FIELD COMMANDER ROBERT E. LEE

SEVEN DAYS BATTLES BATTLE PACK

Welcome to the Seven Days Battles Battle Pack!

This Battle Pack contains the following scenarios for the Seven Days Battles Campaign.

- Oak Grove
- Beaver Dam Creek
- Gaines' Mill
- Glendale
- Malvern Hill

Each scenario is a 'lunch time' game, designed to highlight a specific engagement that can be set up, played and tidied up in 60 minutes or less.

Each scenario uses the Advanced Rules. To play each scenario you will need to be familiar with the Basic Rules, as well the Advanced Battle Rules contained in the Advanced Rulebook. These rulebooks can be found in the ***Field Commander – Robert E. Lee*** Core Set.

In addition to the rules, you will need the Scenario Information Sheet you wish to play, the required Turn Tracker, the modified Advanced Battlefield Sheet (using Rows A-F and 1-11 or 12 Columns), the Battle Turn counter, the Force counters specific to the scenario, the Battle Border counters, and a d10. Some scenarios may also require the use of Confederate Battle Plan Counters and/or Union Special Battle Plans, as well as Confederate Insights and Union Objective counters. These components are provided in the ***Field Commander Robert E. Lee*** Core Set. Scenarios may also require specific counters provided in the Battle Pack. Be sure to check the Scenario Information Sheet for details.

Battle Border Counters



The Battle Border counters can be found in the ***Field Commander – Robert E. Lee*** Core Set. The *Advanced Battlefield Sheet Setup* section of each Scenario Information Sheet indicates where, if needed, you should place the Battle Border counters. Neither Confederate nor Union Forces can move into or past a Square that contains a Battle Border counter.

Union Objective Markers



For scenarios utilizing Union Objectives, be sure to check the Advanced Rulebook found in the ***Field Commander – Robert E. Lee*** Core Set for rules.

Special Rules

Any Scenario-specific Special Rules supersede all other rules.

Difficulty Level

Most of the scenarios give the player a choice of different Difficulty Levels, and in some cases, multiple choices of different Difficulty Levels in a single scenario. Before commencing the Battle, the player should decide which Difficulty Level (Regular, Hard or Veteran) he wishes to play at. Note that it is possible to choose different Difficulty Levels for different aspects of the same scenario.

Ahistorical Counters: As a special 'Thank you', we have made use of empty counter spaces on the counter sheet to provide ahistorical Forces that were named by Kickstarter backers. These Force counters are distinguished by the use of a red colored font on their full-strength side. Although not necessarily intended for play, they are interchangeable with the historical Force counters for the particular scenario named on the counter. If you would like to use an ahistorical counter, simply exchange it with one of the historical counters and follow all rules thereafter as normal.

Apologies to all those Backers who submitted alt-history names for various Force counters. There was a late play test decision to represent the Union Artillery with on-board Force counters in the Glendale and Malvern Hill scenarios (as opposed to having the Artillery off-board), as well as the addition of the Depression counters for the Malvern Hill scenario (without which the player had little chance of winning). Where space has allowed, ahistorical counters submitted for Seven Days Battles have been added to the Gettysburg Battle Pack.

The first Backer to respond was Paladin von Korff who named the Puget Sabres in the Oak Grove scenario. Thank you to Paladin and to all Backers!!!

OAK GROVE

8:30 AM June 25, 1862

SEVEN DAYS BATTLES

Historical Background

After successfully leading the Union forces towards Richmond in the Peninsula campaign, McClellan's advance came to a halt in the Battle of Seven Pines. During that battle, fought on May 31 and June 1, 1862, General Joseph E. Johnston was wounded and replaced by Robert E. Lee. Over the next few weeks, Lee set about reinvigorating the Confederate army and preparing not for defensive actions to protect Richmond, but an offense that would drive the Union back off the peninsula. While Lee was busy, Major General 'Stonewall' Jackson was concluding the Valley campaign and readying to return to fight at the side of his new commander.

McClellan had squandered his chance and was now facing the prospect of stiffer opposition. Realizing his mistake, and keen to renew his march to Richmond, he ordered an attack at Oak Grove, with the intention of then driving on to Old Tavern. Oak Grove had become something of a 'No Man's Land' where dug-in Rebel and Federal troops had been sparring in inconclusive skirmishes since Seven Pines. The front lines were well defined and the Federal soldiers would be assaulting a prepared defensive position. McClellan hoped to advance his line beyond White Oak Swamp, rather than have to cross it in a future assault.

The attack began with three brigades pushing forward in line. The uniformity was disrupted with the advance of the right flank disrupted when Brigadier General Daniel E. Sickles' brigade got bogged down in the swamp land McClellan intended to 'capture'. Major General Benjamin Huger saw his chance and ordered Brigadier General Ambrose R. Wright to counter-attack with his brigade.

Fighting commenced along the line, until the decisive moment came when the 26th North Carolina Infantry regiment broke the 71st New York Infantry regiment.

The Seven Days Battles had begun.

The Battle

This game covers the decisive moment when the Confederate 26th North Carolina Infantry regiment engaged with, and drove back, the 71st New York Infantry regiment. The player commands the Confederate Forces while the Union Forces are controlled by an AI bot. You need a copy of ***Field Commander – Robert E. Lee*** (DVG) to play this game.

Advanced Battle Rules

This game uses the Advanced Battle Rules found in the ***Field Commander – Robert E. Lee*** game.

Advanced Battlefield Sheet Setup

This Battle uses a modified Advanced Battlefield Sheet Setup. Use Squares from column 1 up to, but not including column 11. No Force can move into a Square in column 11 or further to the right of that column. Place the Battlefield Border counters in column 11.

Confederate Forces and Deployment

The Confederate player commands the following Forces. You will need the relevant counters. Place each Force in the location stipulated on the Advanced Battlefield Sheet. You may choose to have a Force begin the Battle in Line or Column Formation.

26th North Carolina Regiment (Commanded by Colonel Zebulon B. Vance): Jeff Davis Mountaineers at E1, Waxhaw Jackson Guards at E2, Wilkes Volunteers at E3, Wake Guards at E4, Chatham Independent Guards at E5, Hibriten Guards at E6, Chatham Boys at E7, Moore Independent at E8, Caldwell Guards at E9, and Pee Dee Wild Cats at E10.

