

SEQUENCE OF PLAY (6.0)

Dawn Phase (6.2)

- Both players flip any Inactive Leader markers back to their Active side.
- Reinforcements (14.0) are placed in their entry Area.
- **Lee's Health Die Roll (6.2.1)**

Union makes a dr:

dr	Result
1-4	Lee is healthy (place on any Confederate controlled Area if on Turn Track)
5-6	Lee is sick (place Lee on Turn Track for next turn)

If Advantage is used to make Lee sick, subsequent turns Lee is only sick if dr=6 using Play Balance Variant.

- Advanced game: make Weather Roll (16.1)
- Advanced game: form Bde Detachments (16.7.1)

Daylight Phase (6.3)

- Players **alternate** Impulses, taking one action (Assault [9.0-10.0], Entrench [11.0] or Pass).
- Union player has first Impulse during game Turn 1.
- Confederate player subsequently gets first Impulse.
- **Sunset DR(6.3.1)** The first Union DR made for any purpose during Union Impulse is the Sunset DR (if the Union player does not make a DR during his Impulse, he makes a Sunset DR at end of Impulse). If Sunset DR is less than or equal to Impulse number, Daylight Phase ends once Union player has finished Impulse. The Confederate player doesn't make a Sunset DR. *See Weather Advanced rule (16.1).*

Night Phase (6.4)

- Move Advantage marker to "0" on Impulse Track.
- Confederate player spends Replacement Points (+1 per turn, 0 on last turn) and builds entrenchments.
- Union player then spends Replacement Points (+3 per turn, 0 on last turn) and builds entrenchments.
- Replacement Points not spent by either player are marked on the General Records Track.
- Exhausted Artillery units are flipped to Fresh sides.
- Advanced game: Recall Bde Detachments (16.7.2)

End Phase (6.5)

- Determine if Union player has won an Automatic Victory (Section 15.1).
- If not an Automatic Victory advance the Turn marker to next box on the Turn Track.
- Confederate player has the option to remove Entrench markers.
- Union player then has the option to remove Entrench markers.
- If End Phase of the June 3rd Turn, calculate final Victory Point total and determine winner.

REINFORCEMENTS (14.0)

During the Dawn Phase:

Confederate Reinforcements (14.1)

If Union player controls:

- Wickham's Crossing (Area 21) or
- Hanovertown (Area 33)

Confederate player makes a dr*:

dr	result
1 - 2	Place Hoke's Division in Richmond (Area 50).
3 - 6	Hoke's Division appears instead in Richmond during Dawn Phase of May 31 Game Turn.

*This dr can only be made once in the game.

Union Reinforcements (14.2)

On May 31 Dawn Phase Union player makes a dr:

dr	result
1 - 3	Place Union XVIII Corps in Mangohick Church (Area 15) or Old Church (Area 34)*.
4 - 6	Union XVIII Corps appears instead during Dawn Phase of June 1 Game Turn or later*.

* The Area must be Free, and entire corps must be placed on map (Smith Leader active), otherwise placement is prohibited.

ASSAULT IMPULSE (8.1.1)

The number of friendly units and Leader markers in the Active Area that may move and/or attack during Assault Impulse depends on how the units are activated:

- **Active Army Leader:** marker may activate all or some units and Leader markers in Active Area, in addition to himself. The Army Leader need not be in Active Area.
- **Active Corps Leader:** marker may activate all or some of the units of his Corps within the Active Area. The Corps Leader must be in the Active Area.
- **Area that does not use an Active Leader:** may activate any ONE unit in the Active Area.

Independent units (a unit without a Corps ID printed on the counter) may activate either on their own, or simultaneously with any other units in the Active Area that were activated by the Active Leader.

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- Union player has first Impulse during game Turn 1.
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WEATHER (16.1)

Determine starting weather for Turn during Dawn Phase with Confederate player makes a dr:

1-3 = Clear (Play proceeds normally)

4-6 = Rain (Assaulting units are -1 to MF and AF)

If the Union Sunset DR equals the current Impulse number the Daylight Phase does not end; the Weather changes (from Clear to Rain or vice versa) during the next Confederate Impulse.

LEADER CASUALTIES (16.3)

If the original (unmodified) Attacker and Defender DRs in an Assault are equal, make DR (+1 modifier for Exhausted Leader):

- Modified DR is less than 7: no effect.
- Modified DR is greater than 7: casualty. Place Leader marker on Turn Record Track for next Turn*.
- Modified DR equals 7: killed. Place Leader marker on Turn Record Track for next Turn*. Award 1 VP.

* Leader is returned to the map in any Area containing Friendly units under his command during Night Phase.

BRIDGE DEMOLITION (16.5.2)

Success on dr greater or equal to 7. Modifiers:

Areas (either side of bridge)

+3 Free

+2 Contested, Friendly-Controlled

+1 Contested, Enemy-Controlled

Water

-1 Bridge spans a river boundary

BRIDGE CONSTRUCTION (16.5.4)

Success on a dr greater or equal to 7. Modifiers:

Areas (either side of bridge)

+3 Free

+2 Contested, Friendly-Controlled

+1 Contested, Enemy-Controlled

Water

-1 Creek

-2 River

ATTACK VALUE (10.4.2)

Attack Value-AV is the sum of:

Basic Rules		Adv Rules
+?	The AF of Point Unit	+?
+2	Each additional Fresh Infantry and Cavalry unit participating	+2
+2	Ea. Fresh Artillery unit participating	na
na	Each Fresh Artillery unit participating that moved (16.6)	+1
na	Each Fresh Artillery unit participating already in or adjacent to Active Area (16.6)	+2
+1	Each additional Exhausted Infantry and Cavalry unit participating	+1
+1	Confederate Assault if Lee is Active	+1
-1	Each different Corps participating	-1
na	Corps Leader present (16.2)	+1

ASSAULT RESULTS (10.4.4)

Repulse If the AT is less than the DT:

- No effect on the Defender
- Fresh Assaulting units are Exhausted
- Exhausted Assaulting units are Eliminated
- Units in a Mandatory Assault must retreat
- Units in Optional Assault may retreat unless they started Impulse in the Assaulted Area
- Retreat must be to the Area from which they entered

Stalemate If the AT is equal to the DT:

- Point Unit and the Forward Unit are Exhausted
- Forward unit was Exhausted it is eliminated
- Attacking Fresh Artillery are Exhausted
- If the Area was not Contested at start of the Impulse, Assaulting units must retreat.

