

Great Battles of the American Civil War

The Battle of

New Market Heights

**“To Surprise the Confederate Forces and
Get Possession of Richmond”**

September 29, 1864

EXCLUSIVE RULES

By Scot A. Rohrer 2020

These Exclusive Rules and the Associated Game Components Are Strictly Not For Sale. Legal Access to the Standard Rules published with the Series Games (*) of the Great Battles of the American Civil War Copyright 1980 Simulations Publications, Inc. is Required. Legal Access means at least one of the players must own a copy of the game.

* Pea Ridge, Drive on Washington, Wilson’s Creek, Cedar Mountain, Jackson at the Crossroads/The Battle of Corinth and Pleasant Hill.

[19.0] INTRODUCTION

The Battle of New Market Heights is a simulation of the battle, on 29 September 1864, between Union General Benjamin Butler’s Army of the James and the Confederate forces of Brigadier General John Gregg. The object of this offensive north of the James River by the Army of the James was:

“To surprise the Confederate forces in our front here, and, passing them, to get possession of the city of Richmond. Failing that, to make such serious and determined demonstration to that end as to draw re-enforcements from the right of the enemy’s line in sufficient numbers so as to enable the Army of the Potomac to move upon the enemy’s communication near Petersburg.” – Benjamin F. Butler, Major-General, Commanding.

Each Game-Turn represents 20 minutes, each hexagon represents 125 yards from hexside to hexside, and each Strength Point represents 100 men or 1 gun.

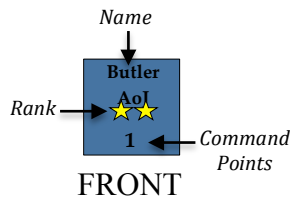
[19.1] Revisions

- Revision 1 – Brigade Combat Effectiveness Exclusive Rules
- Revision 1 – Clarification of Skirmishers and the Density Adjustment Chart
- Revision 1 – Provided for mounting of Confederate Pickets from the Cavalry Brigade
- Revision 1 – Added Confederate Detachment Counters
- Revision 1 – Paragraphs renumbered

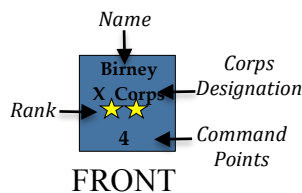
[20.0] SAMPLE UNITS

[20.1] SAMPLE UNITS

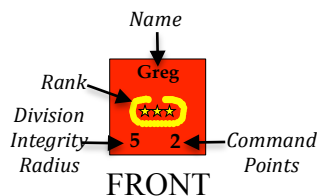
[20.11] ARMY OF THE JAMES COMMANDER: Front



[20.12] CORPS COMMANDER: Front



[20.13] DIVISION COMMANDER: Front



[21.0] MODIFICATIONS AND ADDITIONS TO THE STANDARD RULES

[21.1] MOUNTED CAVALRY UNIT FORMATIONS AND FIRE COMBAT

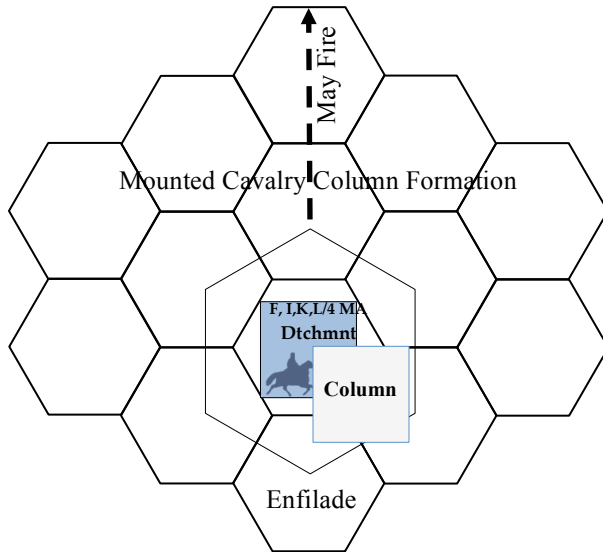
Cavalry units can operate either mounted or dismounted. The cavalry counters are printed on both sides to indicate their formation status. Mounted cavalry units can operate either in column or line formation. Unless a “Column” marker indicates otherwise, mounted cavalry is considered to be in line formation.

[21.11] A cavalry unit changing formation between Line and Column formation expends the changing formation movement cost.

[21.12] Dismounted cavalry is always treated as infantry in line except that it cannot change formation to

“Column”.

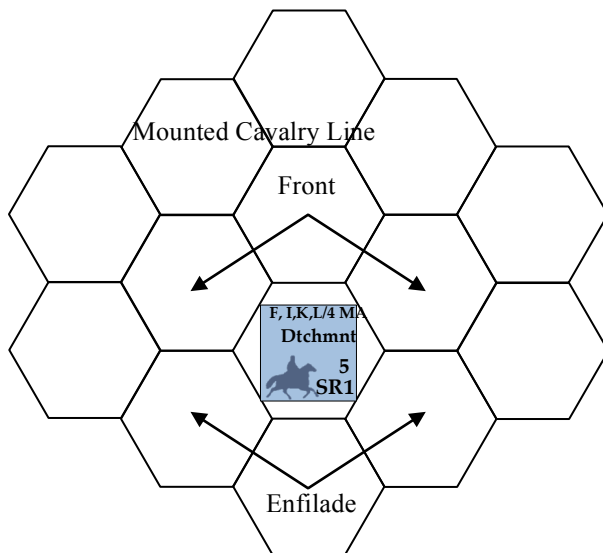
[21.13] Mounted cavalry in column formation can increase its movement capability by using roads, trails and bridges. Mounted cavalry in column formation cannot charge nor melee assault.



[21.14] Mounted cavalry in column formation suffers a one column shift to the right (1R) on the Fire Combat Results Table in addition to any other adjustments as a result of facing.

[21.15] Mounted Cavalry units, in either column or line formation, may fire through their frontal hexside(s) if they are armed with pistols, carbines, breach loading carbines, Colt repeaters, Spencer Repeaters or Henry Repeaters.

[21.16] Mounted Cavalry units in Line formation can fire, charge, melee assault but do not benefit from roads, trails and bridges.



[21.17] Mounted Cavalry units in Line formation suffer one column shift to the right (1R) on the Fire Combat Results Table when fired upon by enemy small arms. When fired on by artillery at a range of 2 hexes

or less suffers a two column shift to the right (2R) on the Fire Combat Results Table.

[21.2] LIMITATIONS ON DISMOUNTED CAVALRY

There are three cases of dismounted cavalry in The Battle of New Market Heights.

[21.21] The Union Army has semi-permanently dismounted cavalry regiments that are treated exactly as Infantry combat units. These include: 2nd USCC (dismounted), and 1st Maryland Cavalry (dismounted).

[21.22] All other Union cavalry units may be in either Mounted or Dismounted formation per the Standard Rules. Dismounted Union cavalry may initiate melee only against enemy dismounted cavalry and artillery (either formation). They may not initiate melee against infantry and mounted cavalry.

[21.23] An unpinned dismounted Union cavalry unit which is not stacked with friendly artillery or infantry and which is Meleed by enemy infantry must retreat in the Retreat Before Melee Phase. When defending against enemy dismounted cavalry, the Standard Rules apply.

[21.24] The Confederate cavalry involved in this battle were employed as Mounted Infantry. When dismounted Confederate cavalry are treated exactly as Infantry combat units per the Standard Rules.

[21.3] ARTILLERY AND SMALL-ARMS AMMUNITION

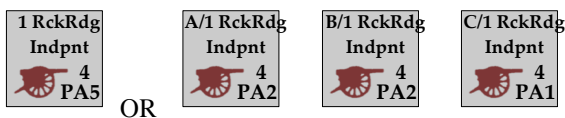
[21.31] The Union Army of the James was directed by General Butler to leave all supply wagons on the south side of the James River until the New Market Heights Field Fortifications had been taken. The Ammunition Rules [11.0] apply to all Union forces.

[21.32] The Confederate forces were plentifully supplied with ammunition and resupply was readily available. Until “Fort Harrison Falls” event occurs, Ammunition rules do not apply to the Confederate forces. Once the “Fort Harrison Falls” event occurs the Ammunition Rules apply to the Confederate forces. There are no supply wagons for the Confederate forces.

[21.4] ARTILLERY REPRESENTATION

[21.41] Any of the Artillery units identified below that are not abandoned may change their representation from Artillery Battery to Artillery Sections counters or visa versa during the Confederate Movement Phase at no movement cost. They may be represented on the game map with either a Artillery Battery counter or their constituent Artillery Section counters:

- 1st Rock Ridge Artillery
- Powhatan Artillery



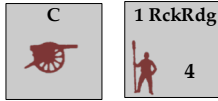
[21.42] To break the battery into its constituent sections, remove the Battery counter and replace it with all of the Battery’s Section counters distributing loses proportionally among the sections.

[21.43] To reform a battery from its constituent sections, all of the Battery’s section must be in the same hex during the Confederate Movement Phase. Replace the Battery’s Section counters with the Battery counter. If one or more of the Battery’s sections has been eliminated it may not be recreated by reforming and then again breaking down into sections. The player must keep track of loses to each section separately.

[21.44] For stacking purposes two (2) or more sections of a particular battery represents one battery.

[21.5] ARTILLERY CREWS AND ABANDONED GUNS

[21.51] When an unlimbered artillery unit suffers a Rout or Retreat result during Fire Combat or Melee then an Abandoned Guns marker is placed over the artillery units counter and the artillery's gun crew Routs or Retreats.



[21.52] Abandoned Guns may not move, Retreat nor Rout, do not affect Line of Sight, have no Zone of Control and may not Fire.

[21.53] When the artillery unit's gun crew moves back into the hex with its abandoned guns then the Abandoned Guns marker is removed.

[21.6] SHARPSHOOTERS

[21.61] The following Combat units are Sharpshooters:

- General Paine's Division's Sharpshooters (Div SS)

[21.62] When any of these sharpshooter units are the only units firing at a specific enemy unit, one (1) is added to the die roll on the Fire Combat Results Table. Modified die rolls of greater than six (6) are treated as six (6). When an unmodified die roll of one (1) is rolled for Fire Combat resolution then the sharpshooter unit must make an ammunition depletion check.

[21.63] When a sharpshooter unit fires into a hex containing a leader, that leader might be "picked off" whether there is a unit casualty called for or not on the Combat Results Table. The player rolls two dice and consults the [17.76] Leader Casualty Table under the Small-Arms column. This procedure is used for every leader in a hex, whether or not there are combat units in the hex with them.

[21.64] When sharpshooters fire in combination with regular infantry or dismounted cavalry, the attack is resolved normally and the result rolled is used (in effect the sharpshooters are being used as regular infantry).

Historical Note: Each infantry division of the Union armies in Virginia organized a sharpshooter unit assigned to the division's headquarters in mid-1864. Nominally each division had a 100-man company drawn from its subordinate regiments and assigned to its headquarters. The XVIII Corps organized a Sharpshooter Battalion for the 1st Division Captain Enoch Goss and for the 3rd Division Captain Phillip Weinmann, 6th USCT. These units were used for sharpshooting, reconnaissance and as regular troops. The sharpshooter units were armed with service Springfield rifles (and later with Spencer Repeaters) while a few of the sharpshooters were armed with heavy target rifles.

[21.7] PRONE FORMATION (Optional Rule)

Infantry and Dismounted Cavalry in Line Formation may adopt a tactical "formation" called Prone to reduce the effect of Enemy fire considerably. This simulates an infantry tactic used at the Battle of New Market Heights by the Union 3rd Division of the XVIII Corps. It enables units to gain an extra bit of cover and protection. Units may fall prone to reduce the effect of Enemy fire. At certain restricted times they may get up again. Prone units may not fire (exception [21.54]).

[21.71] Units with the Brigade Effectiveness Radius of their officer may be ordered to fall Prone only in the

Initial Command Phase or due to a Random Event. Place a “Prone” marker on the unit to indicate Prone status. Pinned units may fall Prone. All Prone units with the Command Radius of their officer may “get up” (remove the Prone marker) during an Initial Command Phase.

[21.72] Prone units that are Pinned or not within the Brigade Effectiveness Radius of their officer may not leave Prone status; they remain Prone until unpinned or their Officer moves to again put them in the Brigade Effectiveness Radius. Routed units and units not in Brigade Effectiveness of their officer may not fall Prone (exception [21.57]). If a Prone unit loses its Prone status immediately when it is Routed.

[21.73] There is one exception to case [21.52]. If an Enemy unit is adjacent to a Prone unit and is in the Prone unit’s frontal hex(es) during the Prone Unit’s Defensive Fire Phase, the Prone marker may be removed and the unit may stand up and fire. This does not apply to Prone Pinned units.

