The Wilderness Campaign is an historical simulation of the conflict between Robert E. Lee's Confederate Army of Northern Virginia and Ulysses S. Grant's Union Army of the Potomac, from May 3 through July 1, 1864.

There are two historical scenarios that may be utilized. The initial stage of the actual campaign is portrayed in the May scenario, from the battle at the Wilderness to the battle at Cold Harbor. The June scenario portrays the campaign from Cold Harbor to the siege of Petersburg. Several optional scenarios permit the "what if?" possibilities of the campaign to be simulated.

GENERAL COURSE OF PLAY
The Wilderness Campaign is played in sequenced turns (called Game-Turns) during which Players move their units on the map, have combat and attempt to achieve certain objectives. Basically, the Union army is attempting to defeat the Confederate army in battle and capture Richmond, Petersburg, and Shenandoah Valley, and the vital rail lines connecting these cities with the rest of the South. The Confederate army is attempting to prevent the Union army from capturing these objectives, while inflicting maximum casualties on the Union army and threatening Washington, D.C. Given cities and rail lines on the map are worth a certain amount of Victory Points to each Player, as are casualties inflicted upon the opposing army. The Player who accumulates a greater total of these Victory Points wins the game.

HOW TO READ THE RULES
The rules have been organized into major categories of activity or effect. Each category has its basic meaning expressed in terms of a General Rule, implemented by means of a Procedure. The General Rule will often be modified and expanded by short, specific rules called Cases. Players should skim over the General Rule and Procedure sections first, and then return to read the detailing cases.

GAME EQUIPMENT
The Game Map: the 22" x 28" map sheet portrays the area of Northern Virginia and vicinity where the actual campaign took place. A hexagonal grid is printed on the map in order to regulate movement and position of the playing pieces.

The Playing Pieces: Two differently colored sets of playing pieces (henceforth known as units) are supplied. These units represent the actual forces controlled by each side in the original campaign. There are a number of different types of units; various markers are also supplied to record certain game functions. The playing pieces are distinguished by color, type, strength, and mobility, as represented by the various numbers and symbols on the face of each piece.

TYPICAL COMBAT UNITS

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<tr>
<th>Unit Symbol</th>
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Leader Counter

Lee

-10

NON-COMBAT MARKERS

- Entrained Marker

- Fortification Unit

- Dummy

- Entrenched Marker

It is highly recommended that the Players sort their units by type and color immediately after removing them from the sheet, and to keep them segregated in envelopes, baggies, etc. This greatly facilitates subsequent setting up and playing of the games.

Infantry units represent mobile organizations of men capable of engaging in combat with each other.

Cavalry units represent the reconnaissance arm of each army.

Leader units represent the command control.
vital to the performance of infantry and cavalry units.  

**Entrained markers** denote that a combat unit is entrained, i.e., it is moving by rail and has not yet detrained.  

**Fortification counters** represent immobile strong points; they may never move from the hex of their initial placement, as indicated on the Scenario Charts.  

**Dummy counters** simulate the effects of the poor intelligence common to both armies. They are considered to be small detachments of troops, or merely figments of the imagination. They function like real infantry units in many ways.  

**Entrenched markers** indicate that a particular unit has entrenched itself by expending Movement Points. This condition benefits the defender in the attack, and increases the attacker's losses.

**UNIT SIZES**  
XXX = Corp  
XX = Division  
X = Brigade

**CONFEDERATE UNIT ABBREVIATIONS**  
A = Anderson  
C = Colquitt  
F = Field  
He = Heth  
Ho = Hoke  
J = Johnson  
K = Kershaw  
M = Mahone  
P = Pickett  
R = Ransom  
Ro = Rodes  
V = Valley detachment  
Wh = Whiting  
Wi = Wilcox

Union unit abbreviations are expressed by the corps designation.

**Definition of Terms**  
**Combat Strength:** the Combat Strength of each combat unit indicates the basic offensive and defensive strength of each unit, and is composed of **Combat Strength Points.** Thus, a Combat unit with a Combat Strength of "8" has a basic offensive and defensive Strength equal to eight Combat Points.  

**Movement Allowance:** the Movement Allowance for each unit is the basic number of hexes it can move during each friendly Movement Phase. It is composed of **Movement Points.** Thus a Union Combat unit with a Movement Allowance of "6" can expend six Movement Points during the Union Player's Movement Phase.

**Game Scale:** Each hexagon on the Wilderness Campaign mapsheet represents 7.2 kilometers or 4.5 miles from side to side. Each Game-Turn is equal to two days of real time. The Game Length for each scenario is fifteen Game-Turns.  

**Game Charts and Tables:** various visual aids are provided for the players to simplify and illustrate certain game functions. The Combat Results Tables detail the resolution of combat, and explains the possible results, as resolved by a comparison of Combat Strengths and a die roll. The Scenario Charts indicate the initial deployment of each player's units, the arrival of reinforcements throughout the game, as well as any special rules pertaining to each scenario. The Terrain Effects Charts lists the effect of terrain on movement and combat and lists all other movement restrictions and costs. The Supply Effects Chart details the effect of supply on movement and combat. The Victory Points Chart indicates the Victory Point value of the game's objectives.

**GAME INVENTORY**  
A complete game of THE WILDERNESS CAMPAIGN should contain the following components:  
one 22" x 28" Game Map  
one Rules Folder  
one Terrain Effects Chart  
two Combat Results/Scenario Sheets  
one Counter Sheet  
one die

If any of these components are missing or damaged, please write:  
Simulations Publications  
44 East 23rd Street  
New York, NY 10010

**INITIAL DEPLOYMENT**  
**SETTING UP FOR PLAY:**  
The Union Player sits on the east end of the map (nearer the northern edge) and the Confederate Player sits on the south or west end. Both Players select a Scenario and proceed to sort out the unit counters with which they begin the game. The May Historical Scenario should be the scenario selected if this is the first time one or both of the players have ever played The Wilderness Campaign.  

**The Union Player Always Deploys First:** The Union Player deploys his units on the map according to the locations indicated on the Scenario Chart. He deploys his units in either a face-up or face-down mode, according to the Limited Intelligence rule.  