Confederate Late Arrivals

There are no Confederate Late Arrivals.

Union Forces and Deployment

The Union AI commands the following Forces. You will need the relevant counters. Place each Force in the location stipulated on the Advanced Battlefield Sheet. All Union Forces start the Battle in Column Formation.

71st New York Regiment (Commanded by Colonel George B. Hall): Company A at B1, Company B at B2, Company C at B3, Company D at B4, Company E at B5, Company F at B6, Company G at B7, Company H at B8, Company I at B9, and Company K at B10.

Union Late Arrivals

There are no Union Late Arrivals.

Game Length

The game lasts 6 turns. Use the Oak Grove Turn Tracker sheet and the Battle Turn counter (found in the ***Field Commander - Robert E. Lee*** game box) to keep track of the turns.

Sequence of Play

Do ***not*** go through the Pre-Battle Sequence (10.2).

Follow the modified Battle Turn Sequence as indicated below. There is no Insight Activation phase.

Battle Turn Sequence

Select and Place Confederate Battle Plans.

Determine Union Tactics and Special Battle Plans.

Draw and Assign Union Special Battle Plans.

Resolve Union Battle Plans.

Resolve Confederate Battle Plans.

Rout Check.

Advance Battle Turn Counter.

Union Tactics

The Union AI will use Aggressive Tactics (13.1) throughout the Battle unless Routed (14.5).

Union Objectives

There are no Union Objectives in this scenario.

Battle Plans and Insights

Confederate Battle Plan Counters: 2

Union Special Battle Plans: 3

No Insights.

Special Rules

(1) Union Artillery. Each turn the Union receives a number of Combat Value 3 Artillery attacks depending on the Difficulty Level selected, as indicated on the Oak Grove Union Artillery Table. Each turn, at the beginning of the *Resolve Union Battle Plans* step, resolve the indicated number of Artillery attacks. The Combat Value of 3 remains unmodified and is considered to assume modifiers for range attenuation. Select a random non-Melee Confederate Force (do not automatically select the closest Confederate to Row A) and roll 1d10. If the result is equal to or lower than 3, the targeted Force suffers a Hit as normal.

Oak Grove Union Artillery Table

Difficulty Level	# Artillery Attacks (Combat Value 3) per Turn
Regular	2
Hard	3
Veteran	4

Example: You are playing at the Regular Difficulty Level. It is the first Battle Turn, at the beginning of the *Resolve Union Battle Plans* step. After consulting the Oak Grove Union Artillery Table, you note that the Union Artillery will make two attacks with Combat Value 3. First, you randomly select a non-Melee Confederate Force as the target of the attack. Next, you roll d10 and get a '3'. It's a Hit! The target Confederate Force is already on its reduced side, so the second Hit Destroys it. You repeat the same process for the second Artillery attack.

(2) Confederate Artillery. Each turn the Confederate player receives a number of Combat Value 2 Attacks depending on the Difficulty Level selected, as indicated on the Oak Grove Confederate Artillery Table. Each turn, at the beginning of the *Resolve Confederate Battle Plans* step, resolve the indicated number of Artillery attacks. The Combat Value of 2 remains unmodified and is considered to assume modifiers for range attenuation. Select a non-Melee Union Force and roll 1d10. If the result is equal to or lower than 2 the targeted Force suffers a Hit as normal.

Oak Grove Confederate Artillery Table

Difficulty Level	# Artillery Attacks (Combat Value 2) per Turn
Regular	2
Hard	1
Veteran	0

(3) Smoke. At the beginning of Turn 4, at the beginning of the *Select and Place Confederate Battle Plans*, place the *Smoke* Special Battle Plan (14.1) next to the modified Advanced Battlefield sheet. The *Smoke* Special Battle Plan remains in play for the remainder of the Battle. The *Smoke* Special Battle Plan is free and does not count against the total number of Special Battle Plans available to the Union.

Victory Conditions

At the end of Turn 6 check the situation on the Advanced Battlefield Sheet.

- If the number of Confederate Forces specified by the Difficulty Level are in Row A at the end of the Turn 6, the result is a Confederate Victory.
- If there are fewer Confederate Forces in Row A at the end of Turn 6 than those specified by the Difficulty Level, the result is a Confederate Defeat.

Difficulty Level	# Confederate Forces in Row A at the end of Turn 6
Regular	1
Hard	2
Veteran	3

BEAVER DAM CREEK

3:00 PM June 26, 1862

SEVEN DAYS BATTLES

Historical Background

Lee's counter attack against McClellan's forces began on June 26, 1862, north-east of Richmond. To the east of Mechanicsville, Major General A.P. Hill drove forward against Union soldiers occupying defensive structures along the Beaver Dam Creek.

Lee's plan did not start, or indeed end, well. Jackson's divisions were late to arrive, and when they did, due to one of the general's most baffling orders, they set up camp while a major battle was developing close by. Bereft of direct communication with Lee, A.P. Hill decided to launch his attack undermanned and under-gunned using soldiers that were facing their first test of combat. Hill enjoyed early success, pushing Federal soldiers out of Mechanicsville after they offered little resistance, before moving on to assault the far more forbidding defensive line on the opposite side of Beaver Dam Creek.

The result was predictably horrendous, with the Rebel soldiers making little progress while being torn apart by Union artillery. Hill himself showed his inexperience by dividing his own cannon between different regiments, allowing them to easily succumb to the massed counter-battery fire put out by the Federal gunners.

As the late afternoon wore on, brigades were sent in to the attack piecemeal and were easily repelled at huge cost. By the time Confederate numbers significant enough to perhaps make a telling attack arrived, it was near dark.

Lee's army had been severely thrashed, with very little displayed to provide any encouragement for the future. The day was only saved when McClellan, predictably cautious, ordered his troops to withdraw to Gaines' Mill to the east. The Union commander had noted the arrival of Jackson to the north and feared the rail link between his army and the York River would be cut. McClellan switched to landing supplies along the James River to the south, though this would prevent a major assault on Richmond and set the stage for the retreat over the coming days to Malvern Hill, south east of the Confederate capital.

The Battle

This game covers the initial attack made by the brigades of A.P. Hill's division against elements of the V Corps, commanded by Brigadier General Fitz J. Porter. The player commands the Confederate Forces while the Union Forces are controlled by an AI bot. You need a copy of ***Field Commander – Robert E. Lee*** (DVG) to play this game.

