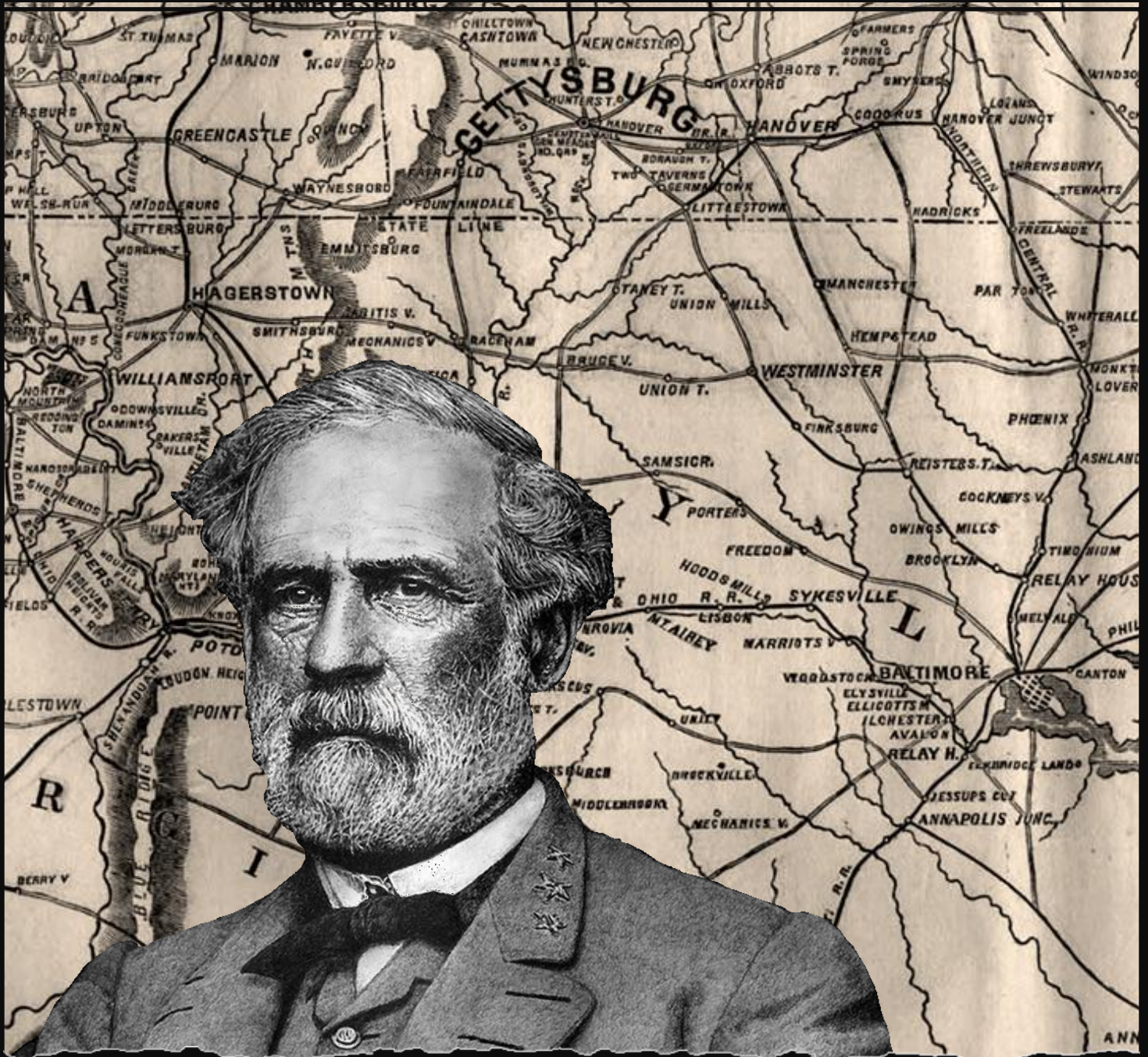




ALTAR OF FREEDOM PRESENTS

A FORMIDABLE INVASION

THE 1863 GETTYSBURG CAMPAIGN



GREG WAGMAN

A Formidable Invasion

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miniatures by *Baccus 6mm LTD*

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INTRODUCTION



A Formidable Invasion is a campaign supplement, allowing players to refight the Gettysburg Campaign in June-July 1863. Players maneuver their divisions and corps across a large theater map with the potential to fight a series of interconnected battles. This is a true "sandbox" system, which means there are no pre-defined engagements or maneuvers—only what you decide!

This PDF supplement includes everything you need for the campaign, but does require a copy of the main rules, *Altar of Freedom*.

CAMPAIGN HISTORY

The Battle of Chancellorsville in May 1863 proved to have long-lasting consequences for both armies. General Joseph Hooker's confidence as commander of the Army of the Potomac was one of many casualties in the battle. Stonewall Jackson was another. Lee had determined to seek a decisive victory north of the Potomac River that summer, but he would do so without Jackson and with two new, untested corps commanders.

Lee slipped north with 75,000 men in June, marching behind the Blue Ridge Mountains as he had done the year before. His aims were ill-defined, but Lee was at the height of his influence in the South, offering him wide freedom of action.

Hooker enjoyed no such freedoms. The Federal response to Lee's movement was marred by repeated strategic disagreements between Hooker and his superiors in Washington, and when Hooker impetuously offered to resign on June 28, Lincoln did not hesitate to accept the offer immediately—much to Hooker's surprise.

General George Gordon Meade found himself as the new Federal army commander at a dire moment of crisis. Though widely respected among the rank-and-file troops, he was unproven in high command and the Confederate army was by this time already in Pennsylvania.

"It can no longer be doubted that a formidable invasion of our state is in actual progress. The calls already made for volunteer militia in the exigency have not been met as fully as the crisis requires."

--Pennsylvania Governor Andrew Curtin

JUNE 1863

This campaign begins in late June 1863, when Meade assumed command of the Army of the Potomac. At this stage of the campaign, the Federal army was beginning to concentrate around Frederick, Maryland in a blocking position to screen Baltimore and Washington. Meade began searching in earnest for a solid defensive line he might adopt.

In late June Lee's army was spread across a wide arc through Pennsylvania and Maryland, in a dangerous, over-extended position. Stuart's cavalry had gone off on an ill-advised raid and left Lee without adequate reconnaissance or screening. Though Lee did not realize it at the time, the Federal army was much closer than he imagined.

CAMPAIGN DESIGN GOALS

The campaign rules cover logistics, supply, weather, random events, variable map movement, and staff work at the operational level. But in the true spirit of *Altar of Freedom*, these mechanics are designed to be simple, fast, and abstracted. Being able to complete the full campaign in timely manner is the foremost priority, so *A Formidable Invasion* is designed to ensure you can finish the whole experience without players losing interest.

MAP SCALE vs. BATTLE SCALE

To play the campaign, players maneuver divisions on a theater map. The map is divided into grid spaces, each of which represent a 2'x2' tabletop section. These grids are equivalent to approximately 2.5 square miles per space.

A campaign "turn" of map maneuver represents an abstract period of time, which you could consider one very busy day, or several slower ones. Turns can vary in duration, so players are never certain how much they'll accomplish!

As opposing formations make contact on the theater map, players have the option to fight a tabletop battle. When fighting a battle, all scales are identical to *Altar of Freedom*, which means 1" = 150+ yards, one "base" represents an entire brigade, and one turn represents one hour. Results from your tabletop battle are then applied to the theater map.



"Forward, forward, men! Drive those fellows out of those woods! Forward! For God's sake forward!"

--General John F. Reynolds, July 1, 1863



WHAT'S DIFFERENT?

If you played our first campaign, *Gibraltar of the West*, most of the following rules will be familiar, but with a few updates: Base movement rates are increased, mountains are a new form of impassible terrain, Confederate units have a new action called "raid," captured baggage trains are used to represent supplies Lee ships south, and Federal divisions of the same corps are allowed to stack in the same grid space.

BASIC GAME CONCEPTS

Before digging into the rules, it may be worth previewing several key concepts you will encounter in the following pages.

LIMITED TIME

Like all campaigns, this one will not last forever. The Gettysburg campaign has a strict **10 turn** limit for theater map movement, which covers approximately three weeks of June-July 1863.

EVENT CARDS

A Formidable Invasion uses Event Cards to represent random events, such as the arrival of reinforcements, bad weather, and other specific events that occurred in the historical campaign. Players implement one new card per turn.

