

1. INTRODUCTIONS

The campaign was a victory strategically and tactically for Lee. He held Grant out of Richmond and Petersburg, while inflicting massive casualties on the Union army. From the position occupied at the end of the campaign Grant was able to finish off Lee, but it would be 9 months later and at a great cost of life for both sides. If Sherman had not successfully taken Atlanta there is a great possibility that Lincoln would have lost the 1864 election to McClellan and the war would have ended with Southern Independence in some form.

2. GAME BOARD

The road crossing between Charles City and City Point is not usable until the turn after a Union infantry unit ends its move in both locations.

3. GAME UNITS



TRENCH MARKERS: May not move. An active unit may spend **2 movement points** to place a trench block with it. Only the unit who spent the movement points gain the terrain benefit from the trench block. A trench block is removed when the unit moves. Units with trench markers roll 1 extra die in each round of battle.

Units with trench markers are placed in the line position during battles with trench marker under the unit. Trench markers may not be placed in fortress locations.

4. COMMAND ACTION POINTS

Each turn the Confederate player starts with 3 CAP, the Union starts each turn with 3 CAP. Both players can receive one extra CAP if successful during the CAP roll.

- » Lee's Confederate Army Commander Rating is a 7.
- » Grant's Union Army Commander Rating is 7.

5. SUPPLY

The supply locations for the Union player are any occupied port and the following locations: Aquia Landing, Elk Tavern, and Sperryville. The supply locations for the Confederate player are Cumberland and Hicksford.

8. REPLACEMENTS

The Union player receives 1 replacement point per turn. The Confederate receives 1 replacement point each even turn.

UNION REPLACEMENT LOCATION: Aquia Landing

CONFEDERATE REPLACEMENT LOCATION: Richmond

10. MOVEMENT

LEE'S SPECIAL ABILITY: Reaction Movement, any and all units in a location with Lee can react to any Union moves in locations adjacent to them. This includes defended and undefended adjacent locations. The reactions can be one unit at a time or all at once or any combination the Confederate player chooses.

For example Lee and three units are in Chancellorsville. One Confederate unit is defending Fredericksburg. The Union moves two units to attack Fredericksburg. The units with Lee could all move to Fredericksburg but the Confederate player only sends one unit in reaction, leaving two in Chancellorsville with Lee. The Union player moves three units to Orange CH which is open and undefended by Confederate units. Lee reacts and sends one unit to stop the Union movement and battle. He could have sent two units but decided to keep one in Chancellorsville to defend that location. Lee and units with him can only react once in a Union turn.

RAIL CONTROL: Confederates control all railroad lines south of the Rappahanock River. Union cannot do rail movement.

11. BATTLE

GRANT'S SPECIAL ABILITIES: During battle if the Grant leader unit is present and in reserve, the player can re-roll one failed morale check for one unit each battle round.

12. VICTORY

Richmond is worth 10 VP and Petersburg is worth 5 VP to either side that occupies it at the end of the game.

Union infantry and/or garrison units can hold locations that cut Confederate rail lines and gain victory points by tracing a line from Richmond or Petersburg to Cumberland or Hicksford. Each game turn that ends with BOTH lines cut produce 2 VP for the Union player and eliminate Reinforcements for the Confederate player the next turn.

Winner of the game is most VP at game end.

Automatic Victory:

The Union player receives an automatic victory if they hold both Petersburg **AND** Richmond at the end of any game turn. Also if the Confederates total **infantry** SP falls below 14.

The Confederate player receives an automatic victory at any time the Union total **infantry** SP falls below 28 SP.

13. GAME SETUP

Union player sets up first. The Union player is the first player in the turn sequence. This game is 16 turns. See next page for opening layout of blocks.

14. DESIGN AND HISTORICAL NOTES

In this game we wanted to portray Lee and Grant's respective leadership styles in the Wilderness Campaign. With Lee's reaction rule the Confederate player can with proper positioning block each move of the Union player as he drives

on Richmond and Petersburg. As a counterpoint Grant was tenacious, despite taking horrendous losses he constantly pushed south trying to force Lee into an open field battle where his superior numbers and artillery could work to devastating effect.

