

BASIC RULEBOOK

FIELD COMMANDER

ROBERT E.
LEE

A CIVIL WAR SOLITAIRE
STRATEGY GAME

It is well that war is so terrible, otherwise we should grow too fond of it.



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FIELD COMMANDER ROBERT E. LEE

CONTENTS

1.0 Introduction	1	5.1 Skill Level	9
1.0.1 The Basics.....	1	5.2 Loyalty	9
1.1 Robert E. Lee	1	5.3 Campaign Name	9
2.0 Campaigns.....	3	5.4 Force Type Graphic	9
2.1 Holding an Area.....	3	5.5 Commander's Name	9
2.2 Objective Areas	4	5.6 Activation Number & Activation Checks.....	10
2.3 Battle Areas.....	4	5.7 Combat Value and Buy Cost	10
3.0 End of a Campaign	5	5.8 Command Rating	10
3.1 Victory	5	5.9 Front and Back of Counter	10
3.2 Defeat	5	5.9.1 Capturing Artillery	11
3.3 Campaign Victory Points	5	5.9.2 Captured Artillery Pile	11
4.0 Components.....	6	5.9.2.1 Confederate Replacement Artillery	11
4.1 Maps	6	5.9.2.2 Union Replacement Artillery	11
4.2 Battlefield Sheet.....	6	6.0 Force Types	12
4.3 Player Help Sheets	6	6.1 Mobile Forces	12
4.4 Player Log.....	6	6.2 Static Forces.....	12
4.5 Die	6	6.2.1 Static Forces Pile	12
4.6 Counters.....	6	7.0 Campaign Set Up	12
4.7 Robert E. Lee Counters and Command Rating.....	6	7.1 Campaign Special Rules and Special Counters.....	12
4.8 Force Counters.....	7	7.2 Campaign Turn.....	12
4.9 Command Points	7	7.3 Scale.....	13
4.10 Scouts	7	7.4 Campaign Command Points	13
4.11 Campaign Turn.....	7	7.5 Battle Plans	13
4.12 Battle Turn	7	7.6 Cities and Forts	13
4.13 Battle Plans	7	7.7 Forces	13
4.14 Battle Plan Quantity.....	8	7.8 Starting Forces and Placement	14
4.15 Insights.....	8	7.9 Late Arrivals	14
4.16 Battle Location	8	7.10 Confederate Regiments, Brigades, Batteries and Static Forces.....	14
4.17 Objective	8	7.11 Union Regiments, Brigades and Batteries	14
4.18 Reinforcement Cup	8	7.12 Union Static Forces	14
4.19 Additional Forces Cup	8	7.13 Objective Counters	14
4.20 Campaign Information Sheet	8	7.14 Difficulty Level	14
4.21 Campaign Turn Sheet	9	7.15 Choose Advanced Optional Rules	15
4.22 Player's Aid.....	9	8.0 Sequence of Play.....	15
4.23 Battle Pack Counters	9	9.0 Confederate Turn	15
5.0 Force Counters	9		

9.1 Advance Turn Counter	15	11.2.1 Clear Orders.....	28
9.2 Moves.....	15	11.3 Advance and Retreat	28
9.3 Resolve Battles.....	16	11.4 Shock Attacks.....	29
10.0 Battle.....	17	11.4.1 Defensive Fire	30
10.1 Battle Turn Sequence.....	17	11.4.2 Shock Check.....	31
10.2 Pre-Battle	17	11.4.3 Shock Check Modifiers Table.....	31
10.2.1 Roll for Fog of War	17	11.4.4 Artillery and Shock Checks.....	33
10.2.2 Scout Counters and Fog of War	17	11.5 Melee Combat	33
10.2.3 Fog of War d10 Die Roll	17	11.6 Performing an Attack.....	35
10.2.4 Battle Turns.....	17	11.7 Artillery and Fortifications	36
10.2.5 Fog of War Event.....	18	11.7.1 Artillery and Fortifications Ranged	
10.2.6 Regular Fog of War Event Table.....	18	Attack Modifier	36
10.2.7 Hard Fog of War Event Table	20	11.7.2 Artillery and Fortifications Ranged	
10.2.8 Veteran Fog of War Event Table	20	Attack Modifier Table.....	36
10.2.9 Envelopment Check	21	11.8 Attack Bonuses	36
10.2.10 Determine Battle Plan Quantities	21	11.9 Allocating Hits.....	37
10.2.11 Buy Additional Confederate Battle Plans.....	22	11.10 Suffering Hits	37
10.2.12 Select Insight Counters	22	11.11 Destroyed Forces	37
10.2.12.1 Duration	23	12.0 Battle Turns	37
10.2.12.2 Demolitions.....	23	12.1 Insight Activation.....	37
10.2.12.3 Entrench.....	23	12.1.1 Scout Counters and Insight Activation.....	37
10.2.12.4 Front.....	23	12.2 Select and Place Confederate Battle Plans	37
10.2.12.5 Morale.....	23	12.3 Confederate Battle Plan Counters	38
10.2.12.6 Officers.....	23	12.3.1 Aimed Volley	38
10.2.12.7 Screen	23	12.3.2 Canister.....	38
10.2.12.8 Terrain.....	24	12.3.3 Cover	38
10.2.13 Place Confederate Forces	24	12.3.4 Engage	38
10.2.14 The Battlefield Sheet.....	24	12.3.5 Fighting Retreat	39
10.2.15 Place Confederate Static Forces	25	12.3.6 Flank	40
10.2.16 Place Confederate Mobile Forces	25	12.3.7 Formation	40
10.2.17 Place Robert E. Lee	25	12.3.8 Prepare	40
10.2.18 Place Union Static Forces.....	25	12.3.9 Rapid Advance	41
10.2.19 Place Union Mobile Forces	25	12.3.10 Rapid Fire	41
10.2.20 Screened Approach	25	12.3.11 Volley	41
10.3 Formations – Column and Line	26	12.4 Confederate Default Battle Plans	41
11.0 Battle Overview.....	26	12.4.1 March	42
11.1 Battle Plan Assignment	27	12.4.2 Fire	43
11.1.1 Confederate Artillery (Rout and Capture).....	27	12.4.3 Disrupt	43
11.1.2 Union Artillery (Rout and Capture)	27	12.4.4 Pivot.....	44
11.2 Battle Plan Activation.....	27	12.4.5 Retreat	44

12.4.6 Hold.....	44
13.0 Determine Union Tactics and Pool of Union Special Battle Plans.....	44
13.1 Aggressive Union Tactics and Default Battle Plans	45
13.2 Aggressive Union Special Battle Plans	45
13.3 Defensive Union Tactics and Default Battle Plans	46
13.4 Defensive Union Special Battle Plans.....	46
14.0 Draw and Assign Union Special Battle Plans	46
14.0.1 Scout Counters and Union Special Battle Plans	47
14.1 Union Special Battle Plan Counters.....	47
14.1.1 Close Ranks	47
14.1.2 Hard Cover (Defensive)	47
14.1.3 Charge! (Aggressive)	49
14.1.4 Well-Struck (Aggressive)	49
14.1.5 Smoke	50
14.1.6 Mixed Orders	50
14.1.7 Flanking Fire	50
14.1.8 Screened March	50
14.1.9 Broken	51
14.1.10 Heavy Fire	51
14.1.11 Fog of War	52
14.2 Union Default Battle Plans	52
14.2.1 Advance (Aggressive)	52
14.2.2 Combat (Aggressive and Defensive)	52
14.2.2.1 Combat and Union Cavalry	52
14.2.3 Retreat	53
14.2.4 Hold (Defensive)	53
14.3 Resolve Union Battle Plans	53
14.4 Resolve Confederate Battle Plans	53
14.5 Rout Check	54
14.5.1 Voluntary Retreats	54
14.6 Advance Battle Turn Counter.....	54
14.7 End of the Battle	55
14.8 Withdrawal	55
14.8.1 Rejoin	55
14.8.2 Union Retreat.....	55
14.8.3 Confederate Retreat	56

14.8.4 Encamp	56
15.0 Post Battle	56
15.1 Forced March.....	56
15.1.1 Jackson's Special Rule	56
15.2 Resolve Battles	56
15.3 Confederate Resupply	57
15.3.1 Add Scout Counters	57
15.4 Refit Forces	57
15.5 Purchase New Forces.....	57
15.6 Purchase Scouts.....	58
16.0 Union Turn.....	58
16.1 Union Orders	58
16.1.1 Union Campaign Map Orders	58
16.1.2 Union Battle Area Orders	58
16.2 Restrictions on Union Orders Movement.....	59
16.3 Union Force Groups.....	59
16.3.1 Scout Counters and Union Orders	59
16.3.2 Union Corps Groups.....	60
16.3.3 Brigade, Regiment and Battery Groups	60
16.4 Union Moves.....	61
17.0 Resolve Battles	63
18.0 Union Resupply.....	63
18.1 Using Union Command Points	63
18.2 Roll on the Union Resupply Table.....	64
18.3 Follow Up Rolls	65
18.4 Command Points from Battles.....	65
19.0 Next Turn	66
20.0 Solitaire Decisions.....	66
21.0 Victory Points and Linked Campaigns.....	66
21.1 Casualties.....	66
22.0 Bonus Material	67
23.0 Credits.....	67

FIELD COMMANDER: ROBERT E. LEE

1.0 INTRODUCTION

Welcome to *Field Commander: Robert E. Lee*, the latest in the series of Field Commander games from DVG. I am fortunate to have been trusted by Dan Verssen to explore his excellent work, *Field Commander: Napoleon*, and adapt the ruleset to the American Civil War (April 12, 1861 – May 9, 1865), continuing the tradition of easy to learn, fast playing games informed by historical research and accuracy. As a solitaire game you get to make all the critical decisions in command of the Confederate forces, with the actions of the Union being determined by an AI bot. Refight the greatest battles and campaigns of the American Civil War, perhaps reshaping history with your skill and strategic thinking.

In addition to the Basic rules presented here, *Field Commander: Robert E. Lee* provides three difficulty levels and Advanced rules and options to make the game more challenging as your ability develops.

1.0.1 THE BASICS

Don't be intimidated by the length of the rulebook! The rulebook uses extensive examples and clarifications which accounts for the space, but the basic points to understand are as follows:

Each Force counter has an **Activation number** and a **Combat Value**. To take different actions – such as moving and attacking – the player must roll **d10** (a ten-sided die) and compare the result to the Activation number or Combat Value. If the result is **equal to or lower than the target score**, the player can **take the action**.

Each Force also has a **Skill Level**. Most effects impact the Forces with **lower Skill Levels before** those with higher Skill Levels.

Each Force can usually move from **one Area to an adjacent Area** on the **Campaign map**. Each Force can usually move from **one Region to an adjacent Region** on the **Battlefield Sheet**. Similarly, most Forces can **attack an enemy Force** in the **same or an adjacent Region** on the Battlefield Sheet.

When there are opposing Forces in the same Area of the Campaign map, a Battle – conducted on the Battlefield Sheet – occurs.

Each Force is assigned a Battle Plan every turn of Battle. Each Battle Plan offers different actions (which are resolved by rolling a d10). The **Confederates** use **Default Battle Plans** and **Battle Plan Counters**; the **Union** uses **Default Battle Plans** and **Special Battle Plans**. Force counters suffer Hits that flip the counter from its full-strength side to its reduced-strength side, then a subsequent Hit destroys the counter and it is removed from the battle.

At the end of both the Confederate and Union phases, both armies will have the opportunity to replace Forces destroyed in Battle – and purchase additional Forces – using **Command Points**.

If you want to start playing as soon as possible, you can use the Quick or Very Quick Battle Rules. Just read up to 10.2.10 (*Determine Battle Plan Quantities*), review 11.9, 11.10 and 11.11 then resume again at 14.5 (*Rout Check*) for the Quick Rules or 14.7 (*End of the Battle*) for the Very Quick Rules.

1.1 ROBERT E. LEE

Robert Edward Lee was born on January 19, 1807, into a military family. Growing up in Virginia, he entered West Point in 1825 and quickly excelled. He graduated second in his class without receiving a single demerit in four years of study. He entered army life, principally engaging in engineering projects,

a reflection of the focus of education at West Point at that time.

His rise to prominence began in earnest during the Mexican-American War (1846-1848), where he served with distinction. He also met and worked with that other legend of the American Civil War, Ulysses S. Grant, at this time.

Post-war appointment to West Point subsequently frustrated Lee, who, perhaps after his taste of combat in the Mexican-American conflict, now longed for something more active than engineering. His desire was fulfilled in 1855 when he was promoted to second-in-command of the 2nd Cavalry Regiment in Texas. There he protected local settlers from Native American raids.

A stain on Lee's image, one that has followed him to the modern era, followed. Due to the death of his father-in-law, Lee was forced to take a leave of absence from the army to deal with a complicated situation concerning large landholdings, huge debt and hundreds of slaves, who had been promised their freedom. Matters concerning this period to this day remain unclear, but Lee's stance on slavery can perhaps be summarized that he took it as a given in the southern states; this view further reinforced by the apolitical nature of army life. He did not appear to express consistent pro- or anti-slavery opinions.

Lee was next involved in two crucial incidents that, with hindsight, we see now led to the Civil War. The first was John Brown's attempt to incite a slave rebellion by seizing the arsenal at Harper's Ferry in October 1859. Lee was tasked with quelling this aggressive behavior, which he successfully did. The following year Lee found himself stationed at Fort Brown, Texas; just in time for the secession of the state in February 1861. Following the secession Lee returned to Washington and took a command of cavalry, and a few weeks later was offered a senior rank in the Union army.

Lee was torn.

On the one hand he opposed secession; on the other he felt a union that could only be maintained at the point of a bayonet to be not much of a union.

One thing was certain: he would defend Virginia.

Lee resigned from the army.

With the outbreak of hostilities Lee was appointed to command the Confederate forces of Virginia. He didn't get off to a good start however and lost the Battle of Cheat Mountain. His legend began to grow - and where **Field Commander: Robert E. Lee** commences - when he replaced General Joseph E. Johnston, who was wounded at the Battle of Seven Pines. General McClellan had landed Union forces at Fort Monroe in March, 1862 and marched along the peninsula between the York River to the north and the James River to the south, to threaten Richmond. Lee commanded the counter-attack in late June, leading to a series of engagements - The Seven Days Battles (June 25 – July 1, 1862) - in which, despite poor execution of orders and being outnumbered, the Confederates drove back the Union forces, secured Richmond and overnight transformed the morale of the people and soldiers of the South.

Another victory quickly followed, this time at the Second Battle of Manassas (August 29 – 30, 1862), as it was known in the south (Northerners named it the Second Battle of Bull Run). Richmond was safe; Washington was a mere 20 miles away. Lee advanced, hoping to threaten the northern capital and thus sway the vote against Lincoln in the upcoming election. Battle was joined again, this time at Antietam (or Sharpsburg, fought on September 17, 1862). Outnumbered, Lee suffered a narrow defeat and withdrew across the Potomac.

Following Antietam, Lincoln was disappointed that McClellan had wasted what the president believed to be an excellent

chance to give chase and decisively defeat the Confederate forces as they retreated. McClellan was replaced by General Burnside, who understood his mission to be the quick subjugation of the southern armed forces. Thus, he rushed to Fredericksburg. Delays followed, slowing the Union advance, but, caution forgotten, still Burnside pushed on...into the guns of the waiting Rebels. The Battle of Fredericksburg (December 11-15, 1862) was a decisive victory for Lee (and will be covered in a future expansion).

Another change in command of the Union army and another Northern blunder; this time at Chancellorsville (April 30 – May 6, 1863) where Lee displayed his brilliance and daring against Major General Joseph Hooker.

The way north was open once again and Lee marched his divisions forward until another clash followed, this time at Gettysburg. Over three days, from July 1 – 3, 1863, the fate of the Confederacy was effectively sealed with the devastating loss. Grant was already running rampant west of the Appalachian Mountains. Vicksburg capitulated on July 4, and, with thousands of dead and wounded at Gettysburg, and more deserting or falling to disease, Lee, nor the south, could recover.

Following the Overland Campaign (May – June, 1864) and the Siege of Petersburg (June, 1864 – March, 1865) the end for the Army of Northern Virginia came at the Battle of Appomattox Court House, where Lee offered his surrender. Grant duly accepted it on April 9, 1865. Though this did not end the Civil War, it made Confederate defeat inevitable.

Lee died on October 12, 1870 after suffering a stroke. The grounds of his former home, Arlington House, became the location of a national military cemetery.

In the years following the civil war, Lee came to be regarded as a dutiful hero by both the North and the South. His tactical

acumen, if not his strategic thinking, was, and continues to be, highly praised by military figures and historians alike.

2.0 CAMPAIGNS

You take on the role of Robert E. Lee and command the Confederate Forces in each Campaign. The Union is the Enemy Force. Game mechanics control the Union Forces.

The details of your Objectives for each Campaign are presented in the Victory and Defeat Conditions section of the specific Campaign Information Sheet. Objectives normally involve moving your Forces to hold key historical locations on the map, controlling the Battle Area, and inflicting casualties on the Union Forces.

2.1 HOLDING AN AREA

There are multiple Areas on each Campaign map. Each Area has a unique name derived from a town, a notable natural or man-made feature, or an important battle.

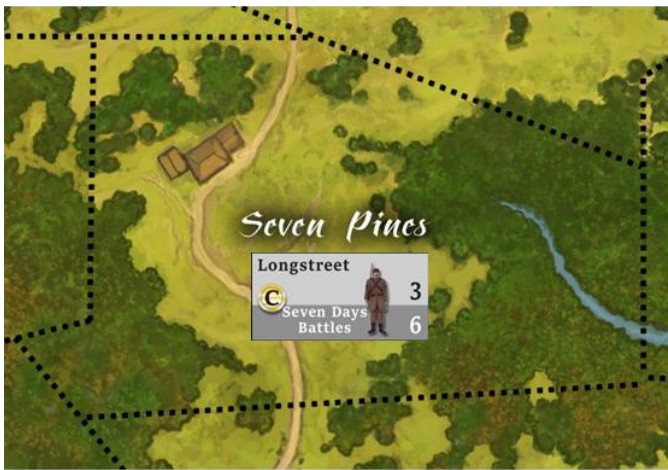
You Hold an Area if you have Confederate Forces in the Area and there are no Union Forces in that Area.

The Union Holds an Area if he (the game system you are playing against) has Forces in the Area and there are no Confederate Forces in that Area.

Forces must remain present in an Area to Hold it. In some Campaigns you may only need to enter an Area (but not Hold it). Such exceptions will be described on the Campaign Information Sheet.

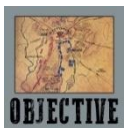
If an Area does not have any Forces present, it is not Held by either side and is uncontrolled.

Forces may only move into named Areas. Forces cannot move into water. Special rules may also deem certain Areas inaccessible. In such cases, the names are provided for flavor and to convey a sense of historical accuracy.



Example: Longstreet occupies the Seven Pines Area. There are no Union Forces in Seven Pines, therefore Longstreet Holds Seven Pines.

2.2 OBJECTIVE AREAS



During the Set-Up phase, the Campaign Information Sheet will direct you to place Objective counters on specific Areas of the map.

These Areas represent important locations specific to the Campaign. The Confederate Objective counter has a grey border. The Union Objective counters – with blue borders – are used in Battle Pack scenarios and are not required in the Basic rules.

Many of the Campaign Victory Conditions involve Holding Objective Areas. That is, there are Confederate Forces in an Objective Area and no Union Forces. If there are Union Forces



present in an Objective Area, that Area is not Held and the Objective has not been reached. A Campaign Information Sheet may also stipulate Special Rules that require the player to Hold

an Area with a minimum number of Forces that have a combined Combat Value (to be explained later) that meets or exceeds the value determined in the Special Rule.

Example: In the Seven Days Battles Campaign you are instructed to place an Objective Marker in Richmond (North), Richmond (Center) and Richmond (South). You must Hold each

Area throughout the Campaign, as indicated in the Victory Conditions stipulated.

Some Campaign Information Sheets may also stipulate that you must Hold an Area with one or more Forces that have a minimum combined Combat Value. If the Area is Held, but with an insufficient combined Combat Value of all Confederate Forces, that counts as a failure.

Example: The Antietam Campaign Information Sheet stipulates that the player must Hold Sharpsburg, Hagerstown Turnpike and Harpers Ferry Road at the end of the campaign with Forces that have a combined Combat Value of 3 or more. If, at the end of the game, one or more of those Areas is Held by one or more Confederate Forces that have a combined Combat Value of less than 3, the Objective has not been achieved and the result is a Union Victory.

At other times you may be required to reach a certain Area by a certain Turn, but do not need to Hold it, meaning that your Forces will be free to move away from that Area on subsequent turns. The conditions that need to be met to secure an Objective will be described in the Campaign rules.

Example: In the Second Manassas Campaign you are instructed to place an Objective Marker on Manassas Gap Rail Road. At least one of Jackson's Forces must reach this Area by the end of Turn 7, but you are not required to Hold the Area.

2.3 BATTLE AREAS

The Battle Area is highlighted by the red dotted line border around a collection of Areas. The Battle Area indicates the location of the heaviest fighting and is more geographically detailed. It is usually important for determining Victory (see 3.1). Union Forces in the Battle Area will shift from using Campaign Map Orders to Battle Area Orders (16.1.1 & 16.1.2).

Georgetown – bordered by a black dotted line – is not part of the Battle Area, while Thoroughfare Gap – bordered by a red dotted line – is part of the Battle Area.

Note that the Battle Area (the Areas delineated with a dashed red line on the Campaign map) is different to the Battle Location Area (the Area in which a Battle is taking place. See 4.16).

3.0 END OF A CAMPAIGN

The Campaign ends when you 1. Satisfy the Victory conditions specified on the Campaign Information Sheet, 2. When you fulfil a Confederate Defeat condition, or 3. When the Campaign Turn counter advances past the last box on the Campaign’s Turn Track and you run out of time.

3.1 VICTORY

Unless a Campaign states otherwise, you win the Campaign when your Confederate Forces have achieved all the Victory Conditions listed for the chosen Campaign.

A Campaign may have a Victory Condition specified on the Campaign Information Sheet that does not involve Holding Areas. To successfully complete the Campaign, you must achieve this Condition.

If you meet the Victory Conditions at the end of any step of a Campaign Turn, you win. There is no need to complete all the steps in the Campaign Turn.

In most cases however, the Campaign will require you to Hold key Areas until the final turn of the game.



Example: In the Seven Days Battles Campaign you must clear the Beaver Dam Creek Area of all Union Forces by the end of the Confederate

Phase of Turn 2. One of your Force counters must reach Glendale by the end of Turn 5 and one Force must have entered Malvern Hill by the end of Turn 9. In addition, you must have at least one Force counter in Crew House, West House and Western Run at the end of Turn 9. Finally, you must Hold Richmond. If you fail to achieve one or more of these Objectives, the result is a Union Victory.

3.2 DEFEAT

Some Campaigns have a Defeat Condition. If the Defeat Condition is met at the end of any step during a Campaign Turn, you immediately lose the Campaign.

If Robert E. Lee is ever on the Battlefield Sheet without Confederate Forces, you lose the Campaign.

If Robert E. Lee is ever in a Campaign map Area without Confederate Forces, you lose the Campaign.

Unless the Campaign instructs otherwise, you lose the Campaign when you move the Campaign Turn counter past the last box on the map's Turn Track having not met the Victory conditions.

Example: The Seven Days Battles Campaign ends in failure when you move the Turn counter to the right of the Turn 9 box and you have not achieved the Victory Conditions stipulated on the Campaign Information Sheet.

Example: In the Second Manassas Campaign, if one of Jackson’s Forces does not reach the Manassas Gap Rail Road by the end of Turn 7, you immediately lose the Campaign. Do not complete the Campaign.

3.3 CAMPAIGN VICTORY POINTS

Campaign Victory Points (3.3 & 21.0)	
1 Objective = 1 Campaign Victory Point.	
9 VPs + Combined Combat Value of 35 or more = Superior Command	
9 VPs = Historical Command	
0 – 8 VPs = Inferior Command	

Each Campaign Information Sheet details the Campaign Victory Points you receive for achieving your Objectives.

You can total the Campaign Victory Points and compare your final result to Robert E. Lee’s.

Superior Command - This means you did better than Robert E. Lee.

Historical Command - You did as well as Robert E. Lee.

Inferior Command - You did not do as well as Robert E. Lee.

You can also link the Campaigns together into a Grand Campaign, recording your Campaign Victory Points from one Campaign to the next. For more information on linking Campaigns, see section 21.0.

4.0 COMPONENTS

4.1 MAPS (5)



Campaign maps show the Areas Forces will move in and out of. The Areas comprising the Battle Area are outlined in red dotted lines.

4.2 BATTLEFIELD SHEET (1)



Use the Battlefield Sheet to resolve Battles. Move all the Forces from the Campaign map Area where a Battle is taking place to this Sheet to resolve the Battle. Place a Battle Location marker (4.16) on the Campaign map in the Area where the Battle is being resolved as a reminder. The Battle Location marker is double-sided. Display the side of the Army that moved into the Area to initiate the Battle.

Note that the Battlefield Sheet is double-sided. The Basic rules use the side that is divided into horizontal Regions. The Advanced rules use the side that is divided into Squares.

4.3 PLAYER HELP SHEETS (3)



The Player Help Sheet displays helpful game information. There are three variations depending on the difficulty of the Union AI chosen (Regular, Hard or Veteran. See 7.14). The Fog of War table on the Player Help Sheet is level dependent, so be careful to select the appropriate sheet. Other information tracks Confederate and Union Command Points, Confederate

Scout counters, and the Union Special Battle Plan quantity. There is also a box to place the Union Tactics counter to quickly identify if the Union AI is using Aggressive or Defensive Tactics. You can also track the number of Battle Turns and follow the Pre-Battle and Battle sequences.

4.4 PLAYER LOG (1)



Photocopy your Player Log and use it to record your Campaign information if you are playing all five campaigns together in a Grand Campaign (see 21.0).

4.5 DIE (1)

Roll a single ten-sided die when a roll is required (1d10 or d10). The die generates results from 1 to 10 with a result of '0' indicating a 10. A natural '1' will always be a success; a natural '10' ('0') will always be a failure. Therefore, if you are needed to distinguish between odd and even numbers, a roll of '0', counting as '10', would be an even number.

4.6 COUNTERS (9 SHEETS)

The game uses counters to represent military forces on the map and various record keeping game functions.

4.7 ROBERT E. LEE COUNTER AND COMMAND RATING



If the Robert E. Lee counter is present for a Battle the Confederate player receives a number of Battle Plan Counters equal to Robert E. Lee's Command rating (4.14). Lee's Command Rating is indicated on the Robert E. Lee counter specific to each campaign and is also identified on the Campaign Information Sheet. The example counter indicates Lee has a Command Rating of '3'. If Lee is not present for a Battle the Confederate player may select a number of Battle Plan Counters stipulated in the Campaign rules and also affected by the Difficulty Level (10.2.10 and 7.14). This counter represents Robert E. Lee's location on the Campaign map and his presence on the Battlefield. Never treat a Robert E. Lee counter as a Force counter.

4.8 FORCE COUNTERS



Force counters represent large formations of men, horses, artillery, and structures in the game. Most of

the counters represent Confederate and Union Divisions. Each Division is named after the commanding general at the beginning of the campaign. These are Named Force counters. Brigades, Regiments and Batteries are also available. These counters are generic and do not carry the name of the commanding officer. These latter counters are referred to as Additional Force counters.

4.9 COMMAND POINTS



Find all the Command Point counters and place them together. The numbers on the Command Point counters indicate their worth in Command Points. Use these counters to record Confederate

and Union Command Points on the Player Help Sheet. The counters are not specific to either army. Command Points represent, among other things, the availability of men and materiel, the quality of subordinate commanders, and the morale of the army. In these Basic Rules, Command Points are used by the player to purchase Scout counters (4.10 & 15.6), perform Forced Marches (15.1), and in the Confederate Resupply phase (15.3 to 15.6). Special Rules specific to a Campaign may describe other uses for Command Points. The Union AI will use available Command Points to Refit Forces, and to purchase Reinforcements and Additional Forces during the Union Resupply phase (18.0 & 18.1).

4.10 SCOUTS



Scouts are a potent weapon available to the player and their use will need to be mastered to gain the greatest victories. Use Scout counters to track the number of Scouts you have purchased.

Scouts represent independent cavalry units. Scout counters are used to force Fog of War rerolls (10.2.2), to issue Clear Orders and negate the need for Force Activation rolls (11.2.1), to allow Insight activation rerolls (12.1.1), to force rerolls or modify the

result by +/- 1 of Union Orders (16.3.1), or to remove a Union Special Battle Plan from play for the duration of a single battle (14.0.1). Scouts may also have specialized uses in different Campaigns as described on the Campaign Information Sheet. The player will receive a stipulated number of Scout counters each turn as indicated on the Campaign Information Sheet. Additional Scout counters can be purchased during the Confederate Resupply phase (15.6) at the cost of 1 Command Point per Scout counter. The total number of Scout counters available in the game represents a hard limit.