BATTLE CARDS

Eventually, your divisions will encounter the enemy on the map. When this happens, each commander has three Battle Cards from which to choose, representing his willingness to engage in a pitched battle, probe the enemy, or retreat from contact. Players make their decisions in secret and reveal simultaneously.

SUPPLY DEPOTS

The rules for supply and logistics are very simple but brutally efficient. Armies have Supply Depots to represent their logistical and communication hub. As long as you protect your depots, your army will remain fully mobile.

STAFF DICE

Any unit on the map can always move a modest distance, but to achieve greater mobility, players spend Staff Dice to randomly enhance marching rates. Staff Dice are essential to quick maneuver on the map and they also allow your units to conduct special actions, such as destroying or repairing bridges. The number of Staff Dice you receive each turn is based on your Supply Depots.

VARIABLE VICTORY CONDITIONS

In what may be considered the most suspenseful part of the game, players have separate victory conditions that they track secretly, without informing their opponent. Exact conditions are listed in each player briefing, but many of the primary and secondary objectives reward you with a variable number of points. This means you'll never be entirely certain how close your enemy might be to winning the campaign!

GETTING STARTED



The 1863 Gettysburg Campaign is in many ways a wargamer's dream—a vast area of operations, two equally-matched armies, and diverging, unclear objectives at play.

This brief chapter explains what you need to get started, how to set up your campaign, and introduces some basic principles of the game. Subsequent chapters discuss map movement, logistics, creating tabletop battles, and how to determine victory and defeat.

WHAT YOU NEED TO PLAY

A Formidable Invasion requires at least two players, but can accommodate many more. This supplement provides the campaign rules and a theater map for movement.

You will still need a copy of the *Altar of Freedom* rules to resolve the battles. And naturally, you may also find some standard war-gaming instruments quite helpful: tape measures, six-sided dice, and a variety of terrain to create 4'x4' and 6'x4' tabletop battlefields.

Most importantly, you need the miniatures themselves! Here is a summary of the necessary units to round out the complete orders of battle, though it is unlikely you would need to field all of them in a single engagement:

Maximum FEDERAL Units

10	Generals
52	Infantry brigades
8	Cavalry brigades
16	Artillery units

Maximum CONFEDERATE Units

4	Generals
37	Infantry brigades
4	Cavalry brigades
13	Artillery units

ORDERS OF BATTLE

Both armies have complete orders of battle, which look exactly like a standard *Altar of Freedom* OOB. These reflect your available assets at the beginning of the campaign, as well as potential reinforcements which may arrive later. The supplement also includes pre-made base labels for your convenience.

In addition to your OOB, each player is also provided with a campaign briefing, outlining individual objectives and providing a mechanism to track Victory Points as you earn them. The OOBs and player briefings begin on page 15.

THEATER MAP

We have now referenced the "theater map" several times. A high-resolution copy is included as a separate image file so that you can print it out to any size you see fit. It covers a much larger area than our previous Vicksburg map, making it impractical to include in this PDF.

You may wish to print the map on higher-quality paper or to laminate it for durability. Most of the game will be conducted on this theater map, as players maneuver tokens representing entire divisions across Maryland and Pennsylvania.

MAP TOKENS

This supplement uses the words "token" and "counter" interchangeably, but we're referring to the pieces players move on the theater map. At the theater map level, these tokens represent **divisions**--either real divisions from your OOB, or perhaps "dummy" divisions to fool your opponent. Each army has access to a handful of "picket" counters for creating deception.

Tokens are also used to represent **Supply Depots** for each army. The simple role of Supply Depots will be discussed later in the rules. The Confederate player also has **Baggage Trains**.

Generals are not represented on the map, since we assume they are riding with one of the divisions under their command.

Page 23 includes a set of counters you can print, cut out, and use as map units. You are welcome to devise your own counters instead of using the paper set provided here. Tiny flags, coins, or other tokens will suffice, as long as they are marked to indicate which counter represents which division on your OOB.

"The road to glory cannot be followed
with much baggage.

--General Richard S. Ewell

CARDS

A *Formidable Invasion* requires the use of a small number of custom cards. All cards are included as a separate PDF in this bundle. Before playing the game, you will need to print the cards and cut them out at home.



STARTING DEPLOYMENT

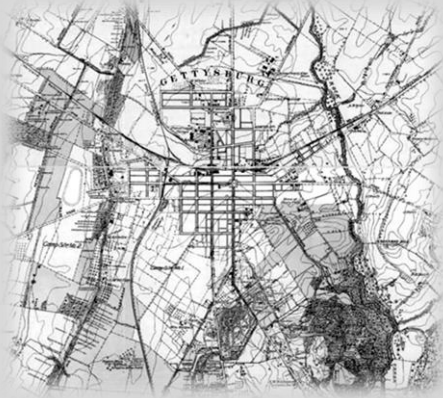
The individual player briefings include all deployment information, explaining where to place the tokens to reflect the strategic situation in late June 1863. The Federal player should place all of his tokens first (divisions, pickets, and supply depots), and the Confederate player deploys second.

FOG OF WAR

You could elect to play the entire campaign with an independent GM, who manages the theater map as a double blind set up and delivers limited scouting reports to the two sides. This would be truly ideal, but requires someone kind enough to referee the map movement instead of playing the game themselves! Our club did play-test the campaign using a GM with total fog of war for both sides (including limiting any communication between players to delayed, written notes). The experience was fantastic.

But the good news is that you can still play and enjoy the campaign without an independent GM. The use of map tokens provides some fog of war, and because the tokens are moved "face down," your opponent can't be sure how powerful your divisions are, or even if he's facing a picket decoy. Also remember that news travelled fast across the countryside, so generals often knew the approximate location of the enemy, if not his exact size and composition.

MAP MOVEMENT



A Formidable Invasion is a true "sandbox" system with free-ranging map movement, which means the majority of the campaign will be handled on your theater map. Actual tabletop battles are only fought when armies stumble into each other, and over the course of your campaign, that is likely to happen only a few times.

Once you've set up your maps and deployed the tokens, this chapter explains everything you need to know about starting the campaign.

TURN SEQUENCE

There will be up to 10 turns in the campaign, each following the same sequence. We will preview the turn sequence here:

- 1. Draw Event Card**
- 2. Collect Staff Dice from Supply Depots**
- 3. Union Player moves one corps**
 - (a) Allot Staff Dice for divisions
 - (b) Move map tokens
 - (c) Check for contact/battle?
 - (d) Conduct special actions
- 3. Confederate Player moves one corps**
 - (a)—(d) as above
- 4. Continue alternating corps movement**
- 5. End of Turn**

DRAW EVENT CARD

Begin the campaign by shuffling all twelve Event Cards into a pile. Remove the top two cards from play without revealing them—this ensures that two of the twelve possible events will not happen, helping to make each campaign a bit different from the last.

Once you have a stack of ten cards, reveal the top card to all players and implement any effects immediately. This may include bad weather, reinforcements, etc.

COLLECT STAFF DICE

At the start of each turn, both players should check to see how many Supply Depots they currently control. In *A Formidable Invasion*, for example, the Confederates begin with three depots, and the Federals begin with four.

Every Supply Depot has a corresponding value (some are more valuable than others). This number represents the number of Staff Dice you receive each turn. Collect this number of dice at the start of the turn. Staff Dice cannot be saved for future turns—they are either spent or lost.

MAKING THE FIRST MOVE

In *A Formidable Invasion*, the **Confederate army moves first** every turn, as Lee led the initiative for the campaign, dictating the pace.

Movement is done by corps, so players should nominate a single corps and proceed to move all division tokens in that corps. There is no "command radius" or "supply radius." A turn represents one to three days of real time, so we assume your orders will be transmitted in that time, even if the divisions of the corps are dispersed.

MOVEMENT RATES

Tokens on the theater map may only move up, down, or side-to-side. Diagonal movement is not allowed. Every division always receives a base movement rate of **4 free spaces per turn**, plus whatever Staff Dice you allot to enhance the division's movement.

Cavalry divisions enjoy a higher base movement rate, which means they can move 6 free spaces before Staff Dice. Veteran players should note that movement rates have increased since the Vicksburg campaign supplement.

STAFF DICE

By now you have read many references to Staff Dice. These dice are assigned and then rolled to provide bonus movement to your divisions.

Before moving any divisions in your corps, you must announce to your opponent if you are assigning Staff Dice to any of the units. You may decide to enhance some, all, or none of your divisions—that choice is yours. For each Staff Die you assign, you can boost the movement rate of a single division.

