Duration: From Turn 6 to Turn 8; ANV sets up first
Activation Points (AoP/ANV): Turn 6 - 1/2, Turn 7 - 2/3, Turn 8 - 2/3
Command Counters
ANV: Jackson, Anderson, Rodes, McLaws, Independent
AoP: Meade, Slocum, Couch, Independent
Skirmisher: ANV 5, AoP 2

Special Rules

Both players can use the Detach marker. The II Corps AoP (Couch) can only be activated from the turn following the one in which one of its units is attacked or bombed.
The Confederate player has the 'Rebel Yell' event in his possession; he can only use it once. All units are always supplied.

Victory conditions: The scenario is won by the player who, at the end of Turn 8, occupies the Zoan Church hex with at least one of his units.

JACKSON'S ATTACK

General Jackson, after a long roundabout march, takes the right wing of the Army of the Potomac completely by surprise.

Duration: from Turn 13 to Turn 15; AoP sets up first
Activation Points (AoP/ANV): Turn 13 - 1/3, Turn 14 - 2/3, Turn 15 - 1/1
Command Counters
ANV: Jackson, Hill, Rodes, Colston, Independent
AoP: Howard, Sickles, Slocum, Independent
Skirmisher: ANV 5, AoP 2

Special Rules

Both players can use the Detach counter.
The Confederate player begins the scenario with General Jackson's activation and once his activation is complete players proceed with the extraction of the other command counters; Jackson can also be activated again on turn Turn 14. The Confederate player has in his possession the events 'Stonewall attack', 'Demons out of the earth', 'Night attack!', 'Rebel Yell'; he can use them only once. All units are always supplied.

Victory conditions: The scenario is won by the Confederate player if at the end of Turn 15 he occupies the Chancellorsville hex with at least one of his units. If this condition is not met then the player who eliminates the most opposing units wins.

CHANCELLORSVILLE

The Army of Northern Virginia, completely outnumbered, once again on the attack.

Duration: from Turn 16 to Turn 18; AoP sets up first
Activation Points (AoP/ANV): Turn 16 - 2/4, Turn 17 - 2/4, Turn 18 - 2/4
Command Counters
ANV: Lee, Hill, Rodes, Colston, Anderson, McLaws, Independent
AoP: Meade, Reynolds, Howard, Couch, Slocum, Sickles, Independent
Skirmisher: ANV 4, AoP 2

Special Rules

Both players can use the Detach counter. The Confederate player has the 'Demons out of the earth' and 'Rebel Yell' events in his possession; he can only use them once. All units are always supplied.

Victory conditions: The scenario is won by the Confederate player as soon as he occupies the Fairview and Chancellorsville hexes; if by the end of Turn 18 he fails to occupy the two locations then the victory belongs to the Union player.

SALEM CHURCH

The VI Corps, the most numerous of those that make up the Army of the Potomac, moves to attack the heights of Marye's Heights, trying to clear the way to the rest of the Army in Chancellorsville.

Duration: from Turn 16 to Turn 19; ANV sets up first
Activation Points (AoP/ANV): Turn 16 - 1/1, Turn 17 - 1/1, Turn 18 - 1/1, Turn 19 - 1/1
Command Counters
ANV: Early, McLaws, Independent
AoP: Sedgwick, Independent
Skirmisher: ANV 2, AoP 3

Special Rules

Both players can use the Detach marker. The AoP player has a pontoon at his disposal. The Confederate Brigades of Mahone and Wilcox, belonging to the Anderson Division, are considered independent units.
The Confederate player has in his possession the 'Rebel Yell' events which can be used only once; The Union player has in his possession the 'Yankee veterans' and 'Last effort' events which can be used only once.
The availability of Confederate reinforcements is verified starting from Turn 17; at the beginning of the turn and before choosing the formations to be activated, the Confederate player rolls a die: all the reinforcement

units are placed on the map with a die result of 5-6 in Turn 17, with a result of 4-5-6 in Turn 18 and automatically in Turn 19.
All units are always supplied.

Victory conditions: The scenario is won by the Union player as soon as he leaves at least three brigades from the west edge of the playing area; the Confederate player wins if at the end of Turn 19 the Union player has not satisfied his victory conditions.

20 - VARIANTS

Hypothetical initial deployment
Before starting the game, both players place, alternately, on the Variable Placement Map, their command counters turned to the back, in order to hide them from the enemy, respecting the limits indicated for each box on the map.
*Example: min 2 max 3 means that the Union player must place at least 2 command counters in the box, but maximum 3).*
When all the command counters are placed on the boxes, they are turned simultaneously by both players, revealing the side that identifies the commander and the formation.
Then all the forces corresponding to each command counter on the Variable Placement Map are deployed on the game map, respecting the deployment notes printed on the map. Independent units follow the placement rules, and restrictions, of the campaign game. Corps I and VI have no restrictions.
When all the players' forces have been placed on the game map, the campaign may begin in the usual way.

