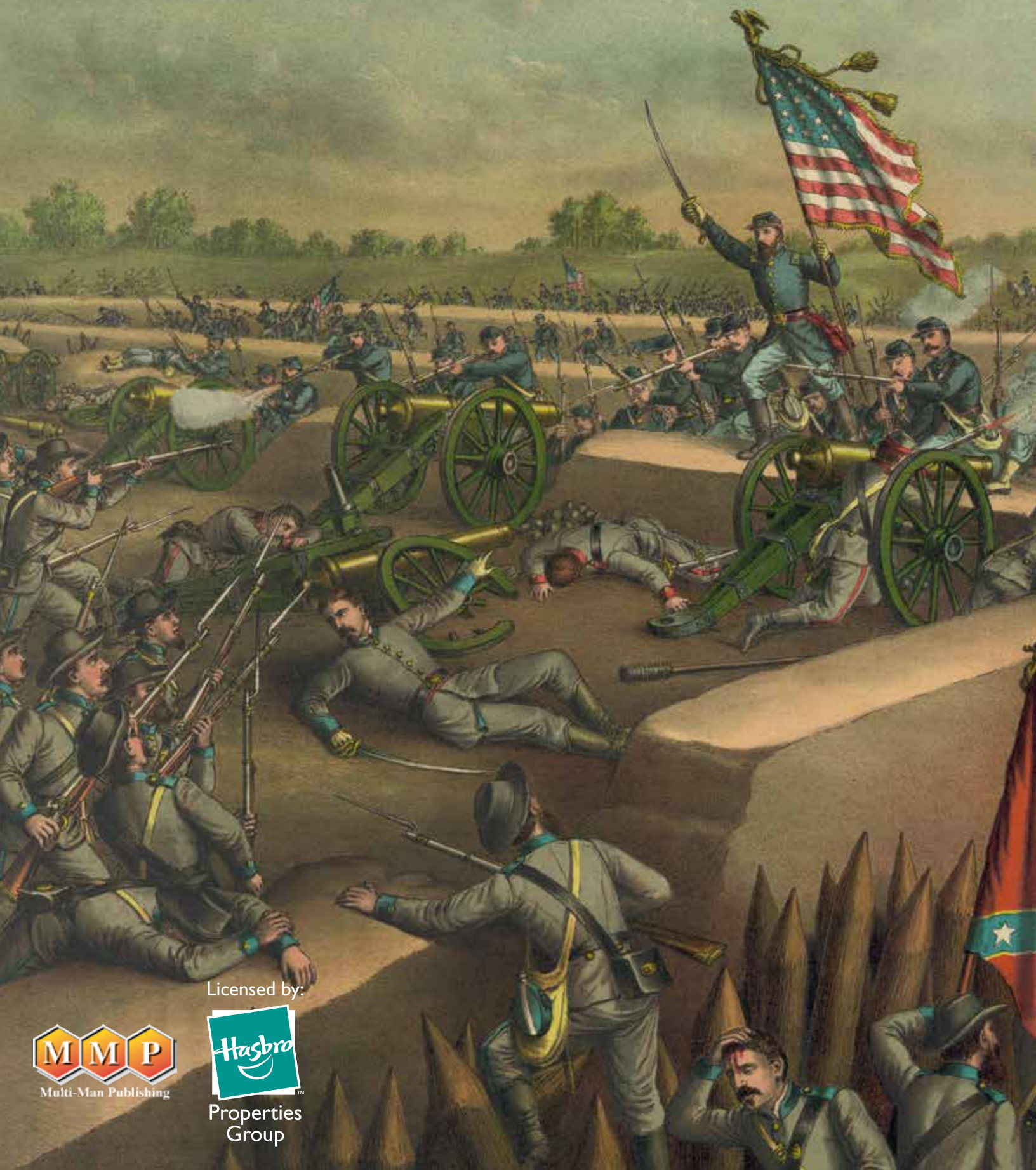


THE PETERSBURG CAMPAIGN

JUNE 1864 – APRIL 1865



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BASIC GAME RULES

1.0 INTRODUCTION

On To Richmond II: The Union Strikes South includes three separate game modules which share most of the components included in the game. This booklet contains the module *The Petersburg Campaign* (TPC), which is an entirely new GCACW module.

Players should first read this Introduction, then read the GCACW Standard Basic Game Rules, and then continue reading below.

The Petersburg Campaign (TPC) simulates the Civil War campaign in Virginia from the middle of June 1864 to April 1865 between the Confederate forces under Robert E. Lee and the Union armies lead by Ulysses S. Grant. In the game, players control Union and Confederate military forces in turns representing one day of real time. The map portrays parts of Virginia as they were in 1864-1865, drawn almost exclusively from Civil War period maps. A hexagonal grid has been superimposed over the map and each hex equals about 2,000 yards (1.15 miles) from side-to-side. Military units from regiments to divisions are represented along with each side's corps and army leaders. Military units consist of a varying number of points, each of which represents about 500 infantrymen or 500-700 cavalrymen.

The TPC rules are similar to those of the previous games in the *Great Campaigns of the American Civil War* (GCACW) series. Minor differences in the system from one game to the next existed prior to the 1999 publication of Standard Series Rules Upgrade in Issue No. 1 of *The Skirmisher*. These Standard Series Rules have been upgraded over time (currently to Version 1.5) and now form the basis for all games in the series. *The Petersburg Campaign* includes these Standard Rules in a separate rule booklet entitled "GCACW Standard Basic Game Rules." This booklet forms a comprehensive guide to the common rules shared between all games in the series. Basic Game rules sections 2.0 through 12.0 appear in this separate booklet.

GAME COMPONENTS

A complete game of *The Petersburg Campaign* contains the following:

- One GCACW Standard Series Rules Booklet (Version 1.5)
- One *The Petersburg Campaign* Rules Booklet
- Four 22" by 32" Mapsheets
- Two Force Displays
- Five 280-piece Countersheets
- Two 6-sided Dice
- Two Charts and Tables Cards
- One Terrain Chart
- One 11"x14" Display with Turn Track & Tables

ABBREVIATIONS

AJ: Army of the James
 ANV: Army of Northern Virginia
 AP: Army of the Potomac
 AOS: Army of the Shenandoah
 Brig: Brigade
 Cav: Cavalry
 Clrd: Colored
 CiC: Commander in Chief
 F: Field's division
 FL: Fitzhugh Lee's division
 GTC: Grant Takes Command
 H: Hampton's or Hoke's division
 J: BR Johnson's division
 K: Kershaw's division
 Inf: Infantry
 Ldr: Leader
 OTR: On To Richmond!
 P: Pickett's division

R: Rosser's division
 RR: Railroad
 Regt: Regiment
 Rich: Department of Richmond
 SEV: Southeastern Virginia District
 Sub: Substitute
 USCT: United States Colored Troops
 VC: Victory Condition
 VP: Victory Points
 VA: Virginia
 WL: WH Lee's division
 ZOC: Zone of Control

2.2 PLAYING PIECES

Look at the light/dark background color for Leaders and Military Units to tell between these units for the 1862 and 1864/65 campaigns. For markers (many of which are shared between all years) the background color is not indicative of what years the marker is in use.

The Confederate player has units in several Armies and Departments:

- Most units belong to the Army of Northern Virginia (ANV). The Tactical values of ANV units do not have colored boxes around them. Lee is both the ANV army leader and the overall Confederate commander, meaning he has no Army or District limitations on which units he can perform Grand Assaults with.
- The SEV district is led by district leader Beauregard. The Tactical values of Confederate military units and leaders belonging to the SEV are enclosed in a reddish-colored box.
 - *Beauregard may only activate a maximum of 5 units in his command at a time.*
 - In Scenario 10, and in the campaign Scenarios 11 and 12, after the Longstreet reorganization event, the SEV district units become the IV Corps in the ANV and Anderson leads them as the IV Corps (not district) leader. However, these units' tactical color box background and their SEV counter designation is unchanged.
- The Department of Richmond (Rich) units are leaderless in all but Scenarios 10-12. The Tactical values of Confederate military units and leaders belonging to the "Rich" organization are enclosed in a blue-colored box.
- Confederate Cavalry:
 - Although Gary's brigade is part of the Department of Richmond in 1864 scenarios and the campaign, the Cavalry Corps leader (Hampton, or F. Lee after he replaces Hampton) may activate him in all scenarios as part of the Cavalry command.
 - Although Dearing's brigade is part of the SEV District, both WH Lee and the Cavalry Corps leader (Hampton or F. Lee after he replaces Hampton) may activate him in all scenarios as part of WH Lee's division in the Cavalry command.

The Union player has units in several Armies and Departments:

- The Grant-B counter is the overall Union Army leader, so he has no Army limitations on which units he can perform Grand Assaults with. The "CiC" on Grant's counter stands for "Commander in Chief."
- Army or District leaders other than Grant may only perform Grand Assaults with units within their Army or District.
- Meade is the Army of the Potomac (AP) Army leader. The Tactical values of Union military units and leaders belonging to the AP are enclosed in a green-colored box. Meade may bring AP cavalry into a Grand Assault when Sheridan is on the map as the Cavalry Corps leader, but he may not bring any cavalry into a Grand Assault when Sheridan is on the map as a District leader (see below and Advanced rule 17.0).
- Butler starts out as the Army of the James (AJ) army leader and is replaced by the Ord AJ army leader counter later in the campaign and in the Retreat to Appomattox scenario. The Tactical values of Union military units and leaders belonging to the AJ are enclosed in a blue-colored box. The AJ army leader may bring AJ cavalry into a Grand Assault until Sheridan is on the map as a District leader.

- Sheridan is the AP Cavalry Corps leader in Basic Game Scenarios 3 and 4 and at the start of the Campaign scenario. When the Sheridan corps leader counter is on the map, Sheridan cannot activate Kautz's cavalry units (Kautz and later MacKenzie are in the AJ; all other cavalry is AP). After Sheridan returns from the Valley, he is a special type of District leader and the Advanced Game rule 17.0 specifies his special abilities which apply in Scenarios 9-12.

7.4 COMBAT DIE ROLL MODIFIERS

MAHONE

Any Confederate attack (in a March, Assault, or Grand Assault action) involving Mahone's infantry division that is south of the Appomattox River and within three hexes of the Petersburg & Weldon Railroad, receives a special +1 combat modifier for the Confederate player. However, this may not be combined with the Lee assault bonus. The three-hex distance applies to either the hex Mahone occupies or the hex the defender(s) occupy. (For example, if Mahone is within three hexes and the defender is four hexes from the RR, then the Confederate player gets the Mahone bonus and would get the bonus even if the defender were three hexes away while Mahone was four hexes away.) **Historical note:** Mahone was a railroad engineer before the war and had precise knowledge of the terrain in this area, having surveyed it.

9.0 ENTRENCHMENTS

- All forts and redoubts *printed* on the maps are Confederate. The "63+" on some of these features indicates that fort or redoubt only exists for scenarios in and after 1863.
- Each side has Redoubt counters in some scenarios. These function as normal redoubts for that side only. Redoubt counters are used to show redoubts that were built in or after May 1864. Redoubt counters act just like printed redoubts for the owning side, and may not be destroyed.
- Players may not attack enemy forts (that is, permanent forts printed on the map; see Advanced Rule 20.0) or an enemy redoubt if it contains *infantry* units(s) with a Manpower value plus *Artillery* value of 6 or more entrenched at Fort-complete level. (**Exceptions:** see "Surrounded Forts/Redoubts" and "1865" rules, below.) In this calculation, use units' actual printed values and do not take entrenchments into consideration. At least 4 of this total must be Manpower value (there is no requirement for any of it to be artillery). The intrinsic Combat and Artillery values in a fort do not count towards these amounts.
 - **Surrounded Forts/Redoubts:** A player may attack an enemy fort or redoubt that meets the above conditions if at least four of the six adjacent hexes are occupied by undemoralized friendly infantry units or a hexside between the target hex and an adjacent hex is impassable. Of those four hexes, at least three must be occupied by undemoralized friendly infantry units that are not separated from the fort/redoubt hex by an impassable hexside.
 - **1865:** These Manpower/Artillery values are reduced by 1 in 1865 for both the total and the manpower requirement (to 5 Manpower value plus artillery, at least 3 of which must be Manpower value).

10.1 PONTOON BRIDGES

BUILDING PONTOON BRIDGES

In TPC scenarios the number of Major and Minor River Bridge markers available to both players increases from the GTC limits. For TPC these limits for the Union are increased to three Major River Bridges and six Minor River Bridges. The Confederate limit for Minor River Bridges remains at four. The Confederate limit for Major River Bridges is increased to three Major River Bridges, but only one of these bridges may be built farther than seven hexes from a Richmond city hex.

The following die roll modifiers for bridge construction apply:

- The +2 modifier for Major River Bridges does *not* apply to the Union starting in June 1864.
- The Union gets a special -1 modifier for Minor River Bridges in 1865.

13.0 SCENARIOS AND CONTROL MARKERS

Some scenarios specify which side controls certain objective hexes at the start of the game and the VPs given for control of an objective hex. Players may wish to place Union or Confederate Control markers on objective hexes to denote which side controls them. A player gains control of an enemy-controlled objective hex at the moment one of his *undemoralized* infantry (not cavalry) units enters that hex. A player maintains control of an objective hex even if he does not have an infantry unit occupying it, assuming the enemy does not gain control of that hex. If a player's infantry unit has its "Demoralize-1" marker removed while it occupies an enemy-controlled objective hex, the player immediately gains control of that hex.

Some scenarios specify that Victory Points are given for occupation by infantry (and cavalry in some scenarios) of certain objective hexes. Players should take care to note when Victory Conditions require occupation or just control of an objective hex.

BASIC GAME SCENARIOS

There are ten Basic Game scenarios of varying degrees of length and complexity. Unless otherwise noted in the following instructions, all units begin the game with their front (normal) sides face-up at Fatigue Level 0 with organized Strength markers. Before starting, place the Turn marker on the Turn Track in the box corresponding to the date on which the scenario begins. This is Turn 1. At the end of the game, calculate Victory Points and determine a winner. Since combat losses cause VP gain or loss, the players should keep track of Manpower value losses on a piece of paper, or use the Loss counters to track losses for each side on the Victory Point Track.

MAPS

The charts, tables, and diagrams printed on the OTR maps are all only for the *On to Richmond!* 1862 scenarios. The GTC North map is not used in any TPC scenarios. In scenario setup instructions, hexes are listed by four-digit numbers preceded by a "S" or "N." Scenarios that use both the GTC South map and the OTR South map specify in scenario rules which map is being referred to.

When placing the maps together, place the OTR North map on top of the OTR South map, and the GTC South map under both of the OTR maps. No cutting of map edges is needed to join them together properly.

SCENARIO 1: MY BEST ACHIEVEMENT

NOTES: On June 12, 1864, the Union army stealthily disengaged the bulk of its forces from the Cold Harbor lines, and assembled along the James River northeast of Petersburg. It crossed the James starting the night of June 14 using transports and bridges. On the 15th, the Confederates had only a thin defensive line protecting Petersburg, with their main force still north of the James. Smith's Union XVIII Corps was cautious and battle-weary and pushed the Rebels back from some of their prepared defenses, but did not take the city. Smith recalled the day "as my best achievement" (also the title of Chapter 3 of Wilson Greene's *Campaign of Giants*). Reinforcements from both sides arrived at the Petersburg front the night of the 15th and on the 16th. The battle increased in intensity with Union frontal assaults incurring heavy casualties, while only pushing the Confederates back about a mile throughout the two days to new defensive lines.

MAP: Only the OTR South map is used.

GAME LENGTH: 2 turns, June 15 – June 16, 1864.

SPECIAL RULES:

1. *Turn 1 Start:* Turn 1 skips the Leader Transfer Phase, and the Union player automatically wins the first initiative without the need for a dice roll. After this, the Sequence of Play proceeds normally.
2. *Turn 1 Union Restrictions:* The Union player may not activate Burnside or any unit in IX Corps on Turn 1. He may also not transfer or move the army leader Meade on Turn 1.
3. *Confederate Leader/Unit Release:* Beauregard, Johnson, and Elliott may not activate on Turn 1.
4. *Smith:* The Union infantry division Ames-A (X Corps) may be activated by the XVIII Corps leader Smith-B.
5. *Movement Restrictions:* Neither player may move units or attack/assault into the following restricted areas. A player's units may retreat into these restricted areas without any combat loss penalty other than that which would occur from a retreat into the area if it was unrestricted, but the units are immediately removed from play for the rest of the game. However, in this case leaders are immediately placed on the nearest unit still on the map in their command. Hexes in these restricted areas are not counted as off-map for flank modifier purposes; they are treated as having normal ZOC. Retreating units have the option of treating these areas as off-map for Retreat Chart purposes so they are not forced to retreat into them if not desired.
 - Hexrow Sxx16 or south of there.
 - North of the Appomattox River, hex column 07xx.
 - Hex column 03xx or west of there (this restriction applies only to the Union player).
6. *Union Bridge:* Place a Union Major River Bridge marker from S0907 (Barn) to S0908 (Broadway).

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game. ("Occupies" indicates that a player's unit must occupy the indicated hex at the end of the game.)

VP	Reason
+80	If an undemoralized Union infantry unit occupies either Petersburg city hex (S0413 or S0513).
+60	If an undemoralized Union infantry unit occupies any hex adjacent to a Petersburg city hex.
+?	For each hex that is two hexes distant from a Petersburg city hex (but not adjacent to a Petersburg city hex) that is occupied by an undemoralized Union infantry unit, the Union player receives 10 VP if the hex is not a redoubt hex, and 20 VPs if the hex is a redoubt hex. However, the maximum VP the Union player may receive for this condition is 50. Restriction: The Union player may only receive VP for one of the above three Victory Conditions, the one with the highest VP award.



View of Petersburg

- +3 For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
- 2 For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
36 or more	Union Decisive Victory
26 to 35	Union Substantive Victory
16 to 25	Union Marginal Victory
6 to 15	Confederate Marginal Victory
-4 to 5	Confederate Substantive Victory
-5 or less	Confederate Decisive Victory

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Dearing-B	Brig	WL	Cav	2*	S0910
Page	Regt	J-SEV	Inf	2*	S0712
Wise	Brig	J-SEV	Inf	2*	S0713
Colston	Regt	SEV	Inf	2*	S0613
Beauregard	District	SEV	Ldr	-&	S0606
BR Johnson	Div	J-SEV	Ldr	-&	S0606
Elliott	Brig	J-SEV	Inf	3\$&	S0606
Fulton	Brig	J-SEV	Inf	2\$	S0607 (Walthall Mill)
Ransom	Brig	J-SEV	Inf	4	S0301 (Drewry's Bluff)
Hoke	Div	H-SEV	Ldr	-	S0301 (Drewry's Bluff)
Hagood	Brig	H-SEV	Inf	3	S0301 (Drewry's Bluff)
Colquit	Brig	H-SEV	Inf	4	S0301 (Drewry's Bluff)
Clingman	Brig	H-SEV	Inf	3	S0301 (Drewry's Bluff)
Martin	Brig	H-SEV	Inf	3	S0301 (Drewry's Bluff)

* Indicated units begin the game under Breastworks-Complete markers

\$ Indicated units begin the game under Fort-Complete markers

& Indicated units may not activate on turn 1

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Hancock-B	Corps	II	Ldr	-	S2108 (Blair)
Barlow	Div	II	Inf	15	S2108 (Blair)
Gibbon	Div	II	Inf	15	S2108 (Blair)
Birney	Div	II	Inf	16	S2108 (Blair)
Meade	Army	AP	Ldr	-&	S2310 (Fort Powhatan)
Burnside-B	Corps	IX	Ldr	-&	S2310 (Fort Powhatan)
Ledlie	Div	IX	Inf	10&	S2310 (Fort Powhatan)
Potter	Div	IX	Inf	7&	S2310 (Fort Powhatan)
Willcox-A	Div	IX	Inf	8&	S2310 (Fort Powhatan)
Ames-A	Div	X	Inf	6	S0907 (Barn)
Smith-B	Corps	XVIII	Ldr	-	S0907 (Barn)
Brooks	Div	XVIII	Inf	10	S0907 (Barn)
Martindale	Div	XVIII	Inf	7	S0907 (Barn)
Hinks	Div	XVIII	Inf	7	S0908 (Broadway)
Kautz	Div	Cav-J	Ldr	-	S1205 (Bermuda Hundred)
Mix	Brig	Cav-J	Cav	2	S1205 (Bermuda Hundred)
Spear	Brig	Cav-J	Cav	2	S0907 (Barn)

& Indicated units may not activate on turn 1

SCENARIO 2: THE BATTLE OF JERUSALEM PLANK ROAD

NOTES: On June 20 and 21, 1864, Grant rearranged his army, freeing up II and VI Corps to pull out of the front-line trenches and shift to the west flank. The plan for the next few days was to extend the Union line to its left to encircle Petersburg. Union troops advanced only a few miles to the Weldon Railroad near Globe Tavern when Hill's Confederate III Corps sharply counterattacked. On the 22nd Mahone routed most of the Union II Corps, and on the 23rd he took almost 600 prisoners in action against the VI Corps. Grant's army had advanced only a short distance beyond the Jerusalem Plank Road and took about 3,000 losses to 700 for the Confederates.

MAP: Only the OTR South map is used.

GAME LENGTH: 2 turns, June 22 – June 23, 1864.

SPECIAL RULES:

- Turn 1 Start:** On Turn 1, the Union player automatically wins the first initiative without the need for a dice roll. After this, initiative is determined normally.
- Movement Restrictions:** Neither player may move units or attack/assault into the following restricted areas. A player's units may retreat into these restricted areas without any combat loss penalty other than that which would occur from a retreat into the area if it was unrestricted, but the units are immediately removed from play for the rest of the game. However, in this case leaders are immediately placed on the nearest unit still on the map in their command. Hexes in these restricted areas are not counted as off-map for flank modifier purposes; they are treated as having normal ZOC. Retreating units have the option of treating these areas as off-map for Retreat Chart purposes so they are not forced to retreat into them if not desired.
 - Into or south of hexrow xx20
 - S0712 and S0713
 - Any hex adjacent to a Petersburg city hex (this restriction only applies to Union units)
- Union V Corps:** The leader Warren and the infantry divisions (not brigades) in his V Corps may not activate for the entire game unless released. Once released they may activate normally. They are all immediately released if any one unit is attacked by a Confederate unit. Warren's two infantry brigades (Sweitzer and Dushane) may activate normally all game, but with a VP penalty (see Victory Conditions). Warren's units provide flank modifiers normally, even if they are not released. Note: Units participating in a grand assault counts as being activated.
- Field:** The Confederate division Field may not activate under any circumstances. The Union player may not attack hexes adjacent to Petersburg (see Special Rule 2), so Field is included in the game only to show his ZOC.
- Mahone:** Remember that the Petersburg Basic Game rule (see 7.4) concerning the Confederate division Mahone is in effect.

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game. ("Occupies" indicates that a player's unit must occupy the indicated hex at the end of the game.)

- | VP | Reason |
|-----|---|
| +45 | If an undemoralized Union infantry division occupies Globe Tavern (S0517) but no undemoralized Confederate infantry unit occupies any adjacent hex. |
| +30 | If an undemoralized Union infantry division occupies Globe Tavern (S0517) and an undemoralized Confederate infantry unit occupies any adjacent hex. |
| +? | If an undemoralized Union infantry division occupies any hex adjacent to Globe Tavern (S0517) but no undemoralized Union infantry division occupies Globe Tavern, the Union player receives the following VPs: <ul style="list-style-type: none"> • +10 If a qualifying Union division occupies any one hex adjacent to Globe Tavern. • +4 For each additional hex adjacent to Globe Tavern occupied by a qualifying Union division. Qualifier: The Union player may only receive VP for one of the three Victory Conditions listed above if there is an unbroken chain of undemoralized Union infantry units in hexes from the VP hex to S0714 or S0813, inclusive. |
| -? | If Sweitzer or Dushane (Union V Corps) are activated, the Union player loses 2 VP for each unit activated (the maximum VP penalty is 2 per unit). However, if Warren's V Corps divisions are attacked (either before or after Sweitzer or Dushane are activated), then there is no VP penalty. |
| +3 | For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another) |
| -2 | For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another) |

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
42 or more	Union Decisive Victory
32 to 41	Union Substantive Victory
22 to 31	Union Marginal Victory
12 to 21	Confederate Marginal Victory
2 to 11	Confederate Substantive Victory
1 or less	Confederate Decisive Victory



Army of the Potomac headquarters, June 23, 1864

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Lee	Army	ANV	Ldr	-	S0414
AP Hill	Corps	III	Ldr	-	S0414
Wilcox-A	Div	III	Inf	9	S0414
Mahone	Div	III	Inf	12%	S0514
Kirkland	Brig	III	Inf	3%	S0514
Fry	Brig	III	Inf	3%	S0514
Field	Div	F-I	Inf	10%#	S0514
Barringer	Brig	WL	Cav	2	S0516

% Indicated units begin the game under Fort-Complete markers

Field may not activate under any circumstances as per special rule

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Birney	Corps	II	Ldr	-	S0717
Barlow	Div	II	Inf	11^	S0717
Gibbon	Div	II	Inf	11^	S0716
Mott-B	Div	II	Inf	14^	S0716
Meade	Army	AP	Ldr	-	S0716
Warren-B	Corps	V	Ldr	-#	S0715 (Chieves)
Griffin	Div	V	Inf	6*#	S0715 (Chieves)
Sweitzer	Brig	V	Inf	3*	S0715 (Chieves)
Ayres	Div	V	Inf	6*#	S0715 (Chieves)
Dushane	Brig	V	Inf	3*	S0715 (Chieves)
Crawford	Div	V	Inf	8*#	S0714
Cutler	Div	V	Inf	7*#	S0714
Wright-B	Corps	VI	Ldr	-	S0816
Russell	Div	VI	Inf	11&	S0816
Wheaton-B	Div	VI	Inf	12&	S0816
Ricketts	Div	VI	Inf	8^	S0717
3 NJ	Brig	Cav	Cav	1	S0915
22 NY	Brig	Cav	Cav	1	S0915

* Indicated units begin the game under Breastwork-Complete markers

^ Indicated units begin the game under Abatis markers

Indicated units may not activate unless released as per special rule

& Indicated units start the game at Fatigue Level 0 on their exhausted sides



View of Fort Clifton showing the Water Battery and obstructions in the Appomattox River

SCENARIO 3: SHERIDAN CROSSES THE JAMES

NOTES: After the Battle of Trevilian Station, Sheridan's Union cavalry began its return to Grant's army. At White House landing, Sheridan's force picked up 900 Union wagons and escorted them across the Chickahominy River. Sheridan was defeated at an engagement with Hampton's Confederates at Symmaria Church, but he was able to get his force and all the wagons to landings on the James River near Weyanoke Neck, where Grant's infantry had crossed ten days earlier.

MAP: Use both the OTR North and South maps (but only the south half of the North map and the north half of the South map are considered in play).

GAME LENGTH: 4 turns, June 22 – June 25, 1864.

SPECIAL RULES:

- Turn 1 Start:** On Turn 1, the Union player automatically wins the first initiative without the need for a dice roll. After this, initiative is determined normally.
- Wagons:** The Union player has three wagon train units, which move and defend like Union infantry. However, they may not force march. If activated, they must perform a March action. They may not participate in an Activate Leader action, an Assault, or entrench. Wagons may not attack, so Confederate cavalry may not perform a cavalry retreat if adjacent to a wagon. If a wagon enters a hex occupied by another wagon, it must pay the most severe possible Movement Point penalty for entering the terrain in that hex occupied by a friendly non-cavalry unit (i.e., +2 or +4 depending on terrain). If a wagon makes an extended march, the Union player adds 1 to his extended die roll in addition to other modifiers (such as the +1 for "Other Union Units"). Wagons pay an additional +5 Movement Point penalty to cross a ford over a minor river. There is no penalty to cross a river over a bridge. Wagons are not required to move by road hexsides.
 - Wagons alone in a hex exert a ZOC that inhibits enemy movement and retreat. However, wagons may never contribute to flank bonuses in any way. Any hexes covered solely by the ZOC of wagons, or hexes occupied solely by wagons, are not considered to be covered for the purposes of computing flank bonuses. Wagons stacked in a hex with other units do not contribute their manpower for flanking purposes.
- Confederate Movement Restriction:** On Turn 1 only, south of the Chickahominy River, Confederate units may not move or attack into hex column S22XX/N26XX or east of there. However, units may retreat into this area without penalty, and such units may then move freely. This restriction is immediately lifted on Turn 1 if a Union wagon moves or retreats south of the Chickahominy River.
- Landing Hexes:** Confederate units may not end a march on a landing hex on the James or Pamunkey Rivers, may not attack from these landing hexes, and may not attack a Union unit occupying these landing hexes. If a Confederate unit ends a retreat on one of these landing hexes, it is immediately disorganized; if it is already disorganized, it takes an extra combat retreat loss of 1 manpower point. In each Recovery Phase it occupies a landing hex, it remains disorganized.

- Gary:** The Confederate cavalry brigade Gary may not activate until Turn 2. However, it is immediately released on Turn 1 if a Union cavalry or wagon unit moves within two hexes of it.
- Heth-B:** The Confederate infantry division Heth-B may not activate unless a Union cavalry or wagon unit moves within two hexes of it, at which point it is immediately released.
- Foster:** The Union infantry brigade Foster may not activate all game under any circumstances. Since it starts on a landing hex, it may not be attacked. (It is in the game to exert its ZOC.) Historical Note: Foster commanded an augmented brigade protecting the Union pontoon bridge at Deep Bottom.

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game. ("Occupies" indicates that a player's unit must occupy the indicated hex at the end of the game.)

VP	Reason
+15	For each undemoralized or demoralized wagon train unit that occupies S1001 (Deep Bottom) or S1102.
+12	For each undemoralized or demoralized wagon train unit that occupies S2205 (Wilcox Landing), S2406, S2407 (Barn), or S2408 (Weyanoke Wharf).
+3	For each Union cavalry brigade that occupies S2205 (Wilcox Landing), S2406, S2407 (Barn), S2408 (Weyanoke Wharf), S1001 (Deep Bottom), or S1102.
+3	For each Confederate cavalry brigade that is destroyed for any reason. These VP are in addition to any combat or retreat losses a destroyed brigade might have suffered.
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-2	For each point of Union Manpower value (cavalry and wagon) lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another). Exception: For each point of Manpower value lost by a Union wagon train in an extended march, the Union player loses 2 VP.

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
32 or more	Union Decisive Victory
26 to 31	Union Substantive Victory
20 to 25	Union Marginal Victory
14 to 19	Confederate Marginal Victory
8 to 13	Confederate Substantive Victory
7 or less	Confederate Decisive Victory



U.S. gunboat "Mendota" in James River, near Dutch Gap Canal, Petersburg

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Hampton	Corps	Cav	Ldr	-	N1929
Butler	Div	H	Ldr	-	N1929
Butler	Brig	H	Cav	1	N1929
Rosser	Brig	H	Cav	1	N1929
Young	Brig	H	Cav	2	N1929
F Lee	Div	FL	Ldr	-	N1928
Lomax	Brig	FL	Cav	2	N1928
Wickham	Brig	FL	Cav	2	N1928
Chambliss	Brig	WL	Cav	2	N1828
Gary	Brig	Cav	Cav	2*	N1734 (Malvern Hill)
Heth-B	Div	III	Inf	6%	N1433 (New Market)

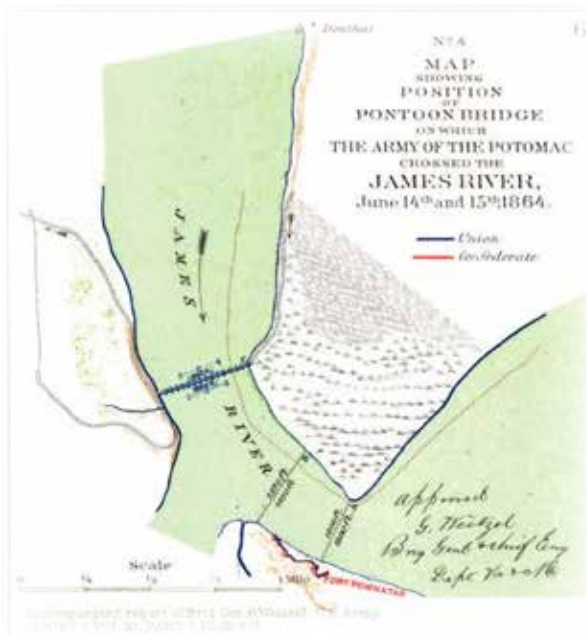
* Gary is not released until turn 2 (see special rule)

% Heth is under a Breastworks-Complete marker and a Flanks Refused marker. He is inactive unless released as per special rule

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Sheridan	Corps	Cav	Ldr	-	N2824 (White House Landing)
Torbert	Div	Cav-1	Ldr	-	N2824 (White House Landing)
Merritt	Brig	Cav-1	Cav	2	N2824 (White House Landing)
Custer	Brig	Cav-1	Cav	1	N2925
Devin	Brig	Cav-1	Cav	3	N2726 (St. Peter's Church)
DM Gregg	Div	Cav-2	Ldr	-	N2623
Davies	Brig	Cav-2	Cav	3	N2623
JI Gregg	Brig	Cav-2	Cav	4	N2623
Wagon Train A			Wagon	2	N2824 (White House Landing)
Wagon Train B			Wagon	2	N2824 (White House Landing)
Wagon Train C			Wagon	2	N2824 (White House Landing)
Foster-A	Brig	X	Inf	4#	S1001 (Deep Bottom)

Foster may not activate all game under any circumstances, see special rule



Map showing positions of pontoon bridge on which the Army of the James crossed the James River

SCENARIO 4: THE CRATER

NOTES: Mostly inactive for a month, the Union army suddenly went on the offensive on both flanks in late July 1864. Hancock's II Corps and the Union cavalry crossed to the north side of the James River at their bridges at Deep Bottom with the objectives of expanding their bridgehead, raiding Richmond, and destroying the railroads north of the Confederate capital. The Confederates reacted strongly by pulling several divisions from the Petersburg front to strive to block the Union advance and subsequently crush the Union bridgehead. Hancock failed to expand the bridgehead, so Sheridan never employed his cavalry offensively. With the Confederacy's Petersburg forces drastically reduced, Burnside's IX Corps detonated a huge mine underneath a Confederate redoubt that Union troops had been digging for weeks. However, the Union assault in the aftermath of the explosion quickly bogged down. Confederate counterattacks pushed the enemy back. The Union army's multi-pronged offensive ended in defeat on both flanks.

MAP: Both the OTR North and South maps are used. However, players only need the left half of each map.

GAME LENGTH: 4 turns, July 27 – July 30, 1864.

SPECIAL RULES:

- Mine Attack:** A "Mine Attack" must be used by the Union player, exactly once in the game as per Advanced Game Rule 27.0. If the Mine Attack is not performed, the Confederate player automatically wins a Decisive Victory.
 - Meade:** In a grand assault, the Union army leader Meade may select any units starting the game south of the Appomattox River, regardless of army affiliation.
 - Turn 1 Start:** On Turn 1, the Leader Transfer Phase is skipped and the Union player automatically wins the first initiative without the need for a dice roll. In this first Activation Segment, the Union player must conduct an Activate Leader action with Hancock. After this, initiative is determined normally.
 - Union V, IX, & XVIII Corps:** Union units from these corps may not move north of the Appomattox River.
 - Union Movement Restriction:** South of the Appomattox River, the Union player may not move units or attack into hex column 03xx or west of there. Union units may retreat into this restricted area (without any combat loss penalty other than that which would occur from a retreat into the area if it was unrestricted), but the units are immediately removed from play for the rest of the game. However, leaders are immediately placed on the nearest unit still on the map in their command. Hexes in these restricted areas are not counted as off-map for flank modifier purposes; they are treated as having normal ZOC. Retreating units have the option to treat these areas as off-map for Retreat Chart purposes so they are not forced to retreat into them if not desired.
 - Union Provost Guard:** This unit may not activate all game.
 - Wilson:** Wilson's Union cavalry division and its two brigades may not activate all game unless released. A unit is individually released the moment a Confederate unit moves within three hexes of it.
 - Late Heat:** On every turn, use the Advanced Game Late Heat rule (see 2.0).
 - Confederate Division Leaders:** The Confederate player may use Advanced Game Rule 19.0 regarding division leaders. However, only units in the specified divisions may attach and detach as per Advanced Game Substitute Units Rule 18.0. Units may only attach within their own division.
 - Confederate Forts:** The Confederate player has forts near and around Richmond (see Advanced Game Rule 20.0).
 - Reminders:** Players are reminded that the Petersburg Basic Game rule regarding Mahone is in effect (see 7.4). Players are also reminded that the Petersburg Basic Game rules regarding Redoubts are in effect (see 9.0).
 - Confederate Bridges:** Place Confederate Major River Bridge markers at the following locations:
 - N0734 (Drewry's Bluff) to N0833 (Wilton Farm)
 - S0401 to N0934 (Chaffin's Bluff)
 - Union Bridges:** Place Union Major River Bridge markers at:
 - S0907 (Barn) to S0908 (Broadway)
 - S1002 to S1001 (Deep Bottom)
 - S1002 to S1102
14. **Union Bridge Building:** The only major river bridges that the Union player may build are at the hexsides where the Union has bridges at the start of the game, in order to replace a bridge if it is destroyed.

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game. ("Occupies" indicates that a player's unit must occupy the indicated hex at the end of the game.)