Example: The Union player is moving Hancock's corps, which has three divisions. He wants to enhance all the divisions, so he assigns three Staff Dice, one per division.

Place the dice next to the map tokens to remind yourself where you've allotted dice for the phase. You **may not** allot multiple Staff Dice to the same division.



HOW TO ROLL STAFF DICE

When you're done allotting dice, you may move the divisions in any order you want, but you must move them **one at a time**. This is important, because the Staff Dice offer randomized movement bonuses.

Resolving each Staff Die one-at-a-time, roll the D6 and add this many spaces to your movement. Any roll of "6" counts as "0" (which means the possible Staff Dice results are +1 to +5 spaces). Complete the move and continue to your next division. You are **not required** to use your full movement.

MOVEMENT RESTRICTIONS

It is important that your divisions remain on roads whenever possible. Any unit which does not remain on roads or rail lines for its **entire move** is considered to be marching "cross country." Any unit moving in this manner **loses its free base move** and will only be able to move if allotted Staff Dice.

RAILROADS

Movement by rail at the theater map level is scenario specific, limited here to a random event. When moving normally on the theater map, rails lines are simply considered roads.

CROSSING RIVERS OR MOUNTAINS

Major rivers—the Potomac & Susquehanna—can only be crossed at marked roads or fords on the theater map. Note that bridges and ferries can be destroyed by either player in an attempt to slow the enemy (pg. 8). Crossing a grid line with any shaded mountain area requires a road. There is **no penalty** for crossing a minor river or moving through woods. These features are only marked to assist setting up tabletop battlefields.

LOGISTICAL LIMITATIONS

We employ a simple mechanic to represent the logistical efforts required to move large formations across the map: **Divisions cannot "stack" in the same grid space!** Remember that a division in marching column occupied miles of roads, with men and wagons strung out. To maneuver effectively, you need to utilize as many roads and paths as possible.

Because stacking is forbidden, divisions may **not** pass through another division, either. It's a brutally simple rule which effectively simulates the challenge of concentrating tens of thousands of troops and equipment over dirt roads.

One major revision in *A Formidable Invasion* is that Union divisions of the **same corps** are allowed to **ignore** the "no stacking" rule. Due to the Federal army organization in this campaign, a Federal corps was roughly equivalent to a Confederate division. Supply depots, baggage trains, and pickets in both armies also ignore the stacking rule. Baggage trains, a unique Confederate unit to this campaign, may not stack on **each other**.

WHERE ARE THE GENERALS?

Generals are not represented on the theater map. We assume they are with one of their divisions and do not require micromanagement.

DECOY DIVISIONS

This is scenario specific, but some armies may have access to decoy units, listed on their individual OOBs and player briefings as “Pickets.” Picket tokens move the same manner as normal infantry tokens. This means a picket always receives a free base move of 4, which can be enhanced with Staff Dice. Pickets may also attempt special actions, described below.

SPECIAL ACTIONS

After movement is complete, a player may elect to allot additional Staff Dice for divisions or pickets in the corps to attempt special actions. In *A Formidable Invasion*, these actions include destroying bridges or ferries, or repairing them.

A unit must end its movement in the same grid space as the targeted bridge or ferry. Only a single Staff Die may be assigned per division, per turn to attempt a special action. If assigned, roll the d6 and on a **4+ the action succeeds**. Mark the bridge or ferry as destroyed. It may no longer be crossed by either army. If it is already destroyed, the same process of 4+ will repair it.

Confederate units in a town or city grid are allowed a third action, **raiding**. On a roll of 4+, place a baggage train marker. A town or city may only be successfully raided once per game.

ALTERNATE MOVEMENT

Assuming no contact was made with an enemy token during the movement phase, alternate movement to the opposing player. He will now conduct the same process for a single corps. In *A Formidable Invasion*, the Union player has nine corps and the Confederate player has three.

CONTACT WITH AN ENEMY TOKEN

So far, we have assumed no contact was made; however, moving tokens are allowed to enter the same grid space as an enemy. This is called “making contact.” The only way to initiate a battle is to make contact with an enemy token.

Whenever this occurs, all remaining movement is paused while players check for battle. This process is covered in the following chapter.

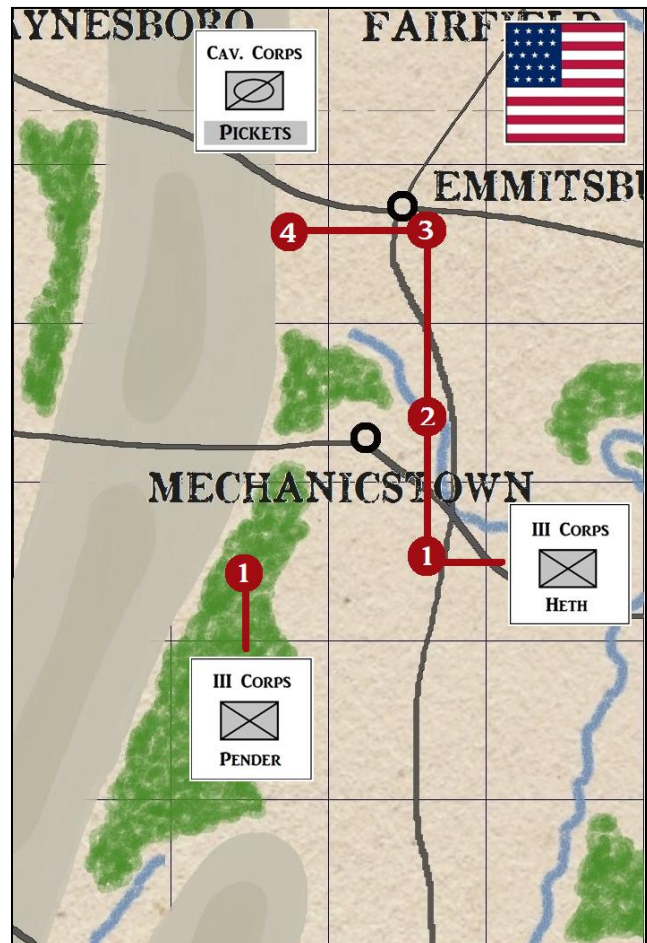
MOVEMENT EXAMPLE

In this example, it is the Confederate player's turn to move. He activates Hill's III Corps, including Heth and Pender's divisions, seen below. He elects to give one Staff Die to Pender and none to Heth.

Movement must be done one unit at a time, so our Confederate player begins with Pender, rolling a “2” on a d6. Pender is not currently on a road, so he has no free base movement and may only move 2 spaces. The woods have no effect on movement, but Pender cannot continue north due to mountains west of Mechanicstown. Any grid line with a mountain symbol can only be crossed by road. In this case, Pender halts after 1 space.

Next, Heth's division. This unit has no Staff Die to enhance movement, but it is on a road, eligible for up to 4 spaces of free movement if it remains on the roads. The Confederate player wisely does so, advancing to, and then beyond Emmitsburg.

Note that in this example, the Confederate “picket” unit cannot move yet, because it is part of a different corps.



FIGHTING BATTLES



Eventually, maneuver on the theater map will result in contact with the enemy. Contact is defined as one token declaring an attempted to move into the same grid space as an enemy token. Because two tokens can never occupy the same space, this move results in a potential battle!

This chapter explains how to initiate contact and how to translate the theater map into a tabletop battlefield. Finally, the chapter discusses the consequences of battle and what it means for your army.

"The enemy is there, and I
am going to strike him."

--General Robert E. Lee

CONTACT IS MADE!

As soon as one player declares he is moving a token into the same grid space as an enemy token, a potential battle can result.

Temporarily suspend all other map movement and check to see if a tabletop battle might occur. Both players should count the number of division tokens (infantry and cavalry) they have **within 3 grid spaces** of the point of contact.

If **both armies** have at least **3 division tokens within 3 spaces**, this contact is eligible for a tabletop engagement. Pickets and supply depots **do not** count toward this total.

If each army does not have at least 3 divisions within distance, the contact is considered to only be a minor skirmish--many of which occurred in a historical campaign! Most of your contacts are likely to be minor skirmishes.

BATTLE CARDS

Any time contact is made, both players must select one of their three Battle Cards. This process is done in secret, with results being revealed simultaneously. You have three card options, reflecting different tactical stances:

PITCHED BATTLE

This card may be chosen by attackers or defenders. Choosing this card means that you do have at least 3 division tokens within 3 spaces of the contact. Selecting this card means you intend to fight a tabletop engagement and draw in nearby available troops.

