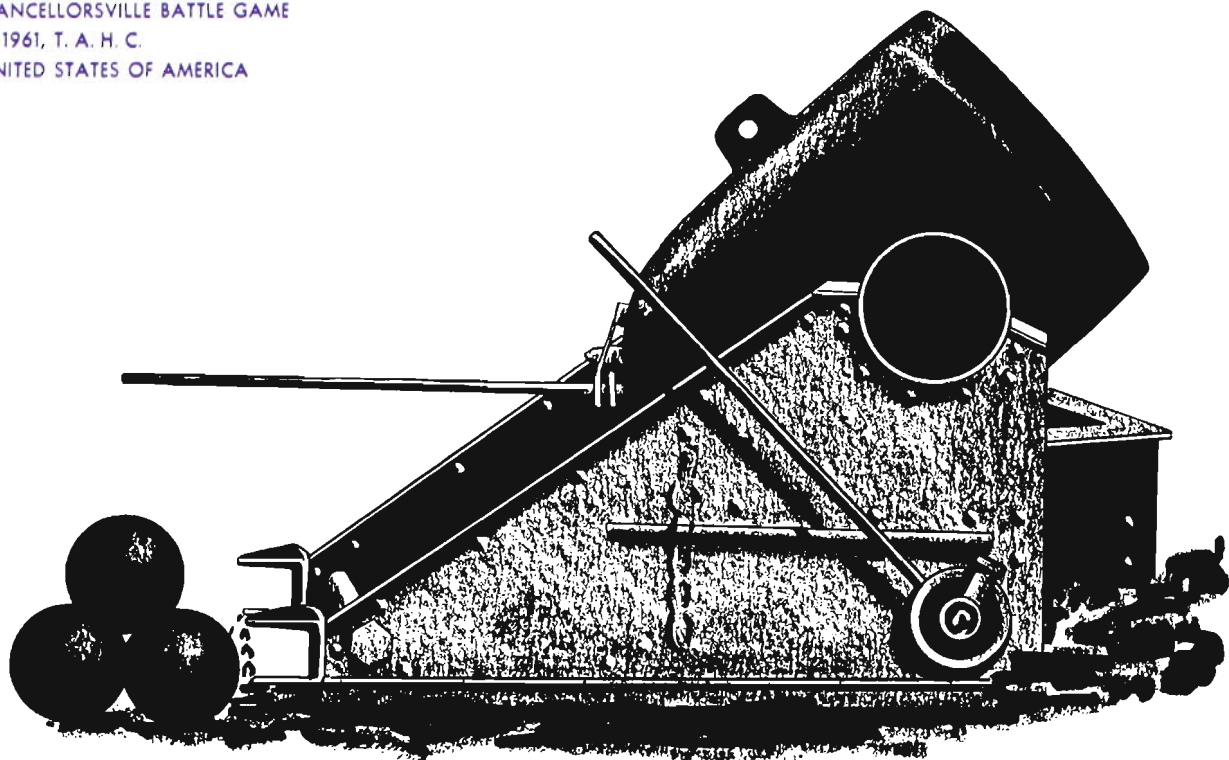


Chancellorsville

T.M.REG.APPL.FOR

AVALON HILL'S TRADE-MARK NAME
FOR ITS CHANCELLORSVILLE BATTLE GAME
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MADE IN UNITED STATES OF AMERICA



Re-Fight the Battle that Nearly Ended the Civil War in a Single Afternoon! NOW, You are in Command of Either the Union or Confederate Armies to Decide the Fate of a Nation!

TIME: May 1, 1863. **PLACE:** Fredericksburg, Virginia. **MISSION:** Destroy the Confederate Army. As General Hooker, commanding the 130,000-man Army of the Potomac, you have just executed the most brilliant turning maneuver of the entire Civil War. You have trapped the entire Confederate Army of the east. Or, as General Robert E. Lee, commanding the 60,000-man Army of Northern Virginia, you are outnumbered, outflanked, and in imminent danger of losing your entire army in the jaws of the Union pincers. Only the skill and cunning of the great Rebel generals like Lee, Stonewall Jackson, and J.E.B. Stuart can save the South. Do YOU have what it takes?

Find out how you could have measured up to the great generals of the past by playing CHANCELLORSVILLE. Here, YOUR strategy alone determines the outcome of every game. CHANCELLORSVILLE contains no chance cards, spinners, or random luck elements. Victory or defeat rests squarely on YOUR shoulders. No military experience necessary. All you need is common sense and a little bit of brains. Here is what you get:

- Giant 22" x 28" full-color mapboard of the famous Fredericksburg, Va. area; the site of FOUR famous Civil War battles.
- Military chesspieces representing every division, brigade, regiment, and battery that fought in the battle.
- Rules of play folder that allow players to begin play almost immediately, complete with examples of play, orders-of-battle, and historical summaries.
- Combat results system that produces the effects of battle as they really happened.
- Playing aids designed to make learning the game truly an effortless task.

You can only read about it in books. Learn how it REALLY was, and have fun while you are doing it! Play CHANCELLORSVILLE and find out the REAL reason why the south didn't win!

FOR AGES 12 & UP. . .rated "Intermediate-1" on Avalon Hill's Simulation-complexity scale.

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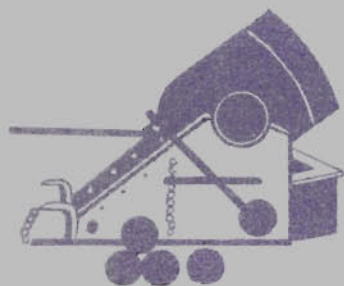
Chancellorsville

for **TOURNAMENT** play

Drawn from the pages of America's past for you to re-create . . . CHANCELLORSVILLE, dramatic Civil War battle of classic proportions.

Here on this battleground of history stand the valiant Confederate forces, facing an enemy of almost twice their numbers. But the Union Army labors under the pressures of time, the necessity to bring this conflict to a swift close, and the hazards of attacking an entrenched opponent across difficult and unfamiliar terrain. Time and nature have evened the odds. On this field, you take your command. Your generalship, your skill and daring decide the outcome.

CHANCELLORSVILLE is another Avalon Hill game designed for those who enjoy the thrills and excitement of all-skill, realistic games for adults. Always, to play an Avalon Hill game is an exhilarating challenge . . . to give one, a subtle compliment.



CONSUMER PANEL TESTED AND APPROVED

Time to learn—30 Minutes

Age level—Adults of all ages, 12 years and up

Game length—Two to four hours

Number of players—2, plus any number of subordinate commanders

Design type—Tournament

Price—\$4.95



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World War II battle for a continent

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GETTYSBURG

famous Civil War battle game

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the original game of military strategy

Chancellorsville

This 4-page folder is your Instruction Manual. Read it through carefully before playing the game. It is not necessary to read the Reference Folder—it merely repeats in diagram form the rules stated in this manual.

INTRODUCTION

CHANCELLORSVILLE lets you refight the famous Civil War battle with YOU in command—the result depends entirely upon your skill as a Commander. You command all the military units actually at the real battle of Chancellorsville in 1863.

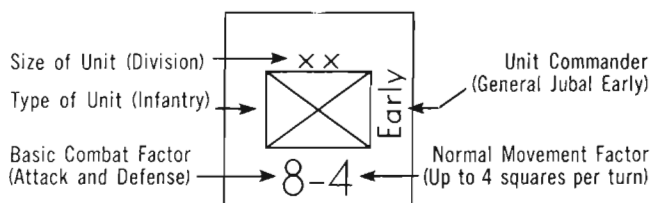
The mapboard shows the entire area where the battle was fought. Terrain features are altered slightly to conform to hexagon (six-sided) patterns, hereafter referred to as squares. (The use of hexagons, instead of the usual 4-sided squares, adds a greater degree of realism. Vertical, horizontal and diagonal movements now cover the same distance in all directions).


CHANCELLORSVILLE is a 2-player game; one being the Union Commander and the other the Confederate Commander. Additional players may be assigned as subordinate commanders under the orders of the respective Supreme Commander.


UNIT SYMBOLS


Now study the set of die-cut unit counters. Blue counters are Union; Red counters are Confederate. These counters are your "chessmen". Printed on each is the information necessary for play of CHANCELLORSVILLE.

Example:



 **FORTIFICATION Counter:** These white counters represent immovable fortresses, the placement of which is outlined later.

 **ASSAULT BOAT DETACHMENT Counter:** These blue counters belong to the Union, and may be used to assist river crossings.

 **PONTOON BRIDGE DETACHMENT Counter:** These Blue counters also assist in river crossings.

BRIGADE SUBSTITUTE COUNTERS

These are supplemental, not additional Units. They are Confederate Brigades only, and may be used in place of larger combat Divisions.

The Confederate Commander may, at any time, break down a combat division into brigades. He may substitute a single division counter with a number of brigade counters whose combat factors total that of the division counter being substi-

tuted. These "Brigade Substitute Counters" are stacked on the same square, along with their Headquarters counter. Brigade counters, once placed on the field, may separate.

A Division Counter that has been removed may be returned by removing from the field a number of Brigade Substitute Counters whose combat factors total that of the Division counter. All such Brigade counters designated for removal must be moved, according to their Movement Factor, to a common square for removal. Substitute Brigades do not have to belong to the commander whose Division they are to substitute for.

URNS

CHANCELLORSVILLE is played in Turns. You move your Units then resolve all combat if any; that is a Turn. Your opponent moves his Units then resolves all combat if any; that is also a Turn. Together these two Turns are called a Complete Turn and measured as the passage of a period of time. The passage of each Complete Turn is checked off on the Time Record Card.

In each Turn, a player moves up to all of his Units first and then resolves all battles *after* the movement portion is complete. Union player always moves first in each Complete Turn.

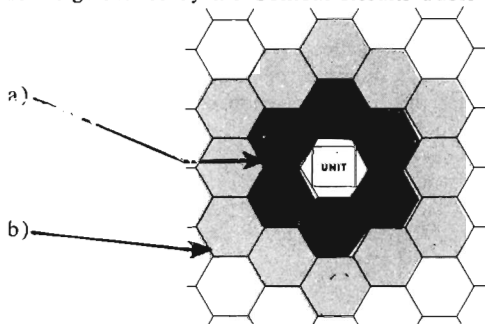
Movement

You may move up to all of your Units each Turn, up to their normal movement factor, subject to terrain limitations. You do not have to move any Unit nor do you have to move any Unit its full movement factor. Units may move in any direction or combination of directions in one Turn. Movement factors are not transferable from one Unit to another, nor can they be accumulated from one Turn to the next. Units move individually—not by Corps. The Die is used in combat only—it has nothing to do with Movement.

Combat

Each Unit has a Combat Factor printed on its counter, which is a numerical expression of that Unit's battle strength. Each Unit applies its Combat Factor (the first of two hyphenated numbers at the bottom of the counter) to all the squares in its specified zone of control. When an enemy Unit enters any square in its specified zone, combat results. In combat you compare the Combat Factors of the engaged Units (putting the attacker's Factor first) and you have an *odds comparison*—such as 2 to 1. (HQ Units have no combat factor—but are useful in stalling advancing enemy Units. HQ's are automatically eliminated when attacked.)

The attacker rolls the Die once for each battle. He compares the number rolled to the proper odds comparison line on the Combat Results Table (RULE D) and both players obey the result given. Study the Combat Results Table carefully.



a) PRIMARY ZONE (6 squares adjacent to Unit)—All Units control this zone. Combat must occur whenever opposing Units are adjacent. EXCEPTION: Combat is not allowed when both opposing Units are on adjacent river squares.

b) SECONDARY ZONE (12 squares adjacent to primary zone)—Only Artillery and Horse Artillery Units control this zone. Combat occurs when an enemy Unit moves into this zone *providing* the defender is an artillery type Unit. Likewise, an artillery type Unit may precipitate combat by moving to within one square distant from any enemy Unit.

ATTACK

A Unit's combat factor in attack is always its basic factor printed on the counter.

In attack, you may move as many Units as you are able into an enemy controlled zone *before* computing battle odds. However, you may *not* move any Unit *through* a square controlled by an enemy (including an HQ Unit) without attacking. A Unit is in contact with an enemy when it reaches the first square the enemy controls, and it must *stop* to fight on that first square.

If the result of an attack calls for a retreat, the WINNER always determines the line of retreat. *However*, if the line of retreat would force the losing Unit(s) into a river, off the board, or into enemy zones of control, it is *eliminated* instead.

NOTE: The winner *cannot* force losing Units into such areas if alternate, unblocked routes of retreat are available.

No Unit may attack more than *once* on the same Turn—even if it finds itself adjacent to an enemy Unit after combat. The enemy, in its Turn, has the option to attack or withdraw.

PRIMARY ZONE: A Unit automatically attacks when it moves into a square adjacent to an enemy Unit. However, such a battle situation is not resolved at this time—the attacker may move other Units in other areas of the mapboard then return to resolve each and every battle, one at a time in the order of the attacker's choice. When a Unit precipitates battle by moving, it is always considered the attacker.

SECONDARY ZONE: Attack between opposing artillery type Units is resolved the same as if they were in the primary zone. Attack involving non-artillery and artillery Units is outlined in the Multiple Unit Attack section.

DEFENSE

In defense, a Unit *increases* its basic combat factor in both primary and secondary zone battles according to the terrain it is defending on as follows:

DEFENDING UNIT IS ON:	ENEMY ATTACKS FROM:	DEFENDING UNIT'S COMBAT FACTOR:
1. Fortification Counter	Any square, including another fortified square	Doubles
2. Shore Square	Any square on opposite side of river, including river square (blue)	Doubles
3. Fortified Shore Square	"	Triples
4. Hill Squares	Any square, including other hill squares (brown)	Doubles
5. Fortified Hill Squares	"	Triples

No Defending Unit may be fought more than once in the same Turn.

How To Win

CHANCELLORSVILLE is a time limit game—no more than 25 Complete Turns may be played.

1) The Union wins if, by the end of the 25th Complete Turn, the Confederate Army is either eliminated, or reduced to Units totalling 15 BASIC Combat Factors or less.

2) The Confederates win if, by the end of the 25th Complete Turn, they either eliminate the Union Army or have units on the board totalling 16 Basic Combat Factors or more.

Prepare For Play

STEP 1: Union player places 5 white fortification counters on any square north of the Rappahannock River—Confederate player places 15 white fortification counters anywhere south of the Rapidan-Rappahannock river line.

STEP 2: Union player places all of his Blue Units north of the Rappahannock River except; a) Boat and Bridge Detachments, b) 2 Artillery Brigades and 6 Infantry Units (2 Corps.).

STEP 3: Confederate player places all of his Red counters south of the Rapidan-Rappahannock River line. Brigade Substitute Counters may also be placed on the board *in place of* their respective division counters.

STEP 4; Union Commander places his remaining 2 Corps and Boat and Bridge Detachments anywhere north of the Rappahannock River.

Neither player may place Units in the northwest area between the Rappahannock and Rapidan Rivers at the start of the game.

Routine of Play

1. Union commander always plays first. He moves all Units he chooses to move to any direction—he is the *attacker*.
2. Any and all battles precipitated by this Union movement are then resolved.
3. There can be no Union movement after combat.
4. Confederate commander moves all the Units he chooses to move—he becomes the *attacker*.
5. All battles are then resolved.
6. No Confederate movement possible after combat.
7. One Complete Turn is marked off; play returns to the Union Commander.

Remember: All Units except fortifications can be moved each Turn.

Time Limit—5 Minutes

It is suggested that each player be given 5 minutes in which to move his Units. When 5 minutes have passed, the player cannot move additional Units, but must then resolve existing combat situations.

RIVER CROSSING

Rivers, in blue, are always a full square in width. The following chart shows the 4 methods by which both Union and Confederate Units may cross. **EXCEPTION:** Confederates cannot use Boats. They belong to the Union, and while they can be destroyed, they *cannot* be captured.

	1) SWIM AT ANY POINT	2) CROSS AT FORDS	3) CROSS ON ASSAULT BOATS	4) CROSS ON PONTOON BRIDGE
HEADQUARTERS	YES	YES	YES	YES
INFANTRY	NO	YES	YES	YES
CAVALRY	YES	YES	YES	YES
ARTILLERY	NO	YES	NO	YES
Horse Artillery	NO	YES	NO	YES

1) SWIM AT ANY POINT—The crossing Unit moves onto the river square and STOPS. On its next Turn, it proceeds its normal Movement Factor. Only one Unit is allowed on each river square per Turn.

2) CROSS AT FORDS (Blue lines)—The crossing Unit moves onto the river square and STOPS. On its next Turn, it

proceeds its normal Movement Factor. Bridge and Boat Detachments can also cross at Fords. Only one counter is allowed on each Ford square per Turn.