VP	Reason
+100	If an undemoralized Union infantry division occupies either Petersburg city hex (S0413 or S0513).
+?	If no undemoralized Union infantry division occupies a Petersburg city hex, the Union player gains 40 VP for each hex adjacent to a Petersburg city hex occupied by an undemoralized Union infantry unit. The maximum VP award for this is 80. Restrictions: The Union player may only receive the VP for one of the above two victory conditions, the one with the highest VP he qualifies for. Also, the Union player may only receive VP for a victory condition listed above if there is an unbroken chain of undemoralized Union infantry units in hexes from the VP hex, to a Union redoubt, inclusive.
+100	If any Richmond city hex is occupied by an undemoralized Union infantry division at the end of the game. However, to obtain these VP, at least two Confederate forts adjacent to any Richmond city hex must have a Destroyed Fort marker. They do not need to be Union-occupied and do not need to be adjacent to the Union-occupied Richmond city hex. Also, New Market (N1433) must be Union-controlled (see Basic Game Rule 13.0). Manchester (N0628) does not qualify for these VP.
+?	For each of the following hexes occupied by an undemoralized Union infantry unit (division or brigade), the Union receives the indicated VPs: <ul style="list-style-type: none"> +18 S0508 (Port Walthall Junction) +24 S0305 (Chester) +24 N0934 (Chaffin's Bluff) +24 N1433 (New Market)
+4	For each Recovery Phase in which an undemoralized Union infantry or cavalry unit (division or brigade) occupies any Richmond city hex. The maximum VP for this condition is four per turn. Occupying more Richmond city hexes does not increase the VP. Exceptions: For an infantry unit to qualify for these VP, New Market (N1433) must be Union-controlled. If both a Union cavalry unit and a non-qualifying infantry unit occupy a Richmond hex, the Union player receives these VP.
+2	For each Confederate fort with a Destroyed marker.
+?	For each of the following RR stations with a Damaged RR Station marker, the Union receives the indicated VP: <ul style="list-style-type: none"> +1 N0221 (Hungary Station), N0314 (Ashland) +2 N0720 (Atlee's Station), N0716 (Peak's Turnout), N0914 (Hanover Depot), N0612 (Wickham's Station), N0308 (Hanover Junction)
+2	For each RR station on the Richmond & Petersburg RR with a Destroyed RR Station marker.
+2	For each destroyed Confederate cavalry brigade. This is in addition to any combat or retreat manpower losses on such brigades.
-2	For each destroyed Union cavalry brigade. This is in addition to any combat or retreat manpower losses on such brigades. Also, for each Union cavalry brigade at the end of the game that is on the map north of the James River and cannot trace a Line of Communication (LOC) from the unit to a Union major river bridge. The LOC is a continuous path of hexes that may only cross passable hexsides. It may not enter an enemy-occupied hex or an undestroyed Confederate fort. It may only enter an enemy ZOC if the hex contains a Union unit.
-6	For each Union redoubt occupied by an undemoralized Confederate infantry unit
+3	For each point of Confederate Manpower value lost in combat,

retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

- 2 For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

Carrying the powder down the covered way to the mine under fire



At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

Note: See Special Rule 1 requiring the Union player to execute a Mine Attack or automatically lose the game regardless of VP.

UNION VP	WINNER
51 or more	Union Decisive Victory
39 to 50	Union Substantive Victory
27 to 38	Union Marginal Victory
15 to 26	Confederate Marginal Victory
3 to 14	Confederate Substantive Victory
2 or less	Confederate Decisive Victory

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Confederate Redoubt	-	-	Redoubt	-	S0607 (Walthall Mill)
Confederate Redoubt	-	-	Redoubt	-	S0606
Confederate Redoubt	-	-	Redoubt	-	S0605 (Ware Bottom Church)
Beauregard	District	SEV	Ldr	-	S0612 (Blandford)
Hoke	Div	H-SEV	Div	10#	S0612 (Blandford)
BR Johnson	Div	J-SEV	Div	13#	S0613
Anderson	Corps	I	Ldr	-	S0514 (Lead Works)
Field	Div	F-I	Inf	10#	S0514 (Lead Works)
Pickett	Div	P-I	Ldr	-	S0606
Hunton	Brig	P-I	Inf	4#	S0606
Corse	Brig	P-I	Inf	3#	S0605 (Ware Bottom Church)
Terry	Brig	P-I	Inf	3#	S0607 (Walthall Mill)
Hughs	Brig	Rich	Inf	1#	N0934 (Chaffin's Bluff)
25 VA	Regt	Rich	Inf	1#	N0934 (Chaffin's Bluff)
Lane	Brig	III	Inf	2#	N1033 (Blacksmith)
McGowan	Brig	III	Inf	3#	N1133
Davis	Brig	K-I	Inf	3*	N1233
Humphreys	Brig	K-I	Inf	2*	N1333
Kershaw	Div	K-I	Ldr	-	N1433 (New Market)
Simms	Brig	K-I	Inf	2@	N1433 (New Market)
Henagan	Brig	K-I	Inf	2*	N1533 (Mill)
Gary	Brig	Cav	Cav	2*	N1632
Lee	Army	ANV	Ldr	-	S0513 (Depot)
AP Hill	Corps	III	Ldr	-	S0513 (Depot)
Heth-A	Div	III	Inf	12	S0513 (Depot)
Wilcox-B	Div	III	Inf	5#	S0514 (Lead Works)
Mahone	Div	III	Inf	12#	S0414
Hampton	Corps	Cav	Ldr	-	S0217
Butler	Div	H	Ldr	-	S0217
Rosser	Brig	H	Cav	1*	S0217
Young	Brig	H	Cav	2*	S0217
Butler	Brig	H	Cav	1*	S0217

CONFEDERATE SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
WH Lee	Div	WL	Cav	-	S0316
Chambliss	Brig	WL	Cav	2*	S0316
Barringer	Brig	WL	Cav	2*	S0316
Dearing-B	Brig	WL	Cav	2*	S0316
F Lee	Div	FL	Cav	-	S0220
Lomax	Brig	FL	Cav	1*	S0220
Wickham	Brig	FL	Cav	2*	S0220

- # Indicated units begin the game under Fort-Complete markers
 * Indicated units begin the game under Breastwork-Complete markers
 @ Indicated unit begins the game under a Fort Build-2 marker

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Union Redoubt	-	-	Redoubt	-	S1001 (Deep Bottom)
Union Redoubt	-	-	Redoubt	-	S0705
Union Redoubt	-	-	Redoubt	-	S0706
Union Redoubt	-	-	Redoubt	-	S0707
Union Redoubt	-	-	Redoubt	-	S0712
Union Redoubt	-	-	Redoubt	-	S0713
Union Redoubt	-	-	Redoubt	-	S0714
Union Redoubt	-	-	Redoubt	-	S0715
Grant-B	Army	CiC	Ldr	-	S1207 (City Point)
Provost Guard	Brig	AP	Inf	2#	S1207 (City Point)
Hancock-B	Corps	II	Ldr	-	S1102
Barlow	Div	II	Inf	7+	S1102
Gibbon	Div	II	Inf	7+	S1102
Mott-B	Div	II	Inf	9+	S1102
Warren-B	Corps	V	Ldr	-	S0714
Griffin	Div	V	Inf	9#	S0714
Ayres	Div	V	Inf	9#	S0714
Cutler	Div	V	Inf	4#	S0714
Crawford	Div	V	Inf	8#	S0715
Meade	Army	AP	Ldr	-	S0813
Burnside-B	Corps	IX	Ldr	-	S0813
Ferrero	Div	IX	Inf	9	S0813
Ledlie	Div	IX	Inf	8#	S0713
Potter	Div	IX	Inf	6#	S0713
Willcox-A	Div	IX	Inf	5#	S0713
Butler	Army	AJ	Ldr	-	S0707 (Port Walthall)
Birney	Corps	X	Ldr	-	S0707 (Port Walthall)
Ferry	Div	X	Inf	9#	S0707 (Port Walthall)
Terry	Div	X	Inf	7#	S0705 (Barn)
Turner	Div	X	Inf	8	S0811
Foster-A	Brig	X	Inf	4#	S1001 (Deep Bottom)

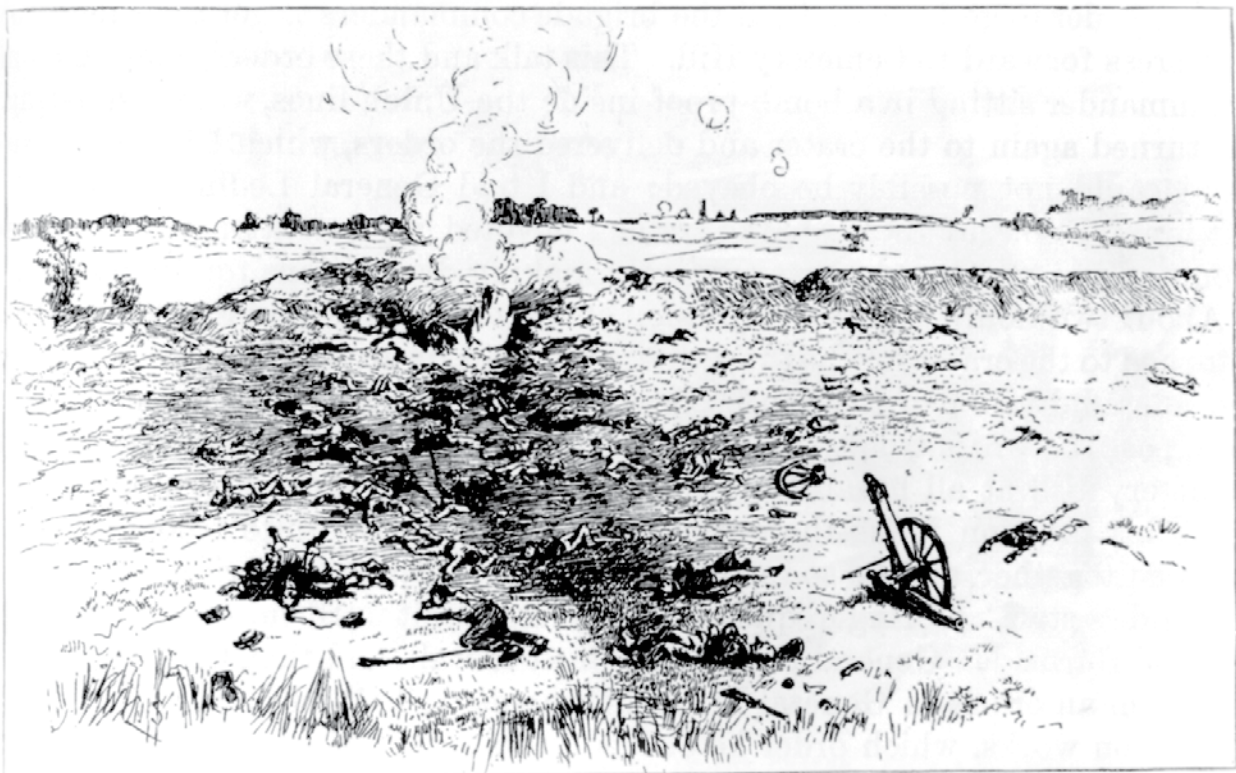
UNION SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Currie	Brig	XIX	Inf	4*	S1001 (Deep Bottom)
Birge	Brig	XIX	Inf	5#	S0706
10/37 Clrd	Regt	AJ	Inf	4	S0907 (Barn)
Ord	Corps	XVIII	Ldr	-	S0712
Stannard	Div	XVIII	Inf	9#	S0712
Ames-B	Div	XVIII	Inf	7#	S0712
Carr	Div	XVIII	Inf	6#	S0712
Sheridan	Corps	Cav	Ldr	-	S1002
Torbert	Div	Cav-1	Ldr	-	S1002
Merritt	Brig	Cav-1	Cav	2+	S1002
Custer	Brig	Cav-1	Cav	1+	S1002
Devin	Brig	Cav-1	Cav	3+	S1002
DM Gregg	Div	Cav-2	Ldr	-	S1002
Davies	Brig	Cav-2	Cav	3+	S1002
JI Gregg	Brig	Cav-2	Cav	4+	S1002
Kautz	Div	Cav-J	Ldr	-	S1003 (Barns)
West-B	Brig	Cav-J	Cav	2	S1003 (Barns)
Spear	Brig	Cav-J	Cav	1	S1003 (Barns)
Wilson	Div	Cav-3	Ldr	-	S1508 (Jordan's Point)
Chapman	Brig	Cav-3	Cav	1	S1508 (Jordan's Point)
McIntosh	Brig	Cav-3	Cav	2	S1015 (Wells Station)

Indicated units begin the game under Fort-Complete markers

* Currie begins the game under a Breastwork-Complete marker

+ Indicated units start the game at Fatigue Level 0 on their exhausted sides



The Crater, as seen from the Union side. From a sketch made at the time

SCENARIO 5: THE FOURTH OFFENSIVE

NOTES: While this is an eight-turn scenario, in four of those turns, units will not do much due to random events, so it will play more like a four or five-turn scenario. This scenario depicts the battles on two fronts in Grant's "Fourth Offensive." The first part of the offensive took place on the northern front, where two Union corps and one cavalry division crossed the James River at Deep Bottom to advance on Richmond. They engaged the Confederates at New Market and Darbytown, but were blocked by strong defenses and Confederate reinforcements. There were 2,900 Union losses as opposed to 1,300 for the Confederates. The second part of the Union offensive took place at Globe Tavern on the Weldon Railroad south of Petersburg. One Union corps and elements of two others advanced on Globe Tavern, striving to cut this railroad to Petersburg. Confederate counterattacks were ultimately unsuccessful in keeping Northern troops off the railroad. There were 4,455 Union casualties as opposed to 1,600 for the Confederates in this second battle.

MAPS: Both OTR maps are used. However, players only need the left half of each map.

GAME LENGTH: 8 turns, August 14 – August 21, 1864.

SPECIAL RULES:

- Turn 1 Start:** On Turn 1, the Union player automatically wins the first initiative without the need for a dice roll. After this, initiative is determined normally.
- Random Events:** Random events are rolled for in the Random Events Phase at the start of every turn. A single die is rolled by either player, and the following table is consulted:
 - 1: Rain Current: This result is converted to No Effect if there have already been two turns of rain.
 - 2-5: Late Heat: For the effects of Late Heat see Advanced Rules, 2.0.
 - 6: Extreme Heat: For the effects of Extreme Heat see Advanced Rules, 2.0. Exceptions:
 - If the random event in the previous turn was Rain, in the current turn Extreme Heat is changed to Late Heat. (The day previous to the start of the scenario was not rain.)
 - If there have already been two days of Extreme Heat, additional Extreme Heat results are converted to Late Heat.
- Initiative:** In Turns 1 through 7, if the initiative roll is 1 by both players, the Action Cycle immediately ends. Exception: The Action Cycle does not end if both players have not held at least one initiative in the current turn.
- Turn 1 Restriction:** On Turn 1, in the Action Phase or the Recovery Phase, neither side may activate or entrench any of their units starting the turn south of the Appomattox River. Also, units may not cross the Appomattox River on this turn, going in either direction. Exceptions:
 - WHF Lee's Confederate cavalry division may activate. However, when initiating an action south of the Appomattox River on Turn 1, these units may only end a March action closer to hex N1433 (New Market) than their starting location and may not enter a Union ZOC south of the Appomattox River.
 - Hoke's and Johnson's Confederate infantry divisions may detach brigades in their divisions on Turn 1 (see 19.0), and all units belonging to those divisions (including the division itself) may activate on Turn 1. The division Wilcox-B may also activate on Turn 1. However, when initiating an action south of the Appomattox River on Turn 1, these units may only end a March action not farther in hexes from S0508 (Port Walthall Junction) than where they began the action. (They may remain in their starting hex.)

Note that none of the above Confederate infantry or cavalry units may entrench south of the Appomattox River on Turn 1.

- Confederate Movement Restrictions:** The Confederate player has the following movement restrictions in hexrow Sxx16, and south of there, until the Union player has moved or retreated an infantry unit into or south of hexrow Sxx16 in column S06xx, or west of there. For example, a Union infantry unit entering S0717 does not release the Confederates, but in S0616 it will. This restriction is automatically

lifted at the start of Turn 8 if it has not been already lifted due to Union movement or retreat.

- He may not move any Confederate units into or south of Sxx16 or attack into this region. Exceptions: The cavalry division leader WH Lee and his brigades Chambliss and Barringer may move into this region if a Union cavalry unit does so. Also, the Dearing-B cavalry brigade starts the scenario in this region and may move freely in and out of it throughout the game.
 - He may not entrench a Confederate cavalry unit in this region during the Action Phase or Recovery Phase.
 - After the Union player moves an infantry unit into the indicated region, the Union player automatically gains the next initiative without rolling the dice. After that initiative, all the above restrictions are lifted and initiative is determined normally.
- Union Movement Restrictions:** South of the Appomattox River, the Union player may not move units or attack/assault into hex column 02xx or west of there. Union units may retreat into this restricted area without any additional combat loss other than that which would occur from a retreat into the area under normal circumstances, but the units are immediately removed from play for the rest of the game (even if retreating into this area does not complete the number of hexes demanded in the retreat). However, leaders are immediately placed on the nearest unit still on the map in their command. Hexes in these restricted areas are not counted as off-map for flank modifier purposes; they are treated as having normal ZOC. Retreating units have the option to treat these areas as off-map for Retreat Chart purposes so they are not forced to retreat into them if not desired.
 - Union Provost Guard:** This unit may not activate all game unless a Confederate unit moves within three hexes of it, at which point it is immediately released.
 - Union Night March:** Once in this scenario, the Union player may conduct a Night March (see Advanced Game, 2.0 random events rules). This may not be conducted on Turns 1 or 8 or on a turn with rain. In Turns 2 through 7 it may be conducted even if the Action Cycle ends due to a double-1 initiative dice roll (see Special Rule 3). An additional restriction for this scenario is that any units moving in this Night March must move hex-by-hex closer to a Union major river pontoon bridge until that bridge is crossed, although units are allowed to stop moving before crossing the bridge. Once a bridge is crossed, this restriction is removed.
 - Reminders:** Players are reminded that the Petersburg Basic Game rule regarding Mahone is in effect (see 7.4). Players are also reminded that the Petersburg Basic Game rules regarding redoubts are in effect (see 9.0).
 - Confederate Division Leaders:** The Confederate player may use Advanced Game Rule 19.0 regarding division leaders. However, only units in these divisions may attach and detach as per Advanced Game Substitute Units Rule 18.0, and units may only attach within their own division.
 - Confederate Forts:** The Confederate player has forts near and around Richmond (see 20.0).
 - Confederate Bridges:** Place Confederate Major River Bridge markers at the following locations:
 - N0734 (Drewry's Bluff) to N0833 (Wilton Farm)
 - S0401 to N0934 (Chaffin's Bluff)
 - Union Bridges:** Place Union Major River Bridge markers at the following locations:
 - S0907 (Barn) to S0908 (Broadway)
 - S1002 to S1001 (Deep Bottom)
 - S1002 to S1102
 - Union Bridge Building:** The only major river bridges the Union player may build are at the hexsides where the Union has bridges at the start of the game, in order to replace a bridge if it is destroyed.

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game. ("Occupies" indicates that a player's unit must occupy the indicated hex at the end of the game.)

- VP Reason**
- +100 If an undemoralized Union infantry division occupies either Petersburg city hex (S0413 or S0513).
 - +? If no undemoralized Union infantry division occupies a Petersburg city hex, the Union player is awarded 40 VP for each hex adjacent to a Petersburg city hex occupied by an undemoralized Union infantry unit. The maximum VP for this is 80. **Restrictions:** The Union player may only receive VP for one of the above two Victory Conditions, the one with the highest VP he qualifies for. Also, the Union can only receive VP for a Victory Condition listed above if there is an unbroken chain of undemoralized Union infantry units in hexes from the VP hex to a Union redoubt, inclusive.
 - +100 If any Richmond city hex is occupied by an undemoralized Union infantry division at the end of the game. However, to obtain these VP, at least two Confederate forts adjacent to any Richmond city hex must have a Destroyed Fort marker. They do not need to be Union-occupied and do not need to be adjacent to the Union-occupied Richmond city hex. Also, New Market (N1433) must be Union-controlled (see Basic Game Rule 13.0). Manchester (N0628) does not qualify for these VP.
 - +? For each of the following hexes occupied by an undemoralized Union infantry unit, the Union receives the indicated VP:
 - +40 S0517 (Globe Tavern)
 - +18 S0508 (Port Walthall Junction)
 - +24 S0305 (Chester)
 - +24 N0934 (Chaffin's Bluff)
 - +24 N1433 (New Market)
 - +16 N1133
 - 8 If an undemoralized Union infantry unit does not occupy either S0517 (Globe Tavern) or any hex adjacent to S0517.
 - +4 For each Recovery Phase in which an undemoralized Union infantry or cavalry unit occupies any Richmond city hex. The maximum VP for this condition is 4 per turn. Occupying additional Richmond city hexes does not increase the VP. Exception: For a Union infantry unit to qualify for these VP, New Market

(N1433) must be Union-controlled. If both a Union cavalry unit and a non-qualifying infantry unit occupy a Richmond hex, the Union receives these VP.

- +2 For each Confederate fort with a Destroyed marker
- +? For each of the following RR stations with a Damaged or Destroyed RR Station marker, the Union receives the indicated VP:
 - +1 N0221 (Hungary Station), N0314 (Ashland)
 - +2 N0720 (Atlee's Station), N0716 (Peak's Turnout), N0914 (Hanover Depot), N0612 (Wickham's Station), N0308 (Hanover Junction)
- +2 For each RR station on the Richmond & Petersburg RR with a Destroyed RR Station marker.
- +3 If Ream's Station (S0420) has a Destroyed RR Station marker.
- 12 For each Union redoubt occupied by an undemoralized Confederate infantry unit.
- +3 For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
- 2 For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
51 or more	Union Decisive Victory
39 to 50	Union Substantive Victory
27 to 38	Union Marginal Victory
15 to 26	Confederate Marginal Victory
3 to 14	Confederate Substantive Victory
2 or less	Confederate Decisive Victory

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Confederate Redoubt	-	-	Redoubt	-	S0607 (Walthall Mill)
Confederate Redoubt	-	-	Redoubt	-	S0606
Confederate Redoubt	-	-	Redoubt	-	S0605 (Ware Bottom Church)
Beauregard	District	SEV	Ldr	-	S0612 (Blandford)
Hoke	Div	H-SEV	Div	9#	S0612 (Blandford)
BR Johnson	Div	J-SEV	Div	10#	S0613
Pickett	Div	P-I	Ldr	-	S0606
Hunton	Brig	P-I	Inf	4#	S0606
Corse	Brig	P-I	Inf	3#	S0605 (Ware Bottom Church)
Terry	Brig	P-I	Inf	3#	S0607 (Walthall Mill)
Hughs	Brig	Rich	Inf	1#	N0934 (Chaffin's Bluff)
25 VA	Regt	Rich	Inf	1#	N0934 (Chaffin's Bluff)
Lane	Brig	III	Inf	2#	N1033 (Blacksmith)
McGowan	Brig	III	Inf	3#	N1133
Field	Div	F-I	Ldr	-	N1233
Benning	Brig	F-I	Inf	2#	N1233
Bratton	Brig	F-I	Inf	3#	N1333
Gregg	Brig	F-I	Inf	1#	N1433 (New Market)
Perry	Brig	F-I	Inf	2#	N1433 (New Market)

CONFEDERATE SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
GT Anderson	Brig	F-I	Inf	2#	N1533 (Mill)
Gary	Brig	Cav	Cav	2*	N1632
Lee	Army	ANV	Ldr	-	S0514 (Lead Works)
AP Hill	Corps	III	Ldr	-	S0514 (Lead Works)
Heth-A	Div	III	Inf	10#	S0514 (Lead Works)
Wilcox-B	Div	III	Inf	5#	S0514 (Lead Works)
Mahone	Div	III	Inf	11#	S0414
Hampton	Corps	Cav	Ldr	-	N0305 (Chester Depot)
Butler	Div	H	Ldr	-	N0305 (Chester Depot)
Rosser	Brig	H	Cav	1	N0305 (Chester Depot)
Young	Brig	H	Cav	2	N0305 (Chester Depot)
Butler	Brig	H	Cav	1	N0305 (Chester Depot)
WH Lee	Div	WL	Cav	-	S0315
Chambliss	Brig	WL	Cav	2*	S0315
Barringer	Brig	WL	Cav	2*	S0315
Dearing-B	Brig	WL	Cav	2	S0517 (Globe Tavern)

Indicated units begin the game under Fort-Complete markers

* Indicated units begin the game under Breastwork-Complete markers

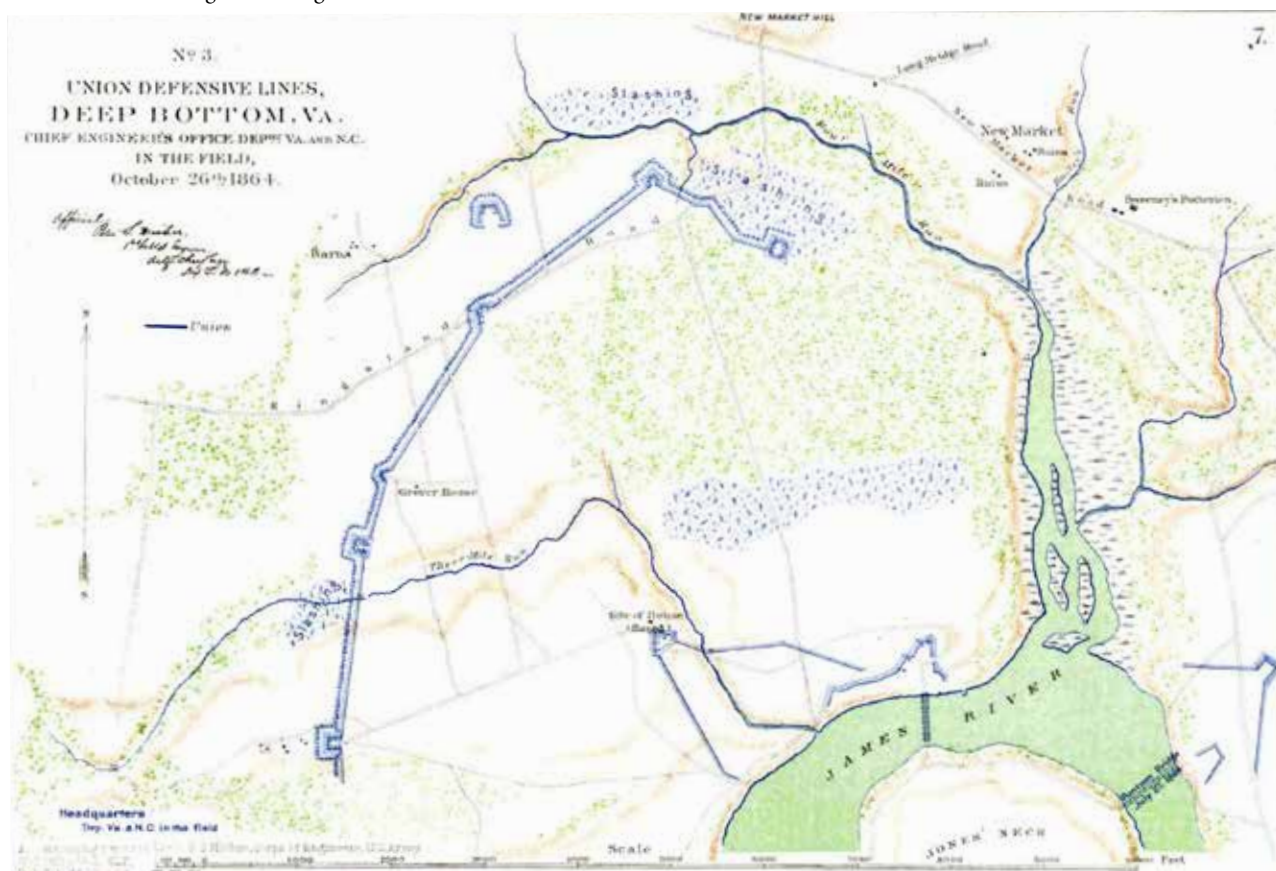
UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Union Redoubt	-	-	Redoubt	-	S1001 (Deep Bottom)
Union Redoubt	-	-	Redoubt	-	S0705
Union Redoubt	-	-	Redoubt	-	S0706
Union Redoubt	-	-	Redoubt	-	S0707
Union Redoubt	-	-	Redoubt	-	S0712
Union Redoubt	-	-	Redoubt	-	S0713
Union Redoubt	-	-	Redoubt	-	S0714
Union Redoubt	-	-	Redoubt	-	S0715 (Chieves)
Grant-B	Army	CiC	Ldr	-	S1207 (City Point)
Provost Guard	Brig	AP	Inf	2#	S1207 (City Point)
Hancock-B	Corps	II	Ldr	-	S1102
Mott-B	Div	II	Inf	10+	S1102
Barlow	Div	II	Inf	8+	S1102
Gibbon	Div	II	Inf	8+	S1102
Warren-B	Corps	V	Ldr	-	S0714
Griffin	Div	V	Inf	10#	S0714
Ayres	Div	V	Inf	10#	S0714
Crawford	Div	V	Inf	6#&c	S0715
Cutler	Div	V	Inf	4&c	S0915
Meade	Army	AP	Ldr	-	S0813
Parke-B	Corps	IX	Ldr	-	S0813
Ferrero	Div	IX	Inf	7	S0813
White	Div	IX	Inf	6#	S0713

UNION SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Potter	Div	IX	Inf	4#	S0713
Willcox-A	Div	IX	Inf	4#	S0713
Butler	Army	AJ	Ldr	-	S0707 (Port Walthall)
Ferry	Div	X	Inf	8#	S0707 (Port Walthall)
Birney	Corps	X	Ldr	-	S1001 (Deep Bottom)
Terry	Div	X	Inf	7	S1001 (Deep Bottom)
Turner	Div	X	Inf	4	S1001 (Deep Bottom)
Foster-A	Brig	X	Inf	4#	S1001 (Deep Bottom)
10/37 Clrd	Regt	AJ	Inf	4#	S1001 (Deep Bottom)
Curtis	Brig	X	Inf	4#	S0706
Paine	Div	XVIII	Inf	6#	S0705
Ord	Corps	XVIII	Ldr	-	S0712
Stannard	Div	XVIII	Inf	8#	S0712
Ames-B	Div	XVIII	Inf	6#	S0712
DM Gregg	Div	Cav-2	Ldr	-	S1102
Davies	Brig	Cav-2	Cav	3+	S1102
JI Gregg	Brig	Cav-2	Cav	3+	S1102
Kautz	Div	Cav-J	Ldr	-	S1314 (Mt. Sinai Church)
Spear	Brig	Cav-J	Cav	1	S1314 (Mt. Sinai Church)
West-B	Brig	Cav-J	Cav	1	S1712 (Sycamore Church)

- # Indicated units begin the game under Fort-Complete markers
- & Indicated units begin the game under Flanks Refused markers
- + Indicated units start the game at Fatigue Level 0 on their exhausted sides



Union Defensive Lines, Deep Bottom, Va., October 26, 1864

SCENARIO 6: THE FIFTH OFFENSIVE

NOTES: The Union's fifth offensive in the Petersburg campaign was a two-front battle like the previous two offensives. In the north, Grant knew that the Confederate defenses in front of Richmond had been severely weakened, so he had hopes of taking Richmond itself. On the Petersburg front, the objective was to further cut the supply lines into the city by advancing to the Boydton Plank Road and possibly even to the Southside Railroad. Overall, the Union achieved about half of their objectives on each front. The offensive started in the north on September 29. The Union army finally took New Market Heights and Fort Harrison on the approaches to Chaffin's Bluff, but was unable to pierce the strong Confederate "interior line" defending Richmond. In the south, the attack commenced on September 30, and Northern troops pushed about halfway from the Weldon Railroad to the Boydton Plank Road, taking the Squirrel Level Road, which forced the Confederates to stretch their defensive line about five more miles. Overall casualties on both fronts were 7,300 for the Union and 3,700 for the Confederates.

MAP: Both OTR maps and the GTC South map are used. However, only the following map sections are needed: the left half of the OTR South map; the lower-left quarter of the OTR North map; and the lower-right eighth section of the GTC South map.

GAME LENGTH: 4 turns, September 29 – October 2, 1864.

SPECIAL RULES:

- Maps & Hex Numbers:** The setup and special rules are written from the perspective of the OTR South map lying on top of the GTC South map. Unless otherwise noted, all hex numbers listed are on the OTR maps. For example, S0605 means OTR S0605.
- Turn 1 Start:** The Leader Transfer Phase is skipped on Turn 1. The Union player automatically wins the first initiative on Turn 1 without the need for a dice roll. In this first initiative, the Union player must conduct an Activate Leader or Assault action with the leader Ord or Birney. Afterward, initiative is determined normally.
- Rain:** A single die is rolled by either player in the Random Events Phase on Turns 3 and 4. On Turn 3, if the roll is 5 or less, rain takes effect; a 6 has no effect. On Turn 4, if rain occurred on Turn 3, there is no random event roll; the weather is automatically clear. If no rain occurred on Turn 3, there is a random event roll on Turn 4, and if the result is 5 or less, rain occurs.
- Turn 1 Restriction:** On Turn 1, neither side may activate infantry units starting the turn south of the Appomattox River. Also, on Turn 1 infantry units may not cross the Appomattox River heading south. Cavalry units starting south of the Appomattox on Turn 1 may move and attack (they may only attack cavalry, not infantry), but may not entrench either in the Action Cycle or Recovery Phase. **Exceptions:**
 - The leader Anderson, as well as the divisions of Field, and Hoke (and any brigades they detach) may activate on Turn 1. The army leader Lee may accompany them. However, on their first move, the first hex entered during the march must be north across the Appomattox River. They may not recross the river heading south on Turn 1.
 - The Confederate brigade Farley (see Special Rule 13) may move and attack freely on Turn 1, but may not entrench in either the Action Phase or the Recovery Phase. Farley may be attacked by Union cavalry.
- Turn 2 Restriction:** On Turn 2, Confederate infantry units starting the turn south of the Appomattox River may not move into hex column 02XX or hexrow XX15. **Exceptions:** This restriction is lifted if the Union player moves an infantry unit south of the river or the Union player passes.
- Overall Movement Restriction:** Neither player may move units into hexes S0605-S0607. **Historical Note:** The Bermuda Hundred lines are out of play in this scenario.
- Redoubts:** Neither side may enter, attack/assault, or retreat into opposing redoubts south of the Appomattox River. These redoubts are considered to have units in them belonging to the owning side, even if no units actually occupy the hex. The hex thus exerts a ZOC and is considered for flank modifier purposes to have an infinite amount of

combat strength. As a reminder, players could put a Manpower value marker in key hexes such as S0414.

- GTC South Map:** South of the Appomattox River, Union infantry units may not move or attack/assault into hexes on the GTC South map in hex column 38xx or west of there (since the GTC map lies under the OTR map). Union infantry units may retreat into this restricted area without any combat loss penalty other than that which would occur under normal circumstances, but the units are immediately removed from play for the rest of the game. However, leaders are immediately placed on the nearest unit still on the map in their command. Hexes in these restricted areas are not counted as off-map for flank modifier purposes; they are treated as having normal ZOC. Retreating Union infantry units have the option to treat these areas as off-map for Retreat Chart purposes so they are not forced to retreat into them if not desired.
- Mott-B:** The Union infantry division Mott-B may not move or recover until Turn 3. **Historical note:** Mott used the Union military railroad to move from the east flank trenches to Globe Tavern on October 1, and then marched to the front on the muddy roads.
- Crawford:** The Union infantry division Crawford may not move until Turn 3.
- Paine:** The Union infantry division Paine may be activated by both the leaders Birney and Ord.
- Mahone:** The Confederate infantry division Mahone may not move until Turn 4. Players are reminded that the Petersburg Basic Game rule regarding Mahone is in effect (see 7.4).
- Farley:** The "Unmounted" counter that accompanies Farley's Confederate cavalry brigade indicates that it operates as an unmounted cavalry unit. It functions as infantry in all respects except for march die rolls. His movement roll in a March action is the normal two-dice roll for cavalry, but his final Movement Point allowance is one-half that roll, rounding up. If the leader Hampton activates Farley in an Activate Leader action, add the normal leader bonus to the die roll before halving and rounding up. Hampton may activate both mounted and unmounted cavalry in the same Activate Leader action. However, in terms of MP penalties to enter friendly-occupied hexes, Farley counts as infantry for all purposes. In combat, Farley is considered infantry and may not cavalry retreat. However, Farley may trigger a Union cavalry retreat.
- Union Replacements:** On Turn 3, in the Random Events Phase, the Union player receives 4 manpower points of infantry replacements. This manpower may be added to any infantry units. However, the maximum manpower points any single unit may receive is 2. **Exception:** A receiving unit may not be completely surrounded by enemy ZOC or impassable hexsides.
- Confederate Division Leaders:** The Confederate player may use Advanced Game Rule 19.0 regarding division leaders. However, only units in these divisions may attach and detach as per Advanced Game Substitute Units Rule 18.0, and units may only attach within their own division.
- Railroad Movement:** The Confederate player may move by rail according to the Petersburg Advanced Game Rule 21.0, but only on the Richmond & Petersburg RR, and only north of the railroad station in S0510, inclusive.
- Confederate Forts:** The Confederate player has forts near and around Richmond (see 20.0).
- Confederate Bridges:** Place Confederate Major River Bridge markers at the following locations:
 - N0734 (Drewry's Bluff) to N0833 (Wilton Farm)
 - S0401 to N0934 (Chaffin's Bluff)
- Union Bridges:** Place Union Major River Bridge markers at the following locations:
 - S0907 (Barn) to S0908 (Broadway)
 - S1002 to S1001 (Deep Bottom)
 - S0903 (Varina) to S0904 (Jones)



VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game. (“Occupies” indicates that a player’s unit must occupy the indicated hex at the end of the game.)