The Union has superior mobility in the use of amphibious moves that could allow the Union army to try to replicate McClellan's 1862 campaign if desired. The Union units in Yorktown and City point (Butler's army) can be an anvil that the Union army of the Potomac hammer pins Lee's Army of Northern Virginia on to destroy. Grants mobility was highlighted by his move across the James at Charles City when he withdrew from Cold Harbor leaving Lee in the dark as to his intentions as he marched on Petersburg.

The Confederates can utilize Lee's reaction capabilities to maintain efficient interior lines of defense. The defenses of Richmond, Petersburg, and lines of supply become paramount. Aggressive offensive action is only suggested in cases of overwhelming superiority of isolated Union units.

Historically, the Union lost close to 60,000 men in a 45 day period while the Confederates lost close to 45,000. Both sides were stripping troops from wherever they could to replace losses. The Union stripped the defenses of Washington DC and the Confederates troops from along the Atlantic seaboard. The Union pulled so many men from Washington DC that it almost allowed Jubal Early to take the capital in his 1864 Valley Campaign. Grant had to ship the VI corps by amphibious maneuver to Washington to block that maneuver.

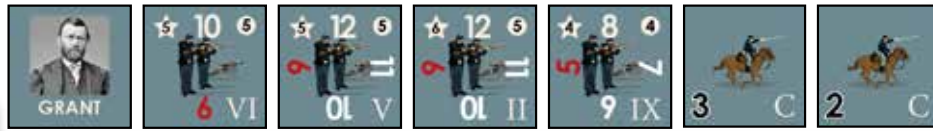
15. STRATEGY

The Confederate player is on the defensive and must remember that. But where possible, he must take every opportunity to isolate and destroy a part of the Union army. He can not afford to face a Union juggernaut and must to delay it and divide it to gain advantage. He will have to use every unit he can to keep the Union player out of Richmond and Petersburg, as well as protecting the rail lines into those cities. And the longer he can keep Grant above the James the better his chances of denying the Union VP for cutting his rail lines. Entrenching at every opportunity and using the rivers when backing up will add valuable dice to his units and increase Union casualties.