3) CROSS ON ASSAULT BOATS—A Boat may move onto a river square, then a Unit moved on top of the boat counter in the same Turn. On the next Turn, the Unit moves onto the shore square and proceeds its normal movement factor. Boats can only travel through squares containing roads. They may move onto the river only through road squares. Roads do not have to lead into the river; they may run parallel to it in this case. Boats crossing a river, must enter the opposite shore only at road squares. They may move downstream (eastward) one river square per Turn with one accompanying troop Unit.

Boats are automatically destroyed when an enemy Unit places it in its zone of control. Only one Unit is allowed on each boat counter per Turn.

4) PONTOON BRIDGES—Pontoon Bridges cannot be built until a combat or HQ Unit occupies the opposite shore square the bridge is to connect. Movement into this opposite shore square and the “construction” of the bridge is done in the same Turn. No Units may cross onto the bridge until the following Turn; however, Units crossing do not have to stop but may proceed across at their normal Movement Factor. An *unlimited* number of Units may cross in a single Turn, but must enter the opposite shore only at the square the bridge points to. Only one Unit is allowed on the bridge at the end of the Turn. Bridges (like Assault Boats) must also stay on road squares at all times.

The enemy can capture a bridge by placing it into its zone of control. The capturing Unit, plus the bridge, may proceed on the following Turn. A bridge is *destroyed* if a Unit is eliminated while fighting from on top of the bridge.

STREAM CROSSING

Thin blue lines represent streams. A Unit may cross with *no* delay where roads, railroads, and unfinished railroads intersect at streams. Where they do not intersect, a Unit must STOP on the Stream Square; then proceed on the following Turn.

MOVEMENT THROUGH WOODS-HILLS-MARSH

A Unit entering the woods must STOP when it reaches the first green square. All Units, regardless of type, move through the woods at the reduced rate of 2 squares per Turn. They may leave the woods from the last green square at the normal movement factor. Movement over Hills (brown squares) and through Stannard’s Marsh is the same as through Woods.

NOTE: Any Unit that has defeated an enemy on a Hill square, may move onto that hill *after* combat *in the same Turn*. This applies to Hill squares, only.

Movement into Occupied Squares

All Units may pass through any square occupied by friendly Units, except on River squares. Stacked Units may pass through squares containing friendly stacked Units.

Capture of Fortifications

Any Unit that defeats an enemy Unit on a Fortification counter, may move onto that Fortification *after* combat *in the same Turn*.

MORE THAN ONE UNIT PER SQUARE

The Union Commander is allowed 2 combat Units of any kind on one square. The Confederates are allowed any number of Units totalling no more than 22 BASIC Combat Factors regardless of the number and type of Units, on the same square. A HQ Unit may be added since it has no combat value.

In battle, the Combat Factors are added together. But movement is restricted to that of the SLOWEST of the combined Units. When Units combine, the number of squares moved through *before* combining is applied against further movement in the same Turn. Combined Units may stay together indefinitely, or they may combine on one Turn and split up on the very next.

MULTIPLE UNIT ATTACK

PRIMARY ZONE: When two or more Units attack one defending Unit, the attacker's Combat Factor is totalled into one combined factor for odds comparison. When several Units in different squares attack several enemy Units in different squares, the Attacker has the choice of dividing combat into more than one battle as long as these conditions are met:

- 1) He must fight every defending Unit in whose controlled zone he has attacking Units.
- 2) He must be in the controlled zone of the defending Unit(s) he is attacking.

Many times, the attacker will deliberately sacrifice one or more attacking Units at unfavorable odds to gain more favorable odds over other defending Units. Units on separate squares may divide their attack against Units all on one square into *more* than one battle. Units all on one square may attack enemy Units on separate squares in more than one battle.

SECONDARY ZONE: Primary zone combat procedure applies with the following clarification:

	ATTACKER	DEFENDER	PROCEDURE
1.	A	A	Combat required—normal method.
2.	A	NA	Combat not required, but A has option to attack. Combat results adverse (against) A are ignored.
3.	NA	A	Combat required. Combat results adverse to A are ignored. NA may close (enter A's primary zone) on its next Turn if A does not withdraw.
4.	NA	NA	No Combat from Secondary zone.
5.	A	A&NA	Both A Units fight normally ignoring NA. If attacker wins he may attack NA on next Turn if still in range. (Of course, NA may withdraw in its Turn).
6.	A&NA	A	Both A Units fight normally ignoring NA. If defender wins he may attack NA on next Turn. If this fails, NA may close on its next Turn.
7.	A&NA	NA	A has option to attack NA. Results adverse to A are ignored. NA cannot attack. If attack fails, defending NA may close in its Turn.
8.	NA	A&NA	NA required to attack A ignoring defending NA. Combat results adverse to A are ignored.
9.	A&NA	A&NA	Both A Units fight normally ignoring both NA's. A&NA of winner may close on next Turn.

A=one or more artillery type Units: a) Artillery b) Horse Artillery.

NA=one or more non-artillery Units: a) HQ b) Infantry c) Cavalry

Many uses of the NA Units above seem silly at first glance as they are indeed without chance of immediate gain. However, such employment of the NA Units has its purpose: to get NA in position for normal primary zone combat on a succeeding Turn; to buttress a line in event friendly artillery is eliminated; to force enemy Units to withdraw; etc.

RULE OF THUMB for secondary zone combat:

- a. A's *must* fight enemy A's; have *option* to fight NA's.
- b. NA's (by themselves) *must* fight A's; *cannot* fight other NA's.
- c. NA's *with* A's *cannot* fight.

NOTE: Artillery-type Units can *never* attack an enemy Unit from the Primary zone *unless* it attacked or was attacked by that enemy Unit from the Secondary zone on a previous Turn and then only if enemy Units did not leave the Secondary zone after combat.

PRIMARY AND SECONDARY COMBINED: If an artillery Unit attacks an enemy artillery Unit in its *secondary* zone and a non-artillery Unit in its *primary* zone, battle is resolved in one step. It is treated as if *all* the Units were in the Primary Zone. The same rule applies if the attacking situation is reversed.

If a defending Unit on a shore square is attacked by 2 Units; one on an adjacent river square and one on an adjacent shore square, the defending Unit's combat factor doubles—if fortified, it triples.

Multiple Unit Defense

In defense, Units may increase their basic Combat Factors exactly as outlined in the section on DEFENSE.

COMBAT RESULTS TABLE

The Table and instructions on its use are printed on RULE-D. To resolve combat players must first convert battle odds to the basic odds comparisons appearing on the Table (4-2 battle odds would convert to 2-1; 9-3 converts to 3-1; etc.) Next—the Die is rolled once by the attacker. The number rolled is matched up with the basic odds comparison to get the result of combat. For instance; if the odds are 2-1 and a 1 is rolled, all defending Units are eliminated.

If it becomes difficult to convert *battle* odds to *basic* odds you may use either RULE-A or the simple formula on which RULE-A is based: Merely divide the lowest number of the battle odds into the highest number and use the first digit of the answer as the highest figure for the basic odds comparison. For example: if battle odds are 24-11 you divide 11 into 24 which goes a little better than 2 times. Fractions are ignored therefore basic odds become 2-1. Other examples: 16-9 converts to 1-1; 38-12 is 3-1; 4-15 is 1-3; 2-3 is 1-1; etc.

Combat Results Abbreviations

A ELIM: All attacking Units are eliminated.

D ELIM: All defending Units are eliminated.

BACK 2: All losing Units are moved back 2 squares in any direction, or combination of directions determined by WINNER. If a Unit cannot move back 2 squares because of blocking enemy zones of control or rivers, that Unit is automatically eliminated. A Unit forced off the board is also eliminated. **NOTE:** The winner cannot force Units to retreat into areas mentioned if alternate, un-blocked routes are available.

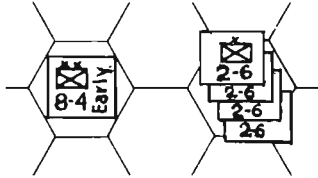
EXCHANGE: An even elimination of combat factors, the defender's factor computed at original, double, or triple value according to terrain. When an EXCHANGE is rolled, player with FEWER combat factors removes all his Units—other player removes a number of Units whose combined combat factors total AT LEAST that of the Units removed by opponent. Since this exchange of combat factors does not always work out even-up, a player sometimes must remove a number of Units whose total combat factor is MORE than that of the Units removed by opponent.

You have finished reading all the Rules to CHANCELLORS-VILLE. The 4 page Reference Folder gives you actual examples, in diagram form, of those sections in this Instruction Folder whose headings are in all capital letters. It is not necessary, however, to read this reference booklet in order to learn the game—refer to it only when clarification is needed.

For replacement parts, write for price list to: The Avalon Hill Company, Baltimore, Maryland.

CHANCELLORSVILLE REFERENCE FOLDER

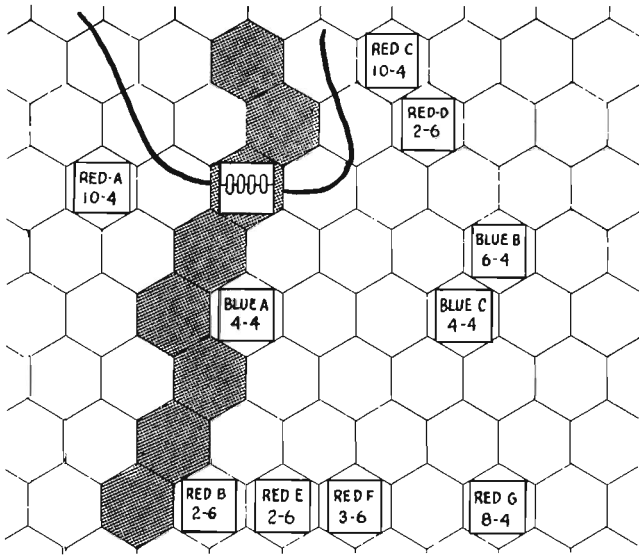
This is not an instruction booklet. The following examples and diagrams show you direct application of certain sections of the Instruction Folder. Many examples, such as the step-by-step river crossing procedures, are included for better understanding of the conduct of play. Those Instruction Folder sections with all-capitalized headings are presented here in the same order of appearance.



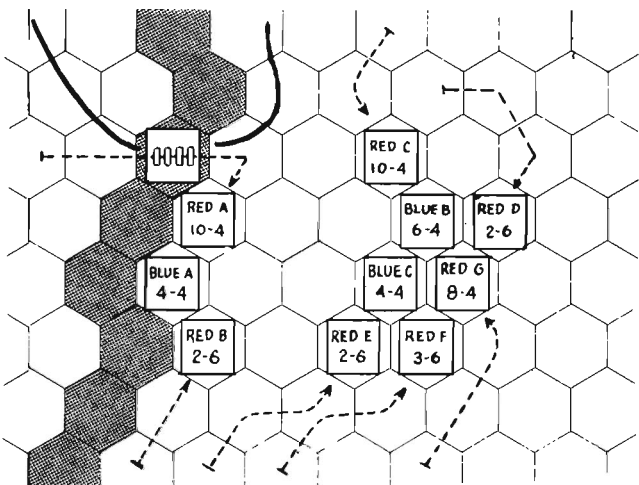
BRIGADE SUBSTITUTE COUNTERS

Early's Division with a Combat Factor of 8 may be removed in favor of any Brigade Substitute Counters whose Combat Factors total 8.
A Division once removed may be returned to the field merely by removing a number of Brigades whose combat factors total that of the Division.

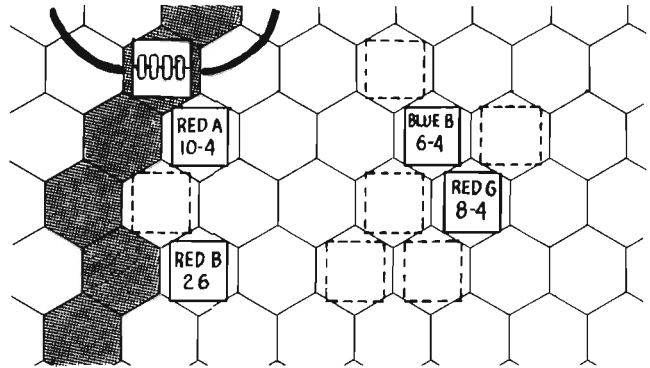
URNS—Example of a Single Turn



The Situation as it might appear at the beginning of the Confederate player's Turn.



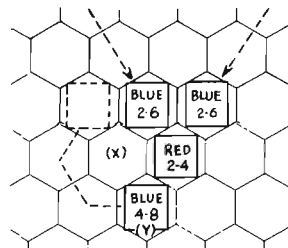
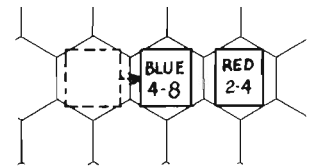
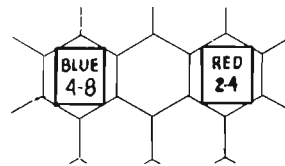
RED decides to move all his Units in this area. RED-A is moved its maximum movement factor (4) across the Pontoon Bridge to attack BLUE-A. RED-B aids in this attack, odds against BLUE-A become 12-4 (3-1). RED-C, D attack BLUE-B at 12-6 (2-1). RED-E, F, G attack BLUE-C at 13-4 (3-1). RED-G has the option to attack BLUE-B instead of BLUE-C, but elects to do otherwise. Although 3 separate battles are precipitated by this movement, no one battle is resolved until all Units have been moved into desired positions. Defender cannot move his Units at this time.



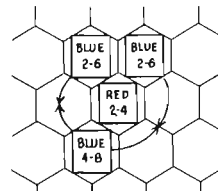
Each of the 3 battles is resolved one at a time at attacker's choice.
The result of RED-A, B vs. BLUE-A battle called for "back 2", but since BLUE-A's retreat is blocked on all sides by impassable terrain (river) and RED zones of control, BLUE is eliminated.
In the 2-1 situation, RED rolled a 6 on the Die (A ELIM), therefore both RED-C, D are eliminated while attacking BLUE-B.
The result of the 3rd battle called for EXCHANGE. BLUE-C is eliminated, RED player must remove a number of Units whose combat factors total AT LEAST that of BLUE-C. In this case, both RED-E and F (totaling 5) had to be removed.
This completes RED's Turn. Even though BLUE-B and RED-G are still in combat position, no Unit may fight or be forced to fight more than once in a single Turn—therefore it becomes Union player's Turn. BLUE-B has the option to attack RED-G or withdraw in the Union Turn.

ATTACK

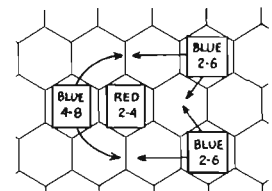
Primary Zone:



BLUE Commander moves 3 Units into RED's zone of control to attack at 8-2 (4-1). BLUE 4-8 moved 3 squares to land on square (Y). If it had moved directly into square (X), it could not move to square (Y). BLUE 4-8 purposely circles (X) to land on (Y) so that BLUE zones of control will completely surround RED.

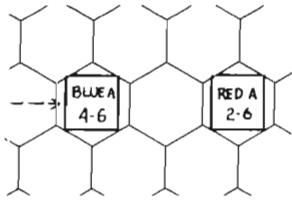


BLUE zones of control completely surround RED. A surrounded Unit cannot retreat; therefore, RED would be eliminated if the Combat Results Table calls for a retreat.

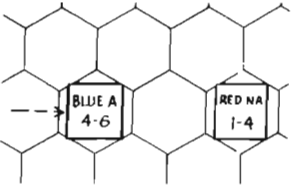


If result of combat between BLUE 4-8 and RED 2-4 calls for RED retreat, RED is eliminated since all avenues of escape are blocked by BLUE zones of control.

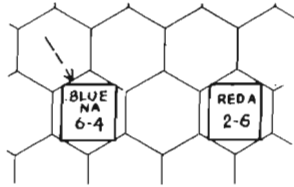
Secondary Zone



BLUE Artillery precipitated combat by moving into Secondary Zone of enemy Artillery. BLUE is the attacker at 4-2 (2-1).

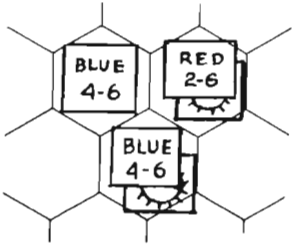


BLUE attacks RED Non-Artillery at 4-1. By moving, BLUE places RED in its Secondary Zone. BLUE, being out of RED's range, is not affected by adverse combat results.

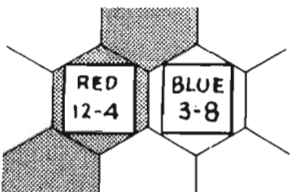


BLUE Non-Artillery moves into RED's Secondary Zone. BLUE must STOP. RED has option to attack at 2-6 (1-3), but is not affected by adverse combat results.

