

Seven Days Campaign Age of Rifles System Refit Draft

Release 0.1.0

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Special Rules and Command Arrangements

21.1 Countermix note: As anyone will notice, there is considerable overlap between the individual battles in the Seven Days box and cutting out all the counters (instead of the ones needed) only leads to confusion. I assume that anyone who plays the Seven Days will start out with playing Gaines Mill (unless their great-great-grandfather only took part in the campaign starting with one of the later battles). That's certainly what I did. I therefore added a number of comments on what to do with the battles under the assumption that you do that, too. The Seven Pines countermix, while deceptively similar, should be kept separate from the other three battles at all times. You don't need any of those counters to play the Seven Days.

Use leaders in all scenarios. Place all leaders with any subordinate unit.

21.2 Unit capabilities.

Morale. Generally, all units of both sides have morale 4 unless specified differently.

Union Gunboats. Union gunboats may only occupy James River hexes and therefore only participate in scenarios that include the southern map. They have unlimited movement and fight like artillery but can fire at a range of 6 hexes. They are moved by orders from the Union HQ. All orders are Probe orders, they are automatically complied with upon receipt and there is no confidence check. (In other words, the only part that really counts is the change in target hexes for moving the gunboats upriver and downriver.)

21.3 Scale adaptation. 7DB has a smaller hex scale (300 yards) than the AOR series rules; therefore a number of parameters need to be adjusted.

21.3.1 Movement. All combat units have 6 Movement points except that undisrupted cavalry has 9 movement points if it stays out of enemy ZOCs for the whole turn. (When playing with order chits, aides have 10 MPs.)

Cavalry has the normal movement points when moving into ZOCs to account for mounting and dismounting when actually fighting.

21.3.2 Command trace. Corps command and immediate command transmission range is 5MP instead of 3; for longer ranges divide the distance (in cavalry MP) by 9 instead of 6. Divisional command range is 5 hexes (in

fact given the difficulty in telling divisional affiliation I would consider that range optional), target hexes specified must be within 15 hexes, further orders must be 15 hexes apart, and the radius that determines order failure is 3 hexes instead of 2.

21.3.3 Combat. **Passing fire is executed at full strength** (due to the smaller hex size compared to the standard rules). Artillery can fire up to 4 hexes; fire at more than half range is halved (round total strength down but not below 1).

21.3.4 Stacking. Stacking limit is up to three units, of which at most 2 can be infantry or cavalry and these 2 cannot contain more than 8 strength points total. Stacking during road march works as normal in the series rules (5.2).

21.4 Line of Sight. Maximum LOS is 4 hexes (6 for units on top of a hill) due to the low undulations of the terrain in this area. Line of sight is blocked by every type of hex except clear except for an unit on a hill firing at a unit on a hill, in which case it is only blocked by intervening woods on a hill.

21.5 Terrain effects: See the Terrain Effects table for terrain types special to this game.

Swamp hexes affect fatigue. If a formation (division if under divisional orders, corps/wing otherwise) has more than one unit participating in combat in swamp hexes for more than one turn, the formation is fatigued the moment the unit switches to a different order status. If the formation is already fatigued, it becomes exhausted when it switches. Swamp hexes do not block LOS. (*This is an abstraction; swamp areas in the region often contain dense clumps of woods.*)

21.6 Bridge Destruction and Repair. A combat unit that starts adjacent to a bridge and rolls a 4-6 destroys that bridge. A combat unit that starts adjacent to a destroyed bridge can repair it on a roll of 11-12 on two dice. Add 3 to the die rolls if the unit is the Union engineer. The Union engineer can also build new bridges on a roll of 4-6 (no modifier).

21.7 Command Arrangements. In all scenarios, set up army leaders with their HQ. All other leaders set up with one of their units. Confederate OC is Lee [3]. Union OC is McClellan [0]. Note: The game provides divisional leader counters for both sides. If desired, players can place these on the map only when a division is operating under divisional orders.

21.7.1 Union Command Structure. **Note:** All of these rules apply in all scenarios except Seven Pines. The Seven Pines command structure is specified in that scenario.

If McClellan becomes a casualty, he is first replaced by Sumner, then Porter, then Franklin. If the replacement is not in play, he becomes active the turn after

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McClellan’s loss. The Union can designate one Wing Commander at any time.

As long as McClellan is Union OC, any initiative die roll that requires Union troops to attack or probe incurs a 2L shift. Also, any Union Confidence check for Attack/Probe orders suffers a –2 die roll modifier. Units cannot be attached to another Union corps. Each Union corps can detach at most one division on divisional orders. Each cavalry brigade of a Union corps counts as a separate division. There is one Union cavalry brigade and engineer brigade attached to the Union Army HQ. They move according to explicit orders.

Union artillery units of the Army artillery reserve can operate, once per turn, together with any formation in whose command range they lie. If a Union formation suffers order failure, any Union reserve artillery in command range of the leader may join the 3-hex retreat or not at the Union player’s choice.

- Army of the Potomac:** McClellan [0].
- II Corps:** Sumner(4); 1Div: Richardson(4), 2Div: Sedgwick(3).
- III Corps:** Heintzelman(1); 2Div: Hooker(4), 3Div: Kearny(4).
- IV Corps:** Keyes(?), 1Div: Couch (3), 2 Div Casey(?).
- V Corps:** Porter(3); 1Div: Morell (2); 2Div: Sykes (2), PaR: McCall (2).
- VI Corps:** Franklin(0), 1Div: Slocum (1), 2Div: Smith (2).

