Steven Ruwe's

The Late Unpleasantness

Two Campaigns to take Richmond
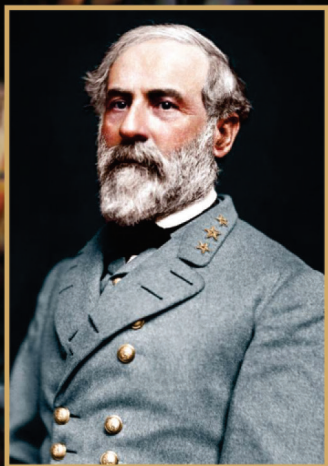
GATES OF RICHMOND

The Seven Days Battles

IF IT TAKES ALL SUMMER

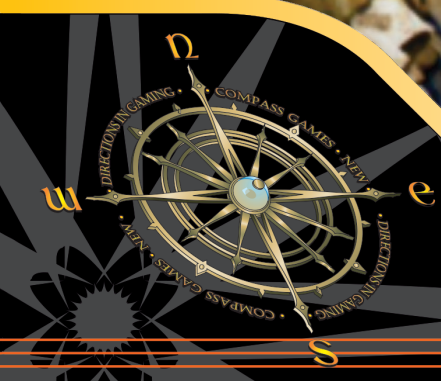*Grant vs. Lee, 1864*

Ulysses S. Grant

Robert E. Lee

George B. McClellan

Compass Games
New Directions in Gaming

This rulebook has both Gates of Richmond and If It Takes All Summer rules in it.

COMPONENTS FOR BOTH GAMES

- 2 Maps
- 1 Rulebook
- 2 Countersheets
- 4 PAC
- 2 Deck of cards (one for each game)
- 2 six sided dice
- 1 game box

1.0 INTRODUCTION

With a Federal army of more than 100,000 well-supplied soldiers poised on its eastern flank, the citizens of Richmond, Virginia, warily awaited news from the tenuous lines along the swampy Chickahominy River. Would the Union Army, after victories at Fort Henry and Donelson, take Richmond as its ultimate prize? Would the brief tenure of the Confederacy come to a quick and inglorious end in the summer of 1862?

This is a game of that offensive.

1.1 Narrative Sequence of Play

The game is played in a number of turns. Each player checks his units at the start of each turn to see if they are capable of tracing supply back to a home base from which they can be provided with food and ammunition. Should the units not be able to trace this supply line, their strength will suffer through attrition (representing desertions and illness).

After that, the players take turns maneuvering their pieces and attacking the opponent to try to accomplish their goals (Capturing or defending Richmond and capturing or defending their supply lines).

The key to the game is the play of the event cards. Each player will hold a varying number of these cards at different points in the game. These cards can be used to enhance your own unit's strengths and mobility as well as to impede your opponent. There are also a number of cards representing historical events that can disrupt each player's plans.

1.2 Glossary

Attacked point – A point that has been attacked and therefore a Leadership die roll must be made to make further attacks.

Combat unit – A unit with a strength and a leadership rating.

DRM – A die roll modifier. This will impact the attacker's die roll. All modifiers that benefit the attacker are positive; those that benefit the defender are negative.

Event cards – Each player starts with 8 cards and receives 2 additional cards each turn. These may be played at any time during the turn, except during combat continuation.

Leader – A unit that will affect combat through DRM's. It will also suffer potential casualties if called for in the combat results.

Moved unit – Any unit that has completed its movement.

Point – A geographic representation of a spot on the map. Units occupy points. These points are connected by roads and railroads. *(Note the blue river lines can never be used as movement paths connecting two points!)*

Stack - Any number of combat units and leaders in a given point.

Strength point markers – Hidden markers indicating a unit's current strength.

Supply Release point – The point from which a line of points must be traced to a unit for that unit to be in supply for the turn.

Supply Source/Terminus – The origination point of the supply line trace for a unit.

1.3 Sample Units

Corps Commander

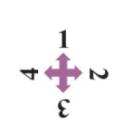Leader Rating is 1

Infantry Division

Sedgwick commanding a Division in Sumner's Corps. Sedgwick strength is 6 SPs (when full) and Leader Rating is 2.

Some independent commands (such as DH Hill's infantry and Cooke's cavalry) are not part of any corps. All units of a given side are under the army commander, McClellan and (usually) Lee.

Hidden Unit Marker

Current Strength

(Value facing up, so in this case it is 1 SP.)

2.0 SEQUENCE OF PLAY

A. Supply Phase. The Union player may choose to relocate their supply network. The Union player also determines if all supply points are in dump or wagon mode. Both players check for supply and roll for attrition if necessary.

   •Attrition Check: Roll one die for each affected Infantry unit.

   1-3 subtract 2 SPs from the unit
   4-6 subtract 1 SP

If a Dummy is required to make an Attrition Check, it is eliminated.

B. Random Events. Both players, Confederate first, draws two event cards. Cards can be played at any time except during additional rounds of combat. Each player can hold up to 10 cards.

C. Confederate Player Turn
      Movement & Combat

D. Union Player Turn
      Movement & Combat

E. Advance the Game Turn Marker

3.0 MOVEMENT

Units move point to point along the connections. Each point entered costs 1 MP. For an enemy occupied point to be entered, it must be attacked. There is no additional movement cost needed to attack an enemy controlled point.

Movement Allowances

Infantry: 4 Points
Cavalry: 6 Points
Leaders: 6 Points

Units that are out of supply have their movement allowances reduced by 1.

Units may move individually or as a stack. Not all units in a given point must be moved prior to going to the next point; however, a stack cannot pick up units along its path. A unit or stack must complete its movement and attack, prior to moving another unit or stack.

Once a unit or stack has completed its movement, place a moved marker on the stack.

4.0 STACKING

There is no stacking limit for combat units. A point can contain any number of leaders, units, or strength points of one side. A point can never contain units of both sides.

Exception: In general, Union Supply trains in wagon mode cannot be stacked with any other units at any time. (Ex. See Supply rules, 8.1 for a full explanation of this special case).

Union General George McClellan

5.0 LIMITED INTELLIGENCE

The current strength of each Division is marked with a strength point marker kept underneath the Division counter. Strength is kept secret from the enemy player until a combat has been declared.

Players may place hidden unit markers on top of stacks of their units. The player can make more stacks than he has hidden unit markers, but any additional stacks beyond the limit will be displayed so the enemy can see the top leader / unit. Each player has a limit of 10 hidden unit markers. The enemy player cannot look under any hidden unit marker. Players, may at their discretion, place more than one hidden unit marker on a stack.

Optionally, Unit displays are provided that can be used to track the strengths of the units. Players should use whichever method suits their style.

5.1 Dummies

Each player begins with a number of dummy units (of both Infantry and Cavalry types). While the Confederate player may obtain additional dummies during play via the use of event cards, the total in play at any one time can never exceed the number available at start.

Dummies can be removed at any time and placed in any point where the player already has a unit, dummy, or leader (to include Richmond and the Union Supply Terminus & Depot). Dummies can move the turn that they are created or relocated.

Dummies move normally for their supposed type. Eliminate any dummy forced to make an attrition check. Dummies have no strength. Dummies are automatically eliminated if attacked when alone in a point. Once eliminated, a dummy never returns to play, except as the result of an event card. If stacked and attacked with 'real' units it stays with them, untouched, unless the real units are destroyed, in which case the dummy is eliminated. If the 'real' units retreat the dummy goes with them.

Dummy units cannot destroy the Union Terminus or capture dumps or wagon units, but they do block enemy supply trace.

6.0 COMBAT

6.1 Combat Declaration

Attacks are always carried out as part of a stack's movement and are conducted from the attacker's point toward the defender's point. After executing an attack, the attacking units are finished for the turn. Other, unmoved, stacks can take advantage of the situation created.

A given point can only be attacked once each turn from each point connected to it. For example, New Bridge could be attacked at most three times, once each from Fairfield, Old Tavern and Fort #9.
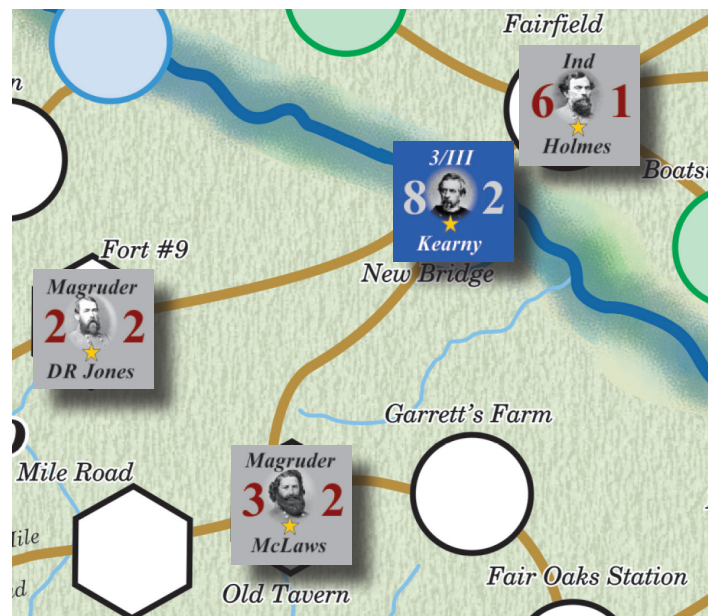
Combat Leader Check: The attacking player must roll a leader check if attacking a point containing units that have already been attacked that turn, even if that attack was cancelled by a Magruder Effect roll. Roll one die and compare it to the leader rating of the senior leader in the potentially attacking point. If the roll is less than or equal to the leader's rating, the attack can occur. Otherwise, it cannot. The leader used for this check need not be used directly in the resulting attack.

In all cases, each player can choose to attack or defend with any part of the units in a point. However, the player must use at least one infantry or cavalry unit. In other words, he can never decline with all units and leaders. In a case where only a portion of a point defends, retreat results still affect the all units in the point.

6.2 Lead Division

Each player selects a 'lead' division for each combat. This division must take the first loss, if any, and provides the combat's divisional leader rating for the side.

The player must select an infantry division as the lead division, if there is one available at the point.
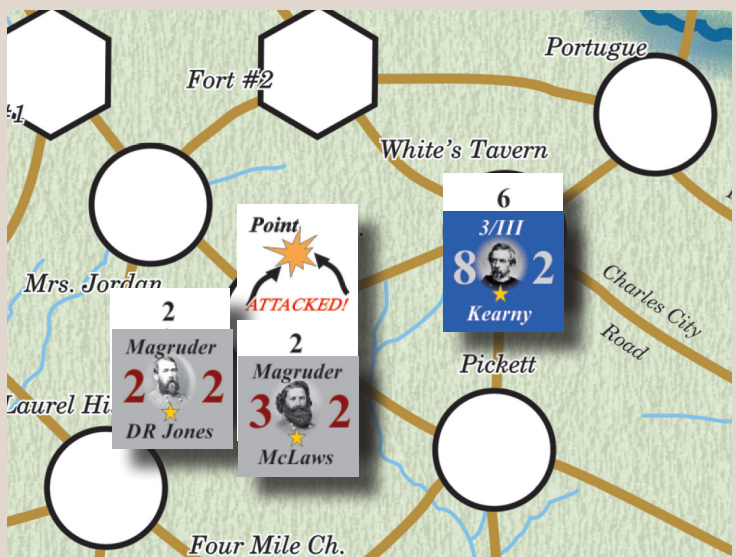
6.0 Example of Combat
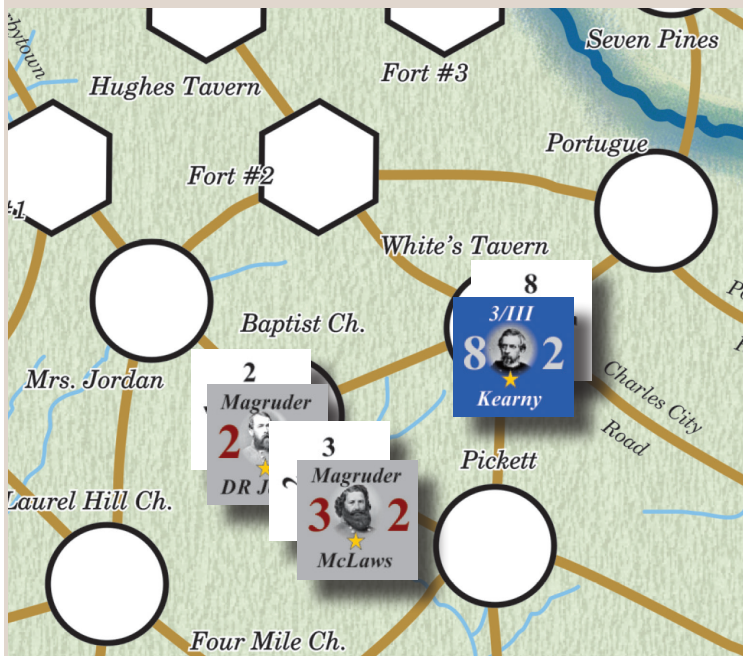
The Union player selects Kearny in White's Tavern to attack the two Confederate divisions in Baptist Church. There is no Combat Leader Check because this is the first time this point has been attacked. The Conferdate player selects McLaws as his lead division.

There are no cavalry and the Richmond Works does not play any factor in this battle. Both players are in supply. The Union player has a +2 for DRM because of Kearny's leader rating of 2. The Confederate player is +2 as well because McLaws is +2. There is no modification for strength (neither side was double the strength of the other).

The Union player rolls the two dice with a total of 6. The Union player takes 2 losses and the Confederate player takes 1 loss. Kearny SPs go from 8 to 6 and McLaws SPs are reduced from 3 to 2 because he was the Lead Division. Per the combat table, a third die is rolled to see if the battle continues.

The Union player rolls a 2 and the attack ends.

Result of Combat

6.3 Leaders in Combat

Only leaders in the lead division's chain of command can affect a given combat. Only leaders used for a DRM in combat are subject to a leader loss roll.

For example, Sumner could not be used in a combat involving only Morrell's and Sykes' Divisions as they both belong to Porter's, not Sumner's Corps.