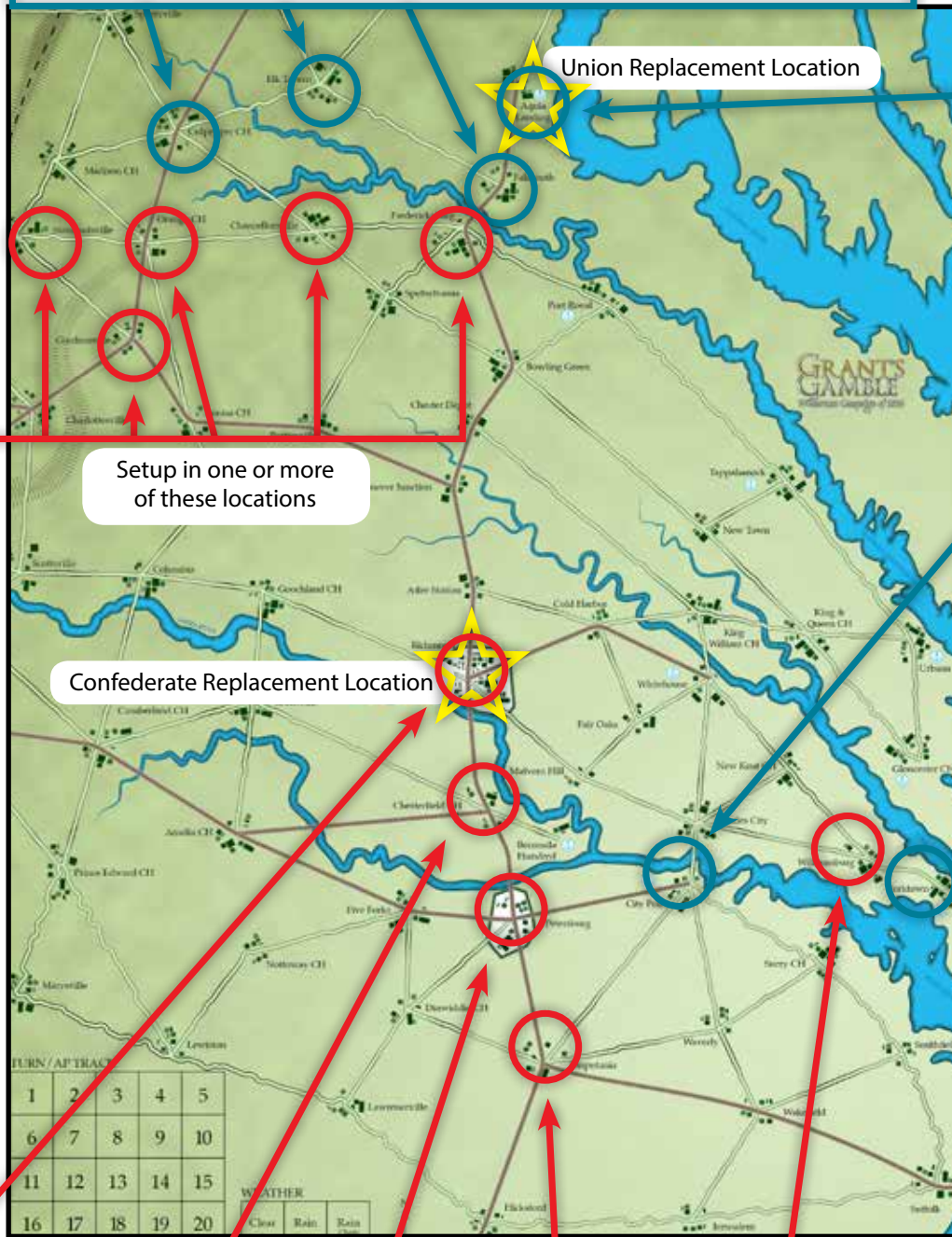
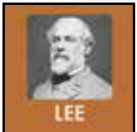
The Union player is on the offensive and must drive relentlessly south towards Richmond and Petersburg. But be careful not to exhaust your army by excessive losses unless you are inflicting similar losses on the Confederates. You start with a slight numerical advantage and your replacements are greater than the Confederates. But dashing your army against strong defenses can bring parity quickly. Early on you must drive southeast or southwest. A drive to the west separates your main army from the Union forces around City Point, but it also divides the Confederate defense and puts the Confederate rail lines to the west at risk. A drive to the east gives you all of your armies concentrated and supply along the rivers as well as making you a direct threat to Richmond and Petersburg.

UNION UNITS	SETUP LOCATIONS
Grant (Leader) VI (10SP), V (12SP), II (12SP), IX (8SP), Cavalry (3), Cavalry (2)	Culpepper CH, Elk Tavern, Falmouth. Units may be at one or more of these locations.
X (8SP)	Yorktown
XVIII (8SP), Garrison (2SP),	City Point
Garrison (2SP)	Aquia Landing

CONFEDERATE UNITS	SETUP LOCATIONS
Lee (Leader) I (8SP), II (12SP), III (12SP), Cavalry (3), Cavalry (2) Units may be at one or more of these locations.	Fredericksburg, Chancellorsville, Orange CH, Stannardsville, Gordonsville.
2 Garrison (4SP and 2SP)	Richmond
2 Garrisons (2SP) [1 in each location]	Chesterfield CH and Disputania,
Garrison (4SP)	Petersburg
I-B (4SP)	Williamsburg



Setup in one
or more of these
locations



Union Replacement Location

Setup in one or more
of these locations

Confederate Replacement Location



ORDER OF BATTLE FOR GRANT'S GAMBLE

BREAKDOWN OF INFANTRY REPLACEMENT BLOCKS

FULL STRENGTH	REDUCED STRENGTH BLOCKS
	No Reduced Block





FULL STRENGTH	REDUCED STRENGTH BLOCKS

Other Confederate Units




LEE




Other Union Units



GRANT