21.7.3. Confederate Command Structure. Confederate “Wings” operate like Corps in all aspects. Jackson’s Valley Army (Ewell’s, Whiting’s, and Jackson’s [commanded by Winder] Divisions) counts as a permanent Wing with Jackson as WC. Huger’s Division belongs to no Wing and can only be given orders by divisional goals. No units can be attached to other formations. Divisions and brigades can be detached under divisional orders.

Important: When Confederate Divisions operate under divisional orders, they receive a separate activation chit in the cup. Remove the chit when they operate as part of a Wing.

Apart from the Valley Army, Lee can either operate the army wholly through Divisional Orders or create a Left or Right Wing or both by sending a command to the requisite commander (the command must be complied with as normal). A Wing can command at most four divisions. Introduce a Replacement leader to act as commander of the Wing Commander’s division. Stuart’s Cavalry can trace command to any corps commander, or be given divisional orders. A division leader cannot be assigned to a wing commander who has lower seniority. The seniority order is, from the top down, Jackson/Longstreet/Huger/Magruder/Holmes, Ewell, Jones, D.H.Hill, McLaws, A.P.Hill, Whiting,

Winder (who commands Jackson’s Division while Jackson commands the Army of the Valley). Note: The first five leaders are of equal seniority.

Jackson is rated 0 at the start of any scenario. On the first night turn of any multi-day scenario, roll a die. On a 5-6, Jackson changes to a rating of 4. If he is a Four, he switches back to 0 on a 1-5.

- Army of N Virginia:** Lee[3].
- Army of the Valley:** Jackson[0].
- Division Commanders:** Whiting(2), Winder(3), Ewell(3), D.H.Hill(4), Jones(2), McLaws(3), Longstreet(4), Huger(0), A.P.Hill(4), Magruder(1), Holmes(0).

Colour coding note: The colour coding of the Left and Right Wing does not restrict which divisions can be assigned to either. The Right Wing is coded red because most of the divisions assigned to it during the campaign are coded red in the game, but that is for convenience only.

21.8 Demoralization. Demoralization is traced by division. A corps or wing is demoralized if at least half its divisions are demoralized. In that case, all units recovering in the corps or wing have to roll for reorganization, even if their specific division is among those in the corps or wing that are not demoralized. Use the demoralization levels given for each scenario (these levels are based on 40% of the division’s strength being in eliminated units).

Demoralised Formations: Points are awarded for each division that is permanently demoralised (i.e., that has enough units permanently eliminated to be demoralized).

CSA Div	BP	Union Corps	BP
Longstreet	6	II	6, 6
D.H.Hill	8	III	-, 5, 6
A.P.Hill	12	IV	7
Ewell	6	V	6, 7, 5
Winder (Jacksn)	4	VI	8, 6
Whiting	4		
McLaws	7		
Huger	4		
Holmes	7		
Magruder (opt)	5		

21.9 Hidden Forces.

21.9.1 HF Creation and revelation. The formation’s leader or one of its units is placed underneath the marker; the others are placed offmap. Hidden Forces are revealed (by deploying the formation as described below) whenever adjacent or in LOS of an enemy stack *at the beginning of the movement or combat phase.* Maximum LOS for units in clear terrain to spot Hidden Forces is 3 hexes. A spotting leader on a hilltop (unhashed rough terrain) or spotting unit within

movement distance of a leader on a hilltop has a LOS range of 12 hexes.

21.9.2 HF deployment. A HF must be placed by putting one unit in the hex occupied by the dummy counter and then every successive counter in the same hex or as close as possible subject to stacking limits. (I.e., if the HF was proceeding under March orders, the units must be stacked one per hex in the road/trail that the HF had moved along before being discovered.) The leader must be placed in the HF hex or adjacent to it. Except in the case of Fall Back or General Retreat, or March orders with a target away from the enemy, units cannot be placed closer to the enemy than the HF hex; in these three cases they cannot be placed further away than the HF hex unless stacking requires it.

21.9.3 Dummy HFs. A player can, at his option, create dummy stacks consisting of a HF marker on top of any non-unit game marker, in any location where an army train could draw supply. These can move at any desired rate, regardless of orders. They are removed from the map when revealed. The maximum number of dummy stacks on the map is the number of corps a player has in a battle and but the number of Hidden Forces markers is fixed.

Note: If a force using Hidden Movement (25.5) is revealed by an 'R' result on the Hidden Movement table, it can be placed on the map as a Hidden Force (i.e., inverted or with cover markers on top).

21.10 Supply. Use of the optional supply rules (19.4 to 19.6) is highly recommended, especially due to the large frontage covered by the Union army. The distance for tracing to an army train is extended to 15 hexes instead of 10. Use one artillery supply point every time an artillery unit fires.

21.11 Individual unit morale (Optional): For those who are willing to mark their units or keep track of morale in other ways, I give the morale values in the description for every battle.

Scenarios

Seven Pines

Countermix note: Seven Pines (despite the confusing name) was not part of the Seven Days, happening a month earlier. As a result, some of the brigades in the Seven Pines countermix have different values from the actual Seven Days scenarios. It is suggested to keep the Seven Pines counters separate at all times.

Seven Pines special rules: Due to the heavy rains on the 30th, on the 31st, all unbridged stream hexsides cost infantry and cavalry 4MP to cross, and artillery cannot cross them.