SKIRMISH

This card may be chosen by attackers or defenders. There are no restrictions or requirements—selecting this card means your division will probe and skirmish with the enemy, avoiding a major pitched battle. Casualties may still result!

RETREAT

This card may only be chosen by the defender. Selecting this card orders your men to disengage in good order. Although it will avoid a pitched battle, be warned that retreating may still result in casualties and the exact retreat distance is randomized.

REVEAL BATTLE CARDS

Both players should reveal their card selection at the same time. Refer to the Battle Results Table to determine the exact outcome of the engagement. Possible outcomes include a tabletop battle, a minor skirmish, or a retreat.

—◆◆◆—
 "Never fear your enemies; fear your actions."

--General George Gordon Meade
 —◆◆◆—

BATTLE RESULTS TABLE

	(Attacker) BATTLE	(Attacker) SKIRMISH
(Defender) BATTLE	A Major Battle will result on the table-top. Follow the listed set-up procedure.	Resolve Minor Skirmish. Defender adds an extra +1 to his die roll for each division within 3 grid spaces. Loser retreat d3 spaces.
(Defender) SKIRMISH	Resolve Minor Skirmish. Attacker adds an extra +1 to his die roll for each division within 3 grid spaces. Loser retreat d3 spaces.	Resolve Minor Skirmish. No additional bonuses. Loser retreat d3 spaces.
(Defender) RETREAT	Resolve Minor Skirmish. Attacker adds an extra +2 to his die roll for each division within 3 grid spaces. Defender retreat d6 spaces.	Defender retreat d6 spaces.

MINOR SKIRMISHES

Minor skirmishes are "auto resolved" so that players don't have to waste time playing such a small battle on the tabletop. Remember that *Altar of Freedom* is designed for very large battles, not clashes with fewer than 10,000 men.

To resolve a Minor Skirmish, both players check their OOBs to see the total number of brigades in their division. **Roll a single d6 and add the number of brigades in your skirmishing division.** Also add any bonus modifiers listed in the Battle Results Table.

Compare your result with the enemy. The highest modified number is the victor. Either side may suffer casualties by rolling a natural "1" on their d6 roll (modifiers do not negate casualties).

Defenders win a tied result.

Example: A Confederate division attacks a Union division. The Confederate player reveals a Pitched Battle card, while the Union player has opted for a Skirmish. Both players refer to their OOBs to calculate results.

The Confederate player has 4 brigades in his division, plus 2 nearby divisions. The Results Table allows him to add an extra +2 for those nearby troops. He rolls a natural "1" on his d6, but adds +4 and +2 bonuses, totaling a "7."

The Union player has 3 brigades in his division and rolls a d6 result of "2." His total score is now "5."

The result of the skirmish is a Confederate victory. They will now occupy the space and the Union token will retreat d3 spaces on the map. However, it was a costly victory and the Confederates suffered a broken brigade because they rolled a natural "1."

SKIRMISH CASUALTIES

If either player rolls a natural "1," the skirmishing division immediately loses a broken brigade. You may select any unit from the division and mark that unit as Broken and removed from play. There will be an opportunity at the end of the turn to reconstitute broken formations before they are permanently lost.

RETREATING FROM BATTLE

Retreating tokens will retreat d3 or d6 spaces on the map, depending on the outcome of the Battle Results Table. Retreating units are moved away from the enemy the **full number** of spaces rolled, in the general direction of the nearest friendly Supply Depot if possible.

BLOCKED RETREATS

There may be instances when a retreat move is blocked. All retreat moves must be done through open grid spaces on the theater map, which means no **enemy tokens** or **impassible terrain** can be encountered along the move.

If any part of your retreat is blocked, this could cause a serious collapse of your army. Every brigade in the division involved in a blocked retreat is considered immediately Broken. They may be reconstituted at the end of the turn.

CONTACT WITH PICKETS

Pickets have **no combat value** and never roll on the Battle Results Table. They automatically retreat d3 spaces from enemy contact. Pickets cannot engage other pickets or capture depots.

CAPTURING SUPPLY DEPOTS

Infantry and cavalry divisions will capture an unguarded enemy Supply Depot by contacting it. Should this occur, remove the token from the map and replace it with a corresponding depot of your own—typically of lesser value.

TABLETOP BATTLES

If both armies elected to commit to a pitched battle, a tabletop battle will occur. **Any tabletop battle will immediately end the campaign turn.** This means no other units will continue movement on the map or conduct special actions when the battle is over. Keep this in mind before you decide to commit to a battle!

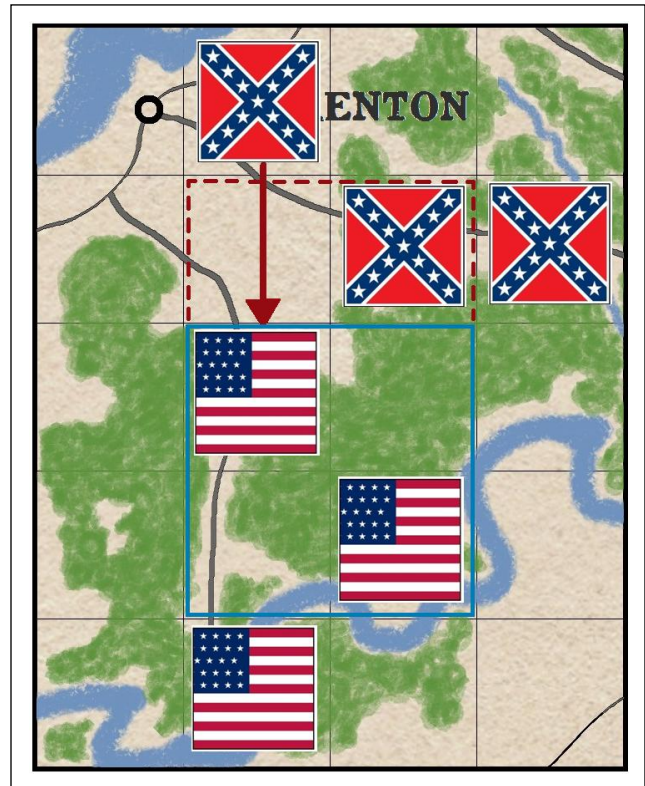
DEFINING A BATTLEFIELD

To begin the process, players must define the tabletop battlefield. Referencing the theater map, the **defender** chooses three adjacent grid spaces to create a 4'x4' tabletop.

After a 4'x4' area is chosen, the **attacker** is allowed to add two more adjacent grid spaces to expand the tabletop area to 6'x4', if desired.

BATTLEFIELD EXAMPLE

A Confederate division advances into the same space as a Federal defender, and both armies have the necessary number of divisions nearby to play a Commit card. The Federal player draws a 4x4 tabletop of his choice. The attacker in this example opts to expand north into a 6'x4'.



ASSEMBLING THE TABLETOP

Now that an appropriate tabletop size has been selected (either 4'x4' or 6'x4'), players set up the battlefield. Any essential map features which appear on the theater map must be replicated as close as possible—the presence of major roads, towns, or rivers for example. If the theater map space shows woods, at least 50% of the table should be densely wooded.

It is the defender's task to select other terrain to fill the table—scattered woods, fields, and minor hills, etc. Placing an appropriate amount of terrain is, admittedly, highly subjective.

We assume that all the players will be involved in assembling a suitable, agreeable tabletop. But in case of any dispute, the final say in all terrain placement goes to the defender.

DEPLOYMENT

The defender always deploys first, anywhere within the 2'x2' space defined on the theater map.

The attacker deploys second and should consult the theater map to discern what grid space edge he arrives from, and translate this to the tabletop. Attacking units may deploy with 6" of this 2' edge. The attacker may voluntarily withhold divisions off-table, to enter as reinforcements at any time in the battle.

TIME OF DAY

Players now determine the time of day when the battle begins. The attacker rolls a d6 and references the following table:

d6 Result	First Turn	Length
1	8:00a	12 turns
2	9:00a	11 turns
3	10:00a	10 turns
4	11:00a	9 turns
5	12:00pm	8 turns
6	1:00pm	7 turns

In *A Formidable Invasion* the time of year is summer. All battles end at 8:00pm, so your daylight hours are limited.