- | VP | Reason |
|------|---|
| +100 | If any Richmond city hex is occupied by an undemoralized Union infantry division. More than one such hex still counts as 100 VP. However, to obtain these VP, at least two Confederate forts adjacent to any Richmond city hex must have a Destroyed Fort marker. They do not need to be Union-occupied and do not need to be adjacent to the Union-occupied Richmond city hex. Also, New Market (N1433) must be Union-controlled. Manchester (N0628) does not qualify for these VPs. |
| +75 | If an undemoralized Union infantry division occupies any hex on the Boydton Plank Road south of the Appomattox River. Note that Union movement restrictions mean that only hexes S0213, S0214, and S0115 qualify for this award. |
| +50 | If an undemoralized Union infantry division occupies a hex adjacent to the Boydton Plank Road south of the Appomattox River, but no undemoralized Union infantry division occupies any of the following hexes: S0213, S0214, or S0115.
Restriction: The Union player may only receive VP for one of the above two Boydton Plank Road Victory Conditions, the one with the highest VP he qualifies for. The above VP may only be awarded for a single hex. Achieving the VP requirement for more than one hex only results in a 75 or 50 VP award. |
| +? | For each of the following hexes controlled by the Union player at the end of the game (see Basic Game Rule 13.0), he receives the indicated VP. (At the start of the game the Confederate player controls all these hexes.) |

- +24 N0934 (Chaffin’s Bluff)
 - +24 N1433 (New Market)
 - +16 N1133
 - +24 N1031 (Laurel Hill Church)
 - +40 S0317 (Poplar Branch Church)
- 16 If an undemoralized Confederate infantry unit occupies S1001 (Deep Bottom).
- +3 For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
- 2 For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
76 or more	Union <i>Medal of Honor</i> Victory
60 to 75	Union Substantive Victory
44 to 59	Union Marginal Victory
28 to 43	Confederate Marginal Victory
12 to 27	Confederate Substantive Victory
11 or less	Confederate Decisive Victory

* **Historical Note:** Fourteen United States Colored Troops were awarded Medals of Honor in the Battle of New Market Heights on September 29, 1864.

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Lee	Army	ANV	Ldr	-!	S0513 (Depot)
Anderson	Corp	I	Ldr	-!	S0513 (Depot)
Field	Div	F	Inf	6!	S0513 (Depot)
Hoke	Div	H-SEV	Div	9!	S0513 (Depot)
Mahone	Div	III	Inf	3^	S0514 (Lead Works)
AP Hill	Corps	III	Ldr	-	S0414
Heth-A	Div	III	Inf	10@	S0414
Wilcox-B	Div	III	Inf	8@	S0314
Hampton	Corps	Cav	Ldr	-	S0218
Farley	Brig	Cav	Cav	2*#!	S0218
Butler	Div	H	Ldr	-	S0120 (Holly Point Church)
Young	Brig	H	Cav	2~!	S0120 (Holly Point Church)
Dunovant	Brig	H	Cav	1~!	GTC S3645 (Burgess Mill)
WH Lee	Div	WL	Cav	-	GTC S3649
Davis	Brig	WL	Cav	2~!	GTC S3649
Barringer	Brig	WL	Cav	2~!	S0220
Dearing-B	Brig	WL	Cav	2~!	S0316
Montague	Brig	I	Inf	3	S0506
Hardaway	Regt	I	Art	1*	N1132
Hughs	Brig	Rich	Inf	1~	S0702 (Virginia Dare’s Grave)
1 VA	Regt	Rich	Inf	1#	N1133
2 VA	Regt	Rich	Inf	1#	N1333
Benning	Brig	F-I	Inf	2#	N1333
25 VA	Regt	Rich	Inf	1#	N1433 (New Market)

CONFEDERATE SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Gregg	Brig	F-I	Inf	1#	N1433 (New Market)
Gary	Brig	Cav	Cav	1*= #	N1533 (Mill)

- # Indicated units begin the game under Fort-Complete markers
- * Indicated units begin the game under Breastwork-Complete markers
- ~ Indicated units begin the game under Abatis markers
- ^ Mahone may not move until turn 4 (see special rule)
- @ Indicated units may not move on turn 1 (see special rule)
- ! Indicated units have a turn 1 movement restriction (see special rule)
- \$ An "Unmounted" counter accompanies Farley (see special rule)
- = A Flanks Refused marker is placed on Gary

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Union Redoubt	-	-	Redoubt	-	S1001 (Deep Bottom)
Union Redoubt	-	-	Redoubt	-	S0712
Union Redoubt	-	-	Redoubt	-	S0713
Union Redoubt	-	-	Redoubt	-	S0714
Union Redoubt	-	-	Redoubt	-	S0715 (Chieves)
Union Redoubt	-	-	Redoubt	-	S0716
Union Redoubt	-	-	Redoubt	-	S0616
Union Redoubt	-	-	Redoubt	-	S0517 (Globe Tavern)
Butler	Army	AJ	Ldr	-	S1001 (Deep Bottom)
Birney	Corps	X	Ldr	-	S1001 (Deep Bottom)
Terry	Div	X	Inf	11+	S1001 (Deep Bottom)
Foster-B	Div	X	Inf	7+	S1001 (Deep Bottom)
W. Birney	Div	X	Inf	4+	S1001 (Deep Bottom)
Moore	Regt	AJ	Inf	3#	S1001 (Deep Bottom)
Paine	Div	XVIII	Inf	8#	S1001 (Deep Bottom)
Ord	Corps	XVIII	Ldr	-	S0903 (Varina)
Stannard	Div	XVIII	Inf	6	S0903 (Varina)
Heckman	Div	XVIII	Inf	10	S0903 (Varina)
Kautz	Div	Cav-J	Ldr	-	S1002
Spear	Brig	Cav-J	Cav	1	S1002
West-B	Brig	Cav-J	Cav	1	S1002
Mott-B	Div	II	Inf	12&	S0517 (Globe Tavern)
Meade	Army	AP	Ldr	-	S0517 (Globe Tavern)
Warren-B	Corps	V	Ldr	-	S0517 (Globe Tavern)
Griffin	Div	V	Inf	8	S0517 (Globe Tavern)
Ayres	Div	V	Inf	11	S0517 (Globe Tavern)
Crawford	Div	V	Inf	6@	S0517 (Globe Tavern)
Parke-B	Corps	IX	Ldr	-	S0517 (Globe Tavern)
Willcox-B	Div	IX	Inf	12	S0517 (Globe Tavern)
Potter	Div	IX	Inf	9	S0517 (Globe Tavern)
DM Gregg	Div	Cav-2	Ldr	-	S0817
Davies	Brig	Cav-2	Cav	3	S0817
Smith-A	Brig	Cav-2	Cav	3	S0817

- # Indicated units begin the game under Fort-Complete markers
- + Indicated units start the game at Fatigue Level 0 on their exhausted sides and Disorganized
- & Mott starts at Fatigue Level 2 on his normal side and may not move or recover until turn 3 (see special rule)
- @ Crawford starts at Fatigue Level 0 on his normal side and may not move until turn 3 (see special rule)

SCENARIO 7: BURGESS MILL

NOTES: This is a simple beginner's scenario that is a good introduction to *The Petersburg Campaign*. Grant attempted one last time to cut the supply lines into Petersburg before winter set in. The Union army sent three strong infantry corps with cavalry in another flanking attempt to the west of the Confederate defensive line. The Confederates were much stronger than expected and all three corps stalled. Hancock's II Corps only reached hex 3646 (Burgess Tavern), and the other two corps fell about a mile short of connecting with him. Hill's Confederate III Corps counterattacked, as they did in the past against similar Union turning movements. While this time the Confederates did not have enough manpower to drive the enemy troops away, Union troops pulled back into their redoubts the next day. The Confederates lost about 1,300 men; the Union almost 1,800.

MAP: The OTR South map and the GTC South map are used. However only the following map sections are needed: the left quarter of the OTR South map; and the lower-right one-eighth section of the GTC South map.

GAME LENGTH: 1 turn, October 27, 1864.

SPECIAL RULES:

1. *Maps & Hex Numbers:* The setup is written from the perspective of the OTR South map lying on top of the GTC South map. Unless otherwise noted, all hex numbers listed are on the OTR maps. For example, S0605 means OTR S0605.
2. *Turn 1 Start:* The Leader Transfer Phase is skipped on Turn 1. The Union player automatically wins the *first two* initiatives on Turn 1 without the need for dice rolls. No unit may activate more than once in these first two Initiative Segments. After this, initiative is determined normally.

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Confederate Redoubt	-	-	Redoubt	-	S0315
Confederate Redoubt	-	-	Redoubt	-	S0215
Lee	Army	ANV	Ldr	-	S0314
AP Hill	Corps	III	Ldr	-	S0314
Mahone	Div	III	Inf	8	S0314
McGowan	Brig	III	Inf	2#	S0215
Heth-B	Div	III	Inf	3#	S0116 (Hart)
MacRae	Brig	III	Inf	3#	S0116 (Hart)
Cooke-B	Brig	III	Inf	2#	GTC S3845
Mayo	Brig	III	Inf	2#	GTC S3845
Farley	Brig	Cav	Cav	1#	GTC S3746
Dearing-B	Brig	WL	Cav	2*	GTC S3645 (Burgess Mill)
Hampton	Corps	Cav	Ldr	-	GTC S3646 (Burgess Tavern)
Butler	Div	H	Ldr	-	GTC S3646 (Burgess Tavern)
Young	Brig	H	Cav	1	GTC S3646 (Burgess Tavern)
Aiken	Brig	H	Cav	1	GTC S3648 (Quaker Meeting House)
WH Lee	Div	WL	Cav	-	GTC S3350 (Dinwiddie Court House)
Barringer	Brig	WL	Cav	2	GTC S3350 (Dinwiddie Court House)
Beale	Brig	WL	Cav	2	GTC S3550

Indicated units begin the game under Fort-Complete markers

* Indicated units begin the game under Breastwork-Complete markers

3. *Redoubts:* Neither side may enter, attack/assault, or retreat into opposing redoubts. These redoubts are considered to have units in them belonging to the owning side, even if no units actually occupy the hex. The hex thus exerts a ZOC and is considered for flank modifier purposes to have an infinite amount of combat strength. As a reminder, players could put a Manpower value marker in redoubts near the front.
4. *Confederate Division Mahone:* Players are reminded that the Petersburg Basic Game rule regarding the Confederate unit Mahone is in effect (see 7.4).

VICTORY CONDITIONS:

At the end of the game the Union player wins if he satisfies the below requirements. Otherwise, the Confederate player wins. ("Occupies" indicates that a player's unit must occupy the indicated hex at the end of the game.)

- If an undemoralized Union infantry division occupies any hex on the Boydton Plank Road between GTC S3645 and OTR S0214, inclusive of both hexes. Or,
- If an undemoralized Union infantry division occupies GTC S3845 and another undemoralized Union infantry division occupies either GTC S3746 or OTR S0116.

Qualifier: The Union player may only win from a Victory Condition listed above if there is an unbroken chain of undemoralized Union infantry or cavalry units in hexes from an occupied VC hex (see above) to a Union redoubt, not inclusive of the redoubt hex.

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Union Redoubt	-	-	Redoubt	-	S0712
Union Redoubt	-	-	Redoubt	-	S0713
Union Redoubt	-	-	Redoubt	-	S0714
Union Redoubt	-	-	Redoubt	-	S0715 (Chieves)
Union Redoubt	-	-	Redoubt	-	S0716
Union Redoubt	-	-	Redoubt	-	S0616
Union Redoubt	-	-	Redoubt	-	S0517 (Globe Tavern)
Union Redoubt	-	-	Redoubt	-	S0416
Union Redoubt	-	-	Redoubt	-	S0317 (Poplar Branch Church)
Union Redoubt	-	-	Redoubt	-	S0417
Union Redoubt	-	-	Redoubt	-	S0518
Hancock-B	Corps	II	Inf	-	S0417
Egan	Div	II	Inf	12	S0417
Mott-B	Div	II	Inf	12	S0518
Meade	Army	AP	Ldr	-	S0317 (Poplar Branch Church)
Warren-B	Corps	V	Ldr	-	S0317 (Poplar Branch Church)
Griffin	Div	V	Inf	9	S0317 (Poplar Branch Church)
Ayres	Div	V	Inf	10	S0317 (Poplar Branch Church)
Crawford	Div	V	Inf	7	S0317 (Poplar Branch Church)
Parke-B	Corps	IX	Ldr	-	S0317 (Poplar Branch Church)
Willcox-B	Div	IX	Inf	7	S0317 (Poplar Branch Church)
Potter	Div	IX	Inf	6	S0317 (Poplar Branch Church)
Ferrero	Div	IX	Inf	10	S0317 (Poplar Branch Church)
DM Gregg	Div	Cav-2	Ldr	-	S0519 (Conway)
Davies	Brig	Cav-2	Cav	3	S0519 (Conway)
JI Gregg	Brig	Cav-2	Cav	3	S0519 (Conway)
Smith-B	Brig	Cav-2	Cav	2	S0519 (Conway)



Union XVIII Corps mortar and artillery position

SCENARIO 8: HATCHER'S RUN

NOTES: A brief period of good weather prompted Grant to disrupt the Confederate wagon supply line into Petersburg via the Boydton Plank Road. Union cavalry raiders netted a few wagons, but Confederate infantrymen emerged from their defenses and attacked the Union infantry corps protecting the northeast flank of the cavalry operation. Grant thereupon changed his objective to continue the battle in the field, and to try to extend the Union fortified trench line as far as possible towards the Plank Road and the Southside Railroad. The battle swirled around Dabney's Saw Mill. Confederate counterattacks did not have the same force as in 1864, and Union troops were able to extend their line of redoubts a few miles, as far as Armstrong's Mill. The Union lost 1,539 men; the Confederates about 1,000.

MAPS: The OTR South map and the GTC South map are used. However, only the following map sections are needed: the left quarter of the OTR South map; and the lower-right one-eighth section of the GTC South map.

GAME LENGTH: 2 turns, February 5-6, 1865.

SPECIAL RULES:

- Maps & Hex Numbers:** The setup is written from the perspective of the OTR South map lying on top of the GTC South map. Unless otherwise noted, all hex numbers listed are on the OTR maps. For example, S0605 means OTR S0605.
- Turn 1 Start:** The Leader Transfer Phase is skipped on Turn 1. The Union player automatically wins the first three initiatives on Turn 1 without the need for dice rolls. These initiatives must be used to conduct an Activate Leader action with each of the following leaders: DM Gregg (Cav-2), Warren-B (V Corps), and Humphreys-B (II Corps). In each of these leader activations, the leader must activate one or more units in its command. No military unit or leader may activate more than once in these first three Initiative Segments. After this, initiative is determined normally.
- Redoubts:** Neither side may enter, attack/assault, or retreat into opposing redoubts. These redoubts are considered to have units in them belonging to the owning side, even if no units actually occupy the hex. The hex thus exerts a ZOC and is considered for flank modifier purposes to have an infinite amount of combat strength. As a reminder, players could put a Manpower value marker in the redoubts.
- WH Lee:** The Confederate cavalry leader WH Lee and his three brigades are placed by the Confederate player on the map in the Random Events Phase of Turn 2. They are placed at Fatigue Level 0 on their exhausted sides on any hex on the GTC South map on the south map edge. The hex must have a road leading off the map and must not be Union-occupied (e.g., GTC S3250 but not GTC S3350). The brigades do not all have to be placed in the same hex.

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Confederate Redoubt	-	-	Redoubt	-	S0315
Confederate Redoubt	-	-	Redoubt	-	S0215
Confederate Redoubt	-	-	Redoubt	-	S0116 (Hart)
Confederate Redoubt	-	-	Redoubt	-	GTC S3845
Confederate Redoubt	-	-	Redoubt	-	GTC S3746
Lee	Army	ANV	Ldr	-	S0214
AP Hill	Corps	III	Ldr	-	S0214
Finegan	Div	III	Inf	10	S0214
McGowan	Brig	III	Inf	3#	S0116 (Hart)
MacRae	Brig	III	Inf	4#	GTC S3845
Heth-B	Div	III	Inf	5#	GTC S3746
Gordon	Corps	II	Ldr	-	GTC S3745

VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

- VP Reason**
- +? If an undemoralized Union infantry division occupies one of the following hexes. The Union player only receives the VP for the highest qualifying hex:
 - +75 GTC S3645 (Burgess Mill)
 - +60 GTC S3646 (Burgess Tavern)
 - +45 GTC S3747
 - +30 GTC S3847 (Dabney Steam Sawmill)
 - +15 S0118 (Armstrong Mill)**Qualifier:** The Union player may only receive VP for a Victory Condition listed above if there is an unbroken chain of undemoralized Union infantry or cavalry units in hexes from the VP hex to a Union redoubt. The redoubt does not have to be Union-occupied.
 - +2 For each Union cavalry brigade that, at least once in the game, ends an Activation Segment in GTC S3350 (Dinwiddie Court House). It does not have to be in the same Activation Segment for each brigade to gain this VP award. The maximum VP that each cavalry brigade may gain for this achievement is 2.
 - +3 For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
 - 2 For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
40 or more	Union Decisive Victory
30 to 39	Union Substantive Victory
20 to 29	Union Marginal Victory
10 to 19	Confederate Marginal Victory
0 to 9	Confederate Substantive Victory
-1 or less	Confederate Decisive Victory

CONFEDERATE SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Evans	Div	II	Inf	6	GTC S3745
Pegram	Div	II	Inf	5*	GTC S3546 (Butler)
WH Lee	Div	WL	Ldr	-	See Special Rule
Dearing-B	Brig	WL	Cav	2%	See Special Rule
Barringer	Brig	WL	Cav	2%	See Special Rule
Beale	Brig	WL	Cav	2%	See Special Rule

Indicated units begin the game under Fort-Complete markers

* Pegram begins the game under Breastwork-Complete marker

% Indicated units enter the game on their Exhausted sides

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Union Redoubt	-	-	Redoubt	-	S0712
Union Redoubt	-	-	Redoubt	-	S0713
Union Redoubt	-	-	Redoubt	-	S0714
Union Redoubt	-	-	Redoubt	-	S0715 (Chieves)
Union Redoubt	-	-	Redoubt	-	S0716
Union Redoubt	-	-	Redoubt	-	S0616
Union Redoubt	-	-	Redoubt	-	S0517 (Globe Tavern)
Union Redoubt	-	-	Redoubt	-	S0416
Union Redoubt	-	-	Redoubt	-	S0317 (Poplar Branch Church)
Union Redoubt	-	-	Redoubt	-	S0417
Union Redoubt	-	-	Redoubt	-	S0518
Meade	Army	AP	Ldr	-	S0417
Humphreys-B	Corps	II	Inf	-	S0417
Smyth	Div	II	Inf	9	S0417
Mott-B	Div	II	Inf	12	S0417
Ramsey	Brig	II	Inf	4	S0417
Warren-B	Corps	V	Ldr	-	S0617
Griffin	Div	V	Inf	10	S0617
Ayres	Div	V	Inf	10	S0617
Crawford	Div	V	Inf	8	S0617
Hartranft	Div	IX	Inf	6	S0816
Wheaton-A	Div	VI	Inf	9	S0716
DM Gregg	Div	Cav-2	Ldr	-	S0818 (Cary Church)
Davies	Brig	Cav-2	Cav	3	S0818 (Cary Church)
JI Gregg	Brig	Cav-2	Cav	3	S0818 (Cary Church)
Smith-B	Brig	Cav-2	Cav	3	S0818 (Cary Church)

SCENARIO 9: FIVE FORKS

NOTES: Grant's final offensive in the Petersburg campaign commenced March 29. Sheridan had returned from the Valley with two cavalry divisions, and along with the two cavalry divisions already at Petersburg, he advanced towards Dinwiddie Court House. His objective was to force the Confederates out of their entrenchments into an open field battle. Another goal was to cut the last direct supply route into Petersburg, the Southside Railroad. The Union II and V Corps moved to support Sheridan's flank and to pin the Confederates in their entrenched line. After a battle at Lewis Farm on March 29 and an advance the next day, the stage was set for a decisive battle. Meanwhile, Lee responded to the threat by consolidating all his cavalry at Five Forks along with an ad hoc infantry force under Pickett. On March 31, two separate battles occurred a few miles apart. On the west flank, Pickett and all the Rebel cavalry marched south and drove Sheridan back to Dinwiddie Court House. Farther to the east on the White Oak Road, Lee had assembled another ad hoc infantry force under Bushrod Johnson and it temporarily pushed back Warren's advancing V Corps. The Union army turned the tide of the battle here later in the day and pushed the Confederates back into their fortifications. On April 1, Pickett pulled his force back to Five Forks and assembled a line to defend the key road junction at all costs. Sheridan's cavalry and Warren's corps advanced up to the junction and together they decisively defeated Pickett in the Battle of Five Forks.

MAPS: Only the GTC South map is used. However only the lower-right section that is south of the Appomattox River is needed.

GAME LENGTH: 2 turns, March 31 – April 1, 1865.

SPECIAL RULES:

- Turn 1:** The Leader Transfer Phase is skipped on Turn 1. The scenario starts with the Attachment Phase (see Special Rule 2, below). On Turn 1, the Confederate player automatically wins the first initiative without the need for a dice roll. After this, initiative is determined normally.
- Confederate Division Leaders:** The Advanced Game Rule 19.0 concerning Confederate division leaders is in effect. Thus, the Attachment Phase is added to the Sequence of Play. In addition, both Pickett and BR Johnson may activate any infantry brigade regardless of affiliation. However, Pickett and BR Johnson may not activate more than five brigades in a single Activation Segment. They may attach any of their brigades in the Attachment Phase to any other brigades. All other attachment rules must be adhered to. However, Pickett and BR Johnson must remain as division leaders throughout the scenario; the Pickett and BR Johnson division military units may not be used if two or more brigades combine as described in 19.0.
- Sheridan:** Advanced Game Rule 17.0 is in effect for the Union leader Sheridan. The infantry corps in his command in this scenario as noted in this rule is V Corps.
- Merritt:** The Union Cavalry Corps leader Merritt commands all Union cavalry except for Mackenzie's division. Sheridan may also command Union cavalry (see 17.0).
- Retreat Off Map:** Both sides may retreat units off the map without being destroyed for VP loss. However, any such units are immediately removed from the game.
- Restricted Region:** Hex column 28xx (and west of there) is restricted for both players. Units may not move into this area. Units may retreat into this area without any combat loss penalty other than that which would occur under normal circumstances, but the units are immediately removed from play for the rest of the game (even if retreating into this area does not complete the number of hexes required in the retreat). However, leaders are immediately placed on the nearest unit still on the map in their command. Hexes in the restricted area are not counted as off-map for flank modifier purposes; they are treated as having normal ZOC. Retreating units have the option to treat these areas as off-map for Retreat Chart purposes so they are not forced to retreat into them if not desired.
- Wilcox and Heth:** The Confederate divisions Wilcox-B and Heth-B may not activate all game.

- Union II Corps:** The Union II Corps leader Humphreys-B and the divisions Miles and Mott-B may not move or attack/assault into hex column 34xx or west of there on Turn 1. They may retreat into that area; if so they are instantly released from this restriction. The Union division Hays may not activate all game, but he is instantly released from this restriction if attacked.
- Turn 1 Union Cavalry Restrictions:** The units in Mackenzie's Union cavalry division and Wells's cavalry brigade may not activate on Turn 1 unless attacked. On Turn 2 they may activate normally.
- Shad Bake:** On the first tied initiative dice roll on Turn 2, the Confederate player must first remove from the map the leaders Pickett, F. Lee, and Rosser and then take initiative or pass. On the next tied initiative dice roll (or any subsequent initiative dice roll the Confederate player wins following that second tied initiative dice roll) he may place those three leaders back on the map. However, this placement uses up the Confederate player's Activation Segment for that initiative and the players again roll the dice to determine initiative. Each leader must be placed on a unit in its command that is closest to hex S3145 (Confederate player's choice). The leaders do not need to all be placed in the same hex.
- BR Johnson:** The Confederate division leader BR Johnson may not occupy Five Forks (S3246) at the end of a march or the Turn 2 Leader Transfer Phase unless Union units occupy both S3546 and S3646. (He may pass through Five Forks during a march.) However, Johnson may still activate any Confederate infantry brigades in Five Forks if within command range. If Johnson is in a stack of units that retreats to Five Forks, the Confederate player must immediately move Johnson to the closest hex of his choice containing a Confederate infantry brigade. **Exception:** If Union units occupy both S3546 and S3646, the Confederate player does not have to move Johnson.

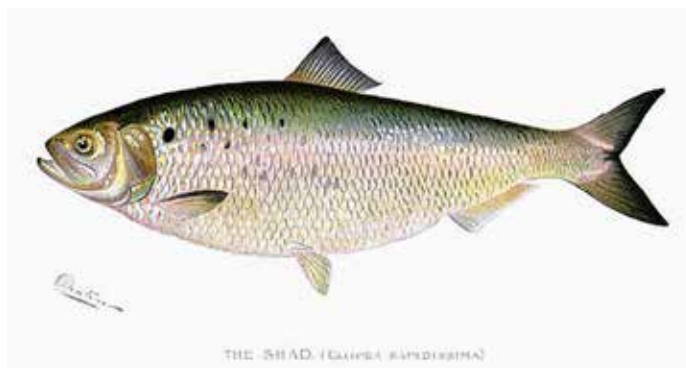
VICTORY CONDITIONS:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game. ("Occupies" indicates that a player's unit must occupy the indicated hex at the end of the game.)

VP	Reason
+50	If an undemoralized Union infantry or cavalry unit occupies Five Forks (S3246), but no undemoralized Confederate infantry unit occupies any adjacent hex.
+30	If an undemoralized Union infantry or cavalry unit occupies Five Forks (S3246), and an undemoralized Confederate infantry unit occupies any adjacent hex.
+15	If an undemoralized Union infantry or cavalry unit occupies S3245 (Boisseau), but no undemoralized Union unit occupies Five Forks (S3246).
+30	If an undemoralized Union infantry unit occupies any hex on the Southside RR and another undemoralized Union infantry unit occupies any hex on the White Oak Road (i.e., hexes on the road from S2947 to S3047 to S3546, inclusive). There must also be an unbroken chain of hexes each containing an undemoralized Union infantry or cavalry unit connecting the above two units.
+10	For each Confederate redoubt not occupied by an undemoralized Confederate infantry unit. These VP are in addition to the above Southside RR VP.
+10	If an undemoralized Union infantry or cavalry unit occupies Dinwiddie Court House (S3350).
-10	For each of the following two hexes occupied by an undemoralized Confederate infantry unit: 3647 (Lewis) and 3547 (Halliday).
+3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
53 or more	Union Decisive Victory
43 to 52	Union Substantive Victory
33 to 42	Union Marginal Victory
23 to 32	Confederate Marginal Victory
13 to 22	Confederate Substantive Victory
12 or less	Confederate Decisive Victory



Watercolor of an American shad by Sherman F. Denton, 1904

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Confederate Redoubt	-	-	Redoubt	-	S3845
Confederate Redoubt	-	-	Redoubt	-	S3746
Confederate Redoubt	-	-	Redoubt	-	S3646 (Burgess Tavern)
Confederate Redoubt	-	-	Redoubt	-	S3546 (Butler)
Wilcox-B	Div	III	Inf	4#\$	S3845
Heth-B	Div	III	Inf	6#\$	S3746
MacRae	Brig	III	Inf	2#	S3646 (Burgess Tavern)
McGowan	Brig	III	Inf	3#	S3646 (Burgess Tavern)
Hyman	Brig	III	Inf	3#	S3646 (Burgess Tavern)
Lee	Army	ANV	Ldr	-	S3546 (Butler)
BR Johnson	Div	J-SEV	Ldr	-	S3546 (Butler)
Stansel	Brig	J-SEV	Inf	2#	S3546 (Butler)
Wise	Brig	J-SEV	Inf	3#	S3546 (Butler)
Hunton	Brig	P-I	Inf	3#	S3546 (Butler)
Terry	Brig	P-I	Inf	3	S3247
Corse	Brig	P-I	Inf	2	S3247
Pickett	Div	P-I	Ldr	-	S3246 (Five Forks)
Steuart-B	Brig	P-I	Inf	2	S3246 (Five Forks)
Ransom	Brig	J-SEV	Inf	3	S3246 (Five Forks)
Wallace	Brig	J-SEV	Inf	3	S3246 (Five Forks)
F Lee	Corps	Cav	Ldr	-	S3246 (Five Forks)
Munford	Div	FL	Ldr	-	S3246 (Five Forks)
Payne	Brig	FL	Cav	1	S3246 (Five Forks)
Munford	Brig	FL	Cav	1	S3246 (Five Forks)
WH Lee	Div	WL	Ldr	-	S3246 (Five Forks)
Barringer	Brig	WL	Cav	1%	S3246 (Five Forks)
Beale	Brig	WL	Cav	1%	S3246 (Five Forks)
Roberts	Brig	WL	Cav	1%	S3246 (Five Forks)
Rosser	Div	R	Ldr	-	S3246 (Five Forks)
Dearing-R	Brig	R	Cav	1%	S3246 (Five Forks)
McCausland-R	Brig	R	Cav	1%	S3246 (Five Forks)

Indicated units begin the game under Fort-Complete markers

% Indicated units begin the game on their Exhausted sides

\$ Indicated units may not Activate all game, see special rule

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Humphreys-B	Corps	II	Ldr	-	S3647 (Lewis)
Miles	Div	II	Inf	14*	S3647 (Lewis)
Mott-B	Div	II	Inf	13*	S3647 (Lewis)
Hays	Div	II	Inf	13*\$	S3747
Warren-B	Corps	V	Ldr	-	S3547 (Halliday)
Griffin	Div	V	Inf	12	S3547 (Halliday)
Ayres	Div	V	Inf	8	S3547 (Halliday)
Crawford	Div	V	Inf	11*	S3548
Merritt	Corps	Cav	Ldr	-	S3349 (Adams)
Devin	Div	Cav-1	Ldr	-	S3349 (Adams)
Stagg	Brig	Cav-1	Cav	2	S3349 (Adams)
Fitzhugh	Brig	Cav-1	Cav	2	S3349 (Adams)
Gibbs	Brig	Cav-1	Cav	1	S3349 (Adams)
Davies	Brig	Cav-2	Cav	4	S3349 (Adams)
Jl Gregg	Brig	Cav-2	Cav	3	S3250
Sheridan	District	AoS	Ldr	-	S3350 (Dinwiddie Court House)
Crook	Div	Cav-2	Ldr	-	S3350 (Dinwiddie Court House)
Smith-B	Brig	Cav-2	Cav	3	S3350 (Dinwiddie Court House)
Custer	Div	Cav-3	Ldr	-	S3750
Pennington	Brig	Cav-3	Cav	2	S3750
Capehart	Brig	Cav-3	Cav	2	S3750
Wells	Brig	Cav-3	Cav	3^	S3750
Mackenzie	Div	Cav-J	Ldr	-^	S3850
West-B	Brig	Cav-J	Cav	1^	S3850
Spear	Brig	Cav-J	Cav	2^	S3850

* Indicated units begin the game under Breastwork-Complete markers

^ Indicated units may not move on turn 1, see special rule

\$ Indicated units may not activate all game, see special rule



Surrender of Pickett's Men at Five Forks

SCENARIO 10: RETREAT TO APPOMATTOX

NOTES: After the Battle of Five Forks on April 1, the Union army attacked on April 2 all along the Confederate defensive line at Petersburg. The Confederate defenses collapsed, and that night Lee ordered a retreat of the entire Rebel army from both Petersburg and Richmond. His goal was to save the army from encirclement and move south to join up with Joseph Johnston's army in North Carolina. To make his escape, Lee's troops would have to head toward Danville, situated off the southwest corner of the Grant Takes Command South map. Grant pursued with several Union infantry corps and the strong cavalry corps under Sheridan, which blocked the Confederate retreat at Jetersville. Lee was forced to maneuver around the Union blocking force, but the Federals again blocked Lee at Sailor's Creek (a few miles west of the west mapedge) and gained a decisive victory there.

MAPS: Only the GTC South map is used.

GAME LENGTH: 4 turns, April 3 – April 6, 1865.

SPECIAL RULES:

- Turn 1 Start:** On Turn 1, the Confederate player automatically wins the first two initiatives without the need for dice rolls. After this, initiative is determined normally. **Reminder:** As per the Sheridan rule (see Special Rule 9), in the Leader Transfer Phase, the Union player may designate an infantry corps to fall under Sheridan's command in this turn.
- Turn 1 Confederate Movement:** On Turn 1, the minimum movement allowance die roll for Confederate infantry units and wagons is 2 (die rolls of 1 are converted to 2). This applies both to March and Activate Leader actions.
- Turn 1 Union Movement:** On Turn 1, due to severely congested roads, Union movement is reduced. The maximum movement allowance die roll for Union infantry units is 5 (die rolls of 6 are converted to 5). The maximum dice roll for Union cavalry units is 9 (dice rolls of 10 or more are converted to 9). This applies both to March and Activate Leader actions. If the leader Sheridan activates both infantry and cavalry units in an Activate Leader action (see Special Rule 9), a roll of 6 is converted to 5 for infantry units, and a roll of 5 or 6 (normally doubled according to the Sheridan rule) is converted to a total of 9 for cavalry units. For example, if Sheridan activates both infantry and cavalry units and rolls a 6, the infantry units would have a final movement allowance of 6 (the die roll of 6 is converted to 5, and 1 is added for Sheridan's leader bonus). The cavalry units would have a final movement allowance of 11 (the die roll of 6—normally doubled to 12—would be converted to 9, and 2 would be added for Sheridan's leader bonus).
- Ending the Game Early:** The Confederate player may declare the game over at any time, and at that point victory is determined.
- Confederate Wagons:** Confederate wagon trains move and defend like Confederate infantry. However, they may not force march, entrench, or participate in any type of attack. Any Confederate infantry leader may activate any number of wagons in addition to units in the leader's command. Wagons may not attack, so Union cavalry may not cavalry retreat from them. Wagons are not required to move by road hexsides.
 - In this scenario, wagons do not use the standard +1 die roll modifier for wagons listed on the Extended March Table.
 - Wagons alone in a hex exert a ZOC normally that inhibits enemy movement and retreat. However, wagons can never contribute to flank bonuses in any way. Any hexes covered solely by wagons' ZOC, or hexes occupied solely by wagons, are not considered covered for the purposes of computing flank bonuses. Wagons stacked in a hex with other units do not contribute their manpower for flanking purposes. A Confederate infantry leader may stack alone in a hex with a wagon.
- Confederate Commands:** Longstreet is the corps leader for both I and III corps. Pickett is considered part of the SEV (IV) Corps and only the leader Anderson may activate him. Ewell commands both the GWC Lee and Kershaw infantry divisions. Even though Kershaw belongs to I Corps, Longstreet may not activate Kershaw's division.
- Merritt:** The Union Cavalry Corps leader Merritt commands all Union cavalry. Sheridan may also command Union cavalry (see 17.0).
- Birney:** Birney's Union infantry division is considered part of Gibbon's XXIV Corps.
- Sheridan:** Advanced Game Rule 17.0 is in effect for Sheridan. In the Leader Transfer Phase of each turn, the Union player must declare which infantry corps will be in Sheridan's command for that turn.
- Exiting the Map:** All units may move and retreat off the map anywhere without penalty or manpower loss, even when exiting without using a road hexside. Moving off the map costs a unit one Movement Point, even if off-road. If Confederate units move or retreat off the map within certain areas, but only by road or railroad hexsides, they may gain Victory Points. Once a unit or leader exits the map for any reason, it never returns to play.
- Rivers and Bridges:** Rivers are unfordable in all turns. Place a Destroyed Bridge marker across both S1729-S1629 (Genito Bridge) and S2037-S2138 (Bevil's Bridge). Place a Destroyed Ferry marker at S3239-S3240 (Exeter Mills).

VICTORY CONDITIONS:

The Confederate player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+?	For each Confederate infantry division or wagon train that exits the map by road or RR hexside (see Special Rule 10) on the west mapedge from S0143 to S0149 (inclusive). The award is 20 VP per infantry division and 10 VP per wagon.
+?	For each Confederate infantry division or wagon train that exits the map by road or RR hexside (see Special Rule 10) on the west mapedge from S0134 to S0139 (inclusive). The award is 10 VP per infantry division and 5 VP per wagon. Reductions: Both Victory Conditions above are reduced by 2 VP per unit exiting the map by a retreat and 2 VP per unit exiting with a Demoralized-1 or -2 marker.
+2	For each Confederate cavalry brigade exiting the map by road or RR hexside anywhere on the west mapedge from S0134 to S0149 (see Special Rule 10).
-3	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
+2	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

CONFEDERATE VP	WINNER
140 or more	Confederate Decisive Victory
120 to 139	Confederate Substantive Victory
100 to 119	Confederate Marginal Victory
80 to 99	Union Marginal Victory
60 to 79	Union Substantive Victory
59 or less	Union Decisive Victory



Train of cars and workshops burned by the Rebels on evacuating Petersburg

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Ewell	Corps	Rich	Ldr	-	S3725
GWC Lee	Div	Rich	Inf	6	S3725
Kershaw	Div	I	Inf	6	S3725
Gary-FL	Brig	FL	Cav	1	S3725
Wagon Train D			Wagon	2	S3526 (Pemberton)
Mahone	Div	III	Inf	8	S3733 (Chesterfield Court House)
Wagon Train C			Wagon	2	S3636 (Howlett's Mill)
Gordon	Corps	II	Ldr	-	S3438
Grimes	Div	II	Inf	6%	S3438
Walker	Div	II	Inf	4%	S3438
Evans	Div	II	Inf	4%	S3438
Lee	Army	ANV	Ldr	-	S3236 (Pine Grove Church)
Longstreet	Corps	I	Ldr	-	S3236 (Pine Grove Church)
Field	Div	I	Inf	10	S3236 (Pine Grove Church)
Wilcox-B	Div	III	Inf	7*	S3236 (Pine Grove Church)
Wagon Train A			Wagon	2	S3327
Wagon Train B			Wagon	2	S3338
Heth-B	Div	III	Inf	9*	S2739 (Coleman)
Pickett	Div	I	Inf	4*	S2740
Anderson	Corps	SEV (IV)	Ldr	-	S2840 (Easley)
Johnson	Div	SEV	Div	7*	S2840 (Easley)
F Lee	Corps	Cav	Ldr	-	S2840 (Easley)
Munford	Div	FL	Ldr	-	S2840 (Easley)
Munford	Brig	FL	Cav	1%	S2840 (Easley)
Payne	Brig	FL	Cav	1%	S2840 (Easley)
WH Lee	Div	WL	Ldr	-	S2840 (Easley)
Barringer	Brig	WL	Cav	1%	S2840 (Easley)
Beale	Brig	WL	Cav	1%	S2840 (Easley)
Roberts	Brig	WL	Cav	1%	S2840 (Easley)
Rosser	Div	R	Ldr	-	S2840 (Easley)
Dearing-R	Brig	R	Cav	1%	S2840 (Easley)
McCausland-R	Brig	R	Cav	1%	S2840 (Easley)

% Indicated units begin the game on their exhausted sides

* Indicated units start the game on their exhausted sides and Disorganized

Historical note: Ransom's brigade from Johnson's division is included within Pickett's manpower

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Grant-B	Army	CiC	Ldr	-	S3943
Ord	Army	AJ	Ldr	-	S3943
Gibbon	Corps	XXIV	Ldr	-	S3943
Foster-C	Div	XXIV	Inf	7%	S3943
Turner-24th	Div	XXIV	Inf	7%	S3943
Birney-25th	Div	XXV	Inf	4%	S3943
Meade	Army	AP	Ldr	-	S3943
Wright-B	Corps	VI	Ldr	-	S3943
Wheaton-A	Div	VI	Inf	12%	S3943
Getty	Div	VI	Inf	13%	S3943
Seymour	Div	VI	Inf	8%	S3943
Mott-B	Div	II	Inf	13%	S3943
Humphreys-B	Corps	II	Ldr	-	S3443 (Sutherland Station)
Miles	Div	II	Inf	13%	S3443 (Sutherland Station)
Hays	Div	II	Inf	13%	S3443 (Sutherland Station)
Griffin-B	Corps	V	Ldr	-	S3343 (Crowder)
Bartlett	Div	V	Inf	12%	S3343 (Crowder)
Ayres	Div	V	Inf	7%	S3343 (Crowder)
Crawford	Div	V	Inf	9%	S3242
Merritt	Corps	Cav	Ldr	-	S3242
Devin	Div	Cav-1	Ldr	-	S3242
Stagg	Brig	Cav-1	Cav	2%	S3242
Fitzhugh	Brig	Cav-1	Cav	2%	S3242
Gibbs	Brig	Cav-1	Cav	1%	S3240 (Exeter Mills)
Sheridan	District	AoS	Ldr	-	S3343 (Crowder)
Custer	Div	Cav-3	Ldr	-	S3343 (Crowder)
Pennington	Brig	Cav-3	Cav	2	S3343 (Crowder)
Capehart	Brig	Cav-3	Cav	2	S3343 (Crowder)
Wells	Brig	Cav-3	Cav	3	S3343 (Crowder)
Mackenzie	Div	Cav-J	Ldr	-	S3343 (Crowder)
West-B	Brig	Cav-J	Cav	1	S3343 (Crowder)
Spear	Brig	Cav-J	Cav	2	S3343 (Crowder)
Crook	Div	Cav-2	Ldr	-	S3545
Smith-B	Brig	Cav-2	Cav	3	S3545
Davies	Brig	Cav-2	Cav	4	S3545
Jl Gregg	Brig	Cav-2	Cav	3	S3242

% Indicated units begin the game on their Exhausted sides

THE PETERSBURG CAMPAIGN

ADVANCED GAME RULES

INTRODUCTION

The following rules are used only in Scenarios 11 and 12, unless they are specifically called for in the special rules of a Basic Game scenario. Scenario 11 uses all the Advanced Game rules, while Scenario 12 does not use rule sections 2, 3, 12, 15, 16, 21, 22, and 27. Rules colored blue below are Standard Advanced Game Rules. Where these rules are used in other games in the GCACW series, they will not be changed. However, text which is not colored blue may change in other games.

