



1. INTRODUCTION

Despite the initial success of the Confederate campaign, the loss of the battle at Gettysburg denied Lee the big picture strategic goal he had in mind at the outset. Moving into Maryland and Pennsylvania had taken the war out of Virginia for a campaign season. Northern towns were levied for supplies and money. If Lee had gotten back to Virginia after a long period in the north, perhaps capturing Harrisburg or Baltimore for even a short time, would have been a huge embarrassment for the Lincoln administration and could have had long reaching consequences with the 1864 election looming. However, the losses of over 30% of his army ended the campaign as a victory strategically and tactically for the Union.

4. COMMAND ACTION POINTS

Each turn the Confederate player starts with 4 CAP, the Union player with 5 CAP.

Hooker starts the game as the Union army commander. He may be replaced by Meade at a certain point in the game.

- » Hooker's Union Army Commander Rating is 9.
- » Meade's Union Army Commander Rating is an 7.
- » Lee's Confederate Army Commander Rating is a 7.

5. SUPPLY

The supply locations for the Union player are Harrisburg, Washington DC, and Baltimore. The supply location for the Confederate player is any friendly location south of the Potomac.

6. SEQUENCE OF PLAY

Before CAP roll, players check to see if the Union Army Commander Hooker is replaced by Union Army Commander Meade. Once Meade is in command, this check is no longer needed.

UNION ARMY COMMANDER CHANGE

The turn after a Confederate unit crosses north of the Potomac River the Union player begins rolling one die, before the CAP roll to see if the Union Army Commander changes. If the modified die roll is 7 or more, Hooker is immediately replaced with Meade. The die roll is based on the number of Confederate units north of the Potomac. 1 is added to the die roll for each confederate unit north of the Potomac to a maximum of +4. Beginning the turn Meade takes command the Union player uses Meade's Army Commander Rating of 7 to see if the Union player receives an extra CAP.

8. REPLACEMENTS

There are **NO** replacements in this game.

10. MOVEMENT

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

12. VICTORY

The player with the most VP at the end of the game wins.

The Confederate player receives 2 VP every turn there are at least 3 locations occupied north of the Potomac by an in supply Confederate infantry unit. The Confederate player also scores VP once for occupation of the following locations with an in-supply infantry unit:

- » Harrisburg 5 VP
- » Baltimore 10 VP
- » Washington DC 15 VP

The Union player receives 2 VP every turn there are no Confederate infantry units north of the Potomac.

Confederate count VPs for **location occupation** at the end of the Union turn, and the Union player counts his at the end of the Confederate turn.

The Confederate player wins if a game turn ends and they have 20 net VP. This is totaled by Confederate VP less Union VP earned.

13. GAME SETUP

Union player sets up first. The Confederate player is the first player in the turn sequence. This game is 16 turns.

UNION UNITS	SETUP LOCATIONS
3 Garrison units (2 SP) [1 in each location]	Winchester, Warrenton and Harrisburg
2 Garrison units (4 SP) [1 in each location]	Harpers Ferry and Washington DC
Hooker (Leader) I (8SP), II (11SP), III (10SP), V (10SP), VI (7SP), XI (7SP), XII (7SP), Cavalry (3), Cavalry (2)	Units may be at one or more of these locations. Elk Tavern and Falmouth
The Meade leader unit starts off board until he replaces Hooker.	
CONFEDERATE UNITS	SETUP LOCATIONS
Lee (Leader) I-A(8SP), I-B (8SP), II-A (10SP), II-B (10SP), III-A (8SP), III-B (8SP), Cavalry (3), Cavalry (2)	Units may be at one or more of these locations. Culpepper CH, Chancellorsville, Fredericksburg.

14. DESIGN AND HISTORICAL NOTES:

Lee's goal in the Gettysburg campaign was to get the war out of Virginia for the summer and let the farmers harvest crops, as well as gather supplies from the north. A bonus would be the destruction of the Army of the Potomac or the capture of a major northern city. The victory conditions try to represent this strategy. The south must drive north to win, the condition of holding 3 or more locations will force the Confederate army to spread out (as they did historically to gather supplies from the

various cities and towns).

The Union leader command change rule represents the fact that the Lincoln administration had lost faith in Hooker, as Hooker himself had. Lincoln was looking for a reason to replace Hooker and once Lee started moving north that opportunity presented itself. An argument over the movement of the Harpers Ferry garrison lead to Hooker offering his resignation, which Lincoln readily accepted. After General Reynolds of the I corps refused command, General Meade from the Union V corps was given the command.

There are no replacements in this game as the 3-year terms of enlistments for many units were expiring for the Union and many men did not want to reenlist as they felt it was becoming a lost cause. For the Confederates on the march they could not funnel troops along an extended supply line in Maryland and Pennsylvania.

Strength wise the two armies were about as close as they were going to get. Physically Lee was beginning to have health issues, which were to plague him until the end of the war so it was not at his best during the whole campaign. With Lee's health and the Union command change the campaign was very well balanced with each side having opportunities to perhaps destroy pieces of the other.

15. STRATEGY

The Union player will have to play cautiously and carefully while Hooker is in command. The Union player's victory conditions means that he cannot sit idly by while the Confederate player runs wild up north but must slowly maneuver keeping his army intact between Washington DC, Baltimore and the Confederate army. His job will be to protect Washington DC and Baltimore will get slightly easier once Meade takes command as the movement of an extra corps gives him the opportunity to catch a spread out Confederate player. Still, the Union corps are weaker than the Confederate and catching 2 Union corps with 2 Confederate corps gives the Confederate the opportunity to gobble up the Union piecemeal. The Union garrison in Harpers Ferry if not destroyed can be used to cut the Confederate supply line slowing their march north, or possibly cut off a Confederate retreat.

The Confederate player must drive quickly north to deny the Union player the VP for not having units north of the Potomac. An early decision will be whether or not to spend the time attacking Harpers Ferry. Eliminating the garrison there clears your supply line well enough that it no longer becomes a concern. But a delay or excessive losses can be costly. Once north of the Potomac you must spread out trying to offset any early Union VP. If ahead you must maintain a presence north of the Potomac. If you are behind you must drive for the Union VP cities.

LEE'S INVINCIBLES SETUP

JURN / AP TRACK

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

WEATHER

Clear	Rain	Rain
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Setup in either of these locations

Setup in any of these locations

LEE'S INVINCIBLES
setup in any of these locations

HOOKER

- ★ 7 4
5 VI
- ★ 8 4
5 7 I
- ★ 11 6
6 II
- ★ 10 6
6 V

LEE

- ★ 8 4
5 9 I^A
- ★ 10 6
6 II^A
- ★ 8 4
5 9 III^A
- 3 C
- ★ 8 4
5 9 I^B
- ★ 10 6
6 II^B
- ★ 8 4
5 9 III^B
- 2 C

3

ORDER OF BATTLE FOR LEE'S INVINCIBLES

BREAKDOWN OF INFANTRY REPLACEMENT BLOCKS

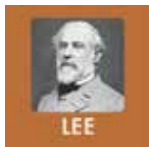
FULL STRENGTH

REDUCED STRENGTH BLOCKS

FULL STRENGTH

REDUCED STRENGTH BLOCKS

Other Confederate Units



Other Union Units
