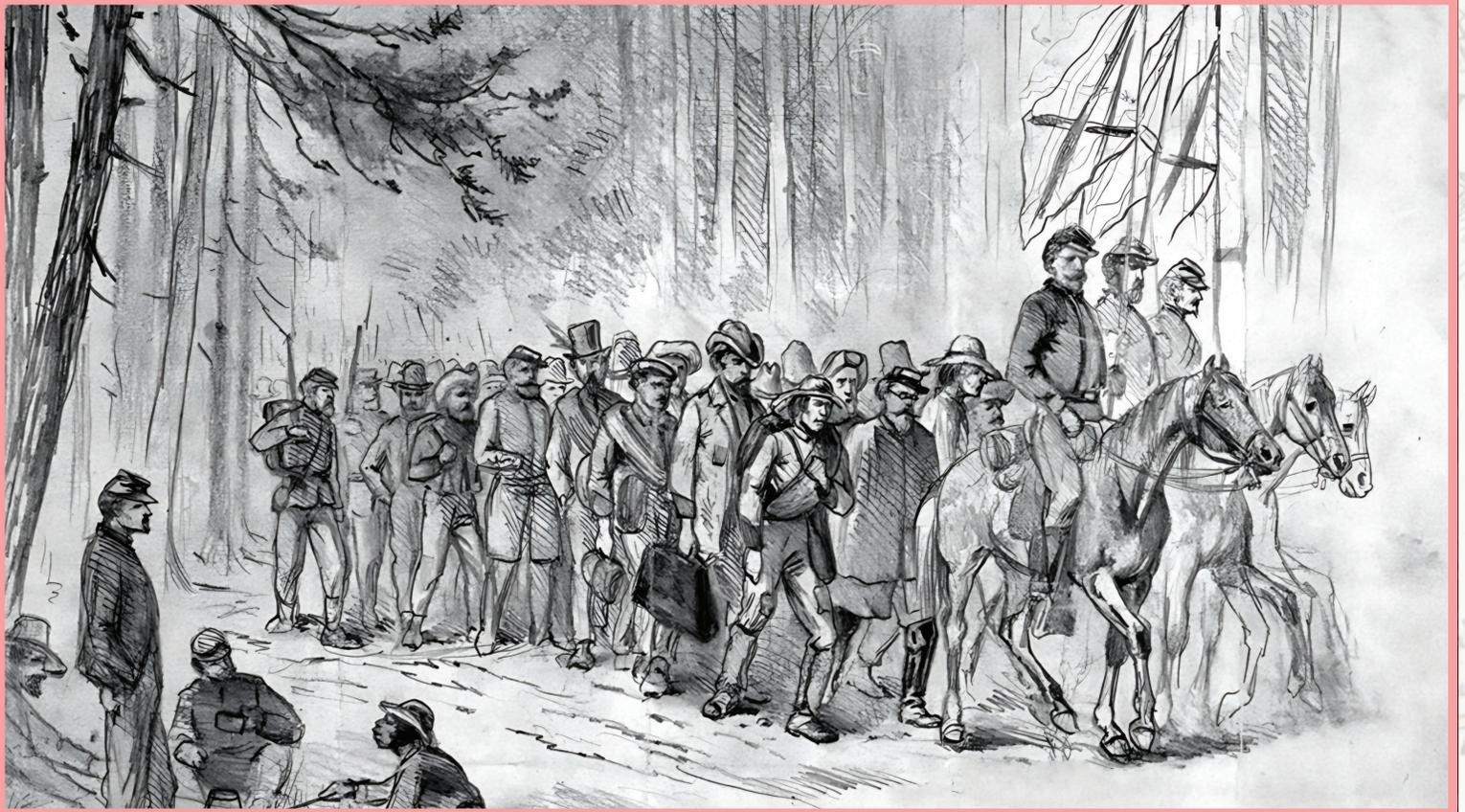


Sedgwick Attacks

Salem Church (May 3, 1863)

THE AMERICAN CIVIL WAR: VOLUME 10

Exclusive Rules



REVOLUTION

G A M E S

Designer

Claude Whalen

Developer

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Graphics

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UNION FORCES

REBEL Do

Skirmishers and Sharpshooters

Artillery ++++

Union Loss 4,601 Killed during May 3rd

Note - { Wilcox Lost 495 men
Seames 683
Woodford 562

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1.0 Introduction

Sedgwick Attacks simulates part of the fighting during the Battle of Chancellorsville on May 3rd, 1863 that happened near Salem Church. Lee's Army of Northern Virginia (ANV) had managed to drive General Joe Hooker's Army of the Potomac (AOP) out of the Chancellorsville crossroads and had managed to concuss Hooker. With Hooker reeling, the AOP VI Corps was ordered to attack the ANV forces behind Fredericksburg, take Mayre's Heights, advance down the Orange Plank Road and come up behind Lee's main force.

Though Sedgwick succeeded in taking Mayre's Heights, he became concerned as he advanced down Orange Plank Road. He realized that Early's ANV force was still intact and it was behind him. He also faced a small ANV blocking force so Sedgwick became cautious due to enemy troops in front of and behind him. He therefore advanced carefully. On the Confederate side, General Cadmus Wilcox was about to have the best day of his military career. Both of these facts caused Sedgwick's VI Corps' defeat at Salem Church.

The game uses Hermann Luttmann's "Blind Swords" series rules system. It utilizes a chit-pull mechanic that emphasizes the three "FOWS" of military conflict: Fog-of-War, Friction-of-War and Fortunes-of-War. This rulebook augments the standard series rulebook and allows you to experience tactical American Civil War combat without a heavy set of rules. The game can be enjoyed on a solitaire basis by playing both sides, in a two-player mode or even in multiplayer mode (two Confederate players and one Union commander).

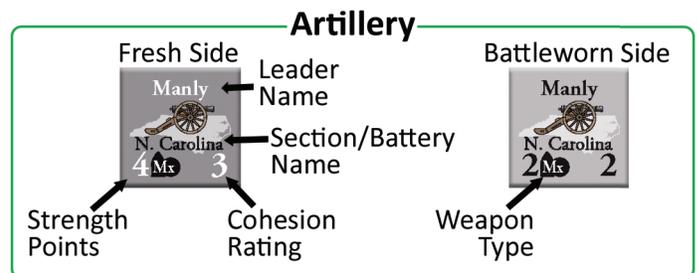
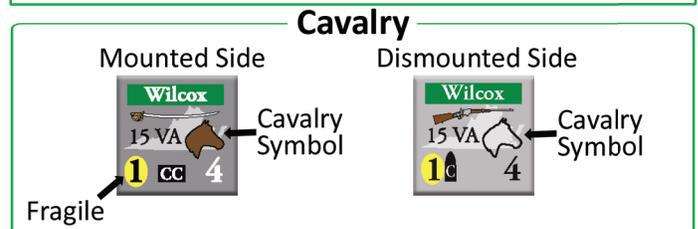
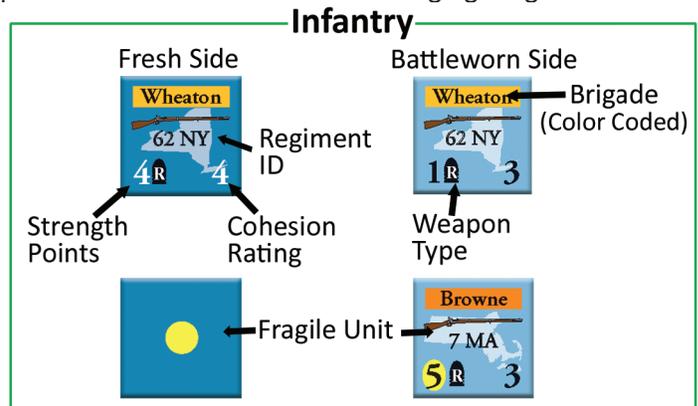
Game Components