CALLING REINFORCEMENTS

There is one final step to complete before beginning the battle. Both players should plot the potential arrival of reinforcements from grid spaces near the battlefield. When the thunder of your cannons echoes, will every general within earshot rush to the sound of the guns? Sometimes the terrain muffles the sound of battle—even for troops just a few miles distant. In other circumstances, your subordinates may not be in a particular rush or they may simply get lost along the way!

Before the battle begins, both army commanders should reference the theater map to see if any division tokens not yet on the table are **within 3 grid spaces** of the defined battlefield area. Each token within 3 spaces makes an individual d6 roll and consults the Reinforcement Table (pg. 13) to see what turn in the battle they arrive.

Divisions may draw the shortest possible line of advance to reach the tabletop. If they elect to remain on roads, earn a **+1 bonus** to their roll.

REINFORCEMENT ARRIVAL EXAMPLE

Let's walk through a detailed example of the Confederate player drawing reinforcements into a 6x4 tabletop.

The Confederate player has two divisions already at the battle, with three other divisions within theoretical supporting distance.

Division A is one space away from the battlefield area, but wants to arrive at a river crossing, so he will move north first, now making him two spaces away. The player rolls a d6 result of "4," allowing A to appear as reinforcements at the end of Turn 3 in the game.

Division B follows the same process. He is three spaces away due east, but has to use a road to cross the mountains, making him four spaces away. This is too far to reach the battle!

Division C is two spaces away, but this would put him on the northern bank of the Potomac River...not a useful place to be on this battlefield. His other potential route to the battle is blocked by a Federal unit—that move is not allowed.

Note that in this example, all three Federal divisions are within three spaces and can reach the battlefield area without obstructions.



REINFORCEMENT LIMITATIONS

When plotting the arrival of reinforcements, players must **avoid any impassible terrain** (rivers/mountains). The attacker plots his arrivals first, and the defender plots second. Rolling may be done in secret for fog of war.

REINFORCEMENT TABLE

Reinforcements automatically at the end of the specified turn and may deploy 6" on the table.

d6 Roll	Spaces Away	1	2	3
1		Turn 3	Turn 5	Turn 6
2		Turn 3	Turn 4	Turn 5
3		Turn 2	Turn 3	Turn 4
4		Turn 2	Turn 3	Turn 4
5		Turn 1	Turn 2	Turn 3
6		Turn 1	Turn 1	Turn 2

GENERALS ARRIVING

To simplify the campaign, we assume that your corps and army generals are at the right place, at the right time! This means that a general automatically appears on the tabletop battlefield as soon as **any division** under his chain of command is present. This means your overall army general can always be present.

TURN CLOCK SIZE

The Turn Clock will always be a d10.

FIGHTING THE BATTLE

Battles are conducted with the same rules as a typical *Altar of Freedom* game. There are no modifications necessary for the campaign.

ENDING A BATTLE

A tabletop battle can end in one of two ways:

- (1) One army reaches its breakpoint, calculated at 25% (rounded up) of all infantry, cavalry, and artillery brigades on the table at the end of a given turn.
- (2) If both armies remain unbroken, the battle will automatically end when nighttime arrives at 8:00pm. The player who suffered more broken brigades has lost the battle and will be **required to withdraw**. The defender wins tied results.

RETREATING AFTER BATTLE

The retreat mechanism is the same for a tabletop battle as it was for Minor Skirmishes (pg. 11). All division tokens from the losing army must retreat at least d6 spaces away from the battlefield, with each roll being resolved one-at-a-time. Retreats must avoid impassible terrain, and enemy tokens. Roads should be used when possible but are not required.

The rules for retreating tokens are purposefully liberal (much like Recoiling in *Altar of Freedom*), intended to allow players some flexibility.

The victorious army should then rearrange its own division tokens on the battlefield grids to ensure there is no "stacking." If more than six divisions are present, shift excess tokens to an empty adjacent space.

"It is all my fault."

--General Robert E. Lee

MULTI-DAY BATTLES

What about multi-day battles, you ask? Why can't that happen here? It can, of course. Remember that units withdrawing may still be quite close to the enemy on the theater map and can always press the decision by committing again the following turn.

BROKEN BRIGADES

Permanent losses and casualties will carry over between battles in the campaign. In typical *Altar of Freedom* fashion, this is done quite simply and abstractly. Any unit which is broken and fails to rally in a tabletop battle is removed from the campaign and crossed out on your army OOB--the formation is no longer combat-effective. As noted earlier in the Minor Skirmish section, Broken units could be recovered at the end of the turn.

VICTORY & DEFEAT



This final chapter concludes with a brief outline of how to end a turn, reconstitute broken formations, and track the progress of victory.

If either player reaches 25 Victory Points before the end of the turn limit, they should announce their result at once, declaring a major strategic victory and ending the campaign immediately. If neither player reaches 25 points by the end of the game, the player with the highest total wins a minor strategic victory.

END OF TURN

There are a maximum of **10 campaign turns** in this scenario. A turn can end in one of two ways: (1) All divisions have completed movement on the theater map; or (2) A tabletop battle was fought, automatically ending the turn.

When the turn is over, players should conduct a few book-keeping items before proceeding.

RECONSTITUTING BROKEN UNITS

You may have suffered casualties as a result of fighting the enemy. If so, you should have been keeping track of any losses on your OOB. I suggest simply crossing out broken brigades.

Did you save any Staff Dice from earlier in the turn? I hope so, because you'll need them to attempt a rally of broken formations. For each Staff Die, you may attempt to reconstitute a single broken brigade. A **roll of "4+" is required**. Each broken brigade can make only one rally attempt each turn.

If successful, the restored unit is considered immediately returned to its parent division at full strength. If failed, you may attempt to rally the broken unit during any subsequent turn.

VICTORY POINTS

The end of turn sequence is also a good time to make sure all players have been faithfully keeping track of their Victory Point totals.

Victory Points are tracked by each side in secret. Referring to the player briefings, you'll note that many objectives reward you with a variable die roll of points. These rolls should be made and tracked in secret without informing your opponent. This creates a terrific sense of uncertainty and pressure for both sides to press their mission, not knowing exactly how close the enemy might be to achieving victory.

CHEATING

What if your friends are cheating, granting themselves too many Victory Points behind your back? Then I'd say you need some new friends, not a new game system.

BEGIN NEW TURN

Players should repeat the turn sequence and start a new turn by drawing a new event card. If you've run out of event cards...the game is over!

FEDERAL BRIEFING

Strategic Overview:

It is late June 1863. Pleasanton's cavalry caught JEB Stuart at Brandy Station, confirming our suspicions that Lee might be shifting west into the Shenandoah. It has since become clear that the rebels are rapidly marching north in a similar maneuver to their ill-fated Antietam campaign of last September. Alarm is now being raised across western Maryland and even as far north as Pennsylvania. Our army concentrated at Manassas Junction last week and is presently moving toward Frederick to counter any possible rebel moves. Lee's ultimate objective is not clear at this time.

Objectives:

The primary objective for this campaign is to screen Washington DC and **Baltimore** at all costs. Lee must be driven back across the Potomac as quickly as possible, which may **necessitate a pitched battle**. Additional objectives include defending Harrisburg and potentially aiming to sever Lee's line to supply and communication to the Shenandoah Valley by securing possible Potomac River crossings. It may also be useful to threaten Richmond by detaching a corps for operations in northern Virginia.

Deployment Notes:

Your theater map tokens should be deployed in the designated grid space, or within any adjacent space. Couch's pickets deploy at Columbia and French's garrison is fixed at Harper's Ferry.

Supply Depots:	Baltimore, Harrisburg, Lancaster, <u>and</u> Hanover
I & XI Corps:	Road column between Mechanicstown and Frederick
II Corps:	Monrovia
III, V, & XII Corps:	Frederick
VI Corps:	Clarksburg
Pleasanton's Corps:	Hanover, Middleburg <u>and</u> Westminster

Theater Map Notes

Ferries and bridges are required to cross major rivers, and these can be destroyed or repaired throughout the game. Ferries are located at Hancock, Williamsport, Shepherdstown, and Point of Rocks. If Baltimore is ever attacked, all Federal units in that grid may deploy behind +2 earthworks.

Victory Points

Track your accumulation of Victory Points below. You should not share this total with your opponent, until one player reaches 25. Your track begins the campaign at 0. You may elect to voluntarily remove the II Corps from your OOB in order to threaten Richmond—if so, begin the game at 2+[d6] VP.

