

FIELD COMMANDER ROBERT E. LEE

CAMPAIGN TURN TRACKS

Seven Days Battles								
1	2	3	4	5	6	7	8	9
4, 5	4, 5	2, 3, 4, 5	2, 3, 4, 5	2, 3, 4, 5	2, 3, 4, 5	3, 4, 5	3, 4, 5	3, 4, 5

- (1) Pre-Campaign: Battle of Oak Grove
- (2) Major General "Stonewall" Jackson
- (3) Outflanked
- (4) A.P. Hill's Light Division
- (5) Road Movement

Second Manassas								
1	2	3	4	5	6	7	8	9
2, 3, 4, 6	2, 3, 4, 6	2, 3, 4, 6	2, 3, 4, 6	1, 2, 3, 4, 6	1, 2, 3, 4, 6	1, 2, 3, 4, 6	1, 2, 3, 4, 5, 6	1, 2, 3, 4, 5, 6

Second Manassas Weather Table			
1 – 4	5 – 6	7 – 8	9 – 10
Fair	Hot with Clear Skies	Warm with Heavy Rain	Hot with Heavy Rain
No effect	No Forced Marches	Cannot cross the Rappahannock	No Forced Marches Cannot cross the Rappahannock

Pre-Campaign: Randomly place a downturned Ford counter in Brandy Station, Freeman's Ford, Rappahannock Station and Sulphur Springs.

- (1) Late Arrivals.
- (2) Weather.
- (3) River Fords.
- (4) Jackson's Special Rule
- (5) Sturgis Orders
- (6) Union Forces Crossing the Rappahannock

Antietam						
1	2	3	4	5	6	7
1, 2, 3, 4, 9	4, 5, 6, 7, 8, 9	4, 5, 6, 7, 8, 9	4, 5, 6, 7, 8, 9	4, 5, 6, 7, 8, 9	4, 5, 6, 7, 8, 9	4, 5, 6, 7, 8, 9, 10

- (1) Battle of South Mountain
- (2) Battle of Turner's Gap and Fox's Gap
- (3) Battle of Crampton's Gap
- (4) Harpers Ferry Counter
- (5) Siege of Harpers Ferry
- (6) Rohrbach (Burnside) Bridge Battles
- (7) Couch
- (8) Entrench
- (9) South Mountain and Antietam Creek Areas
- (10) Holding Sharpsburg, Hagerstown Turnpike and Harpers Ferry Road

Chancellorsville							
1	2	3	4	5	6	7	8
1, 2, 4, 5	1, 2, 4, 5	1, 2, 3, 4, 5	1, 2, 3, 4, 5, 6	1, 2, 3, 4, 5, 6	1, 2, 3, 4, 5, 6, 7, 8	1, 2, 3, 4, 5, 6, 8	1, 2, 4, 5, 6, 8, 9

- (1) In the Air
- (2) Jackson's Hidden March
- (3) Hunt Restored to Command
- (4) Hooker Concussed
- (5) Wilderness
- (6) Stoneman
- (7) Pre-Campaign & Turn 6: Battle for Marye's Heights
- (8) Battle of Salem Church Orders for VI Corps (Brooks, Howe, Newton and Burnham)
- (9) Holding Chancellorsville, Hazel Grove, Fairview, Fairview Hill and Salem Church

Gettysburg								
1	2	3	4	5	6	7	8	9
2, 3, 4, 6	2, 3, 4, 6	1, 2, 3, 4, 5, 6	1, 2, 3, 4, 5, 6	1, 2, 3, 4, 5, 6	3, 4, 5, 6	3, 4, 5, 6	3, 4, 5, 6	3, 4, 5, 6

(1) Without Eyes and Ears

(2) Well, General, You Are Here At Last

(3) Union Defensive Tactics

(4) Little Round Top

(5) Lee's Orders

(6) Captain James M. Robertson and Captain John C. Tidball

FIELD COMMANDER ROBERT E. LEE
CORE SET BATTLE PACK TURN SHEET

Battles end when the final turn is complete.

Fleetwood Hill					
1	2	3	4	5	6
1, 2, 3, 4	1, 2, 3, 4	1, 2, 3, 4	1, 2, 3, 4	1, 2, 3, 4	1, 2, 3, 4

- (1) Default Battle Plans.
- (2) Combat.
- (3) Charge.
- (4) Defensive Fire.

West Fort					
1	2	3	4	5	6
1, 2, 3, 4	1, 2, 3, 4	1, 2, 3, 4	1, 2, 3, 4	1, 2, 3, 4	1, 2, 3, 4

- (1) Stealth.
- (2) Fortifications.
- (3) Default Battle Plans.