Example: on box he Northern player has placed Corps II and XII; when he must deploy on the game map the forces of these two Corps, he can place them within two hexes from from Ely's/Germanna Ford.
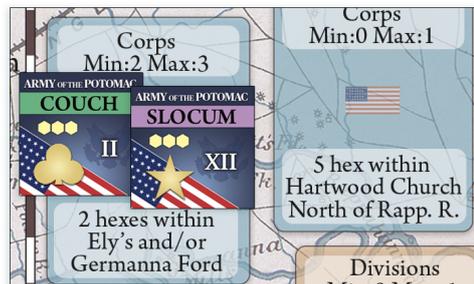
The non-participating forces
Some forces of both armies did not participate in the campaign because they were engaged in missions far from the theater. This variant allows you to investigate what would have happened if these forces had been able to intervene. To balance the game, it is recommended to use both Stoneman's Corps for the Union and Longstreet's divisions for Confederates.

Stoneman's Cavalry Corps
General Stoneman's Cavalry Corps may be placed from the first turn of the game within one hex of Kelly's Ford. From then moment onwards it can be activated as a normal Union formation.

Longstreet's Divisions
From turn 6 onwards Confederate reinforcements may arrive: roll one die for each brigade of the Hood's Division at the beginning of turns 6, 11, 16 and 21: on a roll of 4-6 the brigade arrives at Hamilton's Crossing or at any hex of a supply center on the southern edge of the map.
When the Hood's division is completely deployed, the Pickett's division may start arriving: from the next turn repeat the same procedure, ignoring the turns already passed, with the brigades of the Pickett's division. General Longstreet is available from the same turn in which any Hood's brigade comes into play.
If the Union controls Fredericksburg add +1 to the dice. If they also control Spotsylvania add +2.

GAME TIPS

Civil War generals dreamed of the decisive battle, where an entire enemy army was surrounded and annihilated. Joe Hooker's plan was just that: to trap Lee's divisions in a giant pincer. Dreaming is not forbidden, but you won't succeed unless your opponent is very inexperienced.

If you are Hooker, your main goal should be to get your army across the Rappahannock river intact, and to occupy key spots like Chancellorsville's and Spotsylvania's strategic crossroads, never uncovering your precious bridges, but at the same time threatening to go out of the map toward Richmond. Don't be afraid to divide your forces and move in different directions: if the enemy concentrates his forces against one of your columns, you can always refuse combat and take advantage of it to gain ground elsewhere.

If you are Lee, on the other hand, it's all about keeping your forces together as much as possible, taking advantage of their superior mobility and command capabilities, striking hard every time the opportunity arises with maximum force: "fustest with the mostest", as Nathan Bedford Forrest used to say, ungrammatical but effective.
You should avoid to get crushed against the river, maintain your freedom of action and attack with preponderant forces, when the enemy stretches his lines a little too far. At the very end, for both of you, the key factor is to able always be to gather your forces at the decisive moment.

Take advantage of the main roads, which allow you to move very quickly: if well used, roads let you to concentrate forces that apparently seemed scattered and have induced the enemy to disperse his own. The morale factor is very important: keep Initiative and make your opponent be scared of you, otherwise in the long run you may find yourself in trouble.

From tactical point of view, the combat mechanism is designed so that, as in reality, only those who have decided to fight will do so. If you decide to stop and wait for the enemy attack, terrain becomes important.
The map is almost entirely covered with forests, so avoid clearings: the enemy lurking in the woods can see you but you can't see him, and the artillery strikes much harder against those in the open.
Attacking is always bloody: do it only with net superiority, when you have a good chance of inflicting losses greater than those you will certainly suffer. If the enemy, after being engaged, begins to retreat instead of accepting combat, press him: you are beginning to acquire the moral superiority that leads to victory.

 Alessandro Barbero

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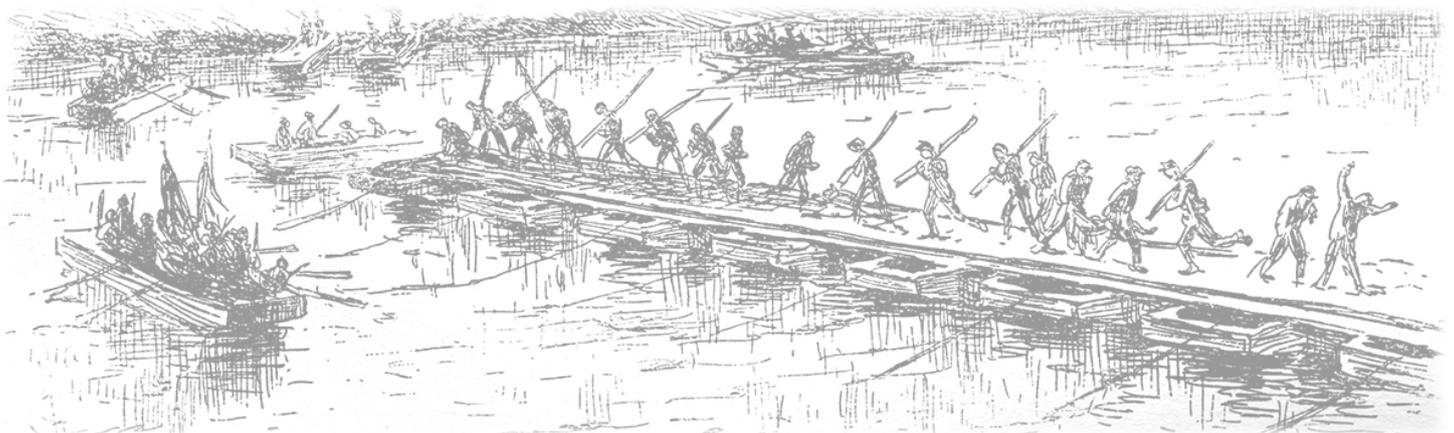
Army of the Potomac - J.Hooker