**The Confederate Player Always Deploys Second:** The Confederate Player deploys his units in exactly the same manner as did the Union Player, using his units and their initial locations.

**SEQUENCE OF PLAY**  
**The Wilderness Campaign** is played in sequenced turns called Game-Turns. Each Game-Turn is composed of two Player-Turns. Each Player-Turn is composed of three Phases. The player whose Player-Turn is occurring is known as the "phasing" Player.  
Players must strictly follow the Sequence of Play. Any play-action executed out of sequence constitutes a violation of the rules.

**SEQUENCE OUTLINE**  
A. UNION PLAYER-TURN  
1. **Reinforcement Phase:** The Player refers to the Scenario Chart and adds any Reinforcement Combat Strength Points he receives to any of his existing infantry units, according to the Reinforcement rule. The Player now decides upon the facing mode of each of his units and replaces eliminated Dummy counters. See the Limited Intelligence rule.  
2. **Movement Phase:** The Player may move his units in any direction up to their full Movement Allowances, within the restrictions and benefits as outlined in the Movement, Command Control, and Zones of Control sections of the rules, and the Terrain Effects Chart. The Movement Phase is composed of three segments for each unit moved:
MOVEMENT

GENERAL RULE:
During the Movement Phase of a Player's Turn, the Player may move as few or as many of his units as he wishes. Each unit may move as many hexes as desired within the limits of Movement Command Control, its Movement Allowance, the Terrain Effects Chart, and the Zone of Control Rules.

PROCEDURE:
Move each unit individually, tracing a path of its movement through a line of continuous hexes on the hexagonal grid. Note that units in stacks (more than one unit per hex) cannot move as a stack. Each unit must be moved individually, and finish its movement, before the next unit can be moved.

CASES:
(A) Basically, each unit expends one Movement Point of its total Movement (point) Allowance for each hex entered. To enter some types of hexes, more than one Movement Point is expended, as explained on the Terrain Effects Chart.
(B) Movement is never required; it is always voluntary.
(C) No combat may take place during the Movement Phase, except Hasty Attacks (see Combat, Cases R through VI).
(D) Unused Movement Points are not transferable between units, nor may they be accumulated from one Movement Phase to another.
(E) No Enemy movement is permitted during a Player's Movement Phase.
(F) Movement is affected by Supply and Command Control (see those rules).
(G) Zones of Control and the Terrain Effects Chart also affect movement (see those rules and charts).
(H) The Rail and Sea Movement rules detail other ways of moving units (see those rules).
(I) Units may never enter a hex containing Enemy Combat or Fortification Units.
(J) Units may move over any combination of terrain features in the same Movement Phase, provided they have enough Movement Points to expend as they enter each hex.
(K) Moving units onto hexes occupied by other Friendly units affects their movement ability; see the Stacking rules.
(L) All movement must be done during a Friendly Movement Phase (exception: advance after combat, see Combat, Cases L and NI).
(M) A unit may not enter a hex if it does not possess sufficient remaining Movement Points to enter that hex. This is true even if the unit is thus unable to move a single hex in a given Movement Phase.
(N) Fortification units cannot move from their Initial Placement. They have no Movement Allowance. Units of the Richmond Garrison designation (as indicated on the unit counters) must remain within the hexes of the Richmond - Petersburg Command Control Radius where they start the game.
(O) The Union Player may cross estuaries, according to the Terrain Effects Chart. The Movement can only be across an estuary that is one hex wide and the movement must be to a hex adjacent to the estuary hex to be crossed, not further up or down the estuary.
(P) Leader counters are moved after all combat units are moved.
(Q) The non-phasing Player receives a free Defensive Cavalry Probe whenever the phasing Player moves a face-down unit into a hex adjacent to one of the non-phasing Player's face-up Cavalry units. Refer to the Cavalry

REINFORCEMENTS

GENERAL RULE:
Each Player receives reinforcement Combat Strength Points periodically throughout the game. The Strength Points may be added to existing infantry units during each Friendly Reinforcement Phase, or they may be accumulated.

PROCEDURE:
To add a Reinforcement Combat Strength Point to an existing infantry unit, replace the unit with another unit whose Combat Strength is one greater.

CASES:
(A) Reinforcement Combat Strength Points may only be added to infantry units in a supplied condition (not unsupplied or isolated).
(B) Reinforcement Combat Strength Points may be accumulated. The accumulated total may be apportioned among several units, or added to one unit, on a future Friendly Reinforcement Phase. A record of accumulated Reinforcement Combat Strength Points should be maintained.
(C) A Reinforcement Strength Point may not be added to a unit if it would create a unit that could not be represented by a unit counter; see the Unit Substitution rule. When adding Reinforcement Combat Strength Points to a unit of the Richmond Garrison designation, a unit of the Richmond Garrison designation must be substituted. A Richmond Garrison unit cannot receive a Reinforcement Combat Strength Point if another Richmond Garrison unit whose Combat Strength is one greater than the existing unit is not available.
Probe Chart and roll the die. The moving unit must temporarily cease its movement until the outcome of the die roll is determined. If the Defensive Probe is successful, the moving unit is turned face-up and may continue to move without penalty. A Defensive Cavalry Probe may be made by the non-phasing Player for every hex adjacent to his face-up cavalry unit that is entered by the phasing Player’s units. See the Cavalry rules.

**ENTRENCHMENT**

**GENERAL RULE:**
Units may entrench by expending one Movement Point upon completion of its movement. Entrenched units gain certain advantages when defending, i.e., when attacked, the attacker must add "1" to his die roll, and the number of Strength Points lost by the attacker is doubled.

**PROCEDURE:**
As a unit entrenches by expending one Movement Point, place an “entrenched” marker on that hex.

**CASES:**
(A) Entrenched units function in an identical manner to regular, not-entrenched units. They retain their Zones of Control, and may attack out of the entrenched position. They may remain entrenched, so long as they do not leave that hex, whether in movement or advance after combat. There is no penalty for moving out of an entrenched hex.