Success If the AT is greater than then the DT:

- Point Unit and attacking Fresh Artillery are Exhausted
- Defender must then absorb Casualty Points (CP) equal to difference between AT and DT.

DEFENSE VALUE (10.4.3)

Defense Value-DV is the sum of:

Basic Rules		Adv Rules
+?	Defense Factor of Forward Unit	+?
+ 1	Each additional Fresh Infantry and Cavalry unit participating	+1
+1	Ea. Fresh Artillery unit participating	na
na	Each Fresh Artillery unit participating already in or adjacent to Active Area (16.6)	+2
+?	TEM (1-4) of Area being assaulted	+?
+1	If any attacking units crossed a Creek in Mandatory Assault	+1
+2	Mandatory Assault across North Anna, South Anna, or Pamunkey rivers.	+2
+1 or 2	Friendly Entrench marker in Area	+1 or 2
+1	Confederate defense if Lee is Active	+1
na	Corps Leader present (16.2)	+1

CASUALTY POINTS (10.6)

- Each Fresh unit Exhausted: 1 CP
 - Each Fresh unit Eliminated: 3 CP
 - Each Exhausted unit that retreats (10.7): 1 CP
 - A Fresh unit may be Exhausted and then retreated for a total of 2 CP *Note Only Exhausted units may retreat.*
 - Each Exhausted unit eliminated: 2 CP
- Point Unit must take first CP loss
 - Defending units in the Richmond Defenses (Areas with a square identifier) suffer one less CP

RETREAT PRIORITIES (10.7.2)

- 1) Free Area (*Note Units may not retreat into an enemy-controlled area even if free of enemy units.*)
- 2) Friendly-Controlled, Contested Area
- 3) Fully-stacked Area

MOVEMENT FACTOR COSTS (9.2)

MF	Movement
1	Enter a Vacant Area
2	Enter a Vacant Area adjacent to a Fresh enemy Artillery unit
3	Enter an Area containing only Exhausted enemy units
4	Enter an Area containing a Fresh enemy unit
All	Cross a Creek without using a Bridge (Infantry and Cavalry only)
1	Contested Area Activation (Section 10.3) all defender units Exhausted
2	Contested Area Activation (Section 10.3) at least one Fresh defender in the Active Area

- Units move one at a time.
- Observe stacking: each side may have a maximum of 10 units per Area. Leader and marker units do not count against stacking limits.
- Units may move and/or Assault until there are no units left in the Active Area.
- Maximum of 5 units per impulse may use a bridge (leaders are free) (9.5.2)
- Infantry and non-Cavalry Leaders must stop in Area without entering via a Road (9.5.3)
- Artillery and Cavalry must use a road to enter or exit *any* Area (9.5.3)
- Infantry and Leaders may use Rail Road as a Road (9.5.3)

Forced March (16.4) Advanced Rule: Fresh units in Active Area receive 1 additional MF and then become exhausted at conclusion of movement.

AREA CONTROL (7.0)

- **Contested (7.3):** Contains units of both sides. (Contesting does not alter control.)
- **Vacant (7.4):** Contains no enemy units regardless of control.
- **Free (7.5):** Vacant and under friendly control.

REPLACEMENT POINTS (13.3)

- Confederate: 1 Replacement Point each Night Phase
- Union: 3 Replacement Points each Night Phase
- May spend Advantage to receive one extra Replacement Point during Night Phase.

Exception Neither player receives replacements during the June 3rd Night Phase. Reserves, however, may be spent.

Eligibility (13.3.1)

- Confederate unit must trace a path of friendly-Controlled Areas to Richmond or Ashland (*either*).
- Union unit must trace a path of friendly-Controlled Areas to either Chesterfield Station or Old Church (*both must be under Union control*).

REPLACEMENT ELIGIBILITY (13.3.1)

- **Confederate** Must trace path to either:
 - Richmond (Area 50)
 - Ashland (Area 23)
- **Union** Must control and trace path to either:
 - Chesterfield Station (Area 4)
 - Old Church (Area 34)

ADVANTAGE (12.0)

The Advantage may be used to:

- **Change Lee's health.** During the Dawn Phase after the dr to determine Lee's health either player may use the Advantage to reverse the result (see optional Case 6.2. 1).
- **Rally.** During the Daylight Phase, at the beginning of an Assault Impulse, any and all of the Leader markers in a single Area may be flipped to their Active side.
- **Activate Two Areas.** During the Daylight Phase, after declaring an Assault Impulse, an Active Corps Leader may activate eligible units in a second Area, so long as the Area is adjacent to the Active Area and it contains at least one unit of the same corps. An Army Leader is not eligible to use the Advantage in this manner.
- **Increase Replacements.** During the Night Phase the player receives one additional Replacement Point.

Advantage Shift (12.1.1) After the Advantage is used it belongs to neither player until the end of the current Phase or Impulse, at which time it becomes the property of the player who did not use it.