### Wilderness Combat Results Table

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>1 to 2</th>
<th>1 to 1</th>
<th>2 to 1</th>
<th>3 to 1</th>
<th>4 to 1</th>
<th>5 to 1</th>
<th>1 to 2</th>
<th>1 to 1</th>
<th>2 to 1</th>
<th>3 to 1</th>
<th>4 to 1</th>
<th>5 to 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>A/D</td>
<td>1/2</td>
<td>1/2</td>
<td>2/4</td>
<td>1/3</td>
<td>1/4</td>
<td>1/5</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>1/2</td>
<td>1/2</td>
<td>2/3</td>
<td>1/3</td>
<td>1/4</td>
<td>1/5</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>1/1</td>
<td>1/2</td>
<td>2/3</td>
<td>1/2</td>
<td>1/3</td>
<td>1/4</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>2/1</td>
<td>2/1</td>
<td>2/1</td>
<td>2/2</td>
<td>2/3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>2/0</td>
<td>2/1</td>
<td>3/1</td>
<td>2/1</td>
<td>2/2</td>
<td>3/3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>2/0</td>
<td>3/1</td>
<td>3/1</td>
<td>3/1</td>
<td>2/1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>2/0</td>
<td>3/0</td>
<td>2/0</td>
<td>3/1</td>
<td>2/1</td>
<td>7</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### 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 units;
- 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.

### 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.

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>1 to 2</th>
<th>1 to 1</th>
<th>2 to 1</th>
<th>3 to 1</th>
<th>4 to 1</th>
<th>5 to 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>A/D</td>
<td>1/2</td>
<td>1/2</td>
<td>2/4</td>
<td>1/3</td>
<td>1/4</td>
<td>1/5</td>
</tr>
<tr>
<td>2</td>
<td>1/2</td>
<td>1/2</td>
<td>2/3</td>
<td>1/3</td>
<td>1/4</td>
<td>1/5</td>
</tr>
<tr>
<td>3</td>
<td>1/1</td>
<td>1/2</td>
<td>2/3</td>
<td>1/2</td>
<td>1/3</td>
<td>1/4</td>
</tr>
<tr>
<td>4</td>
<td>2/1</td>
<td>2/1</td>
<td>2/1</td>
<td>2/2</td>
<td>2/3</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>2/0</td>
<td>2/1</td>
<td>3/1</td>
<td>2/1</td>
<td>2/2</td>
<td>3/3</td>
</tr>
<tr>
<td>6</td>
<td>2/0</td>
<td>3/1</td>
<td>3/1</td>
<td>3/1</td>
<td>2/1</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>2/0</td>
<td>3/0</td>
<td>2/0</td>
<td>3/1</td>
<td>2/1</td>
<td>7</td>
</tr>
</tbody>
</table>

### Supply Effects Chart

<table>
<thead>
<tr>
<th></th>
<th>Supplied</th>
<th>Unsupplied</th>
<th>Isolated</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combat Strength</td>
<td>Normal</td>
<td>Halved</td>
<td>0*</td>
</tr>
<tr>
<td>Combat Strength</td>
<td>Normal</td>
<td>Normal</td>
<td>Halved</td>
</tr>
<tr>
<td>Movement Allowance</td>
<td>Normal</td>
<td>Halved</td>
<td>Halved</td>
</tr>
</tbody>
</table>

*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 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 Theater 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.

SCENARIOS

GAME 1.0: MAY SCENARIOS;
WILDERNESS TO COLD HARBOR

GAME 1.1: Western Theater Emphasized.

Scenario 1.1: Western Theater Emphasized.
Change the following Initial Forces:

- Union: delete the 10-6 at Warrington Junction;
- Confederate: delete both 4-6's from Mechanicsburg and the 3-6 at Williamsburg.

GAME 1.2: Reduced Coastal Operations against
Confederacy

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.

GAME 1.3: Poorer Union Reconnaissance.

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.