Advanced Battle Rules

This game uses the Advanced Battle Rules found in the ***Field Commander – Robert E. Lee*** game.

Advanced Battlefield Sheet Setup

This Battle does not use a modified Advanced Battlefield Sheet Setup. Use all columns from 1 to 12.

Confederate Forces and Deployment

The Confederate player commands the following Forces. You will need the relevant counters. Place each Force in the location stipulated on the Advanced Battlefield Sheet. You may choose to have a Force begin the Battle in Line or Column Formation.

Brigades of A.P. Hill's Light Division (Commanded by Major General Ambrose P. Hill): Anderson at F2, Archer at F4, Field at F6, Andrews at F7, Ripley (from D.H. Hill's Division) at F8, and Pender at F10.

Regiments at F3, F5, F9 and F11.

Design note: (1) Gregg's Second Brigade, A.P. Hill's Light Division did not participate and Branch's Fourth Brigade was in reserve. (2) The Regiment Force counters represent generic Regiments that took part in the battle. In this scenario, Regiment Forces have a reduced side.

Confederate Late Arrivals

There are no Confederate Late Arrivals.

Union Forces and Deployment

The Union AI commands the following Forces. You will need the relevant counters. Place each Force in the location stipulated on the Advanced Battlefield Sheet. All Union Forces start the Battle in Line Formation.

Brigades of V Corps (Commanded by Brigadier General Fitz J. Porter): Reynolds at B2, Griffin at A3, and Seymour at B9.

Regiments at B4, B5, B8, and B10.

Union Late Arrivals

There are no Union Late Arrivals.

Game Length

The game lasts 6 turns. Use the Beaver Dam Creek Turn Tracker sheet and the Battle Turn counter (found in the ***Field Commander -Robert E. Lee*** game box) to keep track of the turns.

Sequence of Play

Do ***not*** go through the Pre-Battle Sequence (10.2).

Follow the modified Battle Turn Sequence as indicated below. There is no Insight Activation phase.

Battle Turn Sequence

Select and Place Confederate Battle Plans.

Determine Union Tactics and Special Battle Plans.

Draw and Assign Union Special Battle Plans.

Resolve Union Battle Plans.

Resolve Confederate Battle Plans.

Rout Check.

Advance Battle Turn Counter.

Union Tactics

The Union AI will use Defensive Tactics (13.3) throughout the Battle unless Routed (14.5).

Union Objectives

There are no Union Objectives in this scenario.

Battle Plans and Insights

Confederate Battle Plan Counters: 2

Union Special Battle Plans: 3

No Insights.

Special Rules

(1) Union Artillery. Each turn the Union receives a number of Combat Value 3 Artillery attacks depending on the Difficulty Level selected, as indicated on the Union Beaver Dam Creek Union Artillery Table. Each turn, at the beginning of the *Resolve Union Battle Plans* step, resolve the indicated number of Artillery attacks. The Combat Value of 3 remains unmodified and is considered to assume modifiers for range attenuation. Select a random non-Melee Confederate Force (do not automatically select the closest Confederate to Row A) and roll 1d10. If the result is equal to or lower than 3 the targeted Force suffers a Hit as normal.

Union Beaver Dam Creek Artillery Table

Difficulty Level	# Artillery Attacks (Combat Value 3) per Turn
Regular	2
Hard	3
Veteran	4

Example: You are playing at the Veteran Difficulty Level. It is the first Battle Turn, at the beginning of the *Resolve Union Battle Plans* step. After consulting the Beaver Dam Creek Union Artillery Table, you note that the Union Artillery will make four attacks with Combat Value 3. First, you randomly select a non-Melee Confederate Force as the target of the attack. Next, you roll d10 and get a '5'. It's a miss. The target Confederate Force does not suffer a Hit. If you had rolled 3 or less, the target Confederate Force would have suffered a Hit as normal. You repeat the same process for the second, third and fourth Artillery attack.

(2) Confederate Artillery. Each turn the Confederate player receives a number of Combat Value 2 Artillery attacks depending on the Difficulty Level selected, as indicated on the Confederate Beaver Dam Creek Union Artillery Table. Each turn, at the beginning of the *Resolve Confederate Battle Plans* step, resolve the indicated number of Artillery attacks. The Combat Value of 2 remains unmodified and is considered to assume modifiers for range attenuation. Select a non-Melee Union Force and roll 1d10. If the result is equal to or lower than 2 the targeted Force suffers a Hit as normal.

Union Beaver Dam Creek Artillery Table

Difficulty Level	# Artillery Attacks (Combat Value 3) per Turn
Regular	2
Hard	1
Veteran	0

(3) Union Counterattacks. At the beginning of the *Resolve Union Battle Plans* step, roll on the Union Counterattack Frequency Table below. You should select the frequency of counterattacks before commencing the battle. Roll d10. If the result is equal to or higher than the target number immediately resolve the *Charge!* Special Battle Plan if one or more Union Forces are in an adjacent Square to one or more Confederate Forces. Note that as the Union is using Defensive tactics throughout the Battle, the *Charge!* Special Battle Plan will not be in the Special Battle Plan cup.

Union Counterattack Frequency Table

Frequency	Target Score on d10
Frequent	9+
Very Frequent	8+
Any Chance We Get! Up and At 'Em Boys!	7+

The *Charge!* Special Battle Plan is free and does not count against the total number of Special Battle Plans available to the Union in that turn. **Do not** place the *Charge!* Special Battle Plan into the Special Battle Plan cup at the end of the turn.

(4) Union Special Battle Plans. The Union does not have access to the *Flanking Fire* or *Hidden March* Special Battle Plans for the duration of this Battle. Remove those Special Battle Plans from the Special Battle Plans cup.

Victory Conditions

At the end of Turn 6 check the situation on the Advanced Battlefield Sheet.

- If the number of Confederate Forces specified by the Difficulty Level are in Row A at the end of the Turn 6, the result is a Confederate Victory.

- If there are fewer Confederate Forces in Row A at the end of Turn 6 than those specified by the Difficulty Level, the result is a Confederate Defeat.