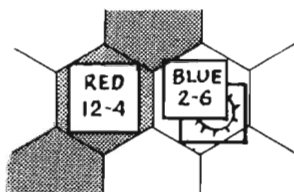
DEFENSE



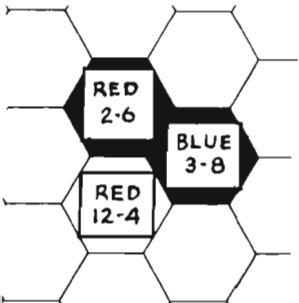
1) RED's factor doubles. BLUES attack at 8-4. (2-1)



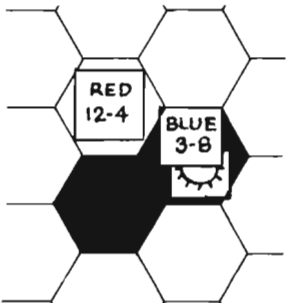
2) BLUE's factor doubles. RED attacks at 12-6. (2-1)



3) BLUE's factor triples. RED attacks at 12-6. (2-1)



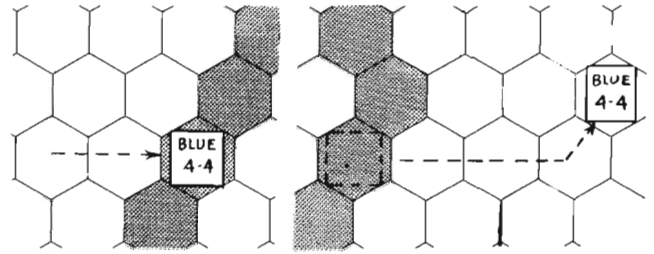
4) BLUE's factor doubles, REDS attack at 14-6. (2-1)



5) BLUE's factor triples. RED attacks at 12-9. (1-1)

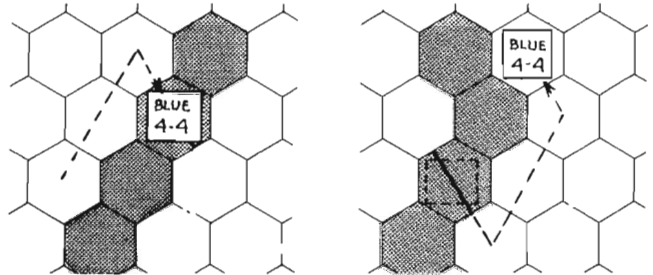
RIVER CROSSING

1) Swim Across at any Point:



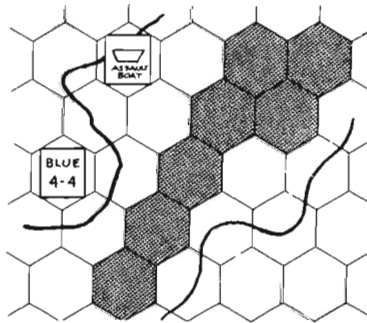
BLUE stops on River Square in one Turn (A) . . . then proceeds on the following Turn (B).

2) Swim Across at Fords:



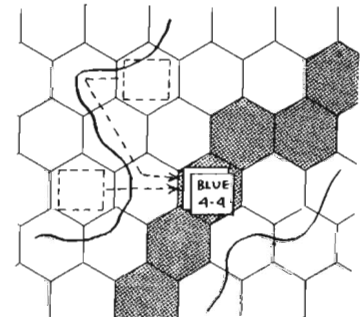
BLUE enters River Square in one Turn (A) . . . then proceeds on the following Turn (B).

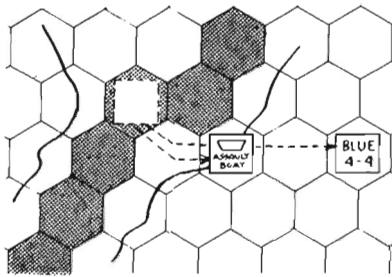
3) Cross on Assault Boats:



At beginning of Turn, the Boat (on a Road Square) and BLUE 4-4 are separated.

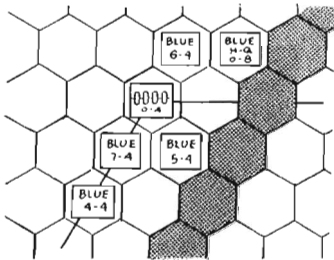
At the end of the same Turn, both Units are together on the River Square. Since Boats cannot be moved off Road Squares except into water, it took its full movement factor getting to the River Square.





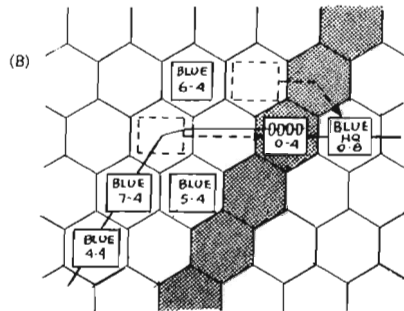
On the following Turn, both Units leave through a Road Square. Units separate since Boats cannot move through squares containing no roads. Usually there is no point in Boats following on the opposite Shore.

4) Cross on Pontoon Bridges:



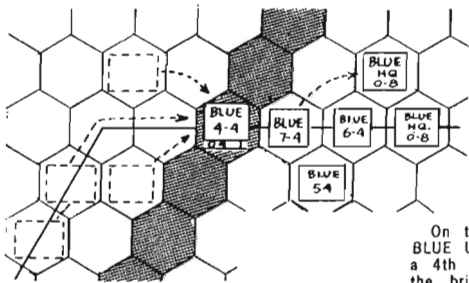
At the beginning of the Turn, all BLUE units are on the same side of the river.

(A)



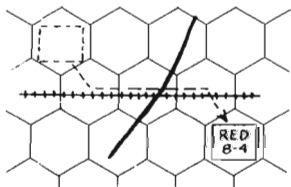
BLUE HQ swims across and "constructs" the bridge. The Bridge is moved to the River Square to complete the Turn. (A) and (B) are accomplished in the same Turn.

(B)

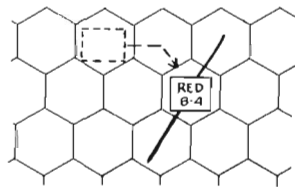


On the following Turn, 3 BLUE Units cross over, and a 4th BLUE Unit stops on the bridge because it has moved its full Movement Factor.

STREAM CROSSING

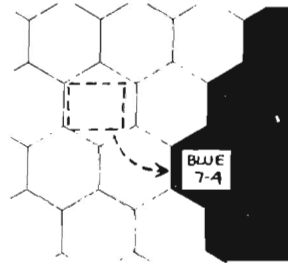


1) RED may move its full Movement Factor.

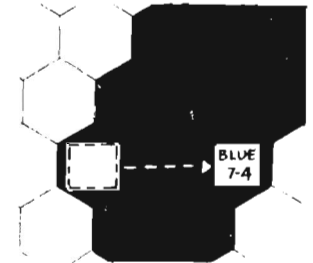


2) RED must stop on the Stream Square. It may move its full Movement Factor on its next Turn.

MOVEMENT THROUGH WOODS

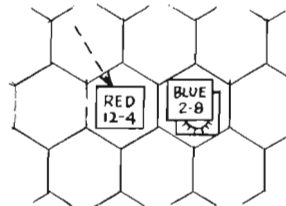


1) BLUE moves 2 squares and must stop on the first brown square.

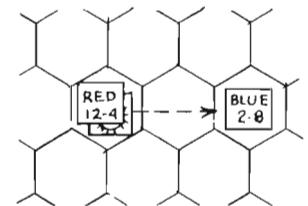


2) In its next Turn, BLUE may only move at the reduced speed of 2 squares per Turn. On its 3rd Turn, BLUE may leave the Woods at its full Movement Factor

CAPTURE OF FORTIFICATIONS

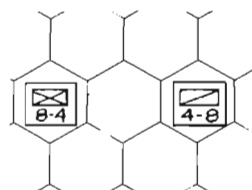


1) RED moves into adjacent square and attacks at 12-4 (3-1). BLUE's factor doubles.

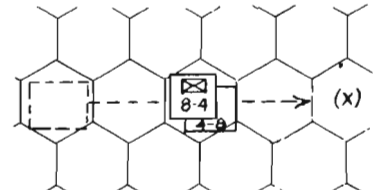


2) Combat results calls for BLUE to retreat 2 squares. RED moves into Fort on its following Turn. BLUE can only re-occupy fortification through combat.

MORE THAN ONE UNIT PER SQUARE

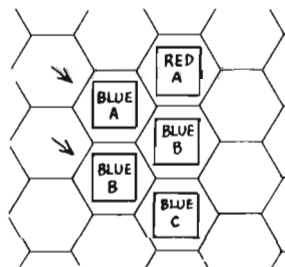


1) At the start of the Turn, the Infantry and Cavalry Units are 2 squares distant. The Infantry moves 2 squares to join the Cavalry Unit.

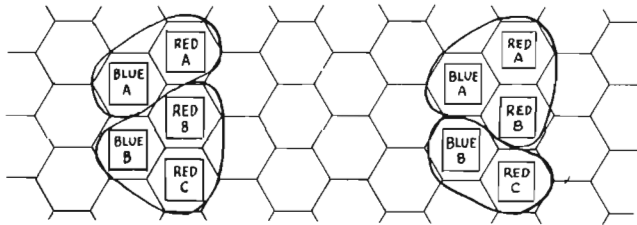


2) Both Units move an additional 2 squares to (X). They can move no further since the Infantry Unit has moved its full Movement Factor. Their combined basic Combat Factor is 12.

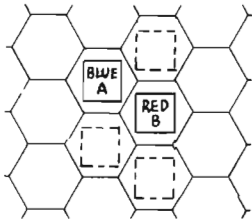
MULTIPLE UNIT ATTACK



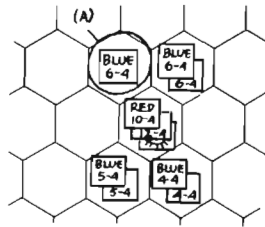
1) BLUES are attacking, and must fight all 3 RED Units because they are all in BLUE zones of control.



2) BLUE has a choice of dividing combat into the only two possibilities shown. BLUE-A and RED-C are not in each other's zones; nor are RED-A and BLUE-B; therefore they cannot be engaged in the same battle.

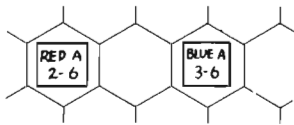


If the above situation is like this after both battles have been resolved, BLUE-A cannot attack RED-B because both have already fought once in this Turn. In RED's Turn, RED-B has the option to attack or withdraw.

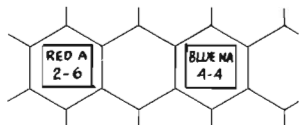


Both REDS have holed up on a fortified mountain square, thereby tripling its combined combat factor in defense to 66 (10+12 x 3). Blue commander decides to sacrifice Blue Unit (A) to one of the two Red Units (12-4) at odds of 6-36 (1-6). This is called "soaking off" to give the remaining Blue Units better odds against the other Red Unit. Blues attack Red (10-4) at 30-30 (1-1).

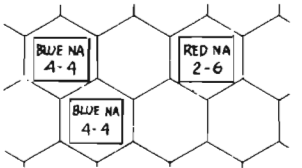
Secondary Zone:



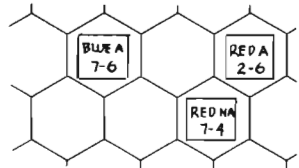
1) RED-A's attack at 2-3 (1-1). BLUE-A's attack at 3-2 (1-1).



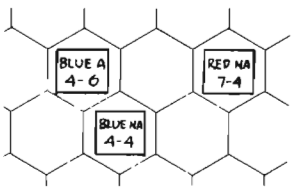
2) RED-A's have option to attack at 2-4; results adverse to RED-A's ignored.
3) BLUE-NA's must attack RED-A's at 4-2. Results adverse to RED-A's ignored.



4) Combat not allowed until BLUE-NA's move adjacent to RED-NA.

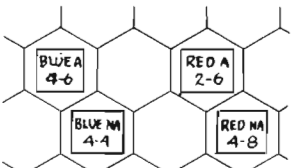


5) BLUE-A attacks RED-A only, at 7-2 (3-1). RED-NA may be attacked on following Turn.



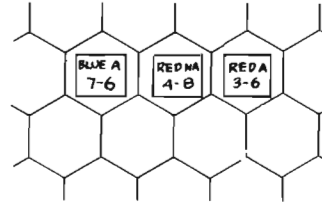
7) BLUE-A has option to attack RED-NA at 4-7 (1-1). Results adverse to BLUE-A are ignored. BLUE-NA cannot attack.

8) RED-NA must attack BLUE-A at 7-4 (1-1). Results adverse to BLUE-A are ignored. BLUE-NA cannot be attacked.

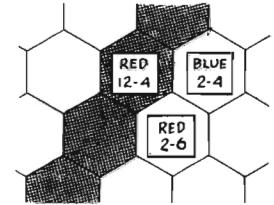


9) BLUE-A attacks RED-A at 4-2. BLUE-NA and RED-NA cannot fight in this Turn.

Primary and Secondary Combined:



Battle is resolved in one step: BLUE would attack both RED Units at 7-7. Both RED Units would attack BLUE at 7-7.



BLUE's Combat Factor doubles. RED's must attack at 14-4 (3-1).

COMBAT RESULTS TABLE

RULE-A is used only if players do not wish to reduce battle odds by way of division.

EXAMPLE: Suppose battle odds were 16-6. Place RULE-D on top of RULE-A so that the defender's combat factor, "6", is lined up directly under the attacker's factor, "16." When this is done, a heavy black line appears next to the "2-1" odds line on the Combat Results Table. Therefore, a 16-6 battle situation reduces to a 2-1 basic odds comparison. If the black line appears next to more than one basic odds figure, use the higher figure of the two.

NOTE: An example of how an EXCHANGE works is given in the section on TURNS.

The Table and instructions on its use are printed on RULE-D. To resolve, combat players must first convert battle odds to the basic odds comparisons appearing on the Table (4-2 battle odds would convert to 2-1; 9-3 converts to 3-1; etc.) Next—the Die is rolled once by the attacker. The number rolled is matched up with the basic odds comparison to get the result of combat. For instance; if the odds are 2-1 and a 1 is rolled, all defending Units are eliminated.

If it becomes difficult to convert *battle* odds to *basic* odds you may use either RULE-A or the simple formula on which RULE-A is based: Merely divide the lowest number of the battle odds into the highest number and use the first digit of the answer as the highest figure for the basic odds comparison. For example; if battle odds are 24-11 you divide 11 into 24 which goes a little better than 2 times. Fractions are ignored, therefore basic odds become 2-1. Other examples: 16-9 converts to 1-1; 38-12 is 3-1; 4-15 is 1-3; 2-3 is 1-1; etc.

Instructions on the use of RULE-D are printed right on the Table.

Combat Results Abbreviations

A ELIM: All attacking Units are eliminated.

D ELIM: All defending Units are eliminated.

BACK 2: All losing Units are moved back 2 squares in any direction, or combination of directions determined by WINNER. If a Unit cannot move back 2 squares because of blocking enemy zones of control or rivers, that Unit is automatically eliminated. A Unit forced off the board is also eliminated. NOTE: The winner cannot force Units to retreat into areas mentioned if alternate, un-blocked routes are available.

EXCHANGE: An even elimination of combat factors, the defender's factor computed at original, double, or triple value according to terrain. When an EXCHANGE is rolled, player with FEWER combat factors removes all his Units—other player removes a number of Units whose combined combat factors total AT LEAST that of the Units removed by opponent. Since this exchange of combat factors does not always work out even-up, a player sometimes must remove a number of Units whose total combat factor is MORE than that of the Units removed by opponent.

CHANCELLORSVILLE

HISTORICAL SUMMARY AND GENERAL NOTES

GENERAL SITUATION: Severely pressed by Washington to settle the issue of the rebellion at the earliest possible moment, the Federal Army of the Potomac must immediately move to destroy the Confederate Army of Northern Virginia and, indeed, must substantially complete operations before the 25th time period.

To achieve their mission, the Federal troops must pierce the formidable line of the Rapidan-Rappahannock Rivers, fix the Confederate forces into position and destroy them rapidly. The Federal Command has the advantage of overwhelming power, outclassing their rivals at nearly two-to-one in terms of combat power.

The Confederate Command, pleased that they have outwitted and outfought the Federal troops to this point in the war, obviously cannot take *direct* offensive action in this locality at this time because of the massive strength of the opposing forces. Richmond, however, has ordered them to reach a decision on the Rappahannock—they may not withdraw.

Thus the Federal Command is pressed to take the offensive immediately and the Confederate Command is, of necessity, committed to the Strategic Defensive.

THE TERRAIN: The dominant terrain feature of this area of Virginia is the line Rapidan-Rappahannock Rivers. Since the Confederate forces are south of the river, therein lies the most likely potential battlefield area. The town of Fredericksburg is to the right of center of the potential battlefield area and on the river. The trace of the Rappahannock forms several natural salients (lines of defense), one of which is further enhanced by easily defended hills at its base—the salient in and around Fredericksburg. The area to the left of the area is properly dubbed The Wilderness, being cut up by jungle-like wooded areas. The area downstream from Fredericksburg is more open, but boasts no fords.

