

EXTENDED EXAMPLE OF PLAY.

The following acronyms are used throughout this example.

ACV = Adjusted Combat Value BCV = Base Combat Value FCV = Final Combat Value MPs = Movement Points d6 = Six-sided Dice

The Situation.

The following example relates to operations in the vicinity of Charlestown during Turns 4 and 5. It is based upon an actual play-test, albeit with one or two tweaks to highlight a few of the less straight-forward rules and to obviate the need to explain the impact of events in other parts of the theatre.

Remember that although you are given information regarding the Forces engaged on both sides, during actual game-play each player's Force Detail Boxes are out of sight of his opponent [Rule 5.0], so often a player is unsure as to the strength of the Forces opposing him.

It is the beginning of Turn 4. Having moved during Turns 1 - 3 in response to "initial orders", the Confederate Forces are advancing north through the Shenandoah Valley. After reaching Winchester and automatically eliminating the Union Depot, Confederate Force A has veered to the east and is advancing towards Charlestown, its initial destination. On Turn 3 it received a +1 MARKER, which became an ORDER MARKER at the end of the turn, superseding its INITIAL ORDER MARKER. Confederate Force B commanded by Lee, reached its initial destination (Front Royal) on Turn 3 so its INITIAL ORDER MARKER was removed. Like Force A, it received a +1 MARKER, which became an ORDER MARKER at the end of the turn. [See Rules 12.0, Parts II and IV for the mechanism whereby INITIAL ORDER MARKERS are removed and superseded.]

After being "blocked" by Confederate Force A on Turn 2 [Rule 12.0, Part V], on Turn 3 the Confederate Cavalry (Force E) also passed through Winchester and is moving towards its initial destination of Hancock.

In the meantime, during Turns 1 and 2 the Union player watched anxiously to see if he could discern the Confederate strategy. On Turn 2 he issued initial orders to his Forces, and on Turn 3 they began to move in accord with these.

Union Force H had a lucky escape on Turn 2. Heavy rain [a one (1) was rolled at the start of both Turns 1 and 2, Rule 10.0] prevented Confederate Force A reaching Winchester before Force H had a chance to move in response to its initial order. On Turn 3 it did so, retreating towards Harpers Ferry and a rendezvous with Union Force F whose initial order was for it to remain in situ. Union Force D is on its way north carrying out an initial order to move to Charlestown. There is a Union Depot on hex 1814 (Harpers Ferry).

So, at the beginning of Turn 4 the situation is as follows. (Confederate Forces B and E do not yet feature on the map extract.)

INITIAL POSITIONS

	Confederate Force "A" 	Union Force "D"
	Confederate Force "B" 	Union Force "F"
	Confederate Force "E" 	Union Force "H"

TURN 4

The Union player rolls 2d6. The result is "5" so Hooker remains in command of the Union Forces [Special Rule 14.1].

WEATHER [Rule 10.0]

Each player rolls a d6. One scores a one (1), but as a one (1) was not scored on Turn 3 the WEATHER MARKERS are on the "Sunny" boxes on the WEATHER TRACK and there is no rain this turn. Each player's WEATHER MARKER is moved to the "?" box [Rule 10.0].

ATTRITION and SUPPLY [Rule 11.0]**Rule 11.0, Part I**

FORAGE MARKERS have not been allocated to any of the Forces, and none is sufficiently large to suffer attrition.

Rule 11.0, Part II

The Union player takes the opportunity to place two (2) new Depots; bringing the total deployed to five (5), the maximum permitted. One (1) is placed on hex 2011 (Hagerstown), the other is placed outside the map extract.

Rule 11.0, Part III

None of the Confederate Forces are north of the River Potomac so they are unable to create baggage trains.

Rule 11.0, Part IV

All of the Union Forces are within six (6) MPs of a friendly depot (Harpers Ferry) so are in supply.
The Confederate Forces are south of the River Potomac so are automatically in supply.

MOVEMENT and COMBAT [Rule 12.0]**Rule 12.0, Part I**

The phase begins with players taking it in turns to move one (1) Force to which an INITIAL ORDER MARKER has been allocated.

The Union player begins the sequence. He moves Force H to Harpers Ferry.