- 1 – 22 x 34 inch map
- 1 – Counter-sheet of 176 5/8" counters
- 5 – Player Aid Charts

- 1 – Series Rulebook
- 1 – Exclusive Rulebook
- 2 – Brigade Activation Cards
- 1 – Game Box or Ziplock Bag
- 2 – Dice (Boxed version only)

2.0 Terrain, Unit Counters, Markers & Chits

2.1 Unit ID & Organization: Unless otherwise noted, Infantry and Cavalry units belong to a Brigade, with each Brigade belonging to a Division (*Wilcox is an independent brigade*). Most Artillery units are independent (Cobb is the exception) and do not belong to any Brigade or Division for game purposes. Also note that some of the Union regiments have already been fighting earlier in the day, they have already taken casualties and their "Fresh" values take previous casualties from the morning fighting into account.



2.1a Cavalry Units: Cavalry units do not have a Fresh or Battleworn side, instead they show a Mounted side on the front and Dismounted one on the reverse. All Cavalry units are Fragile, meaning they must undergo a Break Test if they suffer a Depleted result. *Play Note: All Fragile units have their strength in a yellow circle background as a reminder.* There is one Cavalry unit (15th VA) in the game, and it consists of 50 troopers that General Wilcox used as skirmishers.



2.1b Divided Regiments: One Rebel unit (9th AL) was divided during the

historical battle. Part of this unit was historically stationed in Salem Church while the rest of the unit was positioned further back in the Improved Positions. Each half functions as a separate unit, there is no requirement to keep the two units together.



2.3 Brigade Activation Status

Markers: Brigade Activation markers are provided to assist players with tracking which Brigades have been activated this turn (as shown on the reverse side of these counters). **IMPORTANT:** Unlike Command Activation chits, these Brigade markers never go into the draw cup; they exist solely for player reference. *Play Note: Brigade Activation Display Cards are included to assist players in keeping their Brigade Activation markers organized.*

2.9 Game Scale: Each map hex is approximately 150 yards across. Each Infantry and Cavalry unit represent individual regiments (or battalions) with each strength point being equal to approximately 50 men. For Artillery batteries, one strength point equals one gun. Each game turn equals 20 minutes of real time.

2.10 Map Terrain Features: Various types of terrain are depicted on the map and are identified on the Terrain Key. Terrain that requires further description is covered in this section.

a. Elevation levels: Every hex is one of eight elevation levels, from 1 to 8. A hex's Level is important for Line of Sight (LOS) purposes. Hexes are color-coded to indicate their level. The levels also have a black contour line between them where the elevation changes one level. Multiple black lines indicate a change in level equal to the number of lines. At numerous points on the map are small numbers indicating the level of the hex.

b. Hex Terrain: A hex is considered the terrain type of the predominant terrain of the hex. If the terrain's graphic occupies or traverses at least half of the hex, the entire hex contains that terrain for all purposes.

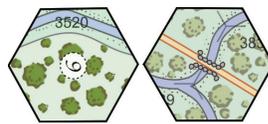


c. Buildings: Salem Church and the Schoolhouse are in the same hex on the map, and they provide a one column shift to the left for Fire and Close Combat to units in this hex. All other buildings are for informational purposes only and have no effect.



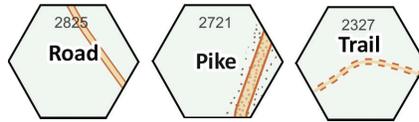
d. Improved Positions: The game has "Improved Position" hexsides, which represent rifle pits, and shallow trenches. These positions were built during the winter (between the Battle of Fredericksburg and May of 1863). They cannot be destroyed and can be used by either side. They provide a one column shift to the left for Fire and Close Combat if attacking from

East to West across the hexside.



e. Bridges and Streams: Streams cost an additional Movement Point to cross. Bridges negate this cost. A Close Combat attack across a stream

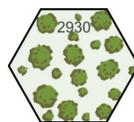
is a one column shift to the left and bridges do not negate this.



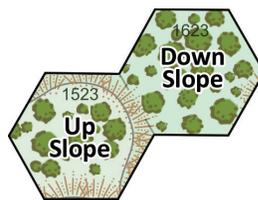
f. Roads: There are three types of Road hexes: Trails, Roads, and Pikes. Infantry units traveling from one Trail/Road/Pike hex to an adjacent Trail/Road/Pike hex with a connecting "Road" graphic pay only 1 Movement Point, regardless of the other terrain in the hex or the hexside crossed. Artillery and Cavalry units moving along Road or Pike hexes (not trails) pay ½ Movement Point per hex. Infantry Units moving along Road or Pike hexes (not trails) may use the March Column movement rate (10.5a) and thus pay only ½ Movement Point per hex when under Maneuver Orders.



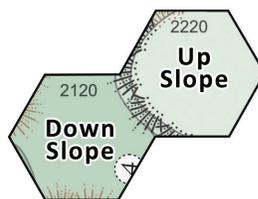
g. Unfinished Railroad: treat this as a trail for all purposes.



h. Woods: Woods block LOS for units on the same level, shifts fire one column left when fired over, causes units to be unsupported in woods hexes even if adjacent to other units, prevents units in woods from supporting other units, affects movement and shifts fire two columns to the left when fired into a woods hex. Woods have no effect on Close Combat or retreat.



i. Slope Hexsides: These hexsides represent either a large change in elevation or a big rise over a short area from one hex to the adjacent hex. One of the hexes bordering the relevant Slope hexside is on a higher Level than the adjacent hex. Moving/Attacking from the lower-Level hex through a Slope hexside to a higher-Level hex is going "upslope" and vice-versa is going "downslope".



j. Steep Slope Hexsides: These hexsides are the same as Slope hexsides except that they represent a sharp change elevation from one hex to the adjacent hex.

Note that Steep Slope hexsides have movement effects going both upslope and downslope, but combat effects only when going upslope.