Command arrangements. The Union army is commanded by Heintzelman[0] as McClellan was sick with Malaria. III Corps is commanded by a replacement leader (take any unused counter), rating 1. There is no Union cavalry or engineer brigade or Reserve artillery in this scenario. The Confederate Left (Magruder & Whiting's Divisions) and Right Wing (D.H.Hill and Longstreet's Divisions) are corps level formations. For Seven Pines only (both days of the battle), Longstreet has a special command rating of 1 instead of his usual 4.

HQ setup (all Seven Pines scenarios): Lee and HQ are at the Old Tavern on Nine Mile Road. Heintzelman is offmap with the Army HQ at Savage Station. For command purposes it is assumed to be 9 hexes along the railroad east of the easternmost railroad hex.

Unit morale values (optional):

Confederate:

Magruder's Division: Griffith 5, DR Jones, Kershaw, Toombs 3, McLaws 4, Cobb 2.

Whiting's Division: Hood, Hampton 5, Law 4, Hatton, Pettigrew 3.

DH Hill's Division: Rodes 4, Featherston, Garland, Rains 3.

Longstreet's Division: Pickett 5, Anderson, Kemper 4, Colston, Pryor, Wilcox 3.

Huger's Division: Armistead 4, Blanchard, Mahone 3.

Union:

1/II: Meagher 5, Howard 4, French 3.

2/II: Burns 4, Gorman, Sedgewick 3.

2/III: Sickles, Patterson 4, Grover 3.

3/III: Jameson, Birney, Berry: 3.

1/IV: Peck, Devens 3, Abercrombie 2.

2/IV: Naglee, Palmer 3, Wessells 2.

Alternate Victory Conditions. Each scenario gives a set of simple victory conditions. For a more complex analysis, accrue victory points per the schedule given below. Determine the difference between the points of both sides. A difference of at least 3 points is a minor

victory in favour of the higher scoring side; 7 points are a major victory, 10 points a massive victory.

Losses: First reorganize all units of both sides as if the formation were in Reserve status, so that only permanently lost strength points are counted. *Then* award 1 VP to the other side for every 2 SP lost (this includes strength reductions for units that have lost a step). The Confederates lose one extra point for every 10 SP lost.

Demoralised Formations: Points are awarded for each division that is permanently demoralised (i.e., that has enough units permanently eliminated to be demoralized).

CSA Formations	VPs	Union Form	VP
Longstreet's Div.	6	1/II, 2/II, 2/III, 3/III	3 ea.
D.H.Hill's Div	4	1/IV, 2/IV	2 ea.
Huger's Div	2		
Whiting's Div	5		
Magruder's Div (opt.)	5		

Terrain: The Union receives 3 VP each for controlling the intersection at 1416, the Old Tavern, and White Tavern. The Union receives 2 VP each for controlling Fair Oaks Station and Seven Pines. The Confederates receive 1VP for White Tavern and 3VP each for Fair Oaks and Seven Pines, 5 VP each for the Alexander and Grapevine bridges, and 10 VP for hex 3834 (Savage Station).

Exiting Troops: The Union receives 5 VP if it exits a nondemoralised division by either the Williamsburg or Nine Mile Road 2 hours before a scenario ends. It receives another 5 if the division exits four hours, and another 10 if the division exits 6 hours before the end of the scenario. *(This is somewhat optimistic, but six hours is just enough to reach the defenses of Richmond from the map edge.)* When exiting from the Charles City Road to the western map edge, the exit must happen 1 hour earlier to get the VPs.

May 31 Scenario. See original description for setup and victory conditions. Set up division leaders with any unit of their division. Set up supply train within command range of any division or corps leader.

Special rules: On his turn of arrival, check Initiative for Huger; on a 12 he comes on map at the Williamsburg Road instead of the Charles City Road.

At-start orders:

Union:

IV Corps – Reserve. 2/IV and 3/IV have individual Divisional Reserve orders.

III Corps – March to and Defend Seven Pines.

III Corps, 3rd Division – Has divisional orders to March to and Defend Seven Pines.

II Corps – Defend Fair Oaks.

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Design note: The Reserve orders represent the unpreparedness of IV Corps in facing the Confederate attack, and recreate the initial inability of its rear divisions to help the troops in front that were attacked.

Confederates:

D.H.Hill's Division – Divisional orders to attack Seven Pines and the crossroads behind it. capture Seven Pines, and then to continue the attack to capture the crossroads at 3834 (Savage Station).

Pickett's Brigade of Longstreet's Division has a Divisional order to move to the Railroad at 1228 and defend.

The rest of **Longstreet's Division** has divisional orders to move to join Huger's Division and support it if attacked.

Huger's Division has a Divisional order to defend the Charles City Road.

Right Wing—no orders, stays offmap.

Left Wing—attack towards Fair Oaks in support of D.H.Hill's division, then attack to capture Orchard Station. These orders have a R5 status, and the Confederate player cannot start rolling for delay removal until the 2:00 p.m. turn command phase.

Union/Confederate artillery ammunition: 17/15.

Victory Conditions: The Confederates win if at the end of the scenario they control both Fair Oaks Station and Seven Pines. The Union wins if they control one of these.