With the arrival of Force H, Forces F and H merge at Harpers Ferry, retaining the designation "Force H" (owner's choice). Force F is removed from the FORCE DETAIL BOX and its sleigh is removed from the map. The FORCE DETAIL BOX of Force H is updated to reflect the reinforcements (see below). As neither commander is senior (both are Division Commanders) the player may decide which is removed from play ready to be re-used as and when required and which remains on the sleigh for Force H. The Force retains its INITIAL ORDER MARKER until Part IV, see below.

Note: the merger would not take place if Harpers Ferry had not been the initial destination of Force H or if Force F was carrying an Order Marker [Part V].

It is now the Confederate player's turn to move a Force carrying an INITIAL ORDER MARKER. He opts for Force E which moves to Hancock, its initial destination.

Next, the Union player moves Force D to Charlestown in accord with its initial order.

If there is a Confederate Force(s) elsewhere on the board with an INITIAL ORDER MARKER, it would move next, followed by the Union player moving a Force to which an INITIAL ORDER MARKER has been allocated and so on.

Rule 12.0, Part II

Once all of the initial orders have been carried out, players take it in turns to issue further orders to their Forces. The Confederate player begins the sequence.

He rolls 2d6 – blue positive and grey negative. The results are  and . He adds the positive score to his Command Bonus of four (4) [see COMMAND BONUS TRACK] and deducts the negative score: $4+4-3 = 5$. The result of plus five (5) is equal or greater than zero (0) so he is able to issue an order to one (1) of his Forces.

Orders emanate from Army Commanders. Lee, the Confederate Army Commander, is accompanying Force B.

He issues the order to Force E. As Force E is between 6 - 12 hexes of the Army Commander, an ORDER MARKER cannot be allocated. The Force receives a +1 MARKER instead [see ORDER MARKER TABLE].

Note: as Force E is still carrying an INITIAL ORDER MARKER, an ORDER MARKER could not have been allocated to it. The Force would have received a +1 MARKER even if it had been within five (5) hexes of the Army Commander.

It is then the Union player's turn to attempt to issue a further order. He has a Command Bonus of three (3). He follows the same procedure as the Confederate player and he, too, has a result which is greater than or equal to zero (0).

Hooker, the Union Army Commander, is outside the map extract; but we'll assume that he is within five (5) hexes of Forces D and H, both of which are still carrying INITIAL ORDER MARKERS.

Note: as these Forces are still carrying INITIAL ORDER MARKERS, ORDER MARKERS cannot be allocated to them even though they are within five (5) hexes of the Army Commander. +1 MARKERS must be issued instead.

He allocates a +1 MARKER to Force D.

It is now the Confederate player's turn to attempt to issue second further order. He follows the same procedure as before, only this time his Command Bonus is reduced by one (1) to three (3). The result is again greater than or equal to zero (0).

Note: players place COMMAND BONUS MARKERS upon the COMMAND BONUS TRACK printed adjacent to the game map to record the reduction in their Command Bonus as further orders are issued.

He allocates a +1 MARKER to a Force A.

Note: he is allowed to do this even though the Force is already carrying an ORDER MARKER. The Force would have had to split if it were to receive a second Order Marker [Part III].

The Union player is also successful in issuing a second further order. Anticipating that he will want Force H to hold Harpers Ferry for at least one turn, he allocates a +2 MARKER to Force H.

It is now the Confederate player's turn to attempt to issue third further order. This time he decides to issue an order to a Force accompa-

nied by an Army Commander: in this case, Force B accompanied by Lee. He can do this without satisfying the positive/negative dice test.

However, as Force B is already “carrying” an ORDER MARKER, the Force would have to split if it were to receive a second ORDER MARKER [Part III], so the player opts to allocate a +1 MARKER instead.

For the purposes of the example, we will assume that any other further orders issued during this phase were to Forces elsewhere on the map.

Rule 12.0, Part III

Players alternate moving one (1) Force to which and ORDER MARKER (not a +1 or +2 Marker) has been allocated.

The Union player begins the sequence. However, an ORDER MARKER has not been allocated to any of his Forces included in the example so, unless there is a Union Force elsewhere on the map to which an ORDER MARKER has been allocated, he is unable to move any Force.

It is now the Confederate player’s turn to move a Force. He removes the ORDER MARKER from Force A and moves this from hex 2216, via hex 2116, and attempts to enter Charlestown, occupied by Union Force D.

Combat occurs automatically when a moving Force attempts to enter a hex occupied by an enemy Force and is resolved before any further moves take place [Part V and Rule 12.3].