Delay
NO TURN LIMIT
3, 4

- (1) Pre-Battle: Fighting Retreat.
- (2) Pre-Battle: Ravines
- (3) Reform.
- (4) Default Battle Plans.

Streets of Hanover – Battle of Hanover					
1	2	3	4	5	6
1, 2, 3, 4	1, 2, 3, 4	1, 2, 3, 4	1, 2, 3, 4	1, 2, 3, 4	1, 2, 3, 4

- (1) Default Battle Plans.
- (2) Combat.
- (3) Charge.
- (4) Defensive Fire.
- (5) Officer Down.

Willoughby Run					
1	2	3	4	5	6
1, 2	1, 2	1, 2, 3	1, 2, 3	1, 2, 3	1, 2, 3

- (1) Default Battle Plans.
- (2) Close Ranks.
- (3) Heavy Fire.
- (4) Pre-Battle: Opening Volley.

Hunterstown					
1	2	3	4	5	6
1, 2, 3, 4	1, 2, 3, 4	1, 2, 3, 4, 5	1, 2, 3, 4, 5	1, 2, 3, 4, 5	1, 2, 3, 4, 5

- (1) Default Battle Plans.
- (2) Combat Default Battle Plan.
- (3) Charge.
- (4) Defensive Fire.
- (5) Brigadier General Elon J. Farnsworth's 1st Brigade.

Fairfield					
1	2	3	4	5	6
1, 2, 3	1, 2, 3	1, 2, 3	1, 2, 3	1, 2, 3	1, 2, 3

- (1) Default Battle Plans.
- (2) Combat Default Battle Plan Range Attenuation.
- (3) Private George C. Platt.

Rebs Broken							
1	2	3	4	5	6	7	8
1, 2, 3, 4,5	1, 2, 3, 4,5	1, 2, 3, 4,5	1, 2, 3, 4,5	1, 2, 3, 4,5	1, 2, 3, 4,5	1, 2, 3, 4,5	1, 2, 3, 4,5
					VETERAN	HARD	REGULAR

- (1) Direct Fire. Resolve direct fire from Cemetery Ridge.
- (2) Flanking Fire. Resolve flanking fire from the 8th Ohio Infantry Regiment.
- (3) Flinch.
- (4) Reform.
- (5) Formations.

Farnsworth's Charge					
1	2	3	4	5	6
1, 2, 3, 4, 5, 6	1, 2, 3, 4, 5, 6	1, 2, 3, 4, 5, 6	1, 2, 3, 4, 5, 6	1, 2, 3, 4, 5, 6	1, 2, 3, 4, 5, 6

- (1) Default Battle Plans.
- (2) Combat.
- (3) Charge!
- (4) Shock Checks and Formation.
- (5) Rough Ground.
- (6) Fire Default Battle Plan Range Attenuation.

Boteler's Ford					
1	2	3	4	5	6
1	1	1	1	1	1

(1) Union Artillery.

Field Commander Robert E. Lee Player Help Sheet (Regular Difficulty) (10.2.1 & 10.2.6)

Roll	# Turns	Event
1	3	Select 1 Insight at random. Robert E. Lee does not need to be present.
2	4	You gain 2 Command Points.
3	5	You gain 1 Scout.
4	4	Pay 2 Command Points to add 1 Confederate Brigade to 1 Confederate Held Area. You may not add that Force to the Area this Battle is being fought in as it is not Confederate Held.
5	3	Roll d10. 1-5: Add 1 Union Regiment to the Battle. 6-10: Transfer 2 of your Command Points to the Union. If unable, add 1 Union Regiment to the Battle. If no Regiments available then ignore.
6	4	Disease. Inflict 1 Hit on 1 random Confederate Infantry Force in 1 random Confederate Held Area.
7	6	Add 1 random Union Reinforcement to the Battle.
8	5	Roll d10. 1-2: Add 1 Union Fortification to the Battle. 3-10: Add 1 Union Garrison to the Battle.
9	4	Union gains +1 Special Battle Plan each Turn of the Battle.
10	6	Union gains +2 Special Battle Plans each Turn of the Battle.