Design notes. The original description of this scenario in the Seven Days box says that the Confederate Player should just attack. This is pretty much a fantasy scenario; the historical battle arose out of complete confusion about the Confederate plans among the leaders who were to carry them out, and the orders reflect that. Also, the alacrity with which Sumner's II Corps moves to the front was not really possible on the day given that the bridges Sumner was trying to cross were in the process of being swept away; historically only one of his divisions really made it across.

2-Day Scenario. See May 31 scenario for setup and victory conditions. The scenario lasts until the 1900 turn on June 1.

At-start orders:

Union:

IV Corps – Reserve. 2/IV and 3/IV have individual Divisional Reserve orders.

III Corps – March to and Defend Seven Pines.

III Corps, 3rd Division – Has divisional orders to March to and Defend Seven Pines.

II Corps – March to and Defend Fair Oaks (this position covers the flanks of the Seven Pines position).

Confederates:

D.H.Hill's Division – Divisional orders to attack Seven Pines and the crossroads behind it. capture Seven Pines, and then to continue the attack to capture the crossroads at 3834 (Savage Station).

Pickett's Brigade of Longstreet's Division has a Divisional order to move to the Railroad at 1228 and defend.

The rest of **Longstreet's Division** has divisional orders to move to join Huger's Division and support it if attacked.

Huger's Division has a Divisional order to defend the Charles City Road.

Right Wing—no orders, stays offmap.

Left Wing—attack towards Fair Oaks in support of D.H.Hill's division, then attack to capture Orchard Station. These orders have a R5 status, and the Confederate player cannot start rolling for delay removal until the 2:00 p.m. turn command phase.

Union/Confederate artillery ammunition: 27/22.

Huger's Division—has Divisional orders to

Uncertain Forces Tables (optional)

These tables can be used with any scenario starting on the 31st, but only if the more complex optional VP calculations are used.

Seven Pines Union Uncertain Forces Table

Dieroll	Result
1-3	No change
4	<i>Grover's brigade enters with Hooker's Division</i> – 1VP for the Confederates.
5	<i>Fast Union reaction.</i> If the scenario has III Corps units as reinforcements, Hooker's Div. turns up 2 hours early – 2VP for the Confederates.
6	<i>McClellan gets aggressive:</i> Ignore the restrictions in 27.1

Seven Pines Confederate Uncertain Forces Table

Dieroll	Result
1-4	No change
4-5	<i>Longstreet gets the plan.</i> Longstreet's rating is changed to 4– 5VP for the Union.
6	<i>Magruder arrives:</i> If the scenario includes the Left Wing under Smith, set up Magruder's Division within 3 hexes of the Wing HQ, but 2 hexes from any Union unit – 10VP for the Union.

Gaines Mill

Historical Note: All other references that I have seen of the battle refer to it as the Battle of Gaines Mill, not, as the rules, maps, and notes of DG's game variously state, "Gaines Mills", "Gaines's Mill", or "Gaine's Mill". So, Gaines Mill it is here.

Counter mix note: The Gaines Mill counters are the basis for the campaign counter mix and most of them will be used in the later battles. The exception is 1/II (Richardson's) Div, which has a different box colour from later scenarios (and from its leader; Richardson!); it is better to use the 1/II Div counters from Malvern Hill so as to prevent confusion.

Command Arrangements. The Union can designate one Wing Commander north of the Chickahominy. The default (in place at the start of each scenario) is Porter, who also commands V Corps directly. McClellan is at Savage Station, offmap to the east along the railroad. All reactions to the happenings at Gaines Mill had to reach McClellan first and then the message riders had to go back out to transmit his orders. As a result, there is a fixed delay of **two turns** for every order sent by McClellan to arrive on the map edge. If McClellan becomes a casualty, he is first replaced by Sumner, then Porter, then Franklin. If the replacement is not in play, he becomes active or is placed on the map in the easternmost railroad hex with the Army HQ the turn after McClellan's loss.

HQ setup (all Gaines Mill scenarios): Lee and HQ are set up at the crossroads at 1503. McClellan's HQ is offmap at Savage Station. For command purposes it is assumed to be 9 hexes along the railroad east of the easternmost railroad hex.

Unit morale values (optional):

Confederate:

A.P.Hill's Division: Archer, Branch, Field, Gregg, Pender 4; Anderson 3.

DH Hill's Division: Garland, Rodes 4; Anderson, Colquitt, Ripley 3.

Longstreet's Division: Pickett 5, Anderson, Featherston, Kemper 4, Pryor, Wilcox 3.

Valley Army

Ewell's Division: Elzey, Taylor 4; Trimble 3.

Whiting's Division: Hood 5, Law 4.

Jackson's Division (Winder): Stonewall 5; Fulkerson, Jones, Lawton 4; Lawton 3.

Holmes' (NC) Division: Evans 4, Daniel/Drayton/Martin 3, Wise 2.

Union:

1/II: Meagher 5, Caldwell 4, French 3.

2/II: Burns 4, Sully, Dana 3.

1/V: Martindale, Griffin, Butterfield 4. Martindale 3.

2/V: Buchanan 5, Lovell 4, Warren 3.

3/V: Reynolds, Meade 4, Seymour 3.

Gaines Mill Scenario. Game length: The scenario starts with the 14:00 turn and lasts six turns.