As the attacker, the Confederate player must declare how many d6 he will allocate to the combat. Force A is commanded by Ewell (four (4) stars), so may allocate a maximum of four (4) d6 [Rules 6.0 and 12.3].






The Confederate player decides to roll all four (4) as there is nothing to be gained by withholding part of his Force.



Union Force D is led by Pleasonton (also four (4) stars). It comprises cavalry only so, figuring that the Confederate Force is probably more powerful, the Union player seeks to avoid combat by declaring that Force D has no artillery or infantry [Special Rule 14.3.]. Unfortunately for the Union player, Confederate Force A contains a brigade of cavalry so his attempt to retreat without engaging fails.

With a sense of foreboding therefore the Union player also elects to roll 4d6.

The Confederate player achieves an aggregate score of eight (8) which means that only eight (8) of the brigades in Force A will participate. The Union player’s score is thirteen (13), so all six (6) cavalry brigades will take part.

Each player selects the brigades to participate in the combat and, having done so, uses FORCE STRENGTH MARKERS to record the appropriate numbers on his Army Battlefield. Each player then reveals his Army Battlefield [Rule 12.3].

The Confederate Force comprises x6 x1 x1 (x1 did not take part) all at full-strength, giving a BCV of eight (8). This is increased by four (4) because the Force includes artillery, cavalry and infantry, to give an ACV of twelve (12). The BCV of the participating brigades in Union Force D ()x6, all at full-strength), is six (6) [Rule 12.3].

Each player rolls 1d6: the Confederate player scores  giving a FCV of fourteen (14); the Union player rolls , giving a FCV of ten (10).
Note: had either player rolled a five or six (5 or 6) he would have been able to determine to which enemy brigade one or two (1 or 2) hits are allocated [Rule 12.3.1].

The Confederates have won the combat by four (4). As they had more than four (+4) brigades participating in the combat, (4) is the maximum number of hits which they are able to inflict upon Union Force D [Rule 12.3.1].

The Union player allocates one (1) hit to each of four (4) brigades as a result of which they become “weakened”.

Although no brigades were eliminated during this combat, ELIMINATION MARKERS are provided to enable players to record the number of eliminated units on the TURN TRACK/DISCRETIONARY DICE ROLL TRACK [Rule 9.0].

Half the number of hits which the winning Confederate Force actually inflicted upon Union Force D is two (2). As the Union Force comprised at least two (+2) brigades, this equates to the number of hits suffered by Confederate Force. The Confederate player allocates one (1) each to two (2) infantry brigades, thereby weakening each.

Both players update their FORCE DETAIL BOXES to reflect these casualties [Rule 12.3.1], and place COMBAT MARKERS on the two (2) Forces which engaged [Rule 12.3].

Because the difference of four (4) between the FCVs is in the range three to eight (3 to 8), Rule 12.3.2.b applies; the surviving brigades in Union Force D must retreat. The Union player moves them to hex 2014.

Note: retreating Forces cannot move adjacent to an enemy Force, or cross a river other than via a bridge or ferry.

Note: had the Confederate Force won the combat by eight (8+) or more, instead of by four (4), Rule 12.3.2.c would have applied. This would have meant that:

(i) the Confederate player selects the destination hex of the retreating Force.

(ii) Losing artillery brigades are eliminated.

(iii) No hits are allocated to the victorious Force, and a COMBAT MARKER is not allocated to it.

(iv) Any Confederate Force which advanced into the vacated hex has the option to mount another attack immediately (that is, before the alternating movement procedure re-commenced) if there was an enemy Force on an adjacent hex.

Note: By virtue of Part I, point c), having lost a combat, the INITIAL ORDER MARKER will be removed from Union Force D during Part IV. However, as the Force had arrived at Charlestown in accord with its initial order, the INITIAL ORDER MARKER would be removed anyway during Part IV.

and MOVEMENT ALLOWANCE TABLE].

As none of the Forces in the example are carrying FORAGE MARKERS, the heavy rain will not effect rates of attrition [see Rule 10.0 and the ATTRITION TABLE].

ATTRITION and SUPPLY [Rule 11.0]

Rule 11.0, Part I

FORAGE MARKERS have not been allocated to any of the Forces on the map extract, and none is sufficiently large to suffer attrition.

Rule 11.0, Part II

The Union player has already deployed the maximum of five (5) permitted DEPOT COUNTERS. He does not wish to remove any, so no action is required.