GAME 1.4: Greater Northern Riots and Unrest.

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.

GAME 1.5: Faster Confederate Slave Mobilization.

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.

GAME 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.

MAY OPTIONAL "WHAT IF" SCENARIOS

GAME 2.0: JUNE SCENARIO;
COLD HARBOR TO PETERSBURG

GAME 2.1: 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 (VI), 10-6 (VII), 13-6 (III), 8-6 (IX), 7-6 (X), three cavalry units, Grant.
- At Bermuda Hundred: 5-6 (XVIII)
- Within three hexes of Winchester: 3-6 (VIII)

GAME 2.2: Confederate Forces

- Within three hexes of Charlottesville: 2-6 (Valley), Early, one cavalry.
- At Petersburg: 3-6 (Whiting).
- At Richmond: 3-6 (Kershaw).

GAME 2.3: Adjacent to Bermuda Hundred hex: 3-6 (Colquitt).

GAME 2.4: Union Forces

- 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.

GAME 2.5: In any of the above Places:
Three Dummy counters.

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

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

GAME 3.0: CAMPAIGN GAME:
WILDERNESS TO PETERSBURG

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

INITIAL FORCES PLACEMENT:
Same as in Game 1.

GAMING 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.

FORTIFICATION INITIAL PLACEMENT TABLE

UNION controlled, for all games:

<table>
<thead>
<tr>
<th>hex</th>
<th>Initial Strength</th>
</tr>
</thead>
</table>
| Harper's Ferry | 2
| Washington Outer Defenses | 2
| Washington | 6
| Alexandria | 3
| Fort Monroe | 5

CONFEDERATE controlled, for all games:

<table>
<thead>
<tr>
<th>hex</th>
<th>Initial Strength</th>
</tr>
</thead>
</table>
| Richmond, northwest | 5
| Richmond, southeast | 3
| Petersburg | 2

The location of the Fortification units is further indicated by the small, bold hexagons printed on the map. These symbols indicate the thrusts on the map for any set-up aids; when the Fortification unit is destroyed, that hex no longer has any of the properties of a Fortification.
<table>
<thead>
<tr>
<th>TERRAIN TYPE</th>
<th>TERRAIN EFFECTS CHART</th>
<th>MOVEMENT COSTS</th>
<th>COMBAT EFFECTS</th>
<th>AVG HUMAN EFFECTIVENESS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear Terrain</td>
<td>Railhead</td>
<td>Rail line</td>
<td>Clear</td>
<td>Low</td>
</tr>
<tr>
<td>Rough timber</td>
<td>Escarpment</td>
<td>none</td>
<td>Rough timber</td>
<td>High</td>
</tr>
<tr>
<td>Mountain</td>
<td>Mountain Pass</td>
<td>Mountain</td>
<td>Mountain Pass</td>
<td>Medium</td>
</tr>
<tr>
<td>Historical Locations</td>
<td>see Command Control rules</td>
<td>see Movement Rules</td>
<td>Historical Locations</td>
<td>see Command Control rules</td>
</tr>
<tr>
<td>Washington Command Area</td>
<td>none</td>
<td>none</td>
<td>Washington Command Area</td>
<td>none</td>
</tr>
<tr>
<td>Riversides</td>
<td>Railhead</td>
<td>Rail line</td>
<td>Riversides</td>
<td>Medium</td>
</tr>
<tr>
<td>No Effect</td>
<td>railhead</td>
<td>Rail line</td>
<td>No Effect</td>
<td>No Effect</td>
</tr>
<tr>
<td>see Command Control rules</td>
<td>none</td>
<td>none</td>
<td>see Command Control rules</td>
<td>none</td>
</tr>
</tbody>
</table>

For other territories, refer to the Command Control rules and see Movement Rules.

Additional points to note:
- Movement costs are determined by terrain type.
- Combat effects vary based on terrain and command control rules.
- Average human effectiveness is indicated for each terrain type.