4.11 CAMPAIGN TURN



This counter shows the Campaign game Turn you are resolving. There is a grey side (Confederate) and blue side (Union) to help you keep track of which phase of the Campaign Turn you are resolving. Campaign Turns are of no defined length, but as the campaign progresses and Forces move into the Battle Area, a turn can be understood to represent a shorter period of time than in the early stages of movement on the Campaign map.

4.12 BATTLE TURN



This counter shows the Battle Turn you are resolving. There is a grey side (Confederate) and blue side (Union) to help you keep track of which step of the Battle Turn you are resolving if required. Multiple Battles (resolved one at a time) may potentially take place within a single Campaign Turn.

4.13 BATTLE PLANS



Battle Plan Counters (capital "C") are specific Orders issued to Confederate Forces in battle (12.2 and 12.3). The Union AI uses Special Battle Plans (13.0). Both the Confederates and the Union also use Default Battle Plans (see 12.4 for Confederate Default Battle Plans and 14.2 for Union Default Battle Plans). There are no counters to represent Default Battle Plans for either side. The names of the Default Battle Plans are printed on the Battlefield Sheet (4.2). Refer to the Player Aid for a brief overview of each Battle Plan.

4.14 BATTLE PLAN QUANTITY



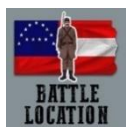
Use these counters to record the number of Battle Plan Counters your Confederate Forces can use each Turn of a Battle, and the number of Special Battle Plan counters the Union draws each turn of a Battle. Both of these totals are determined by the Difficulty Level chosen (7.14) and the Campaign (refer to the Campaign Information Sheet. See 7.0). If Robert E. Lee is present for a Battle, the Confederate player receives a number of Battle Plan Counters every turn of the Battle equal to Robert E. Lee's Command Rating specific to that Campaign (indicated on the Robert E. Lee counter and on the Campaign Information Sheet). There is no limit to the number of Default Battle Plans that either side can use (though one Force can never use more than one Default Battle Plan per Turn), and the same Default Battle Plan can be assigned to multiple Forces.

4.15 INSIGHTS



These are special Battlefield options only Robert E. Lee can use. If Robert E. Lee is not present at a battle (indicated by the Robert E. Lee counter being placed on the Battlefield Sheet) then the Confederate player cannot use Insights. (*Exception:* Certain Fog of War results. See 10.2.5). Campaign specific Special Rules may also affect the availability of Insights. See 10.2.12 for details on the Insights.

4.16 BATTLE LOCATION



Use this counter on the Campaign map to mark the map location where the Battle is taking place when you move Force counters to the Battlefield sheet (referred to as the Battle Location Area). There is a grey side (Confederate) and blue side (Union) to help you keep track of which half of the Campaign Turn you are resolving. Note that the Battle Location Area (the Area in which a Battle is taking place) and the Battle Area (the Areas delineated with a dashed red line on the Campaign map. See 2.3) are different.

4.17 OBJECTIVES



The Confederate Objective counter has a grey border. Use Confederate Objective counters to mark the location of Campaign Objective Areas on the Campaign map. Campaign Objectives are stipulated on the Campaign Information Sheet.



The Union Objective counter has a blue border. Union Objective counters are used in Battle Pack scenarios with the Advanced Rules. Union Objective counters are not used with the Basic Rules.

4.18 REINFORCEMENT CUP

Place an opaque cup to the side where Named Union Force counters are placed when Destroyed in battle. Forces with a General's name (Named Forces) go into the Reinforcement cup. These Forces may be repurchased during the Union Resupply phase (18.0).

4.19 ADDITIONAL FORCES CUP

Prepare a second opaque cup to keep Union Additional Forces in (Brigades, Regiments and Batteries). These are Force counters without a Commanding Officer's name (non-Named Forces). Put all the available Brigade, Regiment and Battery counters in the Additional Forces cup at the start of the campaign. Through the game, place all Brigade, Regiment and Battery Forces that are Destroyed back into the Additional Forces cup. The Additional Forces cup will be used to randomly select Additional Forces during the Union Resupply phase (18.0). Static Forces – Garrisons and Fortifications – are placed in the Static Forces Pile (6.2.1). Confederate Additional Forces do not need to be placed in a cup.

4.20 CAMPAIGN INFORMATION SHEET

Each campaign uses a unique Campaign Information Sheet, as found in the Campaign Book. This details which Forces to use and where to place them, Victory and Defeat conditions, Union Orders, the number of Battle Plans available each turn, the Withdrawal table, Objectives, any Special Counters needed,

Resupply and the Campaign Victory Points. There are also Special Rules unique to that campaign and a Sequence of Play for handy reference.

4.21 CAMPAIGN TURN TRACKER SHEET



Use this sheet to keep track of each turn of the Campaign. Different Campaigns have a different number of turns. The Campaign Turn Tracker Sheet also identifies which turns certain actions are necessary, such as checking for Late Arrivals.

4.22 PLAYER'S AID

The Player's Aid provides summaries of the key rules required to play the game.

4.23 OTHER COUNTERS

Remaining counters not described above are for use in the Battle Pack scenarios. Refer to the Scenario-specific Information Sheets for details of which counters are used in which scenarios.

5.0 FORCE COUNTERS

5.1 SKILL LEVEL

The letter in the medallion on each Force counter shows the Skill Level. From weakest to strongest the Skill Levels are:

- Conscript (C)
- Poor Line (P)
- Line (L)
- Veteran (V)
- Elite (E)

The Skill Level of a Force is relevant when determining Hits. A Force with a lower Skill Level in the same Region of the Battlefield Sheet as a Force with a higher Skill Level will suffer a Hit first (11.9). A Force with a lower Skill Level will suffer a Shock attack before a Force with a higher Skill Level (11.4). Some Union Special Battle Plans will also differentiate between Forces with different Skill Levels, such as *Hard Cover* (14.1.2). Skill Level may also be affected by Campaign-specific Special Rules.

Design note: The Confederacy introduced conscription in 1862 and the Union in 1863. We have used the same term throughout the game for consistency and rules clarity.

5.2 LOYALTY

The color of each counter identifies the loyalty of the Force (Confederate or Union). Each of your Confederate Force counters are identified by two shades of gray and each of the Union Force counters are identified by two shades of blue.

5.3 CAMPAIGN NAME

The name of the Campaign on a Force counter identifies the Campaign the counter is used in. Note that Brigade, Regiment, Battery, Garrison and Fortification counters are generic and can be used in any Campaign. They have no Campaign name.

5.4 FORCE TYPE GRAPHIC

The graphic on a Force indicates the Force's Type. Infantry, Cavalry, Artillery, Garrison, or Fortification.

5.5 COMMANDER'S NAME AND CORPS IDENTIFIER

The Commander's name on the counter shows the Commander who historically commanded the Force at the beginning of the Campaign (in certain cases, the historical Commander may have been captured, wounded or even killed during the course of the Campaign). Different Commanders may have different abilities specific to a Campaign. Check the Special Rules for each Campaign for details. The Corps Identifier is placed below the Commander's name. Union Forces are issued Orders and move on the Campaign map in groupings determined by their Corps (16.3). Confederate Forces are identified according to the initial of the Corps commander in the earlier Campaigns.

Named Force counters *without* a Corps identifier are Independent and will not join a Corps group (16.3). For example, in the Gettysburg campaign Buford is a Named Force counter but is Independent and is not attached to a Corps.

5.6 ACTIVATION NUMBER & ACTIVATION CHECKS

Forces may use this number when attempting an Activation check to Activate a Battle Plan. To make an Activation check, roll d10 and compare the result to the Activation number. If the result is equal to or less than the Activation number the Force is able to Activate. A natural roll of '1' when making an Activation check always succeeds; a natural roll of '10' when making an Activation check always fails. Note that certain additional Rules (such as Shock attacks. See 11.4), Campaign Special Rules and Optional Rules may require the player to make Activation checks to produce different effects.

5.7 COMBAT VALUE AND BUY COST

Forces use their Combat Value when performing attacks. Some Forces have a Superior Combat Value, noted with a superscript on their Combat Value. You will need to roll a Force's Combat Value or less to perform a successful attack and score a Hit against your target using 1d10. If you roll the Superior Combat Value or less (on the same roll), you will score two Hits. A natural roll of '1' when attacking always succeeds; a natural roll of '10' when attacking always fails. If a Force has a Superior Combat Value but that Combat Value has been modified to a zero or negative number, natural rolls of '1' do *not* score two Hits.

You must pay the Buy Cost (the Combat Value of a Force) when purchasing a Force using Command Points (15.5).



Example: The 'L' medallion indicates a Line Skill Level. The two shades of grey indicate this is a Confederate counter.

The Campaign name is Antietam. It is a Cavalry counter. The Commanding Officer is Stuart. There is no parent Corps indicator, so this is an Independent Force. The Force has an Activation number of '6' and a Combat Value / Buy Cost of '4'.



Example: The 'V' medallion indicates a Veteran Skill Level. The two shades of blue indicate this is a Union counter.

The Campaign name is Gettysburg. It is an Infantry counter. The Commanding Officer is Gibbon. The division belongs to II Corps. The Force has an Activation number of '8' and a Combat Value / Buy Cost of '5/2'. The '2' is the superscripted Combat Value that allows the Force to potentially inflict an additional Hit.

5.8 COMMAND RATING

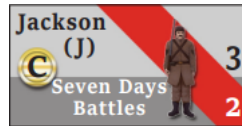


Only Robert E. Lee counters have this number.

Use this number to Activate some Insight counters (Demolitions and Screen. See 10.2.12)

and to adjust Battle Plan Quantities (10.2.10). In the example, Robert E. Lee has a Command Rating of 3. Note that some Campaigns may make reference to Lee's Command Rating.

5.9 FRONT AND BACK OF COUNTER



Force counters have a full-strength side and a reduced strength side.

The reduced side has a red slash through the counter.

At the beginning of the Campaign, place Forces on the map with their full-strength side face up.

When a Force suffers a Hit, flip it to its reduced side.

If a reduced Force suffers a Hit, it is Destroyed. Remove it from the map and, if it is a Union Force, place it in the Reinforcement cup (4.1.8), Additional Forces cup (4.1.9) or Static Forces pile (6.2.1). If it is a Confederate Force, place it next to the Campaign map. It may be repurchased during the Purchase New Forces phase (15.5). Forces that have been flipped to their reduced side (but not Destroyed) can be flipped back to their full-strength side during the Refit Forces phase (15.4). Artillery Forces follow special rules (see Capturing Artillery 5.9.1). The Union will have similar opportunities during the Union Resupply step (18.0).

If a Force does not have an Activation number or a Combat Value on its reduced side, Destroy it when it suffers its first

Hit. For example, if an Artillery Force does not have a reduced side, it will be Destroyed after suffering the first Hit from a Ranged Attack against it (but may otherwise be captured. See below).

5.9.1 CAPTURING ARTILLERY

Any time an opposing Artillery Force (Confederate or Union) is defeated in a Shock attack (11.4) or Melee combat (11.5), or is Routed (14.5) that enemy Artillery Force is immediately removed from the Battlefield sheet and placed in the Captured Artillery pile (5.9.2). It cannot be repurchased in the Resupply phases (15.3 & 18.0). Then, place an Artillery counter with an opposing Loyalty (from the Union Additional Forces cup – see 4.19 – or from the available Confederate Forces next to the Campaign map), and with the same Combat Value in the same Region of the Battlefield Sheet. If an opposing-Loyalty Artillery counter with the same Combat Value is unavailable, place an opposing-Loyalty Artillery counter with a lower Combat Value. That Artillery Force can be assigned a Battle Plan the following turn. Once captured, those Artillery Forces may be used by the opposing army for the remainder of the campaign unless Destroyed or recaptured.

Note that if, for example, the Union were to capture Confederate Artillery, placing it in the Captured Artillery pile (5.9.2), and the Confederates were to capture a Union Artillery Force with the same Combat Value in a later Battle, then the original Confederate counter can be returned to the game (from the Captured Artillery pile).

5.9.2 CAPTURED ARTILLERY PILE

This is a pile of both captured Confederate and Union Artillery Forces. Anytime an Artillery Force is captured, remove it from the game and place it in the Captured Artillery Pile. Replace that captured opposing Artillery Force with a friendly Artillery Force of equal or lower Combat Value as normal.

5.9.2.1 For the Confederate player that friendly Artillery Force can be selected from the Captured Artillery Pile (representing

the recapture of an Artillery Force) or from the stock of available Artillery Forces in the Confederate Additional Forces pile (4.19).

5.9.2.2 For the Union AI that friendly Artillery Force will be selected from the Captured Artillery Pile as a priority (representing the recapture of an Artillery Force). If no Artillery Forces are available, the Union AI will select a friendly Artillery Force from the stock of available Forces in the Union Additional Forces cup (4.19).

For both the Confederate player and the Union AI, if no friendly Artillery Force is available in either the Captured Artillery Pile or in the stock as a substitute for the captured enemy Artillery Force, then gain 2 Command Points but otherwise take no further action. Remove the opposing Artillery Force from the Battlefield Sheet to the Captured Artillery pile as normal but do not replace it with a friendly Force.

Both Confederate and Union Artillery Forces in the Captured Artillery pile are not available for repurchase and cannot reenter play as a result of a roll on the Union Resupply Table (18.2).

Example: You previously captured a Union Artillery Force with Combat Value 4. You replaced this Force with one of your own Confederate Artillery Forces (Combat Value 4) and placed the captured Union Artillery Force in the Captured Artillery pile. In this turn one of your Artillery Forces (Combat Value 5) is captured by the Union and placed in the Captured Artillery pile. The Union does not have a similar Combat Value 5 Artillery Force available and so it returns the Union Combat Value 4 Artillery Force that was previously captured from the Captured Artillery pile to the Campaign map.

6.0 FORCE TYPES

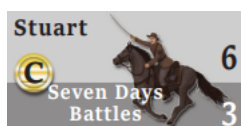
There are two types of Forces: Mobile and Static.

6.1 MOBILE FORCES

There are three types of Mobile Forces in the game: Infantry, Cavalry, and Artillery. You can move all these Forces on the Campaign map and move Infantry, Cavalry and some lighter Artillery on the Battlefield Sheet. Heavier Artillery cannot move on the Battlefield Sheet (11.1).



Infantry - Infantry counters have a soldier graphic.



Cavalry - Cavalry counters have a soldier mounted on a horse graphic. Cavalry do not have a reduced side.

Destroy them when they suffer one Hit.



Artillery - Artillery counters have a wheeled cannon graphic. Artillery do not have a reduced side. Destroy them

when they suffer one Hit.



Additional Forces: Regiments, Brigades and Batteries – Regiments, Brigades and Batteries are sub-types of Infantry,

Cavalry and Artillery and are referred to as Additional Forces. Treat Regiments, Brigades and Batteries as Infantry, Cavalry or Artillery based on the graphic appearing on their counter. Regiments, Brigades and Batteries do not have a reduced side. Destroy them when they suffer one Hit.

6.2 STATIC FORCES

There are two types of static Forces: Garrisons and Fortifications. Static Forces do not move on the Campaign map or the Battlefield Sheet.



Garrisons - Garrisons have a graphic of a soldier.



Fortifications - Fortifications have a graphic of a cannon.

6.2.1 STATIC FORCES PILE

Static Forces are kept together in their respective Static Forces Pile (distinct from the Reinforcements Cup and the Additional Forces Cup. See 4.18 and 4.19). Select Static Forces from the Static Forces Pile whenever necessary during a campaign.

7.0 CAMPAIGN SET-UP

SEVEN DAYS BATTLES - CAMPAIGN INFORMATION SHEET	
Starting Forces	Starting Forces
Reinforcements	Reinforcements
Additional Forces	Additional Forces
Static Forces	Static Forces
Turn Tracker	Turn Tracker
Player Aid	Player Aid
Game Rules	Game Rules
Map	Map
Counters	Counters
Victory Conditions	Victory Conditions
Notes	Notes

To begin, select the Campaign you want to play and place the Campaign map, the Campaign Information Sheets, the relevant Player Help Sheet (dependent on Difficulty Level) and the Campaign Turn Tracker Sheet in front of you. You will also find the Player Aid helpful.

Collect the counters you will need as indicated on the Campaign Information Sheet (Starting Forces and Late Arrivals). We recommend you start with the Seven Days Battles Campaign. All Campaigns use the same Set-Up procedures.

7.1 CAMPAIGN SPECIAL RULES AND SPECIAL COUNTERS

Some Campaigns have Special Rules. Special Rules take precedence over standard rules. There may be cases when Special Rules require Special Counters unique to that Campaign. Collect any required Special Counters as indicated on the Campaign Information Sheet. The required Robert E. Lee counter is also identified in this section.

7.2 CAMPAIGN TURN

Place the Campaign Turn counter (4.11) next to the Campaign Turn Tracker with its grey (Confederate) side face up.

7.3 SCALE

In each Campaign every Force with a named Commander represents a division. This does not affect game play. The size of units varied, but in general a Confederate Division contained more Brigades and more men compared to a Union Division. The actual number of fighting men in a unit declined significantly as the war continued however as casualties, disease and desertion accumulated. The Confederates had no way to replace losses, while the Union did. On the other hand, the Union held the advantage with artillery thanks to its stronger industrial base, allowing for greater numbers of superior quality guns and ammunition to be attached to its divisions. In the early campaigns in the Eastern theater (that is, east of the Appalachian Mountains) the Confederates held the advantage in cavalry, led by JEB Stuart. Confederate cavalry was concentrated while the Union cavalry tended to be dispersed. General Hooker, prior to Chancellorsville, introduced many changes to the Union army, including the reorganization of the cavalry; thereafter the opposing sides were more or less equal. Union soldiers in most cases were also better supplied and as the war continued their morale grew. Note that, when necessary, these differences are reflected in the Force stats (Activation Number, Combat Value and Superior Combat Value).

7.4 CAMPAIGN COMMAND POINTS

The Resupply section of the Campaign Information Sheet specifies the number of Command Points (4.9) the Confederate and Union gain each turn. The Confederate player will also gain Scout counters each turn. The Union will gain additional Forces as determined by the Union Resupply Table. Place the Confederate Command Point counters in the Confederate Command Points box on the Help Sheet, along with any Scout counters. Place the Union Command Point counters in the Union Command Points box, also on the Help Sheet.

Use the Command Point counters to track the Command Points available to the Confederates and Union throughout the Campaign.

7.5 BATTLE PLANS



There are two types of Battle Plans available to the Union: Special Battle Plans (14.1) and Default Battle Plans (14.2). There are no physical Default Battle Plan counters. The Default Battle Plan names are printed on the Battlefield sheet. Place the Union Special Battle Plan counters in an opaque cup for later drawing. The Special Battle Plans available to the Union will depend on the ratio of Combat Values possessed by the participants engaged in the battle (13.0). In general, the Union AI will be more aggressive if the Union Forces enjoy a higher combined Combat Value compared to the Confederate Forces. Conversely, if the Union Forces are at a disadvantage the AI will become more defensive.

Place the Confederate Battle Plan Counters (12.3) next to the Battlefield Sheet to choose from later. The selection of Confederate Battle Plan Counters remains consistent regardless of the combined Combat Values of the engaged Forces. The Confederate player can also use Default Battle Plans (12.4), also printed on the Battlefield sheet.

7.6 CITIES AND FORTS



If only Confederate Forces begin the Campaign in an Area with a City or Fort symbol, also automatically place 1 Confederate Garrison and 1 Confederate Fortification counter in that Area.

Example: In the Seven Days Battles Campaign Richmond is held by the Confederates. Place 1 Confederate Garrison and 1 Confederate Fortification in the Richmond Areas.

During Set-Up, if only Union Forces are assigned to an Area with a City or Fort symbol, place 1 Union Garrison and 1 Union Fortification counter in the Area.

7.7 FORCES

Use only named Force counters with the same Campaign name as the Campaign you are playing. Regiments, Brigades and

Batteries are non-Campaign specific and can be used in all Campaigns.

7.8 STARTING FORCES AND PLACEMENT

Confederate Starting Forces (7.8)

Confederate Force counters with a 'J' belong to Major General Thomas J. Jackson's Command. Those with an 'M' belong to Major General John B. Magruder's Command.

Robert E. Lee (Command Rating: 2) at Richmond.

Jones (M), McLaws (M) and Magruder (M) at Old Tavern.

1 Fortification and Huger at Oak Grove with *Entrenched Insight* attached (Special Rule #1)

Longstreet, A.P. Hill, D.H. Hill, Stuart and Pendleton at Richmond.

Whiting (J), Jackson (J) and Ewell (J) start off Map (Special Rule #2).

Find the Robert E. Lee counter and other Force counters listed in the Confederate Starting Forces and Union Starting Forces sections of the

Campaign Information Sheet. Place the corresponding Force counters on the indicated Areas of the map.

Example: In the Seven Days Battles place the Robert E. Lee counter, along with the Longstreet, A.P. Hill, D.H. Hill, Stuart and Pendleton counters in Richmond.

7.9 LATE ARRIVALS

Some Campaigns list the Turns, or Conditions, in which to place specific Forces. Place those Forces off to the side and add them to the game when you advance the Turn counter into the specified Campaign Turn Track box, or when the appropriate Campaign Conditions have occurred based on the details on the Campaign Information Sheet. Note that it is possible that Late Arrivals may arrive in enemy-Held Areas. In such cases place the Forces as normal unless Special Rules indicate otherwise.

Example: In the Seven Days Battles Campaign all Jackson's Forces start off the Campaign map. As determined by Special Rule #2, starting on Turn 3, the player must roll d10 against a target number. If successful, all Jackson's Forces enter an Area Held by Confederate Forces chosen by the player.

7.10 CONFEDERATE REGIMENTS, BRIGADES, BATTERIES AND STATIC FORCES

Place all Confederate Regiments, Brigades, Batteries and extra Static Forces to the side for later purchase (15.5).

7.11 UNION REGIMENTS, BRIGADES AND BATTERIES

Set aside all Union Regiments, Brigades and Batteries for later use. The Union AI may receive additional Regiments, Brigades and/or Batteries during the Resupply phase as indicated on the Campaign Information Sheet (18.0).

7.12 UNION STATIC FORCES

Place all extra Union Static Forces to the side for later use. The Union AI may receive additional Garrison and/or Fortifications during the Resupply phase as indicated in the Campaign Information Sheet (18.0).

7.13 OBJECTIVE COUNTERS

Place Objective counters (4.17) in the map Area(s) designated by the Objectives section of the Campaign Information Sheet.

7.14 DIFFICULTY LEVEL

Choose the Campaign Difficulty Levels for the player and the Union AI.

For the player there are three levels: Easy, Regular and Hard. The difficulty level determines how many Battle Plan Counters are available in each Battle (12.3) as indicated on the Campaign Information Sheet. The game was designed to be played at the Regular difficulty level for the Confederate player.

For the Union AI there are also three levels: Regular, Hard and Veteran. The Union AI difficulty level determines the number of Special Battle Plans available in each turn of a battle (10.2.10), the Fog of War table used, some Victory Conditions, the Campaign Map and Battle Area Orders (the default on each Campaign Information Sheet is Regular), along with Resupply (18.0). We recommend you start with the Regular Difficulty Level and work your way up as your skill and understanding of the game increases. The player may choose to mix and match different Difficulty Levels for different aspects of the game. For example, the player could choose to use the Regular number of Union Special Battle Plans, along with the Hard Campaign Map and Veteran Battle Area Orders and the Hard Resupply rules.

Note that the Difficulty Level may affect the Campaign Special Rules as indicated on the Campaign Information Sheet.

7.15 CHOOSE ADVANCED OPTIONAL RULES

More experienced players may also like to include one, some or all of the advanced optional rules. See the Optional Rules section in the Advanced Rulebook for more details.

8.0 SEQUENCE OF PLAY

During each Campaign Turn, play the game using the following steps detailed below.

Confederate Turn

- Advance Turn Counter
- Confederate Moves
- Resolve Battles
- Confederate Forced March
- Resolve Battles
- Confederate Resupply

Union Turn

- Union Orders
- Resolve Battles
- Union Resupply

You may not go back to a step once it has been completed. Perform all steps in the order they are shown. Note that in certain Campaigns the Sequence of Play may be modified. In such cases, follow the Campaign-specific sequence.

Each Campaign game Turn has two major phases, your (first) half of the Campaign Turn, and the Union (second) half of the Campaign Turn. During your half of the game Turn, you will move your Forces, initiate Battles, and Resupply your Forces. During the Union half of the Turn, the AI will perform Union Orders, initiate Battles, and Resupply his Forces.

9.0 CONFEDERATE TURN

This is the time during the Campaign Turn when you carry the battle to the Union.

9.1 ADVANCE TURN COUNTER

If this is the first Turn of the Campaign, place the Campaign Turn counter on Turn 1 on the Campaign Turn Tracker.

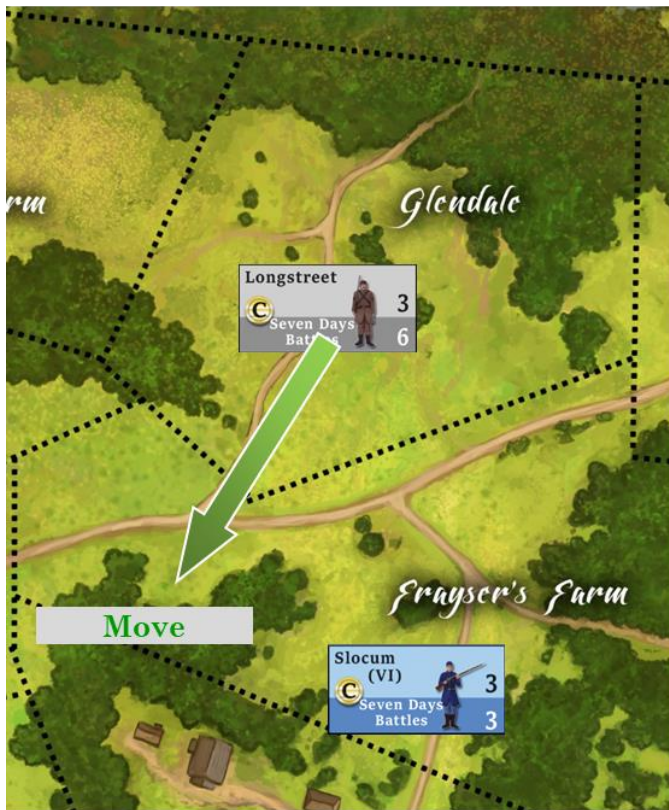
Otherwise, move the Campaign Turn counter one space to the right along the Campaign Turn Tracker. Display the grey (Confederate) side during the Confederate Phase.

If you move the counter off the end of the Campaign Track Tracker without achieving your objectives, the Campaign ends in failure (3.2).

Example: The Seven Days Battles Campaign ends in failure when you move the Turn counter to the right of the Turn 9 box on the Campaign Turn Tracker and you have not achieved the Victory Conditions stipulated on the Campaign Information Sheet.

9.2 MOVES

You may now move each of your Mobile Forces to an Area adjacent to its current Area. There is no cost to do this.



Example: Longstreet moves from Glendale to Frayser's Farm.

If you have Confederate Forces in the same Campaign map Area as Union Forces at the start of your turn (most likely as the result of an Encamp result on the Withdrawal table. See 14.8), you can move them to an adjacent Area. Otherwise, if both Confederate and Union Forces end the Move step in the same Area, go to the Resolve Battles section below (9.3). Note that the Union AI will keep its Forces in the same Area as Confederate Forces and fight a Battle.

You can move the Robert E. Lee counter to an Area adjacent to his current Area. There is no cost to do this. If at any time you move Robert E. Lee to an Area that does not contain Confederate Force counters, you lose the Campaign (3.2). The Robert E. Lee counter can move simultaneously with Confederate Forces to avoid being alone in an Area. You may move the Robert E. Lee counter even if he is in the same Campaign map Area as Union Forces (assuming there are also Confederate Forces present; if not, you lose the Campaign).

Design Note: Why would you move the Robert E. Lee counter to an Area that does not contain Confederate Force counters if doing so would mean you lose the Campaign? Clearly, you would not voluntarily move the Robert E. Lee counter in such a fashion, but it is possible that owing to the result of a battle, at which Robert E. Lee is present, all your Confederate Forces are Destroyed. In this case you would have no Confederate Forces to Move to the Campaign map, but you would have to Move the Robert E. Lee counter to the Campaign map, along with the victorious Union Forces. Robert E. Lee would therefore be isolated in an Area containing Union Forces. In this instance, you would lose the Campaign.