Difficulty Level	# Confederate Forces in Row A at the end of Turn 6
Regular	1
Hard	2
Veteran	3

GAINES' MILL

7:00 PM June 27, 1862

SEVEN DAYS BATTLES

Historical Background

After the Battle of Beaver Dam Creek (June 26), despite inflicting heavy losses on the Confederates, McClellan ordered his forces to withdraw to the east, in the vicinity of Gaines' Mill, after noting the arrival of Jackson and the perceived threat to the Union right flank and the vital railroad that kept the Federal troops supplied from the York River.

Brigadier General Fitz John Porter, commanding V Corps, set up a defensive line south east of Gaines' Mill and waited. Fighting started in the early afternoon and continued all day, drawing in around 57,000 Rebel soldiers into the attack, the largest in the Civil war. The assault though did not go well, and time after time the Confederates were pushed back after suffering disproportionate losses. Jackson was also delayed after a misunderstanding with his guide. When Ewell, the first of Jackson's generals, did arrive, he hurriedly sent in the first brigade without support. Other units followed and the results were predictable: unable to bring enough men to the point of contact with the enemy, the Rebels were forced back after taking heavy losses. Only McClellan's hesitancy to counter-attack prevented further losses.

It wasn't until 7pm that Lee was finally able to get all the pieces he needed into position. The inexperience of both Confederate and Union commanders, not to say the soldiers they commanded, was revealed again as both armies failed to coordinate their efforts to gain maximum effect. What should have ideally been a crushing blow delivered by the Rebels turned into a series of localized attacks against the defenders; opportunities for the Federals to organize and deliver a significant counter-attack were wasted as reinforcements were instead pushed into the line as gaps opened up.

Longstreet faced the worst of it. The Union stood ready on the higher ground opposite his starting point. The Rebels would first have to march over open ground down to a swamp, traverse that impediment, and then make their way back up again to get to grips with the enemy. Despite these potentially fatal problems, Brigadier General William H.C. Whiting, commanding the First Division of Jackson's Corps, pushed his Texas brigade, commanded by Brigadier General John Bell Hood and fighting close to Longstreet, forward and they smashed the line. There were no Federal reinforcements available, no counter-attack materialized, and panic and confusion began to spread. Pickett's Third Brigade, of Longstreet's Division, was also able to cause considerable damage. Nightfall prevented any further fighting, leaving Lee, his generals and his men on the field to claim a victory. Porter completed the Union retreat over the Chickahominy during the night.

The Battle

This game covers the initial advance by Confederates against the Union at the beginning of the Battle of Gaines' Mill. The player commands the Confederate Forces while the Union Forces are controlled by an AI bot. You need a copy of ***Field Commander – Robert E. Lee*** (DVG) to play this game.

Advanced Battle Rules

This game uses the Advanced Battle Rules found in the ***Field Commander – Robert E. Lee*** game.

Advanced Battlefield Sheet Setup

This Battle uses a modified Advanced Battlefield Sheet Setup. Use Squares from column 1 up to, but not including column 10. No Force can move into a Square in column 10 or further to the right of that column. Place the Battlefield Border counters in column 10.

Confederate Forces and Deployment

The Confederate player commands the following Forces. You will need the relevant counters. Place each Force in the location stipulated on the Advanced Battlefield Sheet. You may choose to have a Force begin the Battle in Line or Column Formation.

Historically the Confederates attacked in a broken line. To reflect this, before placing each Force counter, roll d10. On a roll of 1-5 place the Force counter in the first Square indicated; on a roll of 6-10, place the Force counter in the second Square indicated. For example, you roll d10 for Garland and get a '3'. In this case, you place the Force counter in C9. If you had rolled, say, a '6' you would have placed the Force counter in B9.

3rd Brigade, D.H. Hill's Division (Commanded by Brigadier General Samuel **Garland**) at C9 or B9
2nd Brigade, D.H. Hill's Division (Commanded by Brigadier General George B. **Anderson**) at C8 or B8
1st Brigade, Jackson's Division (Commanded by Brigadier General Charles S. **Winder**) at C7 or B7
4th Brigade, Jackson's Division (Commanded by Brigadier General Alexander **Lawton**) at C6 or B6
4th Brigade, Ewell's Division (Commanded by Brigadier General Arnold **Elzey**) at B6 or A5*
7th Brigade, Ewell's Division (Commanded by Brigadier General Isaac R. **Trimble**) at B5 or A4
1st Brigade, Whiting's Division (Commanded by Brigadier General John B. **Hood**) at B4 or A3
3rd Brigade, Whiting's Division (Commanded by Colonel Evander M. **Law**) at C2 or C1
4th Brigade, Longstreet's Division (Commanded by Brigadier General Cadmus M. **Wilcox**) at F1 (no alternative).

* If B6 is occupied by Lawton, then automatically place Walker in A5.

Design note: The Force counters are identified by the Brigade commander at the beginning of the battle.

Confederate Late Arrivals

There are no Confederate Late Arrivals.

Union Forces and Deployment

The Union AI commands the following Forces. You will need the relevant counters. Place each Force in the location stipulated on the Advanced Battlefield Sheet. All Union Forces start the Battle in Line Formation.

1st Brigade, Skyes' Second Division, V Corps (Commanded by Lieutenant Colonel Robert C. **Buchanan**) at E8 (Line Formation)
2nd Brigade, Slocum's First Division, VI Corps (Commanded by Colonel Joseph J. **Bartlett**) at E7 (Line Formation)
2nd Brigade, Sykes' Second Division, V Corps (Commanded by Major Charles S. **Lovell**) at E6 (Line Formation)
2nd Brigade, Morell's First Division, V Corps (Commanded by Brigadier General Charles **Griffin**) at E5 (Line Formation)
3rd Brigade, Slocum's First Division, VI Corps (Commanded by Brigadier General John **Newton**) at D5 (Line Formation)
1st Brigade, Slocum's First Division, VI Corps (Commanded by Brigadier General George W. **Taylor**) at D4 (Line Formation)
1st Brigade, Morell's First Division, V Corps (Commanded by Brigadier General John H. **Martindale**) at E3 (Column Formation)
3rd Brigade, Morell's First Division, V Corps (Commanded by Brigadier General Daniel **Butterfield**) at F3 (Line Formation).

Design note: (1) The Force counters are identified by the Brigade commander at the beginning of the battle. (2) The 2nd Brigade of Sykes' Second Division was usually commanded by Lieutenant Colonel Wiliam Chapman, but during the Battle of Gaines' Mill it was commanded by Major Charles S. Lovell, as it was at other times during the Civil War.