3.0 Unit Stacking

3.1 Stacking Limits: Twelve (12) strength points may stack in one hex. However, Woods and Roads each affect stacking limits, as follows:

- Wood Hexes:** Artillery and Cavalry units may only occupy a Woods hex if it is a Trail/Road/Pike hex.
- Road Hexes:** If any moving unit wishes to use any Trail, Road, Pike or March Column movement cost (10.5a) when entering a hex, the 12 SP stacking limit is in effect always, not just the end of the turn.

6.0 Artillery Phase

The Movement Allowance of all Artillery units is **6 MPs**.

Cobb's artillery is used normally during the Artillery Phase. It can also move (but not fire or rally) during any Wilcox activation. *Wilcox's Brigade was very active during his delaying action and therefore Cobb needs to be able to move with the rest of Wilcox during the turn.*

7.0 Chit Draw Phase

7.3 Drawing and Applying a Chit:

- Command Events:** There are no Command Events.
- The Fog of War:** The *Fog of War* chit allows for the occurrence of those unusual or unexplained troop movements and attacks that have often happened throughout military history.

When the *Fog of War* chit is drawn, the non-chit-pulling player rolls one die and consults the Fog of War Chit Table on the player aid.

After all effects are resolved, the *Fog of War* chit is discarded (unless deployed onto the map) and the next chit is drawn.

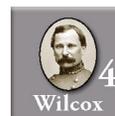
Results are applied as follows:

- [Affected Side] Battlefield Chaos:** The *opposing player* to the affected side selects any one enemy-occupied hex and places the *Fog of War* chit on that hex. **All units** in that marked hex are under following restrictions:
 - They may not voluntarily move or initiate combat of any kind for the remainder of the Game Turn. **Exception:** see bullet below.
 - No *friendly Event Chit* can be played by the owning side on this hex (but the opponent can play chits there).
 - They may not receive Unit Support (12.4) nor do they provide Unit Support.
 - They may use Defensive Fire (11.3a) but **with only ½ SPs**. They retreat (12.3) normally.

The chit is removed from the hex if the unit(s) are eliminated, broken, retreats or at the end of the turn.

- Wayward [Affected Side] Move:** The opposing player to the Affected Side selects any one enemy unit to affect. The player may then move this enemy unit one hex in any direction. The unit may not be moved into a hex that it is prohibited from entering, a hex that would be over-stacked, or off the map edge. This move may trigger Opportunity Fire. Artillery that is not Engaged could not be moved into engagement as this is a prohibited move.
- Possible General Casualty:** The affected player rolls two dice and reads them as the Combat dice roll resulting in a number from **11** to **66**. The player then consults the General Casualty Table located on the player aid.
 - If the Division Activation, Brigade Activation, or the CIC chit for the rolled General is not yet in play, the result is converted to "No Effect".
 - If the Division Activation, Brigade Activation, or CIC chit for the rolled General is currently in play, that General has been killed, wounded or otherwise incapacitated. Remove the affected chit from the game and replace it with its corresponding Casualty version (the one with the "red cross" on it). If the affected Division Activation, Brigade Activation or CIC chit is still in the cup, place the Casualty version of the chit next to the cup, and when the relevant chit is drawn, immediately replace it with the Casualty chit (before any Command Rating roll, etc.). The Casualty chit is used for the remainder of the game as the Division Activation, Brigade Activation or CIC chit. *If Wilcox is rolled, then both his Brigade Activation and CIC chit are replaced with their Casualty Chits.*
 - If the rolled Division Activation, Brigade Activation or CIC chit is already a Casualty chit, the original (normal) chit is returned to play (he has recovered, an able replacement has taken command, etc.). Replace the Casualty version of the chit with the corresponding original chit. If Wilcox is rolled, both the original Brigade Activation and CIC chit are returned to play. This switch back and forth can take place any number of times in a game. See the Leader Casualty Table for the exact die rolls needed to bring a chit back.

c.



CIC Chit: Sedgwick is the USA CIC and Wilcox is the CSA CIC. In addition Wilcox has a Brigade Activation chit that allows for

Wilcox's brigade to be activated following the normal procedure (*Wilcox served two roles in this battle*).

9.0 Fire Combat

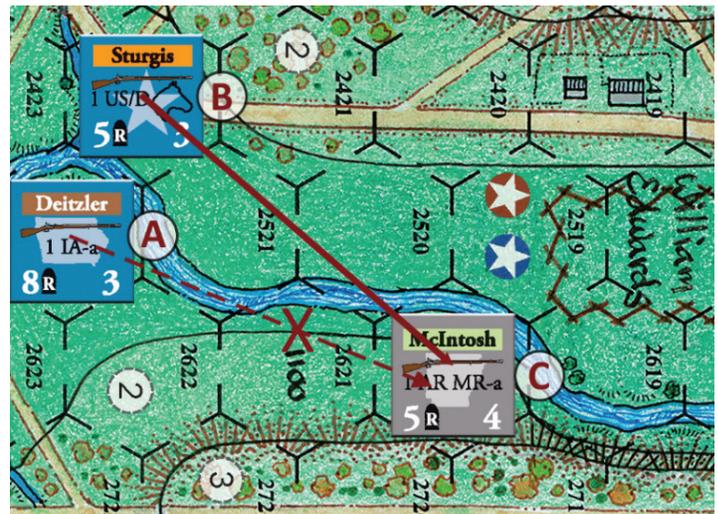
9.1 Firing Eligibility:

- a. **Line of Sight (LOS):** LOS cases, organized by elevation changes traversed, are:

Firing unit and Target unit are on the same level:

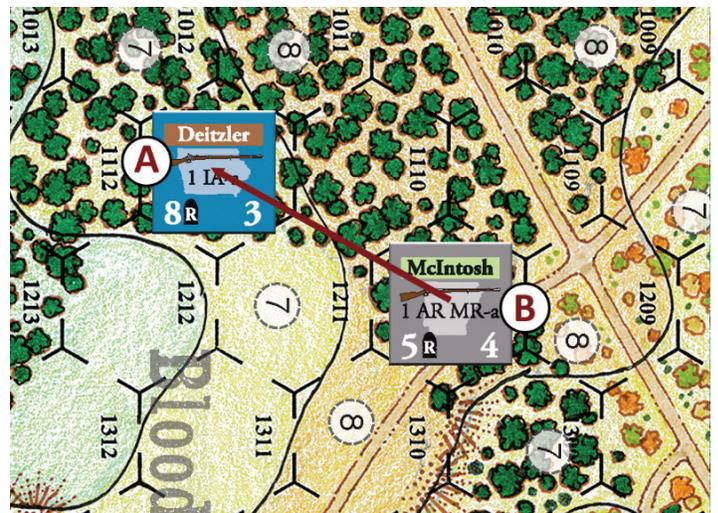
- Any intervening hex that is higher than both units will Block the fire.
- If any intervening hex is at the same level as both units, the LOS is Blocked if there is any Woods or any unit (friendly or enemy) in the hex.