[21.74] Prone units have no Zone of Control. They may not fire at any time, unless the Prone unit is armed with BR (Breech-loading Rifle), BC (Breech-loading Carbine), SR (Spenser Repeaters) or HR (Henry Repeaters) small arms. Such units may fire as if they were not in Prone formation.

[21.75] Units that are Prone may not move, nor may they change facing as long as they are Prone. Units that are Prone may not retreat before Melee. Prone units are considered to be in Line formation for facing and combat purposes. Prone units may not initiate melee, but may defend against melee normally. Once meleed, the unit is no longer considered to be in Prone formation; remove the Prone marker.

[21.76] If a Player uses small-arm’s units to fire at Prone unit(s) the player uses a one column shift left (1L) on the Range Effects Chart if the firing unit (s) is small-arms at two hexes range or less or the defending unit is in a woods hex, If a Player uses artillery units to fire at Prone units(s) the player uses a one column shift left (1L) on the Range Effects Chart. These effects are cumulative with any terrain effects.

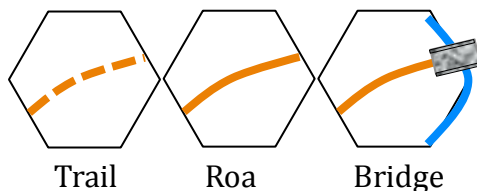
[21.77] If one unit in a hex is Prone then all units (except artillery or leaders) are considered to be Prone (and all units must get up to remove such status). Artillery may co-exist with Prone units in the same hex.

[21.78] Falling Prone is always a voluntary maneuver (exception Random Events). It is never the result of combat. Remember, though a unit may fall prone only in its Initial Command Phase or due to Random Events.

[21.79] Prone units may not be resupplied with ammunition.

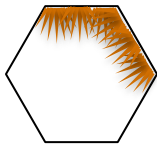
[21.8] TERRAIN

[21.81] Trails, Roads and Bridges: Leaders and combat units in column, mounted, or limbered formation that move along roads, trails or over a bridge pay the road, trail or bridge Movement Point cost rather than the cost of the other terrain in the hex. This is true even when a unit crosses slope or severe slope hexsides. If a friendly unit obstructs the trail or road, then the road Movement Cost advantage over Other Terrain may not be used. A trail or road hex is obstructed if a friendly Infantry or Discounted Cavalry unit, a Mounted Cavalry unit or an Unlimbered Artillery unit occupies it.



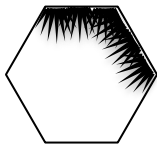
[21.82] Slope Hexside: A Slope hexside represents changes in elevation that present a greater impediment to movement than the 25 ft elevation levels shown on the game map. These Slope hexsides may be between two levels of elevation or within one elevation level within one hex. When a unit or leader crosses a Slope

hexside going uphill the cost is generally greater than going downhill. These costs are listed on the [5.19] Terrain Effects on Movement Chart. Slope hexsides effects on combat are listed on the [9.56] Terrain Effects on Combat Chart.



Slope

[21.83] Severe Slope Hexside: A Severe Slope hexside represents a greater impediment to movement than a Slope hexside. A Severe Slope hexside often is shown where two elevation levels are adjacent but are separated by one or more elevation levels. The additional Movement Point Cost to go uphill or down hill is paid when a unit or leader crosses the Severe Slope hexside. These costs are listed on the [5.19] Terrain Effects on Movement Chart. Slope hexsides effects on combat are listed on the [9.56] Terrain Effects on Combat Chart.



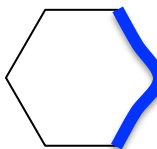
Severe
Slope

[21.84] Stream Hexside: The movement costs to cross a Stream hexside are listed on the [5.19] Terrain Effects on Movement Chart.



Creek

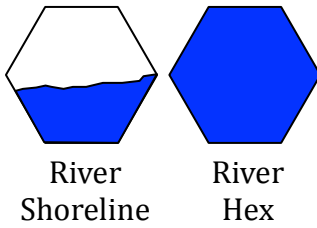
[21.85] Run Hexside: The Four Mile Creek is a Run and is indicated by a darker shade of blue and a wider graphic to the watercourse than a stream. A Run is deeper than the streams on the game map. Thus, the Movement Point costs to cross the two are different and are listed in the [5.19] Terrain Effects on Movement Chart.



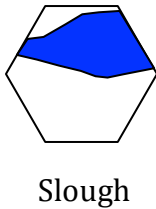
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[21.86] River Hexside: The James River is uncrossable to all land units except on the pontoon bridge or by Ferry (if playing with the optional Deep Bottom Rules). Specifically, unit movement across the hexside of a River or Partial River hexside; a hexside completely shown as river, is prohibited. A River Hex or River Hexside blocks a Brigade Leader's Brigade Effectiveness Radius and a Commander's Division Integrity

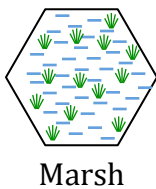
Radius. Units may fire across the James River normally (i.e. the river does not obstruct Line-of-Sight). Hexes along the James River that are partial river and partial land may be occupied or moved through by land units as long as a River hexside is not crossed.



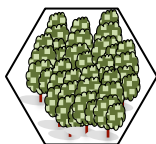
[21.87] Slough Hex: A Slough hex is uncrossable to all land units. Specifically, unit movement across a Slough hex that would have the unit cross the Slough is prohibited (e.g. movement across this Slough hex is permitted between the bottom three hexsides but is prohibited between all other hexside combinations). A Slough hex blocks a Brigade Leader's Brigade Effectiveness Radius and a Commander's Division Integrity Radius.



[21.88] Marsh Hex: The Three Mile Creek and Four Mile Creek ran through low marsh along much of their courses. A Marsh hex represents a terrain feature that is difficult to move through and maintain formation but that offers relatively little protection from enemy fire. An attacking/Meleeing unit or stack of units entering from a Marsh hex subtracts one (1) Strength Point (SP) from its Melee Strength. These costs are listed on the [5.19] Terrain Effects on Movement Chart. Marsh hexsides effects on combat are listed on the [9.56] Terrain Effects on Combat Chart. The stacking restrictions for a Marsh hex are listed in [8.18] Stacking Restrictions Chart. A Brigade Leader's Brigade Effectiveness Radius or Division Commander's Division Integrity Radius may not be traced through more than three (3) Marsh or Wood hexes.

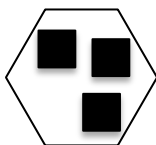


[21.89] Woods Hex: A Woods hex represents a terrain feature that is difficult to move through and maintain formation but does offer protection from enemy fire and observation. These costs are listed on the [5.19] Terrain Effects on Movement Chart. A Woods hex's effects on combat are listed on the [9.56] Terrain Effects on Combat Chart. The stacking restrictions for a Woods hex are listed in [8.18] Stacking Restrictions Chart. A Brigade Leader's Brigade Effectiveness Radius or Division Commander's Division Integrity Radius may not be traced through more than three (3) Marsh or Wood hexes.

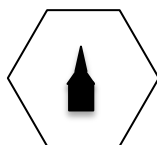


Woods

[21.90] Churches, Buildings and Ruins: The buildings represented on the game map have no effect on the game. They are included for historical purposes and as references.



Buildings

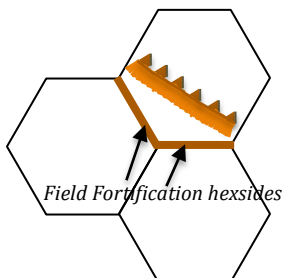


Church

[22.0] FIELD FORTIFICATIONS

Petersburg and Richmond were heavily fortified with Field Fortifications constructed from earth and timber. These Field Fortifications provide benefits to the occupying units and leaders for fire and melee combat, command and ammunition supply.

[22.2] FIELD FORTIFICATIONS (Infantry)



[22.21] An infantry unit or Dismounted Cavalry unit in a field fortification hex is always In Command.

[22.22] Field Fortification hexsides effects on movement are listed on the [5.19] Terrain Effects on Movement Chart. Their effects on combat are listed on the [9.56] Terrain Effects on Combat Chart. The stacking restrictions for a Field Fortification hex are listed in [8.18] Stacking Restrictions Chart.

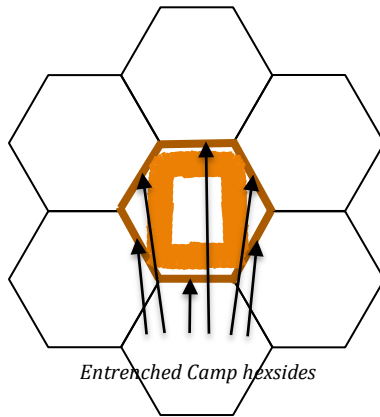
[22.23] Field Fortification hexsides negate Road Movement on trails and roads that pass thru the hexside but not the hex.

[22.24] An Infantry unit, Dismounted Cavalry, Artillery crew, Wagon crew unit or Leader in a field fortification hex, which is fired upon thru the Field Fortification hexsides, receives a column shift of two left (2L) on the Combat Results Table if all firing units are firing through Field Fortification hexsides. If only some of the firing units are firing thru Field Fortification hexsides there is only a column shift of one left (1L). Either Player's units or leaders may occupy and benefit from field fortifications.

[22.25] If all attacking/Meleeing units enter the Melee hex through a Field Fortification hexside, the defender adds two (2) Strength Points (SP) to its Melee Strength. If only some attacking/Meleeing units enter the Melee hex through a Field Fortification hexside, the defender adds one (1) Strength Point (SP) to its Melee Strength.

[22.26] An Artillery unit in a Field Fortification hex may not fire thru Field Fortification hexsides.

[22.3] ENTRENCHED CAMP



[22.31] An infantry unit or Dismounted Cavalry unit in an Entrenched Camp hex is always In Command.

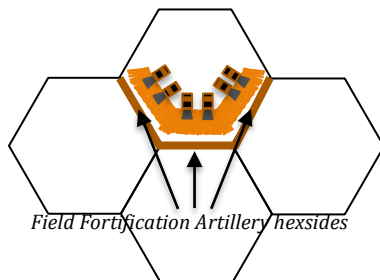
[22.32] Entrenched Camp hexsides effects on movement are listed on the [5.19] Terrain Effects on Movement Chart. Their effects on combat are listed on the [9.56] Terrain Effects on Combat Chart. The stacking restrictions for a Entrenched Camp hex are listed in [8.18] Stacking Restrictions Chart.

[22.33] An Infantry unit, Dismounted Cavalry unit, Artillery crew, Wagon Crew or Leader in an Entrenched Camp hex, which is fired upon thru an Entrenched Camp hexside, receives a column shift of two left (2L) on the Combat Results Table if all firing units are firing through Entrenched Camp hexsides. Either Player's units or leaders may occupy and benefit from field fortifications.

[22.34] If all attacking/Meleeing units enter the Melee hex through a Entrenched Camp hexside, the defender adds two (2) Strength Points to its Melee Strength. If only some attacking/Meleeing units enter the Melee hex through a Entrenched Camp hexside, the defender adds one (1) Strength Point to its Melee Strength.

[22.35] An Artillery unit may not enter an Entrenched Camp hex.

[22.4] FIELD FORTIFICATIONS ARTILLERY



[22.41] An artillery unit, artillery crew, infantry unit or Dismounted Cavalry unit in an Entrenched Camp hex is always In Command.

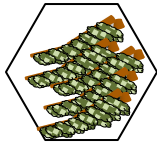
[22.42] Field Fortification Artillery hexsides effects on movement are listed on the [5.19] Terrain Effects on Movement Chart. Their effects on combat are listed on the [9.56] Terrain Effects on Combat Chart. The stacking restrictions for a Field Fortification Artillery hex are listed in [8.18] Stacking Restrictions Chart.

[22.43] An Infantry unit, Dismounted Cavalry unit, Artillery unit, Artillery crew, Wagon crew or Leader in an Field Fortification Artillery hex, which is fired upon thru the Field Fortification Artillery hexside, receives a column shift of two left (2L) on the Combat Results Table if all firing units are firing through Field Fortification Artillery hexsides. If only some of the firing units are firing thru Field Fortification hexsides there is only a column shift of one left (1L). Either Player's units or leaders may occupy and benefit from field fortifications.

[22.44] If all attacking/Meleeing units enter the Melee hex through a Field Fortification Artillery hexside, the defender adds two (2) Strength Points (SP) to its Melee Strength. If only some attacking/Meleeing units enter the Melee hex through a Field Fortification Artillery hexside, the defender adds one (1) Strength Point (SP) to its Melee Strength.

[22.5] SLASHING ABATIS

A Slashing Abatis is a defensive obstacle of felled trees left attached to the stumps and facing in the direction of the presumed direction of an enemy advance.



Slashing
Abatis

[22.51] Slashing Abatis hex effects on movement are listed on the [5.19] Terrain Effects on Movement Chart. Their effects on combat are listed on the [9.56] Terrain Effects on Combat Chart. The stacking restrictions for a Slashing Abatis hex are listed in [8.18] Stacking Restrictions Chart.