Rule 11.0, Part III

The only Confederate Force north of the River Potomac is Force E on hex 2410 (Hancock). Because it is no longer carrying an INITIAL ORDER MARKER, the "normal" supply rules apply and the Force depletes the town (a DEPLETED MARKER is placed upon it) and creates a BAGGAGE TRAIN COUNTER. The Confederate player opts to "flip" the counter to its reverse side.

Rule 11.0, Part IV

Note: because of the heavy rain, the normal limit of six (6) MPs between a Union Force and a friendly PSS or depot is reduced by one (1).

Only Union Force H is within five (5) MPs of a DEPOT COUNTER. Indeed, it is co-located with the counter at Harpers Ferry.

Union Force D cannot be supplied from the depot at Harpers Ferry as the proximity of Confederate Force A means that a route cannot be traced through hex 1915 [Part II, bp 2]. Because of the reduced MP limit, Force D cannot obtain its supplies via a route across the bridge at Shepherstown to the DEPOT COUNTER at Hagerstown.

So, a FORAGE MARKER is allocated to Force Union D. This means that during the Movement and Combat phase it suffers one (1) "hit" per each two (2) hexes moved and will not be able to force march.

Confederate Forces A and B are south of the River Potomac so are automatically in supply.

Confederate Force E has "just" depleted Hancock so it, too, is in supply.

MOVEMENT and COMBAT [Rule 12.0]

Rule 12.0, Part I

The phase begins with players taking it in turns to move one (1) Force to which an INITIAL ORDER MARKER has been allocated.



None of the Forces in the example still have INITIAL ORDER MARKERS allocated to them. We will assume for the purposes of the example that any movements under "initial orders" take place elsewhere on the map.

Rule 12.0, Part II

Players now alternate issuing one (1) "further order" to one (1) of their Forces, following the degrading order sequence described for Turn 4.

At the start of this process, apart from Union Force H, which is carrying a +1 MARKER, each Force on the map extract is carrying an ORDER MARKER brought forward from Turn 4.

The Confederate player takes the opportunity to allocate a second ORDER MARKER to Confederate Force E, so that the Force may split into two (2) with each new Force being able to move. Unfortunately, he was unable to issue any more orders because his second roll of

2d6 gave a result of  and . For the second roll, Lee's command bonus is reduced to three (3) so the overall result was minus one (-1) [3+1 - 5 = -1].

Rule 12.0, Part III

Players alternate moving one (1) Force to which an ORDER MARKER (not a +1 or +2 Marker) has been allocated.

The Union player begins the sequence.

Note: Force D is very vulnerable: badly mauled during the previous turn and carrying a FORAGE MARKER. Its options are limited as it cannot move into or through hex 1915 as this would entail moving directly from a hex adjacent to an enemy Force to another such hex. This is not permitted unless the second hex is a "combat hex" [see Rule 12.3], or is separated by a river without a crossing point, or is occupied by a friendly Force.

The Union player removes the ORDER MARKER from Force D and moves it (and its FORAGE MARKER) to hex 2114 (Shepherdstown).

Note: because Force D only moved one (1) hex it did not suffer any "hits" as a consequence of moving whilst carrying a FORAGE MARKER [Part V].

Note: even though the Force did not enter hex 2114 via a road, the fact that the hex contains a road is sufficient for it to be classed as a "road hex" so Rule 12.1 does not apply.

It is now the Confederate player's turn to action a further order.

He removes the ORDER MARKER from Force A and moves it, via hex 1915, to attack Union Force H on hex 1814.

Combat occurs automatically when a moving Force attempts to enter a hex occupied by an enemy Force and is resolved before any further moves take place [Part V and Rule 12.3].







As the attacker, the Confederate player must declare how many d6 he will allocate to the combat. Force A is commanded by Ewell, so may allocate a maximum of four (4) d6 [Rules 6.0 and 12.3].



The Confederate player decides to roll all four (4) as there is nothing to be gained by withholding part of his Force.

Union Force H is led by Pleasonton. The Union player also elects to roll four (4) d6.

The Confederate player achieves an aggregate score of ten (10) which means that all nine (9) of the brigades in Force A will participate. The Union player's score is twelve (12), so all six (6) brigades in Force H will take part.

Each player places FORCE STRENGTH MARKERS to record the appropriate numbers on his Army Battlefield, before revealing his Army Battlefield [Rule 12.3].