6.4 Combat Sequence

Event Cards can be played by both players at any time in this sequence, with one important exception: none can be played during any additional rounds of combat triggered by the CRT. There are some cards in the deck that can be used to influence the die roll.

A. Declare combat by moving a stack adjacent to an occupied point and announcing that you wish to attack the adjacent point.

B. For each Union attack made on a Richmond Works, roll for the Magruder effect

C. Cavalry Retreat before Combat. If the defending stack contains cavalry (real or dummy), the attacking stack contains any infantry AND there is a point allowing retreat, the defender's cavalry (including Dummy cavalry) can withdraw to an adjacent point before the combat occurs. Defending infantry, if any, must remain behind. No unit can withdraw if the attacking force is exclusively cavalry. If the defenders vacate the point the attacking units must enter the point and are finished for the turn.

D. Select lead units, then display all units in the point for examination by both players and calculate DRM's. Note that a single stack can have a division leader, corps leader and an army leader all contribute to the final DRM.

E. Roll on the Combat Results Tables. The attacking player rolls two dice on the Combat Result Table and apply combat die roll modifiers and determines the losses. Apply those losses. The attacking player rolls a third die if necessary to determine if combat ends, continues or if there is a retreat result. Roll for leader losses if called for. If Combat Continues, repeat the entire Combat skipping only the Magruder effects. Recalculate any DRM as needed.

F. Place "point attacked" marker.

If a combat continues, either player can try to end the combat just after the continuation die roll. He chooses a leader and must roll equal to or less than this leader's rating to stop the combat. However, the leadership rating used for the break-off attempt cannot be used in the following combat. If the defender successfully ends the combat then they will need to conduct a retreat as per (rule 6.6). If the attacker successfully ends the combat then the attacker returns to his prior point and the combat ends immediately.

Players are free to change lead division and leaders used for each round of a given combat.

6.5 Loss Distribution

The first loss must come from the lead division. Remaining losses can be distributed among the involved units as desired.

6.6 Retreat

If the continuation die roll results in "Attack ends", the attacker must return to the point from which his troops entered the combat. If the roll result is "Defender Retreats", the defender must move into an adjacent connected point unoccupied by any enemy units (including Dummies). Retreating defenders can be split into multiple adjacent points.

If no such point exists, reduce the strength of the entire retreating stack by 1/2, rounding the number of losses down. (A stack of strength 5 would lose 2 strength points, while a stack of strength 1 would remain a stack of strength 1.) The stack must then retreat through connected points until they get to the nearest possible point that is both free of enemy units and closer to the supply source for those units. If there are multiple points that are equidistant, then the retreating player decides which of these points the retreating stack will end its' retreat in.

If the defender retreats or is destroyed, the attacker must advance all the units and leaders that were actually involved in the attack into the defender's old point. If the attack ends, the attacker must return to the point he moved from to initiate the attack. If the attacker is destroyed the defender may not advance.

After a Retreat…

Units could be attacked again in their new point should there be enemy units available to do so, but not by the stack that just attacked as their turn is finished. As this is a new point, no leader check is required.

6.7 Cavalry Losses

If attacking and/or defending cavalry takes a loss in a round of combat, all cavalry on that side must retreat at the end of the round. This might mean both sides' cavalry might retreat at the same time. Any infantry must stay for the next round of combat, if any. The player must retreat all cavalry leaders in the point if the cavalry retreats.

7.0 LEADERS

Each combat unit has a built-in leadership rating. Each corps and army leader has a leadership rating as well. These are used as combat modifiers. During each round of combat a single lead unit is chosen, and the leadership rating from that unit is used as a DRM. The corresponding corps leader can also be used if he is in the attacking/defending stack. Additionally, the Army leader can also be used if he is present.

If possible, Leaders can only be in a point that contains at least one unit of their own command or is occupied exclusively by dummies. The point can contain units of other commands; but if it does, the leader can only be there if at least one of his own units is there as well.

If a corps or army leader is in a stack where all the units are destroyed in combat, move the leader(s) freely to any other stack of their command. There is no capture roll.

If a leader has no units remaining in his command remove the leader from play. He returns with the first unit of his command that re-enters play as a rebuilt unit

7.1 Leader Loss

If the Combat Results Table roll calls for leader checks, roll one die for each leader (Division, Corps and Army) used in the combat. On a 1, that leader is lost. On a 2 or more, there is no effect. If a leader is lost flip the leader to his replacement (Repl) side. Do not roll for leaders who are already on their replacement side.

When returning destroyed units to play roll for leader loss. If the leader is lost, the unit is rebuilt on the replacement side.

McClellan: If Little Mac becomes a leader casualty, there is no Union replacement. In addition, Union corps can no longer attack or defend together — only count the strength points of units in the lead unit's corps (or just the cavalry, if this is the lead unit).

Lee: If Lee is killed, a die is rolled. On a 1-2 Jefferson Davis comes out of retirement and leads the army. On a 3-4, Longstreet steps up and takes command. On a 5-6 Johnston leaves the hospital and directs the army from his ambulance.

8.0 SUPPLY

Each side has a system of supply. Units must trace supply each turn. Units that are out of supply suffer movement and combat penalties. Those out of supply for extended periods will take losses through attrition.

8.1 Supply Sources

Supply lines cannot be traced through enemy units, even dummies.

The supply source for the Confederates is Richmond. The Confederates need to trace a path of no more than 12 points from a unit to Richmond to be in supply.

The supply source for the Union is either White House or Harrison's Landing – depending on which is being used for the terminal end. From this starting point, a series of supply units within 3 points of each other create the chain. Union units within 4 points of a supply unit anywhere along this chain are in supply.

During the Supply Phase, the Union player must determine if he is going to change his terminal base. To do so, he merely moves the terminal end from White House to Harrison's Landing and now begins the chain from that end. The newly moved (not the previous one) Supply network is used for the Out of Supply determination portion of the Supply Phase. This rule does not allow the Union player to move all of his supply units instantly. This decision moves only the terminal end.

Supply units are in either dump or wagon mode. Units may swap mode only in the Supply Phase. If supply units are in dump mode, they cannot move or retreat, but other units can stack with them. If supply units are in wagon mode, they have a movement allowance of 2 MP, they count as two units towards crossing a bridge and they occupy the entire space (there is no stacking with them). Units cannot enter a space containing a supply unit in wagon mode and a supply unit in wagon mode cannot move into a space with a unit.

When the supply units change mode in the Supply Phase, there will be instances where combat units and supply units in wagon mode will be stacked in the same point. If this is the case, then the stacking violation must be corrected before the end of the next Union movement phase. If any Union units draw supply from a supply unit in wagon mode, then that supply unit is expended and lost for the game. Multiple units may use the supply wagon. Supply units are not expended if the unit traces to a supply unit that is in dump mode. If a Confederate unit enters a point containing an unguarded supply unit the unit is destroyed and the Confederates are finished for this turn and the following turn. Consider them looting.

Cavalry units and dummy cavalry units do not have to trace supply.

8.2 Out of Supply and Attrition

If a unit is discovered to be Out of Supply in the Supply Phase and it is not already marked Out of Supply, mark it Out of Supply. If it already is so marked, flip the marker to its Attrition side. All units marked with an Attrition marker (including units marked from earlier turns) roll for Attrition. A unit that is marked Out of Supply or Attrition has its movement reduced by 1 and has a negative modifier in combat.

If a unit is found to be in supply in the Supply Phase and it is marked with either an Out of Supply or Attrition marker, remove the marker and there is no further ill effect. No Attrition roll is made.

Attrition Check: Roll one die per infantry or cavalry unit. 1-3 subtract 2 SPs from the unit; 4-6 subtract 1 SP.

If a dummy is required to make an Attrition Check it is eliminated.
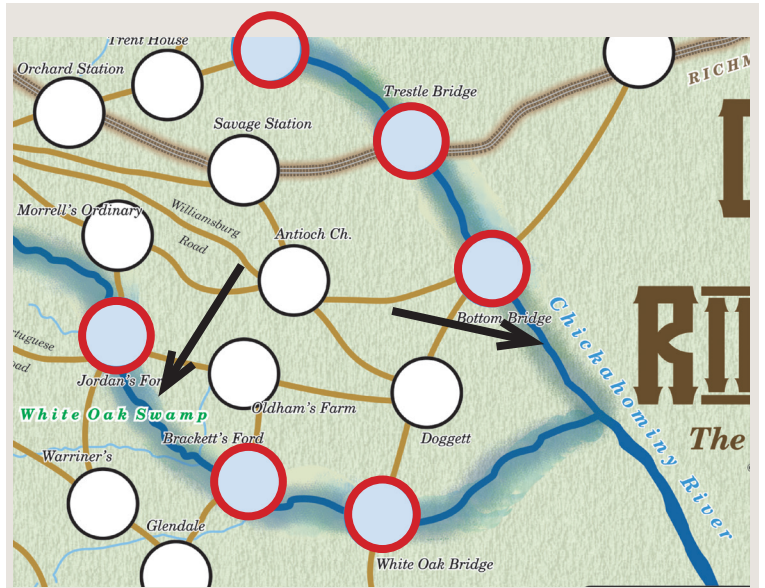
9.0 RICHMOND DEFENSES

Magruder effect – "Prince John" Magruder befuddled the Union army with his many theatrical tactics, making his command appear many times larger than it was.

For each attack on Richmond Works, roll on the Magruder Effect Table before the combat. *Note the Richmond Works are also a -1 DRM in combat (and this is upped to a -2 on the tables 4 result).*

For each Union attack made on a Richmond Works, Roll 1d6 before the combat:

1-3 Attack does not occur (point counts as having been attacked)
4 Attack occurs with an additional -1 DRM
5 Attack is limited to one division (plus leaders)
6 Attack is limited to one Corps (plus leaders)

10.0 BRIDGES

The Chickahominy River and White Oak Swamp are narrow at this point, but have wide swampy banks. They are impassible to troops without a bridge.

The circle with red around them means that in order to get to the other side of a river or swamp the unit(s) will need to cross a bridge.

Note: The railroad bridge at Meadow Bridge is permanent. The following rules do not apply to that point.
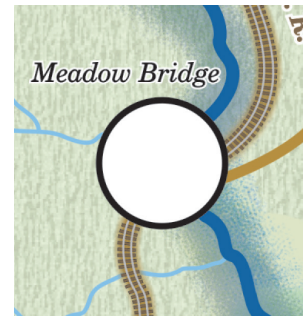
All Bridge points can be destroyed and rebuilt. A moving unit(s) can spend 1MP to attempt to destroy a bridge. The owning player will then roll a die, and a result of 1-4 will result in a blown bridge in that location. A unit that fails the roll is finished for the turn and remains in the point. A unit spending an entire turn in the point (no attacks) can rebuild the bridge without a die roll.

Likewise, a unit passing through a point can spend an additional MP and try to build the bridge. The owning player rolls a die and the bridge is successfully built on a 1-4. A unit that fails such a roll is finished for the turn and remains in the point (on the side it entered from). If successful, the unit may continue to move. If a unit spends an entire turn in a point and makes no attacks, then it can rebuild the bridge automatically without needing to make a die roll. Bridges can only be re-built on existing bridge spaces

Dummy units cannot repair or destroy bridges.

Units that are in a river/bridge location that is destroyed must at that moment decide which side of the river they are on. Place the units so that it is clear which side of the river they are now on. These units can still be attacked from any connected Point (regardless of which side of the river they choose).

Bridges in this area were poorly constructed. (JEB Stuart's troopers even built a bridge out of a barn and crossed with their artillery). A maximum of two units (+ any number of leaders and dummy units) can cross a bridge in a given player turn.

11.0 REPLACEMENTS

There are no reinforcements.

Replacement SPs arrive by the play of Random Event Cards. The player using the card rolls one die. Apply the resulting SPs to any unit/units in Supply the player desires.

Replacement points can be split up at the player's discretion, but no unit can, however, exceed its original printed strength.
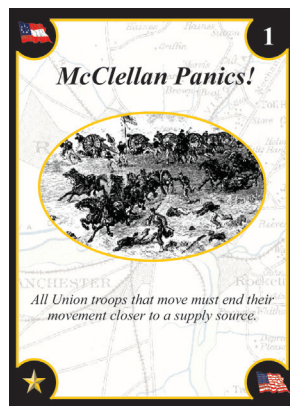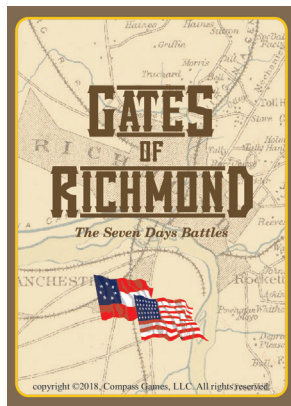
Dead units are eligible to be rebuilt.

Rebuilt Confederate units arrive in Richmond.

Rebuilt Union units arrive at the Union Supply Terminus

12.0 EVENT CARDS

Numerous events that influenced the Seven Days are shown by the Event Cards. Each player begins the game with 8 cards. He is given 2 new cards each turn. He can have a maximum of 10 cards in his hand, can play them at any time (except during additional rounds of combat called for by the combat results table), and can play any number at once.

McClellan Panics!

All Union troops that move must end their movement closer to a supply source.

It is also allowed to discard cards into a common discard pile. If the available card pile becomes empty, reshuffle the discards and use them again. Some cards are marked with a reshuffle die roll. Whenever one of these is cards is played, there is a chance that the deck will be reshuffled (including discards). Roll a 1d6 and on a 1-3, the deck is reshuffled. On a 4-6, play continues without shuffling.

Note that Little Mac flees! card #6 is allowed to move after the card activates him in Harrison Landing.

When played, follow the card's instructions. The card will state how long the card will affect play. Once the effect is over, place the card into the discard pile.

Some cards are marked "One Use Only". Once played, remove such a card from the current game's deck.

In the event that multiple cards are played, add all the effects and round the total effects up.