Confederate Command Points
(4.9)



Confederate Scouts
(4.10)



Union Command Points
(4.9)



Union Special Battle Plans
(14.0 & 14.1)



Battle Turns (10.2.4)

6	5	4	3	2	1	Withdraw (14.8)
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Pre-Battle Sequence (10.1)	Battle Turn Sequence (10.1)
Roll for Fog of War (May change Combat Values of armies)	Insight Activation
Envelopment Check (If yes, gain Command Points)	Select and Place Confederate Battle Plans
Determine Battle Plan Quantities	Determine Union Tactics and Special Battle Plans
Buy Additional Confederate Battle Plans	Draw and Assign Union Special Battle Plans (Immediate?)
Select Insights	Resolve Union Battle Plans (Gain Command Points?)
Place Confederate Forces	Resolve Confederate Battle Plans (Gain Command Points?)
Place Union Forces	Rout Check (Gain Command Points?)
	Advance Battle Turn Counter

Field Commander Robert E. Lee Player Help Sheet (Hard Difficulty) (10.2.1 & 10.2.7)

Roll	# Turns	Event
1	3	You gain 1 Scout.
2	4	Pay 2 Command Points to add 1 Confederate Brigade to 1 Confederate Held Area. You may not add that Force to the Area this Battle is being fought in as it is not Confederate Held.
3	5	Roll d10. 1-5: Add 1 Union Regiment to the Battle. 6-10: Transfer 2 of your Command Points to the Union. If unable, add 1 Union Regiment to the Battle. If no Regiments available then ignore.
4	4	Disease. Inflict 1 Hit on 1 random Confederate Infantry Force in 1 random Confederate Held Area.
5	3	Add 1 random Union Reinforcement to the Battle.
6	6	Roll d10. 1-2: Add 1 Union Fortification to the Battle. 3-10: Add 1 Union Garrison to the Battle.
7-8	5	Union gains +1 Special Battle Plan each Turn of the Battle.
9	3	Union gains +2 Special Battle Plans each Turn of the Battle.
10	4	Virulent Disease. Inflict 1 Hit on all Confederate Forces in 1 random Confederate Held Area.

Confederate Command Points
(4.9)



Confederate Scouts
(4.10)



Union Command Points
(4.9)



Union Special Battle Plans
(14.0 & 14.1)



Battle Turns (10.2.4)

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Buy Additional Confederate Battle Plans	Draw and Assign Union Special Battle Plans (Immediate?)
Select Insights	Resolve Union Battle Plans (Gain Command Points?)
Place Confederate Forces	Resolve Confederate Battle Plans (Gain Command Points?)
Place Union Forces	Rout Check (Gain Command Points?)
	Advance Battle Turn Counter

Field Commander Robert E. Lee Player Help Sheet (Veteran Difficulty) (10.2.1 & 10.2.8)

Roll	# Turns	Event
1	3	Roll d10. 1-5: Add 1 Union Regiment to the Battle. 6-10: Transfer 2 of your Command Points to the Union. If unable, add 1 Union Regiment to the Battle. If no Regiments available then ignore.
2	4	Disease. Inflict 1 Hit on 1 random Confederate Infantry Force in 1 random Confederate Held Area.
3	5	Add 1 random Union Reinforcement to the Battle.
4	4	Roll d10. 1-2: Add 1 Union Fortification to the Battle. 3-10: Add 1 Union Garrison to the Battle.
5-6	3	Union gains +1 Special Battle Plan each Turn of the Battle.
7-8	6	Union gains +2 Special Battle Plans each Turn of the Battle.
9	5	Virulent Disease. Inflict 1 Hit on all Confederate Forces in 1 random Confederate Held Area.
10	3	Desertion. Remove 1 random Confederate Force from one Confederate Held Area.

Confederate Command Points
(4.9)



Confederate Scouts
(4.10)



Union Command Points
(4.9)



Union Special Battle Plans
(14.0 & 14.1)



Battle Turns (10.2.4)

6	5	4	3	2	1	Withdraw (14.8)
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Determine Battle Plan Quantities	Determine Union Tactics and Special Battle Plans
Buy Additional Confederate Battle Plans	Draw and Assign Union Special Battle Plans (Immediate?)
Select Insights	Resolve Union Battle Plans (Gain Command Points?)
Place Confederate Forces	Resolve Confederate Battle Plans (Gain Command Points?)
Place Union Forces	Rout Check (Gain Command Points?)
	Advance Battle Turn Counter

CONFEDERATE AND UNION COMMAND POINT BONUSES

In addition to Command Points gained during the Confederate Resupply step (15.3) and the Union Resupply step (18.0), the Confederate player and the Union AI can gain the following bonus Command Points when the condition is fulfilled.

Bonus Confederate Command Points

+1 Command Point when one of your Force's first enters the Union Reserve Region (or Row A) of the Battlefield sheet.
+1 Command Point every time you Rout the Union.
+1 Command Point every time you Envelop the Union.

Bonus Union Command Points

+1 Command Point when the first Union Force enters the Confederate Front Region (or Row D) of the Battle sheet.
+1 Command Point when the first Union Force enters the Confederate Approach Region (or Row E) of the Battle sheet.
+1 Command Point when the first Union Force enters the Confederate Reserve Region (or Row F) of the Battlefield sheet.
+2 Command Points every time the Union Routs the Confederates.
+2 Command Points every time the Union Envelops the Confederates.