FEDERAL VICTORY POINT TRACK

0	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24	25

-[d3] VP	each Susquehanna River bridge destroyed
1 VP	each turn a Confederate division is not in or adjacent to Harrisburg
[d3] VP	each Minor Skirmish victory
[d3] VP	each Potomac ferry destroyed: Hancock, Williamsport, Shepherdstown
6+[d6] VP	each Tabletop Battle victory

CONFEDERATE BRIEFING

* * * * *

Strategic Overview:

It is late June 1863. Masked by the Blue Ridge Mountains, our army has slipped north over the last two weeks. Our leading elements are already in Pennsylvania, with the rest of the army strung out across forty miles. Most of the Federal army is believed to be south of the Potomac, giving us a head start to concentrate on northern soil. If we can spend the summer gathering supplies in the bountiful, rich Pennsylvania countryside, it will provide much-needed relief to war-weary northern Virginia.

Objectives:

The primary objective for this campaign is to **secure as many supplies** and provisions as possible to carry back to Virginia, all while **maintaining our line of retreat** to the lower Shenandoah Valley. Secondary objectives include the capture of political prizes like Harrisburg or Baltimore, and defeating the Federal army north of the Potomac in a major engagement.

Deployment Notes:

Your theater map tokens should be deployed in the designated grid space, or within any adjacent space. Stuart's pickets represent the army rearguard and begin at Charlestown and Shepherdstown.

Supply Depots:	Chambersburg, Martinsburg <u>and</u> Winchester
Baggage Train:	Greencastle
Ewell's Corps:	York Springs, Carlisle <u>and</u> York
Longstreet's Corps:	Hagerstown
AP Hill's Corps:	Chambersburg

Theater Map Notes

Ferries and bridges are required to cross major rivers, and these can be destroyed or repaired throughout the game. Ferries are located at Hancock, Williamsport, Shepherdstown, and Point of Rocks. Grid spaces with mountains can only be traversed via roads.

Victory Points

Track your accumulation of Victory Points below. You should not share this total with your opponent, until one player reaches 25. Your track begins the campaign at 0. Whenever the campaign ends, you must have at least two clear routes back to Virginia or suffer a -2[d6] VP penalty. This means **Hancock**, **Williamsport**, **Shepherdstown**, **Point of Rocks** or **Harpers Ferry** must have no enemy units on or in any adjacent space.

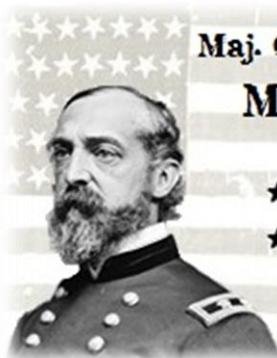
CONFEDERATE VICTORY POINT TRACK

0	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24	25

1 VP	each Minor Skirmish victory
1+[d3] VP	each Baggage Train marker successfully moved south of the Potomac River
[d6] VP	occupy Harrisburg and/or each Tabletop Battle victory
6+[d6] VP	occupy Baltimore

FEDERAL ORDER OF BATTLE

The Army of the Potomac



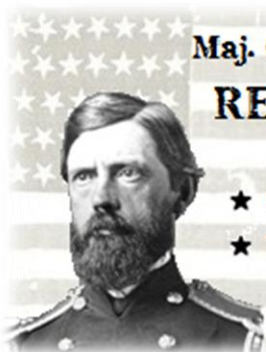
**Maj. Gen. George
MEADE**

- ★ Cautious
- ★ Unflappable

5

Army Reserve [unattached]		[Random Release]	
Ransom (art.)	+0	French's Garrison	
McGilvery (art.)	+0	Hays	+2
Taft (art.)	+0	White	+1
Huntington (art.)	+0	Tannett (art.)	+0
Fitzhugh (art.)	+0		

I CORPS



**Maj. Gen. John B.
REYNOLDS**

- ★ Finest Hour
- ★ Trusted Lieutenant

9

Wadsworth's Division		Robinson's Division		Doubleday's Division	
Meredith	+1	Paul	+1	Rowley	+0
Cutler	+2	Baxter	-1	Stone	-1
Wainwright (art.)	+0			Stannard	+2

II CORPS




**Maj. Gen. Winfield S.
HANCOCK**

- ★ Energetic
- ★ Leads from the Front

8

Caldwell's Division		Gibbon's Division		Hays' Division	
Cross	-1	Harrow	+0	Carroll	-1
Kelly	-3	Webb	-1	Smyth	-1
Zook	-1	Hall	-2	Willard	+0
Brooke	-2				
Hazard (art.)	+0				

III CORPS



**Maj. Gen. Dan
SICKLES**

- ★ Insubordinate
- ★ Reckless Attacker
- ★ Leads from the Front

7


Birney's Division		Humphreys' Division	
Graham	+0	Carr	+1
Ward	+2	Brewster	+1
de Trobriand	+0	Burling	+0
Randolph (art.)	+0		

FEDERAL ORDER OF BATTLE

The Army of the Potomac

[continued...]

V CORPS



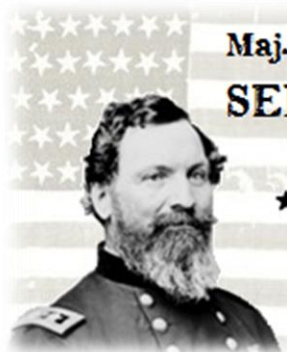
Maj. Gen. George SYKES

- ★ Hesitant
- ★ Disciplinarian

?

Barnes' Division		Ayres' Division		Crawford's Division	
Tilton	-3	Day	+0	McCandless	-1
Sweitzer	+0	Burbank	-2	Fisher	+0
Vincent	-1	Weed	+0		
Martin (art.)	+0				

VI CORPS



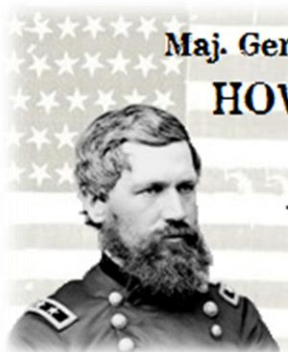
Maj. Gen. John SEDGWICK

- ★ Revered

7

Wright's Division		Howe's Division		Newton's Division	
Torbert	-1	Grant	+1	Shaler	+1
Bartlett	-1	Neill	+1	Eustis	+0
Russell	+0			Nevin	+0
Tompkins (art.)	+0				

XI CORPS



Maj. Gen. Oliver O. HOWARD

- ★ Inept

6

Barlow's Division		Steinwehr's Division		Schurz's Division	
von Gilsa	-1	Coster	-1	Schimmelfennig	+0
Ames	-1	Smith	+0	Kryzanowski	-1
Osborne (art.)	+0				

FEDERAL ORDER OF BATTLE

The Army of the Potomac

[continued...]

XII CORPS




Maj. Gen. Henry SLOCUM

- ★ Tardy
- ★ Hesitant

?

Williams' Division		Geary's Division	
McDougall	+1	Candy	+1
Cosgrove	+0	Kane	-3
Muhlenberg (art.)	+0	Green	+0

CAVALRY CORPS



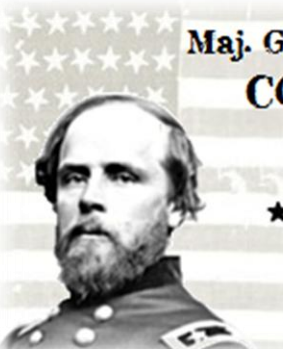
Maj. Gen. Alfred PLEASONTON

- ★ Inept
- ★ Unreliable

4

Buford's Division		Gregg's Division		Kilpatrick's Division	
Gamble (cav.)	+0	McIntosh (cav.)	-1	Farnsworth (cav.)	+2
Devin (cav.)	-1	Huey (cav.)	+0	Custer (cav.)	+2
Merritt (cav.)	-1	Gregg (cav.)	+0	Tidball (art.)	+0
		Robertson (art.)	+0		

Department of the SUSQUEHANNA



Maj. Gen. Darius COUCH

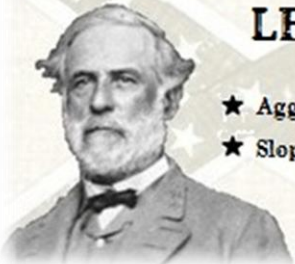
- ★ Stalwart

4

WF Smith's Division		Haller's Division		[PICKETS]
Brisbane	+0	Knipe	-3	COUCH
Frick	-2	Cooke	-3	
Landis (art.)	+0	Smith	-3	