Combat modifiers remain in place for the entirety of a combat, including additional rounds of combat.
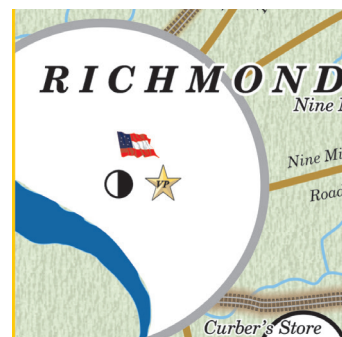
If the play of two cards causes a conflict in the rules, then the card that was played last takes precedence.

13.0 VICTORY

The Confederates win if they occupy both the White House and Harrison's Landing with real units (not just a dummy or a leader).

The Union wins if they enter Richmond with a real unit.

All other results are a draw.

14.0 SET UP

- Each Player is dealt 8 Random Event Cards.
- All units start at printed strength.
- Each Player has 10 Hidden Unit markers that they may choose to place on their units now.
- The Union player sets up first

Union:

Porter (Leader V Corps)	-At least one unit at each location -Beaverdam Creek -New Bridge -Fairfield
Morrell (Div 1/V)	
Sykes (Div 2/V)	
McCall (Div 3/V)	
3 Infantry Dummies	

Franklin (Leader VI Corps)	-Fair Oaks Station
Slocum (Div 1/VI)	
Smith (Div 2/VI)	
1 Supply Dump	

Sumner (Leader II Corps)	-Seven Pines
Richardson (Div 1/II)	
Sedgwick (Div 2/II)	

Keyes (Leader IV Corps)	-Portugue
Couch (Div 1/IV)	
Peck (Div 2/IV)	

Heintzelman (Leader III Corps)	-Savage Station
Hooker (Div 1/III)	
Kearney (Div 2/III)	
1 Supply Dump	

McClellan (Army Leader)	-Trent House
Cooke (Div CAV)	
1 Cavalry Dummy	

Supply Dump	-Dispatch Station

Supply Dump	-White House
Supply Terminus	

Confederates:

Jackson (Leader)	-Atlee Station
Winder (Div)	
Ewell (Div)	
Whiting (Div)	

A.P Hill (Div)	-Mechanicsville

Lee (Army Leader)	-Chessman
Stuart (Div CAV)	
Longstreet (Army Leader)	
Longstreet (Div)	
2 Cavalry Dummies	

D.H. Hill (Div)	-Old Tavern

Magruder (Leader)	-Any Combination of the 9 Richmond Works (Not all spaces need to be covered)
Magruder (Div)	
McLaws (Div)	
D.R. Jones (Div)	
Holmes (Div)	
Huger (Div)	
3 Infantry Dummies	

Set the Johnston (Leader) and Davis (Leader) counters aside. They only enter if Lee becomes a casualty.

15.0 OPTIONAL RULES

15.1 Recon

Before attacking a given point, an attacker can attempt to determine what strength is in the hex. The phasing player makes an attempt to recon the hex. The non-phasing player secretly rolls a 1d6 on the recon table and determines the result. He announces to the phasing player what his "strength" in the point is within the guidelines of the table.

15.2 Breastworks

At the cost of 2 MP, an infantry unit (or infantry dummy) can build breastworks within their point. This can be done in a point just moved into or while the unit is stationary as long as 2 MP are expended. The breastworks provide a die roll modifier on the combat roll, as noted on the CRT. Once the unit leaves the point, the breastworks also disappear. A new unit entering the point must build its own works.

Cavalry units cannot build breastworks.

15.3 Better Leadership

Leaders on both sides were lacking, but Lee's generals performed very poorly compared to later in the war. As an option, increase the leadership rating of all leader counters for the Confederates by 1.

16.0 CREDITS

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Produced by: Compass Games, LLC

Card 6 *Little Mac flees!* it says the no effect it should be then no effect.

Gates of Richmond Example of Play

The Confederates have attacked on the left wing, forcing Porter back and made some progress toward Richmond. Here is the situation at the start of Turn 4, June 27th PM.

All Bridges are currently intact.

Counters are arranged as follows.

UNION:

Duane's Bridge: Porter (Leader), Morrell (Div), 2 infantry dummies

Grapevine Bridge: Sykes (Div), McCall (Div) reduced to 5 points, 1 Infantry dummy

Fair Oaks Station: Franklin (Leader), Slocum (Div), Smith (Div), 1 Supply dump

Fort 3: Sumner (Leader), Richardson (Div), Sedgwick (Div),

Portugue: Keyes (Leader), Couch (Div), Peck (Div),

Lower Grapevine Bridge: Heintzelman (Leader), Hooker (Div), Kearney (Div),

Tucker Town: McClellan (Leader), Cooke (Div), 1 Cavalry dummy

Savage Station: Supply Dump

Riddell's Blacksmith: Supply wagon

Dispatch Station: Supply Dump

White House: Supply Terminus

All points except the White House are covered with Hidden unit markers

The Union player holds the following random events cards. (He began the game with 8 and has played or discarded to end up with this hand)

17 *Replacements*
18 *Replacements*
50 *Stragglers*
25 *Massed Union Guns*
36 *McClellan Returns*
54 *"I read your newspaper"*
53 *Heavy Rains*

CONFEDERATES:

Turkey Hill: Lee (Leader), Jackson (Leader), Winder (Div), Whiting (Div), Ewell (Div) reduced to 4 points

Boatswain's Swamp: A. P. Hill (Div) reduced to 8pts

Old Cold Harbor: Stuart (Div), Longstreet (Div), 2 Cavalry Dummies

Old Tavern: D. H. Hill (Div)

Fort 6: Magruder (Leader), Holmes (Div),

Fort 2: Huger (Div), 1 Infantry Dummy

Fort 1: Magruder (Div), 1 Infantry Dummy

Hughes Tavern: McLaws (Div), D. R. Jones (Div), 1 Infantry Dummy

All points are covered with Hidden unit markers.

The Confederate player holds the following random events cards. (He began the game with 8 and has played or discarded to end up with this hand)

16 *Replacements*
24 *Replacements*
10 *Chickahominy Fever*
7 *Stuart rides around McClellan*
32 *Local Guide*
12 *Pinkerton Overcounts*

The following cards are in the discard pile, where they have either been played or discarded.

35 *Heroic Unit*
22 *Replacements*
23 *Replacements*
43 *Poor Maps*
42 *Lee's plan goes awry*
20 *Replacements*
26 *Not War, but Murder*
11 *Yankee Spies*
46 *Union Artillery*
2 *Jackson falls asleep*
1 *McClellan Panics!*

June 27 PM

We begin the turn with the Supply Phase. The Union Player has decided that due to the threat of the Confederate units in Old Cold Harbor, he will relocate his supply terminus from the White House to Harrison Landing. He has been preparing this as the Supply unit that began the game at White house has been moving and is located at Riddell's Blacksmith. The Terminus is picked up and moved to Harrison's Landing (Where the chain will begin)

He flips the supply units in Dispatch Station and Savage Station to the wagon mode.

Without the chain of supply, all Union troops must either trace 4 points back to Harrison's Landing, consume a wagon unit or be marked out of supply. The Union player decides not to consume a wagon and all Union units will be considered out of supply for the turn. *(Note that Cavalry, Leaders and Supply units are not impacted.)*

All Confederate units are within 12 points of Richmond and found to be in supply.

The Union player immediately plays card 54 *"I read your newspaper"* (which allows him to take one card from the discard pile) and he picks card 42 *Lee's plan goes awry* (which only allows 1 Confederate stack to move and attack this turn). The deck is reshuffled due a die roll of 2.

Random events:

The Union player draws cards 30 *Acoustic Shadow* and 38 *Porter Shines*. His hand is 8 cards, so he is OK.

The Confederate player draws 29 *Lack of Coordination* and 21 *Replacements* both of which he keeps. He also has 8 cards.

CONFEDERATE MOVEMENT AND COMBAT PHASE:

The Union player plays card 42 *Lee's plan goes awry*, limiting the Confederate to one stack

As card 42 has been played, only one Confederate stack can move. The Rebel player chooses to move the units at Turkey Hill to attack the units at Grapevine Bridge.

Following the combat sequence:

A. They move adjacent.

B. There is no Magruder roll.

C. There is no cavalry.

D. The Confederate player chooses Winder as the lead unit and the Union player chooses McCall. Odds are 14-10, so no modifier for odds. The Union is out of supply (+1). Both division commanders are 2 so that evens out. Lee and Jackson will add their leadership, (+3 to the Confederates) and the terrain is a riverpoint/bridge for -1. The net DRM is +3. The Union player plays card 25 *Massed Union Guns* which reduces the net to +1.

E. Two dice are rolled with a result of 9 (+1) for a net of 10. The Confederates take 1 loss that must come from Winder so he is reduced to a 5. The Union player takes 2 losses and decides to take one from each unit. The third die result is a 3 so the combat continues.

The whole combat process is repeated, but neither player can play any cards. The *Massed Union Gun* card remains in play, but no new cards can be played.

The odds are 13-8 (no DRM), OOS for the Union (+1) same lead units and same Confederate Leadership (+3 DRM) and finally (-1) for terrain. The *Massed Union Gun* card (-2) netting out to a +1 for the Confederates. A 9 is rolled for another net 10. Winder takes another loss and the Union player again splits the results. This time the third die is a 4 and the Union player retreats to Trent House. **Note that the Union dummy retreats with the other Union units.**

Card 42 limits the Confederates to movement of a single stack so the phase ends.

UNION MOVEMENT AND COMBAT

The Union player moves his supply unit located in Riddle's Blacksmith to Frayser's Farm.

He then moves the wagon in Dispatch Station through Bottoms bridge and ends at Antioch Farm. *(Note that no other Union units may pass through this bridge this turn as a supply wagon counts as 2 units.)*

The wagon at Savage Station moves through Morrell's Ordinary to Jordan's ford.

Little Mac and Cooke, along with the cavalry dummy move from Tucker Town through Dispatch station to Trestle bridge, where they spend 1 MP and attempt to burn the bridge. A die roll of 2 and it is destroyed. They continue on to Savage station.

Sumner and his corps (Sedgwick and Richardson) will attempt to attack Hughes Tavern. This contains a Richmond Works symbol, so a roll on the Magruder table is required. A die roll of 2 stops the attack. A point attacked marker is placed.

Sighing heavily, the Union player then attempts to attack with Keyes, Peck and Couch. This time a roll of 6 allows the attack to progress as expected.

Again, there is no cavalry. The Union is out of supply, suffering a -1 DRM. The Richmond Works provide another -1 DRM. Couch is the lead unit with Keyes for Leadership (2) against Huger (1). The odds are 10-7. The net DRM is -1.

The die roll is a 4 resulting in a net of 3. The Union must take 3 losses which he takes from Couch and retreat to the point they attacked from. Both Keyes and Couch roll for leader losses. Both survive with rolls of 3 and 5. The Union player starts to mutter to himself. He plays cards 17 and 18 for a total of 3 replacement points. He applies 2 of them to McCall and one to Couch.

This ends the turn.

June 28 AM turn

The Union player decides he needs to see about keeping the Confederates at bay, so he plays card 53 *Heavy Rains*. (Remember, you can play cards at any time except during combat continuation). He rolls for all bridges. *(Note that he is taking quite a chance here in that if he loses the Jordan Ford Bridge, his supply line will be severed. This will be the second turn out of supply with units either rolling for attrition or consuming a supply unit).* Weighing the odds, he rolls and gets a 3 so Jordan's Ford bridge is intact. The results for the remaining bridges are:

Brackett's Ford	(4) survived
White Oak Bridge	(1) destroyed
Bottom's Bridge	(3) survived
Trestle Bridge	(No roll) currently destroyed
Lower Grapevine Bridge	(6) survived
Grapevine Bridge	(1) destroyed **
Duane's Bridge	(2) destroyed **
New Bridge	(5) survived
Turnpike Bridge	(5) survived

(**) Note that there are units in the spaces with the Grapevine Bridge and Duane's Bridge. In both cases, the units must decide which side of the bridge they occupy when it is destroyed. The Union units at Duane's Bridge move to the south side. (They don't leave the space, but they are on the south side when they begin their movement.)

The Confederate player also must decide about the units located at the Grapevine Bridge. If he chooses the north side, the units will be in supply during the upcoming supply phase. If he decides south, the units will be out of supply. Remembering that with a 2/3 chance he can rebuild the bridge with one MP, he goes north.

Card 53 requires a roll to determine if the deck will be reshuffled. After rolling a 1, the deck is reshuffled.

Supply:

The Union player flips his wagon units in Frayser's Farm and Jordan's Ford to the dump sides. This completes the supply chain from Harrison's Landing to Fair Oaks Station. All Union units have a supply trace to one of these three supply dumps. The wagon at Antioch Church is now extra and is not needed to complete the chain. The Union play could add it to the chain if he wants to, but for now it remains in wagon mode. All OOS markers are removed from the Union units.

Simultaneously, all Confederate units are within 12 points of Richmond.

Random Events:

The Confederate player draws 44 *Poor Maps* and 34 *Expert Guide*.

The Union player draws 20 *Replacements* and 14 *Sumner gets impatient*.

CONFEDERATE MOVEMENT AND COMBAT PHASE:

The Confederate player plays card 7 *Stuart rides around McClellan* requiring the Union player to remove two dummy counters. (One at Trent House and one with Porter at Duane's Bridge are removed.)

He then plays card 10 *Chickahominy Fever*, rolling a 4. The Union player loses 4 strength points; 2 each from Smith and Slocum of Franklin's Corps, located at Fair Oaks Station.

The first move by the Rebels is A. P. Hill who moves from Boatswain's swamp to Duane's Bridge, spends 1 MP and tries to rebuild the bridge so that he can attack the Union units on the south side. A failing die roll of 5 means that he cannot attack and returns to Boatswain Swamp. A. P. Hill is finished.

Jackson's Corps in Grapevine Bridge is successful in repairing their bridge (die roll of 2) and they attack the Trent House.

There is no Magruder roll or cavalry retreat. The lead units are Winder and McCall.

Odds are 12-8 with no modifiers.

There is no terrain DRM.

Jackson and Lee add +3 for their leadership.