(B) Entrenched markers cannot exist on the map by themselves; if there is no Friendly unit in that hex at any time, the marker is removed.

(C) Friendly unit may not enter a hex with a Friendly entrenched unit unless it also becomes entrenched. In this case, it must have sufficient Movement Points to stack for the Union and to enter.

**LIMITED INTELLIGENCE**

**GENERAL RULE:**
To simulate the poor intelligence available to each side during the actual campaign, a Player’s infantry units are placed in face-down mode during the Reinforcement Phase of his Player-Turn. His cavalry units may be placed in either a face-up or a face-down mode. Dummy counters are incorporated into play to further simulate the “fog of war”.

**PROCEDURE:**
During a Player’s Reinforcement Phase, he must turn each of his infantry units face-down. He also replaces any Dummy counters exposed and eliminated in the prior Enemy Player-Turn. To replace a Dummy counter, the owning Player places it on top of any Friendly unit and “shuffles” both units, replacing them in the same hex face down. A Player may place each of his cavalry units in either a face-up or face-down mode.

**CASES:**
(A) Any unit that operates in a face-down mode is assumed to be infantry and operates according to the rules regarding infantry. Such units, including Dummy counters and face-down cavalry units, possess a Zone of Control and must move at the same rate as infantry — six Movement Points per Friendly Movement Phase.

(B) Units operating in a face-down mode must remain face-down until forced to turn face-up, due to a Hasty Attack, a successful Enemy Cavalry Probe, or upon entering an objective, supply line, or Supply Source hex. See Hasty Attacks, Combat, Cases T to X; Movement, Case Q; the Cavalry rules; Supply, Case F; and Sea Movement, Case D.

**SEA MOVEMENT**

**GENERAL RULE:**
Union units may be moved by sea from port hex to port hex.

**PROCEDURE:**
Move a unit into a port hex during its Movement Phase. On the subsequent Union Movement Phase it may be moved to any other port hex not occupied by a Confederate unit in that Movement Phase. On the following Union Movement Phase the unit may move inland away from the port hex if so desired.

**CASES:**
(A) A unit that is moved from port to port in its Movement Phase may not entrench in the hex of debarkation nor may it launch an attack, or a Hasty Attack, until the following Union Player-Turn. It may defend if attacked.

(B) The Union Player may move up to two of his units by sea during each of his Movement Phases. He may also move his Leader counter by sea, over and above this two unit limit.

(C) Ports are identified by a Port symbol: see the Terrain Effects Chart.

(D) Ports are located on either estuaries or inland on a river. An inland port is defined as a port located along a river hex-side. The Union Player may not move a unit by sea to or from an inland port if a Confederate infantry or cavalry unit is located along the river between the port and the river’s mouth. Any unit which wishes to so block a Union unit from debarking or embarking on an inland port MUST reveal itself. If it is a Dummy, it is removed from the map. That unit may remain in a face-down mode if it chooses not to block the Union’s movement to or from the inland port. Estuary ports may never have their sea movement ability hindered.

**RAIL MOVEMENT**

**GENERAL RULE:**
Combat and leader units may move by rail and increase the extent of their movement by doing so.

**PROCEDURE:**
There are three steps to moving by rail. First, the Combat Unit must be on a rail hex (whether it began on a rail hex or moves to it). It must then expend two Movement Points, without gaining any movement from this expenditure, and an “Entrained” marker is placed on the unit. Second, the Combat Unit, once entrained, may move up to eight hexes along the rail line by expending one Movement Point. It may move as far as it wishes along the rail line, up to the limits of its remaining Movement Points, subject to Case C below. The unit may end the Movement Phase entrained, or it may detrain. Third, a unit detains by expending one additional Movement Point and removing the entrained marker. Units may only be detained if they have sufficient Movement Points to do so.

**CASES:**
(A) “A unit moving on a rail line” is defined as one which is moving from one rail hex to another across hex-sides crossed by the rail line itself. Units may not move by rail directly from one rail hex to another if the two hexes are not connected by a rail line across the hex-side.

(B) Units may not move by rail, entrain, or detrain in hexes adjacent to Enemy Combat or Fortification Units.

(C) Units may only move by rail on rail hexes capable of Friendly rail transport. The Confederate Player may move by rail on any hex south of the two CSA railhead hexes (inclusive). The Union Player may move by rail
on any rail hex north of the two USA railroad hexes (inclusive). See the Terrain Effects Chart. A unit must detrain when it enters a railroad hex. Do not confuse railroad movement with supply by rail lines (see Supply rules).

(4) Each Player is limited in the number of units that he may have entrained in a particular Movement Phase. The Confederate Player is limited to one combat unit and the Union Player is limited to two combat units. Additionally, both players may have their Leaders “entrained” but no entrained markers are required because Leader units do not pay a movement penalty to entrain or detrain. See the Terrain Effects Chart.

(5) Certain rail lines leading off the edge of the map are connected (off the map) to other rail lines leading off the map edge. Confederate units may move off the map and re-enter at a rail line hex that is connected to the one exited upon. The number of hexes that this off-map movement is equivalent to is the number in the box for the connecting rail lines.

**ZONES OF CONTROL**

**GENERAL RULE:**
The six hexagons immediately surrounding a face-down unit (or stack of face-down units) constitutes that unit’s Zone of Control. Hexes upon which this Zone of Control is being exercised are called “controlled” hexes. These Zones of Control are termed “rigid” since Enemy units may not move directly from one Friendly controlled hex to another. They are termed “inactive” since opposing units in one another’s Zones of Control need not attack. Cavalry units, operating in a face-up mode, have no Zone of Control.

**NOTE:**
All references to combat units should be construed to include dummy counters and cavalry units operating in a face-down mode.

**CASES:**
(A) All units, except Leader units, must cease movement upon entering an Enemy controlled hex, unless by a Hasty Attack they discover that the hex is controlled by a Dummy counter only. If this is so, they may then resume movement and finish expending the remainder of their Movement Points. Leader units are exempt from Zone of Control rules.