Union Late Arrivals

There are no Union Late Arrivals.

Game Length

The game lasts 6 turns. Use the Gaines' Mill Turn Tracker sheet and the Battle Turn counter (found in the ***Field Commander - Robert E. Lee*** game box) to keep track of the turns.

Sequence of Play

Do ***not*** go through the Pre-Battle Sequence (10.2).
Follow the modified Battle Turn Sequence as indicated below. There is no Insight Activation phase.

Battle Turn Sequence

Select and Place Confederate Battle Plans.
Determine Union Tactics and Special Battle Plans.
Draw and Assign Union Special Battle Plans.
Resolve Union Battle Plans.
Resolve Confederate Battle Plans.
Rout Check.
Advance Battle Turn Counter.

Union Tactics

The Union AI will use Defensive Tactics (13.3) throughout the Battle unless Routed (14.5).

Union Objectives

There are no Union Objectives in this scenario.

Battle Plans and Insights

Confederate Battle Plan Counters: 2

Union Special Battle Plans: 3 (see Special Rule #2)

No Insights.

Special Rules

(1) Mixed Orders. Every turn, at the beginning of the *Draw and Assign Union Special Battle Plans* step, roll on the Gaines' Mill Mixed Orders Table below. Roll d10 and compare the result to the target score (determined by Difficulty Level). If the result is equal to or greater than the Target Score, select the *Mixed Orders* Special Battle Plan and place it next to the Advanced Battlefield Sheet. The *Mixed Orders* Special Battle Plan remains in effect for the duration of the turn it was drawn. It is free and does not count against the total number of Special Battle Plans the Union can draw during that same turn. Return the *Mixed Orders* Special Battle Plan to the Special Battle Plan cup at the end of the turn.

Difficulty Level	Target Score (Roll this or greater on d10)
Regular	9+
Hard	8+
Veteran	7+

Example: You have selected the Hard Difficulty Level. At the beginning of the *Draw and Assign Union Special Battle Plans* step, you roll d10 and get a '10'. The Target Score was 8+. Therefore, you select the *Mixed Orders* Special Battle Plan from the Special Battle Plans cup and place it next to the Advanced Battlefield Sheet. *Mixed Orders* remains in effect for the duration of that turn and you replace it back into the Special Battle Plans cup at the end of the turn. Note that when resolving Special Rule #2 (Fog of War), *Mixed Orders* is not affected. As it is already outside the Special Battle Plans cup, it cannot be drawn a second time.

(2) Fog of War. Every turn, at the beginning of the *Draw and Assign Union Special Battle Plans* step, but *after* you have resolved Special Rule #1 (see above), roll on the Gaines' Mill Fog of War Table below. Roll d10 and compare the result to the target score (determined by the Difficulty Level). If the result is equal to or greater than the Target Score, roll d10 again. Compare the result to the # Special Battle Plans Removed column. With the exception of the *Fog of War* Special Battle Plans, randomly remove the stated number of Special Battle Plans from the Special Battle Plans cup. You will need to check which Special Battle Plans have been removed. Do not remove any *Fog of War* Special Battle Plans. Any Special Battle Plans removed remain invalid for the rest of the turn that they are discarded. Return any removed Special Battle Plans to the Special Battle Plans cup at the end of the turn.

Difficulty Level	Target Score (Roll this or greater on d10)	# Special Battle Plans Removed (Roll d10 again)
Regular	9+	**1-5:** 1 / **6-8:** 2 / **9-10:** 3
Hard	8+	**1-4:** 1 / **5-8:** 2 / **9-10:** 3
Veteran	7+	**1-3:** 1 / **4-8:** 2 / **9-10:** 3

Example: You have selected the Veteran Difficulty Level. After resolving Special Rule #1, at the beginning of the *Draw and Assign Union Special Battle Plans* step, you roll d10 again and get a '9'. The Target Score was 7+, so you roll d10 again. This time you roll and get a '6'. This indicates that you must randomly remove two Special Battle Plans from the Special Battle Plans cup. You select the first Special Battle Plan and reveal it to be *Close Ranks*. This Special Battle Plan will remain unavailable to the Union for the rest of the turn. You draw a second Special Battle Plan and reveal it to be *Fog of War*. Special Rule #2 does not apply to *Fog of War* Special Battle Plans, so you return it to the Special Battle Plans cup. You draw again and reveal the next Special Battle Plan to be *Smoke*. This Special Battle Plan will also remain unavailable to the Union for the rest of the turn. Return *Close Ranks* and *Smoke* to the Special Battle Plans cup at the end of the turn.

(3) Union Artillery. Each turn the Union receives a number of Combat Value 4 Artillery attacks depending on the Difficulty Level selected, as indicated on the Oak Grove Union Artillery Table. Each turn, at the beginning of the *Resolve Union Battle Plans* step, resolve the indicated number of Artillery attacks. The Combat Value of 4 remains unmodified and is considered to assume modifiers for range attenuation. Select a random non-Melee Confederate Force (do not automatically select the closest Confederate to Row A) and roll 1d10. If the result is equal to or lower than 4 the targeted Force suffers a Hit as normal.

Gaines' Mill Union Artillery Table

Difficulty Level	# Artillery Attacks (Combat Value 4) per Turn
Regular	2
Hard	3
Veteran	4

Example: You are playing at the Regular Difficulty Level. It is the first Battle Turn, at the beginning of the *Resolve Union Battle Plans* step. After consulting the Gaines' Mill Union Artillery Table, you note that the Union Artillery will make two attacks with Combat Value 4. First, you randomly select a non-Melee Confederate Force as the target of the attack. Next, you roll d10 and get a '3'. It's a Hit! The target Confederate Force is already on its reduced side, so the second Hit Destroys it. You repeat the same process for the second Artillery attack.

(4) Confederate Artillery. Each turn the Confederate player receives a number of Combat Value 3 Attacks depending on the Difficulty Level selected, as indicated on the Gaines' Mill Confederate Artillery Table. Each turn, at the beginning of the *Resolve Confederate Battle Plans* step, resolve the indicated number of Artillery attacks. The Combat Value of 3 remains unmodified and is considered to assume modifiers for range attenuation. Select a non-Melee Union Force and roll 1d10. If the result is equal to or lower than 3 the targeted Force suffers a Hit as normal.