Example (below): The CSA infantry unit C wants to fire at the USA infantry unit A. Both units are on Elevation 2 and the USA dismounted Cavalry B is on Elevation 1 and would Obscure but not Block the fire. Note that infantry or cavalry may not fire over friendly troops; artillery can but not while using canister. Of course in this situation the CSA unit is firing over enemy units and the fire is allowed.



Firing unit is at a higher level than Target unit:

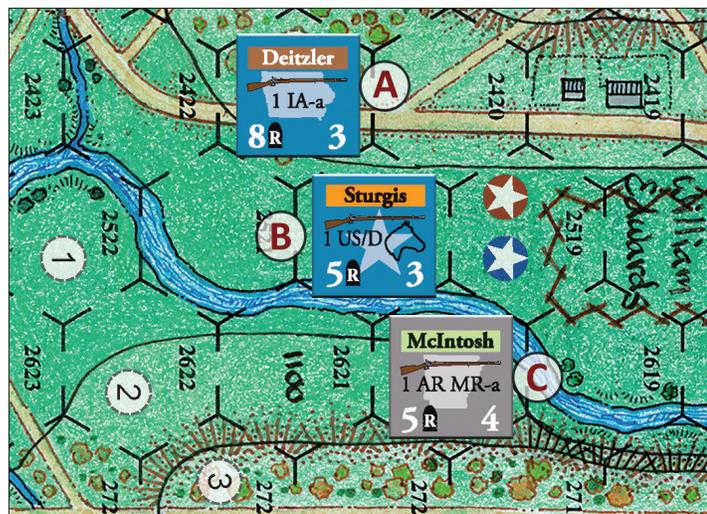
- Any intervening hex that is higher than both units will Block the fire.
- If any intervening hex is at the same level as the Firing unit, the LOS is Blocked.



Example (above): The CSA Infantry unit B on Elevation 8 wishes to fire at USA Infantry unit A on Elevation 7. The LOS is Blocked because hex 1110 is Elevation 8. If unit B was on Elevation 8, the LOS would still be Blocked because of the Woods in 1110.

If an LOS passes exactly along a hexside, the LOS is affected by the more restrictive of the two hexes. So fire that is half Blocked is not allowed.

Note that the map's elevation levels should be viewed as "wedding cake". This means that units on a higher level must be at the "edge" of the level in order to see down to a lower level. If they have backed away from the "cliff side" of that level (reverse slope, as some would call it), then they cannot view any targets on a lower elevation. This also



Firing unit is at a lower level than Target unit:

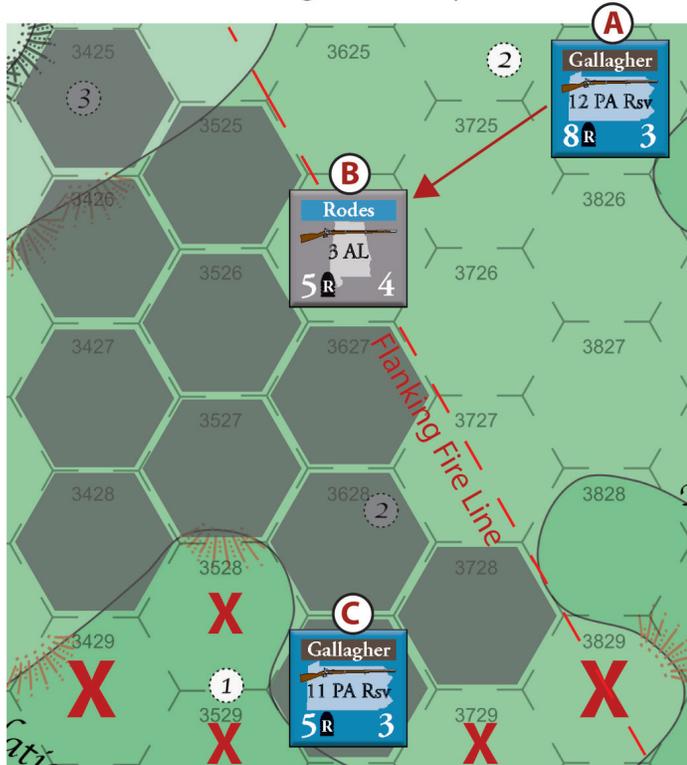
- Any intervening hex that is higher than both units will Block the fire.
- If any intervening hex is at the same level as the Target unit, the LOS is Blocked.

Example (below): The USA infantry unit A wants to fire at the CSA unit C. A is on Elevation 1 and C is on Elevation 2. Both hexes 2622 and 2621 are on Elevation 2 and would Block LOS to unit C. Think of hexes 2622 and 2621 as filling the whole hex with Elevation 2 even though it looks like part of their hex is Elevation 1. USA unit B on Elevation 1 does have a clear LOS to unit C as the intervening hexes between the two units is Elevation 1.

applies in reverse – units on a lower level cannot see higher units unless those higher units are located on the edge of the hill's terrace.

b. Artillery in Difficult Terrain: An Artillery unit located in a Woods hex may not Fire.

Flanking Fire Example



Union units A and C declare a fire combat against CSA unit B and are firing separately. The Union Player chooses to shoot first with unit A (12 PA Rsv). The first unit to fire defines the flank hexes shown as the red dotted line. All units in shaded hexes to the left of the line qualify for the flanking fire modifier (Note hexes 3727 and 3524 do not qualify as the flanking fire line splits the hex). Both unit A and unit C would receive the Flanking Fire modifier. If Unit C were in hex 3429, 3529, 3729, or 3829, the Union units would not receive the Flanking Fire modifier because Unit C is out of range for an R weapon type and hex 3528 has no LOS.

9.3 Fire Combat Procedure:

CRT Column Shifts:

The following column shifts are cumulative:

- Target in a Woods hex = shift two columns to the left.
- Target in the Salem Church/schoolhouse hex = shift one column to the left.
- Target is a cavalry unit = shift two columns to the right.
- Firing over units = shift one column to the left. (Exception firing over units in Skirmish Order)
- Target unit is in Skirmish Order = shift two

columns to the left.

- Firing unit is in Skirmish Order = shift two columns to the left.
- Firing over Woods = shift one column to the left.
- Half or more of Firing Artillery SPs are "S" Weapon Type firing Canister = shift one column right. (A unit at canister range but not able to fire canister because it was over friendly troops would not get the shift)
- Flanking Fire (Series Rules 9.3c). = shift one column to the right
- Improved Position = shift one column to the left if firing across from East to West (including SE and NE).
- CSA "Good Ground" chit = shift two columns to the left.
- 50%+ are (MX) Artillery at long or extreme range = Shift one column to the left.