9.3 RESOLVE BATTLES

After you have completed all movements, you must resolve a Battle when Confederate and Union Forces are present in the same Area. The exception to this is if, after resolving a Battle, two opposing Forces Encamp (14.8.4).



Example: After moving into Frayser's Farm, Longstreet and Slocum now occupy the same Area. Frayser's Farm becomes the Battle Location Area. Resolve the Battle between

Longstreet and Slocum. Note that in almost all cases, Battles will involve more than one Force counter per army.

In the case of multiple Battles, choose a Battle you would like to resolve. You can resolve the Battles in any order.

Place the Battle Location counter on the map to mark the location of the Battle. Place the counter with the grey side face up as a reminder that the Battle is taking place during your half of the Turn.

10.0 BATTLE

10.1 BATTLE TURN SEQUENCE

Use the Battle Turn Sequence listed below, also on the Player Help sheet, to resolve each battle. Modify for any campaign-specific Special Rules that may affect the Battle Turn Sequence.

PRE-BATTLE

- Roll for Fog of War (The result may impact the respective Combat Values of the two armies)
- Envelopment Check (Check for gains in Command Points)
- Determine Battle Plan Quantities
- Buy Additional Confederate Battle Plans
- Select Insights
- Place Confederate Forces
- Place Union Forces

BATTLE TURNS

- Insight Activation
- Select and Place Confederate Battle Plans
- Determine Union Tactics and Special Battle Plans
- Draw and Assign Union Special Battle Plans (Some may resolve immediately)
- Resolve Union Battle Plans (Check for gains in Command Points on the Battlefield sheet)
- Resolve Confederate Battle Plans (Check for gains in Command Points on the Battlefield sheet)
- Rout Check (Check for gains in Command Points)
- Advance Battle Turn Counter

10.2 PRE-BATTLE

Perform the following steps to prepare for each Battle.

10.2.1 ROLL FOR FOG OF WAR

Roll a d10 die and consult the Fog of War chart below or on the Player Help Sheet. Note that there are three Fog of War tables: Regular (10.2.6), Hard (10.2.7) and Veteran (10.2.8). The player can choose which table to use according to the Difficulty Level selected.

10.2.2 SCOUT COUNTERS AND FOG OF WAR

If you have any available Scout counters, you can discard 1 Scout counter to re-roll the Fog of War die roll. You can accept a roll or continue to re-roll and discard Scout counters until you have discarded all your Scout counters. You can repurchase discarded Scout counters during your Resupply steps (15.6). You must accept a subsequent re-roll result if you are unable to discard further Scout counters. You cannot go back and accept the result of a previous roll, even if that result was more favorable.

10.2.3 FOG OF WAR D10 DIE ROLL

Roll d10. The Roll column on the Fog of War chart shows the die roll results from 1 to 10.

10.2.4 BATTLE TURNS

The Battle Turns column on the Fog of War table specifies the number of Battle Turns the Battle will last. Place the Battle Turn counter on the appropriate box of the Battle Turn Track on the Player Help Sheet. The number of Battle Turns may be affected by the Duration Insight (10.2.12).

Example: At the start of a Battle, you roll a Fog of War die and get an 8. You do not like the result, so you expend one of your Scout counters to re-roll the die. The new roll is a 2. Consulting the Regular Fog of War chart on the Player Help Sheet (10.2.6), you note that the Battle will last 4 Turns and you get 2 Command Points. You place the Battle Turn counter on Turn 4 of the Battle Turn Track.

10.2.5 FOG OF WAR EVENT

Each Fog of War result benefits either the Confederate or the Union Forces. Roll d10, then consult the relevant table below. The Fog of War tables (determined by Difficulty) can also be found on the Player Help Sheets.

Any Forces that are added due to a Fog of War event remain in play after the Battle if they survive.

If you are unable to resolve the result of the Fog of War event, ignore the result.

Important: Note that it is possible that owing to the addition of Forces to the Battle due to Fog of War events that expected pre-Battle Envelop results (10.2.9) are no longer relevant.

10.2.6 REGULAR FOG OF WAR EVENT TABLE

Roll	Battle Turns	Event
1	3	Select 1 Insight at random. Robert E. Lee does not need to be present.
2	4	You gain 2 Command Points.
3	5	You gain 1 Scout.
4	4	Pay 2 Command Points to add 1 Confederate Brigade to 1 Confederate Held Area. You may not add that Force to the Area this Battle is being fought in as it is not Confederate Held.
5	3	Roll d10. 1-5: Add 1 Union Regiment to the Battle. 6-10: Transfer 2 of your Command Points to the Union. If unable, add 1 Union Regiment to the Battle. If no Regiments available then ignore.
6	5	Disease. Inflict 1 Hit on 1 random Confederate Infantry Force in 1 random Confederate Held Area.
7	6	Add 1 random Union Reinforcement to the Battle.
8	4	Roll d10. 1-2: Add 1 Union Fortification to the Battle. 3-10: Add 1 Union Garrison to the Battle.
9	3	Union gains +1 Special Battle Plan each Turn of the Battle.
10	4	Union gains +2 Special Battle Plans each Turn of the Battle.

1 / 3 – Select 1 Insight at random. Robert E. Lee does not need to be present.

Select 1 random Insight counter to use during the Battle. This Insight does not reduce your Battle Plan Quantity. If the Insight requires an Activation roll, use the Command rating on Robert E. Lee's Campaign counter. Robert E. Lee does not need to be present in the Battle to gain this random Insight. If Robert E. Lee is present you can select additional Insights as normal

(10.2.12). Note that some Special Rules may prohibit certain Insights. In such cases, reselect.

2 / 4 – You gain 2 Command Points.

Immediately add 2 Command Points to your Confederate Command Point box.

3 / 5 – You gain 1 Scout.

Immediately add 1 Scout counter to the Scout box on the Help sheet.

4 / 4 – Pay 2 Command Points to add 1 Confederate Brigade to 1 Confederate Held Area.

If you pay 2 Command Points, add 1 of your currently unpurchased Brigades to any Area on the Campaign map Held by Confederate Forces. You may not add that Force to the Battle Location Area as it is not Confederate Held. If you cannot add a Force, or do not pay the 2 Command Points then disregard this Event. Proceed to the Envelopment Check (10.2.9).

5 / 3 – Roll d10. 1-5: Add 1 Union Regiment to the Battle. 6-10: Transfer 2 of your Command Points to the Union. Otherwise, add 1 Union Regiment to the Battle.

Roll d10. On a result of 1-5 add 1 Union Regiment (Infantry or Cavalry) to the Battle. On a result of 6-10 transfer 2 of your Command Points to the Union. If you do not have 2 Command Points, add 1 Union Regiment (Infantry or Cavalry) to the Battle. If you are unable to add a Union Regiment to the Battle, proceed to the Envelopment Check.

6 / 5 – Disease. Inflict 1 Hit on 1 random Confederate Infantry Force in 1 random Confederate Held Area.

Randomly select an Area Held by Confederate Forces. Inflict 1 Hit on 1 random Infantry Force in that Area. If you do not Hold any Areas inflict 1 Hit on 1 random Infantry Force in the Area the battle is taking place in.

7 / 6 – Add 1 random Union Reinforcement to the Battle.

Immediately select 1 random Union Reinforcement from the Reinforcement cup and add it to the Battle. If the cup is empty, add a Union Brigade (Infantry or Cavalry) to the Battle. If no Brigades are available, add a Regiment (Infantry or Cavalry). If no Regiments are available, add a Battery. If no Batteries are available, give the Union 4 Command Points instead.

8 / 4 – Roll d10. 1-2: Add 1 Union Fortification to the Battle. 3-10: Add 1 Union Garrison to the Battle.

Immediately roll d10. On a result of 1-2, add 1 Union Fortification to the Battle. Place it in the Union Reserve Region of the Battlefield Sheet. On a result of 3-10, add 1 Union Garrison to the Battle. Place it in the Union Approach Region of the Battlefield Sheet. Otherwise, immediately give the Union 2 Command Points. If the Fortification or Garrison survives the Battle, place it on the Campaign map in the Area the Battle took place.

9 / 3 – Union gains +1 Special Battle Plan each Turn of the Battle.

Increase the Union Special Battle Plan Quantity counter's value by 1. Combine Union Special Battle Plan Quantity counters to represent higher quantities if necessary.

10 / 4 – Union gains +2 Special Battle Plans each Turn of the Battle.

Increase the Union Special Battle Plan Quantity counter's value by 2. Combine Union Special Battle Plan Quantity counters to represent higher quantities if necessary.

10.2.7 HARD FOG OF WAR EVENT TABLE

Roll	Battle Turns	Event
1	3	You gain 1 Scout
2	4	Pay 2 Command Points to add 1 Confederate Brigade to 1 Confederate Held Area. You may not add that Force to the Area this Battle is being fought in as it is not Confederate Held.
3	5	Roll d10. 1-5 Add 1 Union Regiment to the Battle. 6-10 Transfer 2 of your Command Points to the Union. If unable, add 1 Union Regiment to the Battle. If no Regiments available then ignore.
4	4	Disease. Inflict 1 Hit on 1 random Confederate Infantry Force in 1 random Confederate Held Area
5	3	Add 1 random Union Reinforcement to the Battle
6	6	Roll d10. 1-2 Add 1 Union Fortification to the Battle. 3-10 Add 1 Union Garrison to the Battle.
7-8	5	Union gains +1 Special Battle Plan.
9	3	Union gains +2 Special Battle Plans.
10	4	Virulent Disease. Inflict 1 Hit on all Confederate Forces in 1 random Confederate Held Area.

10 / 4 – Virulent Disease

Randomly select any Area Held by Confederate Forces. Inflict 1 Hit on all Confederate Forces in that Area.

10.2.8 VETERAN FOG OF WAR EVENT TABLE

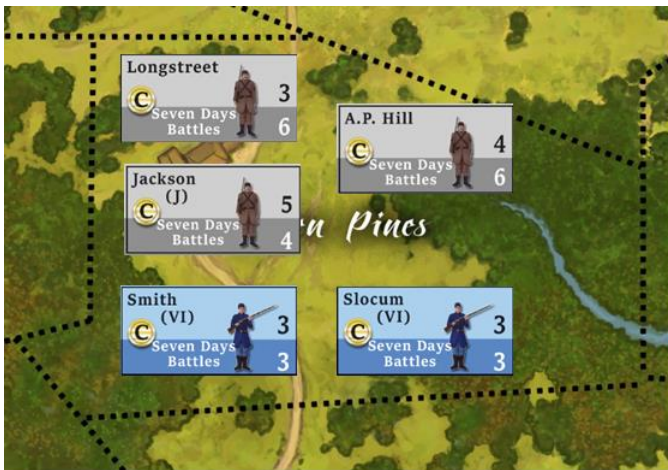
Roll	Battle Turns	Event
1	3	Roll d10. 1-5 Add 1 Union Regiment to the Battle. 6-10 Transfer 2 of your Command Points to the Union. If unable, add 1 Union Regiment to the Battle. If no Regiments available then ignore.
2	4	Disease. Inflict 1 Hit on 1 random Confederate Infantry Force in 1 random Confederate Held Area
3	5	Add 1 random Union Reinforcement to the Battle
4	3	Roll d10. 1-2 Add 1 Union Fortification to the Battle. 3-10 Add 1 Union Garrison to the Battle
5-6	5	Union gains +1 Special Battle Plan
7-8	4	Union gains +2 Special Battle Plans
9	3	Virulent Disease. Inflict 1 Hit on all Confederate Forces in 1 random Confederate Held Area.
10	4	Desertion. Remove 1 random Confederate Force from one Confederate Held Area.

10 / 4 – Desertion

Randomly select 1 Confederate Force in one Confederate Held Area. That Force must make an Activation check (5.6). If successful, that Force suffers 1 Hit. If this should cause that Force to be removed from play it cannot be repurchased during the Resupply phase. Remove the Force counter from the game. If the roll is unsuccessful immediately remove that Force from the game. Any Force removed in this way cannot be purchased during the Resupply phase. This applies to Named Force counters, as well as Brigades, Regiments, Batteries, Garrisons and Fortifications.

10.2.9 ENVELOPMENT CHECK

After rolling for Fog of War, next make an Envelopment Check. Total the Combat Values for all the Union Forces participating in the Battle and compare that number to the total Combat Values for all the Confederate Forces participating in the Battle. This combined total should include any additional Forces added to the battle due to the Fog of War roll. If one side's combined Combat Value is 3 times, or more than 3 times, the opponent's combined Combat Value, the weaker Forces are Enveloped. Do not fight the Battle. Destroy all the weaker Forces. Artillery is not captured, it is destroyed. If Robert E. Lee is present in the Area and your Forces are Destroyed, your Campaign ends in Defeat (3.2).



Example: In the Battle shown, the Union Forces have a total Combat Value of 6. The Confederate Forces have a total Combat Value of 16. As the Confederate Forces do not have at least 3 times the combined Combat Value of the Union, there is no Envelopment. If the Confederate Forces had a combined Combat Value of 18 or more, the Union Forces would be Enveloped and Destroyed.

Note that it is possible that prior to the Fog of War roll, one side may have been able to Envelop the other, but following the Fog of War roll, because of the addition of Forces, that Envelopment is no longer possible. Similarly, it is possible that additional forces create an Envelopment opportunity.

If there is no Envelopment, move all the Forces from the Campaign map's Battle Location Area to the Battlefield Sheet. Mark the Battle Location Area on the Campaign map with the Battle Location counter. There is a grey side (Confederate) and blue side (Union) to help you keep track of which half of the Campaign Turn you are resolving.

Both the Confederates and the Union will gain bonus Command Points for Enveloping the enemy (15.3 and 18.0).

Ready to play?

Reminder: If you are using the Quick or Very Quick Battle Rules then at this point you almost know everything you need to know to start playing! For the Quick Battle Rules, you can skip from 10.2.10 (*Determine Battle Plan Quantities*) to 14.4 (*Resolve Confederate Battle Plans*) and resume at 14.5 (*Rout Check*). For the Very Quick Battle Rules, you can skip from 10.2.10 (*Determine Battle Plan Quantities*) to 14.6 (*Advance Battle Turn Counter*) and resume at 14.7 (*End of the Battle*). Just read *Allocating Hits* (11.9), *Suffering Hits* (11.10) and *Destroyed Forces* (11.11).

10.2.10 DETERMINE BATTLE PLAN QUANTITIES

The Battle Plans section on the Campaign Information Sheet shows the number of Battle Plan Counters the Confederate player will receive in each Battle and the number of Special Battle Plans the Union will receive in each Battle depending on the Difficulty Level selected (7.14).

If Robert E. Lee is in the same Area as the Battle, you gain the number of Battle Plan Counters equal to his Command rating each turn of the Battle. Place the Robert E. Lee counter in the designated place on the Battlefield Sheet to indicate his presence in the Battle. Note that this is *not* in addition to the normal number of Battle Plan Counters as determined by the Difficulty Level.

After determining the number of Battle Plan Counters and Special Battle Plans to be used, place a Battle Plan Quantity

counter (4.14) with that number on the Help Sheet in the Confederate Battle Plan Counter and Union Special Battle Plan Quantity box. Adjust the counter if directed to do so by the Fog of War event. Use multiple Battle Plan Quantity counters if necessary (for example, to represent 5 Special Battle Plans use a 1 and 4 Special Battle Plan Quantity counter).

Example: In the Seven Days Battles Campaign, the Union receives 2 Special Battle Plans each Turn of Battle at the Regular Difficulty Level. A roll of 10 on the Regular Fog of War table would, for example, increase the Union Battle Plan Quantity to 4 for each Turn of that Battle. The number of available Special Battle Plans will return to 2 for subsequent Battles.

Example: In the Seven Days Battles Campaign, as indicated on the Campaign Information Sheet, if Robert E. Lee is not present in the Battle Location Area, you receive 1 Battle Plan Counter each Battle Turn at the Regular Difficulty Level. If Robert E. Lee is present in the Battle Location Area, you receive 2 Battle Plan Counters each Battle Turn. The Union receives 2 Special Battle Plans each Battle Turn at the Regular Difficulty Level whether Robert E. Lee is present or not.

While you do not have to use the maximum number of available Battle Plan Counters and/or Insights, the Battle Plan Quantity resets every turn and cannot be exceeded. You cannot 'save' Battle Plans for future turns.

10.2.11 BUY ADDITIONAL CONFEDERATE BATTLE PLANS

You may spend Command Points to increase your Battle Plans. If you spend 2 Command Points, increase your Battle Plan Quantity counter by 1. If you spend 5 Command Points, increase your Battle Plan Quantity counter by 2.

10.2.12 SELECT INSIGHT COUNTERS



If Robert E. Lee is present at the Battle, you may choose Insight counters. There may be exceptions to this stipulated in the Special Rules of a Campaign. For example, in Seven Days Battles the Confederate player gains the Entrench Insight for free in the Oak Grove Battle even though Robert E. Lee is not present.

Every Insight counter you select reduces the number of your Battle Plans available each turn by one. Adjust your Battle Plan Quantity counter as needed. Unlike Battle Plan Counters, generally Insights are selected and used once only during a Battle. You cannot select a new, different Insight every Battle Turn even if you use the Insight you selected. Exceptions are detailed in the rules section for each Insight.

Example: In the Seven Days Battles Campaign, Robert E. Lee is present at a battle. He has a Command rating of 2. This gives you 2 Battle Plan Counters. You decide to pay 2 Command Points to get 1 extra Battle Plan, for a total of 3. To indicate this, you place a Battle Plan Quantity counter '3' on the Help Sheet. You now decide you want 1 Insight counter. Reduce the Battle Plan Quantity counter from a 3 to a 2. You will get to select 1 Insight counter for the entirety of the Battle, plus 2 Battle Plan Counters every Turn of the Battle.

Place any chosen Insight counters next to the Battlefield Sheet until you are ready to use them.

Some Insights require an Activation roll. If so, you may attempt to Activate more than 1 Insight each Battle Turn if more than one is available. You may choose not to Activate an Insight on a particular turn. Note that, if required, you will always use Robert E. Lee's Command Rating (5.8) when necessary to Activate some Insights whether he is present in the Battle or not.

Each Insight counter has its own rules as follows.

10.2.12.1 Duration: This Insight automatically Activates during the Insight Activation step of the first Battle Turn. Increase or decrease the duration of the Battle by 1 Turn to a maximum of 6 Battle Turns or a minimum of 1 Battle Turn.

10.2.12.2 Demolitions: This Insight requires an Activation roll (+0 modifier). In addition, you must have at least one Force in the same or an adjacent Region of the Battlefield Sheet to the Union Garrison or Fortification you wish to target at the time the Insight is Activated. During the Insight Activation step of any Battle Turn, you may attempt to roll Robert E. Lee's Command rating or less to use this Insight. If successful, Destroy the target Union Garrison or Fortification. You may retain this Insight after a successful Activation and reuse it in a subsequent turn. If unsuccessful, retain the Insight and continue to attempt 1 Insight Activation roll each Turn until successful, or until the Battle ends.

10.2.12.3 Entrench: This Insight automatically Activates during the Insight Activation step of the first Battle Turn. Place this Insight counter next to any non-Melee Confederate Mobile or Static Force. Any Union Force attacking that Confederate Force suffers a -2/-2 penalty to its Combat Value when making a Shock attack (11.4), a Melee attack (11.5), or a Ranged attack (11.6). In addition, if the Confederate Force that Entrenched is attached to is defending against a Shock attack, that Force gains a +2/+2 bonus to its Combat Value when making its own Shock check (11.4.2). Unlike the Battle Plan Counter *Cover*, *Entrench* remains in play even if the Force counter it is attached to is in a Region with one or more enemy Forces (and is therefore in Melee combat).

If the Force *Entrench* is attached to moves, retreats or is Destroyed, remove *Entrench*. The Insight cannot be attached to the same Force or a different Force for the remainder of the Battle.

Example: A Confederate Force with the *Entrench* Insight attached is attacked by a Union Force with a Combat Value of 9/3. With a -2/-2 penalty, that Union Force attacks at 7/1. You

roll a 1. The Union Force inflicts 2 Hits on the Confederate Force and destroys it. The Force is removed from the Battlefield Sheet, as is the *Entrench* Insight.

10.2.12.4 Front: This Insight automatically Activates during the *Place Confederate Forces* step. Place up to 3 of your Mobile Forces in the Confederate Front Region.

10.2.12.5 Morale: This Insight automatically Activates during the Insight Activation step of the first Battle Turn. Treat all your Forces as having +2/+0 Combat Value during the Battle when making Shock checks.

Example: Your Force has a Combat Value of 5 and must make a Shock check. Instead of needing to roll a 5 or less to succeed, that Force must roll a 7 or less to succeed.

10.2.12.6 Officers: This Insight automatically Activates during the Insight Activation step of the first Battle Turn. All Confederate Forces get a +1 bonus to their Activation number for the duration of the Battle.

10.2.12.7 Screen: This Insight requires an Activation roll (+2). You must have at least 3 Forces in the Area the Battle will be fought in on the Campaign map. Before the Battle commences, remove 1 Confederate Cavalry Force and 1 Confederate Infantry Force from that Battle Location Area. Do not place these Forces on the Battlefield Sheet. The remaining Confederate Forces are placed on the Battlefield Sheet as normal. During the Insight Activation step of any Battle Turn, you may attempt to roll Robert E. Lee's Command Rating +2 or less to use this Insight. If successful, roll 3 Attacks for the Infantry Force. For each attack, roll d10. For each result that is equal to or less than the Combat Value of the attacking Infantry Force, you inflict one Hit. The attacks inflict Hits on the Union Forces from the Union's rearmost Region forward. Apply the Hits in the standard order of lowest Skill Level to highest. If all the Forces in the rearmost Region are Destroyed, apply any remaining Hits to Forces in the adjacent closer Region. Upon completion return the Cavalry Force and Infantry Force back to the Campaign map's Battle Location Area. These Forces do not

take any further part in the battle. For more details on Making an Attack and Hits refer to sections 11.4, 11.9, 11.10 and 11.11.

Example: You have 1 Cavalry Force and 2 Infantry Forces. Before the battle you remove 1 Cavalry Force and 1 Infantry Force from play. The second Infantry Force is placed on the Battlefield Sheet as normal and will participate in the Battle as normal. Robert E. Lee has a Command Rating of 2, meaning you must roll 4 or less to Activate this Insight. You roll a 3 and successfully Activate this Insight during the Insight Activation step. Roll 3 unmodified Attacks using the Combat Value (5) of the Infantry Force. You roll a '10', a '4' and a '2'. You inflict two Hits. There is a Union Artillery Force in the Union Reserve Region and this is Destroyed. There are no remaining Union Forces in the Union Reserve Region, so you check the Union Approach Region. There are two Infantry Forces here; one with a Poor Line Skill Level and the other with a Line Skill Level. You apply the remaining Hit to the Force with the Poor Line Skill Level. You then place the Infantry Force and Cavalry Force back on the Campaign Map in the appropriate Area. Do not place those Forces on the Battlefield sheet. They do not participate in the Battle.

10.2.12.8 Terrain: This Insight automatically Activates during the Place Union Forces step. Place **all** the Union Forces, including Artillery, Garrisons, and Fortifications in either the Union Approach Region *or* the Union Reserve Region. Ignore the Approach Region's 4 Force placement limitation.

10.2.13 PLACE CONFEDERATE FORCES

After you have selected your Insight counters, move the Forces from the Battle Location Area on the Campaign map to the Battlefield Sheet at the start of each Battle. Check any Special Rules and the details of any Insights selected for any Forces that should not be placed on the Battlefield Sheet at this time.

10.2.14 THE BATTLEFIELD SHEET

The Battlefield Sheet has 6 Regions: Union Reserve, Union Approach, Union Front, Confederate Front, Confederate Approach, and Confederate Reserve.

Union Reserve - Union **Infantry** and **Cavalry** cannot attack when they are in their own Reserve Region. Union **Artillery** and **Fortifications** are placed in the Union Reserve Region and **can attack** when they are in their own Reserve Region. There is no limit to the number of Forces in this Region.

Union Approach - Up to 4 Mobile Union Forces may start a Battle in the Union Approach Region. During the Battle, up to 4 Mobile Union Forces and 4 Mobile Confederate Forces can occupy the Region at any given time. Union Garrisons are placed in this Region. A Garrison Force does not count towards the total number of Forces that can occupy this Region.

Union Front - During the Battle, up to 6 Mobile Union and 6 Mobile Confederate Forces can occupy the Union Front Region at any given time. Union Forces cannot start a Battle in the Union Front Region.

Confederate Front - During the Battle, up to 6 Mobile Confederate and 6 Mobile Union Forces can occupy the Confederate Front Region at any given time. Confederate Forces cannot start a Battle in the Confederate Front Region unless the *Front* Insight is used.

Confederate Approach - You can select up to 4 of your Mobile Forces to start in your Approach Region. During the Battle, up to 4 Mobile Confederate Forces and 4 Mobile Union Forces can occupy this Region at any given time. Confederate Garrisons are placed in this Region. A Garrison Force does not count towards the total number of Forces that can occupy this Region.

Confederate Reserve - Your **Infantry** and **Cavalry** Forces **cannot attack** when they are in your Reserve Area. Your **Artillery** and **Fortifications** are placed in the Confederate Reserve Region and **can attack** when they are in their own Reserve Region. There is no limit to the number of Forces in this Region.

10.2.15 PLACE CONFEDERATE STATIC FORCES

The Confederate player sets up first. Move the Confederate Garrisons from the battle location on the Campaign map to the Confederate Approach Region on the Battlefield Sheet. Move Confederate Fortifications from the battle location on the Campaign map to the Confederate Reserve Region on the Battlefield Sheet. Check any Special Rules for any Forces that should not be placed on the Battlefield Sheet at this time.

Confederate Static Forces do not count against a Region's Force maximum.

10.2.16 PLACE CONFEDERATE MOBILE FORCES

Move the Mobile Confederate Forces from the Campaign map's Battle Location Area to the Battlefield Sheet in the Confederate Approach Region and the Confederate Reserve Region. You can place up to 4 Mobile Confederate Forces in your Approach Region. Check any Special Rules and the details of any Insights selected for any Forces that should not be placed on the Battlefield Sheet at this time.

10.2.17 PLACE ROBERT E. LEE

If Robert E. Lee is in the Campaign map's Battle Location Area, move the Robert E. Lee counter to the Robert E. Lee box on the Battlefield Sheet. Robert E. Lee does not move or fight, but his presence gives you Battle Plans equal to his Command rating and allows you the option of selecting Insight counters.

10.2.18 PLACE UNION STATIC FORCES

Move the Union Garrisons from the Campaign map's Battle Location Area to the Union Approach Region. Move Union Fortifications in the Campaign map's Battle Location Area to the Union Reserve Region. Check any Special Rules for any

Forces that should not be placed on the Battlefield Sheet at this time.

Union Static Forces do not count against a Region's Force Maximum.

10.2.19 PLACE UNION MOBILE FORCES

Randomly place the first 4 Union Infantry and Cavalry Forces (not Artillery) in the Union Approach Region and place all other Union Mobile Forces in their Reserve Region. Check any Special Rules for any Forces that should not be placed on the Battlefield Sheet at this time.

10.2.20 SCREENED APPROACH

There must be at least one Confederate Cavalry Force in the Battle Location Area to use Screened Approach. Instead of Placing Confederate Forces and Robert E. Lee (10.2.15 – 10.2.17) then Placing Union Forces (10.2.18 & 10.2.19), reverse the order. That is, Place Union Static and Mobile Forces first. During this step, the player may resolve the *Terrain* Insight. It does not matter if the Robert E. Lee counter is present or not. *Terrain* activates automatically as normal. After placing all Union Forces on the Battlefield sheet, move on to the Place Confederate Static and Mobile Forces and the Robert E. Lee counter steps. The player may resolve the *Front* Insight. Again, it does not matter if the Robert E. Lee counter is present or not. *Front* activates automatically as normal. Place all your Confederate Forces on the Battlefield sheet except the selected Confederate Cavalry Force that is using the Screened Approach ability. Place that Cavalry Force back on the Campaign map in the Battle Location Area. Finally, the player may resolve the *Duration* Insight during the Insight Activation step of the first Battle Turn. Once again, it does not matter if the Robert E. Lee counter is present or not. *Duration* activates automatically as normal.

10.3 FORMATIONS – COLUMN AND LINE



The game uses two Formations: Column and Line. Position a Force counter horizontally to show it is in Line Formation. Position the counter vertically to show it is in Column Formation. In the example, Jackson is in Line Formation and Longstreet is in Column Formation.

Place all Artillery, Garrisons, and Fortifications in Line Formation.