This scenario was a classical case of "un-fudging" a game. The original scenario gives Lee 10 turns time to destroy Porter, with all divisions and Jackson's fully participating from turn 1. . In that time, it is pretty certain that Porter would be crushed (and therefore it makes sense to have victory conditions that require much higher Union than Confederate losses, the reverse of the historical outcome. In reality, Jackson's late arrival meant that Lee had at most six hours of daylight to carry out his plan. Instead, we therefore chose the "official start time" of the battle, also used by the Gamers. It can be instructive to try the 10am start time and observe the carnage that results from letting Longstreet and A.P.Hill alone bash themselves against the Union position for ten hours. Unfortunately the Gamers' numerous two-day scenarios covering Gaines Mill cannot be replicated here since the DG Seven Days Battles map does not extend sufficiently far northwards to show Jackson's approach march.

See original description for setup and victory conditions. Set up Confederate division leaders with any unit of their division. Set up supply train within command range of any division or corps leader.

Simple Victory Conditions: The Confederates win if no in-supply Union unit is adjacent to Boatswain's swamp at the end of the game, and Confederate losses are at most a third larger than Union losses. If either of these conditions does not hold but Confederate losses are lower than Union losses, the outcome is a draw. If neither condition holds, the outcome is a Union victory.

The original victory conditions require the Confederates to kill 20 more strength points than they lose, which was completely outside the range of possibility in the historical battle. You can try it in the Lee's Fantasy scenario, where you are free to choose your orders so as to try a complete envelopment.

Special rules: 1/VI Division (Slocum) is already attached to Porter's Wing, but still has orders to defend in place. Porter only needs to send it an order to join and it will share the orders of V Corps. 1/II Division can be reattached to Porter by orders from McClellan. 2/VI Division can only be reattached by the Uncertain Forces table. (I.e., unless the table is used, it is not possible to give any order to VI Corps as a whole.)

You will have to play the campaign game to get more control over the situation south of the river.

At-start orders:

Union:

V Corps: Defend the line of Boatswain's Swamp, and Woodbury's Bridge.

VI Corps: Defend road up to Chickahominy Bridge.

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1/VI Division: Defend in place.

1/II Division: Defend in place.

Confederates:

A.P.Hill's, D.H.Hill's, and Longstreet's Divisions are to Attack the Union line behind Boatswain's Swamp.

The Valley Army is to March westwards down the Telegraph Road and deploy between the AH and DH Divisions. Once deployed, the Valley Army is to Attack the Union line, and drive the Union troops across the Chickahominy. This order currently has a delay status of R5.

Stuart's Cavalry is to defend the Old Cold Harbor crossroads.

Union/Confederate artillery ammunition: 17/15.

Lee's Plan Scenario. Game length: The scenario starts with the 10:00 turn and lasts ten turns. Use the same setup, orders, and victory conditions.

This is the battle as Lee planned it; it assumes that Jackson did exactly what Lee wanted him to do, and on time.

Lee's Fantasy Scenario. Game length: The scenario starts with the 10:00 turn and lasts ten turns. Use the same setup. The Confederate player can choose new at-start orders as he pleases. All at-start orders are assumed to be accepted.

This is the battle as it appears in the Seven Days Battles box; not only does it assume that Jackson is around and following the plan, but also that combat is much more lethal for the defender than for the attacker; not really a given in the ACW. Of course, with free orders, Lee can try for a true double envelopment. Of course Porter could also decide that the situation is hopeless and just Fall Back on his own initiative.

Simple Victory Conditions: The Confederates win if the Union has lost 20 more strength points than the Confederates.

Uncertain Forces Tables (optional)

Gaines Mill Union Uncertain Forces Table

Dieroll	Result
1-3	No change
4	<i>McClellan appears north of the river. McClellan and the Army HQ move north of the Chickahominy at 17:00, June 26 – 3VP for the Confederates.</i>
5	<i>Additional Union Forces.</i> Instead of 1/VI Division, all of VI Corps arrives as reinforcement – 3VP for the Confederates
6	Both II and VI Corps arrive instead of 1/VI – 6VP for the Confederates.

Gaines Mill Confederate Uncertain Forces Table

Dieroll	Result
1-4	No change
4-5	<i>Jackson has a good day.</i> Jackson starts each scenario at a rating of 4 and stays there – 5VP for the Union.
6	<i>Holmes arrives:</i> The units belonging to the Department of North Carolina set up within 2 hexes of the ANV HQ – 6VP for the Union.

Savage Station

Countermix note: All units for Savage Station are in either the Malvern Hill or Gaines Mill countermix and carry all the values of the Savage Station counters. You do not need to cut out any Savage Station counters; all you need to play Savage Station if you have Seven Days is the Savage Station map and setup.

Command arrangements: The Right Wing, with Magruder in command, controls all Confederate units in play.

HQ setup (all Savage Station scenarios): Lee and HQ are 20MP offmap to the west. McClellan and his HQ are offmap and out of communication (supervising the shift of base). The Union has to exclusively use Initiative to change orders. There are no Initial or Coordinated Actions.

Reinforcements.

Unit morale values (optional):

Confederate:

McLaw's Division: Griffith 5, DR Jones, Kershaw, Toombs 3, McLaws 4, Cobb 2.

Whiting's Division: Hood, Hampton 5, Law 4, Hatton, Pettigrew 3.

DH Hill's Division: Rodes 4, Featherston, Garland, Rains 3.

Longstreet's Division: Pickett 5, Anderson, Kemper 4, Colston, Pryor, Wilcox 3.

Huger's Division: Armistead, Ransom 4, Mahone, Wright 3, Walker 4.