The Union player springs card 51 Stragglers for a (-2DRM) and card 38 *Porter Shines* to give another (-2 for the Union) for an overall net of (-1).

The Confederates play card 34 *Expert Guide* and there is no combat. The Union must retreat to Orchard Station and the Confederates take the Trent House space.

(Note that the card 38 Porter Shines will remain in play throughout the turn and can be used for any attacks made by V Corp in the bottom half of the turn).

Longstreet leaves the stack at Old Cold Harbor and moves to Barker. Stuart and 2 cavalry dummies continue to Tucker Town, Dispatch Station and crossing at Bottom's Bridge move into Antioch Church, capturing the supply wagon. It is destroyed and burning bacon can be smelled for miles.

Magruder and one infantry dummy move away from Richmond along the Darbytown road to Mrs. Jordan's and continue to Baptist Church.

Before ending his turn, the rebel player plays cards 21 and 24 *Replacements*; rolls well, and receives a maximum of 7 replacement points. He distributes 3 to A. P. Hill, 2 to Whiting and 2 to Ewell.

UNION MOVEMENT AND COMBAT

Before the Union Player can figure out where to start, the Confederate player adds insult to injury by playing card 44 Poor Maps, reducing all Union MP's by 1.

He also plays card 29 *Lack of Coordination,* which effectively secures Lee's position at Trent House as this point was attacked this turn. *(Design note: When designing the cards, this was originally intended as a way to prevent additional attacks by the same player. Playtesters insisted that it could be used in this manner and it kind of grew on me. Players are welcome to interpret the cards in any agreeable manner – (read short of fisticuffs, swords or gunplay).*

The Union Player decides the biggest threat (of which there are many) is Stuart in Antioch Church. He begins his move with Cooke and McClellan, moving through Morrell's Ordinary, Jordan's Ford (The supply unit is a dump, allowing stacking), Oldham's Farm and Doggett to attack from the southeast. Stuart cannot retreat as the attacker has cavalry, but he is +1 for leadership. The Union player uses card 36 *McClellan Returns* to add a +2 DRM and rolls a die.

Finally, some good luck with a roll of 10 which becomes an 11. Stuart's Division is eliminated and must roll for leader loss which he passes with a 4. Note that on any result, the combat would have ended as there were casualties to cavalry. The two cavalry dummies are eliminated.

The Confederate player plays card 12 *Pinkerton overcounts* to return the 2 dummies and card 16 *Replacements* which nets 2 of Stuart's 3 points back. These are placed in Richmond.

There is more to go... but I'll leave that to the players.

Gates of Richmond - Event Cards:

Random events helped shape this campaign. From acoustic anomalies that foiled coordination of attacks to poor maps that led troops down wrong roads, to illness in the upper ranks, small incidents had major impacts. The cards are provided to simulate these events. They are the key to the game. Proper use and a little luck will foil an opponent's well laid out plan or put you in a position that will make you throw up your arms in frustration. Here are brief details to the historical events.

The cards should be interpreted literally. For example, if it says no more attacks on a given point (Cards 27-30) this turn, that applied for both players. The *Local Guide* and *Expert Guide* card (32-34) could be used offensively to remove a stubborn defender or defensively to give ground in face of a far superior enemy.

Remember, you can play as many cards as you wish at any time during the game (except for during combat continuation)

Roll for reshuffle on certain cards. (1-3 reshuffle, 4-6 continue play)

Number	Title	Details
1	McClellan Panics!	Little Mac was an engineer and very methodical. As early as June 26th after the Battle of Beaver Dam Creek, he sent orders to abandon the supply terminus at White House as it was too exposed and ordered it to be under the protection of gunboats on the James river.
2	Jackson falls asleep	On the afternoon of June 30th at Glendale, Jackson positioned some artillery, and then retired beneath a tree for a nap. His units played an insignificant role in the battle that day.
3	"Jackson is behind them!"	Of Beaver Dam Creek Porter wrote; "We do not fear Lee alone. We did fear his attack combined with one by Jackson on our flank."
4	Stuart ride around McClellan	This ride actually took place June 12-15th as Stuart and his troopers circumnavigated the Union army providing the information that the Union right flank could be turned and providing Lee with the information that led to Lee's formulation of an attack plan
5	"This must be done. Can you break this line?"	Lee orders Hood forward late in the day at Boatswain's swamp. Hood's answer? "I will try" and his troops take the hill
6	Little Mac flees!	On June 30th, as his army retreats, General McClellan is aboard the ironclad Galena in the James river.
7	Stuart rides around McClellan	This ride actually took place June 12-15th as Stuart and his troopers circumnavigated the Union army providing the information that the Union right flank could be turned and providing Lee with the information that led to Lee's formulation of an attack plan
8	Magruder puts on a show	General Magruder lived a flamboyant lifestyle, often living beyond his means. He had a flair for the theatrical and fooled McClellan into thinking he had many more troops than he really did. He would march troops past the enemy in plain sight, circle them back around undercover and march the same troops past the enemy again.
9	Balloons!	Thaddeus Lowe debuted his hot air balloon in April during the peninsular campaign. The Rebels countered with their own balloon made from silk and filled with "illuminating gas" for early aerial reconnaissance
10	Chickahominy Fever	"When standing, we are in a bog of mud. When lying down to refresh ourselves in sleep, we are in a pool of water - my health has been very bad."
11	Yankee Spies!	Deserters from both sides could provide valuable information along with newspapers that even printed troop movements
12	Pinkerton Overcounts	Private detective Alan Pinkerton was in charge of the Union army intelligence. At one point, he estimate that Lee had upwards of 180,000 troops (He had 60,000)
13	A. P. Hill is impatient	Beaver Dam Creek - "Three o'clock having arrived and no intelligence from Jackson or Branch, I determined to cross at once, rather than hazard the failure of the whole plan by deferring it."
14	Sumner gets impatient	Sumner's way was to send in the first regiment that came under his eye.
15	Night Moves	On June 27th, General McCall received orders at 3 am to retreat from Beaver Dam Creek. He was gone by dawn.

16- 24	*Replacements*	These are the stragglers, wounded and missing that return to the ranks.
25	*Massed Union Guns*	Seventeen Federal Batteries, totaling 96 guns ringed the plateau around the Watt House at the battle of Gaines's mill
26	*Not War but Murder*	D. H. Hill wrote these words concerning the Confederate assault on Malvern Hill on July 1st
27	*"Prince John" puts on a show*	Magruder was a much better actor than general
28	*Which Quaker Road?*	At some time past, there was a Quaker meeting house and many of the roads running past it were called the Quaker road. Different guides used different roads.
29	*Lack of Coordination*	Pick a battle. This occurred.
30	*Acoustic Shadow*	Many commanders would have marched to the guns, but could not hear them.
31	*Darby/Enroughty*	Due to an inheritance dispute in England, the Enroughty family pronounced their name as Darby but would not change the spelling. While Enroughty was clearly marked on most maps, many guides could not find Darby.
32-33	*Local Guide*	Local knowledge often allowed troops to take the right road, or not.
34	*Expert Guide*	Expert knowledge often allowed troops to take the right road, or not.
35	*Heroic Unit*	"Column after column melts away like smoke but is quickly reformed and again rushes on."
36	*McClellan Returns*	McClellan was able to inspire the troops (when he was there)
37	*Rain*	A thunderstorm will stop an attack.
38	*Porter Shines*	Fitz John Porter commanded the Fifth Corps and took on the bulk of the Confederate army at Gaines's Mill.
39	*Forced March*	Troops often marched up to 20 and 30 miles per day.
40	*Holmes gets lost*	Not only did he take the wrong Quaker road, he could not find the Darby farm.

41	*Battle of the Axes*	On June 30th, Huger moved out along the Charles City Road to find his way blocked by felled trees. As quickly as he could get them cleared, Slocum's troops created more roadblocks. Huger never made it to Glendale while clearing roads.
42	*Lee's plan goes awry*	Lee produced plan after plan to have them foiled by a lack of understanding or just plain luck. After the battle he would promote many and relieve many of his commanders.
43-44	*Poor Maps*	See Cards 28 and 31
45	*Little Mac slips away*	By Malvern Hill, McClellan had effectively abdicated his command. The Corps commanders did not particularly get along well, leaving the army without clear direction.
46	*Union Artillery*	Of all the Union guns that fired on July 1st, the only ones to prove ineffective were those of the Union gunboats
47-48	*Piecemeal Attacks*	Units sent in piece by piece instead of all at once.
49	*Union Command Indecision*	Commands not made decisively.
50 & 55	*Stragglers*	Stragglers catch up to their units.
51	*Night Moves*	Movement at night to try to catch the enemy by surprise.
52	*Confusing Orders*	Attack on the left flank. Was that our left flank or the enemies?
53	*Heavy Rains*	Poor weather changes plans.
54	*"I read your newspaper"*	Local reporters provide key intelligence.

The Game as History (A brief overview of the Seven Days Battles)

Game Turn 1 June 26th AM
Lee awaits Jackson's arrival.

Game Turn 2 June 26th PM
A.P. Hill grows impatient waiting for a no-show Jackson and unsuccessfully attacks Porter at Beaver Dam Creek. Jackson camps north of Porter.

Game Turn 3 June 27th AM
Porter falls back behind Boatswain's swamp.

Game Turn 4 June 27th PM
Hill attacks again, this time joined by Ewell and Longstreet. A late attack by D.H. Hill drives Porter from Gaines's Mill. The Fifth Corps is saved by nightfall.

Game Turn 5 June 28th AM
The White House depot is abandoned and all supply wagons are now south of the Chickahominy.

Game Turn 6 June 28th PM
Porter and Keyes move south toward White Oak Swamp. The remainder of the Union army holds fast at Fair Oaks.

Game Turn 7 June 29th AM
Franklin, Heintzelman and Sumner retreat to Savage Station.

Game Turn 8 June 29th PM
Magruder attacks Sumner at Savage station.

Game Turn 9 June 30th AM
Sumner, Heintzelman and Franklin deploy around Frayser's farm, covering the retreat of Porter and Keyes toward Malvern Hill.

Game Turn 10 June 30th PM
Jackson reaches White Oak Bridge, but again is not his usual aggressive self and makes no additional moves for the day.
Huger gets lost on the Charles City Road and Holmes loses the Battle of the Axes and is delayed along the River Road.
Longstreet attacks along with AP Hill but the Union line holds.

Game Turn 11 July 1st AM
McClellan retreats to the gunboats at Harrison's Landing, leaving Porter in charge. The army makes a stand on Malvern Hill.

Game Turn 12 July 1st PM
The Confederates launch a series of uncoordinated attacks on Malvern Hill. Leading to a loss of 5600 troops. DH Hill later wrote "It was not war. It was murder."

Game Turn 1 July 2nd AM
Porter abandons Malvern Hill and retreats to Harrison's Landing.

Game Turn 1 July 2nd PM
The entire Union Army is bottled up in Harrison's Landing. Stuart fires a few cannonballs into the encampment for fun, but the campaign is over.

Gates of Richmond

If it Takes all Summer was my first serious attempt at game design. After Ken and Bill agreed to publish it, I was ecstatic. A few months afterward, I found myself snowed in. Granted, in central VA, it only takes 1-2 inches to slow everything down, but this time it was a real snow with a total of 16" when it was done. So with no one to play against, I started reading. This time it was Stephen Sears' "To the Gates of Richmond". This fine tome on McClellan's peninsular campaign is a fine history and easy reading.

The more I read, the more I wondered if IITAS would transfer over. I was going to a much smaller scale and much shorter time frame. Well, they seemed to work in concert. Movement was unchanged, as was combat. The only real changes were the cards, Marauder's antics, and how to show the Union change of base from White House to Harrison's Landing. The cards were simple. I just took notes from Sears' book and translated them to actions.

Nothing in a game will turn me off quicker than stupidity rules. Don't tie my hands with a rule that says I have to do this or that. Find a creative way to persuade me to do or not to do something, through victory conditions, etc., but give me the option to follow my own path. So, if as the Union commander, I think the best course of action is an all-out assault on Richmond, I will certainly try to make one. Upper level Union commanders ordered these attacks, but they wouldn't materialize. John Magruder's performances, where troops would pass a point in plain sight, circle back around under cover, then pass back again, would give the illusion of much greater strength dissuading the front-line troops from attacking, but they could have, given better recon or more nerve. The lack of progress was out of the commander's hands. So I threw in the Magruder Table. You can try to make an attack, but the local commanders may pull the plug on you.

The change of base took various tinkering. How do you move a base? With over 4000 wagons, the train stretched for miles. OK, I've been stuck in DC traffic, so a wagon train of that size will definitely ruin your day if you are stuck behind it. So, no stacking with the trains as they move. The Union troops guarded the retreat (relocation) and didn't attack while this was going on.

This game practically designed itself. I hope you enjoy it.

Suggested Reading

To the Gates of Richmond The Peninsula Campaign by Stephen W. Sears - Ticknor and Fields, 1992

Seven Days Battles 1862 Lee's Defense of Richmond by Angus Konstam - Osprey Publishing 2004

Countersheet 1 of 2 (Front)

The Last Unpleasantness: The Gates of Richmond

Artwork by: Bruce Yearian

The Last Unpleasantness: The Gates of Richmond

Artwork by: Bruce Yearian

Countersheet 1 of 2 (Back)

1.0 INTRODUCTION

If It Takes All Summer is a game covering the first weeks of the Overland Campaign in Virginia in 1864. After taking command of all of the Union Armies, U. S. Grant chose to place his headquarters with the Army of the Potomac to run a direct offensive campaign against Lee's Army of Northern Virginia with the twin goals of taking the Confederate capital of Richmond and destroying the South's premier army. Doing so was expected to win the war. After being frustrated in both the Wilderness and at Spotsylvania Courthouse, Grant issued a dispatch. "I propose to fight it out on this line, if it takes all summer"

1.1 Narrative Sequence of Play

The game is played in a number of turns. Each player checks his units at the start of each turn to see if they are capable of tracing back to a home base from which they can be provided with food and ammunition. Should the units not be able to trace this supply line, their strength will suffer through attrition (representing desertions and illness).