(B) Zones of Control do not extend across river hexes.

(C) Only unentrained Combat Units have a Zone of Control. Other units and markers, including entrained Combat Units, have no Zone of Control.

(D) Combat Units in the same hex as Fortification units lose their Zone of Control. They are considered to be “in” the fort, and exert no control over adjacent hexes. Moreover, Enemy Zones of Control of units adjacent to the fortification with a Friendly Unit do not affect that unit. Enemy Zones of Control do not extend into hexes occupied by Friendly Fortification Units.

(E) To enter or leave an Enemy controlled hex carries an **additional** Movement Point cost, above and beyond the normal cost of moving that one hex. It costs two additional Movement Points to enter an Enemy controlled hex, and one additional to leave. However, a unit, in the course of its movement, may enter an Enemy controlled hex, and not pay the additional movement penalty; this course of action commits the unit to making a Hasty Attack, and, if the defending unit is not a Dummy marker, may prevent it from making an attack during the Combat Phase (see Combat, Case U).

(F) Enemy Zones of Control never extend into hexes occupied by Friendly Combat Units.

**STACKING**

[more than one unit per hex]

**GENERAL RULE:**
Although units may move individually, they may end their Movement Phase stacked in the same hex as other Friendly units. There is no limit to the number of Friendly units which may end their Movement Phase in the same hex.

**CASES:**
(A) Only Union infantry units must pay a movement penalty to enter or leave a hex occupied by another Union infantry unit. This penalty is one additional Movement Point for entering and one additional for leaving each Friendly occupied hex.

(B) Union cavalry and the leader counter expend no additional Movement Points to stack with each other or Union infantry units. Union infantry units incur no movement penalty to enter or leave a hex occupied solely by Union cavalry units and/or the Leader counter.

(C) All Confederate units may stack without any movement penalty.

(D) There is no additional movement penalty for entering or leaving a Friendly Fortification unit, even if it is occupied by other Friendly infantry units. There is no penalty for entering a hex containing a Friendly entrained unit. A unit moving by rail pays no penalty to move through a rail hex containing Friendly infantry.

(E) All units (including Fortification units) in a stack in a single hex, must be attacked as one entire group and their entire Combat Strengths are totalled when attacked.

(F) Friendly units in the same hex may attack into different hexes; see Combat Case K.

**UNIT REDUCTION**

**GENERAL RULE:**
The Combat and Fortification Units in The Wilderness Campaign are unitary, i.e., they may never be combined into larger units, nor may they be split into smaller units. They may however be reduced in strength due to combat. In combat when a Fortification or Combat Unit takes losses (see the Combat Results Table), the unit(s) involved are reduced in strength by substituting another unit to reflect the Combat Point losses.

**PROCEDURE:**
A unit with a Combat Strength of “8” receives a loss, according to the Combat Results Table of two Combat Points. That unit is removed and replaced with a “6” Combat Strength unit. The same procedure applies to both Fortification and Combat Units.

**CASES:**
(A) In a case where either the defender or attacker is composed of more than one unit in a particular combat action, the owning player may distribute the Combat Point losses among the units involved in any fashion he wishes, as long as the separate losses are
equivalent to the total. Players on the defensive in a hex with a Fortification unit may lose from either the Fortification unit or any Combat units in the fort, at their discretion.

(B) Unit designations have been given to units for historical purposes only. It is not required to reduce a unit by replacing it with a counter of identical designation. However, it adds to the flavor of the game to replace a unit with an identical identification. Exception: The units of the Richmond Garrison designation MUST be replaced with units of identical identification. This is because these units are restricted to operating within the Richmond-Petersburg Command Control Radius and their identification is essential.

UNIT SUBSTITUTION

GENERAL RULE:
At the end of the Friendly Movement Phase, a Player may redistribute Combat Strength Points among units in the same hex.

PROCEDURE:
Move two or more units together into the same hex; replace the units with an identical number of units whose Combat Strength Points total is equal to the total of the substituted units.

CASES:
(A) While there is no movement penalty to complete substitution, other than the stacking penalty for Union infantry, the action occurs after the unit’s movement during the Movement Phase.

(B) The maximum size that any Confederate Unit may be built up to is six Combat Strength Points. The maximum Union size is fifteen Combat Strength Points.

(C) A unit cannot be built to a strength that cannot be represented by a counter supplied with the game. Thus, the maximum number of Union units that could have a Combat Strength of fifteen is four such units.

(D) Cavalry units cannot partake in a unit substitution.

(E) A Dummy counter cannot be one of the units created in a unit substitution. The smallest infantry unit substituted must have at least one Combat Strength Point.

(F) As a device for deception, a Player may replace units in a hex with units of identical type and strength. Thus, a Dummy counter or cavalry unit can be replaced with an identical Dummy or cavalry unit. This Case is an exception to Cases D and E.

(G) The unit counters involved in a unit substitution may be of any historical designation. Exception: a Richmond Garrison unit must be substituted with a unit with the Richmond Garrison designation.

COMMAND CONTROL

GENERAL RULE:
The ability of each combat unit to move and attack is determined by its Command Control status at the beginning of its Movement Phase and the instant of combat. A unit without Command Control has its Movement Allowance determined by a die roll; a unit without attack Command Control may not attack, but may defend.

SOURCE OF COMMAND CONTROL:
A unit has movement Command Control if it begins its movement within two hexes of its Leader counter (Lee or Grant). A Unit has attack Command Control if it is adjacent to, or stacked with, its Leader counter (Lee or Grant) at the instant of its attack. There are exceptions and additions to these sources, as indicated in the cases.

CASES:
(A) A unit that begins its movement outside of movement Command Control has its movement determined as follows: The phasing Player designates the route of march, the destination hex, the desire to enter and move by rail and detrain, and to entrench or not, assuming the unit could move its full Movement Allowance. The Player then rolls the die and moves the unit along the route designated, moving the number of Movement Points as shown on the face of the die. An entrenchment can only occur if the unit reaches its destination hex and has one Movement Point remaining. Should the unit be an infantry unit, it may launch a Hasty Attack if the hex it comes to rest upon is adjacent to an Enemy unit. However, after the Hasty Attack is resolved, it may move no further even if it has Movement Points remaining. Add one to the die roll to determine the Movement Points allotted to a cavalry unit. A unit that is allotted more Movement Points by the die roll that it needs to reach its destination hex loses the use of the excess.