Gaines' Mill Confederate Artillery Table

Difficulty Level	# Artillery Attacks (Combat Value 3) per Turn
Regular	2
Hard	1
Veteran	0

Victory Conditions

At the end of Turn 6 check the situation on the Advanced Battlefield Sheet.

- If the number of Confederate Forces specified by the Difficulty Level are in Squares F5, F6, F7, F8 or F9 at the end of the Turn 6, the result is a Confederate Victory.
- If there are fewer Confederate Forces in Squares F5, F6, F7, F8 or F9 at the end of Turn 6 than those specified by the Difficulty Level, the result is a Confederate Defeat.

Difficulty Level	# Confederate Forces in F5, F6, F7, F8 or F9 at the end of Turn 6
Regular	1
Hard	2
Veteran	3

GLENDALE

Dusk June 30, 1862

SEVEN DAYS BATTLES

Historical Background

The Union army under McClellan continued to retreat south towards Malvern Hill following the Battle of Gaines' Mill, fighting at the Battle of Garnett's and Golding's Farm and the larger Battle of Savage's Station in the days leading up to Glendale. The Union Corps were operating without clear instructions on how to reach Malvern Hill, and the retreat lacked any coordination. A key defensive point in the march was the turn from west to south that had to be made at the Glendale crossroad. This would expose the Union flank (created by turning from west to south) to a potential attack by the Confederates from west to east. Lee saw his chance: if he could get his various divisions to converge on the single spot from different angles, he would be able to catch the Federals in a vulnerable position.

Lee's plan, as witnessed earlier in the Seven Days Battles campaign, was too ambitious and too complex, calling for too many moving parts to make too many deft movements. As morning turned to early afternoon on June 30, the various Confederate divisions were still not in place, with Jackson's performance in particular once more erratic. The first cannon shots were fired at 2pm, with a false start being made by Longstreet. Nevertheless, the counter-battery fire intensified over the next two hours until fighting along the north-south line of march from Glendale to Malvern Hill broke out as Longstreet's and A.P. Hill's divisions pushed forward together.

The main fighting was at Frayser's Farm (hence the sometimes-used Battle of Frayer's Farm, rather than Glendale), though the Confederate generals were never able to organize their Brigades to simultaneously attack the Union line, their attempts hampered by rough ground. As a result, the fiercest fighting shifted from one locale to another. The battle ended inconclusively at around 8:30pm, with Lee having failed to prevent the Union soldiers reaching Malvern Hill or inflict substantially more casualties.

The Battle

This game covers the surprise attack made by the 8th Alabama Infantry Regiment against Battery E and G, 1st U.S. Artillery, Second Brigade, Artillery Reserve in support of Brigadier General George G. Meade's Second Brigade, Third Division, V Corps, and the subsequent counter-attack by the 4th Pennsylvania Reserves. The player commands the Confederate Forces while the Union Forces are controlled by an AI bot. You need a copy of ***Field Commander – Robert E. Lee*** (DVG) to play this game.

Advanced Battle Rules

This game uses the Advanced Battle Rules found in the ***Field Commander – Robert E. Lee*** game.

Advanced Battlefield Sheet Setup

This Battle uses a modified Advanced Battlefield Sheet Setup. Use Squares from column 1 up to, but not including column 11. No Force can move into a Square in column 11 or further to the right of that column. Place the Battlefield Border counters in column 11.

Confederate Forces and Deployment

The Confederate player commands the following Forces. You will need the relevant counters. Place each Force in the location stipulated on the Advanced Battlefield Sheet. You may choose to have a Force begin the Battle in Line or Column Formation.

8th Alabama Regiment, Fourth Brigade, Longstreet's Division (Commanded by Lieutenant Colonel Y.L. Royston): Alabama Rangers at E1, Governor's Guards at E2, Alexander Stephen's Guards at E3, Independent Selma Blues at E4, Hampton Smith Guards at E5, Greenville Guards at E6, German Fusiliers at E7, German Fusiliers / Mobile Independent Scouts at E8, Emerald Guards at E9, and Southern Guards at E10.

Design note: The full title of the Mobile Independent Scouts was German Fusiliers / Mobile Independent Scouts.

Confederate Late Arrivals

There are no Confederate Late Arrivals.

Union Forces and Deployment

The Union AI commands the following Forces. You will need the relevant counters. Place each Force in the location stipulated on the Advanced Battlefield Sheet. All Union Forces start the Battle in Line Formation.

Battery E and G, 1st U.S. Artillery (Commanded by Lieutenant Alanson M. Randol): Battery E (Right) at B2, Battery E (Middle) at B3, Battery E (Left) at B4, Battery G (Right) at B5, Battery G (Middle) at B6, and Battery G (Right) at B7.

All Battery E and Battery G Force counters are interchangeable with regard to Right, Middle or Left deployment.

Design note: For the artillery of Battery E and G, 1st U.S. Artillery, remember to check the rules for Artillery Range Attenuation (11.7.2) and that a natural '1' is always a Hit.

11.7.2 Artillery and Fortifications Ranged Attack Modifier Table

Range	1	2	3	4	5
Combat Value Modifier	+2/+2	0/0	-1/-1	-2/-2	-3/-3

4th Pennsylvania Reserve Regiment: Starting on Turn 3, and each turn thereafter until all Union Forces have been placed on the Battlefield Sheet, at the beginning of the *Select and Place Confederate Battle Plans* step, roll d10 for *each* 4th Pennsylvania Force counter and consult the 4th Pennsylvania Counter-Attack Table below.

4th Pennsylvania Counter-Attack Table

Turn	Target Result on d10
3	4+
4	3+
5	2+
6	Automatic

If the result if equal to or greater than the Target Result on d10, roll d10 again and consult the 4th Pennsylvania Entry Table below.

4th Pennsylvania Entry Table

d10 Result	1-2	3-4	5-6	7-8	9-10
Entry Square	A10	B10	C10	D10	E10

If a Union Force already occupies that Square, reroll on the 4th Pennsylvania Entry Table. If a Confederate Force occupies that Square, place the Union Force in that Square. Those Forces will be in Melee combat (do not resolve a Shock attack). If all Squares are occupied by a Union Force and another Union Force is unable to enter this turn, reroll on the 4th Pennsylvania Counter-Attack Table in a subsequent turn.