After that, the players take turns maneuvering their pieces and attacking the opponent to try to accomplish their goals (Capturing or defending Richmond and capturing or defending their supply lines).

The key to the game is the play of the event cards. Each player will hold a varying number of these cards at different points in the game. These cards can be used to enhance your own unit's strengths and mobility as well as to impede your opponent. There are also a number of cards representing historical events that can disrupt each player's plans.

1.2 Glossary

Attacked point – A point that has been attacked and therefore a Leadership die roll must be made to make further attacks.

Combat unit – A unit with a strength and a leadership rating.

DRM – A die roll modifier. This will impact the attacker's die roll. All modifiers that benefit the attacker are positive; those that benefit the defender are negative.

Event cards – Each player starts with 8 cards and receive 2 additional cards each turn. These may be played at any time during the turn, except during combat continuation.

Leader – A unit that will affect combat through DRM's. It will also suffer potential casualties if called for in the combat results.

Moved unit – Any unit that has completed its movement.

Point – A geographic representation of a spot on the map. Units occupy points. These points are connected by roads and railroads. *(Note the blue river lines can never be used as movement paths connecting two points!)*

Stack - Any number of combat units and leaders in a given point.

Strength point markers – Hidden markers indicating a unit's current strength.

Supply Release point – The point from which a line of points must be traced to a unit for that unit to be in supply for the turn.

Supply Source/Terminus – The origination point of the supply line trace for a unit.

1.3 Sample Units

Corps Commander

Leader Rating is 0

Infantry Division

Potter commanding a Division in Burnside's Corps. Strength is 5 SPs (when full) and Leader Rating is 1.

Hidden Unit Marker

This flag was adopted on May 1st 1863

Current Strength

(Value facing up, so in this case it is 1 SP.)

2.0 SEQUENCE OF PLAY

Each turn in the game follows a distinct sequence that must be followed in strict order.

A. Supply Phase. The Union player may choose to relocate their supply network. The Union player also determines if all supply points are in dump or wagon mode. Both players check for supply and roll for attrition if necessary.

   •Supply Trace: Start at the supply source, trace along a rail to a release point, then trace 8 points to a unit (count the unit's point but not the originating point) OOS units are -1 MP.

   •Attrition Check: Roll one die for each affected Infantry unit.

      1-3 subtract 2 SPs from the unit
      4-6 subtract 1 SP

   If a Dummy is required to make an Attrition Check, it is eliminated.

B. Random Events. Both players, Confederate first, draws two event cards. Cards can be played at any time except during additional rounds of combat. Each player can hold up to 10 cards.

C. Confederate Player Turn
        Movement & Combat

D. Union Player Turn
        Movement & Combat

E. Advance the Game Turn Marker

3.0 MOVEMENT

Units move point to point along the connections. Each point entered costs 1 MP. For an enemy occupied point to be entered, it must be attacked. There is no additional movement cost needed to attack an enemy controlled point.

Movement Allowances
Infantry   4 Points
Cavalry   6 Points
Leaders   6 Points

Units that are out of supply have their movement allowances reduced by 1.

Units may move individually or as a stack. Not all units in a given point must be moved prior to going to the next point; however, a stack cannot pick up units along its path. A unit or stack must complete its movement and attack, prior to moving another unit or stack.

Once a unit or stack has completed its movement, place a moved marker on the stack.

4.0 STACKING

There is no stacking limit for combat units. A point can contain any number of leaders, units, or strength points of one side. A point can never contain units of both sides.
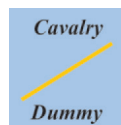
5.0 LIMITED INTELLIGENCE

The current strength of each Division is marked with a strength point marker kept underneath the Division counter. Strength is kept secret from the enemy player until a combat has been declared.

Players may place hidden unit markers on top of stacks of their units. The player can make more stacks than he has hidden unit markers, but any additional stacks beyond the limit will be displayed so the enemy can see the top leader / unit. Each player has a limit of 10 hidden unit markers. The enemy player cannot look under any hidden unit marker. Players, may at their discretion, place more than one hidden unit marker on a stack.

Optionally, Unit displays are provided that can be used to track the strengths of the units. Players should use whichever method suits their style.

5.1 Dummies

Each player begins with a number of dummy units (of both Infantry and Cavalry types). While the Confederate player may obtain additional dummies during play via the use of event cards, the total in play at any one time can never exceed the number available at start.

Dummies can be removed at any time and placed in any point where the player already has a unit, dummy, or leader (to include Richmond and the Union Supply Terminus & Depot). Dummies can move the turn that they are created or relocated.

Dummies move normally for their supposed type. Eliminate any dummy forced to make an attrition check. Dummies have no strength. Dummies are automatically eliminated if attacked when alone in a point. Once eliminated, a dummy never returns to play, except as the result of an event card. If stacked with 'real' units it stays with them, unaffected, unless the real units are destroyed, in which case the dummy is eliminated. If the 'real' units retreat, then the dummy goes with them.

Dummy units cannot destroy the Union Terminus or depot units, but they do block enemy supply trace.

6.0 COMBAT

6.1 Combat Declaration

Attacks are always carried out as part of a stack's movement and are conducted from the attacker's point toward the defender's point. After executing an attack, the attacking units are finished for the turn. Other, unmoved, stacks can take advantage of the situation created.

A given point can only be attacked once each turn from each point connected to it. For example, Brandy Station could be attacked at most three times, once each from Culpeper CH, Stevensburg, and Rappahannock Station.

Combat Leader Check: The attacking player must roll a leader check if attacking a point containing units that has already been attacked that turn, even if that attack was cancelled by a Wilderness roll. Roll one die and compare it to the leader rating of the senior leader in the potentially attacking point. If the roll is less than or equal to the leader's rating, then the attack can occur. Otherwise, it cannot. The leader used for this check need not be used directly in the resulting attack.

In all cases, each player can choose to attack or defend with any part of the units in a point. However, the player must use at least one infantry or cavalry unit. In other words, he can never decline with all units and leaders. In a case where only a portion of a point defends, retreat results still affect the all units in the point.

6.2 Lead Division

Each player selects a 'lead' division for each combat. This division must take the first loss, if any, and provides the combat's divisional leader rating for the side.

The player must select an infantry division as the lead division, if there is one available at the point.

6.3 Leaders in Combat

Only leaders in the lead division's chain of command can affect a given combat. Only leaders used for a DRM in combat are subject to a leader loss roll.

For example, A.P. Hill could not be used in a combat involving only Rodes and Early's Divisions as they both belong to Ewell's, not Hill's, Corps

6.4 Combat Sequence

Event Cards can be played by both players at any time in this sequence, with one important exception: none can be played during any additional rounds of combat triggered by the CRT. There are some cards in the deck that can be used to influence the die roll.

A. Declare combat by moving a stack adjacent to an occupied point and announcing that you wish to attack the adjacent point.

B. Wilderness Effects Determination. If any attack is into a Green Point (collectively called 'Wilderness'), roll on the Wilderness Effects Table to determine what effect, if any, the terrain has on the Combat. Note that even if this table precludes combat resolution, the 'combat' is still considered to have occurred.

C. Cavalry Retreat before Combat. If the defending stack contains cavalry (real or dummy), the attacking stack contains any infantry AND there is a point allowing retreat, the defender's cavalry (including Dummy cavalry) can withdraw to an adjacent point before the combat occurs. Defending infantry, if any, must remain behind. No unit can withdraw if the attacking force is exclusively cavalry. If the defenders vacate the point, then the attack stack must enter the point and cease moving for the remainder of the turn.

D. Select lead units, then display all units in the point for examination by both players and calculate DRM's. Note that a single stack can have a division leader, corps leader and an army leader all contribute to the final DRM.

E. Roll on the Combat Results Table. Roll two dice on the Combat Result Table and determine the losses. Apply those losses. Roll a third die if necessary determine if combat ends, continues or if there is a retreat result. Roll for leader losses if called for. If combat continues, repeat the entire combat beginning with the Wilderness Effects Determination (if any) and recalculate the DRM from scratch.

F. Place a point attacked marker.

If a combat continues, either player can try to end the combat just after the continuation die roll. He chooses a leader and must roll equal to or less than this leaders rating to stop the combat. However, the leadership rating used for the break-off attempt cannot be used in the following combat. If the defender successfully ends the combat then they will need to conduct a retreat as per 6.6. If the attacker successfully ends the combat then the attacker returns to his prior point and the combat ends immediately.

Players are free to change lead division and leaders used for each round of a given combat.

6.5 Loss Distribution

The first loss must come from the lead division. Remaining losses can be distributed among the involved units as desired.

6.0 Example of Combat
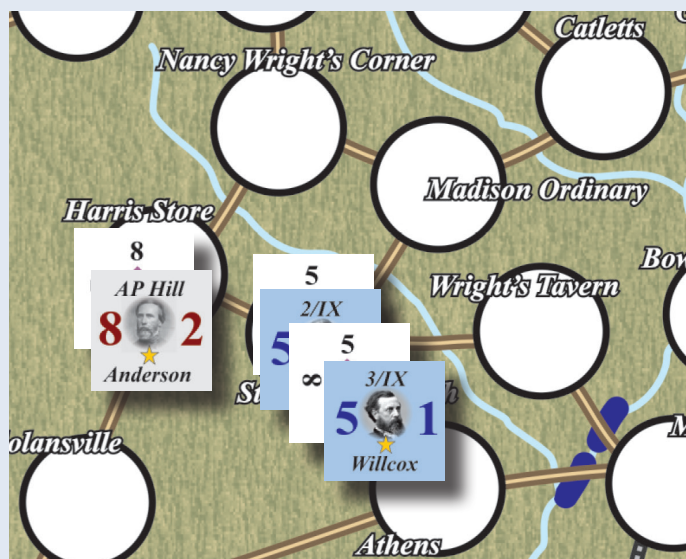
The Union player selects Potter & Willcox in St. Mary's Church to attack the Confederate division in Harris Store. There is no Combat Leader Check because this is the first time this point has been attacked. The Union player selects Willcox as his lead division.

There are no calvary, no crossing a river bar, not going into a river point, and the Richmond Works does not play any factor in this battle. Both players are in supply. The Union player has a +1 for DRM because of Willcox leader rating of 1. The Confederate player is +2 as well because Anderson is +2. There is a +2 modification for strength for the Confederate (neither side was double the strength of the other).

The Union player rolls the two dice with a total of 5, but with the +1 the total is 6. The Union player takes 2 losses and the Confederate player takes 1 loss. Anderson SPs go from 8 to 7 and Willcox SPs are reduced from 5 to 3 because he was the Lead Division. Per the combat table, a third die is rolled to see if the battle continues.

The Union player rolls a 2 and the attack ends.

Result of Combat
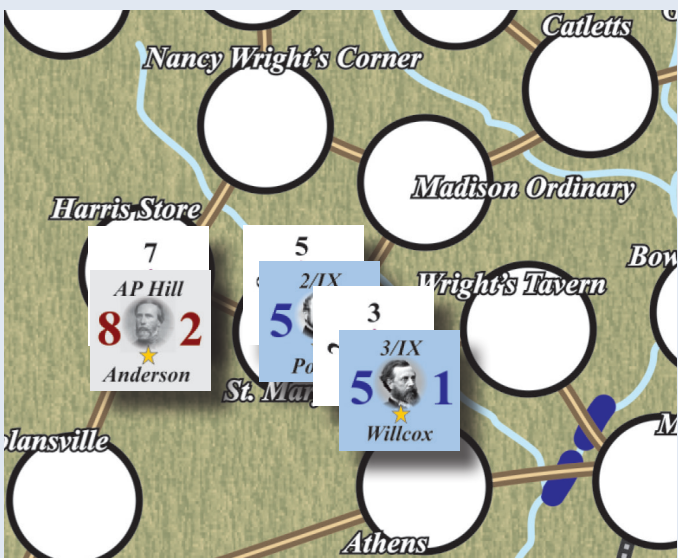
6.6 Retreat

If the continuation die roll results in "Attack ends", then the attacker must return to the last point from which his troops entered prior to the combat. If the roll result is "Defender Retreats", the defender must move into an adjacent connected point unoccupied by any enemy units (including Dummies). Retreating defenders can be split into multiple adjacent points.

If no such point exists, reduce the strength of the entire retreating stack by 1/2, rounding the number of losses down. (A stack of strength 5 would lose 2 strength points, while a stack of strength 1 would remain a stack of strength 1.) The stack must then retreat through connected points until they get to the nearest possible point that is both free of enemy units and closer to the supply source for those units. If there are multiple points that are equidistant, then the retreating player decides which of these points the retreating stack will end its' retreat in.

If the defender retreats or is destroyed, then the attacker must advance all the units and leaders that were actually involved in the attack into the defender's old point. If the attack ends, the attacker must return to the point he moved from to initiate the attack. If the attacker is destroyed, then the defender may not advance.

After a Retreat…
Units could be attacked again in their new point should there be enemy units available to do so, but not by the stack that just attacked as their turn is finished. Any units attempting such an attack would need to make a successful combat leader check.

6.7 Cavalry Losses

If attacking and/or defending cavalry takes a loss in a round of combat, all cavalry on that side must retreat at the end of the round. This might mean both sides' cavalry might retreat at the same time. Any infantry must stay for the next round of combat, if any. The player must retreat all cavalry leaders in the point if the cavalry retreats.

7.0 LEADERS

Each combat unit has a built-in leadership rating. Each corps leader and army leader has a leadership rating as well. These are used as combat modifiers. During each round of combat a single lead unit is chosen, and the leadership rating from that unit is used as a DRM. The corresponding corps leader can also be used if he is in the attacking/defending stack. Additionally, the Army leader can also be used if he is present.

If possible, leaders can only be in a point that contains at least one unit of their own command or is occupied exclusively by dummies. The point can contain units of other commands, but if it does, the leader can only be there if one or more of his own units is there as well.

If a corps or army leader is in a stack where all the units are destroyed in combat, move the leader(s) freely to any other stack of their command. There is no capture roll.