(B) A unit that desires to attack may only do so if it is located within attack Command Control. A unit without attack Command Control may only make a Hasty Attack during the Movement Phase. It may not engage in combat during the Combat Phase, except to defend in the Enemy Combat Phase.

(C) Some movement is exempt from movement Command Control limitations. These exceptions include:
1. Any one Union unit of the Union Player’s choice; this may be a different unit in each Player-Turn.
2. Any unit that begins its movement on a rail hex and desires to move by rail. However, such a unit must cease its movement on a rail hex, detrained or entrenched at the conclusion of its movement. It may move off of the rail line during its following Movement Phase according to its movement Command Control status.
3. Any Union unit that begins its movement within the Washington Security Zone.
4. Any Confederate unit that begins its movement within the Richmond-Petersburg Command Control Radius.
5. Any Confederate unit that begins its movement within the Richmond-Petersburg Command Control Radius.
6. Any Confederate unit that begins its movement stacked with the Early Leader counter.

(D) Some combat is exempt from attack Command Control limitations. These exceptions include:
1. The one Union unit the Union Player moves outside of movement Command Control in the preceding Movement Phase (see Case C-1).
2. Any Union unit located within the Washington Security Zone.
3. Any Confederate unit located within the Richmond-Petersburg Command Control Radius.
4. Any one Confederate unit stacked with the Early counter at the instant of combat.
5. All cavalry units engaging in cavalry vs. cavalry combat.

(E) The one Union unit the Union Player decides to move and attack with outside Command Control may be a different unit each Game-Turn. The only Confederate unit(s) to have a similar capability are those that move with Early and one that attacks with Early as indicated in Cases C and D above.

(F) Movement Command Control from Lee and Grant is negated by non-Friendly occupied Enemy Zones of Control between the Leader and one of its units. Such units must move according to Case A.
COMBAT

GENERAL RULE:
Combat occurs between adjacent opposing units at the discretion of the Player whose Combat Phase it is; this Player is considered to be the Attacker, while the other Player is considered to be the Defender, regardless of the overall strategic positions of the two Players.

PROCEDURE:
Total up the Combat Strengths of the Attacking units involved in a specific attack, and compare it to the total Combat Strength of the defending Combat and Fortification units in the hex under attack. State the comparison as a probability ratio: Attacker’s Strength to Defender’s Strength. Round off the ratio downward to the nearest “whole” number, to yield the simplified odds found on the Combat Results Table; roll the die and read the result under the appropriate odds column for that die result. Apply the result of the combat immediately before going on to resolve any other combat.

The Defender must reveal the identity of his units, and then the attacker reveals his units. However, if the defender’s force is composed solely of dummy counters, the attacker need not reveal his units. Dummy counters may not attack and are removed from the map when revealed.

CASES:
(A) During the Combat Phase of his Player-Turn, a Player may attack only those Enemy infantry units which are adjacent to Friendly infantry units.

(B) Dummy counters may never attack or defend. Should a Dummy counter be turned face-up adjacent to an Enemy unit during the Combat Phase it is removed from the map.

(C) Cavalry units may never attack infantry units or vice versa. No combat may occur between a cavalry unit and an adjacent Enemy infantry unit. Cavalry units may attack Enemy cavalry units, but only if the Defending cavalry is not stacked with infantry. See Cavalry, Case L.

(D) Infantry units may only attack if located within attack Command Control. Infantry units without attack Command Control may not attack during the Combat Phase, but they may defend the Player’s Combat Phase. They may make Hasty Attacks during the Movement Phase. See Hasty Attacks, Combat Cases T to X.

NOTE: Cases E through L refer solely to attacking infantry units that may attack according to the Command Control rule.

(E) Units adjacent to Enemy units are not compelled to attack, nor does the attacking Player have to use every adjacent unit if he does decide to attack. Attacking is completely voluntary. However, all units in the defending hexes must defend. Units participating in attacks during the Combat Phase may deliberately use less than their full strength in the attacks. Such uninvolved Combat Strength Points are not affected by the combat results obtained. The defender, however, may never withhold Strength Points from the defense.

(F) No units may attack more than once per Combat Phase. No Enemy units may be attacked more than once per Combat Phase.

(G) More than one Enemy-occupied hex may be attacked by a given attacking unit (or group of attacking units); that is to say, different defending units on different hexes may be treated as objects of attacks which might be made by a one-hex group of attacking units if the attacking units happen to be adjacent to two or more Enemy-occupied hexes.

(H) An Enemy-occupied hex may be attacked by as many attacking units as can be brought to bear. Conceivably, as many as six stacks of units could be brought to bear against a single Enemy-held hex.

(I) Defending units stacked in the same hex must be attacked as a single combined Combat Strength, i.e., you may not individually attack individual units which are stacked together.

(J) Combat odds are rounded off in favor of the Defender. For example, an attack of 26 Combat Points against 9 Combat Points would round off to a two-to-one odds situation.

(K) If one unit in a stack is used in an attack, the other units in the stack need not participate in the same attack nor in any attack at all during that Combat Phase.

(M) Isolated units may not attack. See the Supply Effects Chart for other effects of supply.

(N) Advance after Combat option: Attacking units which have completely eliminated all defending units have the option, before resolving any other combat, to advance some, all, or none of the attacking units into the vacated defender’s hex. This must be done immediately after resolution of combat, before resolving any other combat. This optional advance does not expend any Movement Points.

(P) There are a variety of terrain effects on combat, which are detailed on the Terrain Effects Chart.

(Q) See the Combat Results Table and Unit Reduction Rules for resolution of combat and method of taking casualties.