Union Late Arrivals

See the 4th Pennsylvania Reserve Regiment rule above.

Game Length

The game lasts 6 turns. Use the Glendale Turn Tracker sheet and the Battle Turn counter (found in the ***Field Commander - Robert E. Lee*** game box) to keep track of the turns.

Sequence of Play

Do ***not*** go through the Pre-Battle Sequence (10.2).

Follow the modified Battle Turn Sequence as indicated below. There is no Insight Activation phase.

Battle Turn Sequence

Select and Place Confederate Battle Plans.

Determine Union Tactics and Special Battle Plans. (See Special Rule #1)

Draw and Assign Union Special Battle Plans. (See Special Rule #1)

Resolve Union Battle Plans. (See Special Rule #1)

Resolve Confederate Battle Plans.

Rout Check.

Advance Battle Turn Counter.

Union Tactics

The Union AI will use Aggressive Tactics (13.1) throughout the Battle unless Routed (14.5). Note that the Artillery Force counters are all Static and will only use the *Combat* Default Battle Plan unless Routed. They will not use the *Advance* Default Battle Plan. The 4th Regiment, Pennsylvania Volunteer Infantry Force counters are all Mobile and will use the *Advance* and *Combat* Default Battle Plans after entering play.

Union Objectives

There are no Union Objectives in this scenario.

Battle Plans and Insights

Confederate Battle Plan Counters: 2

Union Special Battle Plans: 0/3 (See Special Rule #1)

No Insights.

Special Rules

(1) Union Special Battle Plans. During Turn 1 and Turn 2, the Union does not receive any Special Battle Plans. In Turns 1 & 2 assign and resolve the *Combat* Default Battle Plan for each Artillery Force in the *Resolve Union Battle Plans* step. Starting in Turn 3, draw and resolve 3 Union Special Battle Plans per turn.

(2) 4th Pennsylvania Counter-Attack. Starting on Turn 3 refer to the rules for the late entry of the 4th Pennsylvania.

Victory Conditions

At the end of Turn 6 check the situation on the Advanced Battlefield Sheet.

- If the combined Combat Value of all Confederate Forces is greater than the combined Combat Value of all Union Forces, the result is a Confederate Victory.

- If the combined Combat Value of all Confederate Forces is equal to or less than the combined Combat Value of all Union Forces, the result is a Confederate Defeat.

MALVERN HILL

Dusk July 1, 1862

SEVEN DAYS BATTLES

Historical Background

By the beginning of July, 1862 McClellan's army had, for the most part, successfully retreated away from Richmond towards its supply base on the James River. In close pursuit was Lee and his Confederate forces, fully intent on landing a knockout blow, a decisive victory, that Napoleon would have been proud of.

The Union prepared their defenses well on the formidable Malvern Hill. As well as occupying the high ground, the Federal gunners massed by Colonel Henry Hunt that deployed atop the rise enjoyed clear fields of fire. There was no way for the Rebels to assault without exposing themselves to a withering storm of deadly metal.

Lee was undeterred by the difficulty facing him and his men. Lee, and certain of his generals, believed that the morale of the Union army had been shattered after days of retreat, and this gave a false sense of confidence. As such, the plan for the final assault was bereft of any subtlety: it would be a simple case of lining each brigade up in a semi-circle at the foot of Malvern Hill, and marching into the guns.

The battle commenced with heavy artillery fire from the Federals after midday, disrupting Confederate attempts to deploy and targeting Rebel cannon that were attempting to move onto the flanks to bring their own weapons to bear. One by one the Confederate batteries were silenced by the superior, better positioned Union guns. The result was a complete failure to weaken either the Union infantry line or to diminish the volume of cannonball McClellan could muster. By 3pm the exchanges began to diminish and the Rebels summoned their courage.

The next error affected Magruder. He arrived late to the battle – at around 4pm – and was handed an order from Lee issued earlier in the day. With no time reference on the order, Magruder marched part of his division forward, completely unaware of the situation and not knowing how ineffective the Confederate gunners had been. The result was predictable: the attack faltered and the Confederate soldiers sought shelter provided by the contours of the ground.

D.H. Hill and his brigade commanders, by late in the afternoon, had begun to suspect no attack would take place. As such, the order went out to the men to, in effect, stand down, and prepare to camp in the position they held. Once Hill realized an attack – by Magruder – had started, he quickly tried to organize his division for the march, but by then it was too late. When Hill did finally move forward, at around 6pm, Magruder was bogged down. It was an easy task for the Federal artillerymen to shift the aim of their cannon and blunt the new attack, which was further confused by broken ground, clumps of trees and strong fences that hindered a uniform advance. Again, the Confederates failed.

Magruder refused to give up, and called to Lee for reinforcements. Lee released Ransom's brigade, under Major General Benjam Huger, along with other units. Next, D.H. Hill reported that he needed more men to press the attack and Jackson released the last of the reserves. Still, no decisive breakthrough was achieved; indeed, the Union line was barely threatened. As the light faded confusion in the ranks began to spread. Commanders lost sight and track of their units, companies became separated, orders were misunderstood. By 8:30pm the battle was effectively over.

It was Ransom, after taking a wide detour, that in the dying light made progress. The 26th North Carolina managed to get as close as 25 yards to the Federal line before they too were repulsed in what had become almost total darkness.

The Battle

This game covers the moment when the Confederate 26th North Carolina Infantry Regiment advanced close to the Union firing line. The player commands the Confederate Forces while the Union Forces are controlled by an AI bot. You need a copy of ***Field Commander – Robert E. Lee*** (DVG) to play this game.

Advanced Battle Rules

This game uses the Advanced Battle Rules found in the ***Field Commander – Robert E. Lee*** game.

Advanced Battlefield Sheet Setup

This Battle uses a modified Advanced Battlefield Sheet Setup. Use Squares from column 1 up to, but not including column 11. No Force can move into a square in column 11 or further to the right of that column. Place the Battlefield Border counters in column 10.

Confederate Forces and Deployment

The Confederate player commands the following Forces. You will need the relevant counters. Place each Force in the location stipulated on the Advanced Battlefield Sheet. You may choose to have a Force begin the Battle in Line or Column Formation.