If a leader has no units remaining in his command, then remove the leader from play. He returns with the first unit of his command that re-enters play as a rebuilt unit or arrives as a reinforcement.

7.1 Leader Loss

If the Combat Results Table roll calls for leader checks roll one die for each leader (Division, Corps and Army) actually used in the combat. On a 1 or a 2, that leader is lost. On a 3 or more, there is no effect. If a leader is lost flip the leader to his Repl side. Do not roll for leaders who are already Repls. Roll for destroyed units when returning destroyed units to play. If the leader is lost, the unit is rebuilt on the replacement side.

Confederate Senior Command: If Lee becomes a casualty, then replace him with the player's choice of available corps commanders. If this happens, then flip the actual corps commander used to his Repl side. While this would have been a huge blow to the Southern cause, fighting would have continued. Union Senior Command: If Grant becomes a casualty, then replace him with the Meade counter. If Meade becomes a casualty, then the Confederate player wins the game. This simulates the loss of upper leadership that would devastate the Union offensive.

8.0 SUPPLY

Each side has a system of supply. Units must trace supply each turn. Units that are out of supply suffer movement and combat penalties. Those out of supply for extended periods will take losses through attrition.

8.1 Supply Sources

Each side has a system of supply. The two are very similar, but differ in how the connections are made. In both cases, supply flows from a Supply Source to a Release Point and from there up to 8 points to each unit. The Supply Source can also act as a Release Point.

Confederate Player:

For the Confederate player, both Richmond Points and the RR leading off the West map edge from Gordonsville are always Supply Sources, unless occupied by the Union player, and any point with an unblocked Railroad from a Supply Source can be used as a Release Point. A Railroad is blocked if any point along it is occupied by enemy Infantry, Cavalry, or a Dummy marker.

Union Player:

For the Union, the Supply Source is one of three locations indicated by the player as the active Supply Source by the placement of his Terminus marker. The three possible locations are: Brandy Station, Aquia Creek, and White House. From there, the Union player selects his Release Point by the placement of the Depot marker. This can be any distance along an unblocked RR point that the Union player has been the last player to move through.

All Union units must trace to this Depot marker or directly to the Terminus Marker. These are the only two points on the map that Union players can trace to as the Release Point.

At the start of each Supply Phase, the Union player may move the Terminus and Depot markers. First, move the Terminus to any of the three potential Supply Source Points. Note that White House does not become available until noted on the Order of Arrival. A supply source may not be chosen if the Confederates are occupying the point. The Union player then selects the new location for the Depot marker. Place the Depot marker in any railroad point, not occupied by the Confederates, that has an unblocked rail path back to the Terminus marker. The newly moved Supply Network is then used for the out of supply determination portion of the supply phase.

If a non-dummy Confederate unit enters either the Terminus or Depot Points, remove both markers from play and they return, during the Supply Phase, THREE turns later. All Union units will therefore suffer Out of Supply and then Attrition during that period.

8.2 Out of Supply and Attrition

If a unit is discovered to be Out of Supply in the Supply Phase and it is not already marked Out of Supply, then mark it Out of Supply. If it already is so marked, then flip the marker to its Attrition side, if not already, and roll for Attrition. A unit that is marked Out of Supply or Attrition has it's movement reduced by 1 and has a negative modifier in combat.

If a unit is found to be in supply in the Supply Phase and it is marked with either an Out of Supply or Attrition marker, remove the marker and there is no further ill effect.

Attrition Check: Roll one die per infantry or cavalry unit. 1-3 subtract 2 SPs from the unit; 4-6 subtract 1 SP.

If a dummy is required to make an Attrition Check, then it is eliminated.

9.0 RICHMOND DEFENSES

The 2 points of Richmond and its associated works each contain a garrison of 3 SPs. These units cannot exit their starting locations or attack. If forced to do so because of a retreat result, then they are destroyed.

Richmond Works are always a -1 DRM when being attacked.

10.0 REINFORCEMENTS /REPLACEMENTS

10.1 Reinforcements

Reinforcements arrive according to the Order of Arrival or from the play of an Event Card. They arrive at the beginning of the owning player's movement phase. Confederate Reinforcements arrive at Richmond or any Railroad Point that could be used for supply. Union Reinforcements arrive at the current location of the Terminus.

10.2 Replacements

Replacement SPs arrive by the play of Event Cards. The player using the card rolls one die. Apply the resulting SPs to any unit/units in Supply the player desires. Replacement points can be split up at the player's discretion, but no unit can, however, exceed its original printed strength. Dead units are eligible to be rebuilt and arrive as per reinforcements.

11.0 EVENT CARDS

Numerous events that influenced the campaign in Virginia are simulated by the Event Cards. Each player begins the game with 8 cards. He is given 2 new cards each turn. He can have a maximum of 10 cards in his hand, and can play them at any time except during additional rounds of combat called for by the combat results table, and can play any number at once.
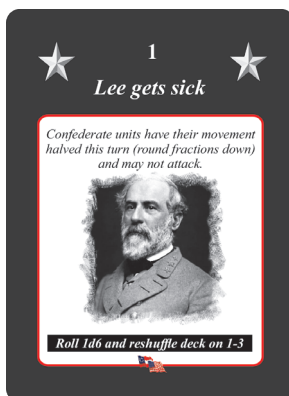
It is also allowed, at any time, to discard cards into a common discard pile. If the available card pile becomes empty, reshuffle the discards and use them again. Some cards are marked with a reshuffle die roll. Whenever one of these is cards is played, there is a chance that the deck will be reshuffled. Roll a 1d6 and on a 1-3, the deck is reshuffled. On a 4-6, play continues without shuffling.

When played, follow the card's instructions. The card will state how long the card will affect play. Once the effect is over, place the card into the discard pile.

Some cards are marked "One Use Only". Once played, remove such a card from the current game's deck.

In the event that multiple cards are played, add all the effects and round the total effects up.

Combat modifiers remain in place for the entirety of a combat, including additional rounds of combat.

If the play of two cards causes a conflict in the rules, then the card that was played last takes precedence.

Note: There are 2 event cards that limit Confederate units to movement or combat. (9 – A. P. Hill is sick / 10 – Ewell is sick) In these cases, if combat is chosen, the attacker gets a "free" MP in order to attack and can attack an adjacent point. If no enemy units are adjacent, they may only use the move option and not attack.

12.0 VICTORY

The Union player wins if he controls the four green VP points (the Totopotomoy swamp) located just northeast of Richmond OR if he occupies any three points of the Richmond Fortifications. The two Richmond locations each count as one of the three required Richmond Fortification points. Occupation of a point is given to the side that last occupied the point with an in supply, non-dummy infantry unit.

If the Union player fails to meet either objective, by the end of turn 16, the Confederate player wins.

Additionally, if both, Meade and Grant become casualties, the Confederate player wins.

13.0 WILDERNESS/ TOTOPOTMOY EFFECT

If any attack is into any green point, roll on the Wilderness/ Totopotomoy Effects Table to determine what effect, if any, the terrain has on the Combat. *Note that even if this table precludes combat resolution, the 'combat' is still considered to have occurred.*

1 Attack does not occur (point counts as having been attacked)
2-3 Attack occurs with an additional -1 DRM
4 No additional combat DRM
5-6 Attack occurs with an additional +1 DRM

The Battle of Wilderness

14.0 SET UP

- Each Player is dealt 8 Event Cards.
- All units start at printed strength unless noted otherwise.
- Each Player has 10 Hidden Unit markers.
- The Union player sets up first

Union:

Grant (Army Leader)	-Brandy Station
Terminus	
Supply Depot	
Sedgwick (Leader VI Corps)	
Wright (Div 1/VI)	
Getty (Div 2/VI)	
Ricketts (Div 3/VI)	
Warren (Leader V Corps)	-Culpepper Courthouse
Griffin (Div 1/V)	
Robinson (Div 2/V)	
Crawford (Div 3/V)	
Wadsworth (Div 4/V)	
Hancock (Leader II Corps)	-Kelly's Ford
Barlow (Div 1/II)	
Gibbon (Div 2/II)	
Birney (Div 3/II)	
Mott (Div 4/II)	
Sheridan (Leader CAV)	-At least one unit at each location -Richard's Ferry - Ely's Ford - Germanna Ford Sheridan with any of the Cavalry divisions
Torbert (Div 1/CAV)	
Gregg (Div 2/CAV)	
Wilson (Div 3/CAV)	
4x Infantry Dummies	Any of the above
3x Calvary Dummies	

Confederates:

Ewell (Leader)	-Verdiersville
Early (Div)	
Johnson (Div)	
Rodes (Div)	
Lee (Army Leader)	-Orange Courthouse
A.P. Hill (Leader)	
Anderson (Div)	
Heth (Div)	
Wilcox (Div)	
Longstreet (Leader)	-Gordonsville
Field (Div)	
Kershaw (Div)	
Stuart (Leader CAV)	--At least one unit at each location -Fredericksburg -Wilderness Tavern -Rapidan Station Stuart with any of the Cavalry divisions
Hampton (Div)	
F Lee (Div)	
R Lee (Div)	
3x Infantry Dummies	-Any of the above or in Richmond
4x Calvary Dummies	
Garrison Unit	-Richmond and each Defense line (one per point for a total of 10)

Each Point of Richmond and each of its Defense lines: 1x Garrison Unit (one per point for a total of 10).

Reinforcements:

Turn 2: Union	Burnside Leader, Ferraro Div, Potter Div, Stevenson Div, Willcox Div
Turn 10: Confederates	Pickett Div, Breckinridge Div, Butler Div
Turn 13: Union	White House becomes available as a Terminus Point
Turn 14: Confederates.	Hoke Div
Turn 14: Union	Smith Leader, Brooks Div, Devens Div, Martindale Div

15.0 OPTIONAL RULES

15.1 Recon.

Before attacking a given point, an attacker can attempt to determine what strength is in the hex. The phasing player makes an attempt to recon the hex. The non-phasing player secretly rolls a 1d6 on the recon table and determines the result. He announces to the phasing player what his "strength" in the point is within the guidelines of the table.

15.2 Breastworks

At the cost of 2 MP, an infantry unit (or infantry dummy) can build breastworks within their point. This can be done in a point just moved into or while the unit is stationary as long as 2 MP are expended. The breastworks provide a die roll modifier on the combat roll (as noted on the CRT). Once the unit leaves the point, the breastworks also disappear. A new unit entering the point must build its own works.

Cavalry units cannot build breastworks.

15.3 Fight in the Wilderness

The cost of entering a Wilderness point for Union units is 2 MPs rather than 1. (On a number of occasions during play testing, Grant managed to slip through the Wilderness untouched. There were objections and mistakes were made.)

16.0 CREDITS

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Produced by: Compass Games, LLC

For the If It Takes All Summer card deck there are a couple things that got cut off while in the printing process.

Cards 2 *Battle of New Market*, 13 *Grant demands attacks*, 14 *Sheridan raids Richmond,* and 15 *Peace Overtures* all should have the word **use** at the end of there descriptions.

Card 40 *Local Guide* should have the word **attacked** added to the end of the description.

The Battle of Cold Harbor

If It Takes All Summer… Example of play

We begin with the starting set up. Counters are arranged as follows.

UNION:

Brandy Station: Grant, Terminus, Supply Depot,

Sedgwick, Getty Div, Ricketts Div, Wright Div

Culpepper Courthouse: Warren, Crawford Div, Griffin Div, Robinson Div, Wadsworth Div + 2 Inf dummies

Kelly's Ford: Hancock, Barlow Div, Birney Div, Mott Div, Gibbon Div + 2 inf dummies

Richard's Ferry: Torbert Div + 1 Cav Dummy

Ely's Ford: Gregg Div+ 1 Cav dummy

Germanna Ford: Wilson Div + 1 Cav dummy + Sheridan

All points are covered with Hidden unit markers

The Union player was dealt the following events cards.

2 *Battle of New Market*
3 *Butler drops the ball*
14 *Sheridan raids Richmond*
21 *Replacements*
27 *Replacements*
37 *Lack of Coordination*
50 *Grants steals a march*
53 *Election Pressures*

CONFEDERATES:

Verdiersville: Ewell, Early Div, Johnson Div, Rodes Div + 1 Inf dummy

Orange Courthouse: Lee, A. P. Hill, Anderson Div, Heth Div, Wilcox Div + 1 inf dummy

Gordonsville: Longstreet, Field Div, Kershaw Div + 1 inf dummy

Fredericksburg, R. Lee Div + 1 Cav dummy
Wilderness Tavern, F. Lee Div, + Stuart + 2 Cav dummies
Rapidan Station: Hampton Div, + 1 Cav dummy

The points above are covered with Hidden unit markers

Each Point of Richmond and each of its Defense lines: 1x Garrison Unit (one per point for a total of 10).

The Confederate player was dealt the following events cards.

1 *Lee gets sick*
7 *Burnside loses his nerve*
12 *Sheridan and Meade feud*
25 *Replacements*
29 *Replacements*
32 *Replacements*
39. *Local Guide*
52 *Mud*

The remaining units are set up on the game turn track for the turn of their arrival

Turn 1

We begin the turn with the Supply Phase. The Union Player chooses not to relocate his supply terminus. All units are checked for and found to be in supply.

Event cards. The Union player draws cards 19 *Short enlistments expire* and 38 *Local guide*. He immediately discards Card 19.

The Confederate player draws 16 *Herman Haupt* which he discards and 31 *Replacements* which he keeps. He also discards 1 *Lee gets sick* from his hand.

The Union Player plays Card 50 *Grant steals a march*, which increase all Union units Movement allowance by +2 (Infantry =6, Cav = 8). The Confederate player immediately responds with 52 *Mud*, lowering the movement allowances to Infantry=3 and Cav = 4.

Note that the order of these cards is important. Had the Confederate player played the mud card first followed by the Grant card, the movement allowances would have been infantry =4 and Cavalry =5.

UNION MOVEMENT AND COMBAT

Wadsworth + 2 infantry dummies move from Culpeper Courthouse through Winston and Mitchell's to stop at Buena. (This protects against Confederate cavalry raids on the supply system.)