1.0 ADVANCED GAME SEQUENCE OF PLAY

Each turn in the Advanced Game is performed according to the following “Sequence of Play”:

1. RANDOM EVENTS PHASE

Two dice are rolled; the players consult the Random Events Table.

Exception: Random Events are not rolled for after March 24, 1865 (Turn 283).

2. LEADER TRANSFER PHASE

Leaders may be transferred from one subordinate unit to another.

3. ATTACHMENT PHASE

Substitute units may be reattached to other units.

4. THE ACTION CYCLE

Action Phase:

- A. **Initiative Segment:** Both players roll a die. The player with the higher roll wins. The winner must take initiative or pass. The Confederate player wins ties, although rolls of 1 by both players may lead to the end of the Action Cycle (not after March 25, Turn 284, see section 6.0).
- B. **Activation Segment:** The player who has taken initiative must perform a single action with an eligible leader or unit. At the end of an Activation Segment, the players return to the Initiative Segment and a new Action Phase begins. Players continue to perform Action Phases indefinitely until both players pass in the same Action Phase or a tied initiative dice roll leads to the end of the Action Cycle.

5. RECOVERY PHASE

Eligible units may forage, entrench, build bridges, repair bridges and ferries, and recover from fatigue, disorganization, exhaustion and demoralization.

6. THE STRATEGIC CYCLE (ONLY ON TURNS DIVISIBLE 4)

- A. **Manpower Adjustment Segment:** *If the current turn is a red color-coded turn on the Turn Track*, then manpower adjustments are conducted (see 15.0).
- B. **Reinforcements & Withdrawals Segment:** Both players determine if they are due reinforcements or must make a withdrawal (see 16.0).
- C. **Redoubt Build Segment:** Both players may attempt to build redoubts (see 12.0). This Segment is skipped during Winter Weather turns and until Turn 12.
- D. **Depot Segment:** First, both players may repair damaged and destroyed RR stations (see 10.0). Next, both players adjust the status of their existing depots and may place new depots (see 9.0).
- E. **Supply Status Segment:** Both players determine their units' supply

status. Also, the Confederate player determines if he has any effects from his depots' “RR Hex Paths” that cross damaged railroad stations. This segment is skipped in strategic cycles that immediately follow a Lull Segment.

- F. **Strategic Segment:** Two dice are rolled and the players consult the Strategic Table (see 3.0).
- G. **Union Command Segment:** The Union player determines whether he receives a “command point,” and then determines his “posture” for the next four turns: “active” or “passive” (see 4.0).
- H. **Union Army Loan Segment:** The Union player may loan one corps from one army/district to the other (AP, AJ, & AOS). Also, if Sheridan is on the map as a District Leader then the infantry corps he may lead in the next four turns is assigned now (see 17.0).
- I. **Victory Segment:** Players determine if either side has achieved victory.
- J. **Lull Segment:** If the Union player has declared a “passive” posture (and the Confederate player did not override this to force an “active” cycle), and a “Possible Lull” result occurred on the Strategic Events Table in the current Strategic Cycle, then a “Lull” is determined to be in effect and players undertake the following steps in the order indicated. Otherwise, a Lull is not in effect and this segment is skipped.
 - I. **Turn Advancement Step:** The Turn marker is advanced 12 turns.
 - o If a red color-coded turn was *skipped*, then manpower adjustments are conducted (see 15.0). Manpower adjustments are not conducted in this step if the current turn just advanced to is a color-coded turn, or if such a turn was *not skipped*.
 - o The Union Posture marker is moved two boxes to the left of its current position on the Union Posture Track. However, it can never move to the left of the 0 box.
 - II. **Recovery Step:** All units recover fully as follows. All units revert to Fatigue Level 0; flip Exhausted units to their Normal sides; flip disorganized Strength markers to their organized sides (except not for units with an Out of Supply [OOS] marker); remove all Demoralized markers from units; bridges may *not* be built. **Note:** There is no Supply Segment within these Lull Segment steps; therefore, OOS units will not take manpower losses within a Lull Segment, but they stay OOS.
 - III. **Entrenchment Step:** All units entrench to Fort-Complete level for those not already at Fort-Complete level.
 - IV. **Redoubt Build Step:** A Redoubt Build Segment is conducted twice (this is the number of Strategic Cycles that will be *skipped* in the Lull). Note that Winter Weather will never be in effect in this situation no matter what the weather was coming into the Lull so redoubts may always be built during Lulls (all Lull activities are considered occurring during clear weather). **Exception:** For each Strategic Cycle *skipped* in this Lull before Turn 12, the Union player does one less Redoubt Build Segment here.
 - V. **Union Command Step:** The Union player determines how many Command Points he receives. The Union player conducts a Cohesion Check as defined in Section 5.0. If he passes the Cohesion Check then he instead receives *two* Command Points (since two Strategic Cycles are skipped in a Lull). If he fails the Cohesion Check he receives *one* Command Point (not zero).
 - VI. **End of Lull:** Play now skips to the Strategic Cycle of the new current turn just changed to in Step 1 of the Lull Segment (Phases 1-5 of the Sequence of Play are skipped).

7. TURN INDICATION PHASE

The Turn marker is advanced one box (one day) on the Turn Record Track and the players begin a new turn.

2.0 RANDOM EVENTS

Either player rolls two dice in each Random Events Phase. Consult the Random Events Table for the month of the current turn (located below), checking the result corresponding to that dice roll sum. **Exception:** Random events are not rolled after March 24, 1865 (Turn 283).

Design Note: The weather percentages that are in the tables below are based on historical day-by-day weather observations in Virginia in 1864-1865 as compiled by Robert Krick's book *Civil War Weather in Virginia*.

RANDOM EVENTS TABLE (JUNE, JULY, & AUGUST):

DICE	RESULT
2	Late Heat
3	Rain (Current)
4	Rain (Current)*
5	Union Night March%
6	Extreme Heat
7	Heat (Current +1)
8	Heat (Current)#
9	Union Combat Paralysis%
10	Union Command Paralysis
11	Confederate First Initiative
12	Extreme Heat

% Convert to No Effect in Turns 2-4 of Scenario 11
 * Convert to No Effect in June and July
 # Convert to Late Heat in June

RANDOM EVENTS TABLE (SEPT, OCT, NOV, MARCH 1-24):

DICE	RESULT
2	Late Heat*
3	Rain (Current)
4	Rain (Current)
5	Rain (Current)%
6	Union Night March&
7	Winter Weather\$
8	Confederate First Initiative
9	Union Combat Paralysis&@
10	Union Command Paralysis&@
11	No Effect
12	Winter Weather#

* Convert to No Effect after September
 & Convert to No Effect if the Confederate Evacuation has been declared
 @ Convert to No Effect after March 15 (Turn 274)
 # Convert to No Effect except in November & March 1-15 (Turns 260-274)
 \$ Convert to No Effect except November 16-30 (Turns 155- 169) & March 1-15 (Turns 260-274)
 % Convert to No Effect in October, November 16-30 (Turns 155-169), & March 1-15 (Turns 260-274)

Note: All rain results from March 1 to 3 (Turns 260-262) are converted to No Effect if Winter Weather from February is in effect.



Rain



Heat



Late Heat



Extreme Heat



Winter Weather



Union Night March



Confed First Init

RANDOM EVENTS TABLE (DEC - FEB):

DICE	RESULT
2	Winter Weather
3	Union Command Paralysis
4	Winter Weather
5	Winter Weather +1
6	Winter Weather +1%
7	Winter Weather +2*
8	Confederate First Initiative
9	Winter Weather +1
10	Winter Weather
11	Union Combat Paralysis
12	Winter Weather

* Convert to No Effect in December
 % Convert to No Effect in December & February

Rain (Current): Place a Rain marker on the Turn Track in the box corresponding to the current turn. If a Rain (Current) event occurs on the second turn of a Heat (Current +1) event, remove the Heat marker on that turn. It is replaced by the Rain marker. Rain rules are in effect on this turn instead of Heat. Rain effects are as per Standard Rules section 12.0; place River Unfordable markers on the Turn Track as indicated in that section.

Late Heat: Place the Late Heat marker on the Turn Track in the box corresponding to the current turn. If there is already a Heat marker on the Turn Track on the current turn, then remove it and replace it with a Late Heat marker. The effect of Late Heat is as follows: In the Initiative Segment after the first Initiative Segment with a tied dice roll, heat takes effect (not in the Action Phase of this first tied initiative dice roll, but on the next and all following Action Phases in the current turn). When heat takes effect, replace the Late Heat marker on the Turn Track of the current turn with a Heat marker. When heat takes effect, both players add 1 to all Extended March die rolls throughout the current turn only.

Heat (Current): Both players add 1 to all Extended March die rolls throughout the current turn. Place a Heat marker on the Turn Track in the box corresponding to the current turn.

Heat (Current +1): Both players add 1 to all Extended March die rolls throughout the current turn and the following turn. Place Heat markers on the Turn Track in the boxes corresponding to the current and immediately succeeding turns. **Note:** If a Heat marker already occupies the Turn Track of the current turn, only add a Heat marker to the immediately succeeding turn.

Extreme Heat: Extreme heat is in effect the entire current turn. If the current turn is already a heat event, then it changes to Extreme Heat. **Exception:** If it rained the *previous* turn, then Extreme Heat is converted to Late Heat (see above) for the current turn. Place the appropriate marker on the Turn Track of the current turn. The effects of Extreme Heat are as follows:

- Both players add 2 to all Extended March die rolls throughout the current turn.
- The attacker subtracts 1 from all his combat die rolls throughout the current turn.
- Units may not force march.

Winter Weather: See “Winter Weather +1 or +2,” below, for effects. If Winter Weather is already in effect in the current turn then this result is treated as No Effect.

Winter Weather +1 or +2: Winter Weather is in effect in the current turn and the number of following turns indicated by the number. For example, if the result is “Winter Weather + 2” then Winter Weather is in effect in the current turn and the following two turns. If a subsequent Winter Weather

result occurs on a future turn that is already Winter, then Winter Weather can be extended by the indicated number of turns past the *current* turn. If there is a Rain result while Winter Weather is in effect then the Rain result is also in effect. Winter Weather has the following effects:

- Units must spend Movement Points to enter hexes as if it were a Rain turn. **Note:** The effects of rain as listed in the Standard Rules do not apply unless an effect is specifically listed below as a Winter Weather effect or unless the turn is also a Rain turn (e.g., unlike Rain turns, units may cross creeks and fords with no penalty; in attacks across creek hexsides the defender only adds 1 to his die roll).
- There is no entrenching, either in the Action or Recovery Phases.
- Units may not perform Burn RR Station actions.
- Each turn's Action Cycle ends immediately on the first tied initiative dice roll (the Confederate player does not get to take an action in that initiative). No further actions take place for the rest of the Action Cycle, even if one or both sides have not yet gained an initiative in that turn, even on a double-1 dice roll.
- A unit may not be selected to perform a March action, either independently or as part of an Activate Leader action, if that action would increase the unit's Fatigue Level to 3 or 4. **Exception:** Units may increase to Fatigue Level 3 or 4 using railroad movement (but not amphibious movement).
- In all combats, the attacker has a special -1 combat modifier.
- Assaults are not allowed.

Union Command Paralysis: The Union player subtracts 1 from the Movement Allowance of *each* of his infantry/artillery units and 2 from the Movement Allowance of *each* of his cavalry units in the current turn. Place the Command Paralysis counter on the Turn Track in the current turn, on its appropriate side. **Notes:** If a unit is reduced to a Movement Allowance of 0, it may still move 1 hex (see 6.2 of the GCACW Standard Basic Game Rules). Also, if the Union Command Posture is Passive, the Action Cycle is skipped (see 4.0).

Union Combat Paralysis: The Union player may not perform an Assault action with infantry leaders in the current turn. The assault restriction is removed immediately if a Confederate infantry unit attacks a Union infantry unit with an Assault action. A failed assault roll does not count as an attack for this purpose. If the assault restriction is removed, it is removed for the remainder of the turn; however, the Union player may not perform a Grand Assault unless the Confederate player has performed a successful Grand Assault (a failed Grand Assault die roll does not count for this purpose). **Note:** If the Union Command Posture is Passive, the Action Cycle is skipped (see 4.0).

Union Night March: If there is any type of Heat result in the current turn, the heat ends just before the Union Night March special actions. The Union player does not have to conduct a Night March if the event occurs; it is optional. **Historical context:** The Union conducted night marches a number of times, usually to redeploy large forces from the Petersburg front, through the Bermuda Hundred peninsula, and on to the Richmond/Deep Bottom front, crossing two major river pontoon bridges in the process. Sometimes the night march went in the opposite direction, from the Richmond/Deep Bottom front to the Petersburg front. And sometimes the movement was a late-day redeployment within the same front.

- At the end of the Action Cycle in a turn in which the Union player obtains this event, after both sides have passed, or if the turn has ended early due to a double-1 initiative dice roll, instead of moving on to the Recovery Phase, the Union player may move one infantry corps and up to two cavalry divisions by using Activate Leader actions. No initiative rolls are performed, only the Union player may move. After moving these units as per the restrictions described below, play then proceeds to the Recovery Phase. Therefore, units that moved in the Night March get to recover.
- Units may only move by means of Activate Leader Actions. Units selected to participate in these actions may only march and may not entrench, attack, burn RR stations, or make an amphibious move. Strategic movement and force marching are not allowed. Units may exit ZOC, but may not move from one ZOC to another. Units may not enter enemy normal ZOC, but may move freely into and through restricted ZOC. Units may march in place if all other requirements are met. Units that move must start out at Fatigue level 0 or 1.

- The minimum die roll for all infantry Activate Leader actions in a Union Night March is 3 (any die rolls of 1 or 2 are treated as a 3). The minimum roll for two dice for all cavalry Activate Leader actions in a Union Night March is a total of 6.
- Units may only move within Prince George, Chesterfield, and Henrico Counties. In Chesterfield County, units may not move into or from hex column OTR S06XX, or west of there. In Henrico County, units may not move into or from hex row NXX29 or north of there, or into or from column N16XX or east of there.
- Sheridan may never be the active leader in a Night March (of either cavalry or infantry), whether he is a cavalry corps leader or a district leader (see 17.0).
- A single Union infantry corps leader must activate first. The Union player is not allowed to skip this and only activate cavalry. Not all units in the corps are required to move, but at least one unit in the corps must move. Adjacent enemy cavalry may cavalry retreat if desired. The infantry corps leader may make as many activations as desired (units may advance to Fatigue Level 4).
- After the infantry corps has completed all desired activations, the Union player may declare zero, one, or two Activate Leader actions with cavalry division leaders, or he may choose to activate the same cavalry division leader twice. However, Union cavalry corps leaders or Sheridan may not be activated.

Confederate First Initiative: The Confederate player gets the first initiative in the current turn without needing to roll for it.

3.0 STRATEGIC EVENTS

Either player rolls two dice in the Strategic Segment of the Strategic Cycle. The Strategic Cycle takes place *only in turns divisible by four*. The players consult the Strategic Events Table, checking the result corresponding to that dice roll sum.

STRATEGIC EVENTS TABLE

DICE	RESULT
2	Continued Mining
3	Mine Readiness or Confederate Countermining
4	Ewell
5	Union Commanders
6	Possible Lull#
7	Possible Lull*
8	Possible Lull#
9	Possible Lull#
10	Longstreet or Possible Lull#\$
11	Dutch Gap Canal
12	Hill Sick

* Convert to No Effect *except* from November 1 (Turn 140) to March 15 (Turn 274). It is converted to No Effect if Confederate Evacuation has been declared (see 29.0).

Convert to No Effect on June 18 (Turn 4) and from March 16 (Turn 275) to the end of the game. It is also converted to No Effect if Confederate Evacuation has been declared (see 29.0).

\$ Convert to "Longstreet" result (see below) in October and November; otherwise it is Possible Lull, or No Effect if Confederate Evacuation has been declared (see 29.0).

The effects of Strategic Events Table results are described below. **Note:** When division counters replace each other in strategic events, Artillery values must remain constant. If the replacing counter has more or less artillery than the counter it is replacing, use Artillery Value counters to denote the correct value of artillery for the new counter. This could happen if the player had added or subtracted artillery to the division unit with attachment and/or detachment (see 17.0).

POSSIBLE LULL

The effects of a Possible Lull are not determined until the Lull Segment of the Strategic Cycle. At that point if the Union player has declared a passive posture (see 4.0) for the upcoming cycle, and the Confederate player has decided not to become Active, then a Lull occurs as defined in the Lull Segment rules (see Sequence of Play).

EWELL

The first time this event occurs, the Confederate infantry corps leader Ewell, of the Department of Richmond (not the Ewell II Corps leader counter), is placed on the map by the Confederate player on any “Richmond” unit. Ewell is now a normal corps leader for units with the Richmond designation (except he may not activate the cavalry brigade Gary, nor may Gary attach to any Richmond unit). If there are no Richmond units on the map, Ewell does not appear. The second time this event occurs, if the GWC Lee infantry division is not already on the map, the Confederate player places it in any Richmond city hex at Fatigue Level 0, on its normal side and with a Manpower value of 4. If there is a Union unit in any Richmond city hex, then GWC Lee may be placed in Chesterfield County within six hexes of any Richmond city hex. When GWC Lee is placed, if Ewell is not already on the map, then he is placed on top of GWC Lee at this time. After GWC Lee has entered play, this event is converted to No Effect.

MINE READINESS OR CONFEDERATE COUNTERMINING

Convert this result to “No Effect” if the “Mine Discovered” counter is not on the Turn Track (see 27.0). Otherwise, an additional die is rolled; on a result 3 or less, the strategic event is “Mine Readiness”; on a result of 4 or more, the strategic event is “Confederate Countermining.”

If the strategic event is Mine Readiness, if the “Mine Ready” marker occupies a box on the Turn Track on a date later than the current turn, it is moved to a box on the Turn Track four days earlier than its current location. Otherwise, the result is No Effect.

If the strategic event is Confederate Countermining, the “Mine Discovered” counter is moved to a box on the Turn Track four days earlier than its current location.

Exception: If the Mine Ready and/or Mine Discovered markers occupy a box on the Turn Track three or fewer days ahead of the current turn, the marker is moved directly into the box occupied by the current Turn marker.

CONTINUED MINING

If the Union has not already made a mine attack (see 27.0), this result is converted to No Effect. (If the Union player has already made a mine attack, “The Crater” marker will occupy a Turn Track box.) It is also converted to No Effect after December 1 (Turn 170). Otherwise, place the “Mine Ready” marker on the Turn Track 20 turns ahead of the current turn and the “Mine Discovered” marker on the Turn Track 20 days after the Mine Ready marker.

UNION COMMANDERS

Each time this strategic event occurs, the following events take place in the order listed below.

1. The first time this event occurs, the result is “Hancock is Sick”: The Hancock-B II Corps leader counter is replaced by the Birney II Corps leader counter, and the Birney division counter is replaced by the Mott-B counter.
2. The second time this event occurs, the result is “Hancock Recovers”: The Hancock-B II Corps leader counter replaces the Birney II Corps leader counter. The Mott-B division counter remains on the map.
3. The third time this event occurs, the result is “Burnside Replaced”: The Burnside-B IX Corps leader counter is replaced by the Parke-B IX Corps leader counter.
4. The fourth time this event occurs, the result is “Hancock Replaced”: The Hancock II Corps leader counter is replaced by the Humphreys-B II Corps leader counter.

5. The fifth time this event occurs, the result is “Ricketts Replaced”: The Ricketts division counter (VI Corps) is replaced by the Seymour counter.
6. The sixth time this event occurs, and the Seymour counter is already in play, the result is No Effect.

Design note: There were many other Union command changes throughout this campaign; however, only the ones above have any game effect (a Command value or Tactical value change). The player is not burdened with other command changes, such as Ord replacing Butler as the Army of the James army leader.

DUTCH GAP CANAL

This strategic event is converted to No Effect in June and July.

The first time this strategic event occurs in or after August, the Dutch Gap Canal marker is placed on its “Started” side in hex OTR S0704.

If this strategic event occurs one or more times after the first result, follow this procedure:

- The event is converted to No Effect if the Dutch Gap Canal marker is on its Completed side; or if both a Union infantry unit does not occupy hex OTR S0704, and if the Union gunboat is on the Turn Track instead of on the map (see 25.0). If the event is not converted to No Effect, roll two dice; if the result is a 11 or 12, the marker is flipped to its Completed side; if the result is 10 or less, there is no effect. **Note:** A Union unit in OTR S0704 (Dutch Gap) cannot be bombarded by the Confederate Gunboat (see 25.0; it is considered to be downriver from the Confederate Naval Battery in S0705; see 26.0).

If the Dutch Gap Canal marker is on its “Started” side, there is no effect. If it flips to its Completed side, the following effects immediately apply:

1. If the Confederate Naval Battery in hex OTR S0605 (Ware Bottom Church) is not destroyed, it no longer can prevent Union bridge building into hexes S0402, S0503, and S0603 (see 26.0).
2. If or when the Confederate Naval Batteries at Drewry’s Bluff (S0301) and Chaffin’s Bluff (S0501) are both destroyed, the Union player may now build bridges between hexes S0603 to N0629, inclusive of both. Also, the Confederate Gunboat counter is immediately and permanently destroyed. The Union Gunboat is removed from the map and placed on the Turn Track 12 turns ahead of the current turn. At the start of the turn corresponding to the Turn box occupied by the Gunboat, it is placed somewhere along either the James or Appomattox Rivers.

HILL SICK

This strategic event can only occur once; after that it is treated as No Effect. It is also No Effect if the Confederate III Corps leader Hill has died in combat (see 14.0). Otherwise, the first time this result occurs, the result is Hill is sick: He is replaced by the Heth III Corps leader counter, and the Hill counter is placed on the Turn Track 28 turns past the current turn. The Cooke-A division counter replaces the Heth division counter. In the Strategic Segment of the turn that Hill occupies on the Turn Track, he replaces the Heth corps leader counter, and the Heth division counter replaces the Cooke-A division counter.

LONGSTREET

If the Longstreet strategic event has already occurred once in October through November, it is converted to No Effect in those two months. In the first Longstreet event in October through November, the Longstreet Confederate I Corps leader counter replaces Anderson. The Beauregard counter is flipped over to the Anderson side. All units in the SEV district are now considered to be in the Confederate IV Corps with Anderson as their corps leader (not a District leader). **Note:** See the special rule in Scenario 11, in which this Longstreet strategic event takes effect on December 3, 1864 (Turn 172), if it has not already taken effect.



4.0 UNION COMMAND POSTURE

The Union player must always be in one of two “postures” in the Advanced Game: “active” or “passive”. The Union player may receive a Command Point at the beginning of the Union Command Segment (see below). To declare an *active* posture, the Union player must expend Command Points. Union Command Points are tracked on the Union Command Point Track with the Command marker. There is also a Union Posture Track that is used to indicate the Union player’s posture.

UNION COMMAND SEGMENT

In the Union Command Segment of each Strategic Cycle, the following steps are conducted in sequence:

1. A cohesion check is performed, and if the Union player passes it, he receives a Command Point.
2. Two dice are rolled, the Union player consults the Active Command Posture Table, and declares his command posture.
3. The Posture marker is put on its correct side and is moved one box to the left (if passive) or to the right (if active) on the Union Posture Track. If active, the Command Point marker on the Command Point Track is also adjusted appropriately.
4. If the Union declared to be passive, the Confederate player can override this (see below).

Exception: If the Confederate player has declared an Evacuation (see 29.0), the Union player is automatically considered active for the rest of the game, and the above sequence is skipped.

RECEIVING UNION COMMAND POINTS

At the beginning of the Union Command Segment, the Union player must perform a Cohesion Check (see 5.0). If he passes this Cohesion Check, he receives 1 Command Point. However, if he fails the Cohesion Check, he does not receive a Command Point. If he receives a Command Point, he adjusts the Command Point marker on the Union Command Point Track upwards by 1 point. The Union player may never have more than 9 Command Points at any time until February 28, 1865 (Turn 259), at which point the maximum allowed is increased to 12. If the Union player already has the maximum allowed at the beginning of a Union Command Segment, he does not receive a Command Point.

DETERMINING UNION COMMAND POSTURE

The Union player *must* declare his command posture in the Union Command Segment of each Strategic Cycle. In some circumstances he may change his posture during the Action Cycle.

ACTIVE POSTURE COMMAND POINTS DETERMINATION

If the Union Command Point marker occupies a box numbered 3 or more on the Command Point Track, the Union player may be able to declare an *active* posture by expending three or more Command Points. To determine whether he can do this, he rolls two dice and consults the Active Command Posture Table (below):



Union Command



Union Active



Union Passive

ACTIVE COMMAND POSTURE TABLE:

DICE	RESULT
<=6	3 Command Points required
7-10	4 Command Points required
11-15	5 Command Points required
16-19	6 Command Points required
20-23	7 Command Points required
24-27	8 Command Points required
28-31	9 Command Points required
>=32	Must be Passive

Modifiers:

- 16 If the current turn is in April.
- 6 If the current turn is from March 16 (Turn 275) to March 31 (Turn 290)
- +4 If the current turn is in November or March 1 (Turn 260) to March 15 (Turn 274).
- +8 If the current turn is in December, January, or February.
- +2 For each Union infantry division that has an Out of Supply marker (see 11.0)
- +4 For each Union infantry division which is out of Cohesion (see 5.0).
- +1 For each Union infantry brigade or regiment that has an Out of Supply marker.
- +2 For each Union infantry brigade or regiment which is out of Cohesion.
- +? The modifier on the Union Posture Track that is below the current box occupied by the Union Posture marker.

Notes: These modifiers are cumulative. Therefore, for example, the Union player may receive a +6 modifier for a single infantry division if it is Out of Supply and out of Cohesion.

After rolling the dice, if the Union player has enough Command Points to declare an *active* posture, and he chooses to do so, the Command Point marker is reduced on the Command Point Track by the number of Command Points required. Also, the Posture marker is flipped to its Active side (if not already there), and *it is moved one box to the right on the Union Posture Track.*

UNION POSTURE TRACK

BOX	0	1	2	3
MODIFIER	0	+4	+8	+12

PASSIVE POSTURE

If the Union player wishes to declare a *passive* posture, he does not expend Command Points. The Union player *must* declare a passive posture if he does not have enough Command Points required to declare an active posture. If the Union posture is declared passive, then the Command Point marker remains in the box it occupies. Also, *the Posture marker is moved one box to the left on the Union Posture Track and put on its Passive side (if it is not already on its Passive side).* The Posture marker can never go to the left of the 0 box.

If the Union player declares an *active* posture, it must remain in effect until the next Union Command Segment. If he declares a *passive* posture, it remains in effect until the next Union Command Segment unless changed during an Action Cycle (see below) or by a Confederate Override (see below).

CONFEDERATE OVERRIDE

After the Union player has declared his posture, if it is passive, the Confederate player can override this and declare that he wants to be active. The effect is that the Union posture is considered for all purposes to be active.

The Union Posture marker is flipped to its Active side, but it does *not* move one box to the right on the Union Posture Track, as it normally would with active posture; it remains in the box it already occupies. Note that it would have been moved one box to the left immediately before this since the Union player had declared to be passive. *No* Union Command Points are expended.

Strategy Note: Presumably the Confederate player will only do an override in a critical situation.

CHANGING POSTURE IN AN ACTION CYCLE

If the Union Command Point marker occupies a box numbered 3 or higher on the Command Point Track, the Union player (but never the Confederate player) may be able to change from a *passive* to an *active* posture in an Action Cycle. The Union player may change his posture to *active* at the beginning of any Activation Segment of an Action Cycle as long as he holds the initiative. To do this, he must reduce the Command Point marker by the number of Command Points which would have been required for active posture in the previous Union Command Segment. If he changes his posture to *active* after determining the result, the Command Point marker is reduced by the number of Command Points required, and the Posture marker is flipped to its Active side and moved *two* boxes to the right on the Union Posture Track. If the Union player changes to an active posture, passive posture penalties (see below) are no longer in effect. The Union player's posture must remain active until the next Union Command Segment, when he must declare his posture again. Depending on when the Union player changes to an active posture, the next Union Command Segment could occur in the current turn or up to three turns later.

ACTIVE COMMAND POSTURE

If Union posture is active, play proceeds normally.

PASSIVE COMMAND POSTURE

If Union posture is passive and the random event is any type of Union Paralysis, play in the current turn skips the Action Cycle. If Union posture is passive and the random event is not any type of Union Paralysis, play proceeds normally but the following rules are in effect:

1. The Union player is under the following restrictions at all times:
 - The Union player subtracts 1 from the Movement Allowance of each of his infantry units and 2 from cavalry units. Notes: If a unit is reduced to a Movement Allowance of 0, it may still move 1 hex (see 6.2 of the Basic Rules). Units performing Strategic Movement (see 22.0) are not affected.
 - The Union player may not perform an Assault action with infantry leaders. The assault restriction is removed immediately if a Confederate infantry unit attacks a Union infantry unit with an Assault action. A failed assault roll does not count as an attack for this purpose. If the assault restriction is removed, it is removed for the remainder of the current Action Cycle; however, the Union player may not perform a grand assault unless the Confederate player has performed a successful grand assault. A failed grand assault die roll does not count for this purpose.
 - If the assault restriction on the Union is removed for the current turn, the Union player does not gain the +1 combat die roll modifier for assaults.
 - The Union player may not perform Prepared attacks in March actions.
2. The turn proceeds under the above restrictions until the first tied initiative (even double-1s), at which point the Action Cycle immediately ends. **Note:** this means one or both players might not get to conduct any actions in the turn.
3. The Union player may now conduct a Union Night March if that was the random event for the current turn. Instead, the Confederate player could conduct a Night March (see 28.0) or a Confederate Evacuation (see 29.0) if able.
4. Play proceeds to the Recovery Phase.

UNION TACTICAL FAILURE

In any combat where the Union is the attacker and has a Combat value of 10 or more (infantry and/or cavalry) participating in the combat, if the attacker's modified die roll minus the defender's modified die roll yields a combat result of -3 or less, the Union player suffers a "Union Tactical Failure." If this occurs, the Union player immediately loses 1 Command Point. If the Union player has no Command Points, there is no effect. The Union player can only suffer the effects from a Union Tactical Failure once per turn, even if he has more than one attack with 10 or more Combat value that results in a -3 or less result.

Starting March 15, 1865 (Turn 274), this rule is no longer in effect. Also, on Turns 1 through 4 in Scenario 11, this rule is not in effect.

5.0 COHESION CHECK

Periodically throughout the game, the Union player can gain various benefits by keeping his army in close coordination. The determination of whether that coordination has been achieved is deemed a "Cohesion Check." If the Union player fails a Cohesion Check, opportunities for additional movement, Command Points, or redoubts are lost, depending on when the Cohesion Check takes place.

COHESION CHECK SITUATIONS

A Cohesion Check takes place only at the following times during the game, with the effects described:

- o At the beginning of the Union Command Segment (see 4.0) of the Strategic Cycle. **Effects:** The Union player may not receive a Command Point, and each unit that fails the Cohesion Check adds a modifier in the table determining how many Command Points are needed for an active posture.
- o In a Lull Segment. **Effect:** The number of Command Points the Union player receives is based on passing or failing the check.
- o In the Manpower Adjustments Segment (see 15.1) of the Strategic Cycle. **Effect:** A Union infantry unit cannot gain manpower in this Segment if it is not in cohesion.
- o In the Redoubt Build Segment of the Strategic Cycle, but only for the unit trying to build a redoubt. **Effect:** The Union player may not be able to build a redoubt in an intended hex.
- o In the Supply Status Segment of the Strategic Cycle. **Effect:** Supply projection from one county to an adjacent county in some cases requires an infantry unit to be in cohesion (see 11.0).

CHECKING COHESION

A Cohesion Check is performed by attempting to trace a "Cohesion Path" from a Union depot to all Union *infantry* units except those listed below; in these situations a Cohesion Check is not required, the units are considered to be in cohesion:

- Brigades and regiments of 1 Manpower value.
- For any unit, anywhere, if a Confederate Evacuation has been declared (see 29.0).

If the Union player cannot trace a Cohesion Path to all required units, then he fails the Cohesion Check. The number of units that failed is important if this is the Union Command Segment of the Strategic Cycle. If the Union player can trace a Cohesion Path to all required units, he passes the Cohesion Check. Note that cavalry units never have to trace a Cohesion Path.

COHESION PATH

The path from depot to Union infantry unit may consist of up to three different segments:

- **From a Depot:** The first segment is always a path of zero to eight hexes from a Union depot (at build or complete stage). This part of the path must be over passable hexsides and hexes along this path are only

blocked if occupied by an undemoralized Confederate infantry unit entrenched to the Breastworks-Complete level or higher.

- **Along Entrenchments:** The next segment of the path starts at a Union strongpoint that can itself trace a “From a Depot” path to a Union depot. A strongpoint is defined as either:
 - A stack of undemoralized Union infantry units with a Manpower value of 8 or more, entrenched to the Breastworks-Complete level or higher.
 - A Union Redoubt that cannot be attacked by the Confederate player as per the *The Petersburg Campaign* Basic Rules.
 The path may then traverse any number of adjacent hexes that all contain Union strongpoints as long as there are no impassable hexsides between the strongpoints.
- **Final Extension:** The final segment of the path extends from *any* strongpoint. The length of this final segment of the path is up to two hexes for undemoralized infantry units and up to four hexes for demoralized infantry units. This path may not trace over impassable hexsides, but may be traced through Confederate units.

A Cohesion path need not contain all three of these segments; however, if it does contain more than one segment, then those segments must be traced in the exact order listed above. Also, there may be multiple segments, such as several “Final Extensions” from various strongpoints along the path.

6.0 RANDOM END OF ACTION CYCLE

In the Basic Game, if one player has no units eligible for activation in an Initiative Segment, his opponent automatically wins initiative, and the dice are not rolled. In the Advanced Game, however, both players *must* roll the dice in each Initiative Segment (*except in turns from March 25, Turn 284, to the end of the game*), even if one player has no units eligible for activation. If the player who has no eligible units wins the roll, he *must* pass.

DOUBLE-1 INITIATIVE ROLLS

If both players roll a 1 in an Initiative Segment, and the Union posture is active, then the Action Cycle might end. The players follow this procedure:

1. The Union player may elect to keep the Action Cycle going. If he chooses to try and extend it, he rolls a single die and *if the result is a 2 or less*, the Action Cycle continues with a Confederate initiative. If the die roll is 3 or more, or if the Union player decides not to extend the Action Cycle, proceed to Step 2.
2. The Confederate player now has an opportunity to extend the Action Cycle. If he chooses to try and extend it, he rolls a single die and *if the result is 4 or less*, the Action Cycle continues with a Confederate initiative. If the die roll is 5 or more, or if the Confederate player decides not to extend the Action Cycle, play proceeds to Step 3.
3. The Action Cycle ends. The Confederate player may conduct a Confederate Evacuation (see 29.0) if able, or a Confederate Night March (see 28.0). If neither of these are conducted, the Union player may conduct a Union Night March (see 2.0) if that was the random event for this turn. After any of these options are conducted, play proceeds to the Recovery Phase.

Exceptions:

- If both players have not performed at least one action or passed in the current Action Cycle, this rule is ignored.
- This rule is also not in effect from March 25 (Turn 284) to the end of Scenarios 11 and 12.