You can set up each of your Mobile Confederate Forces in either Line or Column Formation.

If the Union Forces are using Aggressive Tactics (13.0, 13.1 and 13.2), place Union Infantry and Cavalry Forces in Column Formation. If the Union Forces are using Defensive Tactics (13.0, 13.3 and 13.4), place Union Infantry and Cavalry Forces in Line Formation.

11.0 BATTLE OVERVIEW

Every Force receives a Battle Plan (4.13) every Turn of the Battle. The Confederates have two types of Battle Plans: **Battle Plan Counters** and **Default Battle Plans**. The Union uses **Default Battle Plans** specific to each Force and **Special Battle Plans** which, in general, have turn-long effects on multiple Forces (Union or Confederate), though there are exceptions. You will choose your Battle Plans while the AI will select both Default and Special Battle Plans for the Union Forces depending on whether Aggressive or Defensive Tactics are being used (13.0).

Battle Plan Counters are more powerful than Default Battle Plans and allow the Force you place them on to do more

actions. Default Battle Plans are printed on the Battlefield Sheet. Any Confederate Force that does not receive a Battle Plan Counter uses a Default Battle Plan.

Battle Plans use key words to designate the actions the Force is to perform.

Roll to Activate – Roll d10 to make an Activation check (5.6).

Do not roll to Activate - The Force does not need to make an Activation check to Activate this Battle Plan. The Force automatically performs the Order on the Battle Plan.

Only Infantry / Only Cavalry / Only Artillery - Only Infantry / Cavalry / Artillery can Activate the Battle Plan.

Advance - Advance the Force 1 Region. A Force cannot Advance if it is in Melee combat.

Retreat - Retreat the Force 1 Region.

Routed - Can only be selected and Activated if the Forces are Routed.

Attack - Perform an Attack against the closest opposing Forces. This may be a Ranged attack (if an opposing Force is in an adjacent Region) or a Melee attack (if an opposing Force is in the same Region).

Non-Melee – The target must be an enemy Force that is not in Melee combat.

2+, 0-1, 0+ - Designates the number of Regions you must be from the closest opposing Force to Activate the Battle Plan. Note that the number of Regions between your Force and the closest Union Force may change from when the Battle Plan was assigned to when it is Activated and this change may nullify the Battle Plan. In that case the Force should revert to a Default Battle Plan.

Change to Line - Change the Force's Formation to Line.

Change to Column - Change the Force's Formation to Column.

11.1 BATTLE PLAN ASSIGNMENT

Unless a Battle Plan Counter states otherwise in its description, you can only assign Battle Plan Counters to Infantry and Cavalry Forces.

Garrisons, Fortifications, and Artillery have special limitations on the Battle Plans they are able to use. For more details on the *Fire* and *Combat* Default Battle Plans mentioned below, refer to section 12.4.2 (*Fire*) and section 14.2.2 (*Combat*).

Garrison - A Garrison always performs a *Fire* (Confederate) or *Combat* (Union) Default Battle Plan if there are opposing Forces in its same or adjacent Region. A Garrison is Static; it does not act if there are no opposing Forces in its same or adjacent Regions.

Fortifications - A Fortification always performs a *Fire* (Confederate) or *Combat* (Union) Default Battle Plan if there are non-Melee combat opposing Forces at range 1 or greater from the Fortification. If all the opposing Forces are in Melee combat, or there are opposing Forces in the Fortification's Region, the Fortification does not act. The Fortification is Static. Refer to 11.7 for more details on how Fortifications Attack.

11.1.1 CONFEDERATE ARTILLERY - Confederate Artillery can perform a *Fire* Default Battle Plan if there are non-Melee Union Forces at range 1 or more.

Confederate Artillery with an Activation number:

- Can perform *March* Default Battle Plans (12.4.1) into Regions that are empty of opposing Forces.
- Cannot Retreat.

Confederate Artillery without an Activation number:

- Cannot perform *March* Default Battle Plans
- Cannot Retreat.

11.1.2 UNION ARTILLERY – Union Artillery always perform a *Combat* Default Battle Plan if there are non-Melee combat Confederate Forces at range 1 or more. If all the Confederate Forces are in Melee combat, or there are Confederate Forces at range 0, the Artillery does not act. Union Artillery cannot perform *Advance* Default Battle Plans (14.2.1), even to Retreat.

Design note: Lower caliber Confederate artillery (along with the problem of poorer quality ammunition which threatened to explode early over the heads of Confederate soldiers), often had to be moved forward closer to the fighting to be effective. In game terms these Forces have Activation numbers and can select the *March* Default Battle Plan. Union Artillery Forces with a similar Combat Value represent smaller numbers of larger caliber artillery, which cannot be moved. The Union has Artillery Forces with higher Combat Values than what is available to the Confederates to provide balance and reflect the superiority of the Union weapons.

11.2 BATTLE PLAN ACTIVATION

When necessary, for a Force to perform a Battle Plan, you must roll equal to the Force's Activation number or less on d10 (5.6). If you are successful, that Force performs the Orders listed on the Battle Plan.

A natural roll of 1 is always successful. A natural roll of 10 is always a failure.

If the Activation check is unsuccessful, the Force does not perform any action this Turn. If attempting to use a Battle Plan Counter, it cannot switch to using a Default Battle Plan.

When performing a Battle Plan, the Force follows the Battle Plan's list of instructions, in order from first to last, performing all the Orders it is able to perform.

Example: Your Infantry Force has an Activation number of 7 and a Combat Value of 8. To Activate a Battle Plan, you must roll a 7 or less on d10.

If there is an Order the Force cannot perform, skip it, and move on to the next Order. Do not return to the skipped Orders.

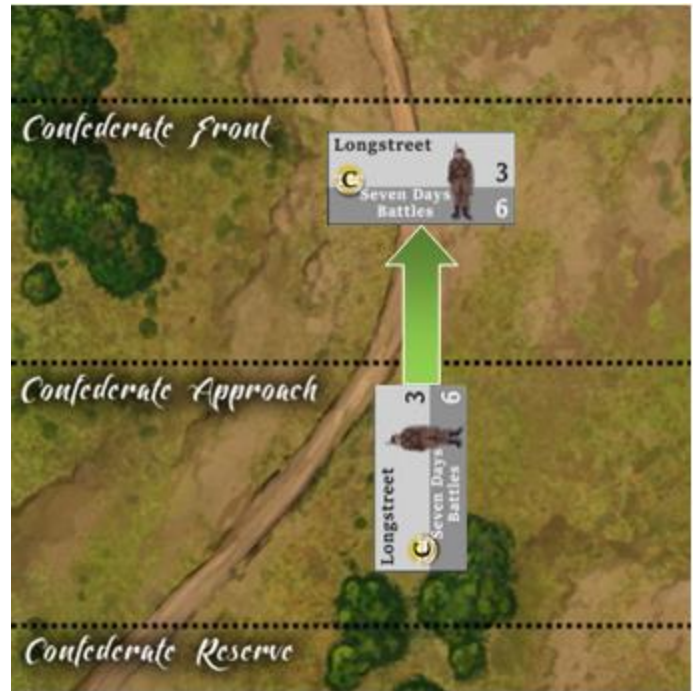
Example: Longstreet is using the *Engage* Battle Plan Counter (see 12.3.4). He is in Line Formation, so you must roll his Activation number of 7 or less on d10 to Activate the Battle Plan Counter. If he were in Column Formation, you would not need to roll to Activate the Battle Plan. You roll a 4, and are successful. Longstreet Advances into a Region with no Union Forces and the Battle Plan Counter changes Longstreet to Line Formation. He is already in Line Formation, so you ignore the Order. He is now adjacent to a Region with Union Forces and performs an Attack with a +1/+1 modifier. His unmodified Combat Value is 8 with no superscript value so, after adding +1/+1, you would need to roll a 9 or less to inflict a Hit. If you were to roll a 1 you would inflict 2 Hits (see 11.6 for details on Performing an Attack).

If a Force that is not in Melee combat has a Battle Plan Counter on it at the time it is to act, you *must* perform the Battle Plan. A Force must perform all the Orders on a Battle Plan that it is able to perform. Note that in some cases a Force must be a specific number of Regions away from an opposing Force to execute the Battle Plan. If no such Force is present then the Battle Plan is not executed (11.0) and the Force will *Hold* (12.4.6) instead.

11.2.1 CLEAR ORDERS - You may redeem a Scout counter to issue *Clear Orders* to your Forces. For every Scout counter redeemed up to three Forces may resolve their Default Battle Plans (12.4) without making an Activation check. Or, you may choose one Force to resolve a Battle Plan Counter (12.3) without rolling to Activate. All Battle Plans have to be resolved in the same turn the Scout counter is redeemed.

11.3 ADVANCE AND RETREAT

Advance means to move a Force one Region closer to the opposing side's edge of the Battlefield Sheet (behind its Reserve Region).



Example: Longstreet, in the Confederate Approach Region, is given the *March* Default Battle Plan. This requires the Force to Advance one Region with the option of changing Formation before or after the move. Longstreet, in Column Formation, Moves into the Confederate Front Region and changes to Line Formation.

Note that there are restrictions on the number of Forces that can enter different Regions (10.2.14).

Ignore Advance Orders for Forces that are in the opposing side's Reserve Region.

Example: A Confederate Force is in the Union Reserve Region and its Battle Plan specifies an Advance and Attack. Ignore the Advance (because it would take the Force off the Battlefield Sheet) and perform the Attack (which would have to be a Melee attack as there would be no Union Force in an adjacent Region. See 11.5 for Melee Combat).

Retreat means to move a Force one Region closer to its own edge of the Battlefield Sheet (behind its own Reserve Region).

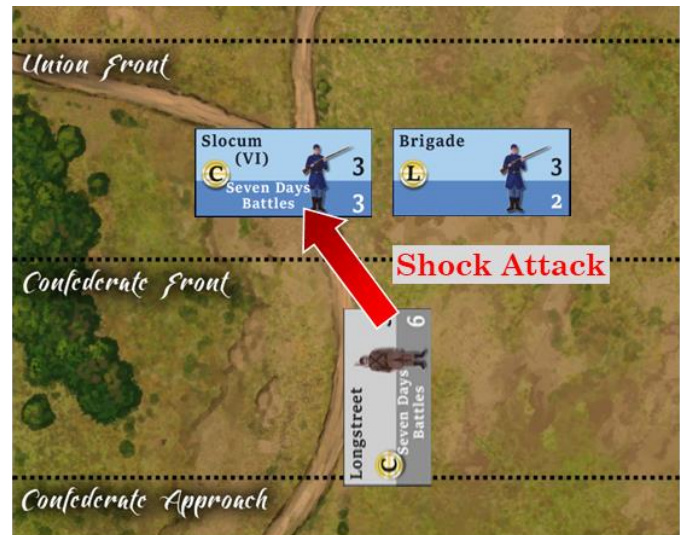
Forces can Retreat off the Battlefield Sheet and are returned to the Campaign map.

Example: A Confederate Force in the Confederate Approach Region receives a Retreat Order. Move the Force to the Confederate Reserve Region. If that Force Retreats again it will leave the Battlefield Sheet.

11.4 SHOCK ATTACKS

If you wish to move a Confederate Mobile Force into a Region containing one or more opposing Forces, that Force must first make an Activation check (5.6). This is in addition to the Activation check needed if a Force uses the *March* Default Battle Plan in Line Formation (12.4.1). As described in Section 12.4.1, a Confederate Force can change Formation from Line to Column or Column to Line before using the *March* default Battle Plan and, therefore, before making the Shock attack. The only exceptions to this are the Confederate *Engage* (12.3.4) and *Flank* (12.3.6) Battle Plan Counters, which do not require an additional Activation check for the Shock attack (but will require an Activation check if in Line Formation), and the Union *Charge!* Special Battle Plan (14.1.3), which uses the Activation check to determine if a Union Force will use the *Combat* or *Advance* Default Battle Plan to make a Ranged attack or a Shock attack respectively. A Union Force using *Advance* as a result of the *Charge!* Special Battle Plan is not required to make any additional Activation check.

Roll d10 and compare the result to the Activation number of the Force making a Shock attack. If that result is equal to or lower than the Activation number select one opposing Force with the lowest Skill Level (5.1) as the target of the Shock attack. If there are several Forces of the same Skill Level, choose the defending Force to make the Shock check. That target will first have an opportunity to use Defensive Fire (11.4.1) and may then be required to make a Shock check. If the attacking Force fails the Activation check, the Shock attack fails immediately and that Force must use the *Hold* Default Battle Plan instead (12.4.6).



Example: Longstreet, in Column Formation and with an Activation number of 3, attempts to make a Shock attack using the *March* Default Battle Plan. Although the Force would usually be able to *March* without making an Activation check (because it is in Column Formation), as the Force is attempting a Shock attack, you must make an Activation check. You roll d10 and get a '2'. That is below the Activation number of the attacking Force. There are two Union Infantry Forces in the adjacent Region; Slocum has a Conscript Skill Level and the Brigade has a Line Skill Level. You must select the Union Force with the lowest Skill Level; that is, Slocum, as the target of the Shock attack. Slocum will next try to use Defensive Fire.

In the example, if the Confederate Force had failed the Activation check that Force would not have been able to use the *March* Default Battle Plan, the Shock attack would have failed, and that Force would have remained in the original Region and used the *Hold* Default Battle Plan instead. If the Confederate Force had been in Line Formation, it would have needed to make an Activation check to use the *March* Default Battle Plan *and* an additional Activation check to make the Shock attack. Note again that the player would have the option to shift the Formation from Line to Column before using the *March* Default Battle Plan (12.4.1).

11.4.1 DEFENSIVE FIRE

The targeted defending Force next makes an Activation check (5.6). If the result is higher than the defending Force's Activation number it is unable to use Defensive Fire. In this case, resolve the Shock check (11.4.2).

If the result is equal to or lower than the defending Force's Activation number it is able to use Defensive Fire. In this case roll d10 again. If the result is equal to the defending Force's Combat Value or lower, Defensive Fire is successful. Inflict one Hit on the attacking Force. In this case, the Shock attack fails. If the Force is not Destroyed, return the attacking Force to its original Region and remove any attached Battle Plan Counter. If a Union Force is Hit by Defensive Fire, the *Charge!* Special Battle Plan remains in effect as it is not attached to any single Union counter. That attacking Force that is Hit (Confederate or Union) must use the *Hold* Default Battle Plan (12.4.6 and 14.2.4). Note that Defensive Fire is used by Union Forces defending against both the *Engage* and *Flank* Battle Plan Counters, and by Confederate Forces defending against the *Charge!* Special Battle Plan.

If the Defensive Fire fails, proceed to the Shock check step (11.4.2).

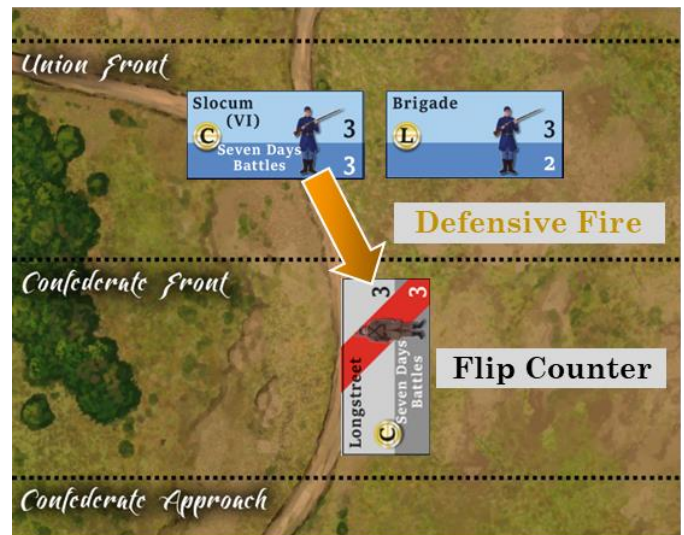
Note that if the Defensive Fire is successful (the attacking Force is returned to its original Region) do not remove any attached Battle Plan Counter or Special Battle Plan from the *defending* Force. That Battle Plan Counter or Special Battle Plan remains in play and can be used in the appropriate step as normal.

Ignore any superscripted number for the purposes of Defensive Fire. Note that Artillery and Fortifications do receive the normal +2/+2 bonus when using Defensive Fire (11.7.1 and 11.7.2) for Range Attenuation, but in effect that is only a +2 bonus to Combat Value as the superscripted number is ignored.

Heavy Fire (14.1.10) – If the *Heavy Fire* Special Battle Plan is in effect and a Confederate Force suffers a Hit from Defensive Fire

when making a Shock attack, that Force Retreats one Region only as described above in section 11.4.1 (not two Regions – do NOT Retreat the attacking Force to the original Region *and* an additional Region for the *Heavy Fire* Special Battle Plan).

Close Ranks (14.1.1) – If a Union Force suffers a Hit as a result of suffering Defensive Fire, the *Close Ranks* Special Battle Plan cancels that Hit and is returned to the Special Battle Plans cup.



Example: Longstreet, in the Confederate Front, is making a Shock attack against Slocum, in the Union Front. Slocum has an Activation number of 3. To use Defensive Fire, Slocum must first Activate. The AI must roll 3 or less to Activate. You roll d10 and get a '3' and Slocum Activates. The Union Force has a Combat Value of 3/-. You roll d10 again and get a '1'. The Defensive Fire is successful and Longstreet suffers a Hit. The Shock attack fails. Flip Longstreet to its reduced side and return it to the Confederate Front Region. If Longstreet had an attached Battle Plan Counter, that Battle Plan Counter would now be removed. Longstreet cannot use any Default Battle Plan other than *Hold*.

Design Note - Owing to the greater range and accuracy of the firearms employed in the Civil War Infantry charges and the use of Cavalry as shock troops had become risky endeavors.

11.4.2 SHOCK CHECK

If the Defensive Fire fails, the *Defending* Force must perform a Shock check (with the exception of Artillery, which automatically fail Shock checks. See 11.4.4 below). First consult the table below to determine the modifier to the defender's and attacker's Combat Values, depending on the Formations used by the attacker and defender respectively.

11.4.3 SHOCK CHECK MODIFIERS TABLE

Attacker's Formation	Defender's Formation	Defender's Combat Value Modifier	Attacker's Combat Value Modifier
Column	Line	-2	+2
Column	Column	-	-
Line	Column	+2	-2
Line	Line	-	-

Next, roll d10. If the result is equal to the *defending* Force's modified Combat Value or less it passes the Shock check. Note that in Melee Combat (11.5) and when performing a Ranged Attack (11.6) you will use the attacker's Combat Value to determine success. (Hence the reason the modifier to the Defender's Combat Value is listed first in the table, because I know some of you are wondering...). If relevant, include modifiers for *Cover*, *Hard Cover* and the *Entrench* Insight.

If the defending Force fails its Shock check (the d10 result is higher than the modified Combat Value), the defending Force suffers one Hit and Retreats one Region on the Battlefield Sheet. Static Forces do not retreat and are Destroyed. If the defending Force has a Battle Plan Counter or Special Battle Plan attached to it, remove that Battle Plan. If the Retreating Force exceeds the number of Forces allowed in the Region it is Retreating into, Destroy the Force. If a Mobile Force is in its Reserve Area and must Retreat due to a failed Shock check, Destroy the Force.

In this case, the attacking Force does not need to roll against its modified Combat Value. It is unaffected. If that attacking Force has a Battle Plan Counter attached to it and there are no enemy Forces in the same Region, continue to follow the actions indicated on that Battle Plan.

If an attacking Force enters a Region containing one or more enemy Forces after the defending Force has failed its Shock check and Retreated one Region, the attacking Force must remove any attached Battle Plan Counter. An attacking Force cannot have a Battle Plan Counter attached to it if it occupies the same Region as an enemy Force. Note that the Union AI will only perform a Shock check as a result of the *Charge!* Special Battle Plan, which is not attached to any single Union Force and cannot therefore be removed.

If the defending Force passes its Shock check (the d10 result is equal to or lower than the modified Combat Value), it suffers no ill effects. The two Forces will now occupy the same Region. In this case, if either the attacking Force or the defending Force has a Battle Plan Counter attached to it, remove that Battle Plan Counter. That Force cannot take any further action stipulated on that Battle Plan Counter this turn (note the special rules for *Cover*, *Hard Cover* and the *Entrench* Insight below). Next, the attacking Force must now roll d10 against its modified Combat Value using the table above (11.4.3). If the roll is higher than the modified Combat Value that attacking Force suffers 1 Hit. Only make this roll if the defending Force passed its Shock check. The attacking Forces does not Retreat and the two Forces – which will be in Melee Combat the following turn – will continue to occupy the same Region.

If the result is equal to or lower than the modified Combat Value that attacking Force does not suffer a Hit. Place the attacking Force in the same Region as the defending Force. Remove any attached Battle Plan Counter. Forces in the same Region will be in Melee combat the following turn.

When making Shock checks, a natural roll of 1 is always successful. A natural roll of 10 is always a failure.

The following sections detail specific rules regarding Battle Plan Counters, Special Battle Plans and the *Entrench* Insight following Shock checks.

Engage (12.3.4) - If, after resolving Defensive Fire, the Union Shock check and the Confederate Shock check, the Confederate Force using the *Engage* Battle Plan counter is now in a Region containing one or more Union Forces, discard the *Engage* Battle Plan. Otherwise, do not discard the Battle Plan and resolve the additional orders as detailed in section 12.3.4.

Flank (12.3.6) – If, after resolving Defensive Fire, the Union Shock check and the Confederate Shock check, the Confederate Force using the *Flank* Battle Plan counter is now in a Region containing one or more Union Forces, discard the *Flank* Battle Plan. Otherwise, do not discard the Battle Plan and resolve the additional orders as detailed in section 12.3.6.

Charge! (14.1.3) - In the case of the Union, the *Charge!* Special Battle Plan will still remain in play until all Union Forces have resolved the effects regardless of the results of any Defensive Fire.

Cover (12.3.3) – A defending Confederate Force gains a +1 bonus to its Combat Value when making a Shock check in response to the Union *Charge!* Special Battle Plan. Whether that Shock check is successful or not, immediately remove the *Cover* Battle Plan counter after making the roll.

Entrench (10.2.12.3) - The defending Confederate Force gains a +2 bonus to its Combat Value when making a Shock check. If successful the attacking Union Force then suffers a -2 penalty to its Combat Value when making a Shock check. If both the Confederate and Union Forces pass their Shock checks and the two Forces are in the same Region, *Entrench* remains attached to the Confederate Force (as it is an Insight, not a Battle Plan

Counter). If the Force that *Entrenched* is attached to is subsequently attacked in Melee combat, the attacking Union Force suffers a -2/-2 penalty to its Combat Value.

Hard Cover (14.1.2) – A defending Union Force gains a +2 bonus to its Combat Value when making a Shock check. Whether that Shock check is successful or not, immediately remove the *Hard Cover* Special Battle Plan after making the roll and return it to the Special Battle Plan cup.

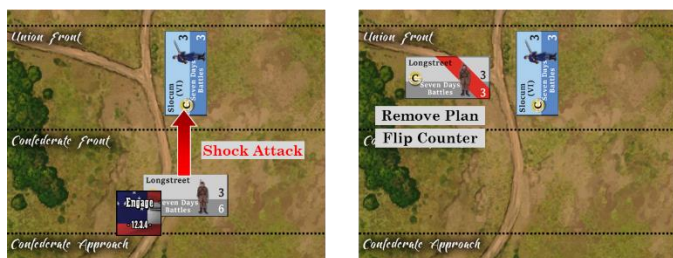
Close Ranks (14.1.1) – If a Union Force suffers a Hit as a result of a failed Shock check (whether attacking or defending), the *Close Ranks* Special Battle Plan cancels that Hit and is returned to the Special Battle Plans cup.

Heavy Fire (14.1.10) – If the *Heavy Fire* Special Battle Plan is in effect and an attacking Confederate Force suffers a Hit from a Shock attack (the defending Union Force passes its Shock check), that attacking Confederate Force DOES NOT RETREAT and will occupy the same Region as the defending Union Force as described above.



Example: In this example we assume Slocum failed to Activate to use Defensive Fire. Longstreet, in Column Formation, has moved into the Union Front. Both Union Forces are in Line Formation. Slocum has the lower Skill Level, so that Force is the target. To resolve the Shock check, the player consults the Shock Check Modifiers Table (11.4.3). As the attacker is in Column Formation and the defender is in Line Formation, Longstreet gains a +2 bonus and Slocum suffers a -2 penalty to the respective Combat Values. You roll a Shock check for Slocum (the target defending Union Force) first. Slocum has a

Combat Value of 3, modified by the -2 penalty to 1. You roll a 9, so Slocum fails its Shock check. Inflict 1 Hit on Slocum and Retreat the Union Force 1 Region. If the new Region already contains its maximum number of Forces, Destroy the Retreating Force. If Slocum had had the *Hard Cover* Special Battle Plan attached to it, that Special Battle Plan would have been removed after making the Shock check. Longstreet and the remaining Union Brigade Force now occupy the same Region. If Longstreet had a Battle Plan Counter attached, you would remove it as the Force now occupies a Region with an Enemy Force. If those two Forces remain in the same Region the following Battle Turn (10.1) they will be in Melee Combat (11.5).



Example: Longstreet is in Line Formation and moves into the Union Front Region, containing Slocum in Column Formation. After resolving Defensive Fire, the player consults the Shock Check Modifiers Table. The **defending** Union Force – Slocum – will gain a +2 modifier to its Combat Value. Slocum has a printed Combat Value of 3 and a modified Combat Value of 5. You roll a '2' and the Force passes its Shock check. The Force does not suffer a Hit, nor does it Retreat to a rear Region. Instead, as Longstreet has the *Engage* Battle Plan Counter attached to it, that Battle Plan Counter is removed. That Force cannot take any further action stipulated on that Battle Plan Counter this turn. Next, consulting the Shock Check Modifiers Table again we see that Longstreet now suffers a -2 penalty to its Combat Value (because it is in Line making a Shock attack against a Force in Column). It has a printed Combat Value of 6 and a modified Combat Value of 4. You roll and get a '10'. Longstreet has failed its roll. Longstreet suffers 1 Hit and is flipped to its reduced side. Longstreet does not Retreat. Longstreet and Slocum now occupy the same Region of the Battlefield Sheet. If those two Forces remain in the same

Region the following Battle Turn (10.1) they will be in Melee Combat (11.5).

11.4.4 ARTILLERY AND SHOCK CHECKS

Artillery automatically fail Shock checks when targeted. In this case an opposing Artillery Force will be captured (5.9.1). Place the opposing Artillery Force in the Captured Artillery pile (5.9.2) and replace it with a friendly Artillery Force (Confederate see 5.9.2.1, Union see 5.9.2.2).

11.5 MELEE COMBAT

All opposing Forces that are in the same Region on the Battlefield Sheet after a Shock check (11.4) are all in Melee combat. A Confederate attack in Melee combat will be directed against the Union Force in that Region with the lowest Skill Level. A Union attack in Melee combat will be directed against the Confederate Force in that Region with the highest Skill Level.



Example: Longstreet, Jackson, Slocum and Smith are all in the Union Front Region. All those Forces are in Melee combat. A.P. Hill remains in the Confederate Front and is not in Melee combat. If A.P. Hill moves into the Union Front (and performs a Shock attack), that counter will also be in Melee combat in subsequent turns if at least one Union Force remains in the Union Front.

Always perform the *Combat* Default Battle Plan when a Union Force in Melee acts.

A Confederate Force in Melee combat can perform any one of the following Default Battle Plans (12.4): *Fire*, *Pivot*, *Hold*, *Retreat* (if Routed), or *March* (Retreat move only). A Confederate Force in the same Region as one or more Union Forces after the Shock check immediately removes any attached Battle Plan Counter. That Force cannot have a Battle Plan Counter attached to it and can only use one of the Default Battle Plans for as long as it remains in the same Region as at least one Union Force.

A Confederate or Union Force in Melee combat can never perform a *March* or an *Advance* Order from a Battle Plan. This means that a Force will never move behind an opposing Force on the Battlefield Sheet.

Example: A Confederate Infantry Force performs an *Engage* Battle Plan (12.3.4). First, it Advances into a Region containing a Union Force. The Union Force passes its Shock check (the Force does not Retreat and does not suffer a Hit). The Confederate Force discards the *Engage* Battle Plan immediately (so it ignores the Change Formation to Line and Attack actions stipulated on the Battle Plan) because it is in the same Region as an opposing Force. The Confederate Force also passes its Shock check (the Force does not suffer a Hit). The two Forces occupy the same Region and are locked in Melee combat. If the Confederate Infantry Force is still in Melee combat the following turn you cannot attach a Battle Plan Counter to it and must instead choose one of the Default Battle Plans noted above. The Union Force will use the *Combat* Default Battle Plan in Melee combat.