THE BASIC FEDERAL STRATEGY: In broad terms, the Federal problem can be stated as in two parts:

1. Getting and staying across the river in force.
2. Final destruction of the enemy.

Neither will be easy.

The river line is long and although enemy forces can (if they are competent) preclude a crossing shortly upstream from Fredericksburg, they do not have sufficient numbers to absolutely preclude crossings further west or east of the town. Any contested river crossing, however, can be very bloody and care must be exercised so that the opening power ratio of two-to-one against the enemy is preserved for their final destruction.

A flanking action seems to be the only course open. Even if the enemy is careless enough to allow an initial crossing immediately above Fredericksburg, it is still possible for the enemy to effectively seal off such an operation and thus isolate a disproportionate share of Federal forces. Only in the event that the enemy is careless enough to completely split his forces east and west does an assault in the center become realistic.

There are two general flanking choices—east or west. Both have obvious advantages and disadvantages, in view of the fact that an adroit enemy will, when Federal forces are across the river, probably retreat for a last stand in and around Fredericksburg. To the west, more fords are available but they are more distant from Fredericksburg. To the east, no fords are available but the area is more open and closer to Fredericksburg.

The wisest course is to use approximately one-third of the army on the inactive flank (although with some bridging equipment so they may cross as quickly as possible later on) and the remaining two-thirds to screen the center and mount the main crossing.

Once across, great speed and daring must be employed to inflict maximum casualties on the enemy and to attempt to preclude any massing of his forces in or around Fredericksburg. Cutting him up and defeating him in detail is highly preferable to a last, grand assault against a well-entrenched enemy.

If, by chance, the enemy manages to hole up, then the siege operations must be conducted with great care and maximum use of artillery.

THE BASIC CONFEDERATE STRATEGY: In broad terms, the Confederate defensive problems can be stated as in two parts:

1. Crush any attempt at crossing the river, particularly in the center.
2. Failing in that, attempt to defeat the enemy in detail while taking care that the force remains a whole and can always withdraw, with sufficient strength, to force the enemy to break his sword against entrenched positions in and around Fredericksburg.

Unless the enemy is extremely careless, it would not be wise to attempt to create a fluid battlefield situation south of the line Rapidan-Rappahannock. It would be pointless to withdraw to the Fredericksburg area too early, as the enemy can be punished most severely at the river crossings at worst, and can be roundly defeated there at best. Further, a premature holing up puts all initiative in Federal hands and completely removes the possibility of Confederate exploitation of Federal mistakes.

Confederate forces are definitely on interior lines in the center and east. *This advantage must never be lost.* In the west, it is almost impossible to get on interior lines (in a position which can be defended) short of the center of the river line. In the event the enemy can force a crossing in the west, extreme care must be exercised to insure that the remnants of the Confederate force can be withdrawn in good order—roads are few and can be easily blocked by the enemy if a retrograde (rearward) action is carelessly handled.

While the enemy enjoys great superiority, it is entirely possible to entice him to split into smaller parts and thus nibble at him. A prerequisite for attack actions, however, must be the near-certainty of victory. Actions which involve even exchanges of casualties aid the enemy.

Time is definitely on the Confederate side and every use of this advantage must be made. An excellent example would be use of cavalry to destroy boats, bridges and force the enemy to detail disproportionate numbers to secure rear and crossing areas.

THE REAL CAMPAIGN: In real life, the Confederate Command expected an assault either at Fredericksburg (the site of a bloody Federal repulse some months before) or east of it. Thus, the entire army was located in that area. Many of the more westerly fords were not even outposted.

In what is still called one of the most brilliant flanking actions ever perpetrated, the Union Command swept around the western flank with great force in a very short period of time and presented the Confederate Command with the unpleasant spectacle of a massive army in its rear and within miles of its communications.

Then, in a loss of resolution that still defies explanation, the Federal Command decided to build defensive works around Chancellorsville. A planned Federal demonstration at and below Fredericksburg was late starting and poorly managed.

Confederate Command reacted quickly and, as events proved, decisively. Leaving small units to contain the correctly diagnosed demonstration at Fredericksburg, the mass of the Confederate forces moved to the Federal positions at Chancellorsville and generally located themselves east and southeast of the Federals.

Minor actions then took place. In spite of overwhelming force at their disposal, Federal Command did not attack.

Then, in a famous decision, Confederate Command took the dangerous step of dividing an already inferior force and sent General "Stonewall" Jackson around the Federal positions in a wide sweep and launched an attack against the *western* side of the Federal positions.

Jackson's attack came home in a perfect enfilade situation and routed the Federal Corps emplaced in that area. Panic ensued and only the denseness of the woods in the area saved the Federal forces from a devastating collapse. At this point, General Jackson was mortally wounded by a Confederate sentry and the resulting confusion precluded a successful continuation of the attack the next day.

Even then, Federal forces could have taken the field because of their superior strength. Eventually, the Federal forces east of Fredericksburg succeeded in crossing, taking the heights west of the town and actually were proceeding toward the Confederate rear when Federal Command at Chancellorsville lost heart and withdrew, in a series of retrograde steps, back across the line of the Rappahannock.

Confederate command had again reeled back a vastly superior enemy.

ORDER OF BATTLE

Use as a check against Counters that may get lost.

CORPS	CONFEDERATE UNITS			FACTORS
	ARMY OF NORTHERN VIRGINIA—R.E. LEE HQ—0-8	INFANTRY DIVISIONS	ARTILLERY BATTALIONS	
I—Longstreet			Alexander	0-8
			Walton	3-6
		Anderson		2-6
			Hardaway	8-4
		McLaws		2-6
II—Jackson			Cobell	8-4
				2-6
			Nelson	0-8
			Cutt	2-6
			McIntosh	2-6
			Brown	3-6
		A. P. Hill		12-4
			Walker	3-6
		Rodes		10-4
		Early	Carter	3-6
		Andrews	8-4	
	Colston		2-6	
		Jones	7-4	
			2-6	
			4-8	
			2-8	
			Stuart	
			Beckham	

BRIGADE SUBSTITUTE COUNTERS—Supplemental Counters, only

Anderson Div. HQ plus Mahone, Posey, Perry, Wilcox, Wright; McLaws Div. HQ plus Kershaw, Semmes, Wofford, Barksdale; A. P. Hill Div. HQ plus Heth, Pender, McGowan, Lane, Archer, Thomas; Rodes Div. HQ plus O'Neal, Doles, Iverson, Colquitt, Ramseur; Early Div. HQ plus Gordon, Hoke, Smith, Hays; Colston Div. HQ plus Paxton, Jones, Warren, Nicholls; Stuart Div. HQ plus F. Lee, W.H.F. Lee.

CORPS	UNION UNITS			FACTORS	
	ARMY OF THE POTOMAC—Hooker HQ—0-8	INFANTRY DIVISIONS	ARTILLERY BRIGADES		CAVALRY UNITS
I—Reynolds			IC	0-8	
		Wadsworth		6-6	
		Robinson		5-4	
		Doubleday		5-4	
II—Couch			IIC	6-4	
		Hancock		5-4	
		Gibbon		5-4	
III—Sickles		French		6-4	
			IIIC	0-8	
				7-6	
V—Meade		Birney		6-4	
		Berry		6-4	
		Whipple		6-4	
			VC	0-8	
VI—Sedgewick		Griffin		5-6	
		Sykes		5-4	
		Humphreys		5-4	
			VIC	5-4	
				7-6	
XI—Howard		Brooks		5-4	
		Howe		5-4	
		Newton		6-4	
		Burnham		6-4	
XII—Stocum			XIC	0-8	
				4-6	
		Devens		4-4	
		von Steinwehr		4-4	
CAV.—Stoneman		Schurz		4-4	
			XIIC	0-8	
		Williams		3-6	
Artillery Reserve (no counter)		Geary		6-4	
				7-4	
				0-8	
				3-8	
				3-8	
6 Pontoon Bridge Detachments 2 Assault Boat Detachments				3-8	
				2-8	
				1-8	
				Pleasanton	
				Averell	
			Gregg		
			Butford		
			Morris		
				4-6	
				3-6	
				3-8	
				0-4	
				0-4	

APPENDIX

Below are listed some frequently asked questions on the rules of play. Consult the body of the rules for more specific commentary:

Movement:

Q: May units using Road Bonus cross a Pontoon at the regular rate, then continue on land at the Road Bonus rate?

A: No! A unit may only move ONTO the Pontoon Bridge at the Road Bonus rate. It must then stop. Units cannot cross the PB at the regular rate, then resume Road Bonus movement. (See 'TEC Notes' #2)

Q: What is the movement point cost for moving into a river or stream hex?

A: It costs one movement point to enter each type of hex.

Movement After Combat:

Q: Since the loser retreats his own units, could a unit in a fort that is required to retreat two hexes move one hex out of the fort and then move one hex back INTO it?

A: No. Units forced to retreat may not re-enter the hex it occupied nor may it move through or enter the same hex twice.

Q: May units retreat through a hex containing friendly units stacked to capacity?

A: NO! (See 'Explanation of Combat Results' on the CRT card.)

Q: If a unit is retreated in the Defensive Fire Phase, may it participate in combat in either the offensive Fire Phase or the Regular Combat Phase?

A: No. Units retreated in combat may not participate in any further attacks in that turn.

Q: May units retreat across a stream via a road hex?

A: No: "other terrain in the road hex applies during combat."

Q: If any enemy combat unit moves adjacent to a friendly HQ unit located on a hill hex, does the

enemy unit have the option of advancing into the eliminated HQ's hex at the conclusion of combat?

A: No. The unit is automatically eliminated at the end of the turn. NOT attacked. Therefore, the advance after combat rule does not apply. Note, however, that the enemy unit could simply enter the HQ unit's hex during movement if there were no other friendly HQ units in the hex from which it enters. (See VI.F.,p.7)

Q: When an infantry or artillery unit is in a ford hex and attacks enemy units in an adjacent hex which is NOT that ford's 'exit hex,' may it occupy the fort in the event it defeats those enemy units even though it would NOT be exiting via the proper 'exit hex'?

A: No. The 'exit hex' rule has priority over the advance after combat rule. Therefore, the unit may NOT advance.

Zones-Of-Control:

Q: Do DISRUPTED combat units have a zone-of-control?

A: Yes.

Q: Do Assault Boat and Pontoon Bridge units have zones-of-control?

A: No. Only 'combat units' have any type of a zone-of-control. (See 'Unit Types,' p.3)

Q: Do units in woods hexes that are attacking enemy units in clear terrain have to attack ALL enemy-occupied clear terrain hexes to which they are adjacent?

A: Yes. (See VI.E.3.,p.7)

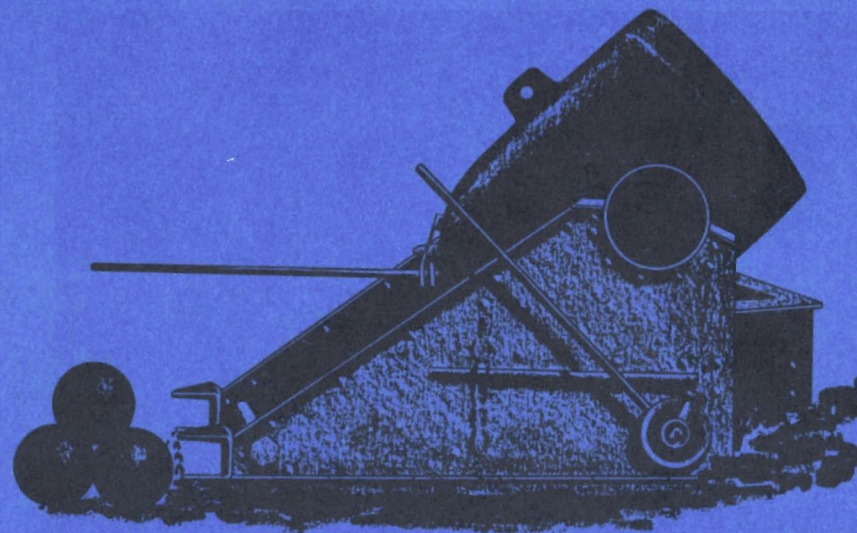
Miscellaneous:

Q: Are units defending in forts on hills doubled or quadrupled?

A: DOUBLED only! (See C.1.,p.8)

Q: When using Optional Rule III-Inverted Confederate Counters, are fortifications also inverted?

A: No.



Chancellorsville

RULES OF PLAY

DESIGN CREDITS

Game system Re-design: Randall C. Reed
 Components Re-design: R. C. Reed, Thomas N. Shaw.
 Playtesting: Interest Group Baltimore.
 Printing: Monarch Services, Colonial Composition, Baltimore, Maryland.

OUR DESIGN DEPARTMENT will be happy to take the time to answer questions regarding play of this game, but **ONLY** when accompanied by a self-addressed envelope containing first class postage.

REPLACEMENT PARTS

For current replacement parts list, send a stamped, self-addressed envelope to: **PARTS DEPARTMENT** The Avalon Hill Company, 4517 Harford Road, Baltimore, Maryland 21214.

THE GENERAL

The **GENERAL** is Avalon Hill's bimonthly magazine for game players. Need opponents, rules interpretations, hints on tactics and strategy? You'll find all of these things and more in each 34 page, profusely illustrated issue. Contests, world-wide opponents-wanted advertisements, product reviews, game design theory, historical articles, and hobby news are only some of the regular features. In every issue you'll find a coupon worth \$1.00 towards the purchase of all Avalon Hill products. Special deals offer 50% off various replacement parts **ONLY** to **GENERAL** subscribers. How can you lose when all of this costs only \$5.00 a year?

Since its inception in 1964, the **GENERAL** has stood the test of time. Increase your enjoyment of **CHANCELLORSVILLE** and other Avalon Hill games many-fold with a subscription.

ERRATA: Note the following errors in printing boards and counters:

- Counters: Subscripts for Command Control Optional Rule should be as follows: Wadsworth, Robinson, Doubleday, and Hancock: '1' (not '2'), McGowan (CSA); 'H'; Rodes HQ (CSA): '2'.
- Mapboard: U.S. Ford is in hex T-24, NOT T-23. All named crossings are fords.

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Chancellorsville

RULES OF PLAY

I. INTRODUCTION

CHANCELLORSVILLE is a war game that re-creates the battle that almost ended the Civil War two years earlier. The lack of decisive results in the engagement has been blamed on the lack of Union initiative and the brilliance and daring of the Confederate leadership. These same qualities or failings may very well characterize a victory in this game. Outnumbered at better than two to one and faced with an enemy that could bring large forces to bear at any one of three fronts the burden of decisive action rests with the Confederate player. If he merely sits back in a passive defense, the superior numbers of Union arms will grind him to pieces. On the other hand, time is on the side of the Confederate player. The Union player must act quickly to bring all possible strength to bear against the Confederate forces to reduce them to the point of collapse before the time limit expires.

IF YOU HAVE NEVER PLAYED A WAR-GAME BEFORE, don't be overwhelmed by what may look like a lot of rules. Sometimes more than a few words are required to express a simple and easily understood concept. It is not necessary to memorize these rules. One reading is enough foundation to begin play. The Rules of Play are a **REFERENCE** to be consulted when questions arise during the actual play of the game.

II. GAME COMPONENTS

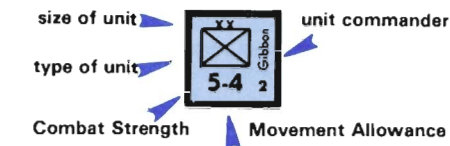
A. THE MAPBOARD

The mapboard represents the area of eastern Virginia where the battle was fought. Superimposed over the map is a hexagonal grid used to regulate movement and combat. Each hexagon (called 'hex' for short) represents a distance of a little more than one mile. A coordinate system is printed on the mapboard edge to facilitate recording unit positions should the need arise. To find a specific hex location, cross-index a lettered hexrow with a numbered hexrow. For example, Chancellorsville is located at hex R-28, Falmouth at HH-33, and

Kelly's Ford at C-3. A complete explanation of the terrain symbols used on the mapboard is found on the Terrain Effects Chart (TEC).

B. THE UNIT COUNTERS

The die-cut, cardboard unit counters represent the actual military formations that participated in the battle. Contained on the counters (interchangeably called units, unit counters, or counters) is certain information needed to play the game:



UNIT TYPES:

Combat Units:

infantry	
artillery	
horse artillery	
cavalry	
headquarters	

Noncombat Units:

Assault Boat	
Pontoon Bridge	
fortifications	

'TIME NOW'

TIME NOW

UNIT SIZES:

XXXX – Army X – Brigade
XXX – Corps III – Regiment
XX – Division II – Battalion

ABBREVIATIONS:

R – Reserve Artillery
I C, II C, etc. – First Corps, Second Corps, Etc.
CAV – Cavalry Corps
Potomac – Union Army of the Potomac
North Virg. – Confederate Army of Northern Virginia

COMBAT STRENGTH – Represents the basic offensive and defensive strength of a given unit, which is stated in terms of 'Strength Points.'