CONFEDERATE ORDER OF BATTLE

The Army of Northern Virginia



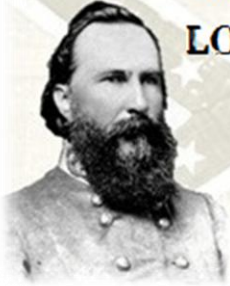
Gen. Robert E. LEE

- ★ Aggressive
- ★ Sloppy Staff Work

3

Reserve Artillery [unattached]	[PICKETS]	[Random Arrival]
Walton (art.) +0 Brown (art.) +0 Walker (art.) +0	STUART	Stuart's Division
	[PICKETS]	Hampton (cav.) +1 Fitz. Lee (cav.) +1 Jenkins (cav.) -1 Chambliss (cav.) -1
	STUART	Beckham (art.) +0

I CORPS



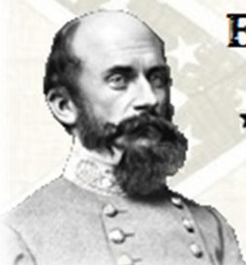
Lt. Gen. James LONGSTREET

- ★ Tardy
- ★ Unflappable

11

McLaws' Division	Pickett's Division	Hood's Division
Barksdale +0 Kershaw +2 Semmes -1 Wofford +0 Cabell (art.) +0	Armistead +2 Kemper +1 Garnett +0 Dearing (art.) +0	Benning +0 Anderson +1 Law +2 Robertson +1 Henry (art.) +0

II CORPS




Lt. Gen. Richard EWELL

- ★ Disciplinarian

10

Early's Division	Johnson's Division	Rodes' Division
Hays -1 Gordon +0 Avery -1 Smith -2 Jones (art.) +0	Walker -1 Steuart +2 Williams +1 Jones +0 Latimer (art.) +0	Iverson +0 Ramseur -2 Doles -1 Daniel +2 O'Neal +1 Carter (art.) +0

III CORPS



Lt. Gen. Ambrose P. HILL

- ★ Inept
- ★ Unreliable
- ★ Reckless Attacker

8

Anderson's Division	Heth's Division	Pender's Division
Wilcox +1 Lang -2 Posey -1 Wright +0 Mahone +0 Lane (art.) +0	Pettigrew +3 Brockenbrough -2 Archer -1 Davis +2 Garnett (art.) +0	Perrin +1 Lane +1 Thomas -1 Scales +0 Poague (art.) +0

SCENARIO BASE LABELS

MEADE Army General	ARMY HQ Meade	REYNOLDS I Corps General	I CORPS HQ Reynolds	MEREDITH [+1] Wadsworth's Div.
fold here	fold here	fold here	fold here	fold here
CUTLER [+2] Wadsworth's Div.	PAUL [+1] Robinson's Div.	BAXTER [-1] Robinson's Div.	ROWLEY [+0] Doubleday's Div.	STONE [-1] Doubleday's Div.
fold here	fold here	fold here	fold here	fold here
STANNARD [+2] Doubleday's Div.	ARTILLERY [+0] I Corps	HANCOCK II Corps General	II CORPS HQ Hancock	CROSS [-1] Caldwell's Div.
fold here	fold here	fold here	fold here	fold here
KELLY [-3] Caldwell's Div.	BROOKE [-2] Caldwell's Div.	ZOOK [-1] Caldwell's Div.	HARROW [+0] Gibbon's Div.	WEBB [-1] Gibbon's Div.
fold here	fold here	fold here	fold here	fold here
HALL [-2] Gibbon's Div.	CAROL [-1] Hays' Div.	SMYTH [-1] Hays' Div.	WILLARD [+0] Hays' Div.	ARTILLERY [+0] II Corps
fold here	fold here	fold here	fold here	fold here
SICKLES III Corps General	III CORPS HQ Sickles	GRAHAM [+0] Birney's Div.	WARD [+2] Birney's Div.	de TROBRIAND [+0] Birney's Div.
fold here	fold here	fold here	fold here	fold here
CARR [+1] Humphreys' Div.	BREWSTER [+1] Humphreys' Div.	BURLING [+0] Humphrey's Div.	ARTILLERY [+0] III Corps	SYKES V Corps General
fold here	fold here	fold here	fold here	fold here
V CORPS HQ Sykes	TILTON [-3] Barnes' Div.	SWEITZER [+0] Barnes' Div.	VINCENT [-1] Barnes' Div.	DAY [+0] Ayres' Div.
fold here	fold here	fold here	fold here	fold here
BURBANK [-2] Ayres' Div.	WEED [+0] Ayres' Div.	McCANDLESS [-1] Crawford's Div.	FISHER [+0] Crawford's Div.	ARTILLERY [+0] V Corps
fold here	fold here	fold here	fold here	fold here
SEDGWICK VI Corps General	VI CORPS HQ Sedgwick	TORBERT [-1] Wright's Div.	BARTLETT [-1] Wright's Div.	RUSSELL [+0] Wright's Div.
fold here	fold here	fold here	fold here	fold here
GRANT [+1] Howe's Div.	NEILL [+1] Howe's Div.	SHALER [+1] Newton's Div.	EUSTIS [+0] Newton's Div.	NEVIN [+0] Newton's Div.
fold here	fold here	fold here	fold here	fold here

ARTILLERY [+0] VI Corps	HOWARD XI Corps General	XI CORPS HQ Howard	von GILSA [-1] Barlow's Div.	AMES [-1] Barlow's Div.
fold here	fold here	fold here	fold here	fold here

COSTER [-1] Steinwehr's Div.	SMITH [+0] Steinwehr's Div.	SCHIMMELF... [+0] Schurz's Div.	KRYZANKOW... [-1] Schurz's Div.	ARTILLERY [+0] XI Corps
fold here	fold here	fold here	fold here	fold here

SLOCUM XII Corps General	XII CORPS HQ Slocum	McDOUGALL [+1] Williams' Div.	COSGROVE [+0] Williams' Div.	CANDY [+1] Geary's Div.
fold here	fold here	fold here	fold here	fold here

KANE [-3] Geary's Div.	GREEN [+0] Geary's Div.	ARTILLERY [+0] XII Corps	GAMBLE [+0] Buford's Div.	DEVIN [-1] Buford's Div.
fold here	fold here	fold here	fold here	fold here

MERRITT [-1] Buford's Div.	McINTOSH [-1] Gregg's Div.	HUEY [+0] Gregg's Div.	GREGG [+0] Gregg's Div.	ARTILLERY [+0] Gregg's Div.
fold here	fold here	fold here	fold here	fold here

FARNSWORTH [+2] Kilpatrick's Div.	CUSTER [+2] Kilpatrick's Div.	ARTILLERY [+0] Kilpatrick's Div.		
fold here	fold here	fold here	fold here	fold here

HAYS [+2] French's Garrison	WHITE [+1] French's Garrison	ARTILLERY [+0] French's Garrison	BRISBANE [+0] WF Smith's Div.	FRICK [-2] WF Smith's Div.
fold here	fold here	fold here	fold here	fold here

ARTILLERY [+0] WF Smith's Div.	KNIFE [-3] Haller's Div.	COOK [-3] Haller's Div.	SMITH [-3] Haller's Div.	
fold here	fold here	fold here	fold here	fold here

ARTILLERY [+0]	ARTILLERY [+0]	ARTILLERY [+0]	ARTILLERY [+0]	ARTILLERY [+0]
fold here	fold here	fold here	fold here	fold here

LEE Army General	ARMY HQ Lee	LONGSTREET I Corps General	I CORPS HQ Longstreet	BARKSDALE [+0] McLaws' Div.
fold here	fold here	fold here	fold here	fold here

KERSHAW [+2] McLaws' Div.	SEMMES [-1] McLaws' Div.	WOFFORD [+0] McLaws' Div.	ARTILLRY [+0] McLaws' Div.	ARMISTEAD [+2] Pickett's Div.
fold here	fold here	fold here	fold here	fold here

KEMPER [+1] Pickett's Div.	GARNETT [+0] Pickett's Div.	ARTILLERY [+0] Pickett's Div.	BENNING [+0] Hood's Div.	ANDERSON [+1] Hood's Div.
fold here	fold here	fold here	fold here	fold here

LAW [+2] Hood's Div.	ROBERTSON [+1] Hood's Div.	ARTILLERY [+0] Hood's Div.	EWELL II Corps General	II CORPS HQ Ewell
fold here	fold here	fold here	fold here	fold here