If the Union Force had failed its Shock check it would have Retreated one Region and suffered one Hit. That Retreat would mean that the Confederate Force is now alone in the Region. In this instance, do *not* remove the attached *Engage* Battle Plan Counter. That Force would then change to Line Formation and

Attack. That Attack would be *Fire* (as there is at least one Union Force in the adjacent Region) and that Attack may target the same Union Force that just failed its Shock check and Retreated.

A Mobile Force in Melee combat can Retreat if Routed. Static Forces cannot Retreat if Routed and are immediately Destroyed. Artillery Forces in Melee combat will be captured if destroyed or Routed (5.9.1). Place the opposing Artillery Force in the Captured Artillery pile (5.9.2) and replace it with a friendly Artillery Force (Confederate player see 5.9.2.1, Union AI see 5.9.2.2).

Example: A Union Force moves into a Region containing a Confederate Artillery Force and a Fortification. The Artillery Force cannot attack and is captured if it is defeated. The Fortification cannot Attack until it is no longer in Melee combat.

Treat a Force in Melee combat as having a Combat value of **+3/+3** when Attacking, using the *Fire* (Confederate) or *Combat* (Union) Default Battle Plans. See 11.6 for Performing an Attack. If applicable, apply the second Hit on an opposing Force in an adjacent Region if there are no more opposing Forces in the Melee combat Region. A Confederate Force in Column Formation must still make an Activation check (5.6) to use *Fire* in Melee combat as normal.

Example: A Union Infantry Force has a Combat Value of 6. While in Melee combat using the *Combat* Default Battle Plan, treat it as having a Combat Value of 9/3.

Example: A Confederate Cavalry Force in Melee combat has a Combat Value of 2/1. While in Melee combat using the *Fire* Default Battle Plan treat it as having a Combat Value of 5/4.

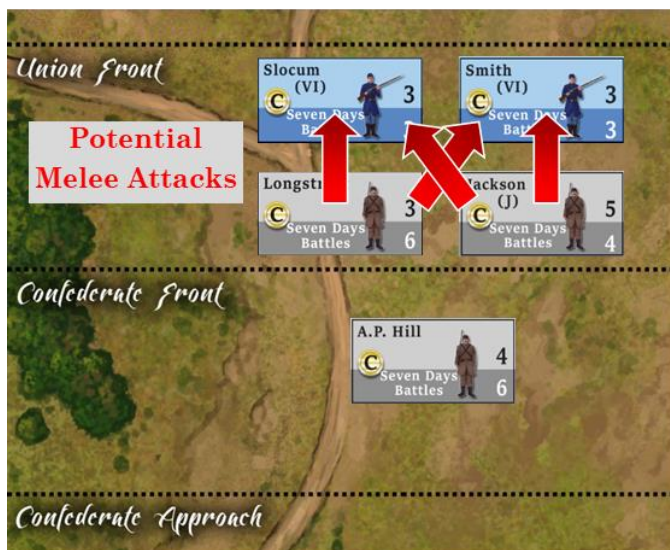
A natural roll of 1 is always successful. A natural roll of 10 is always a failure.

Artillery and Fortifications cannot Attack when in Melee combat.

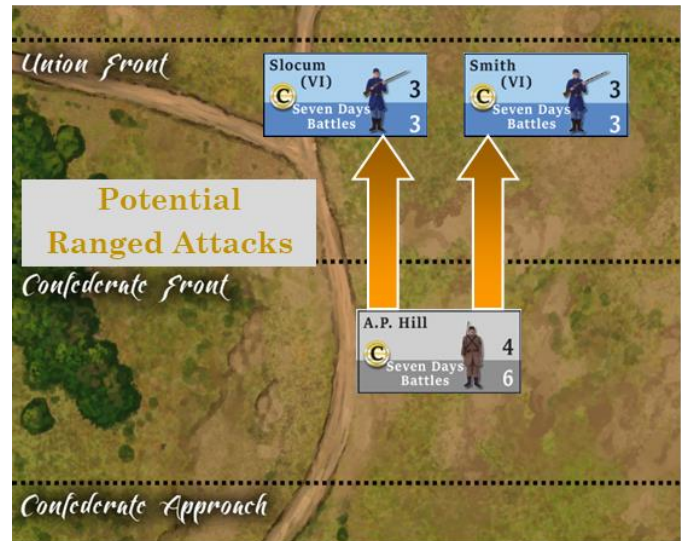
Do not change the Formation of a Force in Melee Combat (Exception: Confederate *Pivot* Default Battle Plan).

11.6 PERFORMING AN ATTACK

Infantry, Cavalry and Garrison Forces can Attack opposing Forces in the same Region (Melee) or an adjacent Region (Ranged). Artillery and Fortifications can only Attack Forces 1 Region or more away. Exception: Union Cavalry can, in effect, Attack an opposing Force exactly 2 Regions away using the *Combat* Default Battle Plan (14.2.2.1).



Example: Longstreet and Jackson can Attack Slocum or Smith in Melee combat.



Example: A.P. Hill can Attack Slocum or Smith in Ranged combat.

If an Infantry, Cavalry or Garrison Force is supposed to conduct an attack, and there are no opposing Forces in the same Region or adjacent Region, do not perform an attack.

Infantry and Cavalry cannot attack when in their own Reserve Region. Artillery and Fortifications can Attack from any Region as long as they are not in Melee combat. However, unless a Campaign-specific Special Rule says otherwise, or the Confederate player uses the *Front* Insight (10.2.12) to place his Artillery in a forward Region, Artillery and Fortifications will be placed in their Reserve Region. Exception: Lower caliber Confederate Artillery Forces are able to Advance using the *March* Default Battle Plan.

When a Force is attacking, roll equal to its Combat Value or lower on d10. If the roll is successful, inflict one Hit on an opposing Force.

If the attacking Force has a superscripted number, and the *same* roll is equal to or lower than its superscripted value, the attack scores 2 Hits.

Example: A Force has a Combat Value of 6/3. It inflicts 1 Hit on a die roll of 4 through 6 on d10, or 2 Hits on a die roll of 1 through 3. A roll of 7 or more indicates a failure. A natural roll of 1 is always successful. A natural roll of 10 is always a failure.

11.7 ARTILLERY AND FORTIFICATIONS

Artillery and Fortifications in Melee combat cannot attack.

Artillery and Fortifications cannot make Ranged attacks against opposing Forces engaged in Melee combat.

Artillery and Fortifications make Ranged attacks against opposing Forces in the closest non-Melee combat Region of the Battlefield.

Example: A Confederate Artillery Force is located in the Confederate Reserve Region. The Confederate Approach Region contains only Confederate Forces. The Confederate Front Region contains Confederate and Union Forces. These Forces are in Melee combat and the Union Forces present cannot be targeted by the Confederate Artillery. The Union Front Region contains no Forces. The Union Approach Region contains Union Forces only. As the Confederate and Union Forces in the Confederate Front Region are in Melee, the Confederate Artillery would make a Ranged attack against the Union Forces in the Union Approach Region.

11.7.1 ARTILLERY AND FORTIFICATIONS RANGED ATTACK MODIFIER

When an Artillery or Fortification Force is attacking, roll its Combat Value or lower. This is modified by the range to the target according to Table 11.7.2. Determine the number of Regions from the Artillery or Fortification making the Ranged Attack to the target Force. Do not count the Region the Artillery or Fortification Force is in; do count the Region that the target Force is in.

11.7.2 ARTILLERY AND FORTIFICATIONS RANGED ATTACK MODIFIER TABLE

Range	1	2	3	4	5
Combat Value Modifier	+2/+2	0/0	-1/-1	-2/-2	-3/-3

Example: A Confederate Artillery Force with a Combat Value of 3 is in the Confederate Reserve Region. If it attacks a Union Force in the Confederate Approach the Range is 1 and it will accrue a +2/+2 modifier to its Combat Value giving a final total of 5/2. If the player rolled ‘5’ or less he would inflict one Hit on the Union Force. If the result were ‘1’ or ‘2’ he would inflict two Hits on the Union Force. The following turn, the Artillery Force attacks a Union Force in the Union Reserve. The Range is 5 so the Artillery Force suffers a -3/-3 penalty to its Combat Value, bringing the modified Combat Value to 0. The Artillery Force can still attack, but it must roll a natural ‘1’ to score a Hit.

These range modifiers stack with any other effects.

As usual, a natural ‘1’ is always successful; a natural ‘10’ is always a failure. **Note that this means that it is always possible for an Artillery Force to score a Hit regardless of any range penalty (by rolling a natural ‘1’).**

Inflict Artillery and Fortification Hits starting with the lowest Skill Level Force in the Region (5.1). If all the opposing Forces in the Region are Destroyed, apply remaining Hits against the next farthest Region containing opposing Forces in Skill Level order from lowest to highest.

11.8 ATTACK BONUSES

When a roll is modified by a Battle Plan, Insight or Special Rule, treat the Force's Combat Value and superscript Combat Value as being higher (or lower) by the amounts indicated. If the Force has no superscript value, assume the superscript value is zero. If there is no superscript value a natural roll of 1 does **not** indicate a successful 2 Hit attack, only a successful 1 Hit attack. Note that the modifier is applied directly to the Combat Value; it is not applied to the die roll.

Example: A Confederate Infantry Force has a Combat Value of 6 with no superscript value. If you roll a natural '1' you will inflict one Hit against an opposing Force. When the Force uses the *Aimed Volley* Battle Plan Counter (giving +3/+1 to the attached Force's Combat Value), treat the Force's Combat value as being 9/1. If you roll a natural '1' you will now inflict two Hits against an opposing Force.

11.9 ALLOCATING HITS

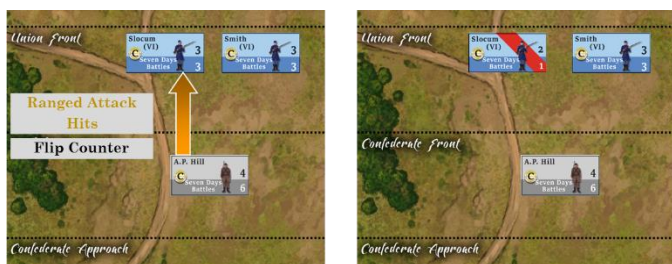
When a Hit is inflicted on an opposing Force, apply the Hit on the lowest Skill Level (5.1) Force in the Region you are attacking.

If an Attack inflicts 2 Hits, the Hits can be allocated to the same or different opposing Forces.

If the attacking Force is in Melee combat, an opposing Force in Melee combat must absorb the Hit. If there are no opposing forces remaining in Melee combat (because the opposing Force was destroyed by the first Hit), allocate a second Hit to an opposing Force in an adjacent Region. If there are no opposing Forces in an adjacent Region the extra Hit does not inflict any damage.

11.10 SUFFERING HITS

A Force must absorb each Hit scored. One Hit flips a full-strength Force to its reduced side, or Destroys a reduced strength Force and removes it from play. If a Force has no reduced side and suffers a Hit, that Hit immediately destroys it.



Example: A.P. Hill makes a Ranged attack against Slocum and inflicts 1 Hit. Flip Slocum from its full-strength side to its

reduced side. If A.P. Hill inflicts another Hit on Slocum, that Force will be Destroyed and placed in the Reinforcements cup.

11.11 DESTROYED FORCES

Move Destroyed named Mobile Union Forces to the Reinforcement cup (that is, Force counters that have a commanding officer's name on them. See 4.18). Move Destroyed non-named Union Brigades, Regiments, Batteries, Garrisons and Fortifications to the Additional Forces cup (4.19). Move Destroyed Garrisons and Fortifications to the Static Forces Pile (6.2.1). Destroyed Confederate Forces can be placed next to the Campaign Map. All these Forces will be available for later purchase in the Confederate Resupply phase (15.3) and the Union Resupply phase (18.0).

12.0 BATTLE TURNS

Perform the following steps each turn.

12.1 INSIGHT ACTIVATION

If required, roll Robert E. Lee's Command rating or less to activate an Insight counter. You may attempt to Activate one or more Insights. Roll a die for each. Some Insights do not require a Command roll and automatically activate, while others offer modifiers. Refer to section 10.2.12 for details.

12.1.1 SCOUT COUNTERS AND INSIGHT ACTIVATION

If you have any available Scout counters, you can discard 1 Scout counter to re-roll an Insight Activation die roll. You can accept a roll or continue to re-roll and discard Scout counters until you have discarded all your Scout counters. Note that you cannot revert back to a roll once you have decided to re-roll. You must either accept the result of the new roll or expend another Scout counter to re-roll again. You can repurchase discarded Scout counters during your Resupply steps (15.6).

12.2 SELECT AND PLACE CONFEDERATE BATTLE PLANS

You get to choose your Battle Plans during each Turn of Battle. You get to choose a number of Battle Plan Counters up to your Battle Plan Quantity number (10.2.10). Do not place more than one Battle Plan Counter on each Confederate Force.

You may only place Battle Plan Counters on Infantry and Cavalry Forces unless a Battle Plan Counter states otherwise.

If you are able to select more Battle Plan Counters than you have Forces that can receive Battle Plan Counters, do not assign the additional Battle Plan Counters. Those Battle Plan Counters cannot be 'saved' for future turns.

Select and place your Battle Plan Counters at this time. After placing a Battle Plan Counter, that counter cannot be voluntarily removed. You cannot choose to have the Force revert to a Default Battle Plan. The Force must follow the orders stipulated on the Battle Plan Counter to the extent it is able.

Confederate Forces in Melee combat cannot have Battle Plan Counters attached to them. A Confederate Force cannot have a Battle Plan Counter attached to it if it occupies the same Region as a Union Force.

12.3 CONFEDERATE BATTLE PLAN COUNTERS



This section details the Orders on each Confederate Battle Plan. You do NOT need to memorize the following rules. Refer to the Player Aid sheets for key point summaries of each Battle Plan Counter.

12.3.1 Aimed Volley - Infantry only. Line only. Roll to Activate. Perform an Attack for the Force with a +3/+1 modifier (11.8) if there are Union Forces at range 1.

12.3.2 Canister - This Battle Plan is an exception: You can place this Battle Plan on Artillery and Fortifications. You cannot place this Battle Plan on Infantry, Cavalry, or Garrisons.

This Battle Plan can only be Activated if the Force is exactly 1 Region away from the nearest opposing Force. The Artillery Force or Fortification must target an opposing Force 1 Region away that is not in Melee Combat. Do not roll for Activation, this Battle Plan automatically Activates. Perform an Attack for

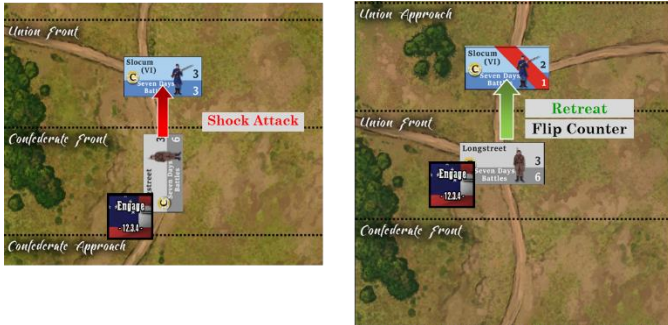
the Force with a +2/+2 modifier (11.8). This stacks with other range modifiers (11.7.2).

12.3.3 Cover - Roll for Activation. The Force must remain in position and cannot Move or Retreat. If the Force Moves or Retreats remove the Battle Plan Counter. Any Attacking Union Force suffers a -1/-1 penalty to its Combat Value (11.8). The Confederate Force gains a +1 bonus to its Combat Value if making a Shock check (11.4) in response to the *Charge!* Special Battle Plan before *Cover* is removed from the Force it is attached to as a result of the Shock attack. Note that this Battle Plan cannot be placed on a Force occupying the same Region as an opposing Force.

Example: You assign the *Cover* Battle Plan to an Infantry Force in the Confederate Approach Region. The Force has an Activation number of 5. You roll a '2'. The Force remains in position. First, it is Attacked by a Union Force firing from the Confederate Front Region. The Union Force has a Combat Value of 4, which is modified to 3 after incurring the -1/-1 penalty. You roll for the Union AI and get a '7'. A miss. If the Union Force had advanced (because of the *Charge!* Special Battle Plan) the Confederate Force would make a Shock check with a +1 bonus to its Combat Value (after resolving Defensive Fire). If the Force failed its Shock check, it would Retreat and the Battle Plan Counter would be removed. If the Force passed its Shock check, it would remain in the same Region, along with the opposing Force. In this case, you would also remove the Battle Plan Counter.

12.3.4 Engage - If the Force is in Column Formation, do not roll for Activation, this Battle Plan automatically Activates. (i) Advance the Force. If the Force enters a Region containing a Union Force, the Union Force must make a Shock check (11.4). In this case, you do not need to roll against the Confederate Force's Activation number to initiate the Shock attack. If the Confederate Force survives the Defensive Fire and both Forces pass their Shock checks they are in Melee combat (11.5) so discard the *Engage* Battle Plan. If the Union Force fails the Shock check and is driven back, but other Union Forces are in

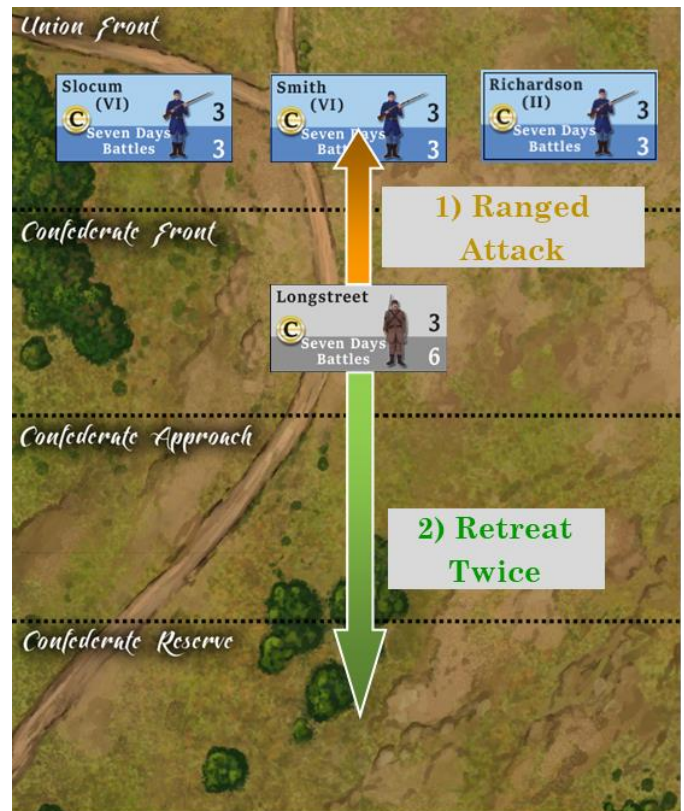
the same Region the Confederate Force those Forces are in Melee combat so discard the *Engage* Battle Plan. If the Union Force passes its Shock check but the Confederate Force fails its Shock check (and suffers a Hit), discard the *Engage* Battle Plan. Otherwise, (ii) change the Confederate Force to Line Formation. (iii) Perform an Attack for the Force with a +1/+1 modifier if there is a Union Force at Range 1 (11.8).



Example: Longstreet, using the *Engage* Battle Plan Counter, Advances into the Union Front, which contains Slocum. If there were multiple Union Forces, you would roll a Shock check for the Union Force with the lowest Skill Level (5.1). In this example, there is only one Union Force, so Slocum has to make the Shock check. The Confederate Force does not suffer a Hit from Defensive Fire and Slocum fails the subsequent Shock check roll, so you inflict a Hit on Slocum and flip it to its reduced side. In addition, Slocum must Retreat one Region into the Union Approach. Longstreet is not in Melee combat as it is now the only Force in the Union Front Region, so change Longstreet to Line Formation. If at least one other Union Force were in the Region, you would discard the *Engage* Battle Plan. Slocum – after Retreating from the failed Shock check – is now at Range 1, so perform an Attack for Longstreet with a +1/+1 modifier due to the *Engage* Battle Plan Counter.

12.3.5 Fighting Retreat - Infantry and Cavalry only. Roll to Activate if the Force is in Column Formation. Roll to Activate with a -2 penalty to the Activation number if the Force is in Line. This Battle Plan can only be Activated if the Force is exactly 1 Region away from the nearest Union Force. (i) Perform an Attack for the Force with a -2/-2 modifier (11.8) if the Force is in **Column** and there are Union Forces at range 1. Perform an Attack for the Force with a -1/-1 modifier if the

Force is in **Line** and there are Union Forces at range 1. (ii) Retreat 2 Regions.



Example: Longstreet is in the Confederate Front Region in Line Formation, facing three Union Infantry Forces (Slocum, Smith and Richardson, all Conscript) in the Union Front Region. You have assigned the *Fighting Retreat* Battle Plan to Longstreet. All the Union Forces are exactly 1 Region away. As the Confederate Force is in Line Formation, it must Activate with a -2 penalty. The Force has an Activation number of 3, which is modified to 1. You roll a '1' and Longstreet Activates successfully. As all the Union Forces have an equal Skill Level, you determine the target of Longstreet's attack randomly, and find that Smith will be the unlucky one. Longstreet has a Combat Value of 6, which is modified by a -1/-1 penalty to the Attack for being in Line Formation (it would be -2/-2 if in Column Formation). You roll and get a '6'. Normally, this would be a Hit, but this result is higher than the modified target Combat Value of 5, so the Attack fails. Next, Longstreet Retreats two Regions to the Confederate Reserve Region.

12.3.6 Flank - This Battle Plan Counter can only be Activated if the Confederate Force is exactly 2 Regions away from the nearest Union Force *at the time of Activation* (not at the time the Battle Plan Counter is placed). If the Force is in Column Formation, do not roll for Activation, this Battle Plan automatically Activates. (i) Advance the Force. (ii) Advance the Force again. (iii) When the Force enters the Region containing a Union Force, the Union Force must make a Shock check. In this case, you do not need to roll against the Confederate Force's Activation number to initiate the Shock attack. Resolve Defensive Fire as normal, then the defending Union Force suffers a -3 penalty to its Combat Value when making the Shock check. Apply other modifiers for Column or Line Formation (11.4.3). If the Union Force passes its Shock check the two Forces are in Melee combat so discard the *Flank* Battle Plan. If the Union Force fails the Shock check and is driven back, but other Union Forces are in the same Region they are in Melee combat so discard the Battle Plan. (iv) Otherwise, perform an Attack if there is a Union Forces at range 1. If in Column suffer a -2/-2 penalty to the Combat Value of the Force when you make this Attack.



Example: Longstreet is in the Confederate Approach Region in Column Formation, and Slocum and Smith, both in Line Formation, are in the Union Front Region, both with a Conscript Skill Level. Those Union Forces are exactly two Regions away at the time the *Flank* Battle Plan Counter is Activated. As Longstreet is in Column, it does not roll to Activate the *Flank* Battle Plan. Longstreet Advances into the Confederate Front Region, and Advances again into the Union Front Region. The player selects Slocum as the target of the Shock attack randomly (as Slocum and Smith both have the same Skill Level). After resolving Defensive Fire (which is ineffective), Slocum

suffers a cumulative Shock check at -3 (because of the *Flank* Battle Plan) and a further -2 (because Longstreet is in Column against the defending Union Force in Line. See 11.4.3). Slocum fails the Shock check, suffers a Hit, and is driven back into the Union Approach Region. The Confederate Force and the remaining Union Force (Smith) are now in the same Union Front Region and are in Melee combat. Discard the Battle Plan Counter and take no further action.

12.3.7 Formation - Do not roll to Activate this Battle Plan Counter. Do not assign this Battle Plan to a Force. Place it off to the side of the Battlefield sheet. Once, at any time, during the Union *or* Confederate Resolve Battle Plans step you can change the Formation of up to 3 of your Forces, including Forces in Melee Combat.

Example: Union Forces are in Retreat! Three Confederate Forces are in Line Formation in the Confederate Front Region. You Activate this Battle Plan and change the Formations of all three Confederate Forces from Line to Column. In the next Turn you plan to use the *Engage*, *Flank* and *Rapid Advance* Battle Plan Counters, which will be easier to Activate in Column Formation.

12.3.8 Prepare - Do not roll for Activation, this Battle Plan Counter automatically Activates. This Battle Plan is an exception; you can place it on any of your Forces.

Add this Battle Plan Counter to a Force that already has been assigned a Battle Plan Counter or will receive a Default Battle Plan. This is the only Battle Plan that can be attached to a Force that has been, or will be, assigned another Battle Plan. Resolve the original Battle Plan Counter or Default Battle Plan *before* you resolve the Union Battle Plans (see 10.1 for the Battle Turn Sequence). Note that if your Force uses the *Prepare* Battle Plan to act first when in Melee combat, you cannot attach another Battle Plan Counter as normal. In this instance, you have to use a Default Battle Plan.

Example: One of your Forces begins the Battle Turn in Melee combat with a Union Cavalry Force. You assign the *Prepare* Battle Plan. As your Force is in Melee combat you do not assign a Battle Plan Counter. Your Force acts before the Union Cavalry and uses the *Fire* Default Battle Plan to make a Melee attack with a +3/+3 modifier. The attack is successful, the Union Cavalry suffers a Hit and is destroyed. Next, the Union AI resolves its Battle Plans as normal and you continue to follow the regular sequence of play (10.1).

12.3.9 Rapid Advance - Infantry only. This Battle Plan Counter can only be Activated if the Force is exactly 3 Regions away from the nearest Union Force at the time of Activation (not when the Battle Plan Counter is placed). Roll to Activate if the Force is in Column Formation. Roll to Activate with a -2 penalty to the Activation number if the Force is in Line. (i) Advance 1 Region. (ii) Advance 1 Region. (iii) Perform an Attack for the Force with a -1/-1 modifier to the Combat value of the Force if the Force is in Line and there are Union Forces at range 1. You cannot Attack if the Force is in Column (but you may use this Battle Plan Counter to Advance).

Example: There is a Confederate Force in the Confederate Approach Region. The nearest Union Force is in the Union Approach Region, exactly 3 Regions away. The Confederate Force is in Column and has an Activation number of 6. You roll a '2' and move the Force forward into the Confederate Front Region. You move the Force forward again into the Union Front Region. The Union Force is now at range 1, but as the Confederate Force is in Column, it cannot attack. If the Confederate Force were in Line, it would now have an opportunity to Attack with a -1/-1 penalty to its Combat Value.

12.3.10 Rapid Fire - Infantry only. If the Force is in Line Formation, do not roll for Activation, this Battle Plan automatically Activates. (i) Perform an Attack for the Force with a -1/-1 Combat Value modifier if there is one or more a Union Forces at range 1. Assign any Hit as normal. (ii) Then perform a second Attack for the Force with a -2/-2 Combat Value modifier against the same Union Force. If that Union Force has been

destroyed, Attack a second Union Forces at range 1 if present. Assign any Hit as normal.

Example: You assign the *Rapid Fire* Battle Plan Counter to an Infantry Force in Line Formation. There are two Union Forces at range 1, an Artillery Force (Skill Level: Line) and an Infantry Force (Skill Level: Poor Line). As the Confederate Infantry Force is in Line Formation, you do not need to roll for Activation. Your Force has a Combat Value of 7/2, which is reduced to 6/1 after modifying for the -1/-1 penalty. You roll and get a '1'. You inflict two Hits against the least skilled Union Force (because of the superscript Combat value). In this case, that is the Infantry Force (Skill Level: Poor Line), which is destroyed. As the only remaining Union Force is the Artillery, that Force becomes the target of the second Attack. This time the Confederate Infantry has a modified Combat Value of 5/0 after applying the -2/-2 penalty. You roll a '9' and fail to hit.

12.3.11 Volley - Infantry only. If the Force is in Line Formation, do not roll for Activation, this Battle Plan automatically Activates. Perform an Attack for the Force with a +2/+0 modifier if there are Union Forces at range 1.

12.4 CONFEDERATE DEFAULT BATTLE PLANS

The Default Plans are printed on the Battlefield Sheet, and are available to Confederate Forces without an attached Battle Plan Counter.

Any Confederate Force that does not receive a Battle Plan Counter may use a Default Battle Plan. Select the Default Battle Plan for a Confederate Force when it is about to act. The same Default Battle Plan can be used by multiple Forces in a single Turn.

Confederate Forces in Melee Combat must use Default Battle Plans (11.5).

You may also choose for a Force to *Hold* during the Turn. In this case the Force will do nothing.

In all instances that a Force fails its Activation roll (whether using Battle Plan Counters or Default Battle Plans), that Force will *Hold* instead.

This section details each Confederate Default Battle Plan. You do NOT need to memorize the following rules. Refer to the Player Aid sheets for key point summaries of each Default Battle Plan.

