

WILDERNESS COMBAT RESULTS TABLE

Probability ratio (Odds): Attacker's Strength (A) to Defender's Strength (D).

Die Roll	1 to 2	1 to 1	2 to 1	3 to 1	4 to 1	5 to 1	Die Roll
	A/D	A/D	A/D	A/D	A/D	A/D	
1	1/2	1/2	2/4	1/3	1/4	1/5	1
2	1/2	1/2	2/3	1/3	1/3	1/5	2
3	1/1	1/2	2/3	1/2	1/3	1/4	3
4	2/1	2/1	2/1	2/2	2/2	2/3	4
5	2/0	2/1	3/1	2/1	3/2	3/3	5
6	2/0	3/1	3/1	3/1	2/1	3/2	6
7	2/0	3/0	3/0	3/1	3/1	2/1	7

Die Roll	1 to 2	1 to 1	2 to 1	3 to 1	4 to 1	5 to 1	Die Roll
	A/D	A/D	A/D	A/D	A/D	A/D	
1	1/2	0/1	1/2	1/3	1/4	1/5	1
2	1/1	1/1	1/1	2/2	1/3	1/4	2
3	1/1	2/2	2/2	1/1	2/3	1/3	3
4	2/1	2/1	3/2	1/1	2/1	2/3	4
5	2/1	2/1	3/1	1/0	2/1	3/3	5
6	2/0	2/0	2/0	2/0	2/0	2/1	6
7	2/0	2/0	2/0	2/0	2/0	2/1	7

Die Roll	1 to 2	1 to 1	2 to 1	3 to 1	4 to 1	5 to 1	Die Roll
	A/D	A/D	A/D	A/D	A/D	A/D	
1	1/2	0/1	1/2	1/3	1/4	0/4	1
2	1/1	1/1	1/1	1/3	1/3	1/4	2
3	1/1	2/2	2/1	1/2	1/3	1/3	3
4	1/1	1/0	2/1	1/1	1/3	1/3	4
5	2/0	1/0	2/1	2/1	1/2	1/3	5
6	2/0	2/0	2/0	1/0	1/1	1/2	6
7	3/0	2/0	3/1	1/0	1/1	1/2	7

SUMMARY OF EFFECTS ON COMBAT STRENGTH

The Attacker is halved when:
making a Hasty Attack;
attacking in an unsupplied condition.

The Defender is doubled when:
defending in a hex with Friendly
Fortification unit;
defending in a Mountain Pass hex.

The Defender is halved when:
attacked in an isolated
condition;
attacked while entrained.

"One" is added to the die roll result when:
all attacking units attack across a river;
and/or defender is entrenched.

When defender is entrenched,
attacker's losses are doubled.

A unit may never be affected by more than one
of the reductions of Combat Strength; thus a
unit which is both unsupplied and making a
Hasty Attack is *not* quartered; rather its
Combat Strength is reduced to one-half of the
normal.

Similarly, a unit may never be affected by more
than one of the increases in Combat Strength.

EXPLANATION OF RESULTS

0,1,2,3,4,5 = this number represents the number of Combat Points lost by the Player indicated. This number is used to reduce the available attacking or defending Combat Strengths. If the Defender is completely eliminated by this loss, the attacker may advance any of his attacking units into the vacated hex. The defender may split his losses among Combat and Fortification units in any manner desired. See Unit Reduction rules for a more detailed explanation. All losses are taken in printed Combat Points, i.e., unadjusted by the effects taken into account for the combat odds purposes.

How to use the Combat Results Table

In effect there are three different Combat Results Tables, and the decision of which one to employ is based on the Defender's Combat Strength. This is the strength of the total defending units, unadjusted for any terrain effects, or other changes in Combat Strength. Thus a Combat unit with a Combat Strength of "4" in a Fortification unit with a strength of "3" would be attacked on the "5-8" Combat Strength Combat Results Table, although it would defend with an adjusted Combat Strength of "11."

After deciding which Combat Results Table is to be used, the Players must compute the adjusted attacking and defending Combat Strengths. These adjustments are summarized on the *Effects on Combat Strength Chart*. Then the combat odds, i.e., the ratio of adjusted Attacking and Defending Combat Strengths, must be computed. The odds are always rounded down to the advantage of the defender. Thus a ratio of 29 to 6, or 4.83 to 1, would be rounded down to 4 to 1. Then the die is rolled, and any effects from the Terrain Effects Chart are used to adjust this result. Then it is cross-indexed with the appropriate odds column on the correct Combat Results Table, and the combat result is read and applied.

All combat results are applied immediately, before resolving any other combats.

Advance after combat may *not* be made by defending units that have completely destroyed their attackers.

Dummy counters may never be attacked; as soon as their identity is revealed, they are removed from the map.

Attacks involving odds worse than 1 to 2 cannot occur, except Hasty Attacks. Hasty Attacks involving odds of less than 1-2 automatically result in the loss of one Attacking Strength Point and no Defending losses. Attacks at odds greater than 5-1 are considered to be 5-1.