Note: If Union posture is passive, double-1 initiative rolls have the same effect as other tied initiative rolls (see “Passive Command Posture” in 4.0).

7.0 ACTIVATE ARMY LEADER

This action is not allowed in *The Petersburg Campaign* scenarios.

8.0 COUNTY CONTROL

This rule concept is not used in *The Petersburg Campaign* scenarios.

9.0 DEPOTS

Both players start with depots on the map as per scenario setups and may build depots during the game. Depots act as a supply source for the side that owns them and are used in Union cohesion checks. Depots have two sides: A “Build” side and a “Complete” side. The side a depot is on determines how far it can project supply to friendly units.

HOW DEPOTS ARE BUILT

Each player may build a depot during the Depot Segment of a Strategic Cycle. In the Depot Segment, each player may place one depot on the map on its Build side or he may flip a single existing depot to its Complete side. He may choose one or the other of these two options; *he may not do both*.

Depot Limitations: Each player may have no more than *three* depots on the map at any given time. If depots are destroyed or dismantled, they may return to play later as long as this limit is adhered to.

PLACING AND COMPLETING UNION DEPOTS

Subject to several restrictions, the Union player may place a depot on its Build side or flip an existing depot to its Complete side in either of the following locations during the Depot Segment:

- A landing hex on the James River (see 26.0 for how undestroyed Confederate Naval Batteries limit depot placement).
- A landing hex on the Appomattox River if the Confederate Naval Battery at Fort Clifton (S0709) is destroyed (even hexes S0808 to S1108 are prohibited until this Naval Battery is destroyed).
- A RR station hex. (Note that both Petersburg city hexes are considered RR station hexes.)

Landing Hexes: During the Depot Segment, the Union player may place or flip a depot in a landing hex on the rivers as indicated above. The landing hex need not contain Union units, but it may not contain enemy units or be in an enemy ZOC. **Note:** All city hexes on rivers are considered landing hexes.

Railroad Stations: During the Depot Segment, the Union player may place or flip a depot in a RR station along a rail line. The Union player must also be able to trace a “Union RR Hex Path” (see below) from the station to a landing hex.

Union RR Hex Path: A “Union RR Hex Path” is a path of railroad hexes from a RR station (inclusive) to the landing hex at City Point (OTR S1207) on the James River. This path may not enter a hex occupied by an undemoralized Confederate infantry division with a Combat value of at least 8 under a completed Fort marker. It may not enter a hex containing a Confederate Redoubt that is Confederate-occupied with sufficient Manpower value that it cannot be attacked as described in the Petersburg Basic Game rules (see 9.0). The landing hex may not be Confederate-occupied. It may not enter a hex with a destroyed RR station. *It may enter a hex with a damaged RR station.* No railroad bridge along the path may be destroyed (unless a pontoon bridge is in place over that same hexside). For purposes of a Union RR Hex Path, all city-to-city hexsides are considered to connect railroads within the city. For example, OTR S0413 to OTR S0513 in Petersburg are considered to be connected by rail. **Exception:** The Union player may not place a depot on the Norfolk & Petersburg RR.

PLACING AND COMPLETING CONFEDERATE DEPOTS

Subject to several restrictions, the Confederate player may place a depot on its Build side or flip an existing depot to its Complete side in either of the following locations during the Depot Segment:

- A city hex containing a railroad
- A railroad station

The above listed locations must be able to trace a “Confederate RR Hex Path” (see below) from the hex to a rail terminus from which he can draw supply. These are: Any RR hex on the south edge of the OTR South map or the GTC South map, or to GTC S0144 or GTC S0143.

Confederate RR Hex Path: A Confederate RR Hex Path is a path of RR hexes from a RR station or city hex containing a railroad (inclusive) to a rail terminus as listed above. This path may not enter a hex occupied by an undemoralized Union infantry division with a Combat value of 8 or more under a completed Fort marker. It may not enter a hex containing a Union Redoubt that is Union-occupied with sufficient Manpower value that it cannot be attacked as described in the Petersburg Basic Game rules (see 9.0). It may not enter a hex with a *destroyed* RR station. *It may enter a hex with a damaged RR station;* however, a complete depot that traces such a path will be downgraded to build (see “Downgrading Depots,” below). No railroad bridge along the path may be destroyed (unless a pontoon bridge is in place over that same hex-side). For purposes of a Confederate RR Hex Path, all city-to-city hexsides are considered to connect railroads within the city. A Confederate RR Hex Path is considered “cut” or “cut for supply” if it cannot meet the above conditions.

DESTROYING DEPOTS

Depots may be removed from the map due to destruction by the owning player or by the enemy. Removed depots may be used again, *even in the same Depot Segment in which they are removed from the map.*

Depots and Combat: Depots have no Combat value and may not move or retreat. A unit may enter a hex occupied by an enemy depot as long as no enemy military units are situated there. If so, the depot is instantly destroyed and is removed from the map.

Voluntary Destruction of Depots: During a Depot Segment, a player may voluntarily destroy a depot at either build or complete status. If so, it is removed from the map at the start of the *current* Depot Segment.

Dismantling Depots: This ability is not useful in the Petersburg campaign so it does not exist. Players can voluntarily destroy depots that they no longer want.

DOWNGRADING DEPOTS

Depots at RR stations may be affected if their RR Hex Path is cut after they are placed. During the Depot Segment, any RR station depot on its Complete side that cannot trace a RR Hex Path is flipped to the Build side. Any depot on its Build side that cannot trace a RR Hex Path is destroyed. It may be immediately used again in the current Depot Segment. **Exception:** Confederate depots on their Complete side that can only trace a Confederate RR Hex Path over a hex(es) with a damaged RR station are flipped to their Build side. Depots on their Build side are not affected, and depots may still be built in locations that can only trace such a path.

10.0 RAILROAD STATION REPAIR

Both players may repair RR stations at the start of the Depot Segment in the Strategic Cycle. Unlike other *GCACW* games, this ability is not constrained by depot construction. Also, the concept of county control is not used in the Petersburg campaigns, so RR station repair is not contingent on county status. However, RR stations may only be repaired (removing a “Damaged” or “Destroyed” marker) if the RR station hex is not enemy-occupied or in an enemy ZOC.

Both players may repair up to three damaged RR stations or one destroyed RR station. The Damaged or Destroyed markers are removed as desired.

11.0 SUPPLY

During the Supply Status Segment of each Strategic Cycle, players must check whether their military units on the map are “In Supply” or “Out of Supply.” Units always begin the game in supply. **Exception:** The entire Supply Status Segment is skipped in all Strategic Cycles immediately following a Lull Segment.

SUPPLY STATUS

During the Supply Status Segment of each Strategic Cycle, both players must determine whether each of his military units is in supply or out of supply (OOS). A unit is in supply if any of the following conditions are fulfilled during a Supply Status Segment; otherwise it is out of supply.

- It is a Union unit in one of the following counties: Essex, King and Queen, Middlesex, Gloucester, Caroline, King William, James City, York, and Warwick.
- It is a Confederate unit in Caroline County.
- It is within five hexes of a friendly depot (on either the Build or Complete side).
- It is situated in a county containing a friendly depot (on either the Build or Complete side).
 - **Exception:** A Union depot in Chesterfield County east of the three Confederate Redoubt markers that begin the game in hexes S0605, S0606, and S0607 does not provide supply to Union units west of those three hexes if at least one of those Redoubt markers is Confederate-occupied (see Scenario 11 and 12 Confederate set-up instructions).
- It is situated in a county *adjacent* to a county containing a friendly depot on its Complete side, and that depot is capable of “projecting supply” (see below) into the county the unit occupies.

Note that the presence of enemy units in a county has no effect on friendly supply status, even if a friendly unit is surrounded by enemy units or their ZOC.

Projecting Supply: A depot on its Complete side may project supply into an adjacent county. There are several special cases which modify the projection of supply into adjacent counties that are summarized below. If a complete depot occupies one of the counties listed below, check the special rules listed for that county to determine how the projection of supply is affected.

- **Chesterfield:**
 - Union units in Henrico County are not in supply unless there is a Union pontoon bridge across the James River from a hex in Chesterfield County to a hex in Henrico County.
 - Union units in Charles City County are not in supply unless there is a Union pontoon bridge across the James River from a hex in Chesterfield County to a hex in Charles City County.
 - Union units in Powhatan, Amelia, and Dinwiddie counties are not in supply. Union units in Prince George County are not in supply unless there is a Union pontoon bridge across the Appomattox River from a hex in Chesterfield County to Prince George County.
- **Dinwiddie:** Union units in Chesterfield County are not in supply unless there is an undestroyed bridge across the Appomattox River or unless there is a Union pontoon bridge from GTC S3039 to OTR S0809, inclusive of both.
- **Henrico:**
 - Units in Powhatan County are not in supply.
 - Union units in Chesterfield County west of the three Confederate Redoubt markers that begin the game in hexes OTR S0605, S0606, and S0607 are not in supply unless one of the following conditions is satisfied:
 - All of those redoubts are not Confederate-occupied.
 - The Union has a pontoon bridge across the James River in Henrico County between S0604 to N0731 (inclusive of both hexes).
 - The Union occupies N0627 (Capitol) with an undemoralized Union infantry division, no Confederate unit occupies N0628 (Manchester), and those two hexes are connected by

an undestroyed bridge or a Union pontoon bridge. In this situation only Union units in N0628 and N0528 are in supply. If, in addition to this, the forts in N0428 (GTC S0428) and N0529 (GTC S0529) are both destroyed, then supply projects into all of Chesterfield County.

- **Prince George:**
 - Union infantry or cavalry units in Chesterfield County are not in supply unless one of the following conditions is met:
 - There is a Union pontoon bridge across the Appomattox River from OTR S0809 to GTC S3039, inclusive of both. Supply could thus project from Prince George County, through Dinwiddie County, and then into Chesterfield County. **Note:** The ferry at GTC S3239 does not enable Union supply to project in this situation. **Exception:** In this supply method, a Union unit in Chesterfield County is only in supply if it is within *eight hexes* of the pontoon bridge hex in Chesterfield County, and if that hex is not Confederate-occupied.
 - A Union unit occupies either Petersburg hex (S0413, S0513), and one of the bridges in or adjacent to Petersburg is not destroyed.
 - A Union pontoon bridge is across the Appomattox River anywhere between S1207 to S0807 (inclusive) and one of the Confederate redoubts from S0605 to S0607 is not Confederate-occupied.
- **Powhatan:** Units in Goochland and Henrico Counties are not in supply.
- **Goochland:** Units in Powhatan County are not in supply.

After determining each unit's supply, the in supply or out of supply result below is applied to each unit.

In Supply: If a unit is in supply, it functions at full effectiveness and remains in supply until the next Supply Status Segment, at which time its supply status is checked again. If an in supply unit has an Out of Supply (OOS) marker on it, the marker is removed.

Out of Supply: Place an OOS marker on a unit that is out of supply. This marker accompanies the unit wherever it goes until the unit regains in supply status in a Supply Status Segment or due to foraging (see below), at which time the marker is removed. Out of supply units function normally in terms of movement and combat. However, they suffer penalties in the Recovery Phase (see Standard Rules 8.0). Also, they may suffer Manpower value loss.



Manpower Value Loss: If, during a Supply Status Segment, a unit which is *already* out of supply cannot achieve in supply status, its Manpower value is reduced by one. If the unit is not eliminated, its new Strength marker is placed on its disorganized side.

FORAGING

In Step 2 of the Recovery Phase, both players may “forage” with any of their units which are out of supply and at Fatigue Level 0, 1, or 2. A unit may not forage at Fatigue Level 3 or 4, nor may it forage if it built a bridge, repaired a bridge or ferry, or entrenched in Step 1 of that phase. An exhausted unit may forage. Leaders may not forage (nor do they need supply). Players perform the following procedure for each foraging unit:

1. Roll a die and modify this roll by *adding the unit's current Fatigue Level*. (At Fatigue Level 0, the roll is not modified.) This roll may be further modified by other factors (see below).
2. If the modified roll is 3 or less, the unit has successfully foraged and immediately regains in supply status. Its OOS marker is removed, and the unit remains in supply until the next Supply Status Segment, at which time its supply status is determined normally. Otherwise, the unit has not foraged successfully and remains OOS. Players may forage with as many eligible units as they wish in a turn, but individual units may forage no more than once per turn. Units which do not forage successfully may forage again in succeeding turns, assuming they are at Fatigue Level 0, 1, or 2.

Forage Modifiers:

- If the turn is in 1865, 2 is added to the unit's forage rolls.
- If all six hexes adjacent to a foraging unit are enemy-occupied, in an enemy ZOC (even if occupied by a friendly unit), or are hexes into which the foraging unit cannot move due to terrain restrictions, 1 is added to the unit's forage rolls.

AMMUNITION

There are no ammunition rules in the Petersburg campaigns.

12.0 BUILDING REDOUBTS

Both players may build redoubts in the Strategic Cycle, under certain conditions. Redoubts that players build during the game are represented by counters, which are two-sided. A Redoubt marker on its “Redoubt Build” side has no effect on combat. A Redoubt marker on its “Redoubt” side functions just like a redoubt that is printed on the map, and it only provides benefits to the owning player. Redoubt markers on either side can never be destroyed by the enemy. Players may even build their own redoubts in hexes containing enemy redoubts. There is no limit to the number of redoubts a player may build; the number of counters provided is not a strict limit.



Completed redoubts not only provide the benefits of redoubts as described in Standard Rules Section 9.0, they also can prevent enemy attacks as per *The Petersburg Campaign* Basic Rules, 9.0. Take special note that this benefit improves in 1865 versus 1864.

Players may build redoubts in both the Redoubt Build Segment and the Lull Segment of the Strategic Cycle. However, if Winter Weather is in effect, redoubts may not be built. Note that all Lull Segments are considered to occur during clear weather no matter what any previous weather results were, so redoubts may always be built during Lulls. The Union player does his build(s) first.

Each player designates a target hex and rolls a single die. If the hex is in an enemy ZOC, 1 is added to the die roll. If the attempt is successful the player places a friendly Redoubt marker on its Redoubt Build side in the hex if there is no friendly Redoubt marker already there; if there is already a Redoubt marker there on its Redoubt Build side, it is flipped to its Redoubt side. During a Lull Segment, each player gets two attempts; these can both be in the same target hex for any purpose, or can be in two different hexes. The Union player makes his attempt(s) first, and then the Confederate player.

The target hex must contain an in-supply undemoralized friendly infantry unit, of any manpower level, entrenched to a completed fort level. Note that while even an infantry unit with a Manpower value of 1 can build a redoubt, such a small unit by itself could not prevent an attack on a redoubt on its Redoubt side as described in *The Petersburg Campaign* Basic Rules, Section 9.0.

BUILDING UNION REDOUBTS

The Union player may attempt to build redoubts in any Strategic Cycle starting on Turn 12 (June 26). He may make one build attempt in each Redoubt Build Segment. In Lull Segments there may be two Redoubt Build Segments conducted so he would get two attempts in those cases. The Union infantry unit(s) in the target hex must be able to trace a Cohesion Path (see 5.0).

If the modified die roll is 5 or less, the Union attempt is successful. Apply the following modifiers to this die roll:

- +1: If the target hex is in an enemy ZOC
- +3: If the target hex is in Chesterfield County

MINE ATTACK AVAILABLE

The first time the Union has built one redoubt on its Redoubt Build side south of the Appomattox River and adjacent to a Confederate Redoubt marker, the Union player immediately consults the Mine Attack rules (see 27.0) to see how to place the “Mine Ready” and “Mine Discovered” markers on the Turn Track.

BUILDING CONFEDERATE REDOUBTS

The Confederate player may build redoubts once the Union player has a redoubt at Build or Complete in Dinwiddie County or starting August 1 (Turn 48), whichever is earlier. The Confederate player may make one build attempt in the Redoubt Build Segment. In Lull Segments there may be two Redoubt Build Segments conducted, so he would get two attempts in those cases. The Confederate player has the following additional restrictions for the target hex of a redoubt build attempt:

- It must be within nine hexes of a city hex.
- It must be south of the James River.
- It cannot be in or south of row OTR Sxx18 and row GTC Sxx47.
- It cannot be a city hex.
- It cannot be in a hex including a major river hexside that is not between a city hex and an undestroyed Confederate Naval Battery.

If the modified die roll is 2 or less, a Confederate attempt is successful. Apply the following modifier to this die roll:

- +1: If the target hex is in an enemy ZOC.

13.0 UNION ARMY LOAN

In the Union Army Loan Segment of the Strategic Cycle, the Union player may designate one corps from the Army of the James (AJ) to operate as an Army of the Potomac (AP) corps until the next cycle. The effect is that the Army of the Potomac leader Meade may bring the units of this corps into a grand assault, while Army of the James leader Butler or Ord may not. The Union player may also do this loan in reverse, (i.e., loan an AP corps to the AJ).

Once the Union leader Sheridan is on the map as a district leader, in the Union Army Loan Segment the Union player may also designate one corps from the AP (never the AJ) to be under Sheridan’s command until the next cycle. This loan can be in addition to an AP/AJ loan as described above. See 17.0 for further rules on how this corps operates with Sheridan.

For both of these types of corps loans, not all units of a corps need to be loaned to the other army/district. The Union player designates which units he wants to loan, which can also include the corps leader. If the corps leader is also loaned, then he may only activate those units in his corps that are also loaned; if he is not loaned then he may only activate those units not loaned.

14.0 LEADER DEATH

In any combat in which the Confederate corps leader Hill occupies either the defending hex or any hex containing subordinate attacking units, he may be killed or wounded. If in the combat procedure both players roll a 1 before any combat modifiers are taken into account, combat resolution is temporarily halted while the Confederate player checks for leader death or wounding. He rolls a die (there are no modifiers), and on a roll of 4 or more, Hill is wounded; for the effects use the “Hill Sick” effects (see 3.0). If the roll is 3 or less, Hill is killed and cannot return to the game. He is replaced by the Heth corps leader counter; the Hill counter is permanently removed from play, and the Cooke-A division counter replaces the Heth division counter. Even if Hill is killed, his Tactical value is still used to resolve the current combat.

15.0 MANPOWER ADJUSTMENTS

In the Manpower Adjustment Segment of the Strategic Cycle, manpower adjustments are only conducted if the current turn corresponds to a red

color-coded turn on the Turn Track. Otherwise, this segment is skipped. Players will note that these color-coded turns are every half month, at the start of each half-month period. For example, in August 1864, August 1 (Turn 48) and August 17 (Turn 64) are red color-coded turns. Manpower adjustments are also performed during Lull Segments if a red color-coded turn is *skipped* in the lull.

Red color-coded turns are shown on the Turn Track and are also listed below:

Turn 4	Turn 96	Turn 188	Turn 276
Turn 20	Turn 112	Turn 204	Turn 292
Turn 32	Turn 124	Turn 216	
Turn 48	Turn 140	Turn 232	
Turn 64	Turn 156	Turn 248	
Turn 80	Turn 172	Turn 260	

If manpower adjustments take place, each player adds or deducts manpower from cavalry and infantry units as described below. The affected player makes his own adjustments to one or more of his units as he wishes within the following constraints. For example, if the Union player is directed to add 18 infantry manpower, 10 may be added to one unit and 1 manpower to each of eight units. Manpower reductions may be used to destroy a unit, in which case the unit is removed from the map. If the unit had any artillery, it may be distributed to any units of the same type as long as the maximum Artillery values described in 18.2 are not exceeded.

Manpower increases may not be applied to a unit if it would bring the unit over the maximum manpower allowed for the unit’s size (see 18.2) or if the unit is out of supply. To receive manpower a unit may not be surrounded by undemoralized enemy ZOC and impassable hexsides. For the Union, infantry units must be in cohesion to receive manpower (see 5.0). If there are no eligible units, the manpower to be gained may be saved and received in the next Strategic Cycle(s) and assigned to eligible units.

Some of the tables below refer to “manpower losses.” These are manpower losses from combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another). Therefore, players must track these losses even though they do not affect the Victory Conditions and there are no Victory Points in Scenarios 11 and 12. These losses should not include losses due to manpower adjustments from the tables in this section.

Historical Note: For both sides, manpower adjustments are due to attrition and troops returning from wounds, sickness, and furlough. For the Confederate player, desertion is also a factor in the calculation. For the Union side, expiring enlistments are also a factor.

15.1 UNION MANPOWER ADJUSTMENTS

If manpower adjustments take place, the Union player does his first. Depending on the month, the method by which he calculates adjustments varies. The manpower adjustments called for are immediately applied in the indicated amounts. For example, in July (see below), the Union player adjusts his manpower downward by 4 in each half-month red color-coded turn: Turn 20 (July 4) and Turn 32 (July 16).

Union manpower added to infantry units may only be applied to units in cohesion (or not requiring cohesion due to the Confederate Evacuation having been declared; see 29.0) that have 2 or more manpower. If no units are in cohesion, then the manpower must be added in the next Strategic Cycle in which this condition is met.

JUNE, JULY, AUGUST

Union infantry manpower is automatically *decreased* by 4. For Union cavalry manpower, roll a single die; on a roll of 4 or more, decrease a Union cavalry unit by 1. On a roll of 3 or less, there is no effect on cavalry.

SEPTEMBER & OCTOBER , UNION

In Manpower Adjustment Segments in September and October 1864, the Union player's manpower is *increased*. He rolls a die and consults the following table to determine that increase.

MODIFIED DIE ROLL	CAVALRY MANPOWER INCREASE	INFANTRY MANPOWER INCREASE
<=0	1	21
1	1	20
2	1	19
3	1	18
4	1	17
5	0	16
6	0	15

Die roll modifier:

-1: For every 10 Union manpower losses rounded down (e.g., 19 is -1).

NOVEMBER TO APRIL , UNION (INCLUSIVE)

In Manpower Adjustment Segments from November 1864 to April 1865 (inclusive), the Union player's manpower is *increased*. He rolls a die and consults the following table to determine that increase.

MODIFIED DIE ROLL	CAVALRY MANPOWER INCREASE	INFANTRY MANPOWER INCREASE
<=0	1	4
1	1	3
2	1	2
3	0	2
4-5	0	1
6	0	0

Die roll modifier:

-1: For every 20 Union manpower losses rounded down (e.g., 39 is -1).

15.2 CONFEDERATE MANPOWER ADJUSTMENTS

The Confederate player rolls a die and consults the table below for the appropriate month to determine whether his manpower is increased or decreased. Losses may never be taken from Department of Richmond units. Manpower gains may never be given to a cavalry unit. The die roll modifiers are the same for each table (except the month-specific ones) and are as follows (all are cumulative):

- 1: If the Weldon RR "Confederate RR Hex Path" to Petersburg is *not* cut.
- 1: For every 20 Confederate manpower losses rounded down (e.g., 19 is 0).
- +2: If the Southside RR "Confederate RR Hex Path" to Petersburg is cut, but an undemoralized Union infantry unit does not occupy a Petersburg hex.
- +4: If an undemoralized Union infantry unit occupies any Petersburg city hex. (The maximum modifier is +4 regardless of how many Union units occupy Petersburg, even if they occupy more than one city hex.)
- +4: If an undemoralized Union infantry unit occupies any Richmond city hex. (The maximum modifier is +4 regardless of how many Union units occupy Richmond, even if they occupy more than one city hex.)
- +6: In December
- +3: In March
- +4: In April

JUNE TO DECEMBER , CONFEDERATE (INCLUSIVE)

MODIFIED DIE ROLL	MANPOWER ADJUSTMENT
1 or less	Gain 5
2	Gain 4
3	Gain 3
4	Gain 2
5	Gain 1
>=6	Gain 0

JANUARY TO APRIL , CONFEDERATE

MODIFIED DIE ROLL	MANPOWER ADJUSTMENT
2 or less	Lose 1
3	Lose 2
4-5	Lose 3
6	Lose 4
7	Lose 5
>=8	Lose 6

Note: In any result in which the Confederate player loses 3 or more manpower, if he has more than 4 cavalry manpower on the map, then at least 1 manpower reduction must be taken from a cavalry unit (even if this destroys a unit). **Exception:** This does not apply in April.

16.0 REINFORCEMENTS & WITHDRAWALS

Both players have withdrawals they must make, and both players get reinforcements. All units listed are the historical withdrawals and reinforcements. Sometimes the reinforcements are new units arriving and sometimes they are withdrawals that are returning. These actions take place in the Reinforcements and Withdrawals Segment of the Strategic Cycle. If a reinforcement or withdrawal date fell within a Lull Segment, the player should perform the reinforcement or withdrawal in the next Strategic Cycle after the lull in the Reinforcements & Withdrawals Segment. Reinforcements are placed at Fatigue level 0 on their normal sides and in supply.

For withdrawals, players must use the listed unit (or the specified exceptions, if any) unless the unit has been destroyed, in which case the next best available unit must be used. The "next best available unit" means in the same cavalry division or infantry corps, if possible, and after that any unit of the same type (infantry or cavalry). To withdraw a unit, it is removed from the map.

The Manpower and Artillery values listed for withdrawal may be taken from any other units or combination of units of the same type (infantry/cavalry) if the listed unit has a lower Manpower or Artillery value required by the withdrawal. If any units are eliminated due to taking extra needed manpower, they are removed from the map. Exceptions:

- No Department of Richmond infantry units may be used for withdrawal of Confederate manpower.
- See Rule 16.3 for special requirements of Union withdrawal.

Similarly, if the unit to be withdrawn has a *higher* Manpower or Artillery value than the withdrawal requirement, the excess may be distributed to any unit or combination of units of the same type – but within the maximum manpower and artillery limits specified in Section 18. (**Exception:** See 16.3.) The player could even create a substitute(s) (see 18.0) in the same hex as the withdrawn unit(s), with the substitute(s) having some or all of the excess manpower/artillery.

Players are given wide latitude on manipulating manpower and artillery in these withdrawals. For example, the December withdrawals are just before 1865 when the requirement for Combat value plus Artillery value in redoubts to prevent enemy attacks is reduced from 6 to 5 (see *The Petersburg Campaign* Basic Rules, 9.0). Therefore, for example, in December the Confederate player could withdraw a deliberately weak division and then make up the difference in manpower by withdrawing 1 manpower from redoubt hexes to make up the difference, which reduces those redoubts to the new 5 total required to prevent attack.

16.1 CONFEDERATE WITHDRAWALS



On August 9 (Turn 56) and September 26 (Turn 104), the Confederate player must withdraw an infantry division or its equivalent (see below). This may either be a division or an infantry division leader (see 19.0) with one or more of his brigades. If a division leader is withdrawn, at least one of his brigades must be withdrawn. However, to meet the manpower and artillery amounts required in the withdrawal, if one brigade does not meet those requirements, the player does not have to withdraw more units to meet the total requirements, he may simply reduce manpower and artillery from any other infantry units to make up the difference. This does not have to be from units in the same division or corps.

AUGUST WITHDRAWAL

On August 9 (Turn 56), the Confederate player must withdraw the corps leader Anderson, Kershaw's division, the cavalry leader F. Lee and his two brigades Lomax and Wickham. Kershaw must withdraw with 7 manpower and 4 artillery points. Lomax must have 2 manpower and 1 artillery point, and Wickham must have 2 manpower and 0 artillery. After this withdrawal, move the Confederate Withdrawal marker to the September 26 box (Turn 104). Place Anderson's counter in the September 26 box and Kershaw's counter in the November 21 box. Take the F. Lee counter, flip it to its Munford side, and place it in the March 17 box. **Exception:** Field or Pickett may be withdrawn instead of Kershaw, but it must still be 7 manpower and 4 artillery points.

SEPTEMBER WITHDRAWAL

On September 26 (Turn 104), withdraw the cavalry brigade Rosser with 1 manpower and 1 artillery point. Move the Confederate Withdrawal marker to the December 19 box (Turn 188) and flip it to its "Reinforcements" side.

DECEMBER WITHDRAWAL

On December 31 (Turn 200), withdraw any infantry division, the cavalry leader Hampton, and Butler's cavalry division with two brigades. The infantry division must withdraw with 10 manpower and 0 artillery points. The division leader Butler and his two remaining brigades (Butler and Young) both must withdraw with 3 manpower and 1 artillery point total between the two units. In this situation, if the Confederate player has less than the indicated amount of cavalry (two brigades with 3 manpower and 1 artillery), as much as remains must be withdrawn (see 16.0). This is the last Confederate withdrawal; flip the counter to its Reinforcements side and place it in the March 17 (Turn 276) box. **Note:** Gordon's corps arrives as a reinforcement before this withdrawal. Therefore, one of Gordon's divisions could be used for the withdrawal requirement (along with extra manpower to make up the difference), even if these events take place in the same Reinforcements & Withdrawals Segment after a Lull Segment.

16.2 CONFEDERATE REINFORCEMENTS

SEPTEMBER REINFORCEMENT



On September 22 (Turn 100), the corps leader Anderson is returned to play and placed on any unit in I Corps.

NOVEMBER REINFORCEMENT

On November 21 (Turn 160), Kershaw's division is placed in any Richmond city hex with a Manpower value of 7 and an Artillery value of 4. If a Union infantry or cavalry unit occupies a Richmond city hex, Kershaw must instead be placed in the locations specified for the Confederate

December reinforcements. **Exception:** If Field or Pickett was withdrawn earlier instead of Kershaw, then the actual unit that was withdrawn is the reinforcement available on Turn 160.

DECEMBER REINFORCEMENT

On December 19 (Turn 188), Gordon's corps is placed in any hexes on the Richmond & Danville RR (including any Richmond city hexes) with the manpower amounts listed in the Confederate setup. Any hexes chosen must be able to trace a "Confederate RR Hex Path" to GTC S0143 (see 9.0). If no such hex is available units may be placed in any west mapedge hex in Amelia or Nottoway Counties. Units may be placed in different hexes. The Confederate Reinforcement marker that is on the Turn Track should be flipped to its "Withdrawal" side and placed in the December 31 box (Turn 200).

MARCH REINFORCEMENT

On March 17 (Turn 276), the cavalry units and leaders listed in the Confederate setup as reinforcements for this date are placed in any Richmond city hex. If a Union infantry or cavalry unit occupies any Richmond hex, the Confederate player must place these units in any hex in Henrico or Goochland counties west of Richmond.

At this time, the Confederate player may optionally replace the Gary cavalry brigade with the Gary-FL unit (keeping manpower and artillery constant); if so, this unit is now in the F. Lee cavalry division (now led by Munford). Also, at this time the Confederate player may optionally replace the Dearing-B cavalry brigade with the Dearing-R unit (keeping manpower and artillery constant, which usually will mean adding an artillery point to the Dearing-R brigade since Dearing-B starts with an Artillery value of 1). If this is done, Dearing-R is in the Rosser cavalry division.

16.3 UNION WITHDRAWALS



JULY WITHDRAWAL

The Union July withdrawal is unique in two aspects:

- The withdrawn units all return to play on December 11 (Turn 180), with the exact manpower and artillery total amount that was withdrawn.
- Units withdrawn must be withdrawn in their entirety and excess manpower/artillery points above the required withdrawal levels may not be redistributed as described in 16.0 to units remaining on the map or substitutes (see 18.0).

During the Reinforcement and Withdrawal Segment of the July 8 (Turn 24) Strategic Cycle, the Union player must remove from the map one Army of the Potomac corps leader plus a number of infantry divisions and/or brigades totaling *at least* 30 points of Manpower value and 8 points of Artillery value.

The removal of these units is subject to the following restrictions:

- Withdrawn infantry units must currently be in cohesion. **Exception:** See below.
- Withdrawn infantry units must belong to the same corps as the removed leader. However, if all the withdrawn units comprising that corps do not total at least 30 points of Manpower value and 8 points of Artillery value, the Union player must then withdraw a number of infantry units from any other single Army of the Potomac corps so that Manpower and Artillery value withdrawal requirements are met.

The Union player must fulfill his Turn 24 withdrawal by adhering to the above two restrictions as much as possible. However, if the required total Manpower and Artillery values cannot be met by following those restrictions, the Union player may withdraw one or more additional Army of the Potomac infantry units, regardless of command or cohesion status, so that Manpower/Artillery value requirements are satisfied. However, any infantry unit selected for withdrawal that is out of cohesion has its Manpower (not Artillery) value halved (round fractions down) when

calculating withdrawal requirements.

The Union leader and all Union units withdrawn on Turn 24 are placed on the Turn 180 (December 11) box on the Turn Track, and with their exact manpower and artillery that was withdrawn. They return to play on December 11 (Turn 180; see 16.4).

AUGUST WITHDRAWAL

On August 5 (Turn 52), withdraw the corps leader Sheridan, the division leader Torbert and all his cavalry brigades, and the division leader Wilson and all his cavalry brigades. A total of 9 cavalry manpower with 3 artillery points from cavalry units must be withdrawn. Move the Union Withdrawal counter to October 12 (Turn 120) and flip it to its Reinforcement side.

DECEMBER WITHDRAWAL

On December 31 (Turn 200), withdraw any one infantry division from the Army of the James. The amount of manpower must be 11 points, with 1 artillery point; however, to make up the manpower if the division does not have enough, it may be taken from any infantry unit in the Army of the James. Flip the Union Withdrawal counter to its Reinforcement side and move it to the March 25 box (Turn 284). **Historical Note:** The Army of the James completely reorganized in the beginning of December 1864, dissolving its two existing corps and forming two new corps. One division was sent to Fort Fisher in North Carolina, then returned, and then two divisions were sent. One division was received as a reinforcement from West Virginia troops. The player is not burdened with any of this and just conducts the net effect of one withdrawal.

16.4 UNION REINFORCEMENTS



OCTOBER REINFORCEMENT

On October 12 (Turn 120), the cavalry brigade Smith-B, with 1 manpower point, is placed in City Point. If City Point is Confederate-occupied, this unit may be placed in any landing hex on the James River. Move the Union Reinforcement counter to the December 11 (Turn 180) box on the Turn Track.

DECEMBER REINFORCEMENT

On December 11 (Turn 180), the units withdrawn on July 8 (Turn 24) are placed in City Point (S1207) with the exact manpower and artillery points that were withdrawn. The manpower and artillery may be distributed within the returning units as desired by the Union player as long as the requirements of Section 18.0 are met. If City Point is Confederate-occupied, these units may be placed in any landing hex on the James River. Flip the Union Reinforcement counter to its Withdrawal side and move it to the December 31 (Turn 200) box on the Turn Track.

MARCH REINFORCEMENT

On March 25 (Turn 284), the District leader Sheridan, the cavalry corps leader Merritt, and the leaders and units in the 1st and 3rd Cavalry Divisions arrive with the manpower amounts as listed in the Union setup. These units are placed on any landing hex on the north side of the James River in column 14xx or east of there. They do not all have to be placed in the same hex.

17.0 SHERIDAN

Sheridan starts Scenario 11 as the Army of the Potomac Cavalry Corps leader. He is withdrawn from the map in August (see 16.3) and then returns as a reinforcement in March, but as a district leader. (Flip his counter over from the corps leader side to the district leader side with the red asterisk.) Merritt returns with Sheridan, but instead of holding command of a brigade, he is the Cavalry Corps leader of all Union cavalry of any army designation, so he may activate any cavalry unit.



The following rules only apply when the Sheridan district leader counter is on the map in a scenario:

- Sheridan may command any one Union infantry corps in addition to all cavalry units; all these units are considered to be in his district. Therefore, he may assault with and activate any of these units in the same activation. If he activates only cavalry then he operates as a cavalry corps leader for that activation. However, if he activates any infantry units, then in that activation he may only activate three cavalry units. In an assault he may pick any mixture of these units.
- Sheridan is a special type of district leader in that he commands both infantry and cavalry. Therefore, Standard Rule Sections 2.2 under District Leaders and Section 6.3 under Army and District Leaders are modified for Sheridan in that he can activate, transfer, and move with both infantry and cavalry.
- The infantry corps Sheridan may command is identified in each Basic Game scenario that includes the Sheridan district leader. In the campaign scenarios, the infantry corps Sheridan may command is picked by the Union player during each Strategic Cycle in the Union Army Loan Segment (13.0), and that is the only corps he may command until the next Strategic Cycle. The Union player may only pick from the Army of the Potomac for a corps for Sheridan to command.
- The normal infantry corps commander for the infantry corps that Sheridan currently commands may still command his own corps.
- Sheridan commands all Union cavalry, even those units in the Army of the James.
- Meade and the Army of the James army leader may not bring cavalry or the infantry corps under Sheridan's command into a grand assault; only Grant may bring units in Sheridan's command into a grand assault when the assault was initiated by a unit outside of Sheridan's command. Note that when Sheridan is on the map as the AP cavalry corps leader, Meade may bring into a grand assault any AP cavalry and Butler may bring into a grand assault the AJ cavalry.
- If Sheridan performs an assault with any infantry unit(s) and one or more infantry units participate in the attack in Step 5 of the assault procedure, the Union player may attempt a grand assault (even if cavalry unit(s) are also included in the assault). Otherwise, in an assault with Sheridan using only cavalry, the Union player may not attempt a grand assault. (In such assaults with only cavalry, Sheridan still gets the -2 district leader command roll modifier.) Sheridan is a district leader so only he or Grant can attempt grand assaults with units in Sheridan's district. If the Union player wants units outside of Sheridan's district to be able to be brought into an assault (by Sheridan or the infantry corps leader loaned to him) in a grand assault, the only army leader that can attempt that is Grant. Note that the infantry corps under Sheridan's command this turn(s) is considered part of Sheridan's district for all assault and grand assault purposes.
- Reminder: In an assault action, the Tactical value of the leader initiating the assault is always used, never the Tactical value of a military unit or other leader (Standard rules Section 7.4, Tactical Modifier). Therefore, if the Union player wishes to use Sheridan's Tactical value of 3 in an assault, Sheridan must be the leader initiating the assault.
- If Sheridan assaults with both infantry and cavalry, Confederate cavalry in the assaulted hex may cavalry retreat.
- When Sheridan activates both infantry and cavalry for a March action, the Union player rolls one die. The movement for the infantry is the normal Union infantry corps leader +1 die roll bonus. For the cavalry the single die roll is doubled, then 2 is added to the result. When Sheridan activates only cavalry units in a March action he acts as a normal Union cavalry corps leader. Two dice are rolled and 2 is added to the result.