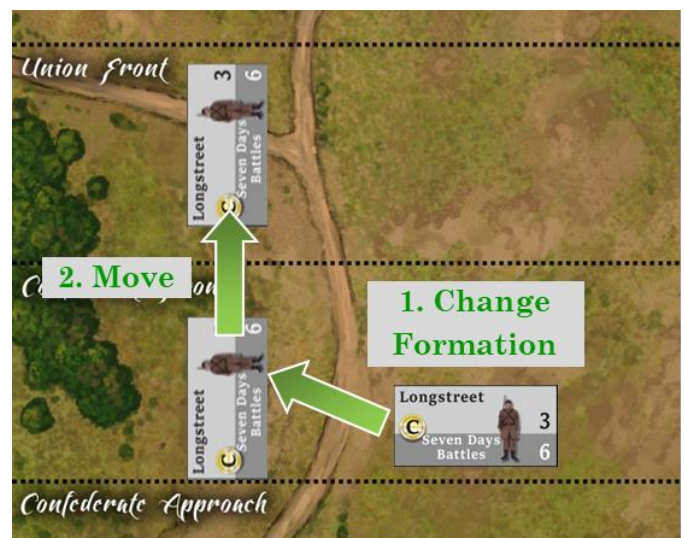
12.4.1 March - Move the Confederate Force to an adjacent Region (towards the Union Reserve). Before or after (but not before *and* after) moving to an adjacent Region you may change the Formation of the Force from Line to Column or from Column to Line. If the Force is in Column Formation, whether from a previous turn or because you chose to change the Formation from Line to Column before moving, do not roll for Activation; this Battle Plan automatically Activates. If the Force is in Line Formation, make an Activation check (5.6). If the Activation check fails, that Force must *Hold* instead (12.4.6). If the Force tries to enter a Region containing a Union Force, the Confederate Force must make an additional Activation check to initiate a Shock attack (11.4). You may use this Battle Plan to have a non-Melee Mobile Force immediately exit the Battlefield Sheet and return to the Campaign map in an adjacent Area (14.5.1).

If the Force is Cavalry, you may use the *March* Default Battle Plan to Advance 2 Regions. Before the first move, or after the final move (but not before *and* after) to an adjacent Region you may change the Formation of the Force from Line to Column or from Column to Line. If the Force is in Column Formation, whether from a previous turn or because you chose to change the Formation from Line to Column before moving, do not roll for Activation; this Battle Plan automatically Activates. (i) Advance the Force to an adjacent Region. If the Force tries to enter a Region containing a Union Force, the Confederate Force must make an additional Activation check to initiate a Shock attack (11.4). (ii) If able, you may then Advance the Force again (if the Force is not in Melee combat) or Retreat the Force. If

this second Advance means the Cavalry tries to enter a Region containing a Union Force, the Confederate Force must make an additional Activation check to initiate a Shock attack (11.4). Note that this means it is possible for the same Confederate Cavalry Force to impose two successive Shock checks on the same (or different) Union Force in the same Turn. Follow the same procedure detailed in 11.4.

You are not required to Advance the Cavalry Force into a second Region.

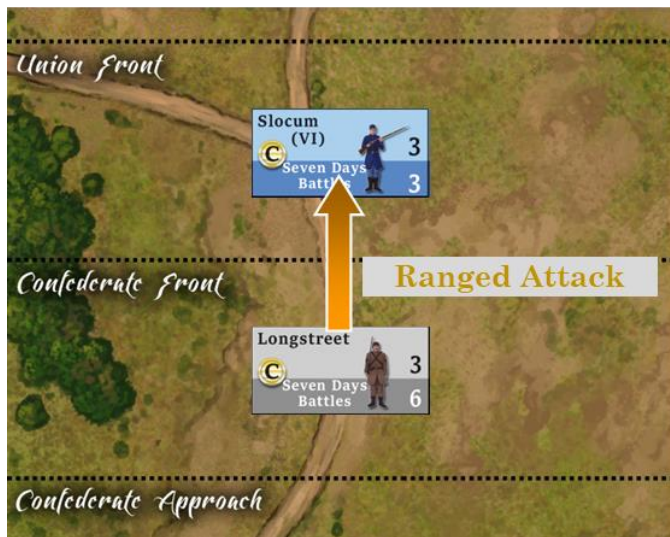
Some Artillery Forces have an Activation number. These Artillery Forces may *March* to an adjacent Region following the rules outlined above. An Artillery Force must remain in Line Formation. An Artillery Force cannot *March* into a Region occupied by an opposing Force and cannot therefore make a Shock attack.



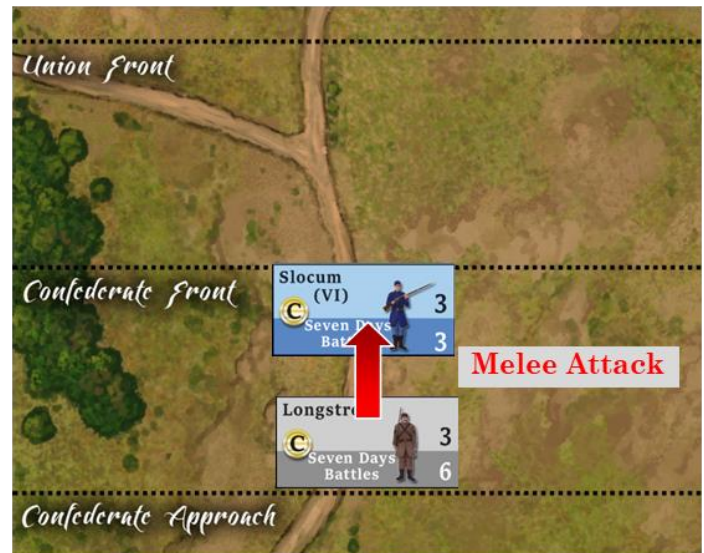
Example: Longstreet (Activation number = 3) is in Line Formation in the Confederate Front Region. You assign the *March* Default Battle Plan. Before moving, you change the Formation of Longstreet from Line to Column. You do not need to make an Activation check and so the Force moves into the Union Front Region. As the Force already changed its Formation once, it cannot change Formation again and must remain in Column. Had the Force chosen to *March* in Line Formation you would have been required to roll 3 or less on d10 to Activate the Force. If you were successful the Force

would have moved into the Union Front Region and you could then have changed the Formation of the Force from Line to Column. If the Force had failed to Activate it would have remained in the Confederate Front Region in Line Formation.

12.4.2 Fire - This Battle Plan is an exception: All your Forces may use this Battle Plan. If the Force is in Line Formation, do not roll for Activation; this Battle Plan automatically Activates. Perform an Attack for the Force if there are Union Forces at range 0 (Melee combat, so a +3/+3 bonus to a Force's Combat Value. See 11.5) or range 1 (Ranged combat, no modifier. See 11.6). Note that Artillery using this Battle Plan will be able to target Forces beyond range 1 but will accrue modifications to their Combat Value (see 11.7.1). Artillery at range 0 are in Melee combat and cannot Fire.



Example: Longstreet is in the Confederate Front Region. Slocum, in the Union Front, is at Range 1. Longstreet can use the *Fire* Default Battle Plan to make a Ranged attack against Slocum.



Example: Longstreet and Slocum are both in the Confederate Front and are in Melee combat. Longstreet can use the *Fire* Default Battle Plan to attack Slocum with a +3/+3 Combat Value bonus, giving a modified Combat Value of 9/3.

12.4.3 Disrupt – Non-melee Cavalry only. Roll to Activate in any Formation. If successful, immediately place the Cavalry Force performing *Disrupt* in the Confederate Reserve Region. Choose one of: 1) Examine and select one Union Special Battle Plan and remove it from the Special Battle Plan cup or 2) Randomly select three Union Special Battle Plans and remove them from the Special Battle Plan cup. You may look at them *after* they have been drawn. Union Special Battle Plans cannot be selected for play until they are returned to the Special Battle Plans cup. Return any Special Battle Plans removed from the cup using the *Disrupt* Default Battle Plan back to the Special Battle Plans cup at the end of the following *Draw and Assign Union Special Battle Plans* step (10.1). The player cannot select Special Battle Plans that have already been drawn from the cup in the *Draw and Assign Union Special Battle Plans* step. Note that the available selection of Union Special Battle Plans may change from when *Disrupt* was performed to the following Turn depending on the Tactics being used by the Union AI (13.0). Multiple Cavalry Forces can use *Disrupt* in the same Battle Turn.

Example: Here is an excerpt of the Battle Turn sequence (10.1).

(i) *Determine Union Tactics and Special Battle Plans.* (ii) *Draw and Assign Union Special Battle Plans.* (iii) *Resolve Union Battle Plans.* (iv) *Resolve Confederate Battle Plans.* In the *Resolve Confederate Battle Plans* step the player decides to use *Disrupt* and the Activation roll is successful. He moves his non-Melee Cavalry Force from the Confederate Front to the Confederate Reserve Region. The player decides to select three random Special Battle Plans from the remaining pool in the cup (some Special Battle Plans will already have been drawn and assigned in the *Draw and Assign Union Special Battle Plans* step. These Special Battle Plans cannot be targeted with *Disrupt*). Without looking at them, those randomly selected Special Battle Plans are put to the side. The player then resolves other Confederate Battle Plans as normal. In the following Turn the Union *Draw and Assign Union Special Battle Plans* step is resolved minus the Special Battle Plans removed by *Disrupt* in the previous Battle Turn. At the end of the *Draw and Assign Union Special Battle Plans* step, the previously removed Union Special Battle Plans are returned to the cup and may be selected in the following Battle Turn. Finally, the new Union Special Battle Plans that have already been drawn and assigned are resolved in the *Resolve Union Battle Plans* step as normal.

12.4.4 Pivot - This Battle Plan automatically activates. Change the Force from Line to Column or from Column to Line.

12.4.5 Retreat - If your Confederate Forces Rout (14.5), all Mobile Confederate Forces must select this Battle Plan. This Battle Plan automatically Activates. Change the Force to Column Formation. Retreat the Force one Region. Artillery cannot Retreat and will be captured (11.1).

12.4.6 Hold - This Battle Plan is an exception: All your Forces may use this Battle Plan. This Battle Plan automatically activates. The selected Force Holds its position and formation and does nothing this turn. Use this Default Battle Plan if a Force fails its Activation check for both Battle Plan Counters and other Default Battle Plans.

13.0 DETERMINE UNION TACTICS AND POOL OF UNION SPECIAL BATTLE PLANS

The Union AI will use different Tactics, Special Battle Plans and Default Battle Plans depending on the combined Combat Values of all Union Forces on the Battlefield Sheet compared to the combined Combat Values of all Confederate Forces on the Battlefield Sheet.

Total the Combat Values of all Union Forces, then total the Combat Values of all Confederate Forces. Do not count superscript Combat Values.

If the Union Forces enjoy a superiority greater than 1:1 the Union AI will use Aggressive Tactics and Aggressive Battle Plans (13.1 and 13.2).

If the Confederate Forces enjoy a superiority greater than 1:1 the Union AI will use Defensive Tactics and Defensive Battle Plans (13.3 and 13.4).

If the Union and Confederate Forces are equal in strength (1:1) roll a die to determine whether the Union will use Aggressive Tactics and Aggressive Battle Plans or Defensive Tactics and Defensive Battle Plans (even numbers for Aggressive; odd numbers for Defensive).

Place the double-sided Union Tactics counter on the Battlefield Sheet in the Union Tactics box to display whether the Union is using Aggressive or Defensive tactics. Note that as Forces are removed and the combined totals of Confederate and Union Combat Values change from Battle Turn to Battle Turn, it may be necessary to flip the Union Tactics counter if the Union Tactics also change. Check during the *Determine Union Tactics and Special Battle Plans* step.

Whether using Aggressive or Defensive tactics, the Union AI will use a combination of Default Battle Plans and randomly selected Special Battle Plans.

Place all the required Special Battle Plans in an opaque container.

If Union Forces are ever Routed, there is no need to continue to determine Union tactics or the pool of Union Special Battle Plans as all Union Forces will automatically select the *Retreat* Default Battle Plan.

13.1 AGGRESSIVE UNION TACTICS AND DEFAULT BATTLE PLANS



If the Union Forces enjoy a superiority greater than 1:1 the Union AI will use the following Aggressive tactics and Default Battle Plans. The use of Special Battle Plans is described in 13.2 below. Place the Union Tactics counter as indicated in the example to the left in the Union Tactics box on the Battlefield Sheet. The Union Default Battle Plans are printed on the Battlefield Sheet. The Default Battle Plans for Aggressive tactics are:

Advance

Combat

Retreat (if Routed)

Hold

Union Forces using Aggressive tactics start the battle in Column Formation.

Each Union Force will use a Default Battle Plan in the following order or preference.

A Union Mobile Force will use *Advance* if able as a priority. Artillery and Fortifications will use *Combat*. Garrisons will remain in place and use *Combat* when able.

If a Confederate Force is in the same or an adjacent Region a Union Force will use *Combat*. Note that Artillery and Fortifications cannot use *Combat* if they occupy the same Region as an opposing Force. Those Forces are in Melee combat.

If a Union Force cannot use *Combat* against an adjacent Confederate Force, it will *Advance* until a Confederate Force is in an adjacent Region and then use *Combat*. A Union Force will *not* use *Advance* to make a Shock attack unless the *Charge!* Special Battle Plan is drawn. Union Forces will always use *Combat* to make a Ranged attack (preferred) or in Melee combat (after the use of the *Charge!* Special Battle Plan or as a result of a Confederate Force making a Shock attack).

If a Union Force cannot use any of these Default Battle Plans, it will *Hold*.

If Routed (14.5) all Union Mobile Forces, with the exception of Artillery (11.1.2), will *Retreat*.

13.2 AGGRESSIVE UNION SPECIAL BATTLE PLANS

Place the following Union Special Battle Plans into an opaque container. Note that *Charge!* and *Well-Struck* are exclusive to the Aggressive Special Battle Plans pool. If the Union AI is using Aggressive Tactics and Special Battle Plans, then each turn the AI will draw and use a number of these counters equal to the Battle Plan quantity (10.2.10) for the battle being fought. Descriptions of these Special Battle Plans can be found in 14.1 below.

Charge!

Well-Struck

Close Ranks (x2)

Smoke

Flanking Fire

Mixed Orders

Hidden March

Broken

Heavy Fire

Fog of War (x4)

13.3 DEFENSIVE UNION TACTICS AND DEFAULT BATTLE PLANS



If the Confederate Forces enjoy a superiority greater than 1:1 the Union AI will use the following Defensive tactics and Default Battle Plans. Place the Union Tactics counter as indicated

in the example to the left in the Union Tactics box on the Battlefield Sheet. The Union Default Battle Plans are printed on the Battlefield Sheet. Those Default Battle Plans are:

Hold

Combat

Retreat (if Routed).

Advance is not used when the Union AI is using Defensive tactics.

Union Forces using Defensive tactics start the battle in Line Formation.

Each Union Force will use a Default Battle Plan in the following order or preference.

If a Confederate Force is in the same or an adjacent Region a Union Force will use *Combat* as a priority. Union Cavalry can attack an opposing force that is 2 Regions away using *Combat*. Artillery and Fortifications will always use the *Combat* Default Battle Plan if there are Confederate Forces at range 1 or greater. Note that Artillery and Fortifications cannot use *Combat* if they occupy the same Region as an opposing Force. Those Forces are in Melee combat.

If a Union Mobile Force is unable to use *Combat*, it will use *Hold*.

If Routed (14.5) all Union Mobile Forces, with the exception of Artillery (11.1.2), will *Retreat*.

13.4 DEFENSIVE UNION SPECIAL BATTLE PLANS

Place the following Union Special Battle Plans into an opaque container. Note that *Hard Cover* is exclusive to the Defensive Special Battle Plans pool. If the Union AI is using Defensive Tactics and Special Battle Plans, then each turn the AI will draw and use a number of these counters equal to the Battle Plan quantity (10.2.10) for the battle being fought. Descriptions of these Special Battle Plans can be found in 14.1 below.

Hard Cover (x2)

Close Ranks (x2)

Smoke

Flanking Fire

Mixed Orders

Screened March

Broken

Heavy Fire

Fog of War (x4)

14.0 DRAW AND ASSIGN UNION SPECIAL BATTLE PLANS

Some Union Special Battle Plans affect ***all the eligible Union Forces*** (Infantry, Cavalry, Garrisons, Fortifications, and Artillery) until the following *Determine Union Tactics and Pool of Union Special Battle Plans* phase. These Special Battle Plans are ***Close Ranks*** and ***Well-Struck***. When you draw one of these Special Battle Plans, place it on the Battlefield Sheet for easy reference. The effects of Special Battle Plans are cumulative and stack with one another.

The Union Special Battle Plan ***Hard Cover*** affects ***only one Union Force***. When you draw this Special Battle Plan assign it to the Force with the highest Skill Level. It remains in play until the Force it is attached to moves or is destroyed.

Other Union Special Battle Plans affect ***all the Confederate Forces*** until the following *Determine Union Tactics and Pool of Union Special Battle Plans* phase. Place these Special Battle Plans on the Battlefield Sheet for easy reference. These Special Battle Plans are ***Smoke***, ***Mixed Orders*** and ***Heavy Fire***.

Other Union Special Battle Plans have **one-time effects that are resolved immediately** when the Special Battle Plan is drawn (that is, during the *Draw and Assign Union Special Battle Plans* phase, rather than the *Resolve Union Battle Plans* phase). These Special Battle Plans are **Flanking Fire**, **Screened March** and **Broken**. After resolving one of these Special Battle Plans, put it to one side until any additional Union Special Battle Plans have been drawn.

Charge! is an exception. If you draw this Special Battle Plan you should resolve it immediately. It affects a limited number of Union Mobile Forces. After resolving *Charge!*, put it to one side until any additional Union Special Battle Plans have been drawn.

Draw from the cup a number of Union Special Battle Plans equal to the Union Battle Plan Quantity (10.2.10).

Multiple Special Battle Plans will often be in effect. Use all of the effects combined to make final calculations.

When necessary, choose the Union Force to receive each Special Battle Plan before drawing the next Special Battle Plan. In **Field Commander: Robert E. Lee**, this is restricted to *Hard Cover* only. Future expansions may introduce other Special Battle Plans that should also be placed on specific Union Forces.

With future expansions, the Union may be able to draw more Special Battle Plans than he has Forces that can individually receive Special Battle Plans. In this case, discard that Special Battle Plan and continue to draw until you find a different Special Battle Plan and you have drawn a number of Special Battle Plans equal to the Union Battle Plan Quantity. Note that in **Field Commander: Robert E. Lee**, this ruling only applies to *Hard Cover* as this is the only available Special Battle Plan that can be attached to an individual Force. Note further that as there are two *Hard Cover* Special Battle Plans available, it is possible that you draw both of these Special Battle Plans with

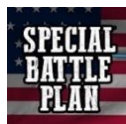
only one Force on the Battlefield Sheet able to utilize the *Hard Cover* Special Battle Plan. In this case, discard the second *Hard Cover* Special Battle Plan and continue to draw as noted above.

Some Special Battle Plans are only available if the Union is using Aggressive or Defensive tactics (13.2 and 13.4). *Charge!* and *Well-Struck* are only available if the Union is using Aggressive tactics. *Hard Cover* is only available if the Union is using Defensive tactics. It is recommended that to save time, keep all the Special Battle Plans in an opaque cup but if you draw an irrelevant Special Battle Plan, place it to the side and redraw. Refill the cup if the Union AI changes tactics (13.0).

14.0.1 SCOUT COUNTERS AND UNION SPECIAL BATTLE PLANS

At the beginning of a battle, you may discard one Scout counter (4.10) to remove a selected Union Special Battle Plan from the cup. That Special Battle Plan is unavailable to the Union for the duration of the battle. Return that Special Battle Plan to the cup for any future battles. You may discard more than one Scout counter per battle. In each case, remove one selected Union Special Battle Plan.

14.1 UNION SPECIAL BATTLE PLAN COUNTERS

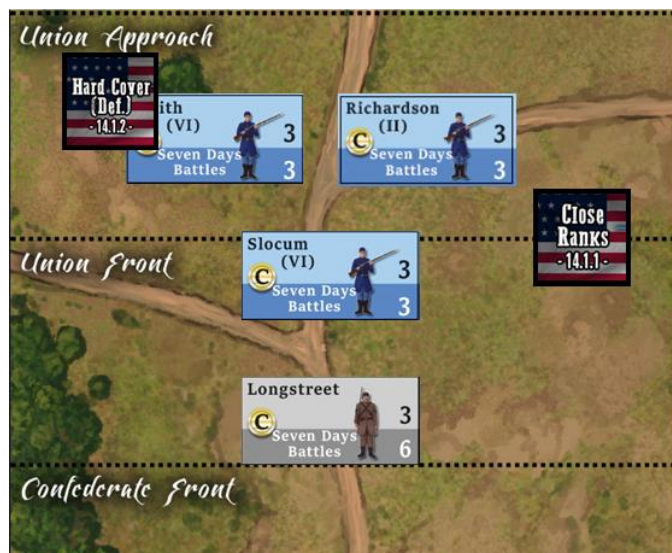


This section details each Union Special Battle Plan. You do NOT need to memorize the following rules. Refer to the Player Aid sheets for key point summaries of each Special Battle Plan.

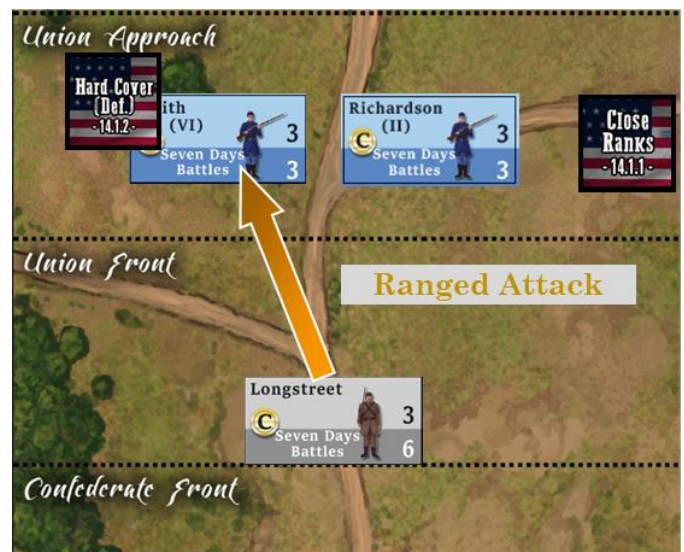
14.1.1 Close Ranks - Cancel the first Hit (from any source including Hits from Shock attacks and Defensive Fire) inflicted on the Union Forces during the Turn, then return this counter to the cup. If you draw two *Close Ranks* Special Battle Plans in the same Turn, you ignore the first *and* the second Hits inflicted on the Union Forces during the Turn.

14.1.2 Hard Cover (Defensive) - This Special Battle Plan can only be used when the Union is using Defensive tactics. If the Union is using Aggressive tactics, disregard this Special Battle Plan. This Special Battle Plan is an exception. It does not affect all Union Forces. Place this Special Battle Plan counter next to the Union Infantry or Artillery Force with the highest Skill Level.

It cannot be attached to a Union Infantry or Artillery Force already in Melee combat. It cannot be attached to a Cavalry, Garrison or Fortification Force. When *Hard Cover* is first attached to a Force, automatically change the Formation of that Force to Line, if it is not in Line Formation already. Any Confederate Force attacking that Union Force suffers a -2/-2 penalty to its Combat Value. If the Force *Hard Cover* is attached to suffers a Shock check that Force gets a +2 bonus to its Combat Value (though it may still be penalized for being in Line Formation. See 11.4.3). After resolving the Shock check, remove the *Hard Cover* Special Battle Plan and return it to the Special Battle Plan cup. As this is a Defensive Special Battle Plan, the Union Force will use the *Combat* or *Hold* Default Battle Plans unless the tactics change to Aggressive (13.0). In that case, if the Force moves (using the *Advance* Default Battle Plan), return the *Hard Cover* counter to the Special Battle Plans cup. If the Force that *Hard Cover* is attached to is Destroyed, Retreats or is Routed, return the *Hard Cover* counter to the Special Battle Plans cup. Otherwise, this Special Battle Plan remains in play – and attached to the same Force – for the duration of the battle (even if that Force occupies the same Region as enemy Forces). While in play, it does not count against the Battle Plan Quantity (10.2.10) when drawing additional Special Battle Plans in subsequent turns. The Force can use the *Hold* or *Combat* Default Battle Plans as normal.



Example: The Union is using Defensive tactics and the Battle Plan Quantity is 2. You draw *Close Ranks* first. You place *Close Ranks* to the side of the Battlefield Sheet. It will affect all Union Forces. Next, you draw *Hard Cover*. There are three Union Forces on the Battlefield Sheet. All have a Conscript Skill Level. Slocum is in Melee combat, so *Hard Cover* cannot be attached. Instead, you determine which Force to attach the *Hard Cover* Special Battle Plan to, and the result is Smith. Only Smith is affected by the *Hard Cover* Special Battle Plan. That Force can no longer move for the rest of the battle (unless the Union AI switches to Aggressive tactics or the Union Forces are Routed) and it will only use *Hold* or *Combat* Default Battle Plans.



Later in the battle, Longstreet uses *Rapid Fire* (12.3.10) against Smith. The attacking Infantry Force has a Combat Value of 6/0. This is modified to 3/-3 because any Confederate Force attacking a Union Force with the *Hard Cover* Special Battle Plan attached suffers a -2/-2 penalty and the *Rapid Fire* Battle Plan Counter adds a further -1/-1 penalty. You roll and get a natural '1'. A natural '1' is an automatic success, so Longstreet Hits Smith. However, the *Close Ranks* Special Battle Plan affects all Union Forces, and as this is the first Hit of the Turn, that Hit is ignored. Smith is unaffected. Return the *Close Ranks* Special Battle Plan to the cup. *Hard Cover* remains in play and attached to Smith. If Smith, or any other Union Force, were to be Hit a second time this Turn, that Hit would count.

14.1.3 Charge! (Aggressive) – This Special Battle Plan resolves immediately when it is drawn. This Special Battle Plan can only be Activated by the foremost Union Forces that are exactly 1 Region away from the nearest Confederate Force. (The Union Forces cannot be in Melee combat). Roll to Activate each Union Force separately. If a Force *fails* its Activation check change its Formation to Line (if necessary) and perform the Default Battle Plan *Combat* as normal (14.2). Perform attacks for all Forces that fail to Activate. If Confederate Forces still remain in the adjacent Region, change the Formation for all those Union Forces that *passed* their Activation check to Column (if necessary). One at a time, starting with the Union Force with the highest Skill Level and working down to that Force with the lowest Skill Level, Advance each of those Forces into the next Region and perform a Shock attack for each Force as it advances (11.4) first against the Confederate Force with the lowest Skill Level up to the Confederate Force with the highest Skill Level. Each Force does not need to Activate to make the Shock attack, but each Force will suffer Defensive Fire as normal. Resolve each Shock check. If at any time there are no remaining Confederate Forces at Range 1, any remaining Union Forces that have not yet advanced forward will Hold.

Each subsequent Union Force that advances will target the next Confederate Force with the next higher Skill Level. That is, the Confederate Force with the next highest Skill Level that has not performed Defensive Fire. This means that while higher Skill Level Union Forces will target lower Skill Level Confederate Forces, as the fighting continues lower Skill Level Union Forces will be attacking higher Skill Level Confederate Forces.

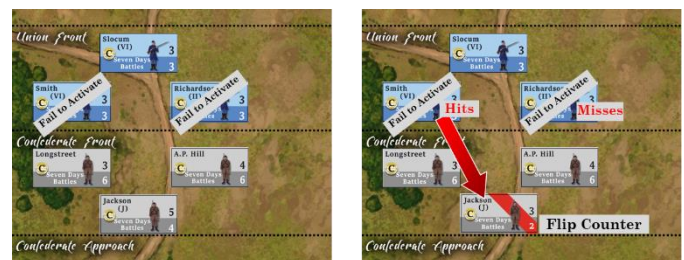
Forces affected by *Charge!* cannot be assigned additional Default Battle Plans or Special Battle Plans in that turn.

If, at the time this Special Battle Plan is drawn, there are no Confederate Forces at Range 1 put this Special Battle Plan counter to the side. If the Union has not yet exhausted its Battle Plan Quantity, then continue to draw Special Battle Plans. In this case, this Special Battle Plan **does** count against the total

number of Special Battle Plans available to the Union this turn even if it is not used. Return this counter to the cup at the end of the Turn. This Special Battle Plan can only be used when the Union is using Aggressive tactics. If the Union is using Defensive tactics, disregard this Special Battle Plan.

