

## **Blue & Gray Campaign Rules and Scenarios**

### Cavalry Raids

For 1 CAP a cavalry unit is removed for 1d6+1 turns. That unit returns that many turns later in any space adjacent to an infantry or garrison block. Roll 1 die. If equal to or under the unit's rating, scored 1 VP. If a 5-6 is rolled the cavalry block is removed. Battle cavalry are rated a 4 for this purpose but they lose a step on a 5-6 instead of being removed.

### Cavalry Probes

A Cavalry unit may try to probe the enemy for free. If the die roll is under the cavalry's rating one block is revealed. Battle cavalry are rated a 4 for this purpose.

Rebel Cavalry die rolls are -1 for screening.

### CAP

1 CAP: Move two units but at -1 movement and they have -1 die in the first round of combat.  
0 CAP: Move a unit 1 space. May not participate in or start a battle.

### Amphibious Movement

A second unit may move using this but for 3 CAP.

### Infantry Movement Into Combat

If an infantry unit moves 3 or more spaces roll a die for each unit. On a 6 that unit takes a hit. Units with Jackson or Jackson units ignore this roll.

### Multiple Attacking Forces

If a battle is started with blocks from multiple locations, designate one group coming from one area the main force. They fight normally. The other blocks roll a die, adding +1 for each movement point in excess of 1 that was used to move. On a 1-3 the unit arrives on the first round like normal. Roll at the start of each round after the first, subtracting -1 from the die on round 2, -2 from the die on round 3, etc. If the battle ends before they arrive, then they do not attack and do not take pursuit fire.

### Out of Supply

Infantry out of supply roll a die. On a 6 they lose a step. Out of supply units do not receive replacements.

## **Lee's Invincibles Grand Campaign**

These rules are for an expanded scenario that uses all the game maps

### Set Up

Use all four maps and additional garrison blocks from Grant's Gamble and McClellan Moves

### Union

Winchester: Garrison (2 SP)

Washington: Garrison (4 SP), Garrison (4 SP)

Harper's Ferry: Garrison (4 SP)

Harrisburg: Garrison (2 SP)

Warrenton: Garrison (2 SP)

Elk Tavern: C (3), C (2)

Falmouth: I (8 SP), II (11 SP), III (10 SP), V (10 SP), VI (7 SP), XI (7 SP), XII (7 SP), Hooker

Norfolk: Garrison (2 SP)

Fort Monroe: Garrison (2 SP)

Yorktown: IV (8 SP)

Suffolk: IX (8 SP) This represents VII Corps.

### Confederate

Fredericksburg: III A (8 SP), III B (8 SP)

Chancellorsville: I A (8 SP), I B (8 SP)

Culpepper: II A (10 SP), II B (10 SP), C (3), C (2), Lee

Richmond: Garrison (4 SP), AP (4)

Petersburg: Garrison (2 SP)

### CAP

Union has 6 and Rebels have 5.

### Additional Victory Points

Anytime Lee wins a battle in which the Union loses at least 3 infantry SP he gains 2 VP for every 3 SP lost, rounded down.

Richmond is worth 10 VP. Petersburg is worth 1 VP for every turn the Union occupies it. However, neither can be attacked by any units that start the game at Falmouth if a Rebel infantry unit is north of the Potomac River.

### Meade Ability

Add 1 die when defending to your combat dice total.

### Hooker Ability

At the start of a battle roll a die. On a 1-2 add 1 die to your combat dice total. On a 3 add 2 dice. On a 4-5 nothing happens, on a 6 subtract two dice.

### Lee

Always has the reaction rule, but in Gettysburg he may only do so on a roll of 1-3.

### Beauregard Arrives

For 4 VP place the 8 strength MA unit in Richmond or Petersburg 1d6 turns after sacrificing the VP

### Hooker Reaction

Units in Falmouth may move but not attack until a Rebel infantry unit is west of the Shenandoah Valley.

## **Grant's Gamble Grand Campaign**

These rules are for an expanded scenario that uses all the game maps

### Set Up

Use all four maps and additional garrison blocks and cavalry and infantry from Jackson & Sheridan.