26th North Carolina Regiment (Commanded by Colonel Zebulon B. Vance): Jeff Davis Mountaineers at E1, Waxham Jackson Guards at E2, Wilkes Volunteers at E3, Wake Guards at E4, Chatham Independent Guards at E5, Hibriten Guards at E6, Chatham Boys at E7, Moore Independent at E8, Caldwell Guards at E9, and Pee Dee Wild Cats at E10.

Design note: The 26th North Carolina feature in the Oak Grove scenario with different Combat Values (Oak Grove is '3', Malvern Hill is '5'). This is to reflect how the 26th measured up to the Enemy Forces in Oak Grove (Union Infantry) compared to Malvern Hill (Union Artillery).

Confederate Late Arrivals

There are no Confederate Late Arrivals.

Union Forces and Deployment

The Union AI commands the following Forces. You will need the relevant counters. Place each Force in the location stipulated on the Advanced Battlefield Sheet. All Union Forces start the Battle in Line Formation.

Second Division Artillery, V Corps (Commanded by Captain Stephen H. Weed): Battery L, 3rd US Artillery (Right) at A1, Battery L, 3rd US Artillery (Middle) at A2 Battery L, 3rd US Artillery (Left) at A3, Battery M, 3rd US Artillery (Right) at A4 Battery M, 3rd US Artillery (Middle) at A5 Battery M, 3rd US Artillery (Left) at A6 Battery I, 5th US Artillery (Right) at A7 Battery I, 5th US Artillery (Middle) at A8 Battery I, 5th US Artillery (Middle) at A9.

All Battery L and M, 3rd US Artillery, and Battery I, 5th US Artillery Force counters are interchangeable with regard to Right, Middle or Left deployment.

Union Late Arrivals

There are no Union Late Arrivals.

Game Length

The game lasts 6 turns. Use the Malvern Hill Turn Tracker sheet and the Battle Turn counter (found in the ***Field Commander - Robert E. Lee*** game box) to keep track of the turns.

Sequence of Play

Do ***not*** go through the Pre-Battle Sequence (10.2).

Follow the modified Battle Turn Sequence as indicated below. There is no Insight Activation phase.

Battle Turn Sequence

Select and Place Confederate Battle Plans.

Determine Union Tactics and Special Battle Plans.

Draw and Assign Union Special Battle Plans.

Resolve Union Battle Plans.

Resolve Confederate Battle Plans.

Rout Check.

Advance Battle Turn Counter.

Union Tactics

The Union AI will use Defensive Tactics (13.3) throughout the Battle unless Routed (14.5).

Union Objectives

There are no Union Objectives in this scenario.

Battle Plans and Insights

Confederate Battle Plan Counters: 2

Union Special Battle Plans: 0

No Insights.

Special Rules



(1) Depressions. Before starting the Battle, place the six to ten Depression counters on the Modified Battlefield Sheet, depending on the Difficulty Level selected. Roll d10 to determine the column from 1 to 10. Then, roll d10 again and consult the Depressions table below to determine the row. Place the Depression counter in the indicated Square. If a Square already contains a Depression counter, roll again.

Difficulty Level	# Depression Counters
Regular	10
Hard	8
Veteran	6

Depressions Table

D10 Result	Row
1, 2 or 3	E
4, 5 or 6	D
7 or 8	C
9 or 10	B

Example: You roll d10 and get a '4', indicating column 4. Next, you roll d10 again and get a '7'. Consulting the Depressions Table, this indicates row C. Therefore, you place a Depression counter in C4.

A Confederate Force in a Square containing a Depression counter cannot be targeted by a Union Artillery Force using the *Combat* Default Battle Plan. If the Force moves out of the Square containing the Depression counter, it can be targeted by a Union Artillery Force using the *Combat* Default Battle Plan as normal.

(2) Default Battle Plan – Hold (Special Rule: Malvern Hill Only). Any Confederate Force counter can be assigned the *Hold* Default Battle Plan as normal. To indicate that a Force counter is using *Hold*, place the Force counter along the bottom edge of the Square it currently occupies. It should maintain its current Formation. That Force is considered to be seeking shelter from the Union artillery fire. This rule applies to this Battle scenario only. If a Force counter using *Hold* is attacked the attacking Union Artillery Force suffers a -2/-2 penalty to its Combat Value. This effect stacks with modifiers for range attenuation (11.7.2). Note that a natural '1' is always a Hit, and also note the effects of rolling a natural '9' or '10' as described in Special Rule #3 below.

(3) More Ammunition. Anytime a Union Artillery Force uses the *Combat* Default Battle Plan and rolls a natural '9' or '10' it is out of ammunition and cannot use the *Combat* Default Battle Plan until it receives more ammunition. To indicate that a Union Artillery Force is out of Ammunition, turn it to its reverse (reduced) side. Each turn, at the beginning of the *Resolve Confederate Battle Plans* step, roll d10 and make an Activation Check (5.6) for every Union Artillery Force affected by the *More Ammunition* Special Rule. If the roll is successful (the player rolls equal to or less than the Activation value of the Union Artillery Force counter), flip the Force counter to its full-strength side. That Force counter may use the *Combat* Default Battle Plan in the same *Resolve Confederate Battle Plans* step. If the Activation check fails, that Force counter remains flipped and cannot use the *Combat* Default Battle Plan.

(4) Union Special Battle Plans. The Union does not use any Special Battle Plans. All Union Artillery Forces will use the *Combat* Default Battle Plan unless Routed.

For the artillery of Batteries L and M, 3rd US Artillery, and Battery I, 5th US Artillery, remember to check the rules for Artillery Range Attenuation (11.7.2) and that a natural '1' is always a Hit.

11.7.2 Artillery and Fortifications Ranged Attack Modifier Table

Range	1	2	3	4	5
Combat Value Modifier	+2/+2	0/0	-1/-1	-2/-2	-3/-3

Victory Conditions

By the end of Turn 6 check the situation on the Advanced Battlefield Sheet.

- If the number of Union Artillery Forces (as determined by the Difficulty Level; see table below) has been Destroyed, the result is a Confederate Victory.
- If the number of Union Artillery Forces (as determined by the Difficulty Level; see table below) has not been Destroyed, the result is a Confederate Defeat.

Malvern Hill Difficulty Level

Difficulty Level	**# Union Artillery Forces Destroyed**
Regular	3
Hard	4
Veteran	5