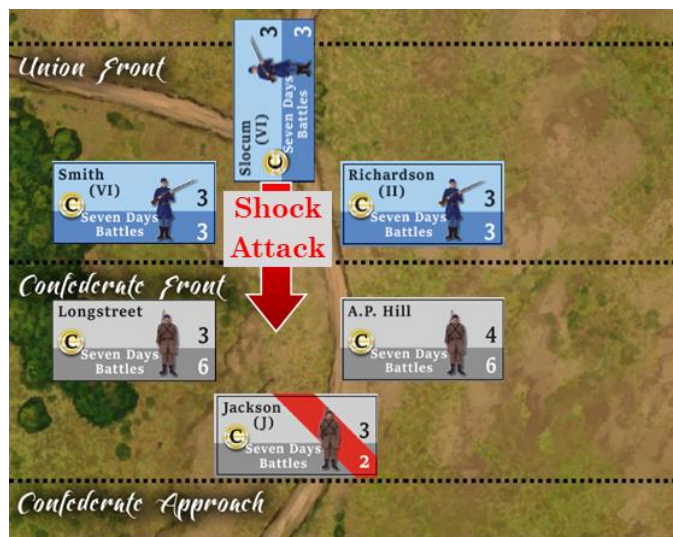
14.1.4 Well-Struck (Aggressive) – All Union Infantry and Cavalry Forces get a +2/+0 bonus to their Combat Value during the Turn when making Ranged (range 1) attacks. This bonus does not apply to Union Cavalry using the *Combat* Default Battle Plan to make a range 2 attack. This bonus does not apply to Artillery, Garrisons or Fortifications. This bonus does not apply to Forces in Melee combat. This bonus does not apply to Defensive Fire. Return this Special Battle Plan to the cup at the end of the turn. This Special Battle Plan can only be used when the Union is using Aggressive tactics. If the Union is using Defensive tactics, disregard this Special Battle Plan.

Example: The Union Forces enjoy an advantage over the Confederate Forces and are using Aggressive tactics. Slocum, Smith and Richardson are in the Union Front facing three Confederate Infantry Forces in the Confederate Front. You draw a Union Special Battle Plan and get *Well-Struck*, followed by *Charge!* As there are Confederate Forces 1 Region away from the foremost Union Forces, *Charge!* is resolved first before any other Special Battle Plan or Default Battle Plan is resolved or placed.



You roll to Activate all three Union Forces. Smith and Richardson fail to Activate. These Forces are already in Line Formation, so they do not change Formation, and Attack. Both Forces receive a +2/+0 because of the *Well-Struck* Special

Battle Plan. Smith Hits, but Richardson misses. You determine the target of the Hit randomly. Jackson suffers the Hit and is flipped. Note that if you had drawn *Charge!* first, that Special Battle Plan would have been resolved immediately before *Well-Struck* had been drawn. In that case, the +2/+0 bonus would not apply.



Next, Slocum (the Force that Activated) changes to Column Formation and advances 1 Region into the Confederate Front and performs a Shock attack (11.4) against the Confederate Force with the lowest Skill Level. As all Confederate Forces have the same Skill Level (Conscript), you determine the target randomly. Longstreet will be the target of the Shock attack. Longstreet will now have the chance to use Defensive Fire. If Slocum then occupies the same Region as the Confederate Forces, those Forces will be in Melee combat thereafter (11.5). You would now place the *Well-Struck* Special Battle Plan next to the Battlefield Sheet (though in this case, all Forces that are able to attack have already done so).

14.1.5 Smoke - All Confederate Forces suffer a -1/-1 penalty to their Combat Value during the Turn. Return this counter to the cup at the end of the Turn.

14.1.6 Mixed Orders - All Confederate Forces suffer a -1 penalty to their Activation number during the Turn. Return this counter to the cup at the end of the Turn.

Example: You have drawn the Special Battle Plans *Smoke* and *Mixed Orders*. A Confederate Infantry Force in Column wishes to use the *Fire* Default Battle Plan to attack a Union Infantry Force. As the Confederate Force is in Column it must first Activate. The Force has an Activation number of 6. This is modified by -1 because of the *Mixed Orders* Special Battle Plan to 5. You roll and get a '2'. The Force successfully Activates. Next you make the Ranged attack. The Infantry Force has a Combat Value of 6/1, which is modified to 5/0 because of the -1/-1 penalty caused by the Special Battle Plan *Smoke*. You roll a '7'. The attack is unsuccessful.

14.1.7 Flanking Fire – This Special Battle Plan resolves immediately when it is drawn. Total the number of Union Force counters on the Battlefield sheet. Roll that number or less on d10 to Activate this Special Battle Plan. If successful, select one Confederate Force at random (not based on Skill Level) that is not in Melee combat. That Force suffers one Hit. If all Confederate Forces are in Melee combat, then draw another Special Battle Plan. In this case, this Special Battle Plan **does not** count against the total number of Special Battle Plans available to the Union this turn even if it is not used. The effect is resolved *immediately* when this Special Battle Plan is drawn. It is not attached to any Union Force. Its effect is from an 'off-board' Force. All Union Forces on the Battlefield sheet are free to act in this turn. Return this counter to the cup at the end of the Turn.

14.1.8 Screened March – This Special Battle Plan resolves immediately when it is drawn. Total the number of Union Forces on the Battlefield sheet. Roll that number or less on d10 to Activate this Special Battle Plan. If successful, select one Confederate Force with the lowest Skill Level in the rearmost Region of the Battlefield sheet. That Force may be in Melee combat. That Force suffers one Hit. If there are multiple Forces with the same Skill Level, choose which Force suffers the Hit randomly. The effect is resolved *immediately* when this Special Battle Plan is drawn. It is not attached to any Union Force. Its effect is from an 'off-board' Force. All Union Forces on the

Battlefield sheet are free to act in this turn. Return this counter to the cup at the end of the Turn.

Example: The Battle Plan Quantity for the Union AI is 3. You draw *Flanking Fire* and resolve it immediately. There are 5 Union Forces present on the Battlefield Sheet. You roll a '4' and the Special Battle Plan is activated. You have 5 Confederate Forces in play: 3 Infantry Forces in the Confederate Approach and 2 Regiments in the Confederate Reserve. *Flanking Fire* can target any of these Forces and so you select one at random. The target is one of the Confederate Regiments in the Confederate Reserve. That Force suffers 1 Hit, which is enough to Destroy it. Next you draw *Well-Struck*. For the remainder of this turn all Union Forces will gain a +2/+0 bonus when attacking. You draw the third counter and get *Screened March*. This is resolved immediately. Again, you need to roll a 5 or less. This time you get a '5'. Just enough! The Special Battle Plan is Activated. The Union inflicts an additional Hit on the rearmost Force with the lowest Skill Level (in this case the remaining Regiment Force in the Confederate Reserve). The bonus of +2/+0 for *Well-Struck* does not apply as the Force making the attack is 'off board'. You go on to resolve Default Battle Plans for the Union Forces, which now accrue the +2/+0 bonus for attacks from the *Well-Struck* Special Battle Plan.

14.1.9 Broken – This Special Battle Plan resolves immediately. Select one Mobile Confederate Force with the lowest Skill Level from the foremost Region back to the Confederate Reserve. This includes Forces in Melee combat. That Force must make an Activation check (5.6) , including any modifiers (such as *Mixed Orders*). If the roll is equal to or lower than the Activation number this Special Battle Plan is ineffective. If the roll is higher than the Activation number that Force immediately Retreats one Region. If doing so causes the number of Forces in that Region to exceed the maximum limit then select an additional, different Force with the lowest Skill Level already present in that Region to retreat one Region. Repeat this process as required, always choosing the Force with the lowest Skill Level. In cases where there are multiple Forces with the same Skill

Level that may Retreat, choose randomly. No Forces are destroyed but it is possible that a Force can retreat off the Battlefield Sheet if it leaves the Confederate Reserve Region. In this case, return that Force counter to the Campaign map. The effect is resolved immediately when this Special Battle Plan is drawn. Return this counter to the cup at the end of the Turn.

14.1.10 Heavy Fire – Anytime a mobile Confederate Force suffers a Hit this turn, that Force makes an Activation check (5.6), including any modifiers (such as *Mixed Orders*). If the roll fails, that Force must immediately Retreat one Region. If doing so causes the number of Forces in that Region to exceed the maximum limit then randomly select an additional, different Force with the lowest Skill Level already present in that Region to retreat one Region. Repeat this process as required, always choosing the Force with the lowest Skill Level. In cases where there are multiple Forces with the same Skill Level that may Retreat, choose randomly. No Forces are destroyed but it is possible that a Force can retreat off the Battlefield Sheet if it leaves the Confederate Reserve Region. In this case, return that Force counter to the Campaign map. This Special Battle Plan remains in effect for the duration of the turn. Return this counter to the cup at the end of the Turn.

The *Heavy Fire* Special Battle Plan has no effect when resolving Hits from Shock attacks or Defensive Fire (11.4).

Example: The Union AI draws *Broken*. The effect is resolved immediately. The two foremost Confederate Forces are in the Union Front Region. One Force is Poor Line, the other is Line. You select the Force with the lowest Skill Level (in this case, the Poor Line Force). That Force has an Activation number of 5. You roll and get a '10'. This is an automatic failure. That Force Retreats to the Confederate Front Region. Five Confederate Forces already occupy this Region, so no other Force must Retreat (as the maximum number of Confederate Forces allowed in the Confederate Front Region is 6). Next, you draw *Heavy Fire*. Later in the turn the Confederate Force remaining in the Union Front Region suffers a Hit. That Force has an

Activation number of 6. You roll a '7', indicating a failure. That Force Retreats back to the Confederate Front. The Confederate Front now contains 7 Forces. Usually, one of those Forces would be Destroyed, but in this instance one of those 6 Forces with the lowest Skill Level is selected and Retreats back to the Confederate Approach Region.

14.1.11 Fog of War – There are four Fog of War Special Battle Plans. A Fog of War Special Battle Plan has no effect on the Battle but it does count against the total number of Special Battle Plans that can be drawn during a turn.

14.2 UNION DEFAULT BATTLE PLANS

In addition to Special Battle Plans, each *individual* Union Force also receives a Default Battle Plan for each Turn. (Exception: Forces affected by *Charge!*). The pool of available Default Battle Plans will be determined by the tactics being used by the Union: Aggressive or Defensive (13.0), and will then be further determined based on the range to the closest Confederate Force.

These Default Battle Plans are listed on the Battlefield Sheet. There are no counters for Default Battle Plans.

This section details each Union Default Battle Plan. You do NOT need to memorize the following rules. Refer to the Player Aid sheets for key point summaries of each Default Battle Plan.

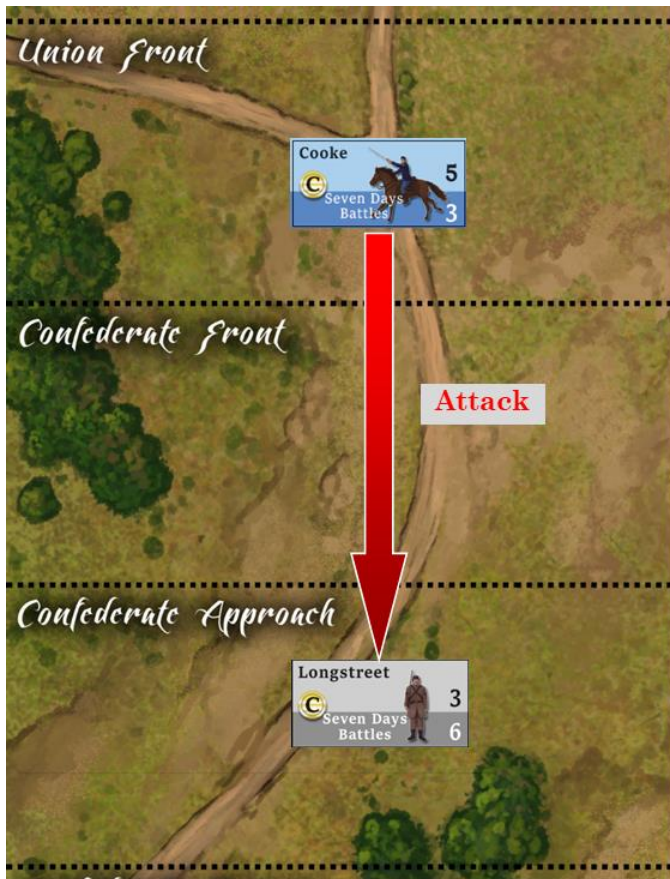
14.2.1 Advance (Aggressive) – Assign this Default Battle Plan to every Infantry and Cavalry Union Force that is 2 or more Regions away from the nearest Confederate Force if you are selecting Default Battle Plans from the Aggressive pool (13.1). If the Force is in Column Formation, do not roll for Activation, this Battle Plan automatically Activates. If the Force is in Line Formation, change the Force to Column Formation and Advance the Force one Region. Do not roll for Activation.

14.2.2 Combat (Aggressive and Defensive) – Assign this Default Battle Plan to every Union Force that is 1 Region or less away from the nearest Confederate Force. Roll against the Force's Activation number. If the result is equal to or less than the

Activation number change the Force to Line Formation if necessary. Perform an Attack for the Force if there are Confederate Forces at range 0 or 1 (11.6). Artillery and Fortifications always use *Combat* if there are non-Melee Confederate Forces 1 Region *or more* away (11.7).

14.2.2.1 Combat and Union Cavalry: In addition, assign the *Combat* Default Battle Plan to any Union Cavalry Force that is exactly 2 Regions away from the nearest Confederate Force. In this case, roll for Activation. Do not change Formation. Do *not* move the Cavalry Force. Perform an Attack with a -2/-2 penalty to the Cavalry Force's Combat Value against the Confederate Force with the lowest Skill Level that is at range 2 exactly (11.6). If the Activation roll fails, the Force will Hold. Note that this does not represent a long-range attack; rather, it represents the Union Cavalry using their carbines and 'shoot-and-scoot' tactics. The Force does not move from the Region it occupies because it is assumed to have moved forward 1 Region, fired at the Confederate Force it is targeting, and then moved back to the original Region.

Union Cavalry use *Combat* as normal if the closest Confederate Force is at Range 1 or less.



Example: Cooke is in the Union Front and uses the *Combat* Default Battle Plan to attack Longstreet, in the Confederate Approach Region (exactly 2 Regions away). Cooke has an Activation number of 5. You roll d10 and get a '3'. Cooke activates. Cooke has a Combat Value of 3/0, and this is modified to 1/-2. You roll d10 and get a '7'. The attack fails.

14.2.3 Retreat (Routed only) – Once the Union Forces Rout (14.5), all Mobile Union Forces must select this Battle Plan. This Battle Plan automatically Activates. Change the Force to Column Formation. Retreat the Force 1 Region. Union Artillery cannot Retreat and will be captured (11.1.2).

14.2.4 Hold (Defensive) – Assign this Default Battle Plan to every Infantry and Cavalry Union Force that is 2 or more Regions away from the nearest Confederate Force if you are selecting Default Battle Plans from the Defensive pool (13.3). Do not roll for Activation. The selected Force Holds its position and Formation and does nothing this turn.

14.3 RESOLVE UNION BATTLE PLANS

Resolve Union Default Battle Plans in order from the frontmost to rearmost Battlefield Region (from Confederate Reserve to Union Reserve). Remember to include any effects from Special Battle Plans, and that those effects are cumulative. Note that some Special Battle Plans will be resolved immediately when they are first drawn and not in this phase.

If an Activation roll is necessary, make that roll (see *Combat* and Union Cavalry in the Basic Rules and check any Campaign-specific Special Rules). Resolve the Default Battle Plan for each Union Force, one at a time.

Return any Special Battle Plan counter that no longer has any effect on the battle to the Battle Plan cup at the end of the turn.

As each Battle Plan is resolved check if the Union gains any Command Points (18.0).

14.4 RESOLVE CONFEDERATE BATTLE PLANS

Roll to Activate (5.6) and resolve the Battle Plans for your Confederate Forces in any order.

If the Confederate Force has a Battle Plan Counter, you must resolve its Battle Plan. You cannot assign a different Battle Plan Counter or a Default Battle Plan. If the Force does not have a Battle Plan Counter, select a Confederate Default Battle Plan for it to use when it acts.

As you resolve each Battle Plan Counter, return it to the stock for future use. No Confederate Forces should still have Battle Plan Counters attached to them at the end of the turn (an exception is *Entrench*, which is in any case an Insight counter).

If a Force is in Melee combat, discard its Battle Plan Counter. Select a Default Battle Plan for the Force.

As each Battle Plan is resolved check if the Confederates gain any Command Points (15.3).

14.5 ROUT CHECK

Recheck the Combat Values of each side to determine if one army has Routed the other.

Total the Combat Values for the Union Forces on the Battlefield Sheet and compare that number to the total Combat Values for the Confederate Forces on the Battlefield Sheet. If one side's combined Combat Value is 3 times, or more than, the opponent's combined Combat Value, the weaker Forces have been Routed.

Example: Your Confederate Forces have a total Combat Value of 15. The Union Forces have a total Combat Value of 52. Your Forces Rout.

When a side's Forces Rout, immediately Destroy all of its Battlefield Garrisons and Fortifications. All its Mobile Forces must choose the Retreat Battle Plan until they all exit the Battlefield Sheet by moving behind their Reserve Region. Artillery cannot Retreat. The cannons are abandoned and will be captured (5.9.1). Place the opposing Artillery Force in the Captured Artillery pile (5.9.2) and replace it with a friendly Artillery Force (Confederate see 5.9.2.1, Union see 5.9.2.2).

If a Retreating Force exceeds the number of Forces allowed in the Region, Destroy the Retreating Force. In cases where multiple Forces of different Skill Levels retreat into a Region causing an excess number of Forces to be in that Region then Destroy the Force with the lowest Skill Level (5.1). If Forces have the same Skill Level, choose which Force is Destroyed.

If a Retreating Union Force moves behind its Reserve Region it exits the Battle. As each Force exits the Battle, return the Mobile Union Forces to one randomly selected Union Held (as a first choice) or non-Confederate Held Area (as a second choice)

adjacent to the Battle Location Area. If no adjacent Areas are Union Held or non-Confederate Held, Destroy the Union Force.

If a Retreating Confederate Force moves behind its Reserve Region it exits the Battle. As each Force exits the Battle, return the Mobile Confederate Forces to an adjacent Area of the player's choice on the Campaign map that does not contain one or more Union Forces. If no adjacent Areas are free of Union Forces, Destroy the Confederate Force.

If your Confederate Forces are Routed and Robert E. Lee is present for the Battle, move the Robert E. Lee counter to the same Campaign map area your first Force moves to when it exits the Battlefield. If no Confederate Forces remain then Robert E. Lee will be isolated when you move him to the Campaign map and you lose the campaign (3.2).

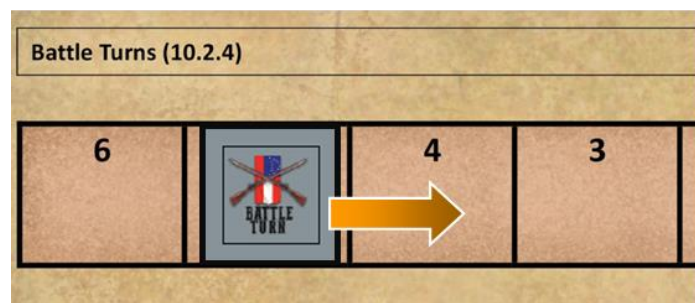
Once one side has Routed, ignore the Battle Turn Track and discontinue drawing and selecting Battle Plans for the Routed side. The victorious army may continue to draw and select Battle Plans as normal. Continue resolving Battle Turns until all of the Routed Forces are Destroyed, or have exited the Battlefield using the *Retreat* Default Battle Plan.

Both the Confederates and the Union will gain bonus Command Points for Routing the enemy (15.3 and 18.0).

14.5.1 VOLUNTARY RETREATS

If you voluntarily Retreat a Force behind your Confederate Reserve Region, follow the above procedure for placing your Forces on the Campaign map.

14.6 ADVANCE BATTLE TURN COUNTER



Advance the Battle Turn counter on the Help Sheet and begin a new Turn of Battle starting with the *Insight Activation* step.

14.7 END OF THE BATTLE

The Battle ends when any one of the following three conditions is met:

- The Battle ends if the Battlefield contains only Confederate or only Union Forces.

- The Battle ends when one side is Routed and the last Routed Mobile Force exits the Battlefield Sheet. Artillery Forces will remain in position and can be captured (11.1.1 and 11.1.2).

If the Battle ends with only one side's Forces present on the Battlefield, return that side's remaining Forces, and Robert E. Lee if present, to the Campaign map's Battle Location Area. Note that if Robert E. Lee is isolated on the Campaign map, you lose the Campaign (3.2).

- The Battle ends when you move the Battle Turn counter into the Withdrawal box of the Turn Tracker. Roll and consult the Withdrawal chart (see example below) to determine what to do next. Note that each Campaign has a specific Withdrawal table detailed on the Campaign Information Sheet. For example, in the Seven Days Battles Campaign Union Forces will tend to Retreat following a battle, regardless of its outcome, to reflect historical events.

14.8 WITHDRAWAL

Example:

Roll	Post-Battle
1-2	Rejoin
3-5	Union Retreat
6-8	Confederate Retreat
9-10	Encamp

If you move the Battle Turn counter into the Withdrawal box, immediately end the Battle. Total and compare the Combat

Values of both the Confederate and Union Forces remaining on the Battlefield sheet. If one army enjoys a less than 2:1 advantage roll d10 on the Withdrawal Table to determine the fate of the Forces remaining on the Battlefield. If one army is at a 2:1 or greater disadvantage the Forces of that army automatically Retreat (14.8.2 and 14.8.3 below).

Example: At the conclusion of a battle, you calculate that the combined Combat Value for all Confederate Forces is 15, compared to 8 for all Union Forces. Although the Confederates enjoy a clear advantage, it is slightly less than 2:1. In this case, you would roll on the Withdrawal table to determine the outcome. If the combined Combat Value for all Confederate Forces was 16, compared to 8 for all Union Forces, then the Union Forces would be at a 2:1 disadvantage and would Retreat automatically. Consult 14.8.2 below.

14.8.1 REJOIN

Return the Robert E. Lee counter (if present) and all the remaining Forces (Confederate and Union) to the Campaign map's Battle Location Area and immediately start a new Battle with those Forces, starting with the Fog of War roll (10.2.1).

14.8.2 UNION RETREAT

Return the Robert E. Lee counter (if present) and the Confederate Forces to the Campaign map's Battle Location Area. Destroy all Union Static Forces. Capture all Union Artillery and substitute Confederate Artillery counters with equal or lesser Combat Values (11.1.2). If no Confederate Artillery counters are available the Confederates gain 2 Command Points for every Union Artillery Force captured. Union Artillery Force counters are placed in the Captured Artillery Pile (5.9.2) and cannot be repurchased in the Resupply phase unless they are subsequently recaptured. Return all the Union Mobile Forces to one randomly selected Union-Held Area (as a first choice) or non-Confederate Held Area (as a second choice) adjacent to the Battle Location Area. If there is no adjacent Area to move into, Destroy the Union Mobile Forces.

14.8.3 CONFEDERATE RETREAT

Return the Union Forces to the Campaign map's Battle Location Area. Destroy all Confederate Static Forces. The Union will capture all Confederate Artillery and substitute Union Artillery counters with equal or lesser Combat values (11.1.1). If no Union counters are available the Union gains 2 Command Points for every Confederate Artillery Force captured. Confederate Artillery Force counters are placed in the Captured Artillery Pile (5.9.2) and cannot be repurchased in the Resupply phase unless they are subsequently recaptured. Return the Robert E. Lee counter (if present) and all the Mobile Confederate Forces to one randomly selected Confederate Held Area (as a first choice) or non-Union Held Area (as a second choice) adjacent to the Battle Location Area. If there is no adjacent Area to move into, Destroy the Robert E. Lee counter (if present) and the Mobile Confederate Forces. Note that if the Robert E. Lee counter is Destroyed the campaign ends in Defeat.

14.8.4 ENCAMP

Return the Robert E. Lee counter (if present) and all the remaining Forces (Confederate and Union) to the Campaign map's Battle Location Area. Do not start a new Battle for the Area during this Campaign step. If those Forces (and any additional Forces) still occupy the same Area at the end of the Forced March step (15.1), resolve a new Battle after the Forced March step. If those Forces (and any additional Forces) still remain in the same Area at the end of the Union Orders phase (16.1) resolve a new Battle in the Union phase (17.0).

15.0 POST BATTLE

After all Battles have concluded for the Turn follow these Post Battle steps.

15.1 FORCED MARCH

You may now move each of your Mobile Forces to an Area adjacent to its current Area.

You can move your Forces that are in the same Campaign map Area as Union Forces (as a result of Encamp).

Pay 1 Command Point for each Force you move.

Example: You have 4 Forces in an Area. You decide to Force March two of them to adjacent Areas. You must pay 2 Command Points.

A Force can move during the Forced March step whether it moved during the Move step or not.

You can Force March the Robert E. Lee counter to an Area adjacent to its current Area. There is no cost to do this. If you move Robert E. Lee to an Area that does not contain Confederate Force counters you lose the Campaign (3.2). You **may** move the Robert E. Lee counter even if he is in the same Campaign map Area as Union Forces (along with other Confederate Forces).

15.1.1 JACKSON'S SPECIAL RULE: Forces commanded by Jackson (indicated by a 'J' on the Force counter) that have not suffered a Hit can move up to two Areas for 1 Command Point per Force in the Forced March phase as long as the Force does not pass through an Area containing a Union Force. If it does cease all movement and commence battle in that Area once all other Forced Marches are complete (15.2 below). Jackson's Forces cannot Force March one Area, fight a battle, and then resume a Forced March after a battle. You can only choose to move one Force two Areas for one Command Point. You cannot use this Special Rule to move two of Jackson's Forces one Area each for 1 Command Point.

15.2 RESOLVE BATTLES

Resolve any Battles for Campaign map Areas that contain both Confederate and Union Forces. This includes Areas that contain both Confederate and Union Forces as a result of a *previous* Encamp Withdrawal result (14.8.4). Return to Resolve Battles (9.3) and follow the stipulated procedure. Do not start a new

Battle for the Area during this Campaign step following a *new* Encamp Withdrawal result obtained during this step.

15.3 CONFEDERATE RESUPPLY



Find the number of Command Points (4.9) you earn each Turn by referencing the Confederate Resupply section of the Campaign Information Sheet. In addition to accruing automatic Command Points each Turn, you will also gain the following Command Points depending on the performance of your Forces.

+1 Command Point when one of your Force's first enters the Union Reserve Region of the Battlefield sheet. Immediately add +1 Command point to your total.

+1 Command Point every time you Rout the Union. Immediately add +1 Command Point to your total for every Rout.

+1 Command Point every time you Envelop the Union. Immediately add +1 Command Point to your total for every Envelopment.

15.3.1 ADD SCOUT COUNTERS

Check the Campaign Information Sheet for the number of Scout counters you receive for free every Confederate Resupply step. Place each counter in the 'Scout' box on the Player Help Sheet.

15.4 REFIT FORCES

You may spend 2 Command Points to flip each of your reduced Forces to their full-strength sides (5.9).

Example: 3 of your Forces have been reduced. You can choose to pay 2 Command Points for each Force you would like to flip back to full strength. If you do so, reduce the number of Command Points by 6.

15.5 PURCHASE NEW FORCES

You may spend Command Points to purchase Confederate Brigades, Regiments, Batteries, Static Forces, or previously Destroyed Confederate Forces. The cost to purchase each Force is equal to its Combat Value (ignore the superscript). Select

these Forces from the counters placed next to the Campaign map, including non-Named Forces, Garrisons and Fortifications not currently used in the game.

You can buy a reduced Force if it has reduced values. Pay the number of Command Points equal to that Force's reduced Combat Value. That Force can only be Refitted during a *future* Resupply step, but not during the same step you purchased it.

Example: A Confederate Force has a Combat Value of 8 with a reduced Combat Value of 5. It is destroyed in battle and removed from play. You may choose to purchase the Force. The cost is 8 Command Points to purchase the full-strength counter. In this case the Force will enter the Campaign map with a Combat Value of 8 and 2 Hits. Or, you may purchase it as a reduced strength counter and pay only 5 Command Points (equal to the reduced Combat Value). In this case the Force will enter the Campaign map with a Combat Value of 5 and 1 Hit. Then, in the Resupply phase of the *following turn* you may spend an additional 2 Command Points and flip it to its full-strength side (Combat Value 8, 2 Hits).

Once purchased, place your new Forces on the Campaign map. You may only place the new Forces in Areas containing Confederate Forces. Those Areas may also contain Union Forces.

When you place a Static Force on the Campaign map, it must remain there for the duration of the Campaign.