[22.52] Confederate pickets may freely move along or thru a Slashing Abatis hex at the [5.19] Terrain Effects on Movement cost of the other terrain in the hex.

[22.53] Mounted Cavalry, Limbered Artillery and Supply Wagons are prohibited from entering a Slashing Abatis hex.

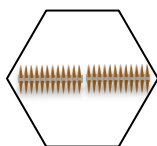
[22.54] Mounted Cavalry are prohibited from Charging or Offensively Meleeing units in a Slashing Abatis hex.

[22.55] An attacking/Meleeing unit or stack of units entering from a Slashing Abatis hex subtracts one (1) Strength Point (SP) from its Melee Strength.

[22.56] A leader's Brigade Effectiveness Radius is reduced by one (1) if at the start of the Players' Initial Command Phase the leader is in a Slashing Abatis hex.

[22.6] CHEVAUX-DE-FRISE

Chevaux-de-frise are moveable defensive obstacles of sharpened stakes around a central log with several of these chained together into a network. Avenues for ingress and egress were left in the obstacle to allow friendly pickets to easily move thru the obstacle.



**Chevaux
de-fris**

[22.61] A Chevaux-de-frise hex effects on movement are listed on the [5.19] Terrain Effects on Movement Chart. Their effects on combat are listed on the [9.56] Terrain Effects on Combat Chart. Stacking restrictions of a Chevaux-de-frise hex are listed in [8.18] Stacking Restrictions Chart.

[22.62] Confederate pickets may freely move along or thru a Chevaux-de-frise hex at the [5.19] Terrain Effects on Movement cost of the other terrain in the hex.

[22.63] Mounted Cavalry, Limbered Artillery and Supply Wagons are prohibited from entering a Chevaux-de-frise hex.

[22.64] Mounted Cavalry are prohibited from Charging or Offensively Meleeeing units in a Chevaux-de-frise hex.

[22.65] Each attacking/Meleeing unit entering from a Chevaux-de-frise hex subtracts one (1) Strength Point (SP) from its Melee Strength.

[22.65] A leader's Brigade Effectiveness Radius is reduced by one (1) if at the start of the Players' Initial Command Phase the leader is in a Chevaux-de-frise hex.

[22.7] CHEVAUX-DE-FRISE BREECH

A Chevaux-de-frise hex may be permanently breeched by a brigaded Union regiment moving through the hex either during the Union Player's Movement Phase or as a result of a successful Melee from a Chevaux-de-frise hex.

[22.71] When a Union Infantry regiment, belonging to a brigade, moves into an un-breeched Chevaux-de-frise hex in either Line or Column Formation place a Pioneering marker on that hex.



[22.72] When a Union Infantry regiment, belonging to a brigade, moves out of a Chevaux-de-frise hex while in Line or Column during the Union Player's Movement Phase, that Chevaux-de-frise hex is permanently Breeched. Place a Breech marker on the hex.



[22.73] When a Union Infantry regiment, belonging to a brigade, successfully melees from a Chevaux-de-frise hex during the Union Melee Phase, that Chevaux-de-frise hex is permanently Breeched. Place a Breech marker on the hex.

[22.74] The Union regiment or regiments moving through the Chevaux-de-frise hex must be in either Line or Column formation to be able to affect a permanent Breech. Mounted Cavalry, Dismounted Cavalry,

Detachments, Independent Regiments, Independent Battalions and Skirmisher units when moving alone through a Chevaux-de-frise hex are not supported by Pioneers and may not affect a permanent Breech.

[22.75] If a Union regiment occupying a Chevaux-de-frise hex moves out of the hex without crossing the Chevaux-de-frise then there is no Breech created. Remove the Pioneering marker. For example, if as a result of Confederate Defensive or Offensive fire the Union regiment or regiments Rout then remove the Pioneering marker.

[22.76] If a Union regiment, Meleeeing from a Chevaux-de-frise hex, suffers a Rout, Retreat, or Repulsed result, or all of its Strength Points (SP) are captured or eliminated the Chevaux-de-frise hex is not breeched. Remove the Pioneering marker.

[22.77] If a Union regiment, attacking from a Chevaux-de-frise hex, suffers an Engaged results then the Pioneering marker is left on the hex. If the Union regiment subsequently suffers a Rout, Retreat, or Repulsed result or all of its Strength Points (SP) are captured or eliminated the Chevaux-de-frise hex is not breeched. Remove the Pioneering marker.

[22.78] The Terrain Movement effects of a permanently Breeched Chevaux-de-frise hex is that of the other terrain in that hex per [5.19] Terrain Effects on Movement Chart; the Chevaux-de-frise is permanently ignored.

[22.79] The Terrain Effects on Combat of a permanently Breeched Chevaux-de-frise hex is that of the other terrain in the hex per [9.56] Terrain Effects on Combat Chart; the Chevaux-de-frise is permanently ignored.

HISTORICAL NOTE: The Pioneer "Corps" was a large company-sized unit generally consisting of from 50-75 men, commanded by one or two junior officers, which was typically (in the eastern theater) attached to the staff of each UNION brigade. Subordinate regiments would be called upon to contribute men to the Pioneer detail. Unarmed but equipped with axes, picks, shovels, spades and saws, which were carried in a wagon dedicated for their use, they performed a variety of duties in support of the combatants.

[22.8] BREASTWORKS

Breastworks represent temporary fortifications constructed by troops from various materials: stones, trees, fences, etc. Breastworks offer units defensive protection in a similar way as Field Fortifications but are less substantial. A Breastwork may be constructed and when complete a Breastwork Counter is placed on the map in the hex of the completed construction and oriented so that the actual Breastwork contour follows the contour of the hex. Breastworks affect combat only through the three contour sides on the Breastwork Counter.

[22.81] Breastworks may be built by Union Infantry or dismounted Union Cavalry. No other unit may construct Breastworks. To construct a Breastwork, the Player at the beginning of the Union Player's Movement Phase, places a Breastwork Construction marker on the constructing unit. This indicates that the Breastwork is in the process of being constructed. Three (3) Game Turns (Day or Night) later, at the end of the Union Player's Movement Phase of that third Game Turn, the construction is complete. Flip the Breastwork Construction marker over to the Breastwork side and place it under the Constructing unit.



[22.82] Breastworks may be constructed in any hex except Marsh hex, Woods Hex, Field Fortification Hex, Encampment Hex, Field Fortification Artillery Hex or hexes impassable to the constructing unit. Units do not need leaders to construct Breastworks.

[22.83] Units in the process of constructing Breastworks may not move for the entire process of construction.

If, for any reason, the constructing unit moves from that hex, the Breastwork Construction Marker is removed and construction must begin anew. Furthermore, no other unit may enter the construction hex unless it joins construction; i.e. any unit entering a construction hex is placed under the original unit. While the second unit does not speed up construction, it does not stop it by leaving, as long as one unit remains in the process of construction in the hex.

[22.84] Units in the process of construction may not fire, either offensively or defensively. They have no Zones of Control, so they may not engage in Withdrawal or Retreat Fire, nor do they block Supply and Leadership lines. Units in construction may not initiate Melee; however they defend at normal Strength. If constructing units are forced to retreat from the hex, the Breastwork Construction Marker is removed and construction must begin anew.

[22.85] Only one Breastwork may be built in any one hex. There is no limit to the number of Breastworks that may be built during the game. A Breastwork has no stacking value.

[22.86] Once constructed, Breastworks remain in place for the remainder of the game. They may not be moved nor removed for any reason. The facing of the Breastwork may never be changed.

[22.87] A Breastwork hexside affects movement the same as a Slope hexside per [5.19] Terrain Effects on Movement Chart.

[22.88] If a unit within the contours of a Breastwork is fired upon through a Breastwork hexside, there is a one column shift left (1L) on the Fire Combat Results Table.

[22.89] If all attacking/Meleeing units enter the Melee hex through a Breastwork hexside, the defending unit adds one (1) Strength Point (SP) to its Melee Strength.

[22.90] The other terrain in the hex determines the stacking restrictions for a hex with Breastworks [8.18] Stacking Restrictions Chart.

[23.0] NIGHT, DAWN, SUNRISE TURNS AND FOG

September 30, 1864 was a new moon; there is very little visibility from the moon during the Sept. 29, 1864 night turns. Movement and combat may take place at night, as it did during the actual battle. These exclusive rules simulate the difficulty of maneuver, the limited range of weapons and the difficulty of rallying units during night turns.

[23.1] NIGHT TURNS

[23.11] Night turns are 4:00 am to 6:20 am. Dawn is at 6:40 am. Sunrise is at 7:00 am. Day turns are 7:20 am to 9:40 am.

[23.12] During Night turns a Line-of-Site cannot be further than 2 hexes.

[23.13] During Night turns small-arms units may not fire at a range of more than one (1) hex. The fire effectiveness at that range is normal, i.e. the Range Chart is followed as if it were a Day turn for a range of one hex.

[23.14] Artillery units have a Night Range of only two (2) hexes; effectiveness over that range is the same as for Day turns.

[23.15] During Night turns, all Officers have their Effectiveness Radius reduced by one (1). In addition, Officers may not have their Effectiveness Radius increased by their Commanders unless they are stacked in the hex with that Commander.

[23.16] During Night turns, all Commanders have their Division Integrity Radius reduced by one (1). A Commander's Command Points cannot be increased by a superior commander unless stacked with that superior commander.

[23.17] Units that are routed may not be rallied during a Night turn. They remain routed until the first Day turn when normal rally rules take effect.

[23.18] Movement Points are reduced during Night turns as follows:

- Non-Road Movement: All leaders and combat units have their MPs **reduced to 1/3rd** during Night turns (i.e. 2 for Infantry and Dismounted Cavalry, 4 for Mounted Cavalry and Limbered Artillery).
- Road Movement: All leaders and combat units in column, mounted or limbered formation that move on a Road, including bridges, have their full Movement Allowance available until they move off of the road or change formation. If a unit moves off of the road or changes formation, its remaining movement allowance is **reduced by a factor of 1/3rd**.

NIGHT TURN MOVEMENT EXAMPLE: An Infantry unit in Column formation moves along a road for one (1) MP then changes formation to line expending two (2) more MPs for a total of three (3) of its six (6) available MPs. Three (3) MPs are left but because of the Night turn only 1/3rd of the remaining MPs (i.e. one (1)) are available. The infantry unit moves into a clear hex expending one (1) MP exhausting its 6 MP total.

[23.19] Night turn reinforcements must enter on a road and in column, mounted or limbered formation.

[23.2] DAWN GAME TURN

For any game turn designated as "Dawn", all normal Day turn rules are in effect, with the following changes.

[23.21] The maximum efficient small-arms range is two (2) hexes. For all small-arms fire over that range adjust the Fire column one to the left (1L) for each hex in range greater than two (2).

[23.22] All Artillery Fire conducted at more than two (2) hexes adjust the Fire column one to the left (1L). Artillery Fire conducted at a range of two (2) hexes or less has the same effectiveness as for a Day turn.

[23.23] Units that are routed may not be rallied during a Dawn turn. They remain routed until the first Day turn when normal rally rules take effect.

[23.24] During the Dawn turn, all Officers have their Brigade Effectiveness Radius reduced by one (1).

[23.25] During the Dawn turn, all Commanders have their Division Integrity Radius reduced by one (1).

[23.26] Dawn turn reinforcements must enter on a road and in column, mounted or limbered formation.

[23.27] Line-of-sight is not limited during a Dawn turn.

[23.3] SUNRISE GAME TURN

For any game turn designated as "Sunrise", all normal Day turn rules are in effect, with the following changes.

[23.31] Units that are routed may not be rallied during a Sunrise turn. They remain routed until the first Day turn when normal rally rules take effect.

[23.32] Sunrise turn reinforcements must enter on a road and in column, mounted or limbered formation.

[23.33] All Confederate units are automatically alerted at Sunrise.

[23.34] Line-of-sight is not limited during a Sunrise turn.

[23.4] FOG

“The fog was so thick as to render large objects, a hundred feet distant, indistinguishable. All that could be seen through the dense fog enveloping us was what appeared to be a moving black wall a hundred feet away.” – Joseph Polley 4th Texas. “men disappear, as they entered the fog that enwrapped them like a mantle of death.” – Colonel Duncan.

[23.41] At that start of each hourly turn marked with FOG on the Game Turn Track roll a die. If the die roll is equal to a number in the Game Turn Track’s FOG range then the current turn and the two following turns are FOG turns.

[23.42] During a FOG turn each Marsh hex, Slough hex and River hex is obstructed by Fog.

[23.43] During a FOG turn all hexes adjacent to a Stream hex-side, Run hexside, Marsh hex, Run hexside or a River hex are obstructed by fog.