The rest of the corps, Warren + Griffin/Robinson/Crawford move to Spottswood, by way of Stevensburg and Germania ford.

Grant, accompanied by Sedgwick and his corps Getty/ Wright/Ricketts join Warren in Spottswood, moving through Stevensburg and Germania ford as well.

Hancock moves to Ely Ford with part of his corps consisting of Mott/Birney/Barlow moving through Madden and Richardsville.

The remaining division with 2 dummies moves by way of Morrisville and Hartwood Church to Moore's corner

Gregg's Cav +1 dummy moves from Ely's ford to Chancellorsville to Brocks crossroads to Parkers Store

Torbert leaves Richards Ferry and moves through Madden to Richardsville to Ely Ford to Chancellorsville.

Finally, Sheridan and Wilson move through Spottswood to attack Wilderness Tavern.

This is an attack in the Wilderness, so a die is rolled on the Wilderness table. A "4" is rolled with the result of no additional combat modifiers.

As the attacking force is purely cavalry, Stuart is unable to retreat before combat.

Strengths are revealed with 4 on the Union and 2 on the Confederate, resulting in a +2 DRM for strength. On the defender side Lee is the lead unit, with a leadership of 2 and Stuart will contribute his +3 leadership (5 total). On the attackers side, Wilson leads with 1 + Sheridan's +3 (4 total). The net die roll modifier is a +1. (+2 strength -1 leader differential) Neither side decides to play cards

Two dice are rolled with a result of 5 +1 for a 6. The attackers take 2 losses and the defenders take 1. A third die roll with a 4, results in a continuation of combat. However, both sides are cavalry and whenever cavalry takes a loss, it must retreat. Stuart retreats to Brocks Crossroad while Sheridan and Wilson return to Spottswood. *Note that although there were dummies involved in the combat, none were impacted as at the end of the combat, each remained with a real unit.*

All Union units have moved, ending the phase.

CONFEDERATE MOVEMENT AND COMBAT

Stuart moves with F Lee to Aldrich, by way of Todd's Tavern, Laurel Ridge and Piney Branch Church.

Ewell and his corps move from Verdiersville to Robertson Tavern, Wilderness Tavern and attack the Union Cavalry at Chancellorsville. A 5 is rolled on the Wilderness table, resulting in an attack with a +1 modifier. The Union Cavalry decide that discretion is the better part of valor and retreats before combat to US Ford. Ewell settles in at Chancellorsville.

Lee along with A. P. Hill, Heth/Anderson/Wilcox and 2 Infantry Dummies move through Verdiersville, Robertson's Tavern and settles into Wilderness Tavern.

Longstreet along with Kershaw/Field moves through Trevellian Station to Brocks bridge to Richard's Shop to Logan.

This ends the turn.

Turn 2

Supply. The Union player decides to leave the supply system as is. All units are checked for supply. The Union Cavalry stack in Parkers Store is unable to trace back to the supply depot and is marked out of supply. His movement allowance is decreased by 1 for the turn. (If this continues another turn, he will be marked as attrition and have to roll for losses.) All other units on both sides are able to trace adequate supply lines.

Event cards.

The Union player draws 48 *Poor Union Maps*, which he discards (wrapped in 3 cigars – sorry wrong campaign) and 36 – *Lack of Coordination*.

The Confederate player draws 35 *Lack of Coordination* and 40 *Local Guide*.

UNION MOVEMENT AND COMBAT

Hancock at Ely's ford advances to attack Ewell at Chancellorsville. As this is in the Wilderness, a die is rolled with a result of 3 and a -1 DRM to the attackers. The Union player plays Card 38- Local guide resulting in no combat and Ewell retreats to Brocks Crossroad.

Note he could have retreated into Wilderness Tavern and combined with Hill to defend an attack into Wilderness Tavern.

The Union stack at Spottswood moves to attack Wilderness tavern. The Confederates have no cavalry which could retreat, but the infantry must stay and fight.

A roll of 5 on the Wilderness table results in a +1 DRM. The Union player chooses an all-out assault with all units in the point resulting in a total of 44 strength points (3 cav + 18 points from Warren and 23 from Sedgwick) against all defenders at 22 points. This 2-1 advantage adds another +2 DRM for strength. Wright (of Sedgwick's corps is chosen as the lead unit (3 leadership) Sedgwick (+2) and Grant (+3) for a total of +10 DRM. The Confederates respond with Wilcox (3) Hill (2) and Lee (3) for a net of +2 to the combat die roll.

Neither player elects to play any cards. The die roll is a 6 +2 for a combat result of 8. As the lead units, Wright takes one loss and Wilcox takes 1 loss. All Confederate leaders involved must roll for losses. Lee rolls a 6, Hill rolls a 4 and Wilcox rolls a 2, killing Wilcox. His counter is flipped to reveal a 2 leadership. The Union leaders also roll for loss. Rolling a 4 for Wright and 5's for Sedgwick and Grant result in no losses.

A 2 is rolled on the continuation roll and the combat continues. Note that no cards can be played on this round of combat.

The Union player rolls on the Wilderness table with a 6 for a +1 DRM and choses the same line up as before (total 44 strength and 8 total for leadership (3 for Wright 2 for Sedgwick and 3 for Grant). The Confederate player doesn't like the way this is shaping up and choses Wilcox's replacement as the lead unit (Strength 5 leadership 2) Hill and Lee opt to sit this out. Note that not all units must participate in combat. Additionally, the Confederates could have attempted to leave by rolling against a leader in the point, but chose to stay one more round.

The net result is +1 for the wilderness, +2 for strength and +6 for leadership for a total DRM of +9. A 6 is rolled for an 11+. Wilcox takes 3 losses and the stack retreats to Brocks Crossroads with Ewell. There is no leader loss die roll as Wilcox replacement side is already showing.

Grant advances into Wilderness tavern.

The Confederate player immediately plays card number 32 Replacements, rolls a 5, resulting in 4 strength points gained. He adds 1 point to the cavalry unit at Aldrich and the 3 others to Wilcox, bringing his strength back up to a 5.

The turn continues….

If it Takes All Summer -Event Cards

Random events helped shape this campaign. From late afternoon thunderstorms that foiled attacks to poor maps that led troops down wrong roads, to illness in the upper ranks, small incidents had major impacts. The cards are provided to simulate these events. They are the key to the game. Proper use and a little luck will foil an opponent's well laid out plan or put you in a position that will make you throw up your arms in frustration. Here are brief details to the historical events.

The cards should be interpreted literally. For example, if it says no more attacks on a given point (Cards 34-37) this turn, that applies for both players. The local guide card (38-40) could be used offensively to remove a stubborn defender of defensively to give ground in face of a far superior enemy.

Remember, you can play as many cards as you wish at any time during the game (except for during combat continuation.)

Roll for reshuffle on certain cards. (1-3 reshuffle, 4-6 continue play.) Reshuffle the discards back into the draw pile.

Number	Title	Details
1	*Lee gets sick*	Reshuffle deck on 1-3. During the Battle of North Anna, Grant had placed his army in a tenuous situation, astride the river so that the opposite wings would require 2 river crossings to help each other. Lee was in a perfect position to attack but was too ill from dysentery to issue the necessary orders. "Strike them a blow" was about all he could manage.
2	*Battle of New Market*	Reshuffle deck on 1-3. On May 15th, the cadets of VMI saved the day at the battle of New Market in the Shenandoah Valley. The Union army retreated toward Harper's Ferry, allowing John Breckenridge to reinforce Lee in front of Richmond.
3	*Butler drops the ball*	Reshuffle deck on 1-3. Benjamin Butler had his troops at Bermuda Hundred, threatening the railroad connection between Richmond and Petersburg. But rather than attack, he began to entrench, allowing reinforcements to reach Lee. Baldy Smith relocated his corps to White House landing to meet up with Grant as he moved south.
4	*Butler does it again!*	Reshuffle deck on 1-3. As above, Butler's lack of activity allowed reinforcements to reach the Army of Northern VA.
5	*They can't hit an elephant at this dist...*	Reshuffle deck on 1-3. As the Union 6th Corps approached Spotsylvania Courthouse on May 9th, Major General John Sedgwick admonished his troops for ducking when Confederate snipers would fire. These were his final words.
6	*Longstreet is wounded*	While leading a counterattack in the Wilderness on May 6th, 1st Corps commander James Longstreet was seriously wounded just miles from where Stonewall Jackson was killed by his own troops.
7	*Burnside loses his nerve*	Burnside commanded the IX Corps and was an independent command, as he actually outranked Meade who headed the Army of the Potomac. His corps fought at Wilderness and Spotsylvania, but he was hesitant to commit his troops to the frontal assaults that characterized these battles.
8	*Sheridan and Meade feud*	In Meade's opinion, Sheridan had thoroughly botched his assignment to clear the road to Spotsylvania. As Sheridan saw it, Meade had meddled in his management of the cavalry. As a result, the two ceased to talk to each other.
9	*A. P. Hill is sick*	Hill had a frail physique and was high strung. He suffered bouts of depression, many believed to be a result of the venereal disease he had contracted as a West Point cadet.
10	*Ewell is sick*	Ewell's 2ndCorps took the brunt of the fighting at the Mule Shoe in the center of the line at Spotsylvania Courthouse. Ewell lost his temper, beating some of his retreating troops with the flat of his sword until he was stopped by Lee. The following morning, Ewell was downcast and Lee temporarily relieved him of command, finding him "too overwhelmed to be efficient".
11	*Stuart is Killed*	Reshuffle deck on 1-3. On May 11th, during the battle of Yellow Tavern, a sharpshooter shot JEB Stuart ending the career of one of the finest cavalry officers in history. He died the next day from his wounds.
12	*Sheridan and Meade feud*	As a result of their feud, Mead gave orders for Sheridan to raid Richmond. In doing so, he lost his "eyes" and was unable to perform effective reconnaissance.
13	*Grant demands attacks*	After a few frustrating days in late May, General Grant was convinced that he could break Lee's army with a final assault. This led up to the Cold Harbor fiasco.

14	*Sheridan raids Richmond*	Reshuffle deck on 1-3. After feuding with Meade, Sheridan received permission to stroke at the capital of Richmond, about 50 miles south. He set out and the raid culminated in the battle of Yellow Tavern and the death of JEB Stuart.
15	*Peace Overtures*	Reshuffle deck on 1-3. The Copperhead party began to pressure the Lincoln administration in the summer of 1864 to make peace with the south.
16	*Herman Haupt*	Herman Haupt was the king of the rails in northern territories. He performed near miracles in supplying all Union armies.
17	*Blockade Runners*	In spite of the fact that the Union navy had been blocking southern ports since the fall of Fort Sumter, Confederate blockade runners made effective runs, usually from Bermuda to Wilmington, NC, providing European guns and supplies.
18	*Prisoner Exchange*	Although the South refused to trade for black prisoners, there were still some exchanges made throughout the war. Exchanged prisoners were generally paroled and unable to fight, but they could fill key manufacturing or logistical positions, freeing up manpower to fill the ranks.
19	*Short enlistments expire*	Many Union regiments signed up for 3 year terms just prior to Bull Run in July 1861 and wanted to go home. The Eleventh Pennsylvania Reserves, ending a 2 year enlistment marched off the field at Cold Harbor, explaining " Our time is up this day."
20-33	*Replacements*	Both sides regularly received an influx of troops: wounded, conscripts, etc. At Cold Harbor, Lee ordered "Gather in all stragglers. Send to the field hospitals and have every man capable of performing the duties of a soldier returned to his command. Let every man fit for duty be present"

34-37	*Lack of Coordination*	Many plans by both sides would involve troops entering the fight by moving along converging roads at predetermined times. Frequently, the roads were the wrong road, or the commander of one set thought he was being flanked or didn't like the plan and would not coordinate as expected. On the night of May 21, Lee's entire army marched past The Union V Corps which was bivouacked within a mile of the Telegraph road.
38-40	*Local Guide*	Local knowledge often allowed troops to take the right road, or not.
41	*The Mule Shoe*	Lee's troops built extensive breastworks in front of Spotsylvania Courthouse. On May 12th, Hancock's troops broke through the line. Both sides reinforced and the battle deteriorated in a pouring rainstorm for an additional 22 hours and 17, 000 casualties.
42	*Warren is belligerent*	The Union V Corps commander, General Governor Warren was generally cautious, an engineer by trade and hesitant to throw his troops into battle without fully examining the situation. He often fought with Meade and Grant over orders to attack.
43	*Upton Attacks!*	Upton devised a tactic wherein columns of massed infantry would swiftly assault a small part of the enemy line, without pausing to trade fire and in doing so, attempt to overwhelm the defenders and achieve a breakthrough. At dawn on May 10 , Emory Upton's regiment lead a charge against the western edge of the Mule Shoe, that almost broke Ewell's line.
44	*Rain*	Thunderstorms will break up an attack.
45-47	*Forced March*	Troops often marched up to 20 and 30 miles per day.
48-49	*Poor Union Maps*	During the approach to the North Anna River, the Union V Corps established a line of battle at the Little River, thinking that this was the river line.

50-51	*Grant steals a march*	The Army of the Potomac slipped out of their lines after the Wilderness and Spotsylvania battles and moved to their left in an attempt to flank Lee. While they usually got a head start, Lee's interior lines allowed him to recover and beat the Union army to the next position.
52	*Mud*	Sucks to march in it.
53	*Election Pressures*	In November 1864, the country would be going to the polls. By Cold Harbor, Grant had lost more men than Lee had listed on his rolls. With the loss of an additional 7000 men in a 20 minute attack on June 3rd, the consequences of this type of bloodletting could be felt in the fall elections. Secretary of State Seward, often withheld the casualty lists, fearing public outcry.
54	*Bad Pork*	Because I wanted a "take that" card in the deck
55	*War Profiteers*	Another fun card

The Game as History (A brief overview of the Overland Campaign)

Grant had been brought east by Abraham Lincoln in the spring of 1864, placing him on overall command of the Union armies. Meade was still in command of the Army of the Potomac, but as Grant was traveling with him, he was feeling a bit edged out.