10.0 Movement

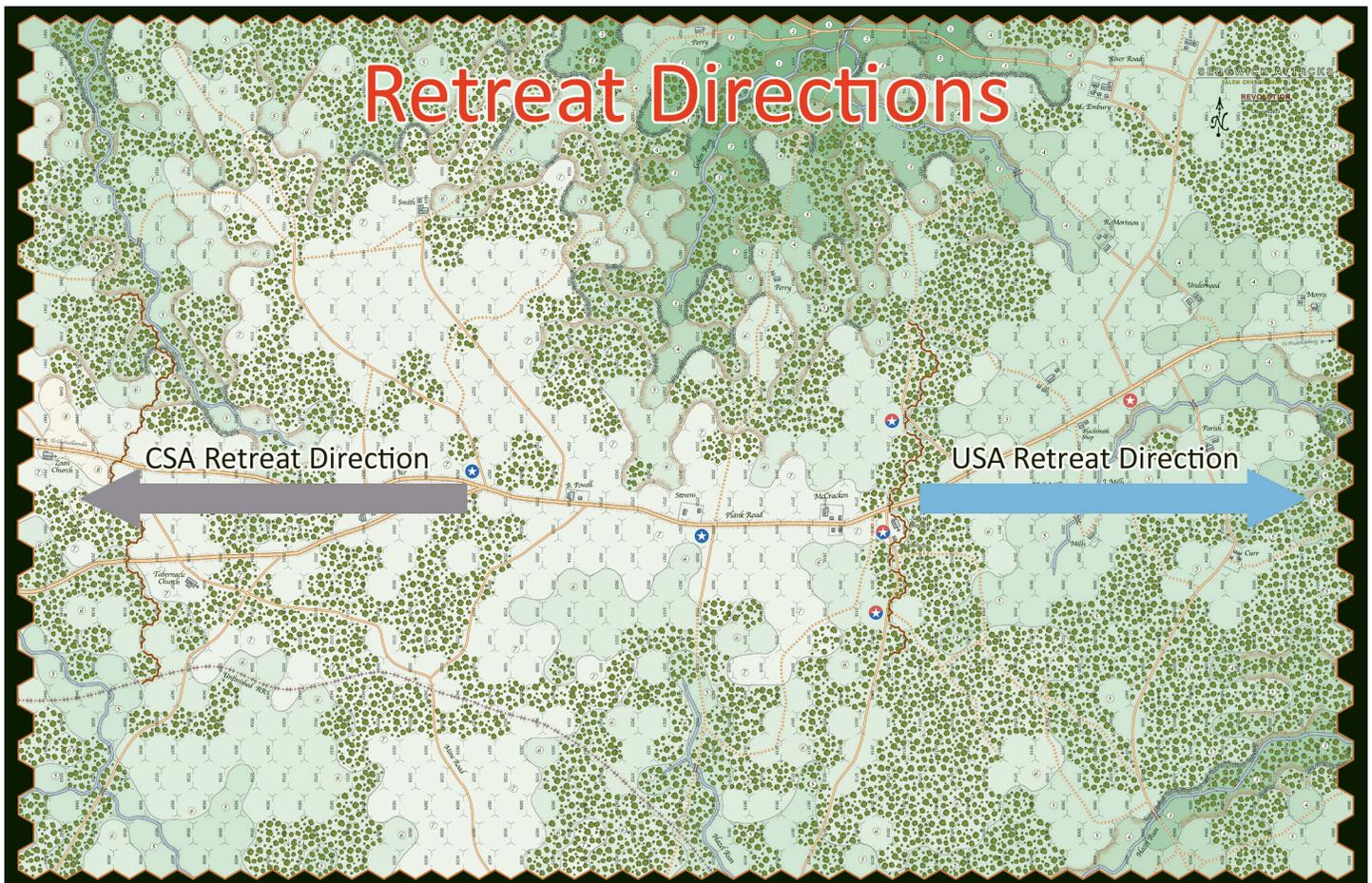
10.5 Roads

- March Column Rate:** An infantry unit that is under Maneuver Orders, moving under a Brigade Reserve Move Event Chit, or any Artillery or Cavalry unit pays only ½ MP per hex entered when moving along connected Road/Pike (not trail) hexes, regardless of the other terrain in the hex or on the hexside crossed to enter it.
- Road Stacking Limit:** The stacking limit when a unit is using the Road, Pike, Trail, or March Column movement rate is 12 SPs at all times – meaning that units cannot even pass through a hex containing other units at the Road, Pike, Trail or March Column rate if it would cause the total SPs in the hex to exceed 12 SPs. The moving unit or stack must pay the Movement Cost of the other terrain in the hex and on the hexside crossed if the stacking limit is exceeded in that hex. Cavalry and Artillery units pay 3MP to enter a road, pike, or trail hex in woods that exceeds the road stacking limit.
- Cavalry and Artillery in Woods:** Cavalry and Artillery units must move along a connected Trail, Road, Pike to enter or leave Woods terrain hexes.

11.0 Close Combat

c. CRT Column Shifts:

- Total Attacking SPs are Triple or more the Defending SPs (3:1 Odds): Shift three columns to the right.
- Total Attacking SPs are Double the Defending SPs (2:1 Odds): Shift two columns to the right.



- iii. Total Attacking SPs are 50% more than the Defending SPs (3:2 Odds): Shift one column to the right.
 - iv. Defending SPs are 50% more than the Total Attacking SPs (2:3 Odds): Shift one column to the left.
 - v. Defending SPs are Double the Total Attacking SPs (1:2 Odds): Shift two columns to the left.
 - vi. Defending SPs are at least Triple the Total Attacking SPs (1:3 Odds): Shift three columns to the left.
- Only one of the above six Odds column shifts can apply in each combat. Including one of the above all column shifts are cumulative.*
- vii. Half or more Defending SPs are Artillery: Shift four columns to the right.
 - viii. The best Attacking unit's CR (from the Assaulting Hex) is higher than the defending Lead Unit's CR: Shift one column to the right.
 - ix. The Defending Lead Unit's CR is higher than the best Attacking unit's CR (from the Assaulting Hex): Shift one column to the left.
 - x. Defending unit is on Higher-elevation side of a Slope hexside than Attacker: Shift two columns to the left.
 - xi. Defending unit is on Higher-elevation side of a Steep Slope hexside than Attacker: Shift three columns to the left.
 - xii. Defending unit is across a Stream hexside (with or without fords or bridges): Shift one column to the left.
 - xiii. Defending unit in Salem Church/the Schoolhouse hex: Shift one column to the left
 - xiv. Half or more of Attacking SPs are "S" smoothbore musket: Shift one column to the right.
 - xv. Half or more of Defending SPs are "S" smoothbore musket: Shift one column to the left.
 - xvi. Confederate "Rebel Yell!" attack: Shift two columns to the right.
 - xvii. Union "Huzzah" attack: Shift two columns to the right.
 - xviii. Defender occupies a "Good Ground" hex: Shift two columns to the left.
 - xix. Defender is cavalry: shift three columns to the left
 - xx. Flanking Attack: Shift two columns to the right if a Flanking Hex is at least two hexes away from the Assaulting Hex in the same combat or if there are two or more Flanking Hexes involved in the same attack (regardless of their position relative to the Assaulting Hex).
 - xxi. Improved Position: shift one column to the left if attacking across from East to West (*including SE and NE*).
 - xxii. Charging Cavalry: Shift two columns to the right.