MOVEMENT ALLOWANCE – Represents the basic, maximum distance a unit may move in a turn. The Movement Allowance of a unit is stated as a certain number of 'Movement Points.'

C. CHARTS AND TABLES

The card provided with the game contain charts important to play. The **TERRAIN EFFECTS CHART (TEC)** explains the mapboard terrain and their effects on movement and combat.

The **TIME RECORD CHART** is used to record the passage of game turns. The **COMBAT RESULTS TABLE** is used to resolve combat situations and explains the effect of those results on the units involved.

III. SEQUENCE OF PLAY

CHANCELLORSVILLE is played in TURNS. Each turn is divided into two identical player SEGMENTS: the Union player Segment and the Confederate player Segment. Furthermore, for ease of play each Segment is divided into Movement, Artillery Fire, and Regular Combat PHASES. The Union player Segment is always first in each turn. The exact sequence of play as outlined below is followed for each turn of the game:

A. UNION PLAYER SEGMENT

1. Movement Phase: Union player moves all, some, or none of his units and emplaces Pontoon Bridges (if any) within the limitations of the rules.

2. Confederate Defensive Artillery Fire Phase: Confederate artillery may attack Union units within a two-hex range as provided by the combat rules. NO movement, by either side, allowed.

3. Union Offensive Artillery Fire Phase: Union artillery may attack Confederate units within a two-hex range as provided by the combat rules. NO movement, by either side, allowed.

4. Regular Combat Phase: All attacks by Union units that did not attack in the Offensive Fire Phase are resolved as provided by the combat rules. NO movement, by either side, allowed (EXCEPTION: See 'Movement After Combat').

B. CONFEDERATE PLAYER SEGMENT

1. Movement Phase: Confederate player may move all, some or none of units within the limitations of the movement rules.

2. Union Defensive Artillery Fire Phase: Union artillery may attack Confederate units within a two-hex range as provided by the combat rules. NO movement by either side allowed.

3. Confederate Offensive Artillery Fire Phase: Confederate artillery may attack Union units within a two-hex range as provided by the combat rules. NO movement by either side allowed.

4. Regular Combat Phase: All attacks by Confederate units that did not attack in the Offensive Fire Phase are resolved as provided by the combat rules. NO movement by either side allowed (EXCEPTION: See 'Movement After Combat').

C. The 'Time Now' counter is advanced one box on the Time Record Chart signifying the completion of one game turn.

IV. MOVEMENT

A. Movement is calculated in terms of hexes. Each unit expends a certain number of MOVEMENT POINTS from its MOVEMENT (POINT) ALLOWANCE for each hex it enters. Different types of hexes require different expenditures of Movement Points dependent upon the terrain in those hexes. Refer to the TERRAIN EFFECTS CHART (TEC) for a complete explanation of the various types of terrain and their 'entry costs'.

B. In any given Movement Phase of a player's Segment, he may move some, none, or all of his units. Each unit (or stack of units) is moved individually, tracing its movement path through each individual hex.

C. A unit may not exceed its Movement Allowance in any single Movement Phase. Unused Movement Points may not be accumulated from turn to turn or from unit to unit. Once a unit has completed its movement, it may not be moved again, changed, 'corrected' or otherwise relocated from its final position.

D. No enemy movement is permitted during a player's Movement Phase.

E. No combat of any kind may take place in the Movement Phase.

F. Friendly units may move through or onto hexes containing other friendly units so long as they do not exceed their STACKING LIMIT in doing so (see 'Stacking', below). A unit may not move onto or through a hex containing the maximum allowable number of friendly units.

G. Units may never enter hexes containing enemy units (EXCEPTION: See 'Zones of Control').

H. Units may move through different types of terrain hexes in the same Movement Phase provided they have sufficient Movement Points to enter each hex and are not required to end movement upon entering certain terrain types. (See TERRAIN EFFECTS CHART).

I. ROAD BONUS: Units that begin their Movement Phase on a road hex may move up to twice their normal Movement Allowance if they move along contiguous road hexes, (i.e., move directly from one road hex to another road hex of the same road), end their Movement Phase on a road, village, or city hex, and do not move adjacent to any enemy combat or HQ units during their Movement Phase. Units may NOT cross rivers via Pontoon Bridges at the road bonus rate (see below).

J. CROSSING RIVERS: (RAPPAHANNOCK AND RAPIDAN): The Rappahannock Rivers are the major obstacles to movement on the mapboard. Different types of units may cross the rivers by one or more of the methods listed below:

TYPE	SWIM AT ANY POINT	CROSS AT FORDS	CROSS IN ASSAULT BOATS	CROSS ON PONTOON BRIDGES
Headquarters	YES	YES	YES	YES
Cavalry	YES	YES	NO	YES
Infantry	NO	YES	YES	YES
Artillery	NO	YES	NO	YES
Horse Artillery	NO	YES	NO	YES
Pontoon Bridges	YES*	YES*	NO	YES*
Assault Boats	YES*	YES*	NO	YES*

*SEE RULES, BELOW, FOR QUALIFYING CONDITIONS.

1. SWIM AT ANY POINT (HQ, CAV only): Unit enters river hex and ends all movement. In the next friendly Movement Phase it may move off the river at its normal Movement Allowance, or move up or down the river ONE hex.

2. CROSS AT FORDS (all combat units): Unit enters ford/river hex from one of the 'approach hexes' (the two hexes at either end of the ford symbol) and ends all movement. In the next friendly Movement Phase the unit may move off the ford hex by moving to the opposite approach hex and continuing normal movement.

3. CROSS IN ASSAULT BOATS (HQ, INF only): The Assault Boat counter moves from a road hex to an adjacent river hex and ends all movement. In the same Movement Phase an infantry or headquarters unit enters the river hex containing the Assault Boat and ends all movement. In the next friendly Movement Phase the combat unit may do one of the following:

a. Move off of the Assault Boat and continue movement normally.

b. Remain on the Assault Boat in the same river hex.

c. Move, with the Assault Boat, one hex DOWNSTREAM (i.e., towards the Potomac River) on the river. It may only move one hex downstream and must end all movement on a river hex with the Assault Boat.

d. NOTE: Assault Boats may not move downstream if such a hex is occupied by ANY other type of unit.

4. CROSS ON PONTOON BRIDGES (all units):

a. Emplacement: Pontoon Bridges must be EMPLACED before they may be used to cross rivers. They may not be emplaced until a friendly combat unit occupies the opposite shore land hex adjacent to the river hex in which the Pontoon Bridge is to be emplaced.

b. In the same Movement Phase in which the friendly unit occupies the opposite-shore hex, the Pontoon Bridge may be emplaced by simply moving it from an adjacent road hex to the river hex.

c. The Pontoon Bridge counter must be placed on board in such a fashion that the approach hexes of the counter consist of the opposite-shore land hex occupied by the friendly combat unit and a near-shore land hex. The pontoon symbol on the counter must be properly aligned to show the two approach hexes used when crossing the Pontoon Bridge. This alignment can only be changed by re-emplacing the Pontoon Bridge as outlined above.

d. Units may cross an emplaced Pontoon Bridge by entering and leaving the river hex containing it via the approach hexes indicated by the position of the pontoon symbol. Units crossing rivers on Pontoon Bridges incur NO delay and are not required to end movement. Note, however, that units may not RETREAT across Pontoon Bridges.

e. No units may use or occupy the Pontoon Bridge in the turn of emplacement. It may be used normally in the turn following emplacement. Pontoon bridges that are used by other units to cross rivers may not move in the same turn.

f. NOTE: Only ONE Pontoon Bridge may be emplaced on a river hex at any one time.

K. PONTOON BRIDGE AND ASSAULT BOAT ROAD MOVEMENT:

1. Pontoon Bridges and Assault Boats may only move along road hexes, when moving on land, or across a Pontoon Bridge connecting two road hexes of the same road.

2. NOTE: Movement along roads is defined as moving from one road hex to an adjacent road hex of the same road. (Village and City hexes are treated as road hexes for movement purposes.)

3. EXCEPTION: Pontoon Bridges and Assault Boats may move from a clear terrain-road hex directly to an adjacent river hex. The road does not have to lead into the river but may parallel it in this case. Pontoon Bridge and Assault Boat units may leave a river hex only by moving directly to an adjacent clear terrain-road hex.

V. STACKING (more than one unit per hex)

A. Stacking limitations apply at ALL times, even during the Movement Phase of a player Segment.

B. The number of units allowed in a hex at one time is limited as follows:

1. UNION: The Union player is limited to two units of any kind in a hex at any one time.

2. CONFEDERATE: The Confederate player is limited to any number of units totalling no more than 22 Combat Strength Points in a hex at any one time.

3. NOTE: Any number of headquarters units may be added to stacks of units without penalty. Headquarters units are ignored for stacking purposes.

C. EXCEPTION: Only one Combat unit (INCLUDING headquarters units) may occupy a river hex at any one time. Emplaced Pontoon Bridges or Assault Boats conveying regular units do not count for Stacking purpose, but such units are counted if they are traveling over an emplaced Pontoon Bridge.

D. BRIGADE SUBSTITUTE COUNTERS

1. Brigade substitute counters are supplemental, not additional, units. The Confederate player may use brigade counters in place of larger division-size units.

2. The Confederate player may, at any time, break down a division into brigades. He may substitute a single division counter with a number of brigade counters whose Combat Strengths total that of the division counter being substituted. These brigade counters are stacked in the same hex along with their division headquarters counter. Once placed on the mapboard they may move and operate normally.

3. A division counter that has been removed may be returned by removing from the mapboard a number of brigade counters whose Combat Strengths equal that of the division counter. All such brigade counters must be in the same hex for removal. Brigade counters need not belong to the same exact division they are to substitute for.

VI. ZONES OF CONTROL

A. The six hexes directly adjacent to a given unit constitute that unit's ZONE OF CONTROL. All friendly units entering enemy zones of control must stop, end all movement, and attack those adjacent enemy units. Hexes in a unit's zone of control are called 'controlled hexes'.

B. Units may not move from one enemy controlled hex to another.

C. As many units as possible may move into an enemy controlled hex, subject to Stacking limitations.

D. All friendly units in enemy zones of control must attack in the Regular Combat Phase of the Friendly Player Segment.

E. Zones of control DO NOT extend into woods, city, or fort hexes:

1. Units IN woods, city, or fort hexes control the hex they occupy and any adjacent, non-woods, -city, or -fort hexes.

2. Units OUTSIDE of these hexes DO NOT control adjacent woods, city, or fort hexes.

3. Units in woods, city, or fort hexes are not required to attack adjacent enemy units, but have the OPTION to do so. If they do attack, they must attack all adjacent enemy units that are in their zones of control.

4. Units in non-woods, -city, or -fort hexes adjacent to enemy units in those types of hexes must attack those units in the Regular Combat Phase.

F. HEADQUARTERS units unaccompanied by Friendly Combat Units have a limited zone of control consisting of only the hex they occupy. Enemy units may move adjacent to headquarters without stopping. Further, enemy units may ENTER the hex occupied by headquarters units but must stop.

1. Headquarters units cannot block retreat routes. They are automatically eliminated if enemy units retreat through or next to the hex they occupy.

2. If enemy units move adjacent to or into a hex occupied by a headquarters unit, it is removed from the mapboard at the end of the enemy Regular Combat Phase.

3. Headquarters units may never move into the zones of control of enemy units unless accompanied by regular combat units.

4. HQ units are automatically eliminated if attacked by artillery fire when in a hex by themselves.

VII. COMBAT

There are two types of Combat Phases, Regular and Artillery Fire, as outlined in the Sequence of Play section. Since Artillery Fire combat is based largely on Regular Combat principles, Regular Combat is discussed first. Players should note, however, that Artillery Fire Phases are always conducted before the Regular Combat Phase.

A. REGULAR COMBAT: Combat occurs in the Regular Combat Phase of a player's turn in all situations where friendly combat units are in the zones of control of enemy units. The player whose Regular Combat Phase it is, is considered

the ATTACKER, the other player is considered the DEFENDER.

1. During the Regular Combat Phase, friendly units in enemy controlled hexes must attack those enemy units to which they are adjacent. Only those friendly units directly adjacent to a given enemy unit may participate in an attack on that enemy unit.

2. EXCEPTION: Units in woods, city, or fort hexes are not forced to attack adjacent enemy units, but have the option to do so.

3. No unit may attack more than once in a player Segment. No enemy unit may be attacked more than once in a Regular Combat Phase.

4. When several units in different hexes attack enemy units in different hexes, the attacker may divide combat into more than one attack in any manner he desires providing the following conditions are met:

a. Attacking units must be adjacent to the specific defending units they are attacking.

b. ALL friendly units that are in enemy controlled hexes must participate in an attack.

c. ALL enemy units that are in friendly controlled hexes must be attacked.

5. Friendly units in one hex may divide combat against adjacent enemy units in separate hexes into more than one attack.

6. Friendly units may not divide combat against several enemy units located in one hex into more than one attack.

7. RESOLVING COMBAT: the following procedure is followed for each attack situation in the Regular Combat Phase:

a. Separately total the defender's Combat Strength Points and the attacker's Combat Strength Points involved in the attack.

b. Convert these totals into a ratio of attacker's Strength Points to defender's Strength Points, rounding DOWN in favor of the defender.

EXAMPLE: Two Union infantry divisions totaling nine Combat Strength Points attack the Confederate cavalry division with a Combat Strength of six. This is stated as a ratio of 9-6 rounded down to 1-1, which is the 'combat odds' for that particular attack.

c. After determining the combat odds, locate the proper combat odds column on the Combat Results Table. Roll the die and cross-index the die roll number with the combat odds column to obtain a result for that attack.

EXAMPLE: In the above example, a die roll of '3' cross-indexed with the 1-1 odds column yields a result of 'AR2' (attacker must retreat two hexes).

d. Consult the Combat Results Table for explanations of the various combat results, and apply those results to the attack.

e. This procedure (a. through d.) is repeated for EACH attack in the Regular Combat Phase.

8. **TERRAIN EFFECTS ON COMBAT:** Consult the Terrain Effects Chart for explanations of the effects of various types of terrain on combat.

9. **ADVANCE AFTER COMBAT:** Attacking units that defeat enemy units defending on doubling terrain (see TEC) or forts have the option to advance into the defender's vacated hex. Also, if enemy units defending in forts are retreated in the Offensive Fire Phase, any Friendly, uninverted units adjacent to that fort that did not participate in any attacks may advance into the fort at the end of the Regular Combat Phase.

B. THE ARTILLERY FIRE PHASES:

Artillery units have the option to attack in their proper friendly Artillery Fire Phase. Both Artillery Fire Phases are conducted and resolved BEFORE the Regular Combat Phase of each player Segment.

1. Attacking artillery units may attack in EITHER the Offensive Fire Phase OR in the Regular Combat Phase, but not both.

2. Defending artillery units may attack in the Defensive Fire Phase AND defend normally in the Regular Combat Phase of the other player's Segment.

3. Artillery attacks in either of the Artillery Fire Phases are executed at the option of the player whose Fire Phase it is. Artillery units are never forced to attack in the Artillery Fire Phase.

4. Artillery units attacking in the Offensive Artillery Fire Phase are inverted after they fire to signify that they may not attack in the Regular Combat Phase. They are turned face up at the end of the Regular Combat Phase.

5. Inverted Friendly artillery units in enemy controlled hexes are not required to attack those enemy units in the Regular Combat Phase if other friendly units attack them. Inverted artillery units are eliminated if they are in the zone of control of an enemy unit that is NOT attacked by other uninverted friendly units in the Regular Combat Phase.

6. Artillery Attacks in the Artillery Fire Phase:

a. All artillery units have a range of two hexes in the Artillery Fire Phase. They may attack enemy units within two hexes providing there is no intervening blocking terrain.

b. Artillery units ignore ADVERSE combat results on the Combat Results Table when attacking in their proper Artillery Fire Phase.

c. A single artillery unit may not attack more than one enemy occupied hex per Artillery Fire Phase.

d. In all other respects, artillery attacks are resolved using the Regular Combat method of determining combat odds, resolving combat on the CRT, and applying the results to the units in question.

7. **Blocking Terrain:** (See TEC): certain terrain types block artillery attacks at the two hex range as follows:

a. Artillery units may always attack adjacent enemy units in the Artillery Fire Phase except when located on river hexes.

b. Artillery units may not attack units at a range of two hexes if the intervening hex contains hill, woods, or city terrain.

c. Artillery units may attack units located in any type of terrain at a range of two hexes provided the intervening hex does not contain hill, woods, or city terrain.

d. In tracing the two hex range, the route most advantageous to the attacker, in terms of intervening terrain, is always used.