The Confederate Force comprises x5 x1 x1 at full-strength, plus x2 (weakened), giving a BCV of eight (8). This is increased by four (4) because the Force includes artillery, cavalry and infantry, to give an ACV of twelve (12). The BCV of the participating brigades in Union Force H (x5 x1, all at full-strength), is six (6). This is increased by two (2) as they are separated from the attackers by a crossing point and another two (2) because the Force includes artillery and infantry, giving an ACV of 10 (ten) [Rule 12.3].

Both players roll 1d6: the Confederate player scores  giving a FCV of sixteen (16); the Union player also rolls , giving a FCV of fourteen (14).

The Confederates have won the combat by two (2). As they had more than two (+2) brigades participating in the combat, two (2) is the maximum number of hits which they are able to inflict upon Union Force H [Rule 12.3.1].

The Union player allocates one (1) hit to each of two (2) infantry brigades which become "weakened".


Half the number of hits which the winning Confederate Force actually inflicted upon Union Force H is one (1). As the Union Force comprised at least one (+1) brigade, this equates to the number of hits suffered by Confederate Force. The hit is allocated to the artillery brigade, which becomes "weakened".

Both players update their FORCE DETAIL BOXES to reflect these casualties [Rule 12.3.1], and place COMBAT MARKERS on the two (2) Forces which engaged [Rule 12.3].

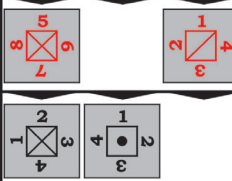
Although no brigades were eliminated during this combat, ELIMINATION MARKERS are provided to enable players to record the number of eliminated units on the TURN TRACK/DISCRETIONARY DICE ROLL TRACK [Rule 9.0].

Because the difference between the two (2) FCVs is only two (2) Rule 12.3.2.a applies. The attacking Force remains on the pre-attack hex (1915) and the losing Force remains on the combat hex. The Union has held Harpers Ferry ... for now!

POSITIONS AFTER ATTACK ON HARPERS FERRY

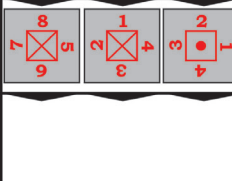


Confederate Force "A"



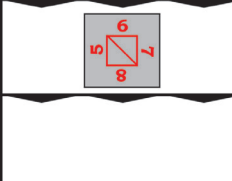
Ewell

Confederate Force "B"



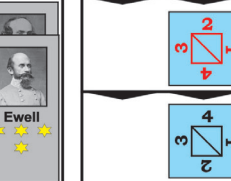
R. E. Lee

Confederate Force "E"




J. E. B. Stuart

Union Force "D"



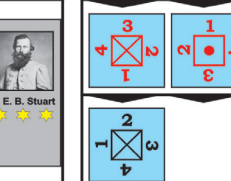
Buford

Union Force "F"



Commanders

Union Force "H"








Pleasanton

Following the combat, the alternating movement sequence recommences. It is now the Union player's turn. No Union Force on the map extract is carrying an ORDER MARKER, so we will assume that he opts to move a Force elsewhere on the map.



It is now the Confederate player's turn.

6

Note: had it not been for the reduction in MPs occasioned by the heavy rain, it would have been possible for Force B to leave its x2 in situ (by creating a new Force commanded by Pickett) and move the x9 five (5) hexes "through" Force A to mount a second attack on Harpers Ferry. However, because of the rain the infantry could only reach Harpers Ferry by force marching. Brigades which force march cannot mount attacks [Rule 12.0, Part V].

So he opts to reinforce Force A, in readiness for an attack upon Harpers Ferry during the following turn. The ORDER MARKER is removed from Force B and x6 x2 are moved to 1915. Lee accompanies them and, as senior commander, his counter replaces that of Ewell on the sleigh for Force A. The x2 were force marched so a FATIGUED MARKER is placed on Force A as the Force now contains brigades which have force marched.

x3 were left in situ (hex 2316) under the command of Pickett whose counter replaces that of Lee on the sleigh for Force B.

Note: in strictness, it is necessary to create a new FORCE SLEIGH and populate a corresponding FORCE DETAIL BOX for the transfer of Lee and the x6 x2. However, provided such a sleigh is available (the move could not be made if no sleigh is available, Rule 3.0) there is no need to do so as the transfer is completed "within a single move".

The Confederate player updates his FORCE DETAIL BOXES.