The WILDERNESS Campaign

LEE vs. GRANT

CAVALRY COMBAT RESULTS CHART

CAVALRY COMBAT PROCEDURE

Assign each cavalry unit a Combat Strength of "one." Compare the number of attacking cavalry Strength Points with the number of defending cavalry Strength Points, computing the odds and adjusting for Terrain Effects. Note that cavalry combat *cannot* occur if infantry is in the same hex as the defending cavalry.

odds	1-3	1-2	1-1	2-1	3-1
	die roll	A/D	A/D	A/D	A/D
1	0/0	0/1	0/1	0/1	0/1
2	0/0	0/0	0/1	0/1	0/1
3	1/0	1/0	0/0	0/1	0/1
4	1/0	1/0	1/0	1/1	0/1
5	1/0	1/0	1/0	1/0	1/1
6	1/0	1/0	1/0	1/0	1/0

EXPLANATION OF RESULTS

The results as separated by a slash indicate combat results for the attacker/defender, in terms of cavalry units eliminated.

CAVALRY PROBE CHART

Procedure: Roll the die for each offensive or defensive cavalry Probe. Add "one" to the die roll if the Enemy being probed is entrenched. Add "two" to the die roll if a probed Enemy stack contains a face-up cavalry unit. Add "three" to the die roll if the Enemy stack contains a face-up cavalry unit and is entrenched.

die-roll	result
1-4	Probe is <i>successful</i> , turn all Enemy units in the probed hex face-up
5-6	Probe is <i>unsuccessful</i> , units remain as they are

SUPPLY EFFECTS CHART

	Supplied	Unsupplied	Isolated
Combat Strength (offensive)	Normal	Halved	0*
Combat Strength (defensive)	Normal	Normal	Halved
Movement Allowance	Normal	Halved	Halved

*isolated units may engage in Hasty Attacks.

How to Set Up And Play The Game

There are three basic games. The first concerns the May campaign from the time of the Wilderness to the Cold Harbor action. The second concerns the June campaign from Cold Harbor to the siege of Petersburg. There are several Scenarios modifying the May Game portraying events that did not occur, but could readily have occurred. The third game is actually a combination of the first two, and covers the whole period of the maneuver war in the Eastern Theatre in 1864.

Each Game is described in several parts. The Initial Forces give each Player the forces he receives, and where he can place them. Also described are the portion of the Turn Record/Reinforcement Track used for reinforcements and game length. The Initial Victory Points and Initial Control are given.

FORTIFICATION INITIAL PLACEMENT TABLE

UNION controlled, for all games:

hex	Initial Strength
Harper's Ferry	2
Washington Outer Defenses	2
Washington	5
Alexandria	3
Fort Monroe	5

CONFEDERATE controlled, for all games:

Richmond, northwest hex	5
Richmond, southeast hex	3
Petersburg	2

The location of the Fortification units is further indicated by the small, bold hexagons printed on the map. These symbols printed on the map are only set-up aids; when the Fortification unit is destroyed, that hex no longer has any of the properties of a Fortification.

SCENARIOS

GAME 1.0: MAY SCENARIOS: WILDERNESS TO COLD HARBOR

BASIC INITIAL FORCES PLACEMENT UNION FORCES

Within two hexes of Culpepper Court House:
12-6 (V), 12-6 (VI), 15-6 (III), Grant, three cavalry units.

At Warrington Junction:
10-6 (IX).

At Yorktown:
8-6 (XI).

At Fort Monroe:
8-6 (XVIII).

At Winchester:
5-6 (VIII).

In any of the above locations:
four Dummy counters.

CONFEDERATE FORCES

Within four hexes of Rapidan Station and south of the Rapidan River:

5-6 (Heth), 5-6 (Anderson), 4-6 (Rodes), 4-6 (Field), 4-6 (Wilcox), 3-6 (Mahone), Lee and Early leader counters.

At Mechanicsburg:
4-6 (Johnson), 4-6 (Ransom).

At Fredericksburg:
three cavalry units.

At Norfolk:
3-6 (Kershaw).

At Williamsburg:
3-6 (Pickett).

Within Richmond/Petersburg Command Control area:
4-6 (Hoke), 3-6 (Colquitt), 3-6 (Whiting).

In any of the above locations:
three Dummy counters.

GAME-LENGTH AND REINFORCEMENTS:
use Game-Turns 1 through 15 on the Turn Record/Reinforcement Track.

INITIAL CONTROL

Union: Washington, Winchester, Harper's Ferry.

Confederate: Richmond, Petersburg, Front Royal, Port Royal, Strasburg, Port Republic.

No Initial Victory Points for either Player.

MAY OPTIONAL "WHAT IF" SCENARIOS

Scenario 1.1:

Western Theater Emphasized.

Change the following Initial Forces:
Union: delete the 10-6 at Warrington Junction; reduce the 8-6's at Yorktown and Fort Monroe to 4-6's.

Confederate: delete both 4-6's from Mechanicsburg and the 3-6 at Williamsburg.

Scenario 1.2:

Reduced Coastal Operations against Confederacy.