12.0 Cohesion Tests

12.3 Retreat Movement: In all scenarios the USA retreat direction is towards the East edge of the map (hexrow XX00) and the CSA direction is towards the West edge of the map (hexrow XX41) see example above. A unit does not have to go straight back, it may go at a diagonal, so there are three possible retreat hexes available. The direction priority is the last priority, after all other priorities have been satisfied.

- Cavalry and Artillery may not retreat into a Woods hex except along Roads, Pikes, or Trails.

15.0 Skirmish Order

Infantry and Cavalry units can enter Skirmish Order, meaning that they are deployed in an open, spread-out formation. This formation conveys certain benefits and penalties. These units are designated by placing a “Skirmish” marker on top of the unit counter. The CSA may have a maximum of two units in Skirmish Order at any given time while the USA may have only one. Units may enter and leave Skirmish Order multiple times.

15.1 Entering and Leaving Skirmish Order: Units may enter Skirmish Order by paying 2MP when not in Engaged (10.6). Units may remove a Skirmish marker by spending all of its MP (must be on an Attack, Defend or Manuever Order).

15.2 Skirmish Order Movement and Stacking: Units may move normally but pay one fewer MP for each hex (minimum one MP per hex). They may not use March Column and may not Engage (10.6). Skirmishing units may never finish movement or retreat stacked with another unit. A friendly unit advancing after Close Combat may not end the advance stacked with a friendly skirmish unit.

15.3 Skirmish Screen Effects: An enemy unit that moves adjacent to a Skirmishing unit must pay 1MP in addition to the normal terrain cost. After this move, the Skirmishing unit must immediately withdraw one hex away from the moving enemy unit into a legal hex that is not adjacent to an enemy unit. If it cannot withdraw one hex and meet those conditions, it must continue to withdraw until it reaches a legal hex that is not adjacent to an enemy unit. This procedure is conducted with each individual move by an enemy unit. Skirmishing units never suffer Opportunity Fire.

If a skirmisher cannot withdraw due to encirclement or impassable terrain, it is placed in the Broken 1 box.

Units in Skirmish Order neither provide nor receive Unit Support (12.4).

15.4 Skirmish Order Fire Effects and Close Combat: Both units in Skirmish Order and units targeting them for Fire Combat have their fire shifted two columns to the left. Skirmishing units may never be involved in Close Combat.

If a Skirmishing unit ever finds itself adjacent to an enemy unit, immediately move it one hex away as in 15.3. *This could happen by an enemy unit retreating adjacent to it or by an enemy unit advancing after Close Combat.*

16.0 Scenarios

Three scenarios are provided. The first is the historical battle and has the least flexibility for both sides. The second scenario is more flexible but slightly favors the CSA. The third scenario has many possibilities and slightly favors the USA.

VICTORY POINTS-All scenarios:

HEX # VICTORY POINTS

2306 (Toll gate) Rebel 5vp

2814 (School & Salem Church) Union 10vp/Rebel 5vp

2414 Union 5vp/Rebel 3vp

3114 Union 5vp/Rebel 3vp

2820 Union 10vp

2627 Union 15vp

Possession of the hex, defined as having been the last infantry unit to occupy the hex, determines who receives the Victory Points.

CASUALTY VICTORY POINTS (per unit):

Rebel Infantry/Cavalry 2vp

Rebel Artillery 4vp

Union Infantry 1vp

Union Artillery 2vp

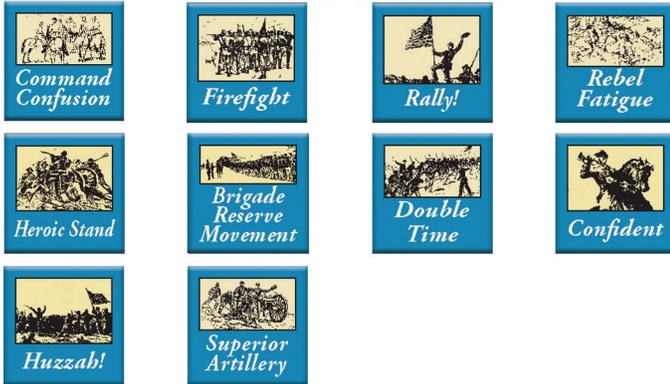
Units must either be eliminated or on the Break Track in order to count for Victory Points.

16.1: "Rebel Ambush" (Historic Battle)

Sedgwick assumes that he is only facing Wilcox's Brigade yet he still wastes time by switching Divisions. McLaws' four Brigades come up and deploy in the old Improved Positions created by the Confederates after the 1st Battle of Fredericksburg. Sedgwick cannot see these troops hiding on Salem Church Ridge and so the Confederate ambush is set.

Scenario Length: 9 turns (4:00 PM to 6:40 PM)

Union Available Event Chits



Confederate Available Event Chits



Activation and Event Chits in Draw Cup

4 Sedgwick	4 Brooks	4 Newton	
4 Wilcox	5 Wilcox	3 McLaws	
CSA 1 Key Chit	CSA 1 Random Chit	USA 2 Key Chits	USA 2 Random Chits

Eligible Chits:

Union Chits - Sedgwick (CIC), Brooks, Newton, Command Confusion, Firefight, Rally, Rebel Fatigue, Heroic Stand, Brigade Reserve Movement, Double Time, Confident, Huzzah, Superior Artillery.

Confederate Chits - Wilcox (CIC), Wilcox, McLaws, Firefight, Rally, Good Ground, ANV vets, Rebel Yell, Union Fatigue x 2.

Neutral Chits - Fortunes of War, Fog of War.

The Confederates have one (1) Key chit and one (1) random chit. The Union player has two (2) Key chits and two (2) random chits.

Scenario Special Rules:

1. McLaws troops cannot advance east past their historic set-up positions, hexrow xx12, until Union forces attack a CSA unit into or west of hexrow xx12 or move into or west of hexrow xx12. *Wilcox and McLaws decided to ambush the Union forces and therefore McLaws troops stayed out of sight until the Union troops attacked.*
2. On Turn 1, when a Union divisional activation chit is drawn, the activation is automatic, no die roll is needed. *Sedgwick CIC still needs to roll for activation.*
3. The Union player receives 5 victory points at the end of the scenario.