Holmes' (NC) Division: Evans 4, Daniel/Drayton/Martin 3, Wise 2.

McLaws: Semmes 4, Kershaw 3.

Magruder: Barksdale 6, Cobb 3.

Union:

1/II: Meagher 5, Howard 4, French 3.

2/II: Burns 4, Gorman, Sedgewick 3.

2/III: Sickles, Patterson 4, Grover 3.

3/III: Jameson, Birney, Berry: 3.

1/VI: Bartlett 4, Newton, Taylor 3.

2/VI: Brooks, Davidson 4, Hancock 3.

Savage Station Scenario. See original description for setup and victory conditions. Exception: Meagher's and French's brigades set up anywhere within one hex of Savage Station instead of the hexes given. Set up Confederate division leaders with any unit of their division. Set up supply train within command range of any division or corps leader.

Special Rules: Union forces are tied to their orders. Every time a group of Confederate reinforcement enters, one Union leader can try to change orders by Initiative.

At-start orders:

Union:

II Corps: Defend Savage Station and the crossroads at 2320.

VI Corps: Defend the crossroads at 2320 and the Williamsburg Road bridge.

Confederates:

The **Right Wing** is to March and Attack eastwards towards Savage station and the crossroads at 2320.

Union/Confederate artillery ammunition: 8/8.

Reinforcements: Follow 12.141.

Victory Conditions: The Confederate Player wins if he suffers fewer losses than the Union and captures both hexes by the end of the scenario. If one of the conditions is fulfilled, the outcome is a draw. Any other outcome is a Union victory.

Savage Station What-If Scenario. See original description for setup and victory conditions. Exception: Meagher's and French's brigades set up anywhere within one hex of Savage Station instead of the hexes given. Set up Confederate division leaders with any unit of their division. Set up supply train within command range of any division or corps leader.

Special Rules: Union forces are tied to their orders. Every time a group of Confederate reinforcement enters, one Union leader can try to change orders by Initiative.

At-start orders:

All additional Union forces have orders to Defend their setup locations.

Victory Conditions: Use Savage Station 12.25.

Note: This scenario has not been tested.

Frayser's Farm

Countermix note: All units for the Frayser's Farm scenario but one are in either the Malvern Hill or Gaines Mill countermix (see the comments there). You do not need to cut out any Frayser's Farm counters except the McReynolds cavalry unit from VI Corps.

Command Arrangements: Union: 1/II Division is attached to VI Corps. 3/V Division is attached to III Corps.

Confederate: The Left Wing is established under Longstreet's command and controls Longstreet's and A.P.Hill's division.

HQ setup (all Frayser's Farm scenarios): Lee the ANV HQ and ANV train are set up within 1 hex of 2214. McClellan and HQ are offmap. Union commanders have to operate by Initiative alone.

Unit morale values (optional):

Confederate:

A.P.Hill's Division: Archer, Branch, Field, Gregg, Pender 4; Anderson 3.

DH Hill's Division: Garland, Rodes 4; Anderson, Colquitt, Ripley, Cutts 3.

Longstreet's Division: Pickett 5, Anderson, Featherston, Kemper 4, Pryor, Wilcox 3.

Valley Army

Ewell's Division: Elzey, Taylor 4; Trimble 3.

Whiting's Division: Hood 5, Law 4.

Jackson's Division (Winder): Stonewall 5; Fulkerson, Jones, Lawton 4; Lawton 3.

Huger's Division: Armistead, Mahone, Wright 3.

Union:

1/II: Meagher 5, Caldwell 4, French 3.

2/II: Burns 4, Sully, Dana 3.

2/III: Sickles, Carr 4, Grover 3.

3/III: Robinson, Berry, Birney 3.

1/V: Martindale, Griffin, Butterfield 4.

2/V: Buchanan 5, Lovell 4, Warren 3.

3/V : Reynolds, Meade 4; Seymour 3.

1/VI: Bartlett 4, Taylor, Newton 3.

2/VI: Brooks, Davidson 4, Hancock 3.

Frayser's Farm Scenario. Length: 14:00 to 20:00 (seven turns).

See original description for setup and victory conditions. Set up Confederate division leaders with any unit of their division and Longstreet, Jackson, and Union corps leaders with their formation. Set up the corps supply trains within command range of any division or corps leader. Note: There only is one Division of V Corps present (3/V), it is attached to III Corps and draws supply through the III Corps train. Neither Porter (V Corps Commander) nor the V Corps train are present.

The Confederate train is placed on the Charles City Road west of Huger's Division. Lee and the ANV HQ are placed within two hexes of Longstreet.

At-start orders:

Union:

II Corps has Reserve Orders.

III Corps has orders to Defend the line of the Quaker Road.

VI Corps has orders to Defend the White Oak Swamp Bridge crossing.

1/VI has a Divisional Goal to Defend the III Corps flank along the Charles City Road.

Confederates:

The Left Wing has orders to Attack east to capture the road intersection at Frayser's Farm.

Huger's Division has orders to Defend in place.

Warren's brigade has a Brigade Goal to Defend the Brackett's Ford crossing (2602/2503).

The Valley Army has orders to Defend the White Oak Swamp Crossing.

Union/Confederate artillery ammunition: 17/20.

Victory Conditions: Use 9.6 from original scenario description. When playing with the Uncertain Forces table, double the VPs given in the table. (The VP costs in the table are for the more complex victory conditions that have not been released yet.)