18.0 SUBSTITUTE UNITS

The Union player has fifteen substitute infantry brigades, the Confederate has ten, and both players have two substitute cavalry regiments.

18.1 DETACHMENT

Either player may detach one or more substitute infantry brigades from a marching infantry unit as long as the marching unit has a Manpower value of

2 or more. Either player may detach one or more substitute cavalry regiments from a marching cavalry unit as long as the marching unit has a Manpower of 2 or more.

HOW TO DETACH

To detach, a player places a substitute in the same hex as the unit from which it detaches and assigns it a Manpower value. A Strength marker equal to the Manpower value assigned to the substitute is placed under it. The substitute's Manpower value is subtracted from the parent unit's Manpower, and the parent unit is assigned a new Strength marker, on the same side as the one it replaces, reflecting its reduced value.

PLACEMENT OF DETACHED UNITS

A detached substitute may be placed in the hex in which an active unit begins its march or in any hex it enters during its march. After a substitute is placed on the map, the active unit may continue its march (but the substitute may not move further during this action). After placement, substitutes function normally.

DETACHMENT RESTRICTIONS

Counter Limits: The number of substitutes provided in the game is a strict limit. If all substitutes are currently in use, no more may be used. However, if substitutes reattach to other units, they are removed from the map and again become available for use.

Size: After detaching, a parent unit must have a minimum Manpower value of 1.

The Manpower value of a substitute is limited:

- Substitute infantry brigades must be assigned a Manpower value of 8 or less.
- Substitute cavalry regiments must be assigned a Manpower value of 2 or less.

DETERMINING STATUS OF DETACHMENTS

Fatigue: If a substitute is placed in the hex in which an active unit begins a march, the substitute is assigned a Fatigue marker equal to the active unit's Fatigue Level before it was selected to march. If a substitute is placed in any hex except the one in which the active unit begins a march, the substitute is assigned a Fatigue marker equal to the active unit's Fatigue Level at that moment.

Entrenchment: If an entrenched active unit detaches a substitute in the hex in which it begins a march, the substitute is assigned the same kind of entrenchment marker possessed by the active unit.

Disorganized, Demoralized, Exhausted, Supply: If an active unit has a disorganized Strength marker, is on its exhausted side, possesses a Demoralized marker, or possesses an OOS marker, then any substitute detached by that unit must possess the same characteristics.

Command: The owning player should note on a piece of paper the number of each substitute placed on the map and the command to which it belongs. It belongs to the same command as the unit from which it detaches.

18.2 ATTACHMENT

In the Attachment Phase, a substitute (or a normal infantry regiment/brigade, or cavalry regiment; see "Special Attachment," below) stacked in the same hex as a friendly unit of the same type may "attach" to that unit. As long as one of these allowable units attaches to a unit of the same type (infantry or cavalry), it may attach to any friendly unit regardless of size or affiliation. Artillery units (*The Petersburg Campaign* has none), cavalry brigades, and infantry divisions may not attach. Exceptions: Confederate Department of Richmond units (and any detachments from them) may only attach to units within the Department of Richmond.

HOW TO ATTACH

Remove attaching units and all accompanying markers from the map. The Manpower value of an attaching unit is added to the Manpower value of the unit to which it attaches; this unit receives a new Strength marker with an enhanced Manpower value.

ATTACHMENT RESTRICTIONS

Unity: A unit may not attach a portion of its strength to another unit. The whole unit must be attached (and the unit removed from the map).

Size: A unit may not attach to another unit if the addition of its Manpower value would raise the Manpower value of the unit remaining on the map above the following strengths:

- Infantry divisions may not be raised above a Manpower value of 16.
- Infantry brigades may not be raised above a Manpower value of 8.
- Infantry regiments may not be raised above a Manpower value of 4.
- Cavalry brigades may not be raised above a Manpower value of 4.
- Cavalry regiments may not be raised above a Manpower value of 2.

DETERMINING STATUS AFTER ATTACHMENT

Strength Marker: The unit to which a unit attached is assigned a new Strength marker on the same side (organized or disorganized) as the one it replaces. **Exception:** If the Manpower value of an attaching unit is greater than the Manpower value of the unit to which it attaches, the new Strength marker of the unit remaining on the map is placed on the same side as the attaching unit's Strength marker.

Fatigue, Exhaustion: If a unit attaches to a unit and the two units have different Fatigue Levels, the unit remaining on the map after attachment receives a Fatigue Level equal to the higher of the two levels. If a unit attaches to a unit and one of the units is exhausted and the other is on its normal side, the unit remaining on the map is flipped to (or remains on) its exhausted side.

Entrenchments: If an entrenched unit attaches to an unentrenched unit, the unit remaining on the map remains unentrenched. However, if an entrenched unit or unentrenched unit attaches to an entrenched unit, the unit remaining on the map remains entrenched.

Demoralized: If a unit attaches to a unit and at least one of the units is demoralized, the unit remaining on the map is assigned a demoralization level equal to the most severe level possessed by one of the units prior to attachment.

Artillery: If a unit attaches to another unit, assign the attaching unit's entire Artillery value to the unit to which it attaches. This unit receives a new Artillery marker with an enhanced Artillery value. **Exception:** see below section "Substitutes and Artillery Values".

Supply: Supply status is determined by the supply status of the unit with the larger manpower. Thus, the unit remaining on the map is out of supply if either:

- The unit being attached to was out of supply and possessed a Manpower value at least equal to the attaching unit; or,
- The attaching unit was out of supply and was greater in manpower than the unit to which it is attaching.

In all other cases, the unit remaining on the map is in supply.

SPECIAL ATTACHMENT

Both players' non-substitute infantry regiments and brigades may attach to any friendly infantry unit as long as attachment rules are adhered to. Non-substitute cavalry regiments may only attach to friendly cavalry brigades.

Exception: Confederate Department of Richmond units may only attach to units within the Department of Richmond.

18.3 SUBSTITUTES AND ARTILLERY VALUES

If players wish, they may transfer Artillery points to or from detaching and attaching units.

Detachment: If a substitute detaches from a unit, it may be assigned some or all of the Artillery points of the parent unit. If so, an Artillery marker equal to the Artillery value assigned to the substitute is placed under it. The substitute's Artillery value is subtracted from the parent unit's Artillery value, and the parent unit is assigned a new Artillery marker, reflecting its reduced value.

Attachment: If a unit attaches to another unit, assign the attaching unit's entire Artillery value (if any) to the unit to which it attaches. If necessary, this unit receives a new Artillery marker with an enhanced Artillery value.

Exception: The maximum artillery values a unit may have after attachment are as follows: 1 for any cavalry unit; 2 for any infantry regiment; 3 for any infantry brigade; 4 for any Union infantry division; and 5 for any Confederate infantry division. A player may proceed with the desired attachment, but the excess artillery is permanently lost.

19.0 CONFEDERATE DIVISION LEADERS

To provide the Confederate player the flexibility and semi-independent command that several divisions had during the campaign, these divisions may be either represented as a division-sized unit with no separate division leader counter or as multiple brigade-sized units with a division leader. The special detachment and attachment rules listed below thus apply to these divisions. If not specifically noted, attachment and detachment for these units follows the standard procedures presented earlier in this section. Other division leaders, such as cavalry division leaders, are not allowed to form into a single division-sized unit; this rule does not apply to those commands.

An infantry division leader acts just like an infantry corps leader to units under his command. The division leader and his brigades are also still subordinate to his higher-level leader, which is a corps or district leader.

ADDITIONAL COUNTERS

When detaching substitutes from the division-sized unit of these commands, the Confederate player can select any unused brigade-sized counter from the appropriate division as a special substitute counter. These special substitutes are in addition to the infantry substitutes already granted to the Confederate player. The available brigades for each of these special divisions are listed below. For the three divisions (Hoke, BR Johnson, Pickett) that had this ability in *Grant Takes Command*, the list of available brigades is slightly different in *The Petersburg Campaign*. The brigade-sized units listed below are available as special substitutes whenever they are not in use, even if the unit was or was not included in the initial setup for a scenario. Also, any substitutes detached from brigades of these divisions must still be taken from the regular allotment of infantry substitute counters.

Hoke's Division: Clingman, Colquitt, Hagood, Martin.

BR Johnson's Division: Elliott, Fulton, Gracie, Ransom, Stansel, Wallace, Wise.

Pickett's Division: Corse, Hunton, Montague, Steuart-B, Terry.

Field: GT Anderson, Benning, Bratton, Gregg, Perry.

Kershaw: Davis, DuBose, Henagan, Humphreys, Simms.

Note: The above brigades for each division are both the initial brigade commanders for the division in this campaign and replacement brigade commanders due to deaths. Players are free to use any of the listed units for a division and also may use the regular infantry substitute counters.

USE OF DIVISION LEADER COUNTER

If a substitute is detached from one of these division-sized units and then the Manpower value of the division is 8 or less, that division may be replaced with a brigade size unit and the leader counter. The Confederate player may also replace the division counter in this manner if the division unit becomes 8 Manpower or less due to combat, retreat, manpower adjustments, etc.

Conversely, if two or more brigades from a single division whose combined Manpower value is 9 or greater are present in the same hex during the Attachment Phase, they may combine together into the division-sized unit. In this case, remove the division leader counter from the map. The division leader need not be present in the hex for this attachment to take place; he is removed from the map regardless of his current location. If more than two units attach at a time, assign all unit statuses (e.g., fatigue, ammunition, demoralization, exhaustion, entrenchment, supply) based on the status of the largest unit prior to the merger. If the two units are the same size, the Confederate player may employ the most favorable status. Note that separate detached brigades of a division may still exist elsewhere on the map after the merger of brigades with 9 or more Manpower value into a division-sized unit. These separate brigades must be activated individually or by the corps or district leader since the division leader is not available.

When activating one of these division-sized units and detaching one or more substitute brigades, only one of the brigades may march or entrench in the hex in which the breakdown occurs in the current Action Phase. The division leader may move with the brigade that continues moving or he may stay in the hex with the remaining substitute(s).

ARTILLERY VALUES

Unlike standard substitutes, many of the special substitutes listed above possess non-zero Artillery values. The Confederate player is free to choose any available substitute from the appropriate division when detaching brigades. The Confederate player is also free to distribute Artillery value points among the brigades as desired, it does not have to match the values on the counters. However, the Confederate player may never change his army's overall artillery strength by detaching or attaching such special substitutes. Use the "Substitutes and Artillery Values" rules, above, to record new Artillery values whenever the values printed on the counters do not reflect the current number of Artillery value points assigned to a unit.

20.0 CONFEDERATE FORTS

Several Confederate forts are printed on the map. These forts are Confederate-controlled and undestroyed at the start of all scenarios. Confederate forts printed on the map are not the same as Fort markers, which both players may build during a turn according to entrenchment rules (see Standard Rules, 9.0).

EFFECTS OF CONFEDERATE FORTS

- Union units may not enter or retreat into a hex containing an undestroyed Confederate fort. Similarly, Union leaders may not transfer or exert a command radius into or through an undestroyed fort hex.
- Union units adjacent to an undestroyed Confederate fort do exert a ZOC into the fort; however, an undestroyed fort is always treated as occupied by a Confederate unit when determining the effects of Union ZOC.
- Confederate forts do not exert ZOC (unless a Confederate unit occupies its hex).
- A Confederate fort hex adjacent to a defending Union unit is considered "covered" for flank attack determination.
- Confederate units may enter fort hexes without restriction.
- Forts themselves may neither activate nor entrench.

CONFEDERATE FORTS AND COMBAT

All Confederate forts have an intrinsic Combat value of 1 and an Artillery value of 2. The only exceptions are the forts at Drewry's Bluff (OTR N0734/S0301) and Chaffin's Bluff (OTR N0934/S0501) which each have an intrinsic Combat value of 2 and an Artillery value of 4. Intrinsic Combat and Artillery values may only be used in defense; a fort may never join in a Confederate attack (although Confederate units in fort hexes may attack).

Union Attacks on Forts: Union units may attack an adjacent fort hex. If no Confederate units occupy the fort, the fort's intrinsic Combat and Artillery values are used to resolve the combat. If one or more Confederate units occupy the fort, the Confederate player's Combat and Artillery values are calculated by adding the fort's intrinsic values to the values of the Confederate units defending in the fort.

Tactical Modifier: In Union attacks against forts, there can never be a tactical modifier in favor of the Union player. If the Union player has a higher Tactical value than the Confederate player, or if no Confederate units occupy the fort, no tactical modifier is used. If the Confederate player has a higher Tactical value, the tactical modifier is applied normally.

Flank Attacks: In Union attacks against fort hexes, the Union player may never gain a flank attack bonus.

HOW CONFEDERATE FORTS ARE DESTROYED

If the Confederate player suffers a combat result containing an "r" (retreat) or "R" (rout) in any Union attack against a Confederate fort hex, the fort is permanently destroyed. Any Confederate units in the fort hex must also retreat or rout. Place a "Fort Destroyed" marker in the hex. A Confederate fort is no longer considered to occupy that hex.

When calculating the defender's Combat value to determine the proper column to use on the Combat Chart, do not include the intrinsic Combat value of the fort. Combat results containing Manpower value losses, "f" (Fatigue 1), "F" (Fatigue 2), and "D" (disorganize) results have no effect on forts. However, these results affect Confederate units defending in the hex. A Manpower value loss may not be taken by a fort; if there are any units in the fort, they absorb the full manpower loss. The destruction of a fort does not count as a Manpower value loss for Victory Point purposes in scenarios.

A destroyed fort is considered to be a Confederate redoubt hex for the rest of the scenario (see Standard Rules, 9.0). If Confederate units reenter the hex, they gain all benefits of a redoubt hex.

ENTRENCHMENT IN FORT HEXES

Unentrenched Confederate units in a fort hex are treated as if they occupy a redoubt hex for entrenchment purposes. Thus, in a fort hex, unentrenched Confederate units have their Combat and Artillery values multiplied by 1.5 when defending. Units in forts may continue to entrench normally until they are under a completed Fort marker (which should not be confused with a printed fort hex).

21.0 CONFEDERATE RAILROAD MOVEMENT

Only the Confederate player may move units by rail. There are two rail gauge lines in the Virginia rail system, and within each of these two sets of rail gauge lines, there are limitations on the amount of manpower that may move per turn:

- Five-Foot Gauge: Richmond & Danville RR and Southside RR.
- Four-Foot & 8.5-Inch Gauge: All other RRs except the two listed above.

EMBARKATION

Only "embarked" units may perform RR movement. The Confederate

player may embark a unit for RR movement if it meets all of the following requirements:

- It must occupy a RR station or *any RR hex in Richmond or Petersburg*. The RR station cannot be damaged or destroyed.
- It must be an infantry (not cavalry) unit.
- It must have a Fatigue Level of 0 or 1. It may be exhausted.
- It must have a Manpower value of 10 or less.
- It must not occupy an enemy ZOC.
- An individual Petersburg city hex may not be used for RR movement (including embarkation), if a Union infantry unit with at least 1 artillery point occupies a Union redoubt within two hexes of that Petersburg city hex.
- There is no limit to the number of units that may embark each turn as long as the total Manpower value of all embarking units is 10 or less within each set of rail gauge lines (10 manpower total within the two 5-foot lines and 10 manpower total on the other lines).
- On the Richmond and Petersburg RR, only units of 4 manpower or less may use RR movement. The maximum total is still 10, but only 4 manpower maximum may embark in each embarkation and move in each RR move on that line.
- The Confederate player must not have transferred a unit by rail (see 28.0) at any time during this turn or the previous turn within the rail gauge line he wants to use for on-map railroad movement.

To embark an eligible unit, the Confederate player must select that unit for a March action (not an Activate Leader action), and *the unit gains one Fatigue Level*. The unit may detach a substitute before the Fatigue Level is gained. An extended march never occurs due to RR embarkation. Instead of performing a march, the Confederate player places a "RR Movement" marker on the unit. The action ends, and a new Action Phase begins. An embarked unit may only move by rail; it may not move normally or entrench. A unit selected to participate in a leader activation may not embark. A leader stacked in the same hex as an embarking subordinate unit may also embark. If an embarked unit had an Entrenchment marker, it is removed.

DISEMBARKING

The Confederate player may "disembark" a unit, removing its RR Movement marker, any time he holds the initiative. There is no cost in Fatigue Levels to disembark. It is not an action. A unit *must* disembark under any of the following circumstances:

- The Action Cycle ends.
- An enemy unit moves into an adjacent hex.
- It finishes a rail move of one or more hexes.
- It enters a Richmond or Petersburg hex.

HOW RR MOVEMENT IS PERFORMED

To move an embarked unit by rail, the Confederate player activates that unit for a March action. (It may not move by rail as part of an Activate Leader action). Subject to RR movement restrictions, he may then move the embarked unit up to 40 hexes, regardless of terrain, as long as the unit moves only across RR hexsides. As soon as the unit finishes its movement, it disembarks and its RR Movement marker is removed. The unit may end its move in any RR hex, not just in a RR station. The unit gains Fatigue Levels depending on how many hexes it moves:

HEX(ES) MOVED	FATIGUE LEVEL GAIN
1 to 13	1
14 to 26	2
27 to 40	3

If a rail move would increase a unit's Fatigue Level above 4, a move of that distance is prohibited. An extended march never occurs due to RR movement. Leaders may accompany units moving by rail. RR movement may take place in rain turns with no detrimental effect.

RR MOVEMENT LIMITATIONS

A unit moving by rail is subject to the following limitations:

- It may not cross a hexside containing a destroyed bridge.
- It may not enter a hex containing a damaged or destroyed RR station.
- It may not enter an enemy ZOC.
- An individual Petersburg city hex may not be used for RR movement (including embarkation), if a Union infantry unit with at least 1 artillery point occupies a Union redoubt within 2 hexes of that Petersburg city hex.
- A unit moving by rail must remain on a single RR line exclusively during its movement. For example, if it starts its rail move on the Richmond & Petersburg RR, it may not move on any hexes other than Richmond & Petersburg RR hexes throughout its move. If its rail move takes it into any hex in Richmond or Petersburg, it *must* disembark and may not embark again until the next turn. **Note:** The Old Coal Pits RR and Richmond and Danville RR are considered part of the Richmond and Petersburg RR for game purposes.

5. If an Activate Leader action is in progress, the player repeats Steps 1 to 4 for each participating unit. Units in a single Activate Leader action are not required to expend the same number of Fatigue Levels when performing strategic movement.

STRATEGIC MOVEMENT RESTRICTIONS

A unit undertaking strategic movement is restricted as follows:

- It may not force march.
- It may use strategic movement a maximum of once per turn.
- It must remain at least eight hexes away from any enemy unit throughout its movement.
- The Union player has strategic movement restrictions as per special rules in Scenario 11.

Note: When counting the distance in hexes between a unit performing strategic movement and an enemy unit, the hex path between the two units may not enter an *all-water hex*. Therefore, it is possible that a unit may perform strategic movement even though it is seven or fewer hexes distant from an enemy unit, assuming the units are separated by one or more all-water hexes.

STRATEGIC MOVEMENT ALLOWANCE TABLE

Confederate Units

FATIGUE LEVELS EXPENDED	INF/ART MOVEMENT ALLOWANCE	CAVALRY MOVEMENT ALLOWANCE
2	14	24
3	21	36
4	28	48

Union Units

FATIGUE LEVELS EXPENDED	INF/ART MOVEMENT ALLOWANCE	CAVALRY MOVEMENT ALLOWANCE
2	12 (10)	22 (18)
3	18 (15)	33 (27)
4	24 (20)	44 (36)

Note: Parenthesized numbers are Movement Allowances if the Union player is suffering from “Union Command Paralysis” (see 2.0).

23.0 SPECIAL UNION BRIDGE CAPABILITIES

The Union player has two special pontoon bridge capabilities.



23.1 UNION PONTOON CONSTRUCTION IN THE ACTION CYCLE

If the Union player is in an Active posture (see 4.0), he may make *two* attempts per Action Cycle to build a minor river pontoon bridge. These attempts are the same as attempts to build a pontoon bridge during the Recovery Phase, except as indicated below. In this special single-unit Action (which is not a March action or an Activate Leader action) in a Union Activation Segment, one unit may make one such attempt. The unit must be at Fatigue Level 0 and it gains two Fatigue Levels (but no extended march die roll is required). The unit may not advance across the bridge in this special action if the bridge build is successful.

A maximum of one infantry unit per hex may make a bridge-building attempt in the Action Cycle. Also, if the Union player has attempted to build a pontoon bridge from a particular hex in the Action Cycle, no attempt may be made to build a bridge from that hex in the Recovery Phase.

22.0 STRATEGIC MOVEMENT

Strategic Movement is a special type of march enabling units to increase their Movement Allowance under some conditions.

STRATEGIC MOVEMENT ELIGIBILITY

Only a unit meeting all of the following requirements may be selected to perform strategic movement:

- It must be at Fatigue Level 0.
- It must be eight or more hexes away from any enemy unit.

HOW STRATEGIC MOVEMENT IS PERFORMED

When a player declares a March or Activate Leader action, he may declare that the action will use strategic movement as long as all units selected to march in that action meet strategic movement eligibility requirements. None of the units participating may perform entrench actions. If strategic movement is declared, the active player follows this procedure for all selected units:

1. **Fatigue:** He declares how many Fatigue Levels he wishes his unit to expend. It must expend a minimum of two and a maximum of four levels. The number of levels expended is added to the unit's current Fatigue Level and the unit gains a new Fatigue marker. The number of levels expended by a player may not bring a unit to a Fatigue Level greater than four.
2. **Movement Allowance:** The player determines the unit's Movement Allowance based on the Strategic Movement Allowance Table. Its allowance depends on how many Fatigue Levels it expends, its type, and whether the unit is Union or Confederate. Its allowance is not enhanced if it is participating in a leader activation.
3. Normal extended march rules are altered: a unit reaching Fatigue Level 3 in strategic movement (Level 2 if exhausted) does not consult the Extended March Table. Instead, an extended march occurs only if the unit's new Fatigue Level is 4 (Level 3 or 4 if exhausted). In strategic movement, extended march die roll modifiers are normal.
4. The unit performs its march, expending MP normally. However, the marching unit is subject to several restrictions (see below). A unit may attempt to destroy bridges and ferries at the end of its strategic movement.

23.2 UNION MAJOR RIVER OPEN WATER BRIDGE

The Union can build a new type of bridge, a “major river open water bridge,” but only on the James River from either S2408-S2409-S2310 or S1205 (Bermuda Hundred) –S1206- S1207 (City Point). The Union player may only have one of these special bridges on the map at a time, but he may still have and use his other two major river bridges at the same time as this special major river open water bridge. Place the major river bridge in the open water hex, and a minor river bridge on each side of it on the landing hexes. Therefore, the Union player must have two of his eight minor river bridges available for use. Treat the bridge on the open water hex as one road hex. For example, a Union infantry unit in hex S2408 expends 2 Movement Points to move into hex S2310 in a non-rain turn (assuming the Combat value of any units in S2310 is 2 or less). A unit may not end its march in the open water hex in the middle of the bridge, it must have enough Movement Points to cross the bridge in its move. Any type of Union unit may cross this bridge.

A major river open water bridge starts on the map in the Scenario 11 Union setup. It can be dismantled by the Union player or destroyed by a Confederate unit just like any other pontoon bridge. It may be rebuilt, following the normal pontoon bridge construction procedure, except only at the locations specified above. In attempting to build it, a special bridge-building die roll modifier of +1 applies. However, consider the landings on each side as equivalent to a ferry for modifier purposes. Therefore, the only modifiers would be +2 for a major river and this special +1 modifier for the major river open water bridge. Thus, the major river open water bridge is successfully built on a die roll of 2 or less, assuming rivers are fordable. If rivers are unfordable, a +1 unfordable river die roll modifier applies, and success would only occur on a die roll of 1.

24.0 UNION AMPHIBIOUS MOVEMENT

Only the Union player may move units amphibiously in *The Petersburg Campaign*. The distance units may move amphibiously is reduced from *Grant Takes Command* to effectively be only the short-range ferrying across and along rivers that was actually undertaken in this campaign. Therefore, the quantity of manpower that can perform this action is increased.

EMBARKATION

Only embarked units may perform amphibious movement. A unit may embark if it meets all the following requirements:

- It must occupy a landing hex.
- It must be an infantry unit.
- It must have a Fatigue Level of 0 or 1.
- It must not occupy an enemy ZOC.
- A maximum of three embarkation attempts may be made per turn, for the same or different units. The total Manpower value of embarked Union units may not exceed 30 per turn and 50 between the end of one Strategic Cycle and the start of the next.
- On the James and Appomattox rivers, units may not embark “upriver” of an undestroyed Confederate Naval Battery (see 26.0).

Embarkation Procedure: To embark an eligible unit, the Union player selects that unit for a March action, and *the unit gains one Fatigue Level*. The unit may detach a substitute before the Fatigue Level is gained. Embarkation is not automatic; each time the Union player attempts embarkation, he rolls a die. On a roll of 5 or less, the unit successfully embarks, and an Amphibious Movement marker is placed on it. On a roll of 6, the unit does not embark and no marker is placed. A unit attempting to embark gains one Fatigue Level whether it succeeds or not. After this roll the action ends, and a new Action Phase begins. If the Union player fails to embark a selected unit, he may attempt to embark it again later in the Action Cycle, but a second attempt is considered another action, causing the unit’s Fatigue Level again to be increased by one. An extended march never occurs due to embarkation.

Embarkation Restrictions: An embarked unit may only move amphibiously; it may not move normally or entrench. A unit selected to participate in a leader activation may not embark. A leader stacked in the same

hex as an embarking subordinate unit may also embark. If a unit successfully embarks, an entrenchment marker, if any, is removed. If the embarkation is unsuccessful, the entrenchment marker remains.

DISSEMBARKING

The Union player may disembark a unit in the hex it occupies, thereby removing its Amphibious Movement marker, whenever he holds the initiative. There is no cost in Fatigue Levels to disembark; it is not considered an action. A unit *must* disembark if any of the following events occur:

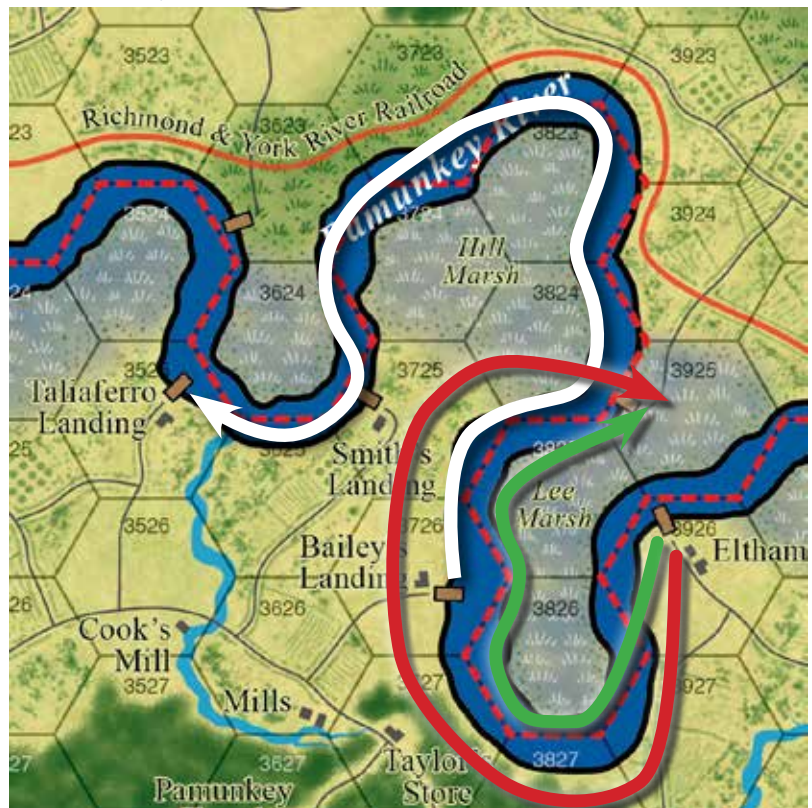
- The Action Cycle ends.
- An enemy unit moves into an adjacent hex on the same side of the river the unit is on.
- It finishes its amphibious move.

HOW AMPHIBIOUS MOVEMENT IS PERFORMED

To perform amphibious movement, the Union player activates an embarked unit for a March action (not an Activate Leader action). He may then move the unit *up to 12 hexes* as long as the unit adheres to amphibious movement restrictions. *The move must end in a landing hex unoccupied by enemy units*. When the unit finishes its move, it disembarks and its Amphibious Movement marker is removed. The unit gains one Fatigue Level. An extended march never occurs due to amphibious movement. Leaders may accompany units in amphibious movement. Amphibious movement may take place in rain turns with no detrimental effect.

AMPHIBIOUS MOVEMENT RESTRICTIONS

A unit moving amphibiously moves from hex-to-hex just like a march, but each hex entered must either be a full water hex or a hex with at least one water or major (not minor) river hexside. An embarked unit may not attack. It may enter and pass thru enemy-occupied hexes and ZOC without restriction, but it may not disembark in an enemy-occupied hex. It may disembark in an enemy ZOC, but may not attack in that action. Amphibious movement must adhere to the vagaries of the waterways. When moving along a major river, a unit may not “cross” an isthmus formed by a river bend to shorten its move. It must follow the river bend logically even if it must enter the same hex twice. A unit may not move from hex-to-hex across an all-land hexside.



Example: A unit embarking in OTR N3726 wishing to move up the Pamunkey River follows the path shown by the white arrow: N3725-N3824-N3823-N3724 and back to N3725 and then to N3625 to N3525; instead of the path N3726-N3725-N3625-N3525. Note that landing hex symbols appear on hexsides. In the above example, a unit could not disembark in N3725 if that hex had been entered from N3726 because the landing hex symbol is on the other side of the isthmus in N3725. As another example, a unit starting its move in N3926, may follow the green line in the image below to land at N3925 (a three-hex move: N3926-N3826 + N3826-N3825 + N3825-N3925), it does not have to follow the red line.

On the James and Appomattox Rivers, amphibious movement may not move into or past an undestroyed Confederate Naval Battery (see 26.0).

No units may embark or move amphibiously on the James River in hexes OTR N0627 (Capitol) and OTR N0528 (Spring Hill) and all hexes west of there.

25.0 GUNBOATS

The Union player has two gunboats and the Confederate players has one gunboat - these may be used in combat.

AVAILABILITY OF GUNBOATS

One Union gunboat is available only on the James River and the Appomattox River. The other Union gunboat is available only on the York River. The Confederate gunboat is available only on the James River. Place these gunboat counters on the map somewhere along these rivers to remind the players of the gunboats' availability. Gunboats are available in all-water hexes and hexes containing major river hexsides of these rivers.

The gunboats from both sides are not available in hexes OTR N0627 (Capitol) and OTR N0528 (Spring Hill) and all hexes west of there.

The Union gunboat on the James and Appomattox Rivers is not available "up-river" from an undestroyed Confederate Naval Battery (see 26.0). "Upriver" on both the James and Appomattox Rivers is traced west of OTR S5823.

The Confederate gunboat is not available south and east of the last undestroyed Naval Battery on the James River (see 26.0). For example, if the Naval Battery at OTR S0605 is destroyed, but the Naval Batteries at Drewry's Bluff and Chaffin's Bluff are not destroyed, then it is not available south and east of Chaffin's Bluff. The Confederate gunboat is immediately and permanently removed from play if a Union infantry unit occupies N0728 (Church Hill).

DREWRY'S AND CHAFFIN'S BLUFFS

If a Union infantry unit occupies Drewry's Bluff (OTR S0301/OTR N0734) or Chaffin's Bluff (OTR S0501/OTR N0934), but not both, and if the Naval Battery at OTR S0605 (Ware Bottom Church) is destroyed, then the Confederate gunboat is temporarily removed from play. The gunboat returns to play immediately if both Drewry's Bluff and Chaffin's Bluff become free of Union units at any point during a turn. If one or more Union infantry or cavalry units occupy both the Drewry's Bluff hex and the Chaffin's Bluff hex at any time, the Confederate gunboat marker is removed from play permanently. It cannot return to play even if the Confederate player subsequently recaptures these locations.

GUNBOATS AND BRIDGES/FERRIES

Units may not build a pontoon bridge or repair a permanent bridge or ferry over a major river hexside if there is an enemy gunboat that can provide "support" (see below) to either hex connected by that hexside. The ability of enemy gunboats to provide support to a hex does not prevent a friendly unit from crossing existing permanent bridges and ferries and does not cause the automatic destruction of them. However, if an enemy gunboat can provide support to a hex, it causes the immediate destruction of an opponent's existing pontoon bridge entering that hex. **Exception:** If a hex contains an undestroyed Confederate naval battery (see 26.0), a Confederate pontoon bridge may be built to/from this hex, and an existing Confederate pontoon bridge to the naval battery hex is not destroyed by a Union gunboat as described above.

GUNBOATS AND COMBAT

Gunboats may provide two kinds of "support": "defensive support" or "bombardment." Support may only be provided in a hex containing at least one major river or water hexside and within the range of the river the gunboat is "available" on, as defined above. A gunboat may provide both types of support in the same turn.

HOW SUPPORT TAKES PLACE

Defensive Support: A gunboat may provide defensive support to a friendly unit which is being attacked if that unit occupies a hex containing at least one major river hexside of the river in which the gunboat is operating. For the Confederate player, a "friendly unit" also includes an undestroyed fort, even if unoccupied. The Union gunboat may be used for defensive support four times per turn. The Confederate gunboat may be used for defensive support two times per turn. Each time a gunboat is used for defensive support, the owning player notes this fact on a piece of paper. After the final use, it may not be used for defensive support until the next turn. The declaration of defensive support is made during the combat step in which die roll modifiers are calculated. If a player declares defensive support, he receives a die roll modifier in that combat:

- If the defending unit occupies a clear or rolling hex, the defending player adds 2 to his roll.
- If the defending unit occupies any other terrain type, the defending player adds 1 to his roll.

Bombardment: If a player holds the initiative, his gunboat may "bombard" a hex if both of the following conditions are met:

- The hex is occupied by at least one enemy unit.
- The hex contains at least one major river or water hexside within the range of the river in which the gunboat is operating.

Bombardment is not an action; it must be performed *before* the active player declares an action in the current Action Phase. Each gunboat may perform bombardment a maximum of once per turn. If a bombardment is declared against a hex, the active player rolls a die and applies the following result to the target hex. This roll may be modified (see below).

- **3 or less:** The bombardment has no effect on the target hex.
- **4 or 5:** All Strength markers of units in the target hex are disorganized (their Fatigue Level remains unchanged). If all units in the target hex are already disorganized, one unit in that hex (defending player's choice) has its Manpower value reduced by 1. Its new Strength marker is placed on the disorganized side. The units in the target hex may voluntarily retreat.
- **6 or more:** All Strength markers of units in the target hex are disorganized (their Fatigue Level remains unchanged). Also, one unit in that hex (defending player's choice) has its Manpower value reduced by 1. Its new Strength marker is placed on the disorganized side. If all units in the target hex are already disorganized, there is no further effect other than the Manpower value reduction of 1. The units in the target hex may voluntarily retreat.

Bombardment Die Roll Modifiers: The following modifiers apply to bombardment rolls (all are cumulative):

- +2: If the target hex is clear.
- +1: If the target hex is rolling.
- 1: If the target hex contains at least one enemy unit in a completed fort or Redoubt
- 2: If a Union gunboat is targeting a hex containing a Confederate naval battery.

Confederate Naval Batteries: If a Union gunboat bombards a hex containing an undestroyed Confederate naval battery (see 26.0), the Confederate player makes a special "naval battery" die roll to see if the gunboat is destroyed *before* the bombardment takes place. If a Union gunboat is destroyed, it is removed from the map and placed on the Turn Track twelve turns ahead of the current turn. At the start of the turn corresponding to the Turn box occupied by the

gunboat, it is placed somewhere along either the James or Appomattox Rivers. A Confederate naval battery die roll has the following effect:

- **2 or less:** The gunboat is destroyed. The bombardment does not take place.
- **3 or more:** The gunboat is unaffected. The bombardment takes place normally.

26.0 CONFEDERATE NAVAL BATTERIES

At the start of both campaign scenarios, Confederate naval batteries occupy Fort Clifton (OTR S0709), Drewry's Bluff (OTR S0301/OTR N0734), Chaffin's Bluff (OTR S0501/OTR N0934), and OTR S0605 (Ware Bottom Church). Fort Clifton has its naval battery printed on the map and it is considered to also be a redoubt hex. Drewry's Bluff and Chaffin's Bluff are both Confederate forts and their naval batteries are counters. OTR S0605 (Ware Bottom Church) has a redoubt counter in the Confederate setup and its naval battery is a counter. All other naval batteries printed on the map are considered destroyed.



If an undestroyed naval battery occupies Fort Clifton, it has the following effects on Appomattox major river hexes south of OTR hexes S0708 and S0808. In this region:

- Union units may not embark or move amphibiously (see 28.0).
- A Union gunboat may not provide support.
- The Union player may not place a depot in any landing hex. Additionally, from hexes S1108 to S0808 (inclusive of both), the Union may not place a depot if this naval battery is not destroyed.
 - **Note:** The Union player may place a depot by rail in Petersburg or RR stations beyond it as per rule 9.0 even if the Fort Clifton naval battery is not destroyed.
- The Union player *may not* build bridges between Petersburg and Fort Clifton unless a Union infantry unit occupies either Petersburg city hex.
- The Union player *may* build and repair bridges and ferries west of Petersburg.

If an undestroyed naval battery occupies either Drewry's Bluff or Chaffin's Bluff, it has the following effects on James major river hexes north of OTR S0301 (OTR N0734) and OTR N0833. In this region:

- Union units may never embark or move amphibiously.
- A Union gunboat may not provide support.
- The Union player may not place a depot in any landing hex.
- The Union player may *not* build or repair bridges. The Confederate gunboat is protected by an undestroyed naval battery and prevents Union bridge activity in this region; however, if the Confederate gunboat has been removed from play, the Union player may build/repair bridges in this region.
 - **Exception:** Since gunboats cannot operate in hexes OTR N0627 (Capitol) and OTR N0528 (Spring Hill) and all hexes west of there (per 25.0), the Union player may always build bridges in this region.