(R) SUSTAINED ATTACKS: Prior to rolling the die to resolve an attack, the Attacker may announce that he is making a Sustained Attack. In that ensuing Combat each Player’s losses are doubled and one Combat Strength Point is also added to the Attacker’s loss. For example, if a Sustained Attack occurs and the die roll requires the Attacker to lose one Strength Point and the Defender two Strength Points, the Attacker’s total loss would be three Strength Points (one doubled plus one) and the Defender’s loss would be four Strength Points (two doubled).

(S) The Lee and Grant Leader counters can never be eliminated in combat. If located on a hex in which all Friendly units are eliminated, the owning Player may move his Leader to the nearest hex occupied by another Friendly unit. The Leader Early does not have this invulnerability. If the unit listed in his hex are entirely eliminated in Combat, Early’s counter is removed from the map for the remainder of the game.

(T) Hasty Attacks: Hasty Attacks are made during the Probe Segment of a Player’s Movement Phase. Since only one unit may move at a time, only one unit may be the attacker in any Hasty Attack. It may attack only one Enemy occupied hex when making this type of attack.

(U) Units making Hasty Attacks may allocate all or only a portion of their Combat Strength to the attack. Thus, a Combat unit with a Combat Strength of “8” might allocate only one Combat Point to the attack. Units which make Hasty Attacks in the Movement Phase, may participate in normal attacks in the ensuing Combat Phase if they have paid the
full movement costs required to move adjacent to the Enemy unit. Such units may use their entire Combat Strength to make such Attacks. (V) Units making Hasty Attacks have their allocated Combat Strength for the attack halved for odd computation. (VI) Only Infantry Combat units may make Hasty Attacks; Dummy counters may not. (X) The major reason to make Hasty Attacks is to find places in an Enemy line where the use of Dummy counters has left a hole, and to keep moving through that hole after it has been discovered. It can also be used to discover Enemy Combat unit dispositions, but ‘Players will find this information very expensive if they consistently use Hasty Attacks. (Y) Units entirely eliminated (i.e., their Combat Strength is reduced to “0”) in Combat are out of the game and cannot be recreated in any manner.

FORTIFICATION UNITS

GENERAL RULE:
Fortification units are similar to Combat units, with the exception that they are static, and unable to move from their Initial Placement. They increase the Combat Strength (for the defense) of Friendly Combat units in the same hex, and have an intrinsic Combat Strength of their own, which may only be used on the offensive.

Additionally, units in Friendly fortifications are always considered to be in supply. If the fortification is completely destroyed and removed from the map, it can no longer act as a supply source for units in its former location.

PROCEDURE:
At the beginning of the game, Fortification units are placed on the map in accordance with the Fortification Initial Placement Chart.

CASES:
(A) Fortification units are not considered Combat units for any purposes other than combat resolution. They may be moved through freely by Friendly units, without any stacking or unstacking penalty, and have no Zone of Control.

(B) Combat units in Fortification units have their Combat Strength for defense doubled. In addition, the strength of the Fortification itself is added on for defense. Thus a Combat unit with a Combat Strength of “five” in a Fortification unit with a strength of “two” would defend as a combined Combat Strength of “seven.” There is no doubling effect if the Combat Strength is applied offensively, nor may the Combat Strength of the Fortification unit be applied offensively.

(C) Fortification units have no Zone of Control. In addition, Friendly units while in the same hex as Fortification units lose their Zone of Control, and Enemy units exert no Zone of Control upon a Friendly Fortified hex.

(D) As Fortification units lose Combat Strength due to Enemy attacks, the unit is replaced by a lower Combat Strength unit. When this strength is reduced to zero, no unit is placed in that hex. The Fortification is destroyed, and for all purposes, it ceases to exist.

(E) Infantry units in Fortifications cannot entrench since the concept of the Fortification already includes entrenchment.

SUPPLY

GENERAL RULE:
There are three conditions of supply: supplied, unsupplied, and isolated. Infantry units are determined to be in a supply condition by their ability to trace a supply line through the hexagonal grid to a Supply Source. Fortification units do not require supply. Face-down cavalry and Dummy units require supply like infantry. Face-up cavalry units are always considered to be in a supplied condition.

PROCEDURE:
Determine if an infantry unit is supplied, unsupplied, or isolated at the beginning of its Movement Phase for movement purposes and at the beginning of its Combat Phase for combat purposes. To be supplied, a unit must be able to trace at least one continuous line of hexes through the hexagonal grid which does not pass through Enemy occupied or controlled hexes to a Supply Source or a supply line leading to a Supply Source. A unit’s distance from its Supply Source or supply line determines if the unit is supplied, unsupplied or isolated.

CASES:
(A) Each Player has several Supply Sources. The Union Player’s Supply Sources include Washington, D.C., Baltimore, and all ports. The Confederate Player’s Supply Sources include the hexes marked A, B, and C, and the Richmond hexes. In addition, each Player may use any of the six Shenandoah Valley cities he controls as a Supply Source. Those cities are Harper’s Ferry, Winchester, Strasburg, Front Royal, New Market, and Port Republic.

These Supply Sources may only be used by the assigned Player, even if captured by the Enemy Player, he may not use that Supply Source. The exception to this is the six Shenandoah city hexes, which are assigned to either Player on the basis of who controls them. These six Supply Sources may change hands during the game, with the controlling Player assuming the role of the assigned Player.

(B) Rail lines may be used as supply lines from Supply Sources. A rail line may serve as a supply line if a Player controls all of the rail hexes along the line back to a Supply Source from a given hex along the line.

(C) A Player automatically controls a rail line through all hexes not occupied by an Enemy unit capable of cutting the line. Rail lines may be traced, for supply purposes, beyond railheads (which only limit rail movement).

(D) Units have no capability to permanently destroy a rail line in any hex. The rail line through a hex becomes fully operational for supply purposes as soon as an Enemy, located in a hex comprising the rail supply line, moves off the hex. Units located in hexes adjacent to rail lines do not block the rail line but do cause Enemy units moving along the rail line to detrain in the adjacent hex; see the Rail Movement rule.