Uncertain Forces Tables (optional)

Frayser's Farm Union Uncertain Forces Table

Dieroll	Result
1-4	No change
5	<i>McClellan becomes aggressive.</i> The McClellan 2L shift on attacks is canceled. – 5VP for the Confederates.
6	<i>Additional Union Forces.</i> Porter and the rest of V Corps are available to the Union – 5VP for the Confederates

Frayser's Farm Confederate Uncertain Forces Table

Dieroll	Result
1-4	No change
5	<i>Jackson has a good day.</i> Jackson starts each scenario at a rating of 4 and stays there – 5VP for the Union.
6	<i>Holmes arrives:</i> Holmes' Division sets up within 2 hexes of the ANV HQ – 6VP for the Union.

Malvern Hill

Countermix note: All Confederate units for Malvern Hill that you have to cut out are are Holmes' North Carolina Division (orange bar/yellow box), Jones' Division (orange bar/white box) and Huger's Division (orange bar/brown box). All other Confederate units are in the Gaines Mill countermix.

Command Arrangements: Union: 1/IV Division is attached to V Corps.

Confederate: The Right Wing is established under Magruder in command and controls McLaws' and Jones' Divisions (the units from Magruder's division are included in McLaws' Division). The Left Wing is established under Longstreet and contains the Longstreet and A.P.Hill Divisions. D.H.Hill's Division is attached to the Valley Army.

HQ setup: Lee, the ANV HQ and train are set up at the crossroads at 1503. McClellan, his HQ and the Army train are at. xxxx.

Unit morale values (optional):

Confederate:

Huger's Division: Armistead 4, Mahone/Wright 3.

Holmes' (NC) Division: Walker/Ransom 4, Daniel 3, Wise 2.

Right Wing

Jones' Division: G.T.Anderson 4, Toombs 3.

McLaw's Division: Griffith 5, Semmes 4, Cobb/Kershaw 3.

Left Wing

A.P.Hill's Division: Archer/Branch/Field/Gregg/Pender 4; Anderson 3.

Longstreet's Division: Pickett 5, R.H. Anderson/Featherston/Kemper 4, Pryor/Wilcox 3.

Valley Army

DH Hill's Division: Garland/Rodes 4; Colquitt/Ripley 3.

Ewell's Division: Elzey/Taylor/Md Line 4; Trimble 3.

Whiting's Division: Hood 5, Law 4.

Jackson's Division (Winder): Winder (Stonewall) 5; Fulkerson/Cunningham/Lawton 4.

Union:

1/II: Meagher 5, Caldwell 4, French 3.

2/II: Burns 4, Sully/Dana 3.

II McVicar Cav: 3

2/III: Carr/Sickles 4, Grover 3.

3/III: Robinson/Berry/Birney 3.

1/IV: Palmer/Howe 4, Abercrombie 3.

IV: Farnsworth Cav 3.

1/V: Martindale/Griffin/Butterfield 4.

2/V: Buchanan 5, Chapman 4, Warren 3.

3/V: Reynolds/Meade 4; Seymour 3.

Malvern Hill Scenario. See original description for setup and victory conditions. Set up Confederate

division leaders with any unit of their division. Set up supply trains within command range of any division or corps leader.

Setup errata: Place Meagher's brigade (1/II) in 3132.

At-start orders:

Union:

V Corps: Defend Malvern Hill against attacks from north or west.

II Corps: Defend Malvern Hill.

III Corps: Defend Malvern Hill.

VI Corps: Defend Western Run line against attack from the east.

Confederates:

Left Wing: Reserve.

Right Wing: Attack southwards east of the stream to capture the west half of Malvern Hill.

The Valley Army has orders to support the Attack of the Right Wing.

Holmes' Division: Defend in place.

Huger's Division: Attack southwards east of the stream to capture the west half of Malvern Hill.

Union/Confederate artillery ammunition: 25/60.

Campaign

Note: This scenario has not been tested.

Offmap boxes: Use all offmap box rules unchanged. An offmap box can be given as a target location by either player. (Identify boxes by numbering them from the north for each map, e.g., N1 or S3.)

Union Supply and Base shift. Initially, the Union Army train trace supply to the eastern map edge on the northern map. At any point during the game, the Union player can decide to shift his base to the southern end of the map. Twelve hours (not game turns) after this has happened, the first base train counter appears in the offmap box closest to the hex in which the railroad exits the northern map, with further train units arriving as quickly as the entry hex/box is vacated by the previous train unit. The trains can only exit the map at the southeasternmost road hex of the southern map. They can only travel along roads and trails or offmap boxes but the exact choice of path is up to the Union player, although all train units have to travel the same path (unless the path becomes blocked by Confederate combat units). The two Train Guard Detachments (TGDs) can arrive with any train and move with any train.

Base train stacking: Each base train counter counts fully for stacking in either hex it occupies. When in an offmap box, a train counter counts for three units. The two TGDs can freely stack with train units or any combat units.

Base train VPs: Each base train counter lost yields 5 VP to the Confederate player.

The decision to move base and the train movement can be kept secret from the Confederate player, in which case the Union player has to keep track of base train movement on paper. Unlike the Gamers' Seven Days, shifting the base does not alter the victory conditions, it merely changes the Union supply trace.

Setup and Victory conditions: Use the setup, turn track and victory conditions for the standard campaign game.