If an undestroyed naval battery occupies OTR S0605 (Ware Bottom Church), it has the following effects on James major river hexes upriver (toward Richmond) of OTR S0605. In this region:

- Union units may never embark or move amphibiously.
- A Union gunboat may not provide support.
- The Union player may not place a depot in any landing hex.
- The Union player may *not* build or repair bridges. The Confederate gunboat is protected by an undestroyed naval battery and prevents Union bridge activity in this region; however, if the Confederate gunboat has been removed from play, the Union player may build/repair bridges in this region.
 - **Exception:** Since gunboats cannot operate in hexes OTR N0627 (Capitol) and OTR N0528 (Spring Hill) and all hexes west of there (per 25.0), the Union player may always build bridges in this region.

Historical Note: Battery Dantzler was at this location, which is at the north end of the Confederate "Howlett Line" (S0605, S0606, S0607). Northern troops tried to build the Dutch Gap Canal to bypass it, but that effort was not successful.

How a Naval Battery is Destroyed: A naval battery marker has no Combat value and may not move or retreat. A Union unit may enter the naval battery's hex as long as no undestroyed Confederate forts or Confederate military units are situated there. If so, the battery is destroyed and is removed from the map (at Fort Clifton, place a Destroyed marker). The naval battery may never return to play.



27.0 MINE ATTACK

Once per game the Union player may make a "mine attack." (**Exception:** A Strategic Event may allow the Union player to conduct a second mine attack.) A mine attack must be made on a turn between the "Mine Ready" and "Mine Discovered" counters on the Turn Track (inclusive of both counters). After the Union has built one redoubt (at Build) south of the Appomattox River that is adjacent to a Confederate redoubt, these counters are placed on the Turn Track during that Strategic Cycle. (If this happens during a Lull, place the counters from the turn during which the first success would have occurred within the Lull and not on the turn the Lull ends on.) The "Mine Ready" counter is placed on the Turn Track 24 days ahead of the current turn, and the "Mine Discovered" counter is placed on the Turn Track 32 days after the Mine Ready counter. However, these counters may be moved by a Strategic Event (see 3.0). On the turn a mine attack occurs, these counters are removed from the Turn Track and on the turn of the mine attack, the counter "The Crater" is placed on the Turn Track. Under no circumstances can there be a mine attack in 1865.

Within the specified time frame, the Union player may declare a special Assault action (not a standard Attack action) on a Confederate redoubt south of the Appomattox River, temporarily suspending the rule prohibiting attacks of any kind on redoubts as noted in *The Petersburg Campaign* Basic Rule 9.0, if the following condition is met:

- The Union player must have an infantry unit with a corps leader in a completed redoubt adjacent to the Confederate redoubt hex to be assaulted.

Before the assault die roll, the Union player declares which infantry corps leader that meets the above condition will make the assault, but does not yet specify the military units. He then rolls a single die to determine the effects of the mine blast, and the result from the Mine Effects Table are immediately applied to the redoubt hex being assaulted. The Confederate player may not voluntarily retreat immediately after the Mine Effects Table result is applied.

MINE EFFECTS TABLE

MODIFIED DIE ROLL	RESULTS
<=2	No Effect
3	1d
4	1d
5	1d, Breastworks
6	1d, Breastworks
7	1d, Abatis
8	1d, Abatis



Die Roll Modifiers:

- +2: If the assaulting corps leader is Burnside.
- -1: If in the campaign game a previous mine attack has been made.

Key:

- All results are cumulative, meaning if the result is 6 then both the “1d” and “Breastworks” results are applied
- A “1d” means the Confederate force loses 1 manpower point, which counts as a combat loss for VPs. The “d” part of the result means the Confederate units in the redoubt are all flipped to their disorganized sides. If a unit is already disorganized, it has no further effect. There is no fatigue added to the units, which is why the result is noted as “d” and not the “D” from the Combat Chart.
- A “Breastworks” or “Abatis” result means for this assault only, the Confederate units in the target hex are treated as if they are under the indicated Entrenchment marker, even if they currently are under an Entrenchment marker at a higher level than the indicated marker. For example, if all the units in the hex are under a Fort marker, if the result is “Breastworks,” for this assault only they are instead treated as if under a Breastwork marker and thus their Combat values are only multiplied by 2 instead of the Fort’s normal x3 benefit. The Confederate Entrenchment marker is not replaced or removed; this effect is only for this one attack.

After the Mine Effects Table result is applied, the Union player proceeds with the normal assault procedure, selecting which units will assault, using the infantry corps leader already identified. The assault must proceed with at least one unit selected. However, no matter what the assault roll is, even a “6,” at least one unit automatically succeeds. For example, if the corps leader is Burnside, his Command value is a 4; if a 5-6 is rolled for the assault roll, instead of the assault being unsuccessful, one unit gets into the assault, and the attack proceeds.

After the assault die roll, the Union player may declare a grand assault, following that procedure normally, except the number of units per hex that may participate in the grand assault is limited. First, the Union player does the grand assault command roll to determine the number of hexes that may participate. Then the Union player rolls a single die for each hex in turn that participates to determine the number of units from that hex that may join the attack. On a die roll of 5 or more, up to two units in that hex may participate, except if the hex is the one in which the Union corps leader initiated the assault, in which case only one additional unit may join. On a die roll of 4 or less, only one unit in that hex may be added to the attack due to the grand assault. **Note:** A grand assault in this mine attack is not automatic like the corps assault.

If the Union obtains any type of “a” result in the mine attack assault, at least one unit must advance after combat.

After a mine attack, the Union player may continue to attack the target redoubt hex for the rest of the current turn, suspending *The Petersburg Campaign* Basic Game rule (see 9.0) on not being able to attack Confederate redoubts with 6 or more manpower plus artillery points under a Fort-complete marker. Note that if there was a “Breastworks” or “Abatis” result in the mine attack, the Confederate units in the target redoubt retain any Entrenchment marker(s) they had before the attack, assuming they do not retreat from the redoubt.

28.0 CONFEDERATE NIGHT MARCH

A maximum of once in Scenario 11 or Scenario 12, the Confederate player may declare a “Confederate Night March.” At the end of any Action Cycle, instead of proceeding to the Recovery Phase, the Confederate player may declare he is implementing the Confederate Night March and conducts it as described below. This is allowed after an Action Cycle ends on a double-1s initiative dice roll, and is also permitted if the current Action Cycle is passive (see 4.0). Exceptions: A Confederate Night March is not allowed on the same turn as a Confederate Evacuation March (see 29.0). Also, in Scenario 12, a Night March may not be declared on Turn 1.

- If the random event for this turn was Union Night March (see 2.0), it is voided if the Confederate player declares a Night March; the Union player may not conduct his Night March.
- If there is any type of Heat result in the current turn (see 2.0), the heat ends just before the Confederate Night March is initiated. A Rain

result, however, continues to be in effect.

- No initiative dice rolls are performed. Only the Confederate player may undertake actions, and the only actions he may perform are March and Activate Leader. After marching all eligible units, play proceeds to the Recovery Phase. Hence, Confederate units that moved in the Night March get to recover.
- Only Confederate units within the army leader Lee’s three-hex command radius *at the start* of the Night March are eligible for activation, and they must be at Fatigue Level 3 or less.
- Only eligible Confederate units may move. A unit may only march once and each leader may only perform one Activate Leader action. Moves may be individual March actions or Activate Leader actions. Units may not entrench, move by rail, undertake a strategic move, or attack/assault. Force marching is allowed. Units may exit enemy ZOC freely, but may not enter enemy ZOC except in a ZOC-to-ZOC move. Extended march die rolls take place normally.
- The minimum die roll for all March or Leader Activations actions is 4. Any die rolls of 3 or less are treated as a 4. This also applies to cavalry marches for both the dice rolled. After a march or activate leader die roll takes place, apply Confederate Movement Allowance bonuses normally. For example, if the corps leader AP Hill performs a leader activation, and the Confederate player rolls a 1, the Movement Allowance of all units activated by Hill is 6: 4 for the minimum Night March die roll, plus 2 for the Confederate infantry leader’s march bonus.

29.0 CONFEDERATE EVACUATION

The Confederate player may declare an “Evacuation” a maximum of once in Scenario 11 or Scenario 12 at the end of *any* Action Cycle, on or after September 1 (Turn 79) if any of the following conditions are in effect at the time of declaration. The declaration may not be made in December 1864 through February 1865.

- Two Richmond city hexes are each occupied by an undemoralized Union infantry division.
- Either Petersburg city hex is occupied by an undemoralized Union infantry division.
- An undemoralized Union infantry division occupies any hex on the Southside RR or any hex between it and the Appomattox River.
- At least one undemoralized Union infantry unit occupies Chesterfield County in or west of hex column OTR S05xx.
- It is March 16 (Turn 275) or any turn thereafter in Scenario 11, or it is any turn in April in Scenario 12.

The Confederate player may declare an Evacuation on the turn of a Union Night March random event (see 2.0), in which case at the end of the Action Cycle the Confederate player declares he is voiding that random event and the Union player may not conduct his Night March. An Evacuation may also be declared in any passive turns and on turns that end early due to a double-1 initiative dice roll. An Evacuation may not be declared on the same turn that the Confederate conducts a Confederate Night March (see 28.0).

CONFEDERATE EVACUATION EFFECTS

If the Confederate player declares the Evacuation:

- He can no longer win the game. The only possible outcome is a Union win or a draw (see 30.0).
- He may exit units off the map to North Carolina (see below) for the rest of the game.
- The game automatically ends at the end of the *seventh turn* after the Evacuation is declared, not counting the turn it is declared. For example, if Evacuation is declared on March 22, 1865 (Turn 281) in Scenario 11, the game ends on Turn 288. Place the Game Ends marker on the Turn Track in the proper box as a reminder. **Exception:** The game can never continue past April 6 (Turn 296), even if April 6 is not seven turns after Evacuation.
- He may immediately conduct a “Confederate Evacuation March” (see below). This is the only time in the game this can be performed.



- Withdrawals are no longer undertaken for either side. Reinforcements are still received.
- Any Union Night March random event result for the rest of the game is converted to No Effect.
- No Confederate railroad movement is allowed for the rest of the game.
- No strategic movement is allowed for the rest of the game by either player.
- *The Union side is automatically active for the rest of the game* starting with the turn after the Evacuation declaration, even if this was in a passive cycle.
- *Union units are always in cohesion*, so cohesion checks are no longer required.
- In both Scenarios 11 and 12, the special rule not allowing Union infantry units to enter Amelia and Nottoway Counties is no longer in effect.

CONFEDERATE EVACUATION

Upon declaring an Evacuation, instead of proceeding to the Recovery Phase, the Confederate player undertakes the following actions:

- Before any activations are performed, if the GWC Lee infantry division is not already on the map, the Confederate player places this unit in any Richmond city hex at Fatigue Level 0 on its normal side and with a Manpower value of 4. If there is a Union unit in any Richmond city hex, GWC Lee may be placed in Chesterfield County within six hexes of any Richmond city hex. Then, if the leader Ewell is not already on the map, the Confederate corps leader Ewell, commander of the “Department of Richmond” (not the Ewell II corps leader counter), is placed on the map by the Confederate player on any infantry unit belonging to the Department of Richmond.
- No initiative dice rolls are performed; only the Confederate player may undertake actions. After marching all desired units adhering to the restrictions listed below, play proceeds to the Recovery Phase. Therefore, the Confederate units that activated in the Evacuation March get to recover.
- All Confederate units may march, up to three times in an Evacuation March, but not above Fatigue Level 4. Suggestion: Track the number of marches for units on paper. Activations may be individual March actions or Activate Leader actions. Leaders may make as many Activate Leader actions as desired, but military units may only march three times. Units may not entrench, move by rail, make a strategic move, or attack/assault. Force marching is allowed. Units may exit enemy ZOC freely, but may not enter enemy ZOC except in a ZOC-to-ZOC move. Extended march die rolls occur normally.
- The minimum die roll for all March or Leader Activations actions is 4. Any die rolls of 3 or less are treated as a 4. This also applies to cavalry marches for both the dice rolled. After a march or activate leader die roll takes place, apply Confederate Movement Allowance bonuses normally. For example, if the corps leader Longstreet performs a leader activation, and the Confederate player rolls a 1, the Movement Allowance of all units activated by Longstreet is 6: 4 for the minimum Evacuation die roll, plus 2 for the Confederate infantry leader’s march bonus.
- *The Confederate player automatically gets the first initiative in the turn following an Evacuation with no initiative dice roll needed.* If the random event in the following turn is Confederate First Initiative, it is essentially a No Effect since the Confederate player is already gaining the first initiative.

EXITING CONFEDERATE UNITS OFF THE MAP TO NORTH CAROLINA

Only the Confederate player may exit units from the map. Once a unit exits the map, it may not return. A unit may exit the map by marching or in a “r” retreat result, but not in an “R” rout result. Units may only exit the GTC South map on any road hex from hexes S0149 (Mount Lebanon Church) to S0143, inclusive of both. If marching, it takes one Movement Point to exit one of these hexes.

30.0 VICTORY

There are no Victory Points or levels of victory in either Scenario 11 or 12. Players check for victory only in the Victory Segment of the Strategic Cycle. Victory conditions are as described below and differ depending on whether the Confederate player has declared a Confederate Evacuation or not (see 29.0).

Victory Conditions if a Confederate Evacuation *Has Not* Been Declared

The Confederate player gains a victory if the Union player has not won by the end of the last turn of the game, April 6, 1865 (Turn 296). The Union player gains a victory if *both* the “Petersburg” and “Richmond” victory conditions, below, have been met:

- **Petersburg:** *One* of the following conditions must be met.
 - Either Petersburg city hex is occupied by an undemoralized Union infantry division; or,
 - All “Confederate RR Hex Paths” (see 9.0) leading into Petersburg are cut for supply for three Victory Segments in consecutive Strategic Cycles, or at the end of the game.
- **Richmond:** *One* of the following conditions must be met.
 - Two Richmond city hexes, one of which must be the Capitol (0627), are each occupied by an undemoralized Union infantry division; or,
 - All “Confederate RR Hex Paths” (see 9.0) leading into Richmond are cut for supply for three Victory Segments in consecutive Strategic Cycles, or at the end of the game.

Note: If Confederate RR Hex Paths into Petersburg and/or Richmond are cut, the players should note this fact on a piece of paper so they will be aware of the Union requirement for cutting supply in three consecutive Strategic Cycles to determine victory.

At the end of the game, if the Union player has not met the conditions for Union victory, the game is a Draw if two Richmond city hexes (one of which must be the Capitol, hex 0627) are each occupied by an undemoralized Union infantry division.

Victory Conditions if a Confederate Evacuation *Has* Been Declared

The Confederate player can no longer win the game. The only possible outcomes are a Draw or a Union Victory. The Union player wins if he fulfills the same victory requirements if a Confederate Evacuation *has not* been declared (see above), *plus* the Confederate player fails to achieve the requirements for exiting units off the map to North Carolina (see 29.0) by the end of the game as described below.

- At least 75 Confederate manpower points must exit if the Evacuation is declared from September 1 (Turn 79) to November 8 (Turn 147), inclusive. **Historical Note:** November 8 was Election Day in 1864.
- At least 60 Confederate manpower points must exit if the Evacuation is declared after November 8.

The game ends in a Draw if the Union player does not achieve these victory conditions.

Reminder: As per “Confederate Evacuation Effects” (see 29.0), the game ends at the end of the seventh turn after Evacuation is declared (not counting the turn it is declared on) or on the last turn of the game, April 6 (Turn 296), whichever is earlier.

SCENARIO 11: THE PETERSBURG CAMPAIGN

NOTES: This scenario encompasses the entire Petersburg campaign. It starts in mid-June 1864, after the Battle of Cold Harbor, when Grant shifted his army to the James River to approach Petersburg from the south and east. It continues through summer and fall 1864. It quickly moves through winter to spring 1865, when Sheridan's Army of Shenandoah returned to Petersburg to turn the tide, forcing the Confederates to abandon both Petersburg and Richmond.

MAPS: The GTC South map and both OTR maps are used.

GAME LENGTH: 296 turns, June 15, 1864 – April 6, 1865.

SPECIAL RULES:

1. *Setup:* All hexes listed in the setup are on the OTR maps, with the OTR North map overlaid on top of the OTR South map.
2. *Union Command Status:* The Union side is automatically in an active posture the first four turns of the game. Place the Posture marker on its Active side in Box 2 on the Union Posture Track. The Union player begins the game with three command points. Place the Union Command Point marker on the Command Point Track in the "3" box.
3. *Turn 1 Start:* Random events are not rolled for until Turn 2. On Turn 1 the random event is automatically Late Heat. Turn 1 skips the Leader Transfer Phase, and the Union player automatically wins the first initiative without the need for a dice roll. After this, the Sequence of Play is followed normally.
4. *Turn 1 Confederate Howlett Line:* The Union player may not attack the Confederate redoubts in the Howlett line (S0605-S0607) on Turn 1. However, if one of these hexes does not contain a Confederate unit, a Union unit may enter the hex.
5. *Turn 1 Union Unit Restrictions:* The Union player may neither activate nor recover the indicated units listed in the setup on Turn 1. (For example, the V Corps leader, Warren-B, and his four infantry divisions.) On Turn 2 and for the rest of the game, they move and recover normally.
6. *Turns 1-2 Union Movement Restriction:* On Turns 1 and 2, hexes S0312 and S0512 are considered impassable hexes to Union units for all purposes.
7. *Turn 1 Confederate Unit Restrictions:* The army leader Lee, and all units belonging to I and III Corps may not activate on Turn 1 (but may entrench during the Recovery Phase) unless a Union unit moves within three hexes of an infantry division belonging to one of those corps, in which case the corps to which that division belongs is instantly released from this restriction. This same restriction also applies to the cavalry division leader WH Lee and the cavalry brigades Gary, Chambliss, and Barringer. These restrictions are lifted at the start of Turn 2.
8. *AP Hill's First Activation:* The first time the Confederate leader AP Hill (commander of III Corps) performs a Leader Activation action in the game, he receives a special +4 Movement Point bonus to his activation die roll, in addition to the normal +2 leader Movement Point bonus.
9. *Abercrombie:* The Union player may use the Abercrombie infantry brigade to conduct a special activation in any Activation Segment in which the Union player holds initiative. If so, it must be the only action undertaken in that Segment. This special activation may only take place if Abercrombie currently occupies White House Station (N2823) and is at a Fatigue Level of 0. In this action, Abercrombie may automatically transport from White House Station to City Point (S1207) as long as that hex is not Confederate-occupied. Abercrombie increases to Fatigue Level 4, but no extended march die roll is required. This action does not impact any embarkation limits in Section 24.0.
10. *Turn 4 Union Cohesion:* In the Turn 4 Command Segment of the Strategic Cycle, all Union units in Prince George County within eight hexes of any landing hex on the James River are excluded from needing to check for cohesion. Units in Charles City County within four hexes of Wyanoke Wharf (S2408) are also excluded from needing to check for cohesion on Turn 4, even if the special Union "major river open water bridge" (see 23.2) is no longer in place.
11. *Hampton:* Hampton and all Confederate cavalry brigades in the F. Lee and Hampton (commanded by Butler at the start of the game) divisions may not activate or recover until June 19 (Turn 5). They are immediately released from this restriction if any Union unit moves within five hexes of hex N0304 (Chester Depot).
12. *Sheridan:* Sheridan and all Union cavalry units in the Cav-1 and Cav-2 divisions may not activate or recover until June 20 (Turn 6). They are immediately released from this restriction if any Confederate unit enters King William County or King and Queen County.
13. *Strategic Movement:* The Union player has the following strategic movement restrictions:
 - o No strategic movement is allowed on Turns 1 and 2.
 - o No strategic movement is allowed throughout the game south of the James River except in Prince George County.
 - o No strategic movement is allowed in Henrico, Goochland, and Hanover Counties.
14. *Union Infantry Restriction:* Union infantry units may not enter Amelia or Nottoway Counties as part of a March or Activate Leader action unless Confederate Evacuation has been declared (see 29.0). Union units may retreat or rout into these counties normally. However, if a Union unit has retreated/routed into one of those counties and no Confederate Evacuation has occurred, that unit is restricted in its movement. If the unit subsequently activates in a March or Activate Leader action within Amelia and Nottoway Counties, the unit must move so that it ends its movement in a hex that is closer to the nearest hex outside of Amelia and Nottoway Counties. Furthermore, during its movement, each hex entered must be equidistant or closer to the nearest hex outside of Amelia and Nottoway Counties.
15. *Confederate Off Map Cavalry Movement:* Confederate cavalry regiments/brigades and leaders may move or retreat off the south map edges of Prince George and Dinwiddie Counties and return to the map in a later turn. To move off-map, units must spend one Movement Point to exit from any of these edge hexes. They may retreat off-map without any manpower loss in the exit. Leaders exiting in this manner must return with one of the exited units. To return, in any Confederate Activation Segment, three or more turns after a unit exited by retreat (e.g., if a unit retreated off-map on Turn 4, it may reenter on or after Turn 7), or two or more turns after a unit exited by movement, they may reenter the map on any road or pike hex in Dinwiddie County that is both west of the exit hex and in or west of hex GTC S3250. All units in a division may re-enter in the same Activation Segment. Units return at Fatigue Level 0 on their normal sides and not demoralized. Units roll for movement as in a normal activation, paying normal road or pike Movement Point cost to enter a non-enemy occupied mapedge hex. If a unit reenters the map in an enemy ZOC, it must halt its movement or attack.
16. *Confederate Withdrawal Marker:* Place this marker on the Turn Track on August 9 (Turn 56).
17. *Union Withdrawal Marker:* Place this marker on the Turn Track on July 8 (Turn 24).
18. *Longstreet:* Place the Longstreet Confederate leader counter on the Turn Track in the December 3 (Turn 172) box. If Longstreet has not already come into play from his Strategic Cycle event (see 3.0), that event automatically occurs on December 3 in the Strategic Segment.
19. *Union Bridges:* Place Union Major River Bridge markers on the map as follows:
 - o A major river bridge from S0907 (Barn) to S0908 (Broadway).
 - o A "major river open water" bridge (see 23.0) from S2408 (Wyanoke Wharf) - S2409 - S2310 (Fort Powhatan).
 - o A minor river bridge from N2310 (Dunkirk Ferry) to N2409 (Toll Gate).
20. *Confederate Bridges:* Place Confederate Major River Bridge markers at the following locations:
 - o S0301 (Drewry's Bluff) to N0833 (Wilton Farm)
 - o S0401 to N0934 (S0501, Chaffin's Bluff)
21. *Union Major River Bridge Building:* A Union infantry unit may not build a major river bridge on the James or Appomattox Rivers unless it is in cohesion (see 5.0) or unless a Union gunboat can provide support to both hexes connected to the hexside across which the bridge is to be built (see 25.0).

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Naval Battery	-	-	-	-	N0734 (Drewry's Bluff)
Naval Battery	-	-	-	-	N0934 (Chaffin's Bluff)
Naval Battery	-	-	-	-	S0605 (Ware Bottom Church)
Confederate Redoubt	-	-	Redoubt	-	S0605 (Ware Bottom Church)
Confederate Redoubt	-	-	Redoubt	-	S0606
Confederate Redoubt	-	-	Redoubt	-	S0607 (Walthall Mill)
Complete Depot	-	-	-	-	N0527 (Hollywood Cemetery)
Complete Depot	-	-	-	-	S0413 (Petersburg)
Gunboat	-	-	-	-	James River (see 25.0)
Page	Regt	J-SEV	Inf	2*	S0712
Wise	Brig	J-SEV	Inf	2*	S0713
Colston	Regt	SEV	Inf	2*	S0613
BR Johnson	Div	J-SEV	Ldr	-	S0605 (Ware Bottom Church)
Gracie-J	Brig	J-SEV	Inf	2\$	S0605 (Ware Bottom Church)
Elliott	Brig	J-SEV	Inf	3\$	S0606
Beauregard	District	SEV	Ldr	-	S0607 (Walthall Mill)
Fulton	Brig	J-SEV	Inf	2\$	S0607 (Walthall Mill)
Ransom	Brig	J-SEV	Inf	4	N0934 (Chaffin's Bluff)
Hughs	Brig	Rich	Inf	1\$&	N0934 (Chaffin's Bluff)
25 VA	Regt	Rich	Inf	1\$&	N0934 (Chaffin's Bluff)
Hoke	Div	H-SEV	Ldr	-	N0734 (Drewry's Bluff)
Hagood	Brig	H-SEV	Inf	3	N0734 (Drewry's Bluff)
Colquitt	Brig	H-SEV	Inf	4	N0734 (Drewry's Bluff)
Clingman	Brig	H-SEV	Inf	3	N0734 (Drewry's Bluff)
Martin	Brig	H-SEV	Inf	3	N0734 (Drewry's Bluff)
Lee	Army	ANV	Ldr	-&	N1732 (Glendale)
AP Hill	Corps	III	Ldr	-&	N1732 (Glendale)
Wilcox-A	Div	III	Inf	9^&	N1732 (Glendale)
Heth-A	Div	III	Inf	11^&	N1732 (Glendale)
Mahone	Div	III	Inf	12^&	N1733 (Willis Church)
Field	Div	I	Inf	10^&	N1734 (Malvern Hill)
Anderson	Corps	I	Ldr	-&	S1201
Kershaw	Div	I	Inf	9^&	S1201
Pickett	Div	I	Inf	10^&	S1201
Hampton	Corps	Cav	Ldr	-!	N0304 (Chester Depot)
Butler	Div	H	Ldr	-!	N0304 (Chester Depot)
Butler	Brig	H	Cav	1!	N0304 (Chester Depot)
Rosser	Brig	H	Cav	1!	N0304 (Chester Depot)
Young	Brig	H	Cav	2!	N0304 (Chester Depot)
F Lee	Div	FL	Ldr	-!	N0304 (Chester Depot)
Lomax	Brig	FL	Cav	2!	N0304 (Chester Depot)
Wickham	Brig	FL	Cav	2!	N0304 (Chester Depot)

CONFEDERATE SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Gary	Brig	Cav	Cav	2&	N1930 (White Oak Bridge)
WH Lee	Div	WL	Ldr	-&	N1929
Chambliss	Brig	WL	Cav	2&	N1929
Barringer	Brig	WL	Cav	2&	N1928
Dearing-B	Brig	WL	Cav	2^	S0910
Gordon	Corps	II	Ldr	-	Reinforcement December 19th (see 16.2)
Grimes	Div	II	Inf	7	Reinforcement December 19th (see 16.2)
Pegram	Div	II	Inf	5	Reinforcement December 19th (see 16.2)
Evans	Div	II	Inf	6	Reinforcement December 19th (see 16.2)
F Lee	Corps	Cav	Ldr	-	Reinforcement March 17th (see 16.2)
Munford	Div	FL	Ldr	-	Reinforcement March 17th (see 16.2)
Munford	Brig	FL	Cav	1	Reinforcement March 17th (see 16.2)
Payne	Brig	FL	Cav	1	Reinforcement March 17th (see 16.2)
Rosser	Div	R	Ldr	-	Reinforcement March 17th (see 16.2)
McCausland-R	Brig	R	Cav	1	Reinforcement March 17th (see 16.2)
Roberts	Brig	WL	Cav	1	Reinforcement March 17th (see 16.2)

^ Indicated units begin the game under an Abatis marker

* Indicated units begin the game under Breastwork-Complete markers

\$ Indicated units begin the game under Fort-Complete markers

& Units may not activate on turn 1

! Indicated units may not activate or recover until turn 5

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Union Redoubt	-	-	Redoubt	-	S0705 (Barn)
Union Redoubt	-	-	Redoubt	-	S0706
Union Redoubt	-	-	Redoubt	-	S0707 (Port Walthall)
Complete Depot	-	-	-	-	S1205 (Bermuda Hundred)
Build Depot	-	-	-	-	N2823 (White House Station)
Gunboat-2	-	-	-	-	York River (see 25.0)
Gunboat-1	-	-	-	-	James & Appomattox Rivers (see 25.0)
Hancock-B	Corps	II	Ldr	-	S2108 (Blair)
Barlow	Div	II	Inf	15	S2108 (Blair)
Gibbon	Div	II	Inf	15	S2108 (Blair)
Birney	Div	II	Inf	16	S2108 (Blair)
Warren-B	Corps	V	Ldr	-#	S2207 (Fleur de Hundred)
Griffin	Div	V	Inf	10+#	S2207 (Fleur de Hundred)
Ayres	Div	V	Inf	10+#	S2207 (Fleur de Hundred)
Crawford	Div	V	Inf	9+#	S2207 (Fleur de Hundred)
Cutler	Div	V	Inf	7+#	S2207 (Fleur de Hundred)
Grant-B	Army	CiC	Ldr	-#	S2305 (Charles City Courthouse)
Meade	Army	AP	Ldr	-#	S2305 (Charles City Courthouse)
Provost Guard	Brig	AP	Inf	2#	S2305 (Charles City Courthouse)
Wright-B	Corps	VI	Ldr	-#	S2305 (Charles City Courthouse)

UNION SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Russell	Div	VI	Inf	11#	S2305 (Charles City Courthouse)
Ricketts	Div	VI	Inf	8#	S2305 (Charles City Courthouse)
Getty	Div	VI	Inf	12#	S2404 (New Hope)
Burnside-B	Corps	IX	Ldr	-#	S2310 (Fort Powhatan)
Ledlie	Div	IX	Inf	10#	S2310 (Fort Powhatan)
Potter	Div	IX	Inf	7#	S2310 (Fort Powhatan)
Willcox-A	Div	IX	Inf	8#	S2310 (Fort Powhatan)
Brooks	Corps	X	Inf	-#	S0705 (Barn)
Foster-A	Brig	X	Inf	4\$#	S0705 (Barn)
Terry	Div	X	Inf	6\$#	S0706
Turner	Div	X	Inf	9\$#	S0707 (Port Walthall)
Butler	Army	AJ	Ldr	-	S0907 (Barn)
Ames-A	Div	X	Inf	6	S0907 (Barn)
Smith-B	Corps	XVIII	Ldr	-	S0907 (Barn)
Stannard	Div	XVIII	Inf	10	S0907 (Barn)
Martindale	Div	XVIII	Inf	7	S0907 (Barn)
Hinks	Div	XVIII	Inf	7	S0908 (Broadway)
Kautz	Div	Cav-J	Ldr	-	S1205 (Bermuda Hundred)
Mix	Brig	Cav-J	Cav	2	S1205 (Bermuda Hundred)
Spear	Brig	Cav-J	Cav	2	S0907 (Barn)
Sheridan	Corps	Cav	Ldr	-@	N2409 (Toll Gate)
Torbert	Div	Cav-1	Ldr	-@	N2409 (Toll Gate)
Merritt	Brig	Cav-1	Cav	2@	N2409 (Toll Gate)
Custer	Brig	Cav-1	Cav	1@	N2409 (Toll Gate)
Devin	Brig	Cav-1	Cav	3@	N2409 (Toll Gate)
DM Gregg	Div	Cav-2	Ldr	-@	N2409 (Toll Gate)
Davies	Brig	Cav-2	Cav	3@	N2409 (Toll Gate)
JJ Gregg	Brig	Cav-2	Cav	4@	N2409 (Toll Gate)
Wilson	Div	Cav-3	Ldr	-#	N2334 (Symmaria Church)
McIntosh	Brig	Cav-3	Cav	2#	N2334 (Symmaria Church)
Chapman	Brig	Cav-3	Cav	2#	S1902 (Blacksmith)
Abercrombie	Regt	AP	Inf	3\$	N2823 (White House Station)
Smith-B	Brig	Cav-2	Cav	1	Reinforcement October 12th (see 16.4)
Sheridan	District	AoS	Ldr	-	Reinforcement March 25th (see 16.4)
Merritt	Corps	Cav	Ldr	-	Reinforcement March 25th (see 16.4)
Devin	Div	Cav-1	Ldr	-	Reinforcement March 25th (see 16.4)
Stagg	Brig	Cav-1	Cav	2	Reinforcement March 25th (see 16.4)
Fitzhugh	Brig	Cav-1	Cav	2	Reinforcement March 25th (see 16.4)
Gibbs	Brig	Cav-1	Cav	1	Reinforcement March 25th (see 16.4)
Custer	Div	Cav-3	Ldr	-	Reinforcement March 25th (see 16.4)
Pennington	Brig	Cav-3	Cav	2	Reinforcement March 25th (see 16.4)
Capehart	Brig	Cav-3	Cav	2	Reinforcement March 25th (see 16.4)
Wells	Brig	Cav-3	Cav	3	Reinforcement March 25th (see 16.4)

- # Indicated units may not activate or recover on turn 1
+ Indicated units begin the game at Fatigue Level 1 on their normal sides
\$ Indicated units begin the game under Fort-Complete markers
@ Indicated units may not activate or recover until turn 6 (see special rule 12)

SCENARIO 12: THE LAST OFFENSIVE

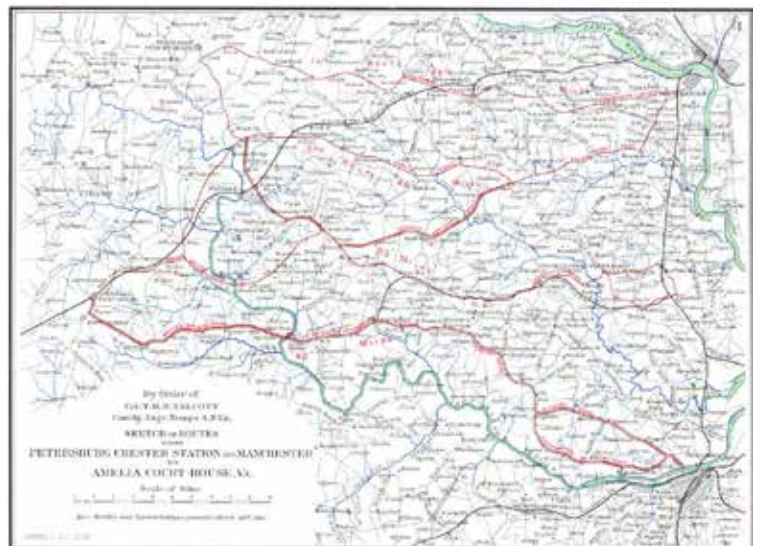
NOTES: This scenario covers the final Union offensive in Spring 1865.

MAPS: The GTC South map and both OTR maps are used.

GAME LENGTH: 9 turns, March 29, 1865 – April 6, 1865.

SPECIAL RULES:

1. *Setup:* Unless otherwise indicated, all hexes listed in the setup are on the OTR maps and with the OTR North map overlaid on top of the OTR South map.
2. *Union Command Status:* The Union is automatically in a passive posture the first turn of the game. Place the Posture marker on its Passive side in Box 0 on the Union Posture Track. The Union player begins the game with 12 Command Points. Place the Union Command Point marker on the Command Point Track in the “12” box.
3. *Strategic Cycles:* Strategic Cycles in this scenario do not occur on turns divisible by four as stated in the Strategic Cycle (see 3.0). The first Strategic Cycle of this scenario starts at the end of Turn 1 (March 29). The next Strategic Cycle is on Turn 5 (April 2), and the last one is on Turn 9 (April 6). Segments A, B, C, F, & J are skipped on Turns 1 and 5. The only segment conducted on Turn 9 is the Victory Segment.
4. *Turn 1:* On Turn 1 only, the following rules are in effect:
 - o The Confederate player automatically wins the first initiative without the need for a dice roll. After this, the Sequence of Play proceeds normally.
 - o The Union player may not change to an active posture during the Action Cycle.
 - o Union cavalry units may not move unless released. A stack of cavalry is released if a Confederate unit moves within two hexes of that stack. These units always recover normally on Turn 1.
 - o Union infantry units may not move or retreat on the GTC South map into or west of column 34xx. If forced to retreat into this region due to retreat priorities, such units may not move for the rest of the turn.
 - o The leader Sheridan may not activate any infantry units as per 17.0.
5. *Turn 2 Confederate Reinforcements:* The cavalry divisions of WH Lee and Rosser enter the scenario on Turn 2 (March 30). In the Random Events Phase of Turn 2, place each cavalry reinforcement division (leader and its brigades) on any road hex(es) on the GTC South map edge that lead off the map and are not Union-occupied or in a Union ZOC. All the units in a division must be placed in the same hex, but each division may be placed in a different hex. The brigades are placed at Fatigue Level 0 on their exhausted sides. The leader F. Lee may not transfer to these units in the Leader Transfer Phase of Turn 2.
6. *Turn 2 Start:* Turn 2 starts with two special actions. The Confederate player gets two Activation Segments to start the turn, with no need to roll for initiative. In the first segment he must perform an Activate Leader action with WH Lee first; in the second segment he must perform an Activate Leader action with Rosser. In these special opening actions, WH Lee's and Rosser's cavalry brigades may not enter an enemy ZOC. After these special activations, play proceeds normally.
7. *Union Army of the James:* Weitzel and Gibbon, two of the corps leaders in the Union Army of the James, may not be loaned to the Army of the Potomac (see 13.0). They may activate any AJ infantry units not loaned to the AP.
8. *Confederate Desertion:* At the beginning of the Strategic Cycles on Turns 1 and 5, an extra segment is added for “Confederate Desertion.” The Confederate player rolls a single die. On a modified roll of 2 or less he loses 1 manpower point, on a modified roll of 3 or 4 he loses 2 points, and on a modified roll of 5 or more he loses 3 points. The only modifier is +1 to the roll if an undemoralized Union infantry division occupies any Petersburg or Richmond city hex (+1 maximum, not +1 per hex). Desertion losses may not be taken from Department of Richmond units or units north or east of the James River. Losses may be taken from infantry or cavalry units. A desertion loss may be used to destroy a unit, in which case the unit (and any artillery points it has) is removed from the map.
9. *Strategic Movement:* Strategic movement is not allowed.
10. *Confederate RR Movement:* The Confederate player may not move by rail in this scenario.
11. *Union Infantry Restriction:* Union infantry units may not enter Amelia or Nottoway Counties as part of a March or Activate Leader action unless Confederate Evacuation has been declared (see 29.0). Union units may retreat or rout into these counties normally. However, if a Union unit has retreated/routed into one of those counties and no Confederate Evacuation has occurred, that unit is restricted in its movement. If the unit subsequently activates in a March or Activate Leader action within Amelia and Nottoway Counties, the unit must move so that it ends its movement in a hex that is closer to the *nearest* hex outside of Amelia and Nottoway Counties. Furthermore, during its movement, each hex entered must be equidistant or closer to the nearest hex outside of Amelia and Nottoway Counties.
12. *Confederate Movement Restriction:* Confederate units may not move or retreat into a hex containing a Union depot.
13. *Hill:* Heth starts the scenario as the Confederate III Corps leader. In the Random Events Phase of Turn 4, Hill returns to the game and replaces the Heth corps leader counter. After Hill returns, Section 14.0 (regarding the leader Hill) is in effect, but it is modified as follows in this scenario. In any combat in which the Confederate corps leader Hill occupies either the defending hex or any hex containing subordinate attacking units, he is automatically killed if in the combat procedure the Confederate player rolls a 4, 5, or 6 before any combat modifiers are applied. The rest of Section 14.0 is then followed if Hill is killed. Hill cannot be wounded; he can only be killed in this scenario.
14. *Confederate Night March:* This rule (see 28.0) is available for use by the Confederate player in this scenario, but not on Turn 1. Confederate Evacuation (see 29.0) is also available for use.
15. *Destroyed Bridges:* Placed a Destroyed Bridge marker across hexside GTC S1729-S1629 (Genito's Bridge), GTC S2037-S2138 (Bevil's Bridge), and OTR S0320-S0220.
16. *Union Bridges:* Place Union Major River Bridge markers on the map as follows:
 - o S0907 (Barn) to S0908 (Broadway).
 - o S1001 (Deep Bottom) to S1002.
 - o S0903 (Varina) to S0904 (Jones).
17. *Confederate Bridges:* Place Confederate Major River Bridge markers at the following locations:
 - o S0301 (Drewry's Bluff) to N0833 (Wilton Farm).
 - o S0401 to N0934 (S0501; Chaffin's Bluff).
18. *Union Major River Bridge Building:* A Union infantry unit may not build a major river bridge on the James or Appomattox Rivers unless it is in cohesion or unless a Union gunboat can provide support to both hexes connected to the hexside across which the bridge is to be built (see 25.0).