C. FORTIFICATION (FORT) COUNTERS:

Forts increase the Combat Strength of units occupying them as follows:

1. Units in Forts DOUBLE their Combat Strength in DEFENSE, regardless of terrain.

2. Units in Forts are never required to attack adjacent units but have the option (as in woods and city hexes). If they do attack, not all of the units in the Fort are required to participate; however, ALL adjacent enemy units must be attacked if the attacking units are in their zones of control.

3. Forts may be positioned, as per the 'At Start' instructions, on any type of terrain EXCEPT river and city hexes.

4. Forts may be voluntarily destroyed at the beginning of a player's Movement Phase, before any units are moved, if they are occupied by friendly combat units and are not adjacent to enemy units. The fort is simply removed from the mapboard.

5. BOTH sides may use captured Forts as if they were their own.

D. PONTOON BRIDGES AND ASSAULT BOATS:

1. The Confederate player may never 'capture' Pontoon Bridges or Assault Boats, but may freely use EMPLACED Pontoon Bridges to cross rivers. He may never use Assault Boats.

2. Either player may destroy Pontoon Bridges and Assault Boats by having an undisrupted combat unit adjacent to them at the conclusion of a friendly Regular Combat Phase PROVIDING the combat unit is not also adjacent to any undisrupted enemy combat units. Destroyed Pontoon and Boat units are simply removed from the mapboard.

3. Bridge or Boat units in the same hex with friendly combat units suffer the same effects in combat as those combat units. Note, however, that such units are eliminated if forced to retreat into or through non-road type hexes (in addition to the other retreat restrictions).

4. When by themselves in a hex, Bridge and Boat units assume a provisional defensive Combat Strength of '1' when attacked in an Artillery Fire Phase or Regular Combat Phase. This provisional Combat Strength remains '1' regardless of terrain or the number of Bridge or Boat units in the hex.

VIII. NIGHT RESTRICTIONS

During those turns signified on the Time Record Card as NIGHT turns, the following restrictions apply to both sides:

A. NO Combat, Regular or Artillery Fire, may be initiated. The three combat phases of each player Segment are ignored.

B. Units may not move adjacent to enemy combat units. If adjacent at the beginning of a night turn, they must move away from such units. If unable to move because of enemy units or terrain restrictions (i.e., in woods, for example) they must remain stationary.

C. No Road Bonus movement is allowed. EXCEPTION: See Initial Union Movement section below.

IX. INITIAL UNION MOVEMENT

To simulate the successful surprise move around the Confederate left flank by the Union Army, follow these special rules:

A. The Confederate player may not move any units in the first two game turns; NIGHT, APRIL 29, and NIGHT, APRIL 30.

B. The Union player may move normally within the limits of the Night Restriction rules. Additionally, the Union units may use the Road Bonus for their first two night turns ONLY. Thereafter, all Night Restrictions apply to units of both sides.

C. Beginning the third turn of the game, the Confederate player may move normally.

X. VICTORY CONDITIONS

A. **UNION:** The Union player wins by having at least a 4-1 ratio of Union Combat Strength Points compared to Confederate Combat Strength Points at the end of the last game turn. **SPECIAL:** Only those Confederate units that can trace an unobstructed path of hexes to the south edge of the mapboard may be counted. Such path may not include hexes containing Union units or those in enemy zones of control.

B. **CONFEDERATE:** The Confederate player wins by avoiding the Union Victory Condition at the end of the last game turn.

C. **NOTE:** For the purpose of determining the ratio of the respective Combat Strength Points, all Confederate units NORTH of the Rapidan-Rappahannock River hexes at the end of the last game turn count DOUBLE their normal value. These units DO NOT have to trace a path of hexes off of the south edge of the mapboard if they are north of the Rapidan-Rappahannock River.

XI. PREPARE FOR PLAY

Before play commences, both sides set up their units on the mapboard by following the procedures outlined below:

A. The Confederate player places his units on the mapboard FIRST:

1. All units, EXCEPT cavalry and horse artillery, must be placed south of the Rapidan-Rappahannock River hexes, and EAST of hex-row 'S.'

2. Cavalry units (Stuart or W. H. F. Lee, F. Lee, and Stuart HQ) and horse artillery unit Beckham, may be placed anywhere south of the Rapidan-Rappahannock River hexes.

3. Fifteen fort counters may be placed anywhere south of the Rapidan-Rappahannock River hexes.

B. The Union player then places his units anywhere north of the Rappahannock River hexes.

1. One Pontoon Bridge may be located (already emplaced) on Kelly's Ford.

2. All Pontoon Bridge and Assault Boat units must be placed on road, village or city hexes.

3. Five fort counters may be placed anywhere north of the Rappahannock River hexes.

C. Play commences after all units are placed on the mapboard.

OPTIONAL RULES

The following optional rules may be used at the discretion of the players. Not all of the rules need be used; players should pick and choose the ones that add the most to their enjoyment. Certain optional rules may affect play balance. Therefore, players should experiment to determine which ones will produce an evenly matched game between opponents of unequal abilities.

I. COMMAND CONTROL

The physical presence of commanding general officers was often critical in rallying demoralized and disorganized troops. A general officer far removed from the action was often unable to direct his command in pressure situations. To reflect this, Disrupted units may only end their disrupted status, or lower their Disruption indicator number, if they are within a certain number of hexes of their proper Headquarters unit:

A. COMMAND CONTROL RADIUS

1. Units cannot reduce their Disruption status unless they are within the Command Control Radius (CCR) of their proper HQ units.
2. Units are within the Command Control Radius of an HQ unit if they can trace a path of hexes (of the proper maximum length) from the unit in question to the HQ unit. This path may not pass through enemy-occupied or enemy-controlled hexes.
3. Command Control Radius maximum lengths are as follows:
 - a. The Command Control Radius for all Union HQ units is 4 hexes, maximum.
 - b. The Command Control Radius for Confederate Corps and Army HQ units is 8 hexes maximum.
 - c. The Command Control Radius for Confederate Division HQ units is 2 hexes, maximum.
4. The CCR may be traced into or from a river hex, but may not be traced THROUGH river hexes (regardless of pontoons, fords, etc.)

5. Cavalry and Horse Artillery units are EXEMPTED from Command Control rules. They may always reduce Disruption status normally regardless of their HQ situation.

6. During NIGHT turns, the Command Control Radius for all HQ units is cut in HALF.

B. Only the proper, UNDISRUPTED, HQ units may be used to trace CCR's:

1. For the Union side, a unit may only trace the CCR to its proper Corps HQ or to the Army of the Potomac HQ. Non-corps units (reserve artillery, Pontoon, and Boat units) may trace CCR to ANY undisrupted Union HQ unit.
2. For the Confederate side, the CCR is traced as follows:
 - a. Infantry divisions and artillery battalions may only trace CCR's to their proper Corps HQ or Army of Northern Virginia HQ units.
 - b. Infantry brigades may only trace CCR to their proper division, Corps HQ units or the Army of Northern Virginia HQ unit.
3. Each unit counter contains a number or letter indicating the proper HQ used to trace the CCR for that particular unit. Also, refer to the Order of Battle diagrams for a schematic breakdown of each Army's Corps and division organization.

C. Headquarters Disruption:

1. Disrupted HQ units cannot reduce their Disruption status unless they are within the CCR of the proper HIGHER ECHELON HQ unit. HQ units are organized as Division HQ, Corps HQ, and Army HQ in ascending order.
2. If an HQ unit is eliminated from play, disrupted units under that HQ must be in the CCR of the proper higher echelon HQ (usually Army HQ) to reduce their Disrupted status. *EXAMPLE: Union XI Corps HQ is eliminated in combat. Meanwhile, Devens and Schurz infantry divisions from that same corps become Disrupted. Since their corps HQ is eliminated, these units may only reduce their Disruption status if they are within the CCR of the Army of the Potomac HQ unit. (Notice that if the Army of the Potomac HQ were also lost, these units would be disrupted for the duration of the game.)*

3. SPECIAL: If the Confederate Army of Northern Virginia HQ unit is Disrupted, it may only reduce its Disruption status by remaining in the same hex with an undisrupted Corps HQ unit until it is undisrupted. If the Union Army of the Potomac HQ unit is Disrupted, it must remain Disrupted for the duration of the game.

II. UNIT FUNCTION DIFFERENTIATION

To better represent the unique qualities and limitations inherent in the different types of combat units, employ the following rules:

A. CAVALRY UNITS

1. If cavalry units are attacked in the Regular Combat Phase when defending in non-doubling terrain or woods, they have the option of defending normally, or retreating two hexes and suffering an automatic one-turn disruption.
2. They may only exercise this option if they are in a hex which does not contain any other type of combat, HQ, Bridge, or Boat unit. They may only exercise this option if they have a two-hex retreat route available.

B. ARTILLERY UNITS

1. Artillery and horse artillery units have their Combat Strengths halved (do not round off fractions) when attacking or defending in the Regular Combat Phase in a hex by themselves without infantry or cavalry units. When attacking, artillery units are halved if infantry or cavalry units in the same hex are not attacking the same enemy-occupied hex.
2. Artillery or horse artillery units in forts are never halved when attacking or defending.

III. INVERTED CONFEDERATE COUNTERS

In spite of General Alfred Pleasonton's brilliant performance and the presence of aerial reconnaissance in the form of an observation balloon over Fredericksburg, Hooker was woefully ignorant of Confederate troop movements and dispositions. To reflect this, incorporate the following rules:

- A. All Confederate units may set up and move inverted.
- B. The Movement Allowance of all inverted units is '4'. They may, however, use the Road Bonus rules in the usual manner (i.e., move 8 hexes on a road.)
- C. Inverting units is entirely optional. An inverted unit may move it full, normal, Movement Allowance by simply being turned face-up.

D. Inverted units MUST be turned face-up in the following situations:

1. When an inverted artillery unit fires in the Artillery Fire Phase.
2. When an inverted unit is fired upon in the Artillery Fire Phase.
3. When an inverted unit initiates an attack in the Regular Combat Phase.
4. When an inverted unit is attacked in the Regular Combat Phase.
5. When an inverted unit moves into an enemy-controlled hex in the Confederate Movement Phase.
- E. Face-up Confederate units may be re-inverted at the end of the Confederate player Segment if they are not in enemy-controlled hexes at that time.
- F. NOTE: When using this rule, the Union player must designate ALL attacking or firing units BEFORE ANY Confederate units are turned face-up.

IV. HISTORICAL DISPOSITION

To handicap a superior Confederate player, require him to set up his forces in the approximate historical locations (i.e., with the bulk of the Second Corps (Jackson) to the east of Fredericksburg.) Under this restriction, Confederate initial placement is limited as follows:

- A. Cavalry and horse artillery: same as regular game.
- B. First Corps (Longstreet): The Anderson infantry division must set up in hex BB-34. The other units in the corps may set up south of the Rappahannock, anywhere within an area bounded by hexrow 'V' to the west, hexrow 'HH' to the east, and within five hexes of the river to the south, inclusive.
- C. Second Corps (Jackson): The following infantry divisions must set up in the exact hex locations as given:

A.P. Hill	JU-51
Rodes	SS-51
Early	NN-47
Colston	WW-51

- Second Corps artillery and corps HQ units may set-up south of the Rappahannock, anywhere within an area bounded by hexrow 'II' to the west, the mapboard edge to the east, and within five hexes of the river to the south, inclusive.
- D. The Army of Northern Virginia HQ unit may set up anywhere east of hexrow 'V', inclusive.
- E. Confederate forts may set up anywhere south of the Rapidan-Rappahannock river.

V. STONEMAN'S RAID

Historically, most of the cavalry units appearing in the game did not participate in the decisive phase of the campaign. This was because Major General Stoneman had been sent on a cavalry raid only two days before the Union army crossed the Rappahannock. This left only General Pleasanton with the horse artillery and 3,000 troopers. As the battle developed, couriers failed to locate Stoneman's force, which was divided into two independent columns, until May 2, when one of the columns (General Averell's) was found. Stoneman did not rejoin the army until May 7. To simulate this, employ the following rules:

- A. Do not place any Union cavalry units on the mapboard during the initial set-up except the Pleasanton and horse artillery units.
- B. Break down the Confederate Stuart cavalry division. Place all cavalry and horse artillery units on the mapboard except the W.H.F. Lee unit.
- C. At the end of the NIGHT, AM turn of each day, the Union player rolls one die to deter-

mine which, if any, Union cavalry units return to the battle:

DIE ROLL	EFFECT
1, 2 or 3	NO EFFECT
4	Averell and Morris units return
5	Stoneman HQ, Gregg, and Buford units return.
6	ALL Union cavalry units return.

1. The Confederate cavalry unit, W.H.F. Lee, automatically returns to the game if ANY Union cavalry units return.
2. Die roll results indicating the return of units that have already re-entered the game are treated as "No Effect."
3. ALL cavalry units automatically return to the game during the May 2, 6 PM turn.
- D. Returning cavalry units must re-enter the game in the Movement Phase of the 6 AM turn following the successful die roll. Units may be placed on any non-enemy controlled hex on the western edge of the mapboard at a cost of one Movement Point expended.

HISTORICAL SUMMARY

The Army of the Potomac was a revitalized force of over 94,000 men when it moved against the Confederates at Fredericksburg at the end of April, 1863. Demoralized and dispirited after its stinging defeat at that same town some months before, the Army of the Potomac had been dramatically rejuvenated under the able organizational skill of its new commander, General 'Fighting Joe' Hooker. A corps commander under Burnside at the Battle of Fredericksburg, Hooker was Lincoln's fifth choice in his search for a general to beat Lee. In his candid letter of promotion, Lincoln admonished, "... Beware of rashness, but with energy and sleepless vigilance go forward and give us victories." His advice would become a wry preface to the campaign at hand.

According to the *Official Records* of April, 1863, Hooker had 130,000 troops of which 110,000 were infantry. The Union cavalry numbered in excess of 11,000. The artillery had over 400 guns and 9,500 men organized into 74 batteries. The Confederate Army of Northern Virginia had no such comparable

force. Incomplete records have obscured exact figures, but as near as anyone could count, General Lee had about 65,000 men and 220 guns. Weakened by the detachment of Longstreet's corps to guard the Virginia—North Carolina coast, Lee deployed his troops behind and east of Fredericksburg. The relatively clear terrain east of the city seemed the most likely place for another Union crossing of the Rappahannock.

Hooker's plan was designed to draw Lee out of his fortified position near Fredericksburg. Sedgewick, with several corps (40,000), was to hold Lee in front of Fredericksburg while the rest of the Union army marched up the Rappahannock to move around Lee's left flank. If the Confederates remained where they were, they would be surrounded. If they retreated they would have to move across Hooker's front and face certain destruction. It was a bold and audacious plan; a sharp contrast to other Union efforts in the past.

By April 30, Hooker had moved the bulk of his army from the Falmouth area to Chancellorsville via the route Harwood Church—Kelly's Ford—Germanna Ford and/or Ely Ford, with other units crossing at Bank's and United States Fords. At the same time, the holding force at Falmouth began demonstrating on the river east of Fredericksburg. The first part of Hooker's plan had worked to perfection. Lee was trapped.

Although poorly informed of the Confederate disposition (because he had detached most of his cavalry under Stoneman on an abortive raid), Hooker knew that he had achieved complete surprise. Then, for some inexplicable reason, 'Fighting Joe' stopped dead in his tracks. He recalled his troops pressing eastward and formed a defensive line centering at Chancellorsville. His subordinates were amazed and frustrated. Hooker, for no apparent reason, had given up the offensive in favor of the defensive. The golden moment had passed. Henceforth, the initiative would be in the hands of Lee and Jackson.

Meanwhile, Lee was not standing still. Reacting to reports of the Union movement, he left 10,000 men under Jubal Early to defend Fredericksburg and moved west to oppose the Union advance from Chancellorsville. Finding the Union offensive halted, Lee was content to probe the Union front searching for weak points. There were none, at least not on the Federal left or center. Soon, however, JEB Stuart delivered a fantastic report; the Union right (western) flank was 'in the air' (i.e., not anchored to an easily defended natural position). Lee did not ignore the opportunity.

Conferring with Stonewall Jackson, his invaluable subordinate, Lee conceived the most daring maneuver of the war. He would divide again an already divided command (Early at Fredericksburg being the other part) and send Jackson's corps (28,000) around the Union right to smash the open flank. Lee would screen the Union left and center with only 14,000 men. Hidden by the dense undergrowth characteristic of the Wilderness area, Jackson's men moved undetected around the Union army and delivered a devastating attack against the ill-positioned Eleventh Corps. It crumbled. Jackson's men slammed deeper into the Union flank until darkness halted the attack.