(E) An inland port and any rail line leading from it have their supply capability cut if a real Confederate unit, turned face-up, is located between the port and the mouth of its river on a hex adjacent to the river hex-side. Ports located on estuaries cannot be so interdicted. See Sea Movement, Case D.

(F) Any unit that moves onto an Enemy controlled Supply Source or supply line MUST reveal itself if it wishes to cut the line or capture the source. If it chooses to remain face-down, it has no effect on the line’s supply
ability, or it is not considered to have captured the Supply Source.

(G) Only Union infantry and cavalry units, and Confederate infantry units, can cut a supply line by occupying one hex at a time. Dummy units attempting to cut a supply line are removed from the map. Confederate cavalry may capture a Union Supply Source by occupying it.

(H) When a supply line is cut, a Player may only trace supply from the nearest hex along the supply line out of the blocking unit's Zone of Control that leads to the Supply Source.

(I) There are varying effects for the different supply conditions. These effects are summarized on the Supply Effects Chart.

(J) A unit is "SUPPLIED" if it is within five hexes of a Supply Source or a rail line leading from a Supply Source, other than a port; (b) Union Units only — within five hexes of Aqua Creek or the rail line leading from Aqua Creek, or within three hexes of any other port or a rail line leading from a port.

A unit is "UNSUPPLIED" if it is within six to ten hexes of a Supply Source or a rail line leading from a Supply Source, other than a port; (b) Union units only — within six to ten hexes of Aqua Creek or the rail line leading from Aqua Creek, or within four to six hexes of any other port or rail line leading from any other port.

A unit is "ISOLATED" if it cannot meet the requirements of being supplied or unsupplied.

(K) A unit which is isolated at the end of the Friendly Player-Turn has its Combat Strength permanently reduced by one Strength Point.

(L) The Union Player may trace a supply line across an estuary to a port on the opposite bank. A Supply condition exists up to three hexes distant from the port, an unsupplied condition exists from four to six hexes in distance, and isolation exists beyond six hexes.

CAVALRY

GENERAL RULE:
The cavalry units in the game function differently from infantry units and perform the function of reconnaissance. Cavalry performs differently when operated in a face-down mode than when in a face-up mode.

PROCEDURE:
Follow the rules governing infantry units except when specific exceptions are made for cavalry units and according to the following cases.

CASES:
(A) Cavalry may operate either face-up or face-down. When operating face-up, a cavalry unit may serve as an aid to reconnaissance by Offensives, Probing, and the Sequence of Play. Cavalry units operating face-down may not probe. They are treated as infantry in all ways but Combat.

(B) A Player must decide to turn each of his cavalry units face-up or face-down prior to the start of his Movement Phase, during his Reinforcement Phase. He may not turn a cavalry unit face-up during its movement if it is moving in a face-down mode, unless that unit is exposed by a Defensive Cavalry Probe (Movement, Case Q).

(C) Cavalry units cannot attack infantry nor be effectively attacked by infantry. If friendly infantry units, defending on the same hex as a cavalry unit, are eliminated in combat, then the cavalry unit is also. This would not be the case if attacking infantry stacked with cavalry were eliminated.

(D) If an infantry unit makes a Hasty Attack against a cavalry unit, the cavalry unit must retreat one hex (the phasing Player’s choice), and the infantry unit may then advance into the vacated hex where the infantry’s movement must end. The cavalry unit can be retreated to any adjacent vacant hex, or any adjacent hex occupied by Friendly units. Union cavalry located in a port hex may be moved by sea to any other port of the Union Player’s choice if no other retreat hex is available. A cavalry unit that retreats by sea cannot move in its next Movement Phase, unless it is again forced to retreat by sea. If no hex is available for a cavalry unit to retreat into when Hastily Attacked, it is eliminated. If an infantry unit attacks a hex occupied solely by cavalry units during a Combat Phase, retreat them one hex and advance the infantry unit.

(E) Union cavalry units may cut Confederate supply lines but Confederate cavalry units that position themselves so as to cut a Union supply line have no effect on the supply line. See the Supply rule, Case G.

(F) Any cavalry unit can occupy a Supply Source and capture it. Any cavalry unit can capture a vacant objective or a city whose fortifications have been eliminated.

(G) Confederate cavalry units may block Union access to a port by occupying the port hex, regardless of the cavalry unit’s mode (face-up or face-down).

(H) Union cavalry may move by sea and rail. Confederate cavalry may move by rail.

(I) Eliminated cavalry units may not be replaced.

(J) Face-up Cavalry units are exempt from supply status and are always supplied.

(K) Cavalry units are subject to movement Command Control rules but not attack Command Control rules.

(L) CAVALRY COMBAT: Cavalry units may only attack Enemy cavalry units and only if the Enemy cavalry units are located on hexes that do not contain supporting Enemy infantry units. To resolve a cavalry vs. cavalry combat, assign each cavalry unit a Combat Strength of one and resolve the combat by determining odds and rolling the die on the Cavalry Combat Table. Resolve cavalry combat during the Combat Phase, at the phasing Player’s choice of timing.

VICTORY CONDITIONS

The winner of The Wilderness Campaign is determined by the relative amount of Victory Points each Player receives during and at the conclusion of the game. The Victory Point Chart explains the conditions for scoring Victory Points and the proper times to score each Victory Point condition. Players should keep a record of Victory Points on a piece of paper.

At the end of the game all units are revealed in their hexes and this table is consulted to score the Players’ performances.

Victory Points are scored in three possible ways: the loss of Combat Strength Points during the game, the occupation of certain geographical objectives and the exit of Confederate units from the map.

(A) COMBAT STRENGTH POINT LOSSES

The Confederate Player receives two Victory Points for each Union Strength Point lost, in the first fifteen lost; for each Union Strength Point lost after the first fifteen, the Confederate Player receives five Victory Points.

