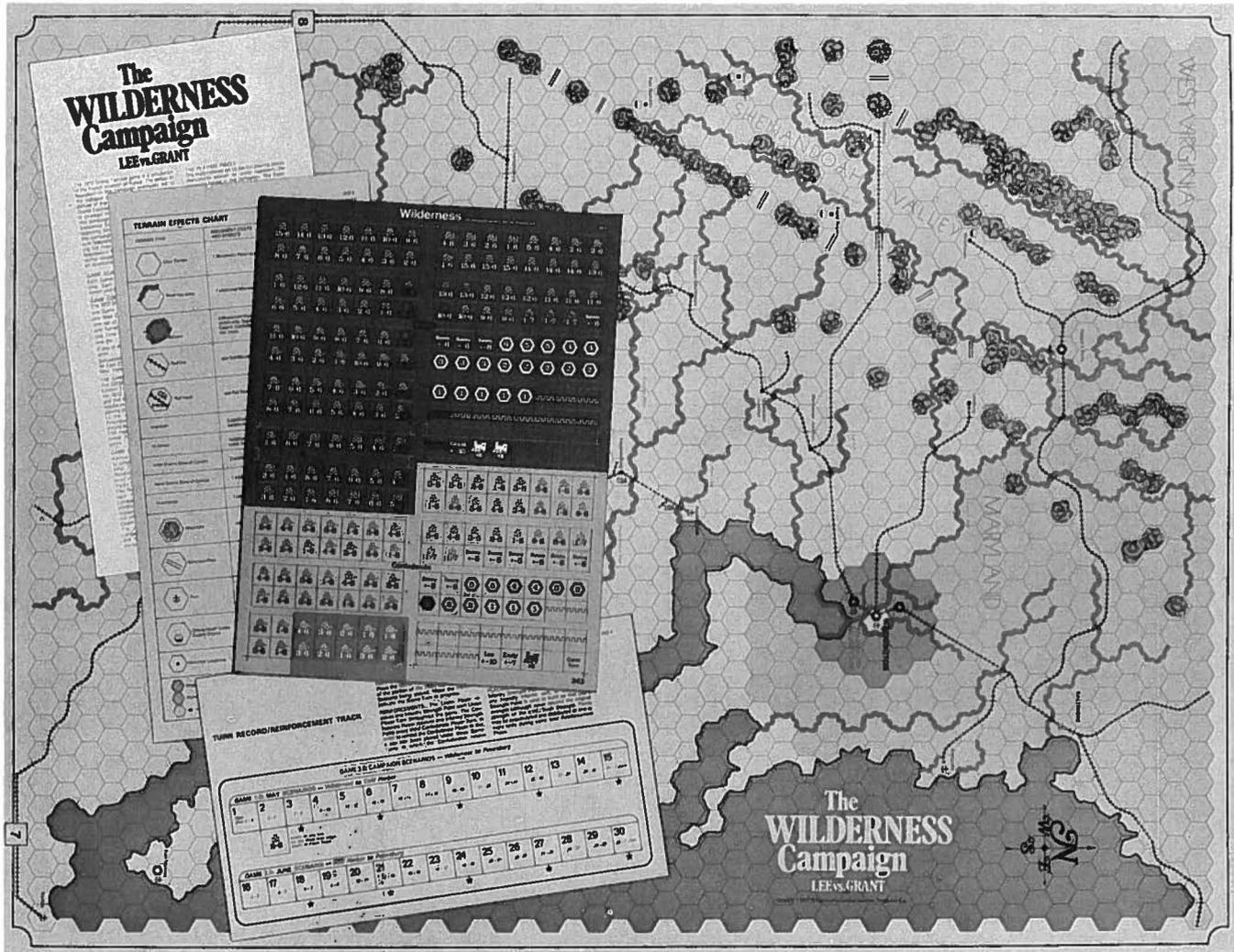


Wilderness Campaign

Lee vs. Grant, 1864

• hidden movement and reconnaissance • Command control rules • Scenario and Campaign Games



Abraham Lincoln believed he had finally located the man who would defeat Robert E. Lee. Ulysses S. Grant, hero of Vicksburg, was appointed to supreme command of the Union Armies. A decisive result was expected of the unorthodox Union general in the campaign of 1864.

On May 4, 1864, Grant's Army of the Potomac crossed the Rebel picket line on the Rapidan River in northern Virginia. Grant hoped to march clear of the Virginia wilderness region before joining battle against Lee near Richmond. Unfortunately for Grant, Lee marched his badly outnumbered Army of Northern Virginia directly across Grant's path into the heavy woods south of Chancellorsville. The occasion of their first encounter, known as the Battle of the Wilderness, initiated some

of the most bitter fighting of the Civil War.

The Wilderness Campaign simulates the ensuing conflict of Lee and Grant through July, 1864. The 22"x28" two-color map-sheet depicts the killing-ground in northern Virginia. Utilizing the basic design formulated for *The Franco-Prussian War* including combat unit reduction, rail movement, and limited intelligence, *The Wilderness Campaign* features new concepts to portray the important role of cavalry reconnaissance, the effective leadership, the casualty cost of sustained attacks, the Union advantage of river and sea transport, and the complex supply networks on which both armies were forced to depend.

Two historical scenarios divide the campaign. The first scenario begins the game on May 5, and covers the period during

which the actual battles at the Wilderness, Spotsylvania, and Cold Harbor were fought. The second scenario, beginning in June, continues the action from Cold Harbor to the siege of Petersburg where both armies remained until the following April when Lee was trapped at Appomattox. The game scale translates each Game-Turn into two days. Hexes represent four and one half miles distance across. Also included are several "what-if" situations which widen players' game options and which are useful for achieving play balance between two unequal opponents.

The Wilderness Campaign simulates the Confederate crisis of 1864. Lee never fought better. Grant never retreated. *The Wilderness Campaign* is available (boxed) from Simulations Publications for \$6.00.