It is now the Union player's turn. No Union Force on the map extract is carrying an ORDER MARKER, so we will assume that any Union Force with such a MARKER is elsewhere on the map.

The Confederate player has allocated two ORDER MARKERS to Force E. This means that he must split the Force [Part III].

He removes one of the ORDER MARKERS and brings a new sleigh onto the map (Force F), allocates a division commander, and moves this to hex 2011 (Hagerstown) where it automatically eliminates the Union depot there [Rule 11.0, Part II].

Note: Force E could not have been split if a sleigh and commander had not been available [Rules 3.0 and 6.0].

It is now the Union player's turn. No Union Force on the map extract is carrying an ORDER MARKER, so we will assume that any Union Force with such a MARKER is elsewhere on the map.

The only ORDER MARKER remaining on the map extract is with Confederate Force E, commanded by J.E.B. Stuart. This advances off the northern edge of the map extract to continue its raid upon Northern towns and cities.

Finally, once the movement of Forces is completed the Confederate player may move any BAGGAGE TRAIN COUNTERS which have been "flipped". In heavy rain such counters can only move two (2) hexes. He moves the BAGGAGE TRAIN COUNTER from Hancock to hex 2312.

Rule 12.0, Part IV

All COMBAT and FATIGUED MARKERS are removed from the map. So, a COMBAT MARKER is removed from Union Force H; and, a COMBAT and FATIGUED MARKERS from Confederate Force A.

FORAGE MARKERS are removed from any Forces to which supply has been reinstated. Because Confederate Force F eliminated the Union depot at Hagerstown, Union Force D is still out of supply, so the FORAGE MARKER remains on hex 2114. Next turn, Confederate Force F will have the option to allocate a baggage train [Rule 11.0, Part III] and Union Force D will be subject to attrition [Rule 11.0, Part I].

Next, players exchange the MARKERS which have been allocated to their Forces: +2 MARKERS for +1 MARKERS, +1 MARKERS for ORDER MARKERS.

So, the +1 MARKER on Union Force H is exchanged for an ORDER MARKER.

Allocating the +2 MARKER to Force H on Turn 4 was a shrewd move by the Union player. It ensures that having held up Confederate Force A during Turn 5, Force H will be able to retreat at the start of Turn 6. Thus it will avoid having to engage the newly reinforced Confederate Force A.

Finally, INITIAL ORDER MARKERS are removed from Forces which have reached their initial destination; or, to which an ORDER MARKER has just been allocated; or, which merged with a Force no longer moving in response to its initial order; or which lost a combat [Part I, a) – d)].

None of the Forces on the extract are carrying Initial Order Markers so no action is required.

COMMANDER MOVEMENT [Rule 13.0]

Commanders are able to move independently of Forces during the final phase of the Turn, even if they have accompanied forces during the MOVEMENT AND COMBAT phase. They have an allowance of eleven (11) MPs.

None of the commanders on the map extract exercise the option to move.

So, the position at the end of Turn 5 is as follows.

FINAL POSITIONS

Confederate Force "A"

7 8 9	3 2 1	2 1 4
4 3 1	1 2 3	4 1 2

R. E. Lee
★★★★

Union Force "D"

3 2 1
4 1 2

Buford
★★★★

Confederate Force "B"

4 3 1

Pickett
★★★★

Union Force "F"

Commanders

Confederate Force "E"

1 4 3

J. E. B. Stuart
★★★★

Union Force "H"

4 3 1	2 1 4
1 2 3	4

Pleasanton
★★★★

Confederate Force "F"

3 2 1
4

McLaws
★★★★

SUMMARY

As explained at the outset, the foregoing example is based upon an actual play-test, albeit with one or two tweaks for simplification and to highlight a few of the less straight-forward rules.

The position is quite nicely balanced. The Confederate player has achieved his principal aim of moving troops across the Potomac and these have already started to raid northern towns. In the actual play-test, by now other Confederate Forces had appeared on the south of the extract. These were rapidly moving north through the Shenandoah Valley to exploit the success of the Forces which had already reached or crossed the river.

The Union player also has reason to be satisfied with the situation. The relatively small Union Forces defending the western part of the Potomac have managed to remain largely intact, albeit the cavalry corps (Force D) has suffered some significant losses. To the east of the map extract, the main Union Forces have just started to move north in pursuit of the Confederates whilst shielding Washington and Baltimore.