#### Union

Washington: Garrison (4 SP), Garrison (2 SP)

Harper's Ferry: Garrison (4 SP), VIII (5 SP), C (2)

Aquia Creek: Garrison (2 SP)

Elk Tavern: IX (8 SP)

Culpepper: II (12 SP), V (12 SP), VI (12 SP), C (3 battle rated), C (3), Grant

Norfolk: Garrison (2 SP), X (8 SP)

Fort Monroe: Garrison (2 SP)

Yorktown: XVIII (8 SP)

#### Confederate

Fredericksburg: C (3 battle rated)

Orange: III (12 SP), Lee

Chancellorsville: II (12 SP)

Gordonsville: I A (8 SP)

Stannardsville: C (3)

New Market: VMI (1 SP),

Winchester: C (2)

Staunton: JO (2 SP)

Hanover: I B (4 SP)

Richmond: Garrison (2 SP), Garrison (4 SP)

Chesterfield: Garrison (2 SP)

Petersburg: Garrison (2 SP), Garrison (4 SP)

### CAP

Union has 5 and Rebels have 5.

### Victory Points

Harper's Ferry: 3 VP

Staunton: 2 VP

Lynchburg: 3 VP

Each railroad cut on its own is worth 1 VP. Both need not be cut.

Union receives 1 VP each turn they have an infantry unit adjacent to Richmond. They receive ½ VP each turn they have an infantry unit adjacent to Petersburg.

Any Space Above the Potomac occupied by Rebel Infantry: 1 VP.

Washington: 10 VP.

### Replacements

Additional Union replacements may be drawn from garrison blocks. The block is brought down 1 step and adds 1 step to any infantry block. This may be done twice a turn. No garrison block may be brought down by less than 1 step. No garrison block may be eliminated when used for replacements.

### Going Home

13 steps of Union infantry are removed on turn 6 and 4 steps on turn 12. These cannot come from VIII, X, or XVIII.

## **Sheridan Grand Campaign**

These rules are for an expanded scenario that uses all the game maps, allowing players to look into the Union late summer offensives around Petersburg. This scenario assumes the Third Battle of Winchester is imminent.

### Set Up

Use all four maps and additional garrison, cavalry, and infantry from Grant's Gamble and McClellan Moves

#### Union

Washington: Garrison (4 SP)

Harper's Ferry: Garrison (4 SP), VI (12 SP), VIII (10 SP), XIX (10 SP), C (3 battle rated), C (2), Sheridan

Martinsburg: Garrison (2 SP)

Manassas: Garrison (2 SP)

City Point: II (8 SP), Garrison (4 SP, Trench), Meade, Grant

Disputania: V (8 SP), IX (8 SP), C (3)

Norfolk: Garrison (2 SP),

Fort Monroe: Garrison (2 SP)

Bermuda Hundred: X (7 SP), XVIII (7 SP), Garrison (3 SP, Trench)

#### Confederate

Winchester: EA A (8 SP), EA B (8 SP Trench), VMI (2 SP), C (3 battle rated)

Staunton: Garrison (2 SP), Garrison (2 SP)

Warrenton: I A (4 SP)

Malvern Hill: I B (4 SP, Trench), Garrison (2 SP, Trench)

Richmond: Garrison (2 SP)

Chesterfield: MA (4 SP, Trench), Garrison (2 SP, Trench)

Petersburg: AP (6 SP), Lee

Dinwiddie: III (8 SP, Trench), C (3)

Hicksford: Garrison (2 SP, Trench)

#### CAP

Union has 3 and Rebels have 3.

#### Bermuda Hundred to Malvern Hill

These two points are connected by a bridge.

#### Additional Victory Points

Malvern Hill: 2 VP

Dinwiddie: 2 VP

Chesterfield: 4 VP

Five Forks: 10 VP

Hicksford: 4 VP

Harper's Ferry: 2 VP

Martinsburg: 1 VP

Winchester: 1 VP

Staunton: 2 VP

Lynchburg: 8 VP

Any Space Above the Potomac occupied by Rebel Infantry: 1 VP.

Petersburg: Union wins

Richmond: Union wins

City Point: Rebel wins

Washington: Rebel wins

#### Kershaw

In the Sheridan scenario (if not using map expansions), Early receives 3 steps on a roll of 6 made each replacement turn. On turn 10 it is automatic.