Routes from Petersburg, Chester Station, and Manchester to Amelia Court House

CONFEDERATE SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Naval Battery	-	-	-	-	N0734 (Drewry's Bluff)
Naval Battery	-	-	-	-	N0934 (Chaffin's Bluff)
Naval Battery	-	-	-	-	S0605 (Ware Bottom Church)
Confederate Redoubt	-	-	Redoubt	-	N1032
Confederate Redoubt	-	-	Redoubt	-	S0605 (Ware Bottom Church)
Confederate Redoubt	-	-	Redoubt	-	S0606
Confederate Redoubt	-	-	Redoubt	-	S0607 (Walthall Mill)
Confederate Redoubt	-	-	Redoubt	-	S0315
Confederate Redoubt	-	-	Redoubt	-	S0215
Confederate Redoubt	-	-	Redoubt	-	S0116 (Hart)
Confederate Redoubt	-	-	Redoubt	-	GTC S3845
Confederate Redoubt	-	-	Redoubt	-	GTC S3746
Confederate Redoubt	-	-	Redoubt	-	GTC S3646 (Burgess Tavern)
Confederate Redoubt	-	-	Redoubt	-	GTC S3546 (Butler)
Complete Depot	-	-	-	-	N0527 (Hollywood Cemetery)
Complete Depot	-	-	-	-	S0413 (Petersburg)
Gunboat	-	-	-	-	James River (see 25.0)
Gary-FL	Brig	FL	Cav	1\$	N1126 (New Bridge Church)
Hunton	Brig	P-I	Inf	3\$	N1128
Longstreet	Corps	I	Ldr	-	N1129
Bratton	Brig	F-I	Inf	3\$	N1129
Field	Div	F-I	Ldr	-	N1130
GT Anderson	Brig	F-I	Inf	3\$	N1130
Perry	Brig	F-I	Inf	2\$	N1132
Benning	Brig	F-I	Inf	2\$	N1132
DuBose	Brig	K-I	Inf	3\$	N1032
Kershaw	Div	K-I	Ldr	-	N1033 (Blacksmith)
Simms	Brig	K-I	Inf	2\$	N1033 (Blacksmith)
Humphreys	Brig	K-I	Inf	1\$	N1033 (Blacksmith)
Ewell	Corps	Rich	Ldr	-	N0934 (Chaffin's Bluff)
GWC Lee	Div	Rich	Inf	6\$	N0934 (Chaffin's Bluff)
Weisiger	Brig	III	Inf	3\$	S0605 (Ware Bottom Church)
Mahone	Div	III	Inf	3\$	S0606
Harris	Brig	III	Inf	3\$	S0607
Pickett	Div	P-I	Ldr	-	S0510 (Swift Creek Village)
Terry	Brig	P-I	Inf	3	S0510 (Swift Creek Village)
Corse	Brig	P-I	Inf	2	S0510 (Swift Creek Village)
Steuart-B	Brig	P-I	Inf	2	S0213
F Lee	Corps	Cav	Ldr	-	S0312 (Cotton Factory)
Munford	Div	FL	Ldr	-	S0312 (Cotton Factory)
Munford	Brig	FL	Cav	1%	S0312 (Cotton Factory)
Payne	Brig	FL	Cav	1%	S0312 (Cotton Factory)

CONFEDERATE SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Lee	Army	ANV	Ldr	-	S0613
Gordon	Corps	II	Ldr	-	S0613
Evans	Div	II	Inf	4\$	S0613
Walker	Div	II	Inf	4\$	S0612 (Blandford)
Grimes	Div	II	Inf	4\$	S0514 (Lead Works)
Cox	Brig	II	Inf	2\$	S0415
Lane	Brig	III	Inf	2\$	S0415
Wilcox-B	Div	III	Inf	3\$	S0315
McGowan	Brig	III	Inf	4\$	S0215
Hyman	Brig	III	Inf	3\$	S0116 (Hart)
Cooke-B	Brig	III	Inf	4\$	GTC S3845
Heth	Corps	III	Ldr	-	GTC S3746
Heth-B	Div	III	Inf	3\$	GTC S3746
MacRae	Brig	III	Inf	2\$	GTC S3646 (Burgess Tavern)
Stansel	Brig	J-SEV	Inf	2\$	GTC S3646 (Burgess Tavern)
BR Johnson	Div	J-SEV	Ldr	-	GTC S3546 (Butler)
Wise	Brig	J-SEV	Inf	3\$	GTC S3546 (Butler)
Wallace	Brig	J-SEV	Inf	3\$	GTC S3546 (Butler)
Anderson	Corps	SEV (IV)	Ldr	-	GTC S3444 (Cooper's Shop)
Ransom	Brig	J-SEV	Inf	3\$	GTC S3444 (Cooper's Shop)
WH Lee	Div	WL	Ldr	-	Reinforcement turn 2 (see special rule)
Barringer	Brig	WL	Cav	1%	Reinforcement turn 2 (see special rule)
Beale	Brig	WL	Cav	1%	Reinforcement turn 2 (see special rule)
Roberts	Brig	WL	Cav	1%	Reinforcement turn 2 (see special rule)
Rosser	Div	R	Ldr	-	Reinforcement turn 2 (see special rule)
Dearing-R	Brig	R	Cav	1%	Reinforcement turn 2 (see special rule)
McCausland-R	Brig	R	Cav	1%	Reinforcement turn 2 (see special rule)

\$ Indicated units begin the game under Fort-Complete markers

% Indicated units enter or begin the game at Fatigue level 0 on their exhausted sides

UNION SET-UP

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Union Redoubt	-	-	Redoubt	-	S0703
Union Redoubt	-	-	Redoubt	-	S0702 (Virginia Dare's Grave)
Union Redoubt	-	-	Redoubt	-	N1134
Union Redoubt	-	-	Redoubt	-	N1133
Union Redoubt	-	-	Redoubt	-	N1232 (Four Mile Creek Church)
Union Redoubt	-	-	Redoubt	-	N1333
Union Redoubt	-	-	Redoubt	-	N1433 (New Market)
Union Redoubt	-	-	Redoubt	-	S1001 (Deep Bottom)
Union Redoubt	-	-	Redoubt	-	S0705 (Barn)
Union Redoubt	-	-	Redoubt	-	S0706
Union Redoubt	-	-	Redoubt	-	S0707 (Port Walthall)
Union Redoubt	-	-	Redoubt	-	S0712

UNION SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Union Redoubt	-	-	Redoubt	-	S0713
Union Redoubt	-	-	Redoubt	-	S0714
Union Redoubt	-	-	Redoubt	-	S0715 (Chieves)
Union Redoubt	-	-	Redoubt	-	S0716
Union Redoubt	-	-	Redoubt	-	S0616
Union Redoubt	-	-	Redoubt	-	S0517 (Globe Tavern)
Union Redoubt	-	-	Redoubt	-	S0416
Union Redoubt	-	-	Redoubt	-	S0317 (Poplar Branch Church)
Union Redoubt	-	-	Redoubt	-	S0417
Union Redoubt	-	-	Redoubt	-	S0518
Complete Depot	-	-	-	-	S1205 (Bermuda Hundred)
Complete Depot	-	-	-	-	S1207 (City Point)
Depot – Build	-	-	-	-	S1001 (Deep Bottom)
Gunboat-1	-	-	-	-	James & Appomattox Rivers (see 25.0)
Weitzel	Corps	XXV	Ldr	-	S0702 (Virginia Dare's Grave)
Kautz-25th	Div	XXV	Inf	9\$	S0702 (Virginia Dare's Grave)
Devens-24th	Div	XXIV	Inf	10\$	N1232 (Four Mile Creek Church)
Hartsuff	Div	AJ	Inf	10\$	S0706
Parke-B	Corps	IX	Ldr	-	S0812
Hartranft	Div	IX	Inf	12	S0812
Ely	Brig	IX	Inf	4\$	S0712
Willcox-B	Div	IX	Inf	4\$	S0713
Harriman	Brig	IX	Inf	4\$	S0714
Curtin	Brig	IX	Inf	4\$	S0715 (Chieves)
Potter	Div	IX	Inf	5\$	S0716
S. Griffin	Brig	IX	Inf	4\$	S0616
Wright-B	Corps	VI	Ldr	-	S0317 (Poplar Branch Church)
Getty	Div	VI	Inf	13\$	S0317 (Poplar Branch Church)
Seymour	Div	VI	Inf	9\$	S0317 (Poplar Branch Church)
Wheaton-A	Div	VI	Inf	13\$	S0416
Ord	Army	AJ	Ldr	-	S0118 (Armstrong Mill)
Gibbon	Corps	XXIV	Ldr	-	S0118 (Armstrong Mill)
Foster-C	Div	XXIV	Inf	8%	S0118 (Armstrong Mill)
Turner-24th	Div	XXIV	Inf	8%	S0118 (Armstrong Mill)
Birney-25th	Div	XXV	Inf	8%	S0217
Humphreys-B	Corps	II	Ldr	-	S0118 (Armstrong Mill)
Hays	Div	II	Inf	13\$	S0118 (Armstrong Mill)
Mott-B	Div	II	Inf	13\$	S0118 (Armstrong Mill)
Miles	Div	II	Inf	14\$	S0217
Warren-B	Corps	V	Ldr	-	S0417
Griffin	Div	V	Inf	13\$	S0417
Ayres	Div	V	Inf	8\$	S0318
Grant-B	Army	CiC	Ldr	-	S0517 (Globe Tavern)
Meade	Army	AP	Ldr	-	S0517 (Globe Tavern)
Crawford	Div	V	Inf	11\$	S0517 (Globe Tavern)

UNION SET-UP (CNTD)

UNIT/LEADER	SIZE	COMMAND	TYPE	MANPOWER VALUE	HEX
Mackenzie	Div	Cav-J	Ldr	-*	S0420 (Ream's Station)
West-B	Brig	Cav-J	Cav	1*^	S0420 (Ream's Station)
Spear	Brig	Cav-J	Cav	2*^	S0420 (Ream's Station)
Sheridan	District	AoS	Ldr	-*	GTC S3350 (Dinwiddie Court House)
Merritt	Corps	Cav	Ldr	-*	GTC S3350 (Dinwiddie Court House)
Devin	Div	Cav-1	Ldr	-*	GTC S3350 (Dinwiddie Court House)
Stagg	Brig	Cav-1	Cav	2*#	GTC S3350 (Dinwiddie Court House)
Fitzhugh	Brig	Cav-1	Cav	2*#	GTC S3350 (Dinwiddie Court House)
Gibbs	Brig	Cav-1	Cav	1*#	GTC S3350 (Dinwiddie Court House)
Crook	Div	Cav-2	Ldr	-*	GTC S3350 (Dinwiddie Court House)
Smith-B	Brig	Cav-2	Cav	3*#	GTC S3350 (Dinwiddie Court House)
Davies	Brig	Cav-2	Cav	4*#	GTC S3350 (Dinwiddie Court House)
Jl Gregg	Brig	Cav-2	Cav	3*#	GTC S3350 (Dinwiddie Court House)
Custer	Div	Cav-3	Ldr	-*	GTC S3350 (Dinwiddie Court House)
Pennington	Brig	Cav-3	Cav	2*#	GTC S3350 (Dinwiddie Court House)
Capehart	Brig	Cav-3	Cav	2*#	GTC S3350 (Dinwiddie Court House)
Wells	Brig	Cav-3	Cav	3*#	GTC S3350 (Dinwiddie Court House)

- \$ Indicated units begin the game under Fort-Complete markers
- % Indicated units begin the game at Fatigue level 0 on their exhausted sides
- * Union cavalry may not move on turn 1 unless released (see special rule 4)
- # Indicated units begin the game at Fatigue level 2 on their normal sides
- ^ Indicated units begin the game at Fatigue level 2 on their exhausted sides

THE GAME AS HISTORY

BY CHRIS WITHERS

SPRING, 1864 – BACKGROUND

Ulysses Grant's Overland Campaign brought the Union from the Wilderness in Northern Virginia to Cold Harbor (OTR N1423), about eight miles east of Richmond. The Confederates held their position in the final large battle of this campaign at Cold Harbor, which ended on June 3, and inflicted a devastating 13,000 Union casualties to 5,000 Confederate. Overall, in the campaign the Union lost 55,000 men and the Confederates lost about 32,000. The campaign could be considered a Union victory due to the territory gained and heavy casualties suffered by the Confederacy, which could not readily absorb such losses. However, the Union Army of the Potomac had its morale and fighting ability severely compromised by brutal losses due to repeated direct attacks against entrenched Rebel positions. Rather than continuing to attack Lee's forces in their fortified lines, Grant embarked on a three-pronged offensive. Hunter's army in the Shenandoah Valley would move south to Lynchburg to finish cutting a vital Confederate supply source; Sheridan would head north with the bulk of the Army of the Potomac's cavalry, cutting the rail line to Charlottesville and then joining Hunter in the Valley; and Meade would maneuver yet again around the Confederate right flank, this time as far as the James River, crossing it and capturing the key city of Petersburg. This game depicts the last part of that plan, the Petersburg campaign.

Four Union divisions under W.F. Smith moved by transport from White House (OTR N2824) to Fort Monroe and then up the James River to the Bermuda Hundred peninsula (at Barn, OTR S0907). The rest of the Union army marched south to the James, with three corps (Hancock, Warren, and Wright) ferrying by transport across the river from Wilcox Landing (OTR S2205). Burnside's IX corps marched across the longest pontoon bridge built in the war, from Weyanoke Wharf (OTR S2408) to Fort Powhatan (OTR S2310). Lee countered these moves by sending first Breckinridge and then Early's entire II corps to the Valley. Hampton's cavalry followed Sheridan and stopped him at the battle of Trevilian Station (GTC N0927). Lee, with the

rest of the infantry of the Army of Northern Virginia (ANV), shifted south toward the James River to Glendale (OTR N1732); but some forces were sent west to Chaffin's Bluff (OTR S0501) to join Beauregard's depleted forces at Petersburg and the Howlett Line (OTR S0605-S0607). Approximate strengths of all the various armies were 110,000 Union to 52,000 Confederate (excluding the II Corps). The stage was set for the Petersburg campaign to begin.

JUNE 15-18, 1864 – FIRST BATTLES

On June 15, Union general Smith advanced with 14,000 men across the Appomattox River and marched towards Petersburg, which was held by a small garrison of 4,200 men—2,200 of whom were regulars and the rest militia. Smith was slowed by Dearing's cavalry brigade and caution inbred from futile attacks against fortified positions in recent months. The Dimmock line at Petersburg was a series of redoubts encircling the city, and Smith took four hours to scout and deploy his troops in front of the eastern portion. He was only able to take part of the line before dark and the timely arrival of Hoke's Confederate division. Hancock's II corps arrived at the front the night of the 15th, but Beauregard pulled Anderson's division from the Howlett line (OTR S0605-S0607), leaving these redoubts empty in the Bermuda Hundred peninsula. On the 16th Butler cautiously advanced into the abandoned Howlett line, but Anderson arrived on the field later in the day with two Rebel divisions and the Union withdrew. Back on the Petersburg front, the Union took all day to attack even though they had about 30,000 troops to 10,000 for the Confederates. The Union made little progress but Burnside's corps arrived in the evening and attacked early on the 17th. Burnside made several attacks, but was never supported by the other corps and made little progress even though the Union was again reinforced by the arrival of V Corps late in the day. Meanwhile, Lee moved Hill's corps from Glendale to Drewry's Bluff (OTR N0734/S0301) and during the night of the 17th on the east flank at Petersburg the Confederates pulled back to a stronger line called the Harris line (OTR S0612). Believing that the new Confederate line was not well entrenched, Meade ordered an assault all along the line on the 18th. The Union made several uncoordinated attacks throughout the day, but the Harris line was stronger than the eastern part of the Dimmock line, and the

Union was bloodily repulsed. Four Union brigades even refused to attack. Four Confederate divisions arrived during the day and evening, but did not see any action on this last day of the battle. Over the four days of the initial struggle for Petersburg, the Union lost almost 11,000 men to about 4,000 Confederate; and only captured about one mile of the eastern portion of the original Rebel Petersburg defenses (OTR S0712 & S0713).

JUNE 21-29, 1864 – BATTLE OF JERUSALEM PLANK ROAD & CAVALRY ACTIONS

After the failure to take Petersburg by frontal assault, Grant's strategy was to slowly surround the city with a series of strong and easily defended Union fortifications, freeing enough troops to establish a mobile force to cut railroad supply lines into the city and attack any Confederate force that offered battle outside of Petersburg's entrenchments. This strategy was put into motion on June 22 when the Union II and VI Corps crossed the Jerusalem Plank Road and moved towards the Weldon Railroad. Confederate general William Mahone knew the region well from his pre-war days living and working in the area as a railroad engineer. His counterattack on June 22 routed most of the Union II Corps. Then on the 23rd when the VI Corps led the renewed advance, Mahone's counterattack captured most of a brigade and prevented Grant from cutting the Weldon rail line. Most of the fighting in these two days occurred in and around OTR S0616. The Union extended their lines a few miles west, but at the cost of almost 3,000 casualties to under 600 for the Confederates.

Meanwhile, Union cavalry divisions under Wilson and Kautz moved ahead of the Union infantry force and destroyed some track on the Weldon Railroad. This 5,000-man force then moved west to the Southside Railroad and destroyed more track before traveling southwest along the Danville line to a point about 50 miles south of the GTC South map edge. The Union cavalry then rode east and then back north to Ream's Station (OTR S0420), where they were surrounded by Confederate infantry and cavalry. The Union troopers were able to break out and eventually made it back to their lines. Overall, about 60 miles of track was torn up in the raid, but at the cost of about 1,500 men, and the Rebels quickly repaired the rail lines.

Also in this period, Sheridan returned to the Union lines with two cavalry divisions after being stopped from moving to the Valley by Confederate cavalry at the battle of Trevilian Station (GTC N0927). Sheridan moved southeast after the battle to the Union depot at White House Station (OTR N2823), and was shadowed just to the south by Hampton with two Rebel cavalry divisions. Sheridan picked up 900 wagons at the depot to escort them to the new Union supply base at City Point (OTR S1207). After crossing the Chickahominy River, the Union cavalry was defeated at an engagement as Symmaria Church (OTR N2334/OTR S1901), but Sheridan and the wagons were able to get to the long bridge at Wyanoke Neck (OTR S2408) to cross the James River to safety.

JULY 1864 – FIRST DEEP BOTTOM AND THE CRATER

Union commanders debated various strategies in early July while significant troop movements and activities occurred. Early's "Raid on Washington" caused Grant to transfer the entire VI Corps to Washington, D.C. and divert the XIX Corps, which was transporting up from Louisiana, to go to D.C. instead of to the Petersburg front. The Union also started losing significant numbers of men due to expiring enlistments all summer long. Meanwhile, troops on both sides started extensive entrenching. The Confederates worked on improving existing fortifications, and a key goal was to reduce troop attrition due to sniping and mortar attacks. During a 16-day period in mid-July, Johnson's Confederate division reported 245 men killed and wounded during routine operations in the trenches. Grant ordered the construction of a connected series of forts starting at the Appomattox River and progressing westward, paralleling the Confederate line. The forts were designed to protect the men in the line and to require fewer troops in each section of the front, thus freeing units to both extend the lines to the west and act as a mobile force to engage the enemy in the open field.

For some time, Union engineers had been digging a mine under a salient in the Confederate line, and Grant decided to detonate it as part of a two-front offensive. The first part of the offensive was north of the James River. Hancock's II Corps and two divisions of Sheridan's cavalry marched throughout the night of the 26th from the Petersburg front to the bridgeheads

(S1001 & S1102) at Deep Bottom to join up with Kautz's cavalry division and two infantry brigades that were already there. The objective was to drive the Confederates back towards Richmond and enable a raid on the railroad lines leading into Richmond from the north. Another objective was to draw off Confederate forces from the Petersburg front. The Union attacks succeeded in causing Lee to shift an infantry division and two cavalry divisions to this front, but made no progress against the Confederate New Market line that stretched from Chaffin's Bluff (S0501/N0934) to near Glendale (N1732). Union general Burnside ordered the mine detonated early on the 30th; but the assault was a disaster. Instead of moving around the resultant crater, the Union attackers moved into it and were slaughtered in the Rebel counterattack.

AUGUST 1864 – SECOND DEEP BOTTOM & WELDON RAILROAD BATTLES

August started much like July with the Union sending two cavalry divisions north under Sherman to fight Early, and the Confederates sending an infantry division and a cavalry division to reinforce Early. Both sides continued their industrious digging. Countermining (digging shafts and tunnels to find mine shafts) was conducted, especially by the Confederates. The Union extended their fortified line in front of Petersburg to the west, and also started digging the Dutch Gap Canal. The canal project was at a bend in the James River (S0704) and was intended to allow Union gunboats to bypass the Confederate naval battery at the north end of the Howlett line (S0605).

Offensive operations resumed on the 14th when Hancock's II Corps arrived at Deep Bottom by transport from City Point and joined up with Gregg's cavalry division and the Army of the James X Corps. The objective was the same as the previous offensive in July, to drive on Richmond, have cavalry cut the Virginia Central Railroad leading into Richmond, and draw off Confederate forces from the Petersburg front. The first two objectives once again were complete failures due to the strong Confederate line. Union attacks on the 14th – 16th only took a small portion of the enemy line before being repulsed by counterattacks. However, the third objective was met because Lee pulled five brigades north from the Petersburg front as reinforcements. This gave the opportunity for the Union to successfully push to the Weldon Railroad at Globe Tavern (OTR S0517) south of Petersburg with the V Corps on the 18th. Hill's corps immediately attacked but failed to push the Union away. Confederate counterattacks renewed on the 19th, with Mahone once again surprising the Union forces due to his knowledge of the local terrain and capturing nearly 2,700 men. However, the Union IX Corps arrived to the rescue and halted the Confederate advance. After a day of rest and reorganization, Hill's III Corps counterattacked once again on the 21st but failed to dislodge the Union from the railroad. On the 24th, two divisions of Hancock's corps and Gregg's cavalry division were ordered to destroy the Weldon Railroad from Globe Tavern to where it crossed Rowanty creek (a few miles south of OTR S0724). Hill's corps and two cavalry divisions under Hampton attacked these Union forces on the 25th at Ream's Station (OTR S0420) and caused enough disintegration of the poor Union defensive line to capture about 2,000 men. The Union called off the operation and Hancock's corps returned to the safety of the Union's Petersburg lines. However, due to all these operations, a key Confederate supply route was now partially disrupted. The Confederates were forced to rail supplies from this route to Stony Brook station farther south, and then transport them by wagon to Dinwiddie Court House (GTC S3350) and then up the Boynton Plank Road to Petersburg.

SEPTEMBER - OCTOBER 1864 – THE FIFTH OFFENSIVE & BURGESS MILL

In September and October, the Union gained a significant amount of manpower, primarily from newly mustered regiments. Net Union infantry losses that were not combat-related were 4,000 per month in June through August, mostly from expiring enlistments. In September and October, the net gain in Union infantry "present for duty," after subtracting combat losses was a steady stream of 18,500 men each month. On the Confederate side, manpower gains from men returning to duty and new recruits offset losses due to attrition and desertion such that they gained 2,600 men per month (excluding combat losses) from June until December.

Construction of fortified lines continued with intensity throughout this period. By the end of September, the Union had constructed a line of forts from the Appomattox River on the east end to the Weldon Railroad at Globe Tavern. At the end of October, after fortifying gains made in the Fifth Offensive, Union fortifications stretched to Poplar Branch Church (GTC

S0317). After the Union gained ground to the Weldon Railroad in August, Lee had realized he needed to extend his defenses to the southwest, branching out from the Dimmock line just outside Petersburg, to defend the supply lines of the Boydton Plank Road and Southside Railroad. By the end of October, while the Confederate line extended all the way to Burgess Mill (GTC S3645), it was only lightly defended the last few miles, and new redoubts only covered about two miles out from the Dimmock line (to GTC S0215).

Extensive combat did not resume until late September, over a month after the last battle. The Union's fifth offensive in the Petersburg campaign was a two-front battle like the previous two offensives. Grant knew that the Confederate defenses in front of Richmond had been severely weakened, so he had some hope of taking Richmond itself. On the Petersburg front, the objective was to further cut the supply lines into the city by advancing to the Boydton Plank road and possibly even to the Southside Railroad. Overall, the Union got about halfway to their final objectives on each front. The offensive started north of the James on September 29, and the Union finally took the heights at New Market and also captured Fort Harrison (OTR N1133) on the approaches to Chaffin's Bluff (OTR N0934/S0501), but was unable to pierce the strong Confederate "Interior Line" defending Richmond. Near Petersburg the attack started on September 30, and the Union pushed about halfway from the Weldon Railroad to the Boydton Plank road (to Poplar Branch Church at OTR S0317), thus forcing the Confederates to stretch their defensive line about five more miles.

On October 27, the Union made another attempt to cut the Boydton Plank road supply line into Petersburg before winter set in. Meade sent three infantry corps with cavalry in another flanking attempt to the west of the Confederate defensive line. The attack quickly stalled with Hancock's corps only getting to Burgess Tavern (GTC S3646), while the other two corps fell about a mile short of connecting up a solid line to him. Mahone counterattacked through the gap in the Union lines, but this time he was almost trapped and had to fight his way out. While the Union had finally won a tactical victory, Hancock's corps was still separated from the rest of the army so he pulled back into the Union lines without having gained any ground.

NOVEMBER 1864 - FEBRUARY 1865 – WINTER

Winter brought an end to active campaigning, but both sides continued adding new fortifications and repairing existing ones. Each side received reinforcements but also sent troops to other fronts. For the Confederates, in late November, Kershaw's division returned from the Shenandoah Valley, followed in December by Gordon's entire II Corps. In December, the Union transferred forces to attack Fort Fisher which was protecting the vital supply port of Wilmington, North Carolina. Lee sent Hoke's division to reinforce the fort, but it fell in January to a Union force which included two divisions sent from the Army of the James. Earlier in December however, the Union forces at Petersburg were reinforced by troops from the Union's victorious Valley campaign, including Wright's VI Corps and a West Virginia division.

In early February, Grant decided to try once again to extend his lines and to cut Confederate supplies moving up the Boydton Plank Road. Two Union corps and a cavalry division moved out towards the Plank Road and battled two Confederate infantry corps and one cavalry division around Dabney's Steam Sawmill (GTC S3847) and Armstrong's Mill (GTC S3947). Confederate counterattacks did not have the same force as in 1864, and while the Union was blocked from gaining the Boydton Plank Road, they did extend their line a few miles.

MARCH 1865 – SPRING OFFENSIVES START

Cavalry forces returned from the Valley to the Petersburg front, starting in mid-March with two weak Confederate divisions. Sheridan with two strong divisions arrived in late March and active campaigning immediately started. Approximate force totals were 114,000 Union to 56,000 Confederate. The Confederates were first to attack, with a desperate attempt to break through the Union line of redoubts on the east side of Petersburg at Fort Stedman (OTR S0713) to threaten the Union supply base at City Point. The surprise attack did briefly capture the fort, but Union counterattacks retook the position and forced almost 2,000 Confederates to surrender.

Grant's final offensive in the Petersburg campaign started on March 29, but was preceded on the night of the 27th when 17,000 men from three divisions of the Army of the James pulled out of the Richmond front and marched 36 miles to the west flank of the Petersburg lines to take the place of the II Corps on the 28th. This allowed the Union II and V Corps to move west to support three divisions of cavalry under Sheridan, who was tasked with turning the Confederate flank and destroying the Southside Railroad to force the Confederates out of their entrenchments into an open-field battle. The first battle was at Lewis Farm (GTC S3647) on the 29th with both sides attacking each other. The Confederates were driven back into their prepared positions in the White Oak Road line (GTC S3546 & S3646). On the 30th, both sides shifted forces in the rain, preparing for a major battle. Sheridan's cavalry probed north from Dinwiddie Court House (GTC S3350), while the Union II and V Corps adjusted their lines. A strike force of five infantry brigades and three cavalry divisions under Pickett finished assembling at Five Forks (GTC S3246). On the 31st, there were two separate battles a few miles apart. On the west flank, Pickett and all the Rebel cavalry marched south and drove Sheridan back to Dinwiddie Court House. Farther to the east on the White Oak Road, Lee had assembled another ad-hoc infantry force under Johnson, and it temporarily pushed back Warren's advancing V Corps. The Union turned the tide of the battle here later in the day and pushed the Confederates back into their fortifications.

APRIL 1865 – FROM FIVE FORKS TO APPOMATTOX

On April 1, Pickett had pulled his force back from near Dinwiddie Court House to Five Forks and assembled a line to defend the key road junction, "at all hazards" per Lee's orders. Sheridan's cavalry and Warren's V Corps advanced up to the junction, and joined together, they decisively defeated Pickett in the Battle of Five Forks. Pickett's force retreated north to the Southside Railroad at Sutherland Station (GTC S443) and was reinforced by three of the seven brigades holding the White Oak road line. Grant ordered a general assault all along the Petersburg front for the early morning of the 2nd. On the far east flank, Gordon's II Corps yielded little ground all day, but elsewhere the Confederate lines collapsed. Wright's VI Corps shattered the Boydton Plank Road line (OTR S0315 to GTC S3845) held by Hill's III Corps, killing A.P. Hill in the process, and reached all the way to the Appomattox River. The Confederate forces were now split in two, and in the afternoon the Union II Corps captured Sutherland Station.

After the collapse of his defenses at Petersburg, Lee ordered a retreat of his entire army from both Petersburg and Richmond. His goal was to save the army from encirclement and move south to join up with General Joseph Johnston's army in North Carolina. The route south was via Danville, off the southwest corner of the GTC South map. During the night of the April 2, the four separate components of the Confederate army evacuated Richmond, the Bermuda Hundred peninsula, Petersburg, and west of the Southside Railroad near Sutherland Station. Lee's initial goal was to collect rations and unite these forces at Amelia Court House (GTC S1136). Grant pursued south of the Appomattox River with several infantry corps and the strong cavalry corps under Sheridan, which blocked the Confederate route past Amelia Court House at Jetersville (GTC S0539) on the 5th. Lee was forced to move west in a circuitous night march (GTC S0734 to Amelia Springs at S0536 to Deatonville at S0237). The Union army again blocked Lee a few hexes off map at Sailor's Creek and decisively won a battle there on the 6th. Ultimately, Lee surrendered the Army of Northern Virginia at Appomattox Court House on April 9th, 1865.

The American Civil War would soon be over.

DESIGNERS' NOTES

BY JOSEPH BALKOSKI & CHRIS WITHERS

Although I have been a devoted student of the Civil War since childhood, I confess that the Petersburg campaign never came close to captivating me to the degree by which Antietam, Chancellorsville, or Gettysburg did. There was something about the siege-like nature of the Eastern theater's ultimate campaign, I suppose, that failed to draw my attention as powerfully as did the earlier campaigns. But my apathy abruptly disappeared as soon as I became involved in the third—and new—module for MMP's *On to Richmond!* reprint, *The Petersburg Campaign*. This nine-month struggle, I quickly discerned, was one of the most decisive Union military operations of the Civil War. And, as gamers will learn, it was hardly limited to trenches, redoubts, and siege warfare.

Thankfully, Chris Withers had already completed a great deal of work on the project by the time I jumped onboard. And as soon as I did, it became obvious that Chris's foundational efforts on the module were laudable. Rather than focusing on orders of battle or scenario design, my contributions would be limited to analyses of the Union and Confederate armies in June 1864 following the unprecedented 50-day bloodletting of the Overland campaign, intense and lengthy playtesting of all Basic and Advanced Game scenarios, and a running commentary with Chris on polishing up the myriad rules that had been generated to simulate this complex campaign.

Even after the huge Union casualties of the Overland campaign, Grant's armies—reinforced by tens of thousands of troops from other theaters and the Washington D.C. garrison—had hardly shrunk in size. In contrast, the Confederacy was drawing from the bottom of its manpower barrel. Given the overwhelming Union manpower advantage over the Confederacy in late June 1864, one of our biggest challenges in *The Petersburg Campaign* was to ensure a balanced and competitive game for both players. As soon as I joined the design team, one vital detail jumped out at me: the Union's Army of the Potomac at the opening of the Petersburg campaign was not even close to being the same military force that had marched into the Wilderness on May 4, 1864. Veteran soldiers had been lost by the tens of thousands, replaced by inexperienced troops; dozens of astute leaders had been killed or wounded at all command levels, from regiment to corps; and undeniably army morale had diminished by a considerable factor. In short, Grant's army in June 1864 was a badly beat-up organization, more battered, in fact, than any American Army has been before or since.

Under ordinary circumstances, the army Grant brought to Petersburg in late June 1864 would have needed weeks to incorporate new troops and retrain. But this time, Grant was its leader, and all who knew Grant—including Lee—understood that he would not halt offensive operations to retrain his army. Hence, Chris and I agreed that this state of affairs demanded a dramatic break from the norm in this module. All Union corps leaders, with the exception of Sheridan, would have their Tactical values reduced from 3 in *Grant Takes Command* to 2 in *The Petersburg Campaign*. This change, driven by historical necessity, makes for a unique *GCACW* gaming experience. As gamers will soon ascertain, the Confederates have a robust tactical advantage in combat; but the Union army's overwhelming preponderance of manpower, particularly in the late-stage of the campaign when Rebel numbers dwindled alarmingly, can overcome that, as it did in reality.

The most difficult design challenge in the *GCACW* series since its inception has been simulating a war in which battlefield tactics changed radically in less than four years. By 1864, the Napoleonic-style battles of the early-war period had evolved into close-range brawls in which the participants valued their shovels almost as much as their weapons. In *The Petersburg Campaign*—the first *GCACW* game to venture into 1865—the opposing battle lines foreshadowed the trenches of the Western Front in 1918. But in addition to simulating that style of warfare—which had never been attempted at that level before in a *GCACW* game—we had to also accurately depict the many open-field battles that defined the most decisive moments of the nine-month struggle, including the Confederacy's death knell at Five Forks on April 1, 1865.

I hope you enjoy this unique *GCACW* module and learn from it as much as I did. Thanks so much for supporting the *GCACW* series, now over 30 years old, and we look forward to bringing you more fascinating Civil War campaigns as soon as we can.

Joseph Balkoski

I had long thought that the Petersburg campaign was a dull slugfest of WWI-style trench warfare. However, early on in the detailed research on this campaign I quickly found out that the battles were actually all ones of maneuver. There were trench lines, of course, and lots of building of redoubts, but the actual battles were in the field. Therefore, I was determined that the title for this game be indicative of that and not contain words like “trenches,” “siege,” etc.

When I started the design of this module in August 2018, I quickly realized how there would be quite a number of basic scenarios. Thankfully throughout all the development, Joe Balkoski had retired and was able to be fully involved in the design and development, and make such critical decisions early on, such as the reduction in Union corps leaders' Tactical and Command values (see Joe's notes). The long campaign was especially challenging due to both its length of 9 ½ months and what the forces on both sides were willing and able to do. The Union infantry in particular needed to be restricted in its operations to approximately match their historical capabilities, without burdening players with lengthy or cumbersome rules. We hope you will find as we did that the resultant campaign plays both quite fast and is easily understood, and will generally match the historical performances of both sides.

Somehow, I kept needing and buying research books for this project. Usually for a project we only need a few well-written books on the full campaign and the Official Records (O.R.) for the generals' reports and the “Monthly Returns” (the manpower counts per unit). For this project that was not sufficient. This picture shows the full list of references used, and they were all quite good.

As usual, a *GCACW* project needs quite a bit of support from a cadre of dedicated playtesters. The full list is given below, but there are a number of players we want to thank in particular for all the time they spent on the project and the valuable feedback they gave. Niall Taylor got us going with a quick Vassal module and he and Steve Likevich as usual played countless iterations of scenarios with me. Alberto Romero later took over on Vassal with another one of his superb productions, and he and his “Spanish contingent” played quite a number of games. For the difficult-to-test campaigns, the trio of Justin Rice, Steve Sandy, and Thibault Nguyen de Cossette got involved and significantly helped drive the development with their expert play and out-of-the box thinking.



Chris Withers

THE PETERSBURG CAMPAIGN CREDITS

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Series Game Design: Joe Balkoski

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Cover Art: *Fall of Petersburg*, Library of Congress