The Union Player receives three Victory Points for each Strength Point lost by the Confederate Player.
B) GEOGRAPHICAL OBJECTIVES
At the end of the game each Player receives control of the following hexes:

<table>
<thead>
<tr>
<th>OBJECTIVE</th>
<th>Victory Points received by:</th>
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<tbody>
<tr>
<td></td>
<td>Union</td>
</tr>
<tr>
<td>Washington</td>
<td>50</td>
</tr>
<tr>
<td>Richmond (a)</td>
<td>75</td>
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<tr>
<td>Petersburg</td>
<td>25</td>
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<tr>
<td>Winchester</td>
<td>10</td>
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<tr>
<td>Harper’s Ferry</td>
<td>15</td>
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<td>Front Royal</td>
<td>10</td>
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<tr>
<td>Port Republic</td>
<td>0</td>
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<tr>
<td>Occupation or control of at least one hex on all rail lines leading from Richmond to hexes A, B, and C.</td>
<td>50</td>
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(a) — both hexes of the city must be occupied or controlled to receive the Victory Points.

A Player is considered to “control” an objective if one of his combat units is presently occupying the objective or was the last unit to move through the objective hex. The existence of a supply line to an objective hex is not required.

C) OTHER UNIT POSITIONS.
The Confederate Player receives Victory Points equal to double the Combat Strength of units exited from the map by rail hexes “A”, “B”, or “C” multiplied by the number of Game-Turns the units have been absent from the map by the end of the game. This is limited to a maximum of no more than 120 Victory Points.

The Confederate Player also receives Victory Points for having units in West Virginia/Maryland hexes (those tinted light blue). Three Victory Points are awarded for every one Confederate Strength Point in the West Virginia/Maryland Area at the end of the game.

Five Victory Points are awarded to the Confederate Player for every one Confederate Strength Point which is in the Washington Security Zone (the steel-blue hexes) at the end of the game.

INITIAL VICTORY POINTS
In certain scenarios, one Player or another begins the game with a certain number of Victory Points. These should be added to that Player’s earned Victory Points.

LEVELS OF VICTORY
DECISIVE CONFEDERATE VICTORY:
Confederate Player has at least 50 more Victory Points than the Union Player.

MODERATE CONFEDERATE VICTORY:
Confederate Player has 1–49 more Victory Points than the Union Player.

DRAW:
Both Players have the same Victory Point totals.

MODERATE UNION VICTORY:
Union Player has 1 to 49 more Victory Points than the Confederate Player.

DECISIVE UNION VICTORY:
Union Player has 50 or more Victory Points than the Confederate Player.

DESIGNER’S NOTES:
The Wilderness Campaign.
For three long years, the Union armies in the Eastern Theatre had stumbled and blundered into defeat after defeat, losing opportunities for decisive victories. 1864 was to be different for many reasons. Chief among these reasons was the leadership. The North had at last found a leader (Grant) who could fight Lee on equal terms in Lee’s chosen manner: basically, a war of nerves. Next, the South had reached the point in deterioration where the war could only last another year. The shortage of food and forage, the breakdown of the rail system, the lack of reinforcements and the loss of trained leaders made this year the last chance for the South to successfully end the war.

The South could no longer win militarily. As is quickly seen in the game, it is rarely profitable for the weakened Southern army to attack the massive Union units. The reason the South had a chance as late as 1864 is due to a string of changing circumstances. First, this was the year that the northern people would be asked to certify the methods (unconstitutional and otherwise) that the Republicans had used for the last four years in governing and pursuing the war. There was little chance of the Republicans succeeding in the election unless they could justify themselves by strangling the Confederacy before the election.

Secondly, the South had an enormous advantage in leadership even at this late date. They simply had more high-quality leadership on lower levels than did the Army of the Potomac, which was more like an officer’s club than an officer’s corps. Thus in the game, the southern units are in division sizes and the northern units are corps. This lends more flexibility not only in the maneuvering of units, but also in their concealment.

The Victory Conditions are rather extensive, but they necessarily encompass the multi-functional politico-military aspects of the campaign. Basically, the Union had to advance on the southern capital, and hold the southern armies attached, and protect the northern soil, and clear the Shenandoah Valley to prevent recurrent southern threats to Washington. The Confederacy had to protect the capital, send troops south to assist against Sherman, and, most importantly, survive.

In a real sense neither side won the campaign since so little of either side’s objectives was accomplished. But strategically, Grant really won by allowing all the other Union commanders to successfully advance. He did it by pinning the Army of Northern Virginia every step back to Richmond and bleeding the South so dry that no assistance was possible. The cost was high (and many think higher than necessary), but it worked.

WILDERNESS CAMPAIGN
DESIGN CREDITS:
Game Design: John Young.
Game Development: Phillip Orbanes, William Sullivan.
Rules Composition: John Young, Redmond A. Simonsen, Phil Orbanes.
Production: Manfred F. Milkuhn, Daniel E. Goodman.
Printing: Reflex Offset, Inc., College Point, N.Y.
**TURN RECORD/REINFORCEMENT TRACK**

HOW TO USE THE TURN RECORD/REINFORCEMENT TRACK:
Place the Game-Turn marker on the first box of the portion of the Track appropriate to the Scenario being played. Move the marker to indicate the Game-Turn in progress.

REINFORCEMENTS: The Union Player receives one Infantry Strength Point each Union Player-Turn throughout the game. The Confederate Player receives one Infantry Strength Point every third Confederate Player-Turn. In order to remind the Confederate Player of this, a star has been placed under those Game-Turns in which the Confederates receive reinforcements. Additionally, on Game-Turn number two, the Confederate Player receives a 2-6 Infantry unit appearing on the west edge of the map, anywhere south of Front Royal. This unit may not be delayed.

PLACING REINFORCEMENTS: Reinforcing infantry Strength Points may be placed with any Friendly infantry unit, in supply. The Strength Point is used to build up that unit's strength (although never beyond the original strength of the unit). Such Strength Points may be accumulated and distributed to one or more units during some later Reinforcement Phase.

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**GAME 3.0: CAMPAIGN SCENARIOS — Wilderness to Petersburg**

### GAME 1.0: MAY SCENARIOS — Wilderness to Cold Harbor

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**₂⁻⁶** enters at any hex on the West map edge, south of Front Royal.

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**GAME 2.0: JUNE SCENARIO — Cold Harbor to Petersburg**

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