HAYS [-1] Early's Div.	GORDON [+0] Early's Div.	AVERY [-1] Early's Div.	SMITH [-2] Early's Div.	ARTILLERY [+0] Early's Div.
fold here	fold here	fold here	fold here	fold here

WALKER [-1] Johnson's Div.	STUEART [+2] Johnson's Div.	WILLIAMS [+1] Johnson's Div.	JONES [+0] Johnson's Div.	ARTILLERY [+0] Johnson's Div.
fold here	fold here	fold here	fold here	fold here

IVERSON [+0] Rodes' Div.	RAMSEUR [-2] Rodes' Div.	DOLES [-1] Rodes' Div.	DANIEL [+2] Rodes' Div.	O'NEAL [+1] Rodes' Div.
fold here	fold here	fold here	fold here	fold here

ARTILLERY [+0] Rodes' Div.	AP HILL III Corps General	III CORPS HQ AP Hill	WILCOX [+1] Anderson's Div.	LANG [-2] Anderson's Div.
fold here	fold here	fold here	fold here	fold here

POSEY [-1] Anderson's Div.	WRIGHT [+0] Anderson's Div.	MAHONE [+0] Anderson's Div.	ARTILLERY [+0] Anderson's Div.	PETTIGREW [+3] Heth's Div.
fold here	fold here	fold here	fold here	fold here

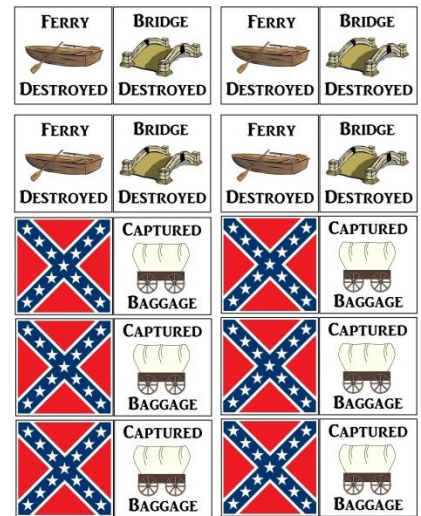
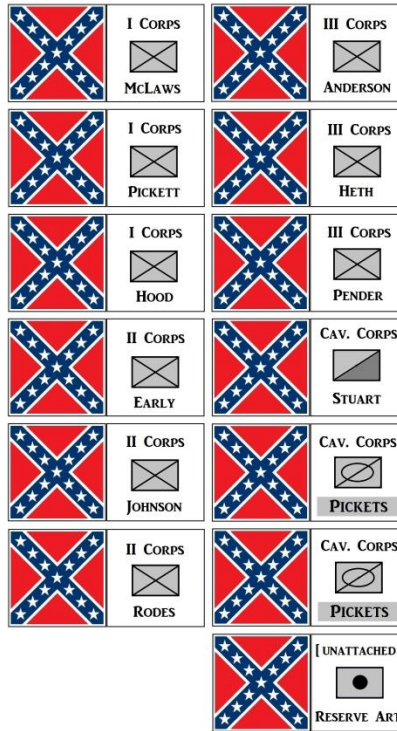
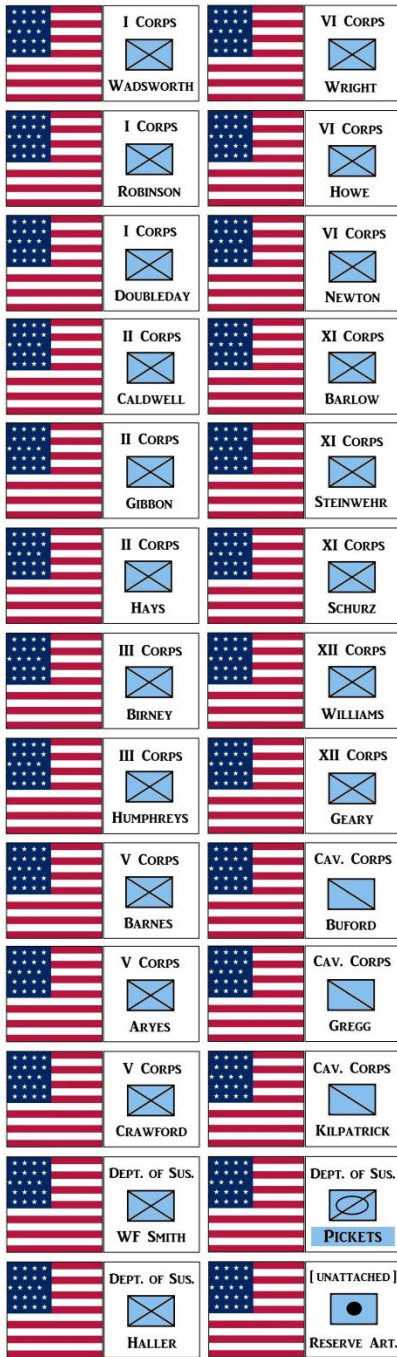
BROCKENBR... [-2] Heth's Div.	ARCHER [-1] Heth's Div.	DAVIS [+2] Heth's Div.	ARTILLERY [+0] Heth's Div.	PERRIN [+1] Pender's Div.
fold here	fold here	fold here	fold here	fold here

LANE [+1] Pender's Div.	THOMAS [-1] Pender's Div.	SCALES [+0] Pender's Div.	ARTILLERY [+0] Pender's Div.	
fold here	fold here	fold here	fold here	fold here

ARTILLERY [+0]	ARTILLERY [+0]	ARTILLERY [+0]	HAMPTON [+1] Stuart's Div.	FITZ LEE [+1] Stuart's Div.
fold here	fold here	fold here	fold here	fold here

JENKINS [-1] Stuart's Div.	CHAMBLISS [-1] Pender's Div.	ARTILLERY [+0] Stuart's Div.		
fold here	fold here	fold here	fold here	fold here

Map Tokens



IMPORTANT NOTICE! A high-resolution digital version of the map can download one at www.6mmACW.com. This version can be used to print larger physical copies of the map. All campaign cards, including Battle Cards and Event Cards, are also freely available at the website. Please visit *Altar of Freedom's* official homepage.

ALTAR OF FREEDOM

QUICK REFERENCE SHEET

CAMPAIGN TURN SEQUENCE

Campaign Set-Up

- (1) Print map, tokens, & cards
- (2) Assemble army OOBs with miniatures
- (3) Read Player Briefings & deploy map tokens
- (4) Shuffle ten Event Cards; discard two.

The Campaign Turns

- (1) Draw Event Card
Reveal one Event Card and implement effects
- (2) Collect Staff Dice
All players earn a number of Staff Dice equal to the value of current Supply Depots they control
- (3) Union Player Moves One Corps
Allot Staff Dice for divisions in the corps; move map tokens one at a time; check for contact/battle; conduct special actions
- (4) Tabletop Battle?
If chosen, a tabletop battle ends all movement for the entire turn; proceed to (7) after battle. If no tabletop battle occurs, continue to (5)
- (5) Confederate Movement
Confederate player moves one corps as above
- (6) Continue Alternating Corps Movement
- (7) End of Turn
Reconstitute broken units; update Victory Point Tracks secretly

MAP MOVEMENT RATES

Unit Type	Grid Spaces
Cavalry division	6 [+ Staff Dice?]
Infantry division	4 [+ Staff Dice?]
Pickets/Baggage	4 [+ Staff Dice?]
Supply Depot	0

- * Units travelling "off-road" forfeit their base move
 ** Staff Die roll of "6" counts as "0"

BATTLE RESULTS TABLE

When contact is made, both players select one Battle Card, reveal, and consult the table:

	(Attacker) BATTLE	(Attacker) SKIRMISH
(Defender) BATTLE	A Major Battle will result on the table-top. Follow the listed set-up procedure.	Resolve Minor Skirmish. Defender adds extra +1 to his die roll for each division within 3 grid spaces. Loser retreat d3 spaces.
(Defender) SKIRMISH	Resolve Minor Skirmish. Attacker adds extra +1 to his die roll for each division within 3 grid spaces. Loser retreat d3 spaces.	Resolve Minor Skirmish. No additional bonuses. Loser retreat d3 spaces.
(Defender) RETREAT	Resolve Minor Skirmish. Attacker adds extra +2 to his die roll for each division within 3 grid spaces. Defender retreat d6 spaces.	Defender retreat d6 spaces.

MINOR SKIRMISH RESOLUTION

Each player adds +1 for every brigade within the engaged division, plus any modifiers from the table above. Roll a d6 and compare results. Defender wins ties.