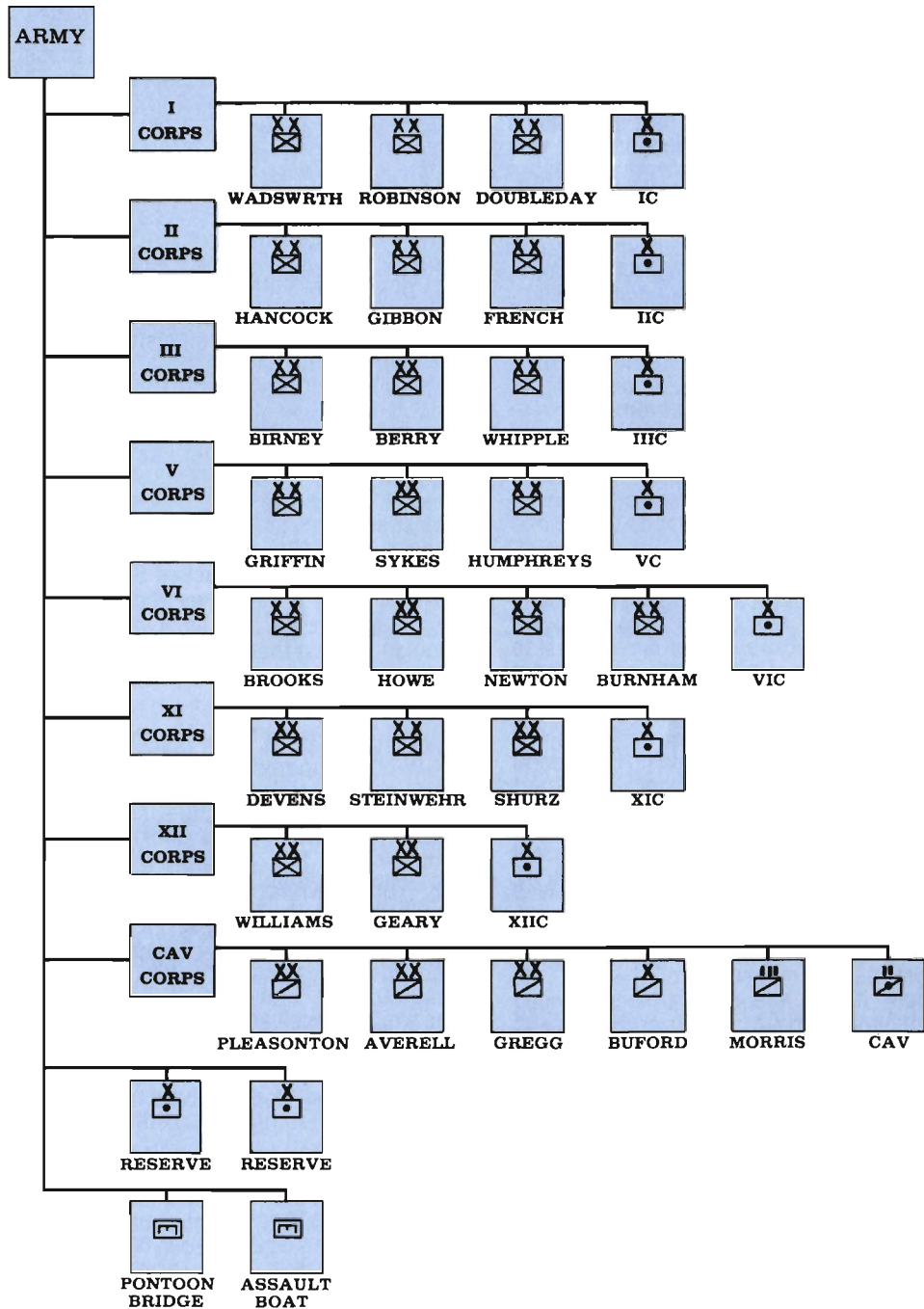
On the Union side, confusion and despair reigned. Hooker became obsessed with guarding his retreat routes across the river. Although greatly outnumbering their attackers, the Union army clung to the defensive. Historians agree that perhaps here, Hooker missed the opportunity to dramatically swing the balance in favor of the Federals. As disorganized as certain elements of the Union army were, the Confederates were in an even worse state. Both Jackson and A.P. Hill had been wounded. Jackson's corps was fragmented and disorganized due to the density of the undergrowth and darkness. Yet Hooker did nothing.

The next morning Jackson's corps, under JEB Stuart, resumed the offensive. Hooker, whether due to battle fatigue, shock, or demoralization, failed to grasp the situation. Lee's army, fragmented into three parts, was between two superior Union forces. Instead of taking the offensive, Hooker strengthened his horseshoe-shaped defensive line. Sensing that something was seriously amiss with the Federal leadership, Lee turned his back on Hooker's force and attacked Sedgewick's force, hurling it back over the river. Turning again, he marched back and attacked Hooker, forcing that part of the Army of the Potomac back across the river. The battle was over.

Federal casualties were placed at 17,000 (K-W-M), compared to 12,000 (K-W-M) for the Confederates. At such cost the Confederates won another undecisive victory. Such victories could delay, but not change, the eventual end of the war,—and the Confederacy. Both commanders had their opportunities to deal mortal blows to the enemy and both had let such chances pass. As a footnote, the cost of such a victory became immeasurably greater when, on May 10, 1863, Stonewall Jackson died of the wounds received at the hands of one of his own men.

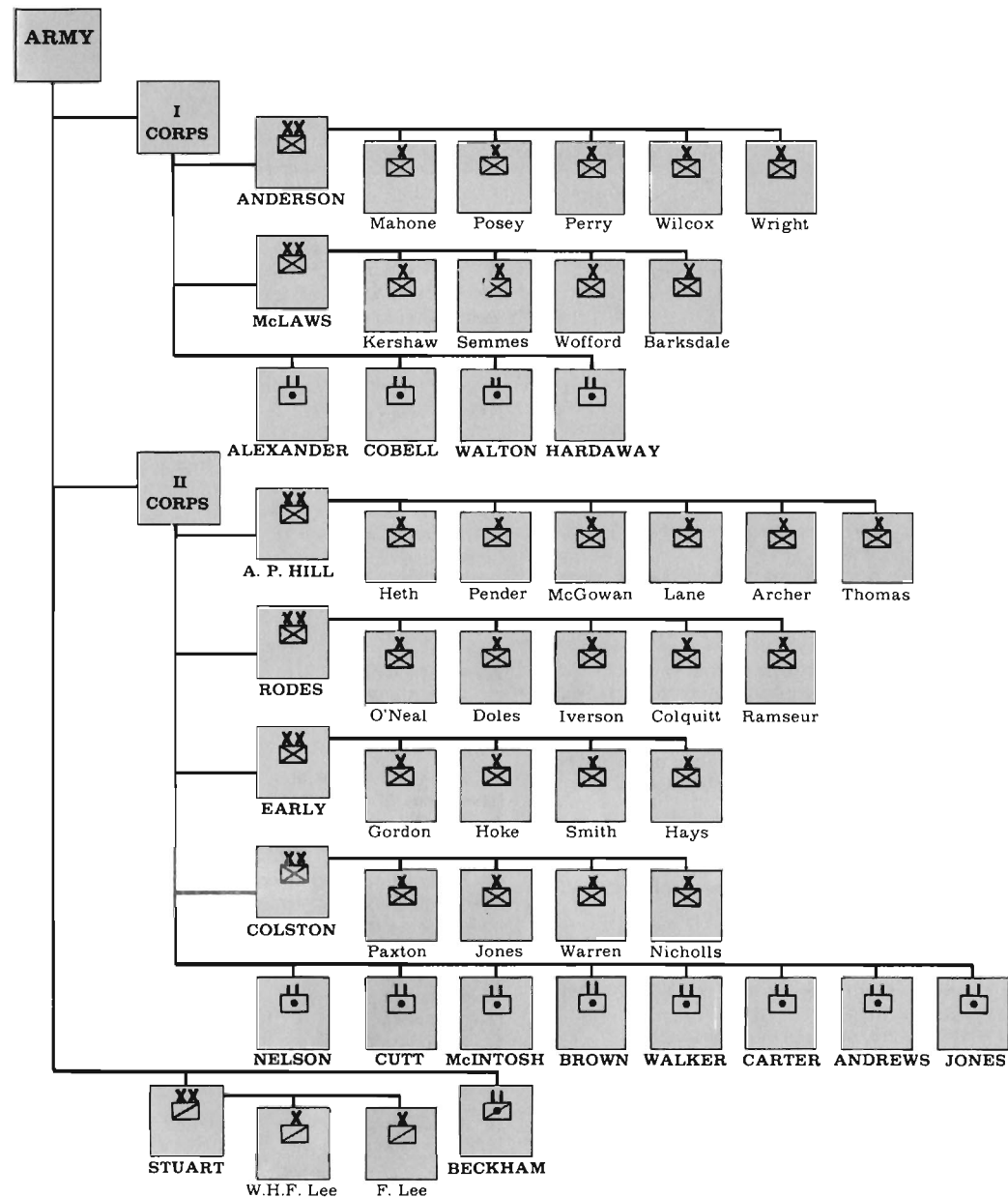
THE ORDER OF BATTLE

UNION

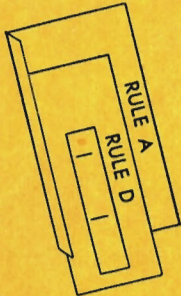


AT CHANCELLORSVILLE

CONFEDERATE



RULE A - ATTACKER'S FACTOR



Fold up to form shelf for Rule D

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RULE D - DEFENDER'S FACTOR

(1) CONVERT ODDS

Place Defender's factor, **RULE-D**, under Attacker's factor, **RULE-A**. The converted odds figure will be indicated by the **SOLID BLACK** panel showing through the **Combat Results Table**. If **BLACK** appears next to two odds figures, use the one favoring the **ATTACKER**.

(2) DECIDE COMBAT

ATTACKER rolls the die once. The number of the die is matched up with the correct odds line to get battle result.

COMBAT RESULTS TABLE

ODDS ARE	ROLL OF THE DIE						ODDS ARE	ROLL OF THE DIE					
	1	2	3	4	5	6		1	2	3	4	5	6
1-1	D elim	exchange	D back 2	A back 2	A elim	A elim	1-1	D elim	exchange	D back 2	A back 2	A elim	A elim
1-2	D back 2	exchange	A back 2	A back 2	A elim	A elim	2-1	D elim	exchange	D back 2	A back 2	exchange	A elim
1-3	A back 2	A back 2	A back 2	A back 2	A elim	A elim	3-1	D elim	exchange	D back 2	D back 2	exchange	D elim
1-4	A back 2	A elim	A back 2	A back 2	A elim	A elim	4-1	D elim	exchange	D elim	D back 2	D back 2	D elim
1-5	A elim	A elim	A back 2	A back 2	A elim	A elim	5-1	D elim	D back 2	D elim	D back 2	D elim	D elim
1-6	A elim	A elim	A back 2	A elim	A elim	A elim	6-1	D elim	D back 2	D elim	D elim	D elim	D elim

A **ELIM** = ALL attacking Units are removed from the board. **D ELIM** = ALL defending Units removed. **BACK 2** = ALL of loser's Units retreat 2 squares in any direction or combination of directions determined by winner. Winner cannot move them back in a route that would automatically eliminate them if an alternate route of retreat is available. **EXCHANGE** = Both players lose Units. There is an even exchange of combat factors—the defender's being computed at original, double, or triple according to location. When an **EXCHANGE** is rolled, player with **FEWER** combat factors removes ALL his Units—other player removes Units whose combined combat factor totals **AT LEAST** that of the Units removed by opponent. A fraction of a Unit cannot be removed, therefore a player sometimes must remove a number of Units whose total combat factor is **MORE** than that of the Units removed by opponent. Odds greater than 6 to 1 or 1 to 6 mean automatic elimination.

COMBAT RESULTS TABLE

COMBAT ODDS	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1 or more
DIE ROLL									
1	AE	AE	AR3/d3	AR2/d2	AR2/d1	AR2	DR2	DR2/d1	DR2/d2
2	AE	AR3/d3	AR2/d2	AR2/d1	AR2	DR2	DR2/d1	DR2/d2	DR3/d2
3	AR3/d3	AR2/d2	AR2/d1	AR2	DR2	DR2/d1	DR2/d2	DR3/d2	DR3/d3
4	AR2/d2	AR2/d1	AR2	DR2	DR2/d1	DR2/d2	DR3/d2	DR3/d3	DE
5	AR2/d1	AR2	DR2	DR2/d1	DR2/d2	DR3/d2	DR3/d3	DE	DE
6	AR2	DR2	DR2/d1	DR2/d2	DR3/d2	DR3/d3	DE	DE	DE

CRT Notes

- Odds greater than 6-1, are treated as 6-1.
- Odds less than 1-4 are not allowed. If units are forced to attack at less than 1-4, they are eliminated from play before executing the Regular Combat Phase.
- Artillery units ignore ADVERSE combat results (AR2/d1, AR2, AE, etc.) only when attacking in the Artillery Fire Phase.

EXPLANATION OF COMBAT RESULTS

DE — All of defender's units involved in that specific attack are eliminated and removed from play.

AE — All of attacker's units involved in that specific attack are eliminated and removed from play.

DR2, DR3 — All of defender's units involved in that specific attack must retreat two or three hexes as specified. The loser may retreat his units through woods, hill, swamp, and city hexes, treating them as clear terrain for retreat purposes. Units may NOT retreat onto or through enemy controlled hexes, river hexes, or stream hexes. If units cannot retreat the full amount of hexes because of stacking limitations, the board edge, or any of the above terrain restrictions, they are eliminated instead.

AR2, AR3 — All of attacker's units involved in that specific attack must retreat two or three hexes as specified. The same restrictions as outlined for defender retreats apply.

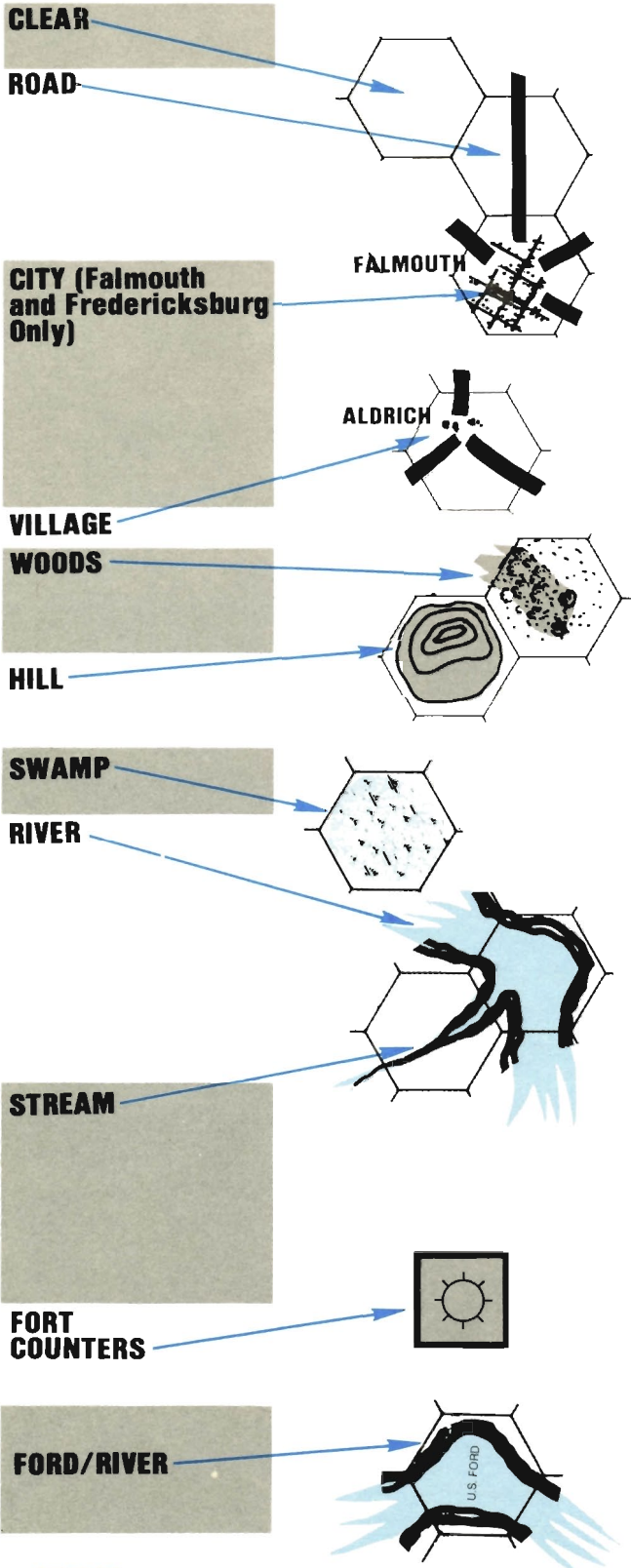
/d1, /d2, /d3 — Attacker's OR defender's units involved in attack are retreated as specified, PLUS, those units are DISRUPTED. DISRUPTED markers bearing the appropriate number are placed on top of all disrupted units. This represents the number of turns a unit is disrupted. DISRUPTED units have the following restrictions placed upon them:

- They may not attack.
- They may not move into enemy controlled hexes.
- If in a hex by themselves, they defend with a provisional defensive strength of '1', regardless of the number of disrupted units or the terrain in the hex.
- If attacked in a hex with undisrupted friendly units, they are ignored in determining combat odds, but suffer the same effects as the undisrupted units in the hex.
- Disrupted units that are attacked while still disrupted, may retreat without any additional effect, but they are eliminated if disrupted again.
- Disrupted units may move only one hex per Movement Phase (regardless of terrain), maximum. They may not use Road Bonus, nor cross rivers in any fashion (swim, ford, bridge, or boat method).
- Disrupted Bridge and Boat units may not be used to cross rivers.

