

The Valley	

The Wilderness	

Victory Conditions: Capture Richmond, or exit Grant off map from the Savage Station Area by “Crossing the James.”

Overland: A Dice Game of Grant's 1864 Campaign
By Rich Trevino

Combat Results Table

DR	Result
1:	Defeat. Defender remains in Area. CSA Leaders that are Attacking retreat back into Richmond
2-3:	Defeat. Defender remains in Area. Grant can make a TMA. CSA Leaders that are Attacking retreat back into Richmond
4-6:	Victory: Retreat defending CSA Leader or capture Richmond/The Valley. Counterattacking CSA Leader remains in the Area, putting it in Contested Status

Modifiers:

Difference of Leader Ratings: add difference to dr if Attacker Leader has higher Rating, subtract from dr if Defending Leader is higher rated

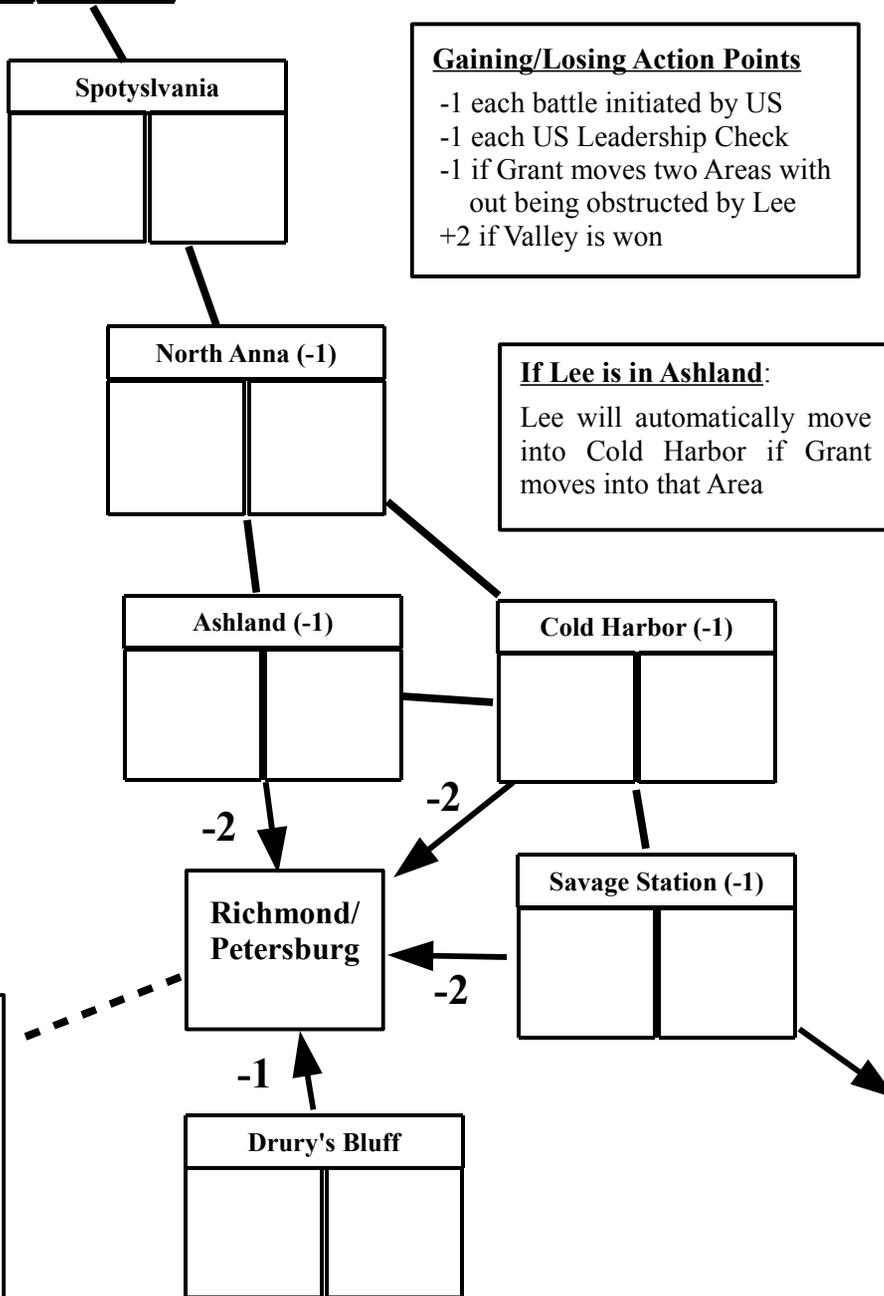
Richmond Defenses: negative numbers along arrows pointing toward Richmond. Used to modify US attacks against Richmond from the connected Area

Area Modifiers: number within Area that modifies ALL battles fought in that Area, US or CSA

Gaining/Losing Action Points

- 1 each battle initiated by US
- 1 each US Leadership Check
- 1 if Grant moves two Areas with out being obstructed by Lee
- +2 if Valley is won

US Action Points	
9	10 (starting)
7	8
5	6
3	4
1	2
	0



If Lee is in Ashland:
Lee will automatically move into Cold Harbor if Grant moves into that Area

If Lee is in Richmond- Lee will attempt to move into an Area occupied by Grant, IF:

- 1) Grant moves into an Area adjacent to Richmond
- 2) Grant fails a Crossing the James attempt

Lee's “interception” of Grant is successful if he passes a Leadership Check. Move Lee into the Area but do not initiate a counterattack. Area now counts as Contested.

Crossing the James:
The US player wins the game if Grant makes a successful Leadership Check while occupying an uncontested Savage Station Area.