Confederate Initial Set Up:

[Wilcox's Brigade]: 8th AL - #2408; 9th AL-a - #2307; 9th AL-b & Cobb Artillery - #2306; 10th AL & 14th AL - #2407; 11th AL - #2307; 15th VA Cav dismounted (skirmish) - #2205

[Kershaw's Brigade]: 2nd SC - #3116; 3rd SC Bat. & 8th SC - #2914; 3rd SC - #3014; 7th SC - #3214; 15th SC - #3114

[Semmes' Brigade]: 10th GA - #2726; 50th GA - #2723; 51st GA - #2724; 53rd GA - #2725

[Mahone's Brigade]: 6th VA & 41st VA - #2113; 12th VA & 16th VA - #2214; 61st VA (skirmish) - #2212

[Wofford's Brigade]: Phillips' Legion & Cobb's Legion - #2821; 16th GA & 18th GA - #2721; 24th GA - #2722

Confederate Reinforcements

5:00pm Brigade Reserve Movement & Double Time Event Chits become available

5:20pm Alexander's Confederate Reserve Artillery (Jordan, Parker, McCarthy, Manly, Woolfolk and Moody) enters at hex #3041

Union Initial Set Up:

Units enter in the hex assigned.

[Bartlett's Brigade]: 5th ME - #2500; 16th NY - #2200; 121st NY - #2400; 96th PA - #2300

[Brown's Brigade]: 1st NJ - #2000; 2nd NJ (skirmish) - #2200; 3rd NJ - #2000; 15th NJ - #2100; 23rd NJ - #2200

[Russell's Brigade]: 95th PA - #2100; 119th PA - #2000

[Wheaton's Brigade]: 102nd PA - #2100; 139th PA - #2100

[Browne's Brigade]: 10th MA - #2100; 37th MA - #2100; 2nd RI - #2100

Artillery: Rigby - #2000; Parson - #2000; Williston - #2100

Union Reinforcements

6:00pm [Russell's Brigade]: 18th NY, 32nd NY, and 49th PA enter at hex #2100

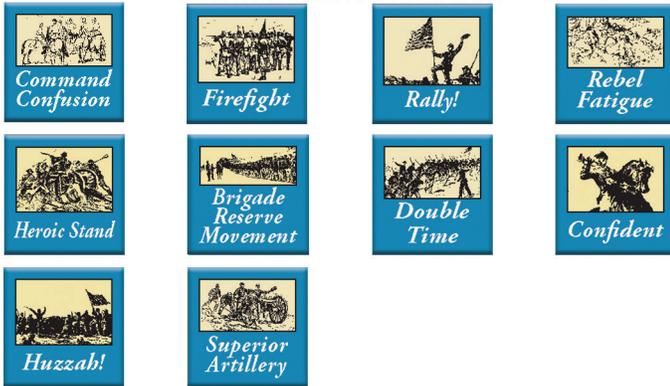
6:20pm Union Artillery (Butler, Cowan, and Harn) enter at hex #2100

16.2 "Sedgwick's Switch" (Less Historic delay)

In this scenario, Sedgwick brings his freshest Division up to lead the attack but he does NOT waste an additional hour setting up for his attack.

Scenario Length: 12 turns (3:00 PM to 6:40 PM)

Union Available Event Chits



Confederate Available Event Chits



Activation and Event Chits in Draw Cup

 Sedgwick 4	 Brooks 4	 Newton 4	 Fortunes of War
 Wilcox 4	 Wilcox 5		 Fog of War
CSA 1 Key Chit	CSA 2 Random Chits	USA 2 Key Chits	USA 2 Random Chits

Eligible Chits:

Union Chits - Sedgwick, Brooks, Newton, Command Confusion, Firefight, Rally, Rebel Fatigue, Heroic Stand, Brigade Reserve Movement, Double Time, Confident, Huzzab, Superior Artillery.

Confederate Chits - Wilcox (CIC), Wilcox, Firefight, Rally, ANV vets, Rebel Yell, Good Ground, Union Fatigue x 2, Command Confusion.

Neutral Chits - Fortunes of War, Fog of War.

The Confederate player has one (1) Key chit and two (2) random chits. The Union player has two (2) Key chits and two (2) random chits.

Confederate Initial Set up:

[Wilcox's Brigade]: 8th AL - #2207; 9th AL -a&b - #2205; 10th AL & 14th AL - #2304; 11th AL - #2106; 15th VA Cav dismounted (skirmish) - #2103; Cobb Artillery - #2104

[Kershaw's Brigade]: 8 SC and the 3rd SC btln setup in hex #2637, 14th SC #2638, 7th SC #2538, 3rd SC #2539, 2nd SC #2540.

Confederate Reinforcements

3:20pm McLaws Chit,

[Mahone's Brigade]: 16th VA, 6th VA, 41 VA, 61 VA, and 12 VA enter at hex #2540.

[Semmes' Brigade]: 10th GA, 51 GA, 53 GA, and 50 GA enter at hex #2540.

[Wofford's Brigade]: 24th GA, 18th GA, 16th GA, Cobb's Lgn, and Phillips' Lgn enter at hex #2540.

4:20pm Double Time and Brigade Reserve Movement chits become available

5:20pm Alexander's Confederate Reserve Artillery (Jordan, Parker, McCarthy, Manly, Woolfolk and Moody) enters at hex #3041

Union Initial Set up:

All Union units enter the map as a reinforcement.

Union Reinforcements

3:00pm [Bartlett's Brigade]: 96th PA, 5th ME, 16th NY and 121st NY enters in hexes #2200 and #2300.

[Brown's Brigade]: 1st NJ, 2nd NJ, 3rd NJ and 15th NJ enters in hexes #1800-1900-2000.

[Wheaton's Brigade]: 62nd NY, 93rd PA, 98th PA, 102nd PA and 139th PA enters in hex #2100.

[Browne's Brigade]: 7th MA, 10th MA, 37th MA, 36th NY and 2nd RI enters at hexes #2200 and #2300.

[Russell's Brigade]: 95th PA and 119th PA enter at hex #2100.

Artillery: Rigby, Parson and Williston's enter at hex #2100

4:20pm [Russell's Brigade]: 18th NY, 32nd NY and 49th PA enter at hexes #1800-2200.

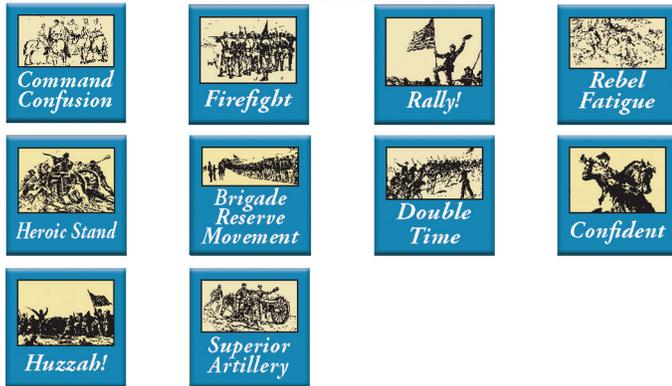
6:00pm Butler, Cowan, and Harn's Union artillery enters at hex #2100

16.3 "Keep Going Boys" (No delay/troop swap)

In this scenario, Sedgwick does NOT switch his Divisions and just keep pressing forward with the troops that took Mayre's Heights. These troops have taken large losses during the earlier fighting so some units are Fragile. Brooks Division is held back to watch Early's troops lurking to Sedgwick's southeast.