Game turn 1 May4/5

The army of the Potomac crosses the Rapidan and moves into the Wilderness. Early on May 5th, Warren's V Corps runs into Ewell's Confederates. Sedgwick's VI Corps gets involved. A. P. Hill approaches in the afternoon

Game turn 2 May 6/7

Hancock's II Corps attacks Hill, threatening to overwhelm him. Longstreet attacks, threatening to turn the southern (left flank of the Union Army). He is wounded by his own men.

Grant moves to his left, along the Brock road hoping to reach Spotsylvania CH, before Lee. Inadequate cavalry screening and Anderson wanting to move his troops (Longstreet's Corps) out of the burning battlefield moves first.

Game turn 3 May 8/9

Fitz Lee's Cavalry stake out Laurel Hill near Spotsylvania. Sedgwick is killed. The Confederates dig entrenchments known as the Mule Shoe.

Game turn 4 May 10/11

Union attacks at Spotsylvania fail, while at Yellow Tavern, just north of Richmond, Stuart is killed.

Game turn 5 May 12/13

Hancock attacks the Mule Shoe with heavy casualties. Upton nearly breaks the Confederate line, but is thrown back after 22 hours of continual combat. Grant tries to outflank the position, but is hemmed in by river lines. The Union reposition in heavy rain.

Game turn 6 May 14/15

More Union maneuvering.

Game turn 7 May 16/17

The weather clears and Grant plans for more attacks.

Game turn 8 May 18/19

The final attacks on the Mule Shoe.

Game turn 9 May 20/21

Grant tries to sidestep Lee. He isolates the II Corps as bait, but Lee retreats to the North Anna River.

Game turn 10 May 22/23

Hancock and Warren deploy at North Anna.

Game turn 11 May 24/25

Burnside's IX Corps crosses at Jellico Ford and engages Hill's Corps. Lee has the Union Army crossways across 2 rivers, but is too sick to take advantage.

Game turn 12 May 26/27

Grant realizes his predicament and once again moves left.

The Battle of Spotsylvania

Game turn 13 May 28/29

Union Cavalry crosses the Pamunkey and engages at Haw's shop. Lee's army moves behind the Totopotomoy.

Game turn 14 May 30/31

Opposing cavalry skirmish at Old Church. Smith's Corps joins the Union Army as the supply base is relocated to White House on the York River.

Game turn 15 June 1 / 2

Lee attempts an attack, but it is poorly coordinated. Meade decides to attack. He is repulsed, but decides that one more attack will finish off Lee.

Game turn 16 June 3 /4

Meade orders attacks at Cold Harbor, losing 7000 men in 20 minutes.

Player Notes

I hate player notes (and rarely read them) as I prefer to make my own mistakes and develop my own feel for any game, but here goes for those who enjoy such things.

The key on the map is Spotsylvania Courthouse. It is a choke point. As the Union player, you must grab this point as quickly as possible. As the Confederate, you should hold this as long as possible and make the Union player either go through or around you.

The Union supply train is ripe for raiding by the Confederate Cavalry. Remember, there are forced march cards, so a train that is 7 points from a Rebel unit may not be safe. Garrison the supply wagon.

The Union player must "make haste slowly." You can only win by getting to Richmond, so you must cover some ground. You must also develop a secure supply line.

The Confederates must take any chance to strike at the supply lines. They can give ground, but be wary of open flanks. A Grant steals a March card, coupled with a forced march card, allows the Union infantry to move 8 points and suddenly they are behind you.

Card play is essential to winning. You must use the proper time to delay your opponent and enhance yours. Replace strength points as soon as possible (because you can't do it in the midst of combat.)

Designer Notes

Lived in Central VA, means there are very few places that you don't stumble across a battlefield or at least an historical marker. One day, I found myself at the North Anna battlefield and realized that I knew almost nothing about the battle. A trip to my local library and with a copy Gordon Rhea's four-book set that details Grant's overland campaign, I set about to learn more about the history in my back yard. A few things jumped out when reading this outstanding history; 1. Armies traveled from crossroads to tavern to ford, not so much cross country and 2. There was a lot of luck and stupidity involved, and 3. Being a typical grognard, there was a game in here.

So it began. I pieced together the maps in the books and came up with a series of points. The luck is in the cards. The campaign turned on seemly minor events, such as Anderson's decision to move from the Wilderness to Spotsylvania Court House on the evening of May 6th, right in Grant's way, not for any great strategic reason, but because of the smell of the battlefield and his desire to rest his men. Similarly, Lee's failure to attack at North Anna was because he was too sick to write the orders. Thunderstorms wrecked marches, troops got lost and the Union army even deployed to attack the wrong river crossing because their maps were so poor.

I wrote some rules, strong-armed a few friends into playtesting it with me and shopped it around to a couple of companies. I got a few very polite "no thank you", so I dropped it on my shelf and forgot about it. A few years later, I happened across it, pulled it back out, played it again and said to myself, "I wonder if it is any good." I packed it up and sent it to Dean Essig with a request to tell me what he thought. Next thing I know, he sent me an update copy (he developed the hell out of it) and says he thinks it can fly. I cannot say enough nice things about the man. I look at the revised submission and saw it was still my game, but oh, so simplified. And not only do I feel that none of the flavor has been lost, it has been tremendously enhanced. Thank you so much, Dean.

There were a couple things I was looking for. A short enough game that a couple of oldtimers could play in an evening and simple enough that it takes 30 minutes from tearing the shrink wrap to dropping the first die. But, it also had to be re-playable. No "tub" games (a derogatory term MVR gave to the tub full of games that he claimed I have memorized), with the perfect formula to win after the first two choreographed turns. I think I've done that. I hope you agree. Enjoy. That's why we do this.

Suggested Reading/Bibliography

The Battle of the Wilderness, May 5-6, 1864, Gordon C. Rhea, Louisiana State Press 1994

The Battles for Spottsylvania Court House and The road to Yellow Tavern, May 7-12, 1864, Gordon C. Rhea, Louisiana State Press 1997

To the North Anna River, Grant and Lee, May 13-25, 1864, Gordon C. Rhea, Louisiana State Press, 2000

Cold Harbor, Grant and Lee May 26–June 3, 1864, Gordon C. Rhea, Louisiana State Press 2002

Bloody Roads South, The Wilderness to Cold Harbor, May-June 1864, Noah Andre Trudeau Little Brown and Co. 1989

Not War But Murder, Cold Harbor 1864, Ernest B. Furgurson Random House 2000

http://www.usflag.org/confederate.stars.and.bars.html

Thanks and Dedication:

I would like to thank everyone involved in this project, but a few people in particular. John 'Tex' Teixeira, a long time gamer and good friend, who introduced me to Ken D at Compass Games. Ken and Bill, for taking a chance on this game. And of course, my wife, who has provided support and encouragement through 30+ years of my addiction to the hobby.

Finally, I'd like to dedicate this game to my good friend Mark Van Roekel, who provided much early encouragement on it to me. He was a dear friend who left us too early and will be sorely missed.

GATES OF RICHMOND
The Seven Days Battles

Player Aid Card

Magruder Effect   (Richmond Works)

Roll 1d6 before combat

1-3	*Attack does not occur (Point counts as having been attacked for other attempts)*
4	*Apply an additional -1 combat DRM*
5	*Attack is limited to one (1) Division*
6	*Attack is limited to one (1) Corps*

Combat Results Table

Roll	Attacker Loss	Defender Loss	Result (1d6, if needed)
3 or less	**3***	**0**	**Attack Ends**
4-6	2	1	1-3: Attack Ends
			4-6: Combat continues
7-8	**1***	**1***	**1: Attack Ends**
			2-5: Combat continues
			6: Defender retreats
9-10	1	2	1-3: Combat continues
			4-6: Defender retreats
11 or more	**0**	**3***	**Defender retreats**

*Roll for Leader's losses if called for each Leader on the side affected. 1 Loss, 2+ no effect. Roll only for Leaders used to get the DRM above.
ALL *Cavalry in a battle must retreat (could be both sides) if* **any** *Friendly cavalry unit takes a loss in a round of combat.*

Combat Die Roll Modifiers

Strength:
+2 if...
  • the Attacker is **twice (x2) or more** the strength of the Defender.
  • Defender is marked Attrition
+1 if...
  • Defender is out of supply
-2 if...
  • Attacker is half or less the strength of the Defender
  • Attacker is marked Attrition
-1 if...
  • Attacker is out of supply
  • Attacker is only cavalry and defender is infantry (only)

Leaders:
  (Leader differential=DRM)
  +? Selected Divisional Leader
  +? Corps Commander Rating
  +? Army Commander Rating

Terrain:
-1 into a River/Bridge point
-1 into a Hill or Swamp point
-1 into Richmond Works
-1 into Breastworks *(Optional rules)*
-2 into Malvern Hill point

Sequence of Play

A. Supply Phase. Union player relocates his Supply Network, if desired. He determines if all supply points are in dump or mobile status. Check for Out of Supply and Attrition marking. Roll for losses from attrition.
  • **Attrition Check:** Roll one die for each affected Infantry unit†.
  1-3: subtract 2 SPs from the unit
  4-6: subtract 1 SP.
  †*If a Dummy is required to make an Attrition Check, it is eliminated.*

B. Events. Each player (Confederate first) draws two Events cards. Cards can be played at any time except during a combat continuation. Each player can hold up to 10 cards.

C. Confederate Player Turn
Movement & Combat

D. Union Player Turn
Movement & Combat

Movement Allowances

Infantry	*4 movement points (MP)*
Cavalry	*6 movement points (MP)*
Leaders	*6 movement points (MP)*

Units with Out of Supply or Attrition markers have their MA reduced by 1.

Recon Table

The non-phasing player secretly rolls a 1d6

Roll	Result
1 or less	*Reveal true total SP's*
2-3	*Player can add up to 8 SP's to stacks total*
4-5	*Player can subtract up to 8 SP's from the total*
6 or more	*No strength is revealed*

Recon Table Modifiers

+2 if the non-moving stack has cavalry
-2 if the moving stack has cavalry

IF IT TAKES ALL SUMMER

Grant vs. Lee, 1864

Player Aid Card

Wilderness/Totopotomoy Effects Table
(either Green Point)

Roll 1d6 before combat

1	*Attack does not occur (Point counts as having been attacked for other attempts)*
2-3	*Apply an additional -1 combat DRM*
4	*No Additional Combat DRM*
5-6	*Apply an additional +1 combat DRM*

Combat Results Table

Roll	Attacker Loss	Defender Loss	Result (1d6, if needed)
3 or less	3*	0	**Attack Ends**
4-6	2	1	**1-3: Attack Ends**
			4-6: Combat continues
7-8	1*	1*	**1: Attack Ends**
			2-5: Combat continues
			6: Defender retreats
9-10	1	2	**1-3: Combat continues**
			4-6: Defender retreats
11 or more	0	3*	**Defender retreats**

*Roll for Leader's losses if called for each Leader on the side affected. 1 or 2 Loss, 3+ no effect. Roll only for Leaders used to get the DRM above.
ALL *Cavalry in a battle must retreat (could be both sides) if* **any** *Friendly cavalry unit takes a loss in a round of combat.*

Combat Die Roll Modifiers

Strength:
+2 if...
- the Attacker is ***twice (x2) or more*** the strength of the Defender.
- Defender is marked Attrition

+1 if...
- ... Defender is out of supply

-2 if...
- Attacker is half or less the strength of the Defender
- Attacker is marked Attrition

-1 if...
- Attacker is out of supply
- Attacker is only cavalry and defender is infantry (only)

Leaders:
(Leader differential=DRM)

+? Selected Divisional Leader
+? Corps Commander Rating
+? Army Commander Rating

Terrain:
-1 into a River point
-1 across a River Bar
-1 into Richmond Works
-1 into Breastworks *(Optional rules)*

Sequence of Play

A. Supply Phase. Union player relocates his Supply Network, if desired. Check for Out of Supply and Attrition marking. Roll for losses from attrition.

- **Supply trace:** Start at the supply source, trace along a rail to a release point, then trace 8 points to a unit (count the unit's point but not the originating point) OOS units are -1 MP.
- **Attrition Check:** Roll one die for each affected Infantry unit†.
  1-3: subtract 2 SPs from the unit
  4-6: subtract 1 SP.
  †If a Dummy is required to make an Attrition Check, it is eliminated.

B. Events. Each player draws two Events cards (Union First). Cards can be played at any time except during a combat continuation. Each player can hold up to 10 cards.

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Movement & Combat

D. Confederate Player Turn
Movement & Combat

Movement Allowances

Infantry	*4 movement points (MP)*
Cavalry	*6 movement points (MP)*
Leaders	*6 movement points (MP)*

Units with Out of Supply or Attrition markers have their MA reduced by 1.

Recon Table

The non-phasing player secretly rolls a 1d6

Roll	Result
1 or less	*Reveal true total SP's*
2-3	*Player can add up to 8 SP's to stacks total*
4-5	*Player can subtract up to 8 SP's from the total*
6 or more	*No strength is revealed*

Recon Table Modifiers

+2 if the non-moving stack has cavalry
-2 if the moving stack has cavalry

Countersheet 2 of 2 (Front)

The Last Unpleasantness: If it Takes All Summer

Artwork by: Bruce Yearian

The Last Unpleasantness: If it Takes All Summer

Artwork by: Bruce Yearian

Countersheet 2 of 2 (Back)

Rest In Peace Steve Ruwe
July 24, 1962-January 20, 2018

Dedicated to the designer Steve Ruwe, who suddenly passed away not long after hearing that Compass Games would publish his labor of love, "The Late Unpleasantness ".

Steve was a good friend, a loving father and husband, and one of the best wargamers that I have ever known. He lived near the battlefields in this game and spent time visiting and studying them. He also loved spending time with his wife, Lauren, and his two children, Daniel and Caroline.

Steve will be missed, but not forgotten.

John "Tex" Teixeira

To our good buddy Steve Ruwe, whose presence, good nature and humor made every game fun—and funny.

The Richmond Area Gaming Enthusiasts