The campaign scenario (as was also remarked on by reviewers at the time of release of this game) is rather unsatisfactory insofar as it completely excludes any possibility for the Union winning the game by pushing towards Richmond. As such it hides the rather serious gamble that Lee committed to when he moved the bulk of his strength north of the Chickahominy. Unfortunately I found no real solution to this conundrum since the depth of the maps towards the west is insufficient to give the Confederate player any chance of reacting meaningfully to a Union push towards Richmond. As a result the Union player's role in the game will be almost solely defensive despite the fact

that this was not a foregone conclusion at the time the attack on Boatswain's Swamp started.

Acknowledgements

Seven Days Battles, Savage Station: published by Decision Games.

Seven Pines, Gaines Mill, Malvern Hill: published by The Gamers.

Initiative Table

Leader Rating	0	1	2	3	4+
Bad Move	2-7	2-6	2-5	2-3	2
No Effect	8-11	7-10	6-9	4-7	3-5
Acts on Initiative	12	11-12	10-12	8-12	6-12

Order Compliance Shifts

Situation	Shift
Formation has Reserve (no) orders	R
Attack/Probe order	2L
Order given face to face	R
Divisional order/Cavalry corps	R
Past Force modifier	2L

Order Compliance Table

	-1	0	1	2	3	4	5	6	7	8+
R6	if less rolled than shown below									• •
R5	5	5	4	4	4	3	2	2	2	2
R4	9	8	8	8	7	6	5	5	5	5
C	•	•	12	11	11	10	10	9	8	7

Add sender's and recipient's command rating and apply shifts. Roll 2d6. Find the row with the smallest number ≥ the die roll to get the result. See 20.7 and 12.2 for explanation of results.

Order Confidence Check

Condition	Modifier
Undemoralized Formation on Attack/Probe	3
Demoralized formation on Attack/Probe	0
Objective is held on Attack (not for Probe)	1
Demoralized formation on Defense/Delay	2
Union Attack orders	-2

Add modifier(s) and leader rating. If the die roll (1d6) exceeds this value, the formation fails the check. **Note:** no check for Defense/Delay when undemoralized.

Terrain Effects on Combat

Terrain	Assault	Bomb.	Charge	Non-road	Move
Wood Town	NE	NE	-50%		1
Town	-25%	-75%	-50%		1
Fort	-50%	N/A	N/A		2
Woods	NE	-50%	-75%		2/4
Stream	-25%	NE	-25%		+2
Crest	-25%	N/A	NE		NE
Bridge*	-50%*	NE	N/A		+1
Swamp	-25% ⁺	-25%**	N/A		3/6

Reductions apply to attacking into that type of terrain.

* ... Overrides modifier for terrain in hex

⁺ ... Applies to fire out of hex.

** ... Applies to fire out of, into, and through hex.

Sequence of Play

1. *Command and Reorganization Phase.* Check for Initiative, then Confidence, then send new orders, then check for Compliance. Units can try to reorganize.

2. *Chit Preparation Phase.* Roll for Coordinated (4.1) and Initial Action Chit (4.2). Put chits in the cup.

3. *Initial Action Stage.* If one side chose an Initial Action Chit, the formation(s) governed by that Chit execute a Formation Action according to 4.4.

4. *Formation Selection Phase.* Until the cup is empty:

4a. *Chitpull Stage:* Pull a chit from the cup.

4b. *Formation Action Stage.* All units governed by the selected chit are activated and perform activities according to the Formation Action Subsequence (see 4.4).

5. *Turn End Phase and Reserve Action Stage.* Both sides activate all their Reserve units (French first). Disrupted units of both sides may attempt to recover.

Combat modifiers

Normal combat: Disruption/flanking/terrain

Cavalry charges: Flanking/backhand blow/not ready

Bombardment (opt.): +25% for stacked non-artillery targets

Fire Table

Combat Strength	Dieroll (2d6)										
	2	3	4	5	6	7	8	9	10	11	12
1	0	0	0	0	0	0	0	0	1	1	1
2	0	0	0	0	0	0	0	1	1	1	2
3	0	0	0	0	0	0	1	1	1	2	2
4	0	0	0	0	0	1	1	1	2	2	2
5	0	0	0	0	0	1	1	1	2	2	3
6	0	0	0	0	1	1	1	2	2	2	3
7	0	0	0	0	1	1	1	2	2	3	4
8	0	0	0	0	1	1	2	2	3	3	4
9	0	0	0	1	1	1	2	2	3	3	4
10	0	0	0	1	1	2	2	3	3	4	5
11	0	0	0	1	1	2	2	3	4	4	5
12	0	0	1	1	1	2	2	3	4	4	5
13	0	0	1	1	2	2	3	3	4	4	6
14	0	0	1	1	2	2	3	3	4	5	6
15	0	0	1	1	2	2	3	4	4	5	6
16	0	1	1	1	2	3	3	4	5	5	6
17	0	1	1	2	2	3	3	4	5	5	7
18	0	1	1	2	2	3	4	4	5	6	7
19	0	1	1	2	3	3	4	4	5	6	7
20	0	1	1	2	3	3	4	5	5	6	8
21	0	1	2	2	3	4	4	5	5	6	8
22	0	1	2	2	3	4	4	5	6	7	8
23	0	1	2	3	3	4	4	5	6	7	9
24	1	1	2	3	3	4	5	5	6	7	9