Scenario Length: 16 turns (1:40 PM to 6:40 PM)

Union Available Event Chits



Confederate Available Event Chits



Activation and Event Chits in Draw Cup

4 Sedgwick	4 Howe	4 Burnham	
4 Wilcox	5 Wilcox		
CSA 2 Key Chits	CSA 2 Random Chits	USA 2 Key Chits	USA 2 Random Chits

Eligible Chits:

Union Chits - Sedgwick, Howe, Burnham, Command Confusion, Firefight, Rally, Rebel Fatigue, Heroic Stand, Brigade Reserve Movement, Double Time, Confident, Huzzah, Superior Artillery.

Confederate Chits - Wilcox (CIC), Wilcox, Firefight, Rally, Command Confusion, ANV vets, Rebel Yell, Good Ground, Union Fatigue x 2, Brigade Reserve Movement, Double Time.

Neutral Chits: Fortunes of War, Fog of War.

Both sides have two (2) Key chits and two (2) random chits.

Confederate Initial Set Up:

[Wilcox's Brigade]: 8th AL - #2107; 9th AL - a&b - #2306; 10th AL - #1907; 11th AL - #2007; 14th AL - #1807; 15th VA Cav dismounted (skirmish) - #2103; Cobb Artillery - #2104

Confederate Reinforcements

2:40pm McLaws Chit,

[Kershaws Brigade]: 2nd SC, 3rd SC, 3rd SC btln, 7th SC, 8th SC, and 15th SC enter at hex #2540;

[Mahones' Brigade]: 6th VA, 12th VA, 16th VA, 41st VA, and 61st VA enter at hex #2540

3:00pm [Semmes Brigade]: 10th GA, 50th GA, 51st GA, and 53 GA enter at hex #2540;

[Wofford's Brigade]: 16 GA, 18th GA, 24th GA, Phillips' Lgn, and Cobb's Lgn) enter at hex #2540

5:20pm Alexander's Confederate Reserve Artillery (Jordan, Parker, McCarthy, Manly, Woolfolk and Moody) enter at hex #3041

Union Initial Setup:

All Union units enter the map as a reinforcement.

Union Reinforcements

1:40pm [Grant's Brigade]: 26th NJ, 3rd VT, 2nd VT, 4th VT, 5th VT, and 6th VT enter in hexes #2200 and #2300

[Neill's Brigade]: 7th ME, 21st NJ, 33rd NY, 20th NY, 49th NY, and 77th NY enter in hexes #2000 and #2100

[Burnham's Brigade]: 6th ME, 31st NY, 43rd NY, 61st PA, and 5th WI enter in hexes #1800 and #1900

Artillery: Rigby, Parson and Williston's artillery all set up/ enter in hex #2100

2:20pm Newtons Chit, [Browne's Brigade]: 1st NJ, 2nd NJ, 3rd NJ and 15th NJ enter at hex #2100

[Wheaton's Brigade]: 62nd NY, 93rd PA, 98th PA, 102nd PA and 139th PA enter at hex #2100

2:40pm [Shaler's Brigade]: 65th NY, 67th NY, 122nd NY, 23rd PA and 82nd PA enters at hex #2100

6:00pm Butler, Cowan, and Harn's Union artillery enters in hex #2100

Brooks Division does not enter the game. Sedgwick has troops watching for an attack from Early's forces.

17.0 Designers Notes

The fight at Salem Church is part of The Forgotten Front of Chancellorsville: May 3rd, 1863. Though people remember Lee dividing his army, Jackson's Flanking March and Hooker's concussion at the Chancellor's House, other fighting occurred that was just as important.

After Hooker was knocked senseless, orders went out for Sedgwick's VI Corps to advance out of Fredericksburg, take Marye's Heights and march rapidly towards Hooker's main position. Union troops stormed Mayre's Heights successfully but they took heavy losses in taking the position. Some Union units already have their Mayre's Heights losses deducted from their strength and so they are either Fragile or weaker than they were at the start of the day. For example, the 7th MA is a "fragile" unit but has a strength of 5-3. If it is disrupted again, it would have lost over two-thirds of its men since the start of the day therefore it is considered "fragile"

Regardless of his orders to advance westwards on the Orange Plank Road, Sedgwick decided to continue his advance with fresher troops so he spent valuable time switching his Divisions. Brooks Division had to march a number of miles to take the lead of the VI Corps column so hours were wasted with this move.

In the meantime, Early's troops followed Lee's orders, withdrew to the southwest and reorganized. Confederate General Cadmus Wilcox used his own initiative to set up a delaying force. While switching his troops, Sedgwick realized that though he had a small force in front of him, Early's force was not broken and it was still behind him. He delayed his advance even more as he worried about being between two Confederate forces. He also had some of his troops trail behind to keep an eye on his column's rear; therefore, Sedgwick never committed his entire force towards a westward push on the Orange Plank Road. Little did he know that his stalling was also allowing McLaws' forces to rush towards Salem Church and set up an ambush for the VI Corps.

Though the area around Salem Church is almost completely developed today, it is still easy to see the gradual slope that led up to the Church and Salem Church Ridge. Though the Ridge is a "ridge", the slope is so gradual that there is really no obviously higher ground therefore there is no combat bonus for a "slope" around Salem Church. Most importantly, there is no "dead" space for troops to take shelter as they advanced towards the Ridge. It truly is a "killing ground". Thanks to the help of Ranger Francis (Frank) O'Reilly with the historic landscape around Fredericksburg and Salem Church, I got an excellent idea of what awaited the VI Corps.

It basically came down to one key decision, does Sedgwick trade time for fresher troops? Salem Church has three

scenarios that allows you to decide what Sedgwick should have done. The first scenario is the historical deployment and time of attack. The second scenario has Sedgwick attack with more troops and less stalling. The final scenario has Sedgwick following orders and continuing to rush forward with the troops he has at hand. By the time that you have played all three scenarios, you should have a good idea of what should have been done.

I wish to thank Roger Miller of Revolution Games for allowing me the opportunity to design the game; Hermann Luttmann for designing the original system; and Ranger O'Reilly for his help with all of my questions over my three-day trip back in 2022. I also will always thank Dr. Charles W. Turner for his history mentorship all those years ago. Finally, I would like to dedicate this game to Stephen Poitinger for all his help with the "Blind Swords" system over the years.

To those of you that have purchased this game, thank you and I hope that you enjoy gaming this forgotten part of Chancellorsville.

Credits

Game Research and Design: Claude Whalen

Game Map: Edmund Hudson

Game Counters: Charlie Kibler

Box Art: Mark Mahaffey

Game Development: Roger Miller

Rules and Charts Layout: Richard Handewith

"Blind Swords" System Designer: Hermann Luttmann

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