



FIELD COMMANDER ROBERT E. LEE

SEVEN DAYS BATTLES BATTLE PACK TURN SHEET

Battles end when the final turn is complete.

Oak Grove					
1	2	3	4	5	6
1, 2	1, 2	1, 2	1, 2, 3	1, 2, 3	1, 2, 3

- (1) Union Artillery.
- (2) Confederate Artillery.
- (3) Smoke.

Beaver Dam Creek					
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) Union Artillery.
- (2) Confederate Artillery.
- (3) Union Counterattacks.
- (4) Union Special Battle Plans.

Gaines' Mill					
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) Mixed Orders.
- (2) Fog of War.
- (3) Union Artillery.
- (4) Confederate Artillery.



Glendale					
1	2	3	4	5	6
1	1	1, 2	1, 2	1, 2	1, 2

(1) Union Special Battle Plans. Turn 1 & 2: Zero Union Special Battle Plans per Turn. Turn 3, 4, 5 & 6: Three Union Special Battle Plans per Turn.

(2) 4th Pennsylvania Counter-Attack.

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

(1) Pre-Battle: Depressions.

(2) Default Battle Plan – Hold (Special Rule: Malvern Hill Only).

(3) More Ammunition.

(4) Union Special Battle Plans.