[23.44] In addition to Night, Dawn or Sunrise Game-Turn effects the following effects are applied during a FOG turn:

- A Line of Site can be traced into a hex obstructed by Fog, traced out of a hex obstructed by a Fog hex but not through a Fog hex. In other words, a unit firing from a Fog obstructed hex may fire into a Fog obstructed hex but it may not fire beyond that target Fog hex.
- An Infantry or Dismounted Cavalry unit entering a non-road Fog obstructed hex expends one (1) additional movement point.
- A Cavalry, Artillery or Wagon unit entering a non-road Fog hex expends two (2) additional movement points.
- Units in column moving along a road pay one (1) movement point per Fog obstructed Road hex.
- All Officers have their Brigade Effectiveness Radius reduced by one (1) if they occupy a Fog Obstructed hex during a Command Phase. This is an additional reduction if a Night or Dawn turn is also a Fog turn.
- All Commanders have their Division Integrity Radius reduced by one (1) if they occupy a Fog Obstructed hex during a Command phase. This is an additional reduction if a Night or Dawn turn is also a Fog turn.
- All Artillery Fire is conducted with a column shift of one left (1L) adjustment (in addition to any other adjustments). Night or Dawn turn rules supersede this rule.

[23.45] Units using Road movement on a Trail, Road or Bridge do not get lost.

[23.46] Units in Line formation, or Mounted (not using Road movement) do not get lost moving from one Trail, Road or Bridge hex to another connected Trail, Road or Bridge hex. Two connected Road hexes are adjacent Road hexes with the same road crossing a shared hexside.

[23.47] Confederate units moving into a Fog obstructed Field Fortification hex, Entrenched Camp hex, Field Fortification Artillery hex or Chevaux-de-frise hex do not get lost.

[23.48] Confederate Pickets do not get lost when moving into a Fog obstructed hex.

[23.49] Moving units not using Road movement are subject to getting lost during a Fog turn. For each Fog Obstructed hex entered, for each moving unit, one at a time, the player designates the next hex it will attempt to enter and rolls one die.

- For a Unit in Line Formation, a die roll of 2, 3 or 4 the Unit moves into the designated hex. If the die roll is a 1 then the Unit moves into the hex to the left. If the die roll is a 5 then the Unit moves into the hex to the right. On a roll of 6 the Unit remains where it is and may move no more during the Player's Movement Phase.
- For a Unit in Column Formation, a die roll of 2-5 the Unit moves into the designated hex. If the die roll is a 1 then the Unit moves into the hex to the left. If the die roll is a 6 then the Unit moves into the hex to the right.
- For a skirmisher unit, a die roll of 2-5 the Unit moves into the designated hex. If the die roll is a 1 then the Unit moves into the hex to the left. If the die roll is a 6 then the Unit moves into the hex to the right.

[23.50] If a Unit is directed to move into a prohibited hex, does not have the Movement Points available, or would move off map, then the Unit remains where it is instead and may move no more during the Player's Movement Phase.

[23.51] Getting lost entering a Fog Obstructed hex does not apply to retreating or routing units.

[24.0] INDEPENDENT UNITS

[24.1] ARTILLERY

[24.11] All Artillery units and their crews are Independent. Artillery units and their crews do not need leaders to rally.

[24.2] INDEPENDENT UNITS

[24.21] Units designated as Independent are always In Command. They do not need leaders to rally.

[24.22] An Independent unit can stack and combine strength for fire and melee freely with any unit, subject to the normal stacking rules. The Independent unit is not counted for BCE purposes.

[24.23] An Independent unit benefits from the presence of leaders for Morale Checks and Melee Combat.

[24.24] Confederate Independent units include the following:

- 2nd Virginia Reserve Battalion
- 25th Virginia Reserve Regiment
- Cavalry Detachment

[24.25] The Union Army of the James has the following Independent units:

- 3rd Division/XVIII Corps Divisional Sharpshooters
- 2nd USCT Cavalry [dismounted]
- F, I, K, L/4th Massachusetts Cavalry
- E, H/4th Massachusetts Cavalry
- 2/2nd New York Mounted Rifles
- 3/2nd New York Mounted Rifles

[24.26] The Union Army of the James includes several Provost units. These are used as military police to escort commanders, guard wagon trains, patrol and scout in front of Corps and the Army, guard depots and garrison key positions. If identified as an escort these units are In Command if they are within three (3) hexes of the commander they are escorting. In the case of the Army of the James provost escorts they are also In command if they are within three (3) hexes of the Grove House, the field headquarters of the Army of the James. The Union Provost units include:

- 79th New York Infantry
- 1/2nd New York Mounted Rifles

[25.0] DETACHMENTS, SKIRMISHERS AND PICKETS

[25.1] DETACHMENTS

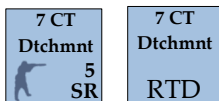
Cavalry and infantry units may detach small forces (of about 50 men) for whatever purpose a player deems necessary (within some limitations).

[25.11] A cavalry or infantry unit that is not pinned nor routed and is In Command, may form a “detachment” by detaching one (1) Strength Point. Units from brigades that have lost Brigade Combat Effectiveness may not detach units.

[25.12] To form a detachment from a regiment, reduce the regiment’s SP by one (1) and place a detachment counter in the hex along with the parent regiment. Detachments may return to their parent regiment when they are in the same hex as the parent regiment. Either the detachment may move into the hex with the regiment or the regiment may move into the hex with the detachment. During this process, stacking restrictions are ignored. The detachment is absorbed into the parent regiment, the detachment counter is removed and one (1) strength point is returned to the strength of the regiment up to its initial strength. There is no movement point cost for detachment or reattachment.

[25.13] Detachments function as normal combat units, and they may also be used as skirmishers.

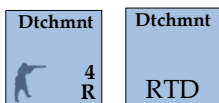
[25.14] Infantry detachment counters are printed with infantry on one side and a Routed state on the other.



[25.15] Cavalry detachment counters are printed as mounted cavalry on one side and dismounted cavalry/infantry on the other.



[25.16] Generic detachment counters have no printed weapons type or Morale Rating, and their strength is always one (1). Generic detachments adopt the weapons and Morale Rating of the parent regiment from which they were detached.



[25.17] There are specific detachment counters for the units that provided detachments for skirmishing during this battle.

[25.18] A player may make any number of detachments from any one regiment in a brigade (up to the present strength of the unit) in addition to the specific units that have detachment counters provided.

[25.19] When only one detachment is formed from a regiment, all normal command rules apply. The

detachment should be considered a single unit if not In Command Range.

[25.20] Some Union Combat units with a Strength Point of one (1) may be treated as detachments and for skirmish purposes. These include the following units:

- 1/2nd New York Mounted Rifles
- 2/2nd New York Mounted Rifles
- 3/2nd New York Mounted Rifles

[25.21] Some Confederate Combat units with a Strength Point of one (1) may be treated as detachments and for skirmish purposes. These include the following units:

- 3rd Arkansas
- Confederate Cavalry Detachment

[25.3] SKIRMISHERS

“Skirmish” is a formation used to screen formed units or defend an extended position. A player may designate any detachment as skirmishers. Use a “skirmish” marker to indicate this status.

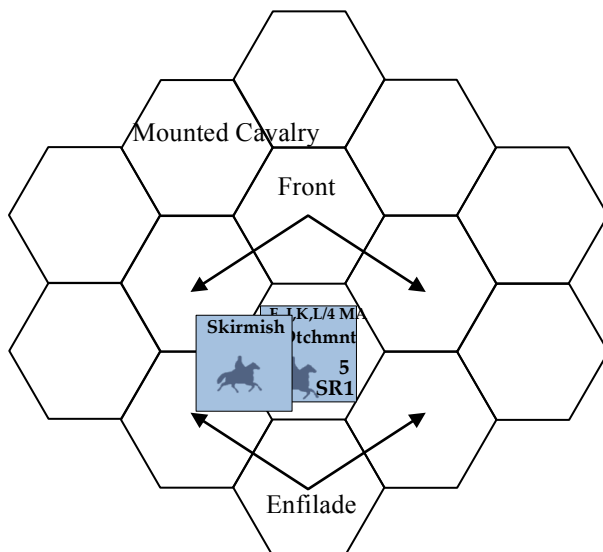


Note: No Confederate Mounted Cavalry Pickets are provided in this game because the 24th Virginia Cavalry, 7th South Carolina Cavalry and the Hampton Legion were operating as mounted infantry at this time. These units will dismount to skirmish.

[25.31] The Terrain Effects Movement Chart has a separate column for infantry/dismounted cavalry skirmishers and pickets. Mounted cavalry in skirmish formation use the mounted cavalry movement rates.

[25.32] Infantry and dismounted cavalry skirmishers have the same facing and Zone of Control as infantry in line.

[25.33] Mounted cavalry skirmishers are treated as mounted cavalry in Line formation.



[25.34] Friendly units can pass freely through skirmishers (and visa-versa) even when the former are on or using roads (which skirmishers and pickets may not) – but they may not end movement in the same hex. Skirmishers may not stack with any other Combat unit type except Artillery.

[25.35] Whenever a skirmish unit fires, there is a one column shift to the left (**1L**) on the Fire Combat Results Table. This shift applies if both skirmish and non-skirmish units fire at the same target, and skirmish unit(s) compose at least 50% of the firing SPs.

Note: Skirmish formations receive a beneficial column shift on the Fire Combat Result based on the [8.36] Density Adjustment Chart when they are fired upon.

[25.36] Skirmish units have normal facing and can be enfiladed. However, when skirmish unit is the subject of Withdrawal Fire, the firing units do not receive any benefit from enfilading the skirmishers.

[25.37] Morale Check die rolls caused by fire combat are not modified if the skirmisher was enfiladed.

[25.38] Skirmishers that receive a Pin result from a Morale Check ignore the result and treat it as a two-hex retreat. At the end of the retreat the unit must make a Morale Check.

[25.39] Skirmishers may not initiate a melee against enemy infantry or cavalry, although they may melee wagons, artillery and crews. Units in skirmish formation may not participate in the same melee as other friendly units not in skirmish formation.

[25.40] If a skirmisher (alone) is assaulted or (alone) initiates a melee, the enemy unit receives a beneficial, one-column shift on the Assault Results Table.

[25.41] Skirmishers that rout may move freely through friendly, un-routed units without causing displacement or morale checks to the other units. However, if they rout into/through other already routed units, the later must make a Morale Check (but do not have to displace).

[25.42] When Skirmishers Retreat Before Melee they do NOT have to make a Morale Check if they retreat only one hex. However, if they retreat the full two hexes, then they must make a Morale Check as other units do.

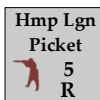
[25.43] Skirmish units have a “Skirmish Command Range” of 2 hexes from one skirmish unit to another or to its Brigade Commander. Thus, if Skirmish Command Range is maintained, all skirmishers are considered In Command even though some may actually be out of their Brigade Commander’s Command Range. Otherwise, normal command range rules apply. In this fashion, an extended line of skirmishers can be maintained efficiently.

[25.44] Skirmishers from one regiment may be treated as a single unit as long as each of the skirmishers is within the two (2) hex Skirmish Command Range of another skirmisher; otherwise normal Command rules apply.

[25.5] INFANTRY AND DISMOUNTED CAVALRY PICKETS

Pickets were small units of men sent forward from their main line of battle to provide warning of any approaching enemy. The Confederate military manuals specified that a regiment’s picket be 5 men from each of 10 companies on a rotating duty list to form a picket of 50 men plus officers, assuming a 1,000 man regiment. None of the Confederate units in this game were at full strength.

[25.51] During set-up the Confederate player sets up the provided Infantry or Dismounted Cavalry Picket counters according to the set-up instructions. These are placed blank side up; the Unrevealed side.



[25.52] Infantry or Dismounted Cavalry Pickets are subject to command, act and move as infantry skirmishers.

[25.53] An Infantry or Dismounted Cavalry Picket, even if it is In Command, may move only one hex per Game-Turn until it is Revealed. As soon as an Infantry Picket is revealed its movement allowance is restored to its full Movement Allowance.

NOTE: A Revealed Picket's Movement allowance is still subject to Command, Night, Fog and Fatigue limitations.

[25.54] An Infantry or Dismounted Cavalry Picket may Fire while in either its Unrevealed or Revealed state.

[25.55] Infantry or Dismounted Cavalry Pickets have no Zone of Control, and Enemy units may move adjacent to and past Confederate Infantry Pickets without stopping. However, if an Enemy unit does so, it may draw fire (unless the picket has chosen to retreat).

[25.56] The first time an Enemy combat unit enters a hex adjacent to an Infantry or Dismounted Cavalry Picket's frontal hexside, that picket has the option to retreat one or two hexes (this instance occurs before the picket is revealed). This does not require the expenditure of MPs but may only be done this one time. In essence, pickets may use this initial contact retreat like cavalry units. Such a retreat does not draw fire. All subsequent retreats before Melee are treated normally.