Change the following Initial Forces:
UNION: add two 8-6's, placed initially in Washington.

CONFEDERATE: add two 5-6's in Richmond/Petersburg Control Area.

Scenario 1.3:

Poorer Union Reconnaissance.

Add the following to the Confederate Initial Forces, at any of the given placement hexes or areas: four additional Dummy counters.

Scenario 1.4:

Greater Northern Riots and Unrest.

Change the following in the usual Victory Conditions:
The Confederate Player receives two Victory Points for each of the first seven Union Strength Points eliminated, and five Victory Points for every additional Strength Point.

Scenario 1.5:

Faster Confederate Slave Mobilization.

Modify the Reinforcements so that the Confederate Player receives two Reinforcement Strength Points instead of one, when indicated. The North begins the game with fifty Victory Points; this is in addition to the normal Victory Points received in the course of the game.

Scenario 1.6:

More emphasis on Shenandoah Valley Operations.

Change the following in the initial Placement:
UNION: substitute a 10-6 for the 5-6 beginning at Winchester.

CONFEDERATE: add a 3-6 at New Market.

GAME 2.0: JUNE SCENARIO: COLD HARBOR TO PETERSBURG.

BASIC INITIAL FORCES PLACEMENT UNION FORCES

Within two hexes of Cold Harbor, east of the row of hexes running northwest-southeast through Cold Harbor:

10-6 (V), 10-6 (VI), 13-6 (III), 8-6 (IX), 7-6 (XI), three cavalry units, Grant.

At Bermuda Hundred:
5-6 (XVIII)

Within three hexes of Winchester:
3-6 (VIII)

In any of the above places:
four dummy counters.

CONFEDERATE FORCES:

Within three hexes of Charlottesville:
2-6 (Valley), Early, one cavalry.

At Petersburg:
3-6 (Whiting).

At Richmond:
3-6 (Kershaw).

Adjacent to Bermuda Hundred hex:
3-6 (Colquitt).

Within two hexes of Cold Harbor, in or west of northwest-southeast row of hexes including Cold Harbor:

4-6 (Heth), 4-6 (Anderson), 4-6 (Hoke), 3-6 (Rodes), 3-6 (Field), 3-6 (Wilcox), 3-6 (Johnson), 3-6 (Ransom), 2-6 (Mahone), 3-6 (Pickett), two cavalry units.

In any of the above Places:
three Dummy counters.

GAME LENGTH AND REINFORCEMENTS:
use Turn Record/Reinforcement Track for Game-Turns 16 through 30.

INITIAL CONTROL

Union: Washington, Harper's Ferry, Winchester.

Confederate: Richmond, Petersburg, Front Royal, Port Royal, Strasburg, Port Republic.

INITIAL VICTORY POINTS

Union: 36 Victory Points.

Confederate: 160 Victory Points

GAME 3.0: CAMPAIGN GAME: WILDERNESS TO PETERSBURG.

INITIAL FORCES PLACEMENT:
same as in Game 1.

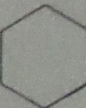


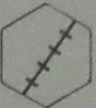
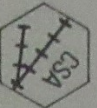

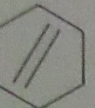
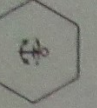
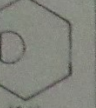
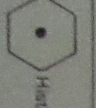
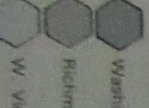
GAME LENGTH AND REINFORCEMENTS:
use Turn Record/Reinforcement Track for Game-Turns 1 through 30.

Same Initial Control and Victory Points as Game 1.

Any of the Game 1 Scenarios (1.1 through 1.6) may be played in the Campaign Game version.



TERRAIN EFFECTS CHART

TERRAIN TYPE	MOVEMENT COSTS AND EFFECTS	COMBAT EFFECT WHEN DEFENDER IS IN HEXAGON
 Clear Terrain	1 Movement Point to enter	none
 River hex-sidles	1 additional Movement Point	add 1 to the die roll if all Attacking units are separated from the Defender's hex by a river. Units may not make Hasty Attacks across rivers.
 Estuary	4 Movement Points to enter, Union only. See Movement, Case O. Confederate may not cross.	May not attack across. Units may not end their Movement Phase in an Estuary hex.
 Rail line	see Rail Movement Rule	none
 Rail head	see Rail Movement Rule	none
to entrain	2 additional Movement Points leaders nothing	entrained units have their Combat Strength halved if Attacked
to detrain	1 additional Movement Point; costs Leaders nothing	none
enter Enemy Zone of Control	2 additional Movement Points	none
leave Enemy Zone of Control	1 additional Movement Point	none
to entrench	1 additional Movement Point	add 1 to the die roll and double attacker's losses
 Mountain	may not enter	none
 Mountain Pass	1 Movement Point	double Defender's strength
 Port	see Sea Movement Rules	none
 Shenandoah Valley Supply Source	none	none
 Historical Locations	none	none
 Washington Security Zone Richmond Command Area W. Virginia/Maryland	see Command Control rules and Victory Points	see Command Control rules