I Corps - Reynolds

Artillery - Wainwright

I division - Wadsworth
Phelps, Jr. br
Cutler br
Paul br
Meredith br

II division - Robinson
Root br
Baxter br
Leonard br

III division - Doubleday
Rowley br
Stone br

II Corps - Couch

Artillery - Morgan

I division - Hancock
Caldwell br
Meagher br
Zook br
Brooke br

II division - Gibbon
Sully br
Owen br
Hall br

III division - French
Carroll br
Hays br
MacGregor br

III Corps - Sickles

Artillery - Randolph

I division - Birney
Graham br
Ward br
Hayman br

II division - Berry
Carr br
Revere br
Mott br

III division - Whipple
Franklin br
Bowman br
Berdan br

V Corps - Meade

Artillery - Weed

I division - Griffin
Barnes br
McQuade br
Stockton br

II division - Sykes
Ayres br
Burbank br
O'Rorke br

III division - Humphrey
Tyler br
Allabach br

VI Corps - Sedgwick

Artillery - Tompkins

I division - Brooks
Brown br
Bartlett br
Russell br

II division - Howe
Grant br
Neill br

III division - Newton
Shaler br
Browne br
Wheaton br

Light div - Burnham

XI Corps - Howard

Artillery -Schirmer

I division - Devens
von Gilsa br
McLean br

II division - Steinwehr
Buschbeck br
Barlow br

III division - Schurz
Schimmelfennig br
Krzyzanowski br

XII Corps - Slocum

Artillery - Best

I division - Williams
Knipe br
Ross br
Ruger br

II division - Geary
Candy br
Kane br
Greene br

Reserve Artillery
NY Light
US
Provost br

Army of Northern Virginia - R.E. Lee

Reserve Artillery
Cutt's Art bn
Nelson's Art bn

I Corps - Longstreet

Alexander's Art bn
Washington Lou. Art bn

McLaws division
Wofford br
Semmes br
Kershaw br
Barksdale br
Cabell's Art bn

Anderson division
Wilcox br
Wright br
Mahone br
Posey br
Perry br
Garnett's Art bn

Hood division (detached)
Robertson br
Law br
Anderson br
Benning br
Henry's Art bn

Pickett division (detached)
Garnett br
Kemper br
Armistead br
Corse br
Dearing's Art bn

Cavalry division - Stuart
F. Lee br
W. H. F. Lee br
Hampton br (detached)
Jones br (detached)
Beckam's Art bn

II Corps - Jackson

Brown's Art bn
McIntosh's Art bn

A. P. Hill division
Heth br
Thomas br
Lane br
McGowan br
Archer br
Pender br
Walker's Art bn

Rodes division
O'Neal br
Colquitt br
Ramseur br
Doles br
Iverson br
Carter's Art bn

Early division
Gordon br
Hoke br
Smith br
Hays br
Andrew's Art bn

Colston division
Paxton br
Jones br
Warren br
Nicholls br
Jone's Art bn

Cavalry Corps - Stoneman (detached)

Artillery - Robertson (detached)
I division - Pleasanton (detached)
Devin br
Davis br (detached)
II division - Averell br (detached)
Sargent
McIntosh
III division - Mc Gregg br (detached)
Kilpatrick
Wyndham

Reserve - Buford

January 26, 1863,

Major General Hooker:

    General.

    I have placed you at the head of the Army of the Potomac. Of course I have done this upon what appear to me to be sufficient reasons. Only those generals who gain successes, can set up dictators. What I now ask of you is military success, and I will risk the dictatorship. The government will support you to the utmost of its ability, which is neither more nor less than it has done and will do for all commanders. I much fear that the spirit which you have aided to infuse into the Army, of criticising their Commander, and withholding confidence from him, will now turn upon you. I shall assist you as far as I can, to put it down Neither you, nor Napoleon, if he were alive again, could get any good out of an army, while such a spirit prevails in it.

    And now, beware of rashness— Beware of rashness, but with energy, and sleepless vigilance, go forward, and give us victories.

                    Yours very truly,

                    A. Lincoln