[25.57] When Infantry or Dismounted Cavalry Pickets are revealed their counter is flipped over to the icon side. A Picket is revealed in one of following ways:

- The Picket makes a Fire attack
- A Union combat unit has an unobstructed line-of-sight to the Picket and the Picket occupies a clear terrain hex.
- A Union combat unit has an unobstructed line-of-sight to the Picket and the Picket moves during the Friendly Movement Phase.
- A Union combat unit enters a hex adjacent to a Picket unit and the Picket unit uses its option to immediately retreat.

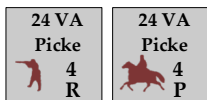
[25.58] An Infantry or Dismounted Cavalry Picket unit may replace one (1) SP of its parent unit by returning to the parent unit using the same procedure as a detachment. The parent unit may never have a greater strength than its initial strength.

[25.6] MOUNTED CAVALRY PICKETS

[25.61] When a Confederate Picket from the 7th South Carolina Cavalry, 24th Virginia Cavalry or the Hampton Legion Cavalry enters an Entrenchment or New Market Road hex west of its intersection with the Entrenchments it may be replaced with a Confederate Cavalry Picket Counter with Infantry Picket side face up.

Note: The Confederate Pickets from the Cavalry Brigade left their horses within the Confederate New Market Heights Road and New Market Heights Entrenchment position when they went forward on picket duty. When they return to the New Market Heights position they have access to their horses.

[25.62] Cavalry Picket counters are printed as mounted cavalry on one side and dismounted cavalry/infantry on the other.



[25.63] Mounted Pickets are subject to command, act and move as cavalry skirmishers.

[25.64] Mounted Cavalry Pickets use the mounted cavalry movement rates.

[25.65] Mounted Cavalry Pickets have no Zone of Control, and Enemy units may move adjacent to and past Confederate Mounted Cavalry Pickets without stopping. However, if an Enemy unit does so, it may draw fire (unless the picket has chosen to retreat).

[25.66] A Mounted Cavalry Picket unit may replace one (1) SP of its parent unit by returning to the parent unit using the same procedure as a detachment. The parent unit may never have a greater strength than its initial strength.

[25.7] DUMMY PICKETS

[25.71] During set-up the Confederate player sets up the provided Picket Dummy counters according to the set-up instructions. These are placed blank side up; the Unrevealed side.



[25.72] When a Union combat unit enters a hex adjacent to a Dummy Picket counter the Dummy Picket counter is revealed then removed from the Game map.

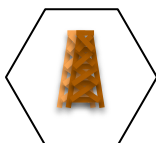
[26.0] THE CONFEDERATE ALERT SYSTEM

All Confederate units are encamped at the start of the game. To be fully effective they must be alerted. Units are alerted by pickets, the signal tower, or by Enemy units (either visual or contact). All Confederate units are automatically alerted at Sunrise. Un-alerted Confederate units may not move or fire.

[26.11] At the beginning of the game all Confederate units except Pickets and Dummy Pickets are encamped in an un-alerted status.

[26.12] All Confederate units are alerted at Sunrise.

[26.13] A Confederate brigade becomes alerted when the Signal Tower has a clear line of sight unobstructed by Night or Fog to an Enemy unit and its brigade commander has a line of sight to the Signal Tower.



Signal
Towe

[26.14] A Confederate brigade or a Confederate Independent unit becomes alerted when a picket belonging to any unit in that brigade or to the Independent unit executes a fire attack upon a Union unit.

[26.15] A Confederate brigade or a Confederate Independent unit becomes alerted when a picket belonging to any unit in that brigade or to the Independent unit is the target of a Union small-arms fire attack.

[26.16] A Confederate brigade becomes alerted when a unit belonging to the brigade has a clear line of sight unobstructed by Night or Fog to an Enemy unit.

[26.17] A Confederate Independent unit becomes alerted when it has a clear line of sight unobstructed by Night or Fog to an Enemy unit.

[26.18] A Confederate brigade or a Confederate Independent unit becomes alerted when a Revealed Picket belonging to any unit in that brigade or to the Independent unit moves , retreats or routs into a hex adjacent to a unit in the brigade or to the independent unit.

[26.19] When a Confederate brigade or a Confederate Independent unit becomes alerted remove the encamped marker from all units and leaders in the Brigade. Alerted Confederate units may move and fire in accordance these rules.

[27.0] FATIGUE

“Butler had expected the right wing to number over 16,000 men, including Paine’s 3,800. But the X Corps was so weakened from its march that it could count on only about 10,300 of the potential 12,400, including 1,200 artillerist. Even those who made it to Deep Bottom, more over, were debilitated from the ordeal. Nor did they have a day to rest as army headquarters had intended. The leading troops did not reach the tete-de-pont until near 2:00 am, and the rear straggled in ninety minutes later. Hardly had the exhausted soldiers bivouacked inside the bridgehead and in the field just to the north when orders came for them to stand to arms, ready to move at 4:00 am.”

[27.1] FATIGUE LEVELS

[27.11] A unit Fatigue Level is indicated either by no Fatigue marker or else one of the following Fatigue markers:

- Fatigue “OK”: No Effect.
- Fatigue 0: No Effect.
- Fatigue 1
- Fatigue 2
- Fatigue 3
- Fatigue 4 (the highest/worst level of fatigue)

[27.12] Once a unit reaches Level 4, it goes no higher. The unit does not incur any further Fatigue levels.

[27.13] Artillery does not incur Fatigue.

[27.14] All units use the number on the Fatigue level marker as a modifier. Subtract half the Fatigue level (rounding up) from:

- Movement Allowance
- Strength Points when attacking in Melee

[27.15] All units use the number on the Fatigue level marker as a modifier. Add half the Fatigue level (rounding up) to:

- All Morale Checks.
- All P/R Checks on the Fire Combat Results Table

- All Pre-Melee Check rolls (including “Green”) when defending.
- All Rally Attempts.

[27.2] FATIGUE EFFECTS

Each unit becomes fatigued as it performs maneuver and combat. Fatigue affects the unit’s ability to perform at maximum efficiency and reduces the unit’s cohesion and morale. Players’ units can recover from fatigue by resting.

[27.21] An In Command unit performing these three (3) actions in a single turn incurs one (1) Fatigue level:

- Non-Road movement of greater than 1 Hex.
- Fire Combat
- Retreat, Rout or Rally

[27.22] An Out Of Command unit performing **any** two (2) of these actions in a single turn incurs one Fatigue level:

- Non-Road movement of greater than 1 Hex.
- Retreat, Rout or Rally

[27.23] A unit, whether In Command or Out of Command, performing Road Movement for three (3) consecutive turns incurs one (1) Fatigue level.

[27.24] A unit engaging in Melee, either offensively or defensively, incurs one (1) Fatigue level. A unit only incurs one Fatigue level due to Melee during a turn. If it attacks and then defends in a single turn it only incurs one (1) Fatigue level.

HISTORICAL NOTE: It is estimated that the average unit/Brigade could undergo about one and one-half hours of combat before becoming so fatigued as to be relatively worthless.

NOTE: If an In Command unit moves more than 1 MP to attack, performs a fire attack, melees and then routs it incurs two (2) Fatigue levels. This is from Case [27.21] and [27.24].

[27.25] A unit that completes a Breastwork incurs one (1) level of Fatigue.

[27.3] REDUCING FATIGUE

[27.31] A un-routed and unpinned unit that does not move, retreat, rout, execute fire combat, does not melee either offensively or defensively for 3 consecutive turns reduces its Fatigue level by one (1). Place a REST Marker (i.e. REST 60, REST 40, REST 20) on the unit for book keeping purposes. After each turn the unit has rested reduce the REST Marker by 20 minutes.

[27.32] A unit that is constructing a Breastwork may not Rest.

[27.4] X CORPS REINFORCEMENT FATIGUE LEVELS

[27.41] Combat units of the Union 1st Division X Corps start the game with Fatigue level two (2).

[27.42] Combat units of the Union 2nd Division and 3rd Division X Corps start the game with Fatigue level of three (3).

[27.43] Combat units of the Union 3rd Division XVIII Corps start the game with no Fatigue marker.

[27.5] ARMY OF THE JAMES CAVALRY DIVISION REINFORCEMENT FATIGUE LEVEL

[27.51] Combat units of the Union Cavalry Division start the game with no Fatigue marker.

[27.6] CONFEDERATE FATIGUE LEVELS

[27.61] Encamped Confederate units start the game with no Fatigue marker.

[27.62] Confederate unit reinforcements enter the game map with a Fatigue marker reflecting the number of turns they have marched or been delayed to arrive. For example if a unit is scheduled to arrive 40 minutes from the current Game turn and is delayed by a further game turn enters the Game map a Fatigue “OK” marker.

[28.0] RETREAT AND ROUT MOVEMENT

Units that are forced to retreat (for any reason) can never use the retreat as an “advance”. When a unit retreats, it must always retreat towards its own lines and cannot retreat as a means of placing the unit in a more offensively advantageous position than the hex it occupied before the retreat.

[28.1] CONFEDERATE RETREATS

[28.11] When a Confederate unit retreats it must, if possible, move into a hex that is closer to the Confederate Field Fortifications, if the unit starts the retreat south of the Field Fortification hexes, or closer to any of the Confederate Entry/Exit hexes. This applies to each hex of the unit’s retreat. A unit can retreat in a different direction only if the above hexes are occupied by Enemy units or a Enemy Zone of Control.

[28.2] UNION RETREATS

[28.21] When a Union unit retreats it must, if possible retreat towards the Entry hex that it entered as Reinforcement. A unit can retreat in a different direction only if the above hexes are occupied by Enemy units or an Enemy Zone of Control.

[29.0] LEADERSHIP AND ORGANIZATION

The Confederate forces and the Union forces each have their own distinct command structure and organization.

The Union Army of the James is organized into the X CORPS with the 3rd Division of the XVIII Corps attached and a separate Cavalry Division.

The Confederate forces are organized as a division with one subordinate infantry brigade, one independent infantry brigade and an independent cavalry brigade. Additional independent reserve battalions are part of Confederate forces. There is no Army or Corps echelon for the Confederate forces.

[29.1] OVERALL COMMANDERS

[29.11] Major General **Benjamin Butler** is the Commander of the Army of the James and overall commander for all Union forces. Major General Butler has a Command Point that can be applied to either the X Corps commander’s Command Point total or the Cavalry Division’s commander’s Command Point total if the General Butler and the commander are within three (3) hexes of each other. For example, Major General Birney’s Command Points would be 4+1 if he and Major General Butler were within three (3) hexes of each other.

[29.12] Brigadier General **John Gregg** is the overall commander of all Confederate forces as well as the Confederate Division commander.

[29.2] UNION CORPS AND CAVALRY DIVISION COMMANDERS

[29.21] Major General **David B. Birney** is the X Corps commander. His command has Paine's 3rd Division of the XVIII Corps attached. The X Corps is composed of four infantry brigades and an artillery brigade. General Birney has Command Points that can be used to augment Division Commander's Command Points for Divisional Commanders within three (3) hexes of General Birney.

[29.22] Brigadier General **August V. Kautz** is the commander of the Army of the James Cavalry Division. His command is composed of two Cavalry Brigades. For game purposes he is considered both a Corps commander and a Division commander.

[29.3] ORGANIZATIONAL RESTRICTIONS

[28.31] Union Combat units from different divisions may not stack together during normal movement, or for the purpose of conducting melee combat.

[23.32] Combat units from different brigades of the same division may stack together or conduct melee in the same hex only if their division commander is stacked with them in the hex.

[23.33] Combat units from different brigades of B.G. Paine's 3rd Division/XVIII Corps may not stack together or conduct melee in the same hex. This division's brigades had never fought together before this battle.

[29.4] LEADER REPLACEMENT

[29.41] Whenever a leader becomes a casualty, he must be replaced by another leader of his command, as per 17.8 of the Standard Rules. When replacing a leader, the first replacement should be selected as indicated in the following secondary cases; if that leader is already a casualty, the second replacement is selected and so forth. Thus an anonymous brigade commander may only replace a division commander if all the leaders on the list of replacements for that division are casualties.

[29.42] Replace Confederate division commander Brigadier General **John Gregg** first by Brigadier General Dudley DuBose then second by Lt. Colonel Bass. No replacement is made thereafter.

[29.43] Union Army of the James commander Major General **Benjamin Butler** is replaced first by Major General Birney. No replacement is made thereafter.

[29.44] Union X Corps commander Major General **David Birney** is replaced first by Brigadier General Terry and then second by Brigadier Foster. No replacement is made thereafter.

[29.45] Union X Corps 1st Division commander Brigadier General **Alfred Terry** is replaced first by Colonel Francis B. Pond, secondly by Colonel Harris M. Plaisted and then thirdly by Colonel Joseph C. Abbot. After that an anonymous brigade commander replaces the 1st Division Commander.