Unless a Campaign's Special Rules state otherwise, you may repurchase your previously Destroyed Forces.

Artillery Forces that have been captured and removed from the game cannot be repurchased, though Artillery can be recaptured (11.1.1)

15.6 PURCHASE SCOUTS

You may spend Command Points to purchase Scout counters (4.10). Pay 1 Command Point for each Scout counter you purchase. Note that purchased Scouts are in addition to the number of Scout counters you receive for free each turn (15.3.1). You can only purchase as many Scouts as there are counters available.

Place each Scout counter you purchase in the 'Scout' box on the Player Help Sheet.

16.0 UNION TURN

The Union now gets a chance to go on the offensive. Flip the Campaign Turn counter to the Union side.

16.1 UNION ORDERS

Each Campaign Information Sheet has two Union Orders charts; one for Union Forces on the Campaign map (4.1) and one for Union Forces in the Battle Area (2.3). Each chart is based on the historical plans and actions taken by the commanding General. Roll d10 for each Group of Union Forces (16.3 below) and follow the instructions on the relevant chart. The player may force a reroll or modify the result of the d10 roll using Scout counters (16.3.1). Campaign Information Sheets may also offer Hard and Veteran Difficulty Level Campaign Map and Battle Area Orders charts. We recommend you start with the Regular Difficulty Level – the default Orders listed on each Campaign Information Sheet – and work your way up.

16.1.1 UNION CAMPAIGN MAP ORDERS

For Union Forces moving on the Campaign map outside the Battle Area, refer to the Campaign Map Union Orders chart. These Areas are delineated with dotted black lines.

Example: Below is the Campaign Map Union Orders chart for the *Seven Days Battles* campaign. You have a group of three Forces all belonging to the III Corps. You roll d10 and get a '4'. You move the group (all three Forces comprising III Corps) together one Area towards Malvern Hill.

Roll	Action (16.4)
1	Move toward Malvern Hill.
2	Hold.
3	Move to a random adjacent Area.
4	Move toward Malvern Hill.
5	Advance to the closest Union Held Area.
6	Move to a random adjacent Area.
7	Move toward Malvern Hill.
8	Hold.
9	Advance to the closest Union Held Area.
10	Move 2 spaces toward Malvern Hill.

16.1.2 UNION BATTLE AREA ORDERS

Once a Union Force enters the Battle Area (delineated by the red dashed line border around a collection of Areas) that Union Force starts to use the Battle Area Orders specific to the Campaign. These Battle Area Orders work in the same way as regular Union Orders, but they are specific to the Battle Area and give more detailed instructions. Once a Union Force has entered the Battle Area it will continue to follow the Battle Area Orders until it is removed from play, moves outside the Battle Area, or it Retreats (14.8 and 14.8.2) into an adjacent Area that is not within the Battle Area. Upon moving or Retreating outside the Battle Area, revert to the regular Union Campaign Map Orders.

Example: The same group of three Forces belonging to III Corps have arrived in the Crew House Area. Crew House is within the Battle Area and so, for the same group of three Forces, you now consult the Battle Area Union Orders chart (see below). You roll d10 and get a '2'. As the group is already in Crew House it does not move. Instead, it Holds and remains in position in Crew House.

Roll	Action (16.4)
1	Hold.
2	Move to Crew House. Otherwise, Hold.
3	Move to the closest Confederate Force.* Otherwise, Hold.
4	Hold.
5	Move to West House. Otherwise, Hold.
6	Move to the closest Confederate Force.* Otherwise, Hold.
7	Hold.
8	Move to Western Run. Otherwise, Hold.
9	Move to Malvern Hill. Otherwise, Hold.
10	Hold.
* This Order only applies if there is a Confederate Force within the Battle Area. If not, Hold. *	

16.2 RESTRICTIONS ON UNION ORDERS MOVEMENT

If Union Forces are in the same Campaign map Area as Confederate Forces during the Union Orders phase, do not move them. Rather, a Battle will be fought (9.3) in the next Resolve Battles step. Union and Confederate Forces may occupy the same Campaign map Area as a result of Encamp (14.8.4) of the current Union phase; that is *after* the Union Orders step. Note that a Late Arrival may be placed in a Confederate-Held Area. In such cases, do not move that Late Arrival. A battle will be fought in the next Resolve Battles step as normal.

Some campaigns may have Special Rules that affect Union Orders. Like other Special Rules, these overrule the Basic Rules. For example, in the Second Manassas campaign, Union Forces will never cross the Rappahannock River. If any Order would result in a Union Force crossing the Rappahannock, the Special Rules indicate that you should instead move that Force towards Brawner's Farm.

16.3 UNION FORCE GROUPS

In each Campaign map Area containing Union Mobile Forces, break apart the Forces into the groupings as specified below (Corps or Independent) unless a Special Rule is in effect. There is a limit to the total number of Forces that may join a group. This is stated on the Campaign Information sheet.

Union Campaign Map Orders (16.1.1 also 16.2, 16.3 & 16.4)	
Union Group Maximum: 6 Forces. Roll for each group separately.	
Roll	Action (16.4)
1	Move toward Gettysburg (Center).

Example: On the Gettysburg Campaign Information Sheet, it states that the Union Group Maximum is 6 Forces.

Then, roll d10 once on the relevant chart (Union Campaign Map Orders or Union Battle Area Orders) for each group's action.

Roll for each group of Union Forces and consult the Union Orders chart to determine its action. You get to choose the order in which you roll for the Union groups. Move each group before rolling for the next.

Treat all rolls as if they are conducted simultaneously.

16.3.1 SCOUT COUNTERS AND UNION ORDERS

If you have any available Scout counters, you have two options.

You can discard 1 Scout counter to **re-roll** a Union Orders die roll. You can accept a roll or continue to re-roll and discard Scout counters until you have discarded all your Scout counters. You must accept a subsequent re-roll result if you are unable to discard further Scout counters. You cannot go back and accept the result of a previous roll, even if that result was more favorable.

Alternatively, you can discard 1 Scout counter to **modify** the result of a Union Orders die roll by plus or minus one.

You may discard 1 Scout counter to force a re-roll and then discard a second Scout counter to modify that second result by plus or minus one.

You can repurchase discarded Scout counters during your Resupply steps (15.6).

Example: You roll for a group of Union Forces moving in the Battle Area of the Seven Days Battles Campaign map. You roll a '2' and decide that rather than have that group move to Crew House, you would prefer to modify the result to a '1'. You discard a Scout counter and the group of Union Forces Holds instead.

Union Battle Area Orders (16.1.2 also 16.2, 16.3 & 16.4)	
Discard a Scout counter to reroll or modify the result by +/-1 (16.3.1)	
Roll	Action (16.4)
1	Hold.
2	Move to Crew House. Otherwise, Hold.
3	Move to the closest Confederate Force.* Otherwise, Hold.

16.3.2 UNION CORPS GROUPS

Union Groups are usually determined by a shared parent Corps. For example, all Forces of I Corps will form a group. Assign Orders to the group and move the group accordingly. Do not mix Forces from different Corps together into the same Group. Some Force counters are Independent. These Forces are also Named, but have no Corps identifier and form separate groups and roll separately on the Union Campaign Map Orders table and the Union Battle Area Orders table. These Forces will NOT join Corps groups and will remain independent throughout the campaign unless a Special Rule determines otherwise. You may add additional (non-Named) Brigades, Regiments, or Batteries to a Corps group or to an Independent Force counter to make a larger group to the maximum number of Forces stipulated per group on the Campaign Information Sheet. These named and non-named Forces will combine to form distinct groups.

16.3.3 BRIGADE, REGIMENT AND BATTERY GROUPS

As the campaign progresses the Union Army will be bolstered by the addition of Brigades, Regiments and Batteries (18.0). These Additional Forces may be added to existing Union Corps groups or groups made up of an Independent Force up to a maximum number of Forces (in one group) as indicated on the Campaign Information Sheet. If the maximum number of Forces in a group is reached, thereafter, Brigades, Regiments and Batteries form separate groups of their own up to a maximum number of Forces (in one group) as indicated on the Campaign Information Sheet to create a second group and so on.

Example: In the Gettysburg campaign Buford is an Independent Named Force. Wadsworth (I), Robinson (I), Doubleday (I), and Wainwright (I) are all Named Forces belonging to I Corps. Buford and Forces from I Corps (or any other Corps) will never form a group together. Buford will never form a group with another Independent Force.

The Gettysburg Campaign Information Sheet indicates that a group may contain a maximum of 6 Forces. It would be possible during game play for Buford plus any combination of up to 5 Brigades, Regiments or Batteries, to form a group. This group of up to 6 Forces would roll d10 together on the Union Campaign Map Orders and Battle Area Orders tables. Alternatively, it would be possible for the I Corps group containing Wadsworth, Robinson, Doubleday and Wainwright to add up to 2 Brigades, Regiments or Batteries to form a group of up to 6 Forces. Similarly, this group would roll d10 together on the Union Campaign Map Orders and Battle Area Orders tables. Any Additional Force that would take the total number of Forces in a group beyond 6 will instead form an independent group and will roll d10 separately on the Orders tables.

Exception: If a Corps group contains the maximum number of Forces permissible and a previously Destroyed Reinforcement from the same Corps (only) would be added during the Union

Resupply phase (18.0) it is acceptable for that Reinforcement to be added to the group even though this brings the total number of Forces in the group to a higher number than permissible. Using the example from Gettysburg, the I Corps group contains Wadsworth, Robinson, Doubleday and Wainwright along with a Brigade and a Regiment. Wadsworth is Destroyed and placed in the Reinforcement cup. Subsequently another Brigade is added to the group, bringing the total to the (usual) maximum of 6 Forces. Later Wadsworth is drawn from the Reinforcement cup. In this case, even though the I Corps group contains 6 Forces, Wadsworth is added to that group, increasing the total number of Forces to seven. No Additional Forces can be added to the group during the Union Resupply phase.

Example: There are two Union groups on the Seven Days Battles Campaign map. One is comprised of four III Corps Forces, along with a Brigade and a Regiment, and is located in the Battle Area. This group uses the Battle Area Union Orders chart (16.1.2). A second group is comprised of a 2 Brigades, 2 Regiments and a Battery and is located outside the Battle Area. This group uses the Campaign Map Union Orders chart (16.1.1). During the Union Resupply phase (18.0), you add a Cavalry Regiment. This Regiment cannot be added to the group comprised of III Corps Forces as it contains the maximum of six Forces. Instead, this Cavalry Regiment is added to the separate group of 2 Brigades, 2 Regiments and 1 Battery. This brings the total number of Forces in that group to 6 (the maximum number of Forces in a single group for this Campaign). During the same Union Resupply phase, you also add an Infantry Brigade in the same Area. As the existing Additional Forces group has reached the maximum of 6 Forces, the new Infantry Brigade forms a second group and will receive independent orders. Future Force additions of Brigades, Regiments and Batteries entering the same Area will be added to this second group unless the first group has one or more Forces destroyed (reducing the number of Forces below the maximum of 6). In such a case, determine which group subsequent Forces will join randomly.

Example: There are 8 Union Forces in a single Area, 3 from I Corps (the first group), 2 from V Corps (the second group) and 1 from IX Corps (the third group), along with 2 Infantry Regiments (the fourth group). You would separate the Union Forces into four groups and assign Orders independently to each group.

16.4 UNION MOVES

Union AI Strategy: If in doubt when making the Union moves, consider the Victory conditions the Confederates are trying to achieve. The Union AI should make the best decision available to prevent a Confederate Victory.

Example: In the Seven Days Battles Campaign the Confederates are trying to protect Richmond and pursue the Union Army back to Malvern Hill. The Union army is trying to retreat to the safety of Malvern Hill without suffering unnecessary casualties. If/when the Union AI needs to make a decision not clearly indicated by the rules here written, it will choose, if a good opportunity presents itself, to capture Richmond or, more likely, to retreat its Forces back to Malvern Hill without undue loss.

The Union Orders charts for each Campaign will contain some or all of the following instructions.

Advance

Move the group one Area toward the closest Confederate Force.



Example: Slocum advances one Area towards the closest Confederate Force (Longstreet), from Seven Pines to Oak Grove.

Hold

Do not move the group.

Random

Move the group to a randomly chosen adjacent Area. This can be understood as a result of Fog of War.

Union-Held Objective

Move the group one Area toward the closest Objective that is Held by the Union. If the Union does not Hold any Objectives, move the group to a random adjacent Area that, in order of preference 1) contains Union Forces or 2) contains no Forces. If there are no adjacent Union Forces or empty Areas, the group Holds.

Union-Held Area, City or Fort

Use the same rules as for a Union-Held Objective, except in regard to Areas, Cities or Forts instead of Objectives.

Confederate-Held Objective

Move the group one Area toward the closest Objective that is Held by Confederate Forces. If the Confederates do not Hold any Objectives, treat as an Advance. Move the group toward the Confederate occupied Objective Area that has the lowest combined total Combat Value of Confederate Forces present in that Area. If this move would put the Union group in an Area adjacent to Confederate Forces with a combined Combat Value superiority greater than 1:1, Hold the original position instead.

Confederate-Held Area, City or Fort

Use the same rules as for a Confederate-Held Objective, except in regard to Areas, Cities or Forts instead of Objectives.

Advance x2 or x3

Move the group 2 (or 3) Areas toward the closest Confederate Force. If the group cannot reach any Confederate Forces, move it toward the Confederate occupied Area with the lowest combined total Combat Value of Confederate Forces present in the vicinity. If this would put the Union group in an Area adjacent to Confederate Forces with a combined Combat Value superiority greater than 1:1, Hold the original position instead.

Confederate-Held Objective x2 or x3

Move the group 2 (or 3) Areas toward the closest Objective that is Held by the Confederates with the lowest combined total Combat Value of Confederate Forces if two or more options exist. Those Confederate Forces should not have a combined Combat Value of greater than 1:1. If that is the case, the Union group will Hold. Furthermore, if in moving to a Confederate group with a lower combined Combat Value would put the Union group in an Area adjacent to Confederate Forces with a Combat value superiority greater than 1:1, Hold the original position instead.

If the Confederates do not Hold any objectives, treat as an Advance x2 (or x3).

Confederate-Held City or Fort x2

Use the same rules as for a Confederate-Held Objective, except in regard to Cities or Forts, instead of Objectives.

Move Toward...

Most of the Union orders are 'Move toward...' orders. Move the group one Campaign map Area closer to the named Campaign map Area, or the Campaign map Area containing Robert E. Lee, whichever is specified by the Union Orders instructions. Some orders specify moving more than one Area toward the specified Area.

Otherwise...

Some Orders stipulate two instructions. If a Force counter is unable to fulfil the first instruction, or if the first instruction has already been fulfilled, perform the second instruction instead.

17.0 RESOLVE BATTLES

After you complete all Union movement, resolve a Battle for each Area containing opposing Forces (Confederate and Union Forces in the same Area).

As you move the Forces to the Battlefield Sheet, mark each Battle Location Area on the Campaign map by placing the Battle Location counter with the blue side face up. Refer to 10.0 for full details.

There is no Union Forced March phase. Continue to the Union Resupply step after you have resolved all Battles.

18.0 UNION RESUPPLY



The Union Resupply section of each Campaign Information Sheet details the number of Command Points (4.9) the Union AI will receive at the beginning of the Union Resupply phase

(varying according to the difficulty level you have chosen for the campaign). Each Campaign Information Sheet also has a Union Resupply Table used to determine how many new Forces and additional Command Points the Union receives.

Resolve Union Resupply using available Command Points first (18.1) before any additional Forces are added according to the Union Resupply Table (18.2). Therefore, any additional Command Points accrued by rolling on the Union Resupply Table *cannot* be spent until the following Union Resupply phase. Note that in the example of the Seven Days Battles the Union Resupply Table does not grant additional Command Points. In contrast, the Second Manassas Union Resupply Table grants extra Command Points on a d10 roll of 9-10.

18.1 USING UNION COMMAND POINTS

As a priority, the Union will Refit any reduced Forces (5.9) on the map using Command Points. If any Union Forces are flipped to their reduced side, spend 2 Union Command Points to flip each of them back to their full-strength side in order from highest to lowest Skill Level. Following this, **any remaining Command Points will be spent repurchasing Forces from the Reinforcement cup** (4.18 & 11.11). Select a Force *at random*, subtract the number of Command Points from the current total (that number of Command Points being determined by the Combat Value of the randomly selected Union Force), and place that Reinforcement with other Forces of the same Corps (16.3.2) or otherwise in a randomly selected Area on the Campaign map that is Held by Union Forces (16.3.3). Repeat this process until all the available Reinforcements or Command Points are used. If you should draw a Reinforcement that the Union does not have enough Command Points to repurchase cease drawing from the Reinforcement cup, even if there are still cheaper Reinforcements available in the cup. Place the Force you drew (but did not have enough Command Points to purchase) back into the Reinforcement cup.

If there are remaining Union Command Points, use those Command Points to purchase Brigades, Regiments and Batteries. Select a Brigade, Regiment or Battery counter *at random* from the Additional Forces cup (4.19 & 11.11), subtract the number of Command Points from the current total (that number of Command Points being determined by the Combat Value of the randomly selected Union Brigade, Regiment or Battery Force), and place that Force in a randomly selected Area on the Campaign map that is Held by Union Forces. Note that Brigades, Regiments and Batteries will form their own separate groups (16.3.3). Repeat this process until all the available Brigades, Regiments, Batteries or Command Points are used. If you should draw a Brigade, Regiment or Battery that the Union does not have enough Command Points to purchase cease the Resupply phase and roll on the Union Resupply Table (18.2), even if there is still a Brigade, Regiment

or Battery that you could theoretically buy if you drew it. Place the Force you drew, but could not pay for, back into the cup.

Any remaining Union Command Points are held until the following turn.

Unless stipulated in the Campaign Special Rules, the Union will not use Command Points to purchase Static Forces.

Example: The Union has 9 Command Points. On the Campaign map there is one reduced Line Force. Spend 2 of the Command Points to Refit the Line Force, leaving the Union with 7 Command Points. Next, you draw a random Force from the Reinforcement cup. This is an Infantry Force from V Corps. It has a Combat Value of 4. The Union repurchases it (at a cost of 4 Command Points), leaving the AI with 3 Command Points, and you place this Reinforcement in the Area containing the other divisions from V Corps. You draw a second Reinforcement from the cup. This Force has a Combat Value of 5. This exceeds the number of Command Points available for the Union, so you stop drawing for Reinforcements. Place the Force back in the Reinforcement cup. As the Union still has Command Points available, next, you draw a random Additional Forces counter from the remaining selection of 1 Brigade and 1 Battery. You draw the Brigade, with a Combat Value of 2. It is independent so you place it in a randomly selected Union-Held Area on the Campaign map. The Union has 1 remaining Command Point, which is not enough to purchase the Battery (with a Combat Value of 3), so you will next roll on the Union Resupply Table (18.2). In the next turn the Union will have the remaining 1 Command Point to use. If the remaining counter had been a Regiment (Combat Value 1) the Union could have purchased it, in which case the Union would have 0 Command Points moving into the next turn. If there were two remaining counters, a Regiment and a Battery, the Union would have drawn again after purchasing the Brigade. If the Union had then drawn the Regiment, it would have purchased it, then rolled on the Union Resupply Table (as there would no longer be enough remaining Command Points to purchase the Battery). If, after drawing the

initial Brigade, the Union had then drawn the Battery, it would not have been able to purchase it as the Union has 1 remaining Command Point (after purchasing the Brigade) and the Battery has a Combat Value of 3. In this case roll on the Union Resupply Table, even though the Regiment still remains and even though the Union could theoretically purchase it if it drew it (the Union has 1 remaining Command Point and the Combat Value of the Regiment is 1).

18.2 ROLL ON THE UNION RESUPPLY TABLE

After you have spent all, or as many as possible of, the Union Resupply Command Points this turn, roll on the Union Resupply Table a number of times as indicated on the Campaign Information Sheet for the appropriate Difficulty Level.

If the Union would gain a Force (Brigade, Regiment, Battery) from the Additional Forces cup (4.19), place that Force in a randomly selected Union-Held Area. Roll for the Area of each Force separately. If a Force counter is not available, ignore the result. Do not reroll. The availability of counters provides a hard limit. **Exception:** If a Battery of a specific Combat Value is unavailable, select a Battery with the next lower Combat Value and so on.

If the Union would gain a Reinforcement from the Reinforcement cup (4.18), place that Force in the Area with the other divisions in their Corps when possible. If not, place the Force in a random Union-Held Area as normal. Thereafter additional Reinforcements of the same Corps will rejoin that Force.

Note that each Campaign Information Sheet will stipulate the maximum number of Union Forces (of any type) that can combine into a Group (16.3, 16.3.2 and 16.3.3). Once that maximum number is reached, any Additional Forces added to the same Area must form a new Group.

Resupply (Confederate 15.3 Union 18.0)	
Confederate: Gain 2 Scouts and 3 Command Points	
Union (Regular): Gain 3 Command Points plus 2 of the following.	
Union (Hard): Gain 4 Command Points plus 3 of the following.	
Union (Veteran): Gain 5 Command Points plus 4 of the following.	
Union Resupply Table (18.2) Union Group Maximum: 6 Forces	
Roll	Union Gain
1	1 Brigade
2	1 Regiment
3	1 Battery
4-5	1 Fortification. Otherwise, 1 Garrison.
6-8	1 Garrison. Otherwise, 1 Fortification.
9-10	1 Reinforcement (or 2 Command points if no Reinforcement available).
Union Resupply Priority: 1. Refit 2. Reinforcements 3. Additional Forces	

Example: In the Seven Days Battles Campaign at the Regular Difficulty Level, the Union will always gain 3 Command Points at the beginning of the Union Resupply phase. At the Hard Difficulty Level, the Union will gain 4 Command Points and at the Veteran Difficulty Level the Union will gain 5 Command Points. In addition, you should roll and consult the Union Resupply Table twice at the Regular Difficulty Level to see which additional Forces or extra Command Points become available to the Union. For example, if you roll a '1' the Union will gain 1 Brigade. If you roll a '7' the Union will gain 1 Garrison. In this case, you will need to make a follow up roll to determine which Area the Garrison is placed in (18.3). This is detailed on the Campaign Information Sheet so please refer to that for specific details on the follow up roll. At the Hard Difficulty Level roll three times and at the Veteran Difficulty Level roll four times. Note that each table is Campaign specific.

18.3 FOLLOW UP ROLLS

Depending on the initial result, the Union Resupply Table may require you to make a second roll to determine the Force added. Roll d10 a second time and check your result against the table.

Alternatively, if you get a result on the Resupply Table placing a Union Force in a Confederate Held Area or an Area containing Confederate Forces, select a Union-Held Area from those available at random. If there is no Area the Force can be placed in, ignore the result. Do not reroll.

Example: It is the Union Resupply phase. You roll d10 and get a '3'. Consulting the Union Resupply Table, you find that the Union will gain an Artillery Battery. To determine the Combat Value of that Battery, roll d10 again. You get a '10'! According to the table a result of '9' or '10' adds an Artillery Battery with a Combat Value of 4 to the Union Army. If available, add this Battery to a randomly selected Union Held Area on the Campaign map. If unavailable, select a Battery with a lower Combat Value. If no Batteries are available, do not reroll on the Union Resupply Table. Instead, ignore the result. On the second roll you get a '4', indicating the Union will gain 1 Fortification. Making the follow up roll, you get a '3'. The Fortification should go in the Crew House Area, but that is currently Held by Confederate Forces. West House, Western Run and Malvern Hill are all Held by Union Forces, so you roll again to randomly determine the Area the Fortification will be placed in.

18.4 COMMAND POINTS FROM BATTLES

In addition to accruing the Command Points detailed on the Campaign Information Sheet, the Union may also gain the following Command Points each turn. These Command Points are all immediately added to the Union Command Point total and can be spent during the Union Resupply phase of the same turn they are gained.

+1 Command Point when a Union Force first enters the Confederate Front Region of the Battlefield sheet.

+1 Command Point when a Union Force first enters the Confederate Approach Region of the Battlefield sheet.

+1 Command Point when a Union Force first enters the Confederate Reserve Region of the Battlefield sheet.

+2 Command Points every time the Union Routs the Confederates.

+2 Command Points every time the Union Envelops the Confederates.

Note that the Union AI has more opportunities to accrue extra Command Points. This is intended to make the Campaigns more challenging and encourage the player to be more aggressive in playing against the AI.

19.0 NEXT TURN

This concludes one Campaign Turn. Return to the start of the Sequence of Play (8.0) and resolve the next Turn. Flip the Campaign Turn counter to the Confederate side. Continue to follow these steps until the end of the Campaign.

20.0 SOLITAIRE DECISIONS

There will be times during the game when you need to make game decisions for the Union Forces. The rules provide you with procedures to guide your decision making. If the rules leave you with more than one equally valid option, you are free to choose from the available options (or make a random determination). It is perfectly acceptable to 'role play' as the Union Commander and make selections based on your historical knowledge of the battle and the general involved.

Example: A group of Union Forces on the Campaign map receives an Advance Order. The group has a combined Combat Value of 15. There are Confederate Forces in two equally close Areas. Both Areas contain a combined total of 12 Combat Value points of Confederate Forces. You get to choose which Area the Union Forces move closer to. Alternatively, you could assign a die roll result of 1-5 means Force X and 6-10 means Force Y. If one group of Confederate Forces had a combined Combat

Value of 12, and the other a combined Combat Value of 10, the AI would move towards the weaker Confederate Force.

Example: There are 3 Union Forces on the Battlefield Sheet with Line Skill Level, but there are only two *Hard Cover* Special Battle Plans to allocate to them. You get to choose which two Forces receive the *Hard Cover* Special Battle Plans, or you can determine the result randomly.

Example: When rolling for Union Orders, you get to choose the order in which to roll for the Areas containing Union Forces.

As noted previously the Union AI Strategy should be considered when making decisions or determining the parameters of random events for the Union. The Union AI is also trying to win, which, in most cases means preventing a Confederate victory.

21.0 VICTORY POINTS AND LINKED CAMPAIGNS

The Campaign Information sheet gives you a chance to match your result with the historical performance of Robert E. Lee.

For every Objective achieved, you score 1 Victory Point. At the end of the campaign (whether it results in Victory or Defeat), add up all your points and compare the total to General Lee's historical result to determine your Command performance. If your total is greater, your result is Superior Command. If your total is equal, your result is Historical Command. If your total is lower, your result is Inferior Command.

21.1 CASUALTIES

In some campaigns, to gain a Superior Command performance, the player must minimize the number of casualties suffered. This is determined by calculating the combined Combat Value of all named Force counters (4.8) that end the campaign. Those Force counters may also be required to be in specific Areas. The target 'End of Campaign' combined Combat Value is displayed on the Campaign Information Sheet. At the end of the game, determine the combined Combat Value of all named Force counters that remain and compare the result to the minimum

target Combat Value figure. If the remaining total Combat Value of all named Forces is equal to or higher than the target figure, you gain an additional Victory Point and a Superior Command rating. If not, you do not gain an additional Victory Point. Alternatively, the player may be required to compare the Combat Value of all surviving Confederate Forces to the combined Combat Value of all surviving Union Forces.

Note that this rule only comes into effect if you have also achieved the minimum number of Victory Points to qualify for an Historical Command rating.

You can also play a Grand Campaign. Instead of playing each Campaign as a stand-alone game, you can link them into a series of Campaigns stretching from Robert E. Lee's first battle to his last.

Begin with the Seven Days Battles Campaign, and play each Campaign in chronological order. That is, Seven Days Battles, Second Manassas, Antietam, Chancellorsville and Gettysburg.

If you ever suffer a Campaign Defeat, do not continue, your quest for victory and southern independence has come to an end.

At the end of each Campaign, note on the player log the number of Victory Points you scored, along with any other notes.

Once you have completed all five Campaigns, record your total Victory Points. In future grand campaigns, you can try to better your score!

There are LOTS of expansions planned for **Field Commander: Robert E. Lee** and you will have the opportunity to fight extensive campaigns in the near future!

Historical note: If a commander survived a battle, but lost most of his men, he would be given new recruits. Conversely, if his

men survived a battle, they became better soldiers. In the game, a Commander's Combat Value and Activation number changes between Campaigns because the skills of his officers and men change. As such, in the Campaigns provided in this Core game, the Skill Levels, Activation numbers and Combat Values all improve as the time line progresses from the Seven Days Battles to Gettysburg.

22.0 BONUS MATERIAL

We believe new material is the best way to keep games fresh and new. We will be providing free additional material for this game on the DVG website.

If you have any ideas for optional rules, scenarios of add-ons, please email us. Our plan is to make available our new materials as well as that sent in by players. Check out www.dvg.com or find the Field Commander Robert E. Lee group on Facebook.

23.0 CREDITS

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