At the end of each friendly Movement Phase, all Disrupted markers are replaced with markers of the next lowest number. When a '1' marker is removed, the unit in question is no longer disrupted and may resume normal function.

TERRAIN EFFECTS CHART

TYPE OF HEX



EFFECTS ON:

Movement	Regular Combat	Artillery Fire
Cost one MP to enter.	NO EFFECT	NO EFFECT
Cost one MP to enter hex containing road from another road hex of same road. ALSO: See Road Bonus rules.	Same as other terrain in hex.	Same as other terrain in hex.
Treat as road hex when entering from road hex leading into city. ALSO units entering city hexes NOT required to stop because of adjacent enemy units.	Defending units double Combat Strength. Also, units in city not required to attack adjacent enemy units.	Prohibits 2 hex fire if intervening hex. Defending units double Combat Strength.
Same as road hex.	NO EFFECT	NO EFFECT
Cost two MP to enter.	Units in woods not required to attack adjacent enemy units.	Prohibits 2 hex fire if intervening hex.
Cost two MP to enter.	Defending units double Combat Strength.	Prohibits 2 hex fire if intervening hex.
Cost 4 MP to enter.	NO EFFECT	NO EFFECT
Units must stop upon entering, except at Pontoon. Only one unit allowed on river hex at one time. (SEE RIVER CROSSING RULES).	Attacking units halve Combat Strength (round down) against units on non-river hexes. Defending units halve Combat Strength (round down).	Artillery units may not fire in Fire Phase while on river hex (including units on Pontoon Bridge) Defending units halve Combat Strength (round down).
Units must stop and end all movement upon entry. May move along streams at one hex per Movement Phase.	Defending units double Combat Strength if all Attacking units are on stream hex, and defender is directly behind it.	NO EFFECT
Same as other terrain in hex.	Defending units double Combat Strength	Defending units double Combat Strength
Units must stop upon entering. (See River Crossing Rules).	Same as River hex.	Same as River hex.

TEC Notes

(MP is the abbreviation for Movement Point(s).)

1. Units may not enter a hex unless they have sufficient Movement Points remaining to expend for the 'entry costs' for that particular hex.

2. Hexes are of the specified terrain type if any part of a terrain symbol is within that hex. EXAMPLE: Roads that lead into rivers are road hexes for the purposes of the Road Bonus Rule even though the road doesn't extend through the hex in the normal fashion. Likewise, hexes wherein streams do not run from one hex-side to another are still considered stream hexes for all purposes.

3. Swamp-stream hexes are considered stream hexes for movement and combat.

TIME RECORD CHART

UNIT CONTROL BOXES

START

SPECIAL	APR 29*		
NIGHT AM	APR 30**	MAY 1**	MAY 2**
6 AM			
9 AM			
12 PM			
3 PM			
6 PM			
NIGHT PM			END

Eliminated UNION UNITS

Place eliminated UNION units in this box.

Eliminated CONFEDERATE UNITS

Place eliminated CONFEDERATE units in this box.

Confederate Brigade BREAK-DOWN UNITS

Place brigade substitute counters and broken-down division counters in this box.

*Union player Segment ONLY!

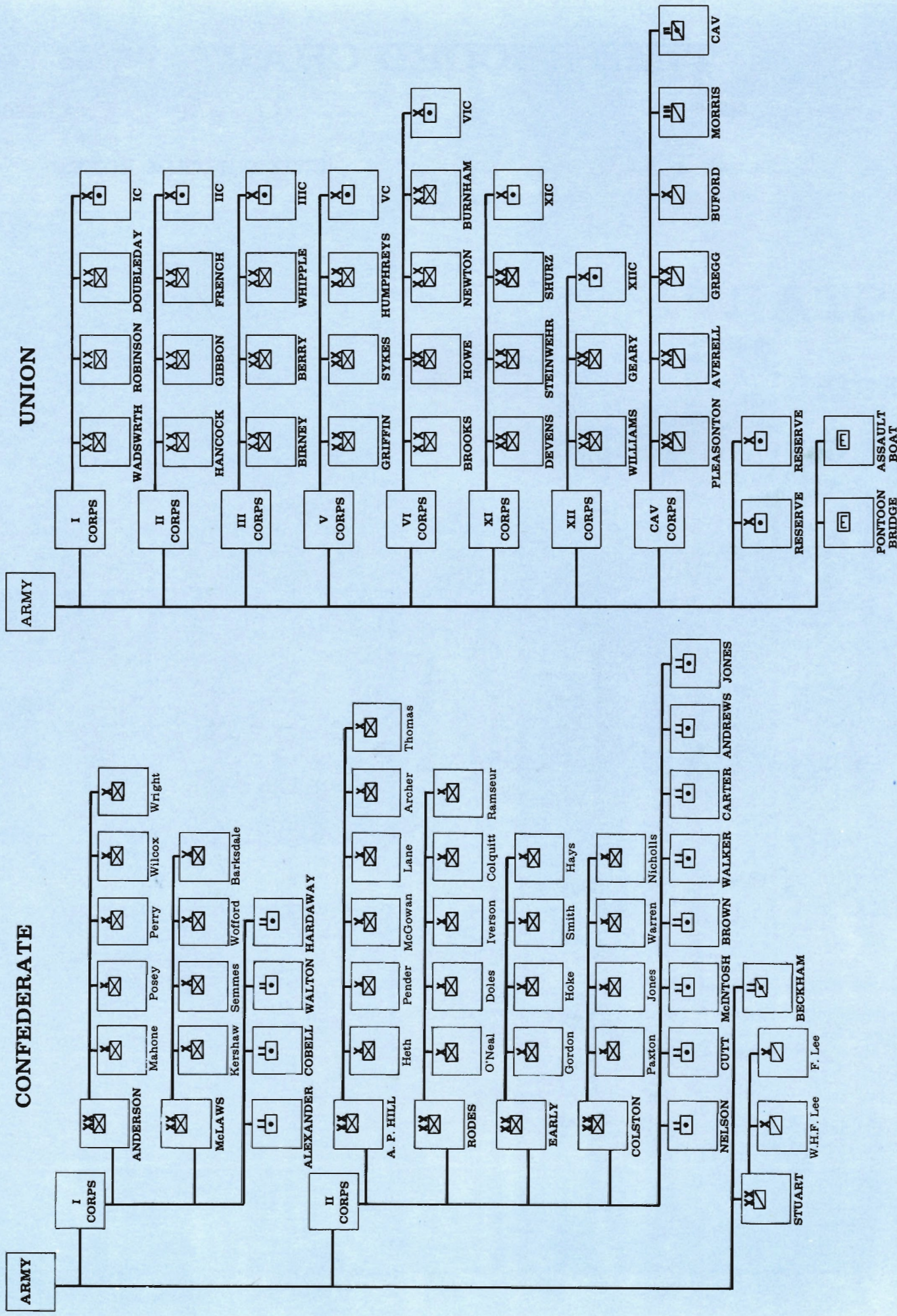
**OPTIONAL RULE Stoneman's Raid: Roll one die at end of turn and consult chart (p. 12).

COMPARISON OF FORCES BY STRENGTH POINTS

	INF.	ARTY.	CAV.	H.ARTY.	TOTAL	DIFFERENCE
CONFED.	53	28	6	2	89	—
UNION	112	45	12	3	172	+83

ORDER OF BATTLE

(to be used with Command Control optional rule.)



Chancellorsville

ARMY OF NORTHERN VIRGINIA

XXXX North Virg. 0-8 R. E. Lee	XXX I 0-8 Longstreet	XXX II 0-8 Jackson	XX 8-4 1 Anderson	XX 8-4 1 McLaws	XX 12-4 2 A. P. Hill
● 2-6 1 Walton	● 3-6 2 Walker	● 3-6 2 Carter	● 2-6 2 Andrews	● 2-6 2 Jones	● 3-6 2 Brown
XX Anderson 0-8 1	X 2-4 A Malone	X 2-4 A Pony	X 2-4 A Perry	X 1-4 A Wilcox	X 1-4 A Wright
X 2-4 H Pender	X 2-4 McGowan	X 2-4 H Lane	X 2-4 H Archer	X 2-4 H Thomas	XX 0-8 Rodes
X 2-4 E Hale	X 2-4 E Smith	X 2-4 E Hays	XX 0-8 2 Colston	X 2-4 C Panton	X 2-4 C Jones

BRIGADE SUBSTITUTE COUNTERS

XX 10-4 3 Bodley	XX 8-4 2 Early	XX 7-4 2 Colston	● 2-6 2 Nelson	● 2-6 1 Hardaway	● 2-6 1 Cabell	● 3-6 1 Hill
● 2-6 2 McIntosh	● 2-6 2 Coff	● 2-8 Beckham	XX 6-8 Stuart	XX 0-8 Stuart	X 3-8 E. Lee	X 3-8 W. H. E. Lee
XX 0-8 1 McLaws	X 2-4 M Kernbow	X 2-4 M Sommes	X 2-4 M Wofford	X 2-4 M Banksdale	XX 0-8 2 A. P. Hill	X 2-4 H Heth
X 2-4 R O'Neal	X 2-4 R Dolan	X 2-4 R Iverson	X 2-4 R Colquitt	X 2-4 R Ramseyer	XX 0-8 2 Early	X 2-4 E Gardner
X 2-4 C Warren	X 1-4 C Nicholls					☉

ARMY OF THE POTOMAC

XXXX Potomac 0-8 Hoober	XXX I 0-8 Reynolds	XXX II 0-8 Couch	XXX III 0-8 Sickles	XXX IV 0-8 Meade	XXX V 0-8 Sedgwick
XX 5-4 2 Gibbon	XX 6-4 2 French	XX 6-4 3 Birney	XX 6-4 3 Berry	XX 6-4 3 Whipple	XX 5-4 5 Griffin
XX 4-4 11 vonSteinwehr	XX 4-4 11 Schurz	XX 6-4 12 Williams	XX 6-4 12 Geary	XX 3-8 Pleasanton	XX 3-8 Averell
XX 3-8 Gregg	X 2-8 Buford	● 1-8 Morris	● 3-8 Cav	● 6-6 I C	● 6-6 II C
☉	☉	☉	☉	☉	TIME NOW

XX VII 0-8 Howard	XX VIII 0-8 Slocum	XX CAV. 0-8 Stoneman	XX 6-4 2 Wadsworth	XX 5-4 2 A. P. Hill	XX 5-4 2 C. Smith	XX 5-4 2 Hancock
XX 5-4 5 Syles	XX 5-4 5 Humphreys	XX 5-4 6 Brooks	XX 5-4 6 Howe	XX 7-4 6 Newton	XX 4-4 6 Burnham	XX 6-4 11 Darius
● 7-6 III C	● 5-6 V C	● 7-6 VI C	● 4-6 VII C	● 3-6 VIII C	● 4-6 R	● 3-6 R
OOOOO 0-4 Pontoon Bridge	OOOOO 0-4 Pontoon Bridge	OOOOO 0-4 Pontoon Bridge	OOOOO 0-4 Pontoon Bridge	OOOOO 0-4 Pontoon Bridge	Assault Boats 0-4	Assault Boats 0-4

DISRUPTION INDICATORS

1	1	1	1	1	1
2	2	2	2	2	2

1	1	1	1	1	2	2
2	2	3	3	3	3	3

Chancellorsville

T.M. Reg., App. For

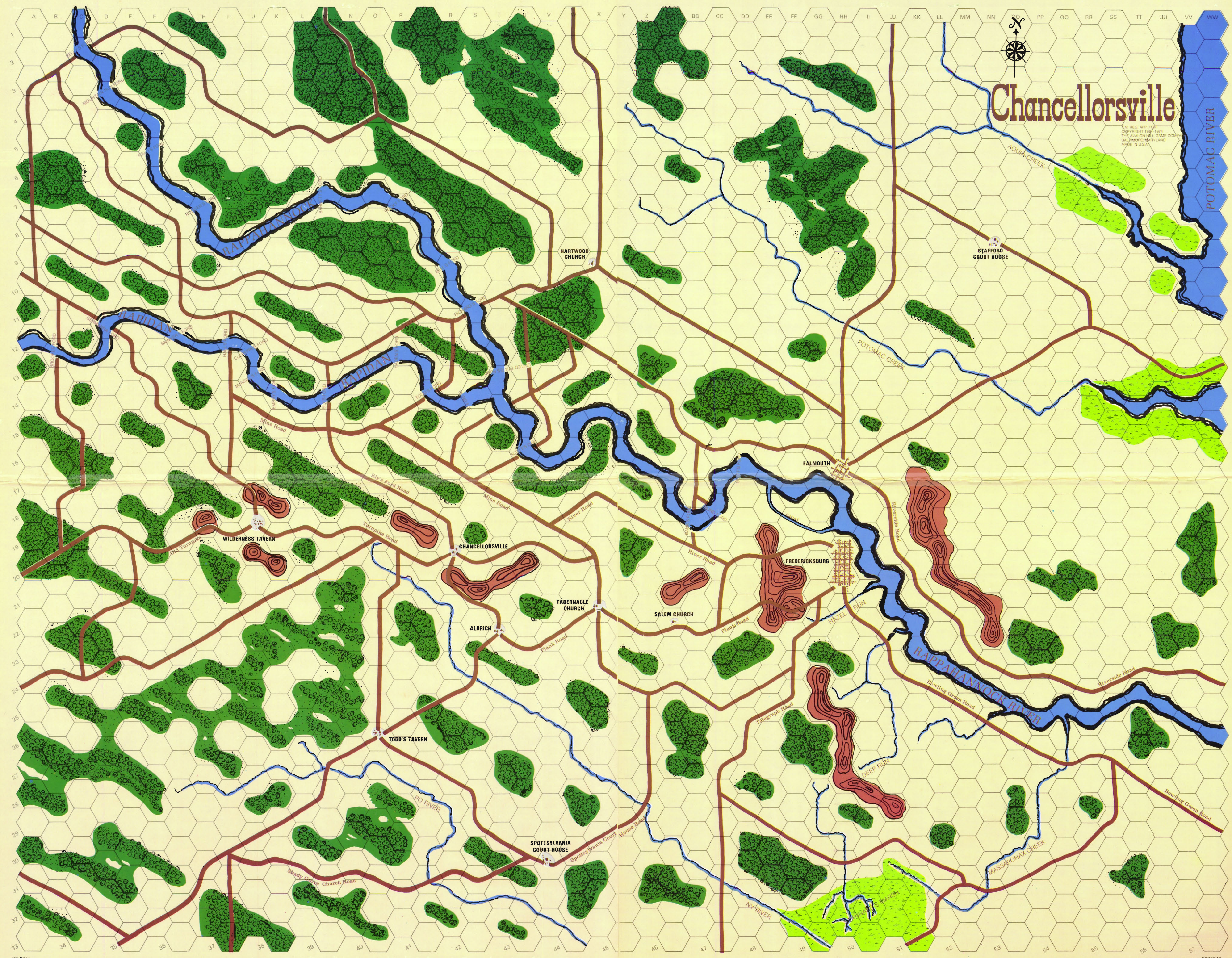
CIVIL WAR BATTLE GAME

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KELLEY'S FORD
MUN. RUN FORD
FIELDS FORD
ROGER'S FORD
RAPPAHANNOCK RIVER
BARNETT'S FORD
ROCKY FORD
BELL'S FORD
HARTWOOD CHURCH
RICHARD'S FORD
GERMANNA FORD
RAPIDAN RIVER
SKINNER'S FORD
HALL'S FORD
CULPEPPER FORD
HADEN'S FORD
HORSE FORD
BROOKES FORD
McNELL'S FORD
EMBRY'S FORD
ELY'S FORD
TODD'S FORD
BLIND FORD
J. S. FORD
SCOTT'S DAM
RAPPAHANNOCK RIVER
WILDERNESS TAVERN
CHANCELLORSVILLE
ALDRICH
TODD'S TAVERN
SPOTTSVYLVANIA CH
PO RIVER

POTOMAC RIVER
AQUIA CREEK
STAFFORD CH.
POTOMAC CREEK
DAM
SCOTT'S FORD
BLIND FORD
BANK'S FORD
FALMOUTH
PERICKSBURG
TABERNALE CHURCH
SALEM CHURCH
HAZEL RUN
DEEP RUN
RAPPAHANNOCK RIVER
HAMILTON'S CROSSING
MASSAPONAX CREEK
NY RIVER
STANNA'S MARSH



Chancellorsville

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