[29.46] Union X Corps 2nd Division commander Brigadier General **Robert S. Foster** is replaced first by Colonel Louis Bell, secondly by Colonel Ruffus Daggett and then thirdly by Colonel Galusha Pennypacker. After that an anonymous brigade commander replaces the 2nd Division Commander.

[29.47] Union XVIII Corps 3rd Division commander Brigadier General **Charles J. Paine** is replaced first by Colonel John Holman, secondly by Colonel Samuel A. Duncan and then thirdly by Colonel Alonzo Granville Draper. After that an anonymous brigade commander replaces the 3rd Division Commander.

[29.48] A division commander who begins the game subordinate to a Corps commander may be promoted, but an attached commander may never be promoted to command a Corps to which he does not belong. For example, Colonel Paine is detached from XVIII Corps and attached to X Corps and may not be promoted to X Corps command.

[29.49] A brigade commander who begins the game subordinate to a division commander may be promoted, but an attached commander may never be promoted to command a division to which he does not belong. This limitation is critical for detached brigades that are far from their division when the commander is required to take command of the division.

[29.5] HOW LEADERS ARE USED EXCEPTIONS

There are four exceptions to the Standard Rules How Leaders Are Used cases.

[29.51] Mounted cavalry may always move in a Friendly Movement Phase, even without the benefit of a Leader. To Melee or Charge, however, it must start the Initial Command Phase within its Brigade Commander's Effectiveness Radius.

[29.52] Any unit within the Division Integrity Radius of its Division Commander of the same unit designation as the combat unit is In Command and may move and fight normally.

[29.53] Any unit within three hexes of a Corps or Army commander of the same unit designation as the combat unit is In Command and may move and fight normally.

[29.54] Brigade Leader reinforcements are In Command until the next Friendly Initial Command Phase they arrive at their designated reinforcement destination hex.

[23.54] Unit reinforcements, in column formation, mounted or limbered, may also move in each game turn if they are adjacent to a chain of adjacent units at least one (1) of which is In Command until they:

- change formation,
- are fired upon,
- are within five (5) hexes of an enemy unit (except unrevealed Confederate Pickets) during a Dawn, Sunrise or Day turn or
- are within three (3) hexes of an enemy unit except unrevealed Confederate Pickets during a Night turn or
- arrive at their designated reinforcement destination hex.

The units must cease movement when any of the above conditions are met. Select the destination hex for reinforcement units as they arrive.

NOTE: Rule [23.54] intends to allow for a column of one or more units and their Brigade Leader to remain In Command so long as they there is a contiguous path of adjacent to all of these units and their Brigade Leader until they arrive at a designated reinforcement destination hex without the Brigade Leader having to be itself In Command to move with its full movement potential.

[30.0] BRIGADE COMBAT EFFECTIVENESS (BCE) LOSS

[30.1] EFFECTS OF BCE LOSS ON INFANTRY AND CAVALRY

[30.11] One (1) is added to the die roll for all Morale Checks made by infantry and cavalry units of a brigade that has lost BCE.

[30.12] No unit in a brigade that has lost BCE may initiate melee. Such a unit defends normally when meleed

by enemy units, and if it is **Engaged** during a melee it may melee.

[30.13] A **Routed** unit in a brigade has lost BCE may only be rallied by a die roll. The owning player rolls a die, and if the result is equal to or less than the unit's Moral Rating it rallies. To be rallied the unit must be in the Effectiveness Radius of its brigade commander and that commander must spend a Rally Point (See Standard Rules 17.13) in order to attempt that unit's rally. A unit stacked with either a brigade or division commander has a one (1) subtracted from its rally die-roll.

[30.14] A unit in a brigade that has lost BCE has its Fire Strength shifted one column to the left (1L) on the Fire Results Table. This shift applies even if the unit is firing in combination with units in brigades that have not lost BCE.

[30.2] EFFECTS OF BCE LOSS ON ARTILLERY

[30.21] Artillery units are never affected by BCE loss. Gun and crew losses never apply to BCE.

[31.0] RANDOM EVENTS

At the start of each player's turn, the player determines which of the pertinent events have occurred. The conditions for each event are listed below for the Confederate and Union player.

[31.10] CONFEDERATE PLAYER RANDOM EVENTS

CONFEDERATE RANDOM EVENTS CHART		
Die Roll	Event	Description
2	Torpedo in the James River	If the indicated units have entered the game map then this event has no effect. If this event has already occurred then this even has no effect.
3	Brigadier General Gregg Rides To New Market Heights	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
4	Union Sniper Fire	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
5	Fort Harrison Falls	Prior to the 7:20 am Game Turn this event is ignored. Once this event occurs it remains in effect for the remainder of the game. If the Fort Harrison Threat event has not yet occurred then it is triggered by this event as well.
6	VA Reserves Reinforcements Halt	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
7	Fort Harrison Threat	Prior to 6:00 am Game Turn this event is

8		ignored. Once this event occurs it remains in effect for the remainder of the game turn.
9	Georgia Brigade Reinforcements Double Time	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
10	No Effect	No Effect
11	No Effect	No Effect
12	Georgia Brigade Reinforcements Halt	This event is active for the current turn. This event may be repeated any number of turns throughout the game.

[31.11] **Fort Harrison Threat event:** All Confederate reinforcements that have not yet arrived on the game map are cancelled for the remainder of the game.

[31.12] **Fort Harrison Falls event:** Ammunition Supply rules now apply to all Confederate forces.

[31.13] **Torpedo in the James River event:** If the 4th USCT, 6th USCT or the 22nd USCT have not yet entered the game map as reinforcements then select one of these regiments at random and remove it permanently from play. This loss does not apply to BCE nor to victory conditions.

[31.14] **Union Sniper Fire event:** If there is a Union Infantry or Dismounted Cavalry unit in a Woods hex or a hex with a Chapel or Building that is within range and has a Line-of-site to a Confederate Leader (i.e. Commander or Officer) then for each such Leader roll on the Leader Casualty Table under the Small-Arms Fire column and apply the result, if any, to that leader.

[31.15] **VA Reserves Reinforcements Halt event:** If the 2nd VA Reserves Battalion is scheduled as reinforcements on the Game Turn Track immediately delay their arrival by one (1) turn (i.e. 20 minutes).

[31.16] **Georgia Brigade Reinforcements Halt event:** If any portion of the Georgia Brigade is scheduled as reinforcements on the Game Turn Track immediately delay their arrival by one (1) turn (i.e. 20 minutes). For this event the Georgia Brigade includes: Colonel DuBose, 2nd Georgia, 15th Georgia, 17th Georgia and 20th Georgia Regiments.

[31.17] **Georgia Brigade Reinforcements Double Time event:** If any portion of the Georgia Brigade is scheduled as reinforcements on the Game Turn Track immediately accelerate their arrival by one (1) turn (i.e. 20 minutes). For this event the Georgia Brigade includes: Colonel DuBose, 2nd Georgia, 15th Georgia, 17th Georgia and 20th Georgia Regiments.

[31.18] **Brigadier General Gregg Rides To New Market Heights event:** If Brigadier General Gregg is scheduled as reinforcements on the Game Turn Track immediately accelerate his arrival by three (3) turns (i.e. 60 minutes).

[31.20] UNION PLAYER RANDOM EVENTS

UNION RANDOM EVENTS CHART		
Die Roll	Event	Description
2	B.G. Paine Falls Ill	Once this event occurs it remains in effect

		for the remainder of the game turn.
3	B.G. Paine Inactive	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
4	Confederate Sniper Fire	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
5	B.G. Terry Inactive	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
6	3 rd Division XVIII Corps Brigades Fall Prone	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
7	M.G. Butler Calls Command Conference	Prior to M.G. Butler entering the game map as reinforcement this event is ignored. Once this event occurs it remains in effect until the M.G. Butler Returns to Jones Neck event occurs.
8	M.G. Butler Returns to Jones Neck	Prior to the Fort Harrison Falls event this event is ignored. Once this event occurs it remains in effect for the remainder of the game turn.
9	Col. W. Birney Inactive	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
10	B.G. Foster Inactive	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
11	37 th USCT Delayed	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
12	M.G. Birney Falls Ill	Once this event occurs it remains in effect for the remainder of the game turn.

[31.21] **Major General Butler Calls Command Conference** event: Major General Butler, Major General Birney, Brigadier General Kautz and 1/1st New York Mounted Rifles Provost unit must move towards the Grove House with at least ½ of their movement allowance until they arrive in that hex. If any of these leaders or units have not arrived as reinforcements on the game map then they are placed on the next Game Turn on the Game Turn Track as reinforcements. While the leaders and units are on the game map they will move towards the Grove House or remain there in a stack until Major General Butler returns to Jones Neck.

[31.22] **Major General Birney Falls Ill** event: M.G. Birney was suffering from Typhoid Fever and Dysentery at the time of this battle and got out of his sick bed to lead his Corps. Remove M.G. Birney as a casualty permanently.

[31.23] **Brigadier General Paine Falls Ill** event: B.G. Paine was suffering from Malaria at the time of this battle and got out of his sick bed to lead his division. Remove B.G. Paine as a casualty permanently.

[31.24] **Brigadier General Paine Inactive** event: The general may not use any Command Points this turn and all of the general's Brigades are **Out of Command** unless a Corps or Army commander can provide the command function. This event only effects the current turn. This event may recur. Remove the Inactive Marker at the end of the Union Rally Phase.

[31.25] **Brigadier General Terry Inactive** event: The general may not use any Command Points this turn and all of the general's Brigades are **Out of Command** unless a Corps or Army commander can provide the command function. This event only effects the current turn. This event may recur. Remove the Inactive Marker at the end of the Union Rally Phase.

[31.26] **Brigadier General Foster Inactive** event: The general may not use any Command Points this turn and all of the general's Brigades are **Out of Command** unless a Corps or Army commander can provide the command function. This event only effects the current turn. This event may recur. Remove the Inactive Marker at the end of the Union Rally Phase.

[31.27] **Col. W. Birney Inactive** event: The general may not use any Command Points this turn and all of the general's Brigade is **Out of Command** unless a Corps or Army commander can provide the command function. This event only effects the current turn. This event may recur. Remove the Inactive Marker at the end of the Union Rally Phase.

[31.28] **Major General Butler Returns to Jones Neck** event: The Major General Butler Calls Command Conference event is concluded and may not recur. Major General Butler and 1/1st New York Mounted Rifles Provost must move towards a Union Entry/Exit hex with at least ½ their movement allowance until they exit the game map. All other attendees may resume normal functions and movement.

[31.29] **Confederate Sniper Fire** event: If there is a Confederate Infantry or Dismounted Cavalry unit in a Woods hex or a hex with a Chapel or Building that is within range and has a Line-of-site to a Union Leader (i.e. Commander or Officer) then for each such Leader roll on the Leader Casualty Table under the Small-Arms Fire column and apply the result, if any, to that leader.

[31.31] **37th USCT Delayed**: If the 37th USCT has not yet entered the game map as reinforcements then immediately delay the regiments arrival by one (1) turn (i.e. 20 minutes). To indicate this delay, place the 37th USCT Regiment on the Game Turn Track on the new arrival time game turn.

[31.32] **3rd Division XVIII Corps Brigades Fall Prone** event: All units of the 3rd Division of the XVIII Corps within the Brigade Effectiveness Radius of their Brigade Officer who in turn is Out of Command and either a unit of that Brigade or the Brigade Leader are within range of Confederate small-arms or artillery are ordered to Fall Prone. Place a Prone marker on all such units.

[32.0] SET-UP

[32.1] CONFEDERATE SET-UP – FIRST

[32.11] 1st Rockridge Artillery Battery and Cavalry Detachment are placed in the field fortification hex 'RA'. The artillery is unlimbered. All units are encamped.

[32.12] Lt. Colonel Elliott's 25th Virginia Reserves are placed in the field fortification hex 'CR'. All units are encamped.

[32.13] Colonel Bass, 1st Texas, 3rd Arkansas, 4th Texas and 5th Texas within 3 hexes of 'TX', either in a field fortification hex or north of them. All units are encamped.

[32.14] Brigadier Gary, Hampton Legion, 24th Virginia Cavalry and 7th South Carolina Cavalry within 2 hexes of 'CV', either in a field fortification hex or north of them. All units are encamped.

[32.15] 3rd Richmond Howitzers Artillery Battery is placed in the field fortification hex 'RH'. The artillery is unlimbered. All units are encamped.

[32.16] All Texas brigade Pickets (i.e. one per regiment) and an equal number of Dummy Picket counters are placed within three hexes of the Kingsland Road and southwest of the Four Mile Creek inverted. One Picket may be placed on the Grover House hex. The Pickets must be placed in a Woods hex or a hex containing a Church or Building.

[32.17] 25th Virginia Reserves Picket and one Dummy Picket are placed between the Kingsland Road hexes and the Chevaux-de-Fris within 5 hexes of its parent unit and inverted. The Pickets must be placed in a Woods hex or a hex containing a Church or Building.

[32.18] All Cavalry brigade Pickets (i.e. one per regiment) and an equal number of Dummy Picket counters are placed within two hexes of the Kingsland Road and east of the Grover Road inverted. The Pickets must be placed in a Woods hex or a hex containing a Church or Building.

[32.2] UNION SET-UP – SECOND

[32.21] No Union Leaders or units are setup initially on the game map at the start of the game.

[33.0] REINFORCEMENTS

[33.11] Reinforcements arrive in column stretching down a road, trail or line of Field Fortifications (one behind the other) during the each Player's Movement Phase. The players should visualize the reinforcements as a string of units entering the map from a chain of hexes off-map, so that the first unit spends (for example) one Movement Point; the second, two Movement Points; the third, three and so forth.

[33.12] Reinforcements may enter at any point during the Player's Movement Phase. The order of arrive is also determined by the Player.

[33.13] Units entering the map as reinforcements are not subject to the limitations of leadership until the Game-Turn after which they enter the map.

[33.14] Per [23.5] HOW LEADERS ARE USED EXCEPTIONS, each reinforcement brigade arriving on the map in column formation on a Road, Trail or Bridge may have a Reinforcement Destination hex designated for it. This allows the brigade to continue to march to that destination hex until the first unit in the brigade arrives at the designated reinforcement destination hex. Each unit within that brigade that has sufficient MPs remaining may change formation and move normally.



[33.15] Once a unit has entered the map, it may move and attack just like any other unit already present on the map.

[33.16] If an entry hex is occupied by an enemy unit, the units scheduled to enter there are delayed a Game-Turn and then enter in either that hex, if clear of the enemy unit, or the closest unblocked hex. Should two hexes be equidistant, the player chooses which hex to use for entry.

[33.17] If there are more reinforcing units scheduled to arrive than can physically be entered onto the map

during a Game-Turn, the remaining off-map units are simply brought into play on the following Game-Turns.

[33.18] Reinforcements always enter in column (infantry), mounted (cavalry) and limbered (artillery) formation.

[33.2] CONFEDERATE REINFORCEMENTS

Historically, Brigadier General Gregg assumed that a Union attack would come up from Deep Bottom and the New Market Heights would be their first objective. Under that assumption he had arranged for the other units in his command but to the far right of the Field Fortifications to march to his aid once the attack was confirmed. Once the Confederate forces are Alerted the Confederate Reinforcements are placed on the Game Turn Track according to the entry schedule below.

[33.21] The following Confederate units may arrive as Reinforcements or be withdrawn due to Random events: Brigadier General Gregg, Lt. Colonel Guy's 2nd Virginia Reserve Battalion, Colonel DuBose, 2nd Georgia, 15th Georgia, 17th Georgia and 20th Georgia.

[33.22] All Confederate unit and leader reinforcements enter the game map at the "Field Fortification" entry hex on the northwest map.

[33.23] On the game turn in which the Confederate forces are alerted, place the following reinforcements on the Game Turn Track on the Game Turn in the future by the listed minutes below:

- 17th Georgia Regiment 40 minutes from the current Game Turn
- Brigadier General Gregg 80 minutes from the current Game Turn
- Colonel DuBose 80 minutes from the current Game Turn
- 2nd Georgia Regiment 80 minutes from the current Game Turn
- 15th Georgia Regiment 80 minutes from the current Game Turn
- 20th Georgia Regiment 80 minutes from the current Game Turn
- 2nd Virginia Reserve Battalion 120 minutes from the current Game Turn

[33.24] Each entering unit or leader may be delayed. On its scheduled entry turn roll a single die. On a die roll of 1 or 2 the unit or leader arrives as scheduled, place on the map. On a die roll of 3 or 4 the unit or leader is delayed by 20 minutes. On a die roll of 5 or 6 the unit or leader is delayed 40 minutes. If the unit or leader is delayed adjust its placement on the Game Turn Track accordingly.

[33.25] All reinforcements are cancelled when the XVIII Corps Fort Harrison Threat event occurs.

[33.26] [Optional] On the game turn in which the Confederate forces are alerted, place the following reinforcements on the Game Turn Track on the Game Turn in the future by the listed minutes below:

- 1st Virginia Light Artillery Bn 140 minutes from the current Game Turn
 - Lt. Colonel Hardaway (1st Virginia Light Artillery Bn.)
 - Powhatan Artillery
 - Salem Flying Artillery

[33.27] [Optional] The Confederate 1st Virginia Light Artillery Battalion Reinforcements enter the game map at the New Market Road entry hex on the northwest map.

[33.28] [Optional] The Confederate 1st Virginia Light Artillery Battalion Reinforcements are subject to delay and cancellation in the same way as all other Confederate reinforcements as described above.

[33.3] UNION REINFORCEMENTS

All Union units and leaders arrive as Reinforcements on either the Grover Road or the Deep Bottom Road at the south edge of the map.

[33.31] The time and entry hex of Union reinforcements are listed below:

Grover Road Reinforcements

4:00 am Grover Road Entry Hex: 3rd Division/XVIII Corps Divisional Sharpshooters and 2nd USCT Cavalry.

4:20 am Grover Road Entry Hex: B.G. Paine, Colonel Duncan, 4th USCT, 6th USCT.

4:40 am Grover Road Entry Hex: Colonel Draper, 5th USCT, 36th USCT, 38th USCT

5:00 am Grover Road Entry Hex: Colonel Holman, 1st USCT, 22nd USCT, 37th USCT.

6:00 am Grover Road Entry Hex: Brigadier General Foster, Colonel Daggett, 3rd NY, 112th NY, 117th NY, 142nd NY.

6:20 am Grover Road Entry Hex: Colonel Pennypacker, 47th NY, 76th PA, 97th PA, 48th NY.

6:40 am Grover Road Entry Hex: Colonel Bell, 13th IN, 4th NH, 115th NY, 169th NY, 9th ME.

7:00 am Grover Road Entry Hex: Major General Butler, 1/1 NY Mounted Rifles.

Deep Bottom Road Reinforcements

4:00 am Deep Bottom Entry Hex: Colonel Abbot, 7th CT, 3NH, 6th CT, 7th NH, 16th NY Heavy Artillery.

4:20 am Deep Bottom Entry Hex: Major General Birney, Brigadier General Terry, Colonel Pond, 39th IL, 62 OH, 67 OH, 85th PA.

4:40 am Deep Bottom Entry Hex: Colonel Plaisted, 10th CT, 11th ME, 1st ML Cavalry (dismounted), 100th NY, 24th MA.

5:00 am Deep Bottom Entry Hex: Colonel Birney, 29th CT, 7th USCT, 8th USCT, 9th USCT, 2/45th USCT.

5:20 am Deep Bottom Entry Hex: M/1st U.S. Artillery, F,I,K,L/4th MA Cavalry, E,H/4th MA Cavalry.

7:40 am Deep Bottom Road Entry Hex: Brigadier General Kautz, Colonel West, 3rd NY Cavalry, 5th PA Cavalry, 1/4th WI Artillery, 2/4th WI Artillery.

8:00 am Deep Bottom Road Entry Hex: Colonel Speer, 1st DC Bn Cavalry, 11th PA Cavalry, B/1st US Artillery.

[34.0] EXITING THE GAME MAP

Units and leaders may exit the game map at anytime within the restrictions outlined below.

[34.1 CONFEDERATE UNITS AND LEADERS EXITING THE GAME MAP

[34.11] Confederate units and leaders may exit the game map at any Confederate Entry/Exit hex or any hex on the game map edge within 3 hexes of a Confederate Entry/Exit hex.

[34.12] Confederate units and leaders may not return to the game map once they have exited the game map.

[34.13] Confederate units or leaders forced off the game map at any other location than described above are considered as casualties for Victory Point totals.

[34.2] UNION UNITS AND LEADERS EXITING THE GAME MAP

[34.21] Unit units and leaders may exit the game map at any western hex north of the Chevaux-de-frise or any northern hex within five (5) hexes of the Confederate Entry/Exit hex.

[34.22] Union units and leaders may not return to the game map once they have exited the game map.

[34.23] Major General Butler and 1/1st New York Mounted Rifles Provost unit may exit the game map at any Union Exit/Entry hex without penalty.

[34.24] Union units or leaders forced off the game map at any other location than described above are considered as casualties for Victory Point totals.

[35.0] VICTORY CONDITIONS

“Its Object – Is to surprise the Confederate forces in our front here, and, passing them, to get possession of the city of Richmond. Failing that, to make such serious and determined demonstration to that end as shall draw re-enforcements from the right of the enemy’s line in sufficient numbers so as to enable the Army of the Potomac to move upon the enemy’s communications near Petersburg.” Benj. F. Butler, Major-General Commanding.

The Brigades of Colonel DuBose and Brigadier General Gregg were able to withdraw from New Market Heights and hold Fort Gilmer and the Field Fortifications on either side of it. This stopped the Union advance to Richmond at the Intermediate Line of Field Fortifications.

[35.1] CONFEDERATE VICTORY POINTS

[35.11] Ten (10) Victory Points: At the end of the last game turn for each Union Brigade that has lost their Brigade Combat Effectiveness.

[35.12] Two (2) Victory Points: At the end of the last game turn for each Union Major General or Brigadier General removed from play as a casualty, routed off the game map or thru illness.

[35.13] Two (2) Victory Points: At the end of the last game turn for each Union Cavalry strength point lost or routed off the game map.

[35.14] Two (2) Victory Points: At the end of the last game turn for each Union Artillery strength point lost.

[35.15] Two (2) Victory Points: At the end of the last game turn for each Union Infantry strength point captured.

[35.16] One (1) Victory Point: At the beginning of each Confederate turn in which all Field Fortifications are occupied by Confederate combat units, or if vacant were last occupied by Confederate combat units or are have never been occupied by Union combat units.

[35.17] One (1) Victory Point: At the beginning of each Confederate turn for each Confederate Entry/Exit hex last occupied by a Confederate unit that is not in a Union Zone of Control or if never occupied by a Confederate unit then each Confederate Entry/Exit hex never occupied by a Union unit nor within its Zone of Control.

[35.18] One (1) Victory Point: At the end of the last game turn for each Union Infantry strength point lost as

or routed off the game map.

[35.2] UNION VICTORY POINTS

[35.21] Five (5) Victory Points for each Union Cavalry increment that exits the game map at a Confederate Entry/Exit hex.

[35.22] Two (2) Victory Points for each Union Artillery increment that exits the game map at a Confederate Entry/Exit hex.

[35.23] One (1) Victory Point for each Union Infantry increment that exits the game map at a Confederate Entry/Exit hex.

[35.24] Three (3) Victory Points: At the end of the last game turn for each Confederate Infantry or Cavalry strength point captured.

[35.25] Two (2) Victory Points: At the end of the last game turn for each Confederate Infantry or Cavalry strength point lost or routed off the game map.

[35.26] Two (2) Victory Points: At the end of the last game turn for each Confederate artillery strength point lost as a casualty or routed off the game map.

[35.27] One (1) Victory Point: At the end of the last game turn for each Confederate Picket lost as a casualty or routed off the game map.

[5.19] TERRAIN EFFECTS ON MOVEMENT

	Movement Allowance	Change Formation	Clear	Road	Trail	Woods	Stream	Run	River	Marsh	Slashing Abatis	Chevaux-de-fris	Field Fortification Hexsides	Up Slope	Down Slope	Up Severe Slope	Down Severe Slope
Inf. (Line)	6	2	1	OT	OT	2	-	+1	NP	2	3	+4	+1	+1	-	+2	+1
Dsmtd. Cav.	6	2	1	OT	OT	2	-	+1	NP	2	3	+4	+1	+1	-	+2	+1
Inf. (Column)	6	2	1	½	1	2	-	+1	NP	2	3	+4	+1	+1	-	+2	+1
Mounted Cav. (Line)	12	4	1	OT	OT	3	-	+1	NP	3	NP	NP	+2	+1	+1	+3	+2
Mounted Cav. (Column)	12	4	1	½	1	3	-	+1	NP	3	NP	NP	+2	+1	+1	+3	+2
Leaders	12	-	1	½	1	2	-	+1	NP	2	6	+6	+2	+1	-	+2	+1
Artillery, Wagons	12	4	2	1	2	4	+1	+2	NP	NP	NP	NP	+3 (1)	+1	+1	+3	+2
Inf. (Skirmish)	6	2	1	OT	OT	1	-	+1	NP	2	2	+2	+1	+1	-	+2	+1
(1) Artillery and Wagons may not enter an Encampment Hex																	

[8.18] STACKING RESTRICTIONS CHART

	Clear	Woods	Slashing Abatis	Chevaux-de-fris	Marsh	Field Fortification	Encampment	Field Fortification Artillery
Maximum number of units/Strength Points plus batteries*	3/12 + 2 batteries	2/8 + 1 battery	2/8	2/8	2/8	3/12 + 2 batteries	2/8	2/8 + 1 battery
Fire Strength per hexside (9.3)	4 + all artillery guns	4 OR all artillery guns	4	4	4	4	4	4 + all artillery guns
Maximum Melee Strength (12.7)	12	8	8	8	8	12	8	8

Explanation:

- The first row determines the maximum number of units which may occupy a hex at a given point and the maximum number of strength points the stack may contain.

* Batteries may stack freely up to the number listed for the hex type; however, each battery counts as one Strength Point for stacking.

[9.56] TERRAIN EFFECTS ON COMBAT CHART

Terrain Type	Cavalry Charge into or through	Blocks Line of Sight	Shift Fire Strength Column	Effects on Melee Strength
Clear	Yes	No	-	
Woods	No	Yes	1L	
Stream	Yes	No	-	
Marsh	No	No	-	Subtract 1 Each Attacking Unit Advancing from This Hex
Run	No	No	-	Subtract 1 (1) from Attacker
Slope	Yes	Yes (5)	-	
Severe Slope	No	Yes (5)	1L	Subtract 1 (1) From Attacker
Field Fortification, Encampment, Field Fortification Artillery (Hexside)	No	No	1L or 2L (6)(7)	Add 1 or 2 (2) to Defender
Slashing Abatis	No	No	-	Subtract 1 Each Attacking Unit or Stack Advancing from This Hex (3)
Chevaux-de-frise	No	No	-	Subtract 1 Each Attacking Unit Advancing from This Hex (4)
Terrain not listed above has no effect on combat.				
- Terrain has no effect.				
(1) A unit or stack of units that crosses a hexside to engage in melee has its strength reduced by the listed amount.				
(2) If all attackers are attacking through these hexsides then add two (2) SPs to the defender. If only some attackers are attacking through these hexsides then add one (1) SP to the defender.				
(3) For a unit or stack of units attacking from this hex subtract one (1) SP from the attacker.				
(4) For each unit attacking from this hex subtract one (1) SP from the attacking unit.				
(5) Slope and Severe Slope hexsides block Line of Sight if they are higher than either the firing or target hex and neither unit occupies the slope hex.				
(6) The column shift benefit for a Field Fortification only applies to Infantry, Dismounted Cavalry, unlimbered Artillery, Artillery Crews, Wagon Crews and Leaders occupying the Field Fortification or Encampment hex.				
(7) If all attackers are firing through these hexsides then there is a 2L column shift. If only some are through these hexsides then there is a 1L column shift.				

[9.25] RANGE EFFECTS CHART – SMALL ARMS AND ARTILLERY

Weapon Type	Max Range	1	2	3	4	5	6-8	9-15	16+
Small Arms									
R (Rifle)	5	2	1	1	½	½	-	-	-
BC (Breechloading Carbine i.e Sharps Carbine)	3	3	2	½	-	-	-	-	-
HR (Henry Rifle)	4	5	3	2	1	½	-	-	-
SR (Spencer Repeating Rifle)	5	4	3	2	1	½	-	-	-
BR (Breechloading Rifle i.e. Sharps Rifle)	5	3	2	2	1	½	-	-	-
P (Pistol)	1	1	-	-	-	-	-	-	-
Artillery									
N* (12-lb Smoothbore)	13	8	5	2	1	1	1	½	-
HA (12-lb Howitzer)	9	9	5	1	1	1	1	½	-
PA (10-lb Parrott)	26	4	3	2	2	2	2	1	½
TA (6-lb Rifle)	13	3	2	2	2	1	1	½	-
TB (3" Rifle)	20	3	2	2	2	2	1	1	½

[17.76] LEADER CASUALTY TABLE

	"K" Melee	Small-arms	Artillery	"C" Melee	"Rpls" Melee Or Sharpshooters
Wounded	6	5	3	-	2
Killed	2 or 12	2 or 12	-	-	12
Captured	-	-	-	2-4	-

Use two dice. The numbers listed are the numbers needed to be rolled on two dice in order for the listed result to apply

GAME TURN SEQUENCE OF PLAY	
1	Fog Determination Interphase
2	Union Player Turn
	A. Random Events
	B. Initial Command Phase
	C. Movement Phase
	D. Defensive Fire Phase
	E. Offensive Fire Phase
	F. Retreat Before Melee Phase
	G. Melee Phase
	H. Ammunition Resupply Phase
	I. Rally Phase and Fatigue Recovery Phase
	J. Final Command Phase
2	Confederate Player Turn
3	Game-Turn Record Interphase

[23.41] FOG AND NIGHT TURN EFFECTS SUMMARY TABLE

	Fog	Night	Dawn
Hexes Affected	Marsh, Run, River hexes and all hexes adjacent to these and Stream hexesides.	All Hexes	All Hexes
Line-of-Site Restrictions	Cannot Trace Thru Fog Obstructed Hex	2 hexes	-
Small-Arms Maximum Range	-	1 hex	-
Small Arms Fire Column Shift	1L over two hexes	-	1L over two hexes
Artillery Range	-	2 hexes	-
Artillery Column Shift	1L	-	1L
Officer Brigade Effectiveness Radius	-1	-1	-
Commander Division Integrity Radius	-1	-1	-
Commander Command Point Leader Benefit	-	Must Be Stacked With Leader	-
Routed Units Rally?	-	No	-
Subject to "Getting Lost"?	Non-Road Movement	-	-
Road Movement Range	1 MP Per Fog Obstructed Road Hex	Full MPs	-
Non-Road Movement Infantry or Dismounted Cavalry	+1 for each Fog Obstructed non-Road Hex entered	1/3 rd Remaining MPs	-
Non-Road Movement Mounted Cavalry, Limbered Artillery, Leaders, Wagons	+2 for each Fog Obstructed non-Road Hex entered	1/3 rd Remaining MPs	-

CONFEDERATE ORDER OF BATTLE ROSTER

Recommended symbols to be used to indicate losses are a) a **Solid Square** for each Strength Point/Gun eliminated and leader removed permanently from play, b) an “X” thru the box for each Strength Point/Gun or leader captured and c) a “/” for each Leader wounded.

FIELD’S DIVISION – NEW MARKET LINE

Designation

Brigade Combat Effectiveness Limit

Gregg ☐

Bass ☐ Texas Brigade

6 of 11 ☐☐☐☐☐☐ | ☐☐☐☐

Repl ☐

DuBose ☐ Georgia Brigade

5 of 8 ☐☐☐☐☐ | ☐☐☐

Repl ☐

INDEPENDENT CAVALRY BRIGADE

Designation

Brigade Combat Effectiveness Limit

Gary ☐ Gary’s Cavalry Brigade

7 of 12 ☐☐☐☐☐☐☐ | ☐☐☐☐☐

Repl ☐

INDEPENDENT

Designation

Strength

Cavalry Detachment

☐

2nd VA Res

☐☐☐

25th VA Res

☐☐☐

ARTILLERY

Designation

Strength

1st Rockridge Artillery

PA ☐☐☐☐☐

3rd Richmond Howitzers

PA ☐☐

Powhatan Artillery

TB ☐☐☐☐

A/ Salem Flying Artillery

TB ☐☐

B/ Salem Flying Artillery

N ☐☐

UNION ORDER OF BATTLE ROSTER

Recommended symbols to be used to indicate losses are a) a **Solid Square** for each Strength Point/Gun eliminated and leader removed permanently from play, b) an “X” thru the box for each Strength Point/Gun or leader captured and c) a “/” for each Leader wounded.

ARMY OF THE JAMES

Designation

Strength

Butler ☐

PROVOST CAVALRY: 1st NY Mounted Rifles ☐

X CORPS

Designation

Strength

Birney ☐

X CORPS CAVALRY: F,I,K,L/4th MA ☐

1st DIVISION

Designation

Brigade Combat Effectiveness Limit

Terry ☐

Pond ☐ 1st Brigade 6 of 12 ☐☐☐☐☐☐ | ☐☐☐☐

Repl ☐

Abbot ☐ 2nd Brigade 9 of 19 ☐☐☐☐☐☐☐☐ | ☐☐☐☐☐☐☐☐

Repl ☐

Plaisted ☐ 3rd Brigade 8 of 17 ☐☐☐☐☐☐☐☐ | ☐☐☐☐☐☐☐☐

Repl ☐

2nd DIVISION

Designation

Brigade Combat Effectiveness Limit

Foster ☐

Daggett ☐ 1st Brigade 5 of 10 ☐☐☐☐☐ | ☐☐☐☐

Repl ☐

Pennypacker ☐ 2nd Brigade 4 of 8 ☐☐☐☐ | ☐☐☐☐

Repl ☐

Bell ☐ 3rd Brigade 5 of 10 ☐☐☐☐☐ | ☐☐☐☐

Repl ☐

3rd DIVISION

Designation

Brigade Combat Effectiveness Limit

W. Birney ☐ 1st Brigade

7 of 17 ☐☐☐☐☐☐ | ☐☐☐☐☐☐☐☐

Repl ☐

ATTACHED DIVISION (3rd DIVISION/XVIII CORPS)

Designation

Brigade Combat Effectiveness Limit

Paine ☐

Holman ☐ 1st Brigade

5 of 16 ☐☐☐☐☐ | ☐☐☐☐☐☐☐☐☐☐

Repl ☐

Draper ☐ 2nd Brigade

4 of 13 ☐☐☐☐ | ☐☐☐☐☐☐☐☐

Repl ☐

Duncan ☐ 3rd Brigade

4 of 8 ☐☐☐☐ | ☐☐☐☐

Repl ☐

Designation

Strength

DIVISIONAL CAVALRY: E,H/4th MA ☐☐

UNBRIGADED INFANTRY:

Div. S.S. ☐☐

2nd USCC ☐☐☐

X CORPS ARTILLERY BRIGADE

Designation

Strength

Jackson ☐

1/1st CN TA ☐☐☐☐☐☐

D/4th NJ N ☐☐☐☐☐☐

E/5th NJ N ☐☐☐☐☐☐

F/1st PA N ☐☐☐☐

C/3rd RI HV HA ☐☐

C/3rd RI HV TB ☐☐☐☐

D/1st U.S. N ☐☐☐☐☐☐

E/3rd U.S. N ☐☐☐☐☐☐

D/4th U.S. TB☐☐☐☐☐☐☐

M/1st U.S. N ☐☐☐☐

CAVALRY DIVISION

Designation Brigade Combat Effectiveness Limit

Kautz ☐

West ☐ 1st Brigade 4 of 10 ☐☐☐☐ | ☐☐☐☐☐

Repl ☐

Spear ☐ 1st Brigade 2 of 6 ☐☐ | ☐☐☐☐

Repl ☐

CAVALRY DIVISION HORSE ARTILLERY

Designation Strength

1/4th WI TB ☐☐☐

2/4th WI TB☐☐☐

B/1st U.S. TB☐☐☐☐☐☐

[29.10] CONFEDERATE PLAYER RANDOM EVENTS

CONFEDERATE RANDOM EVENTS CHART		
Die Roll	Event	Description
2	Torpedo in the James River	If the indicated units have entered the game map then this event has no effect. If this event has already occurred then this even has no effect.
3	Brigadier General Gregg Rides To New Market Heights	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
4	Union Sniper Fire	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
5	Fort Harrison Falls	Prior to the 7:20 am Game Turn this event is ignored. Once this event occurs it remains in effect for the remainder of the game. If the Fort Harrison Threat event has not yet occurred then it is triggered by this event as well.
6	VA Reserves Reinforcements Halt	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
7	Fort Harrison Threat	Prior to 6:00 am Game Turn this event is ignored. Once this event occurs it remains in effect for the remainder of the game turn.
8		
9	Georgia Brigade Reinforcements Double Time	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
10	No Effect	No Effect
11	No Effect	No Effect
12	Georgia Brigade Reinforcements Halt	This event is active for the current turn. This event may be repeated any number of turns throughout the game.

[29.20] UNION PLAYER RANDOM EVENTS

UNION RANDOM EVENTS CHART		
Die Roll	Event	Description
2	B.G. Paine Falls Ill	Once this event occurs it remains in effect for the remainder of the game turn.
3	B.G. Paine Inactive	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
4	Confederate Sniper Fire	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
5	B.G. Terry Inactive	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
6	3 rd Division XVIII Corps Brigades Fall Prone	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
7	M.G. Butler Calls Command Conference	Prior to M.G. Butler entering the game map as reinforcement this event is ignored. Once this event occurs it remains in effect until the M.G. Butler Returns to Jones Neck event occurs.
8	M.G. Butler Returns to Jones Neck	Prior to the Fort Harrison Falls event this event is ignored. Once this event occurs it remains in effect for the remainder of the game turn.
9	Col. W. Birney Inactive	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
10	B.G. Foster Inactive	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
11	37 th USCT Delayed	This event is active for the current turn. This event may be repeated any number of turns throughout the game.
12	M.G. Birney Falls Ill	Once this event occurs it remains in effect for the remainder of the game turn.