

## **Overland: A Solitaire Game of Grant's 1864 Campaign** (*May 4 - June 3*)

### **I. Terms-**

- a. **TMA:** Turning Movement Attempt- Action by which Grant will, AFTER losing a battle, leave a Contested Area for an adjacent Uncontested Area (not counting Richmond). Requires a successful Leadership Check. (p.3-Sec. XI.)
- b. **Leader Rating (LR):** the single number printed on the Leader counters. Used to modify battles and to pass Leadership Checks
- c. **Leadership Check:** (LC): required for TMA's, Crossing the James Attempts, and CSA reactions. (p.2-VII)
- d. **Area:** the one or two box locations that govern movement, and connected by movement lines. Richmond can hold only CSA leaders and has only one box.
- e. **Contested Areas:** when units from the two warring sides occupy the same Area. US Leaders cannot leave, or attack out of, a Contested Area
- f. **Uncontested:** when an Area contains NO CSA Leader
- g. **VP's:** Victory Points
- h. **US Action Points:** the number of die rolls that the US player is allowed to make for INITIATING battles or making Leadership Checks. CSA actions do not lower the number of US Action Points (p.3-IX)
- i. **Interception/Reaction:** performed by CSA units when occupying Richmond or Mechanicsville. Requires passing a LC. (p.3-XII)
- j. **Battles/Attacks:** used to determine control/contested status of an Area. Most battles take place within each Area, but Richmond can ONLY be attacked from adjacent uncontested Areas. (p.2-VIII)
- k. **Counterattack:** when Lee or Beauregard attack from Richmond following a failed US attack on that Area. Requires first passing a LC
- l. **Movement:** only allowed between Areas connected by Movement Lines. (p.3-X)

m. **Movements Lines:** the black lines that connect Areas.

n. **Leaders/Units:** the playing pieces of the game.

o. **US/CSA:** US Forces are those controlled by the player. CSA forces are controlled by the system in reaction to US Forces.

p. **Die Roll (DR):** all die rolls are performed with a single six-sided die (1d6).

q. **Richmond Defenses:** the negative numbers adjacent to the arrows pointed at Richmond. These are used to modify US attacks on Richmond

r. **Area Defenses:** a negative number in some of the Areas adjacent to Richmond, which represent the rougher terrain of the region. This number modifies ALL battles in that Area, US or CSA

s. **Crossing the James Attempt (CJA):** one method of winning the game. Performed by Grant in an Uncontested Savage Station Area. (p.4-XIII)

**II. Starting Positions-** Grant and Lee set-up in The Wilderness Area, Beauregard and Butler in Drury's Bluff, Breckenridge and Sigel in The Valley. Set the US Action Points marker to ten (10).

**III. Winning the Game-** the game is won if a US Leader captures Richmond, or if Grant exits the map from the Savage Station Area after a successful Crossing the James attempt. The game is lost if the US Action Points total reaches zero (0) before any of the victory conditions are achieved.

**IV. Sequence of Play-** there is no set sequence of play. US Leaders may be selected to launch attacks, Grant may be moved, and Leadership Checks can be attempted in any order until the US Action Points total falls to zero or victory is gained. The system nevertheless places hard limits on a player's actions. For example, US Leader "Grant" can be moved at the whim of the player, but he cannot leave an Area contested by a CSA Leader until he has won a battle or gained a Turning Movement Attempt from a combat result. Actions by US Leaders in or near Richmond might also be interrupted by CSA reaction attempts.

A. The Player (US) may perform/attempt the following actions:

1. Attacks (using Any Leader)
2. Move (Grant Only)
3. Turning Movement Attempts by Grant after his Defeat in a battle, but only if that action was “earned” from the Combat Results Table
4. Crossing the James Attempt (Grant)

**B. A Typical Move/Attack Sequence:** The Player leads off with an attack against Lee in The Wilderness Area, since winning a battle in The Valley, which will increase US Action Points by +2, is useless at this point- the Action Point total is already at the maximum level of 10. Grant attacks, rolling a 5- “Retreat Defending CSA Leaders.” The die roll was not modified for rough terrain (none marked for the Area), nor for a difference in Leader Ratings since Grant and Lee are both rated a “3.” Lee is pushed back toward Richmond into the only adjacent Area, Spotsylvania. The Action Points total is lowered by -1 for the attack.

The player can choose to attack with his other Leaders at this point, but decides to move Grant into Spotsylvania to fight Lee again.

The attack does not go well, and nothing is gained for loss of another Action Point. And what's worse, a Turning Movement Attempt (TMA) was also not received (rolled a 1). Grant is immediately used to attack Lee again, the result being another loss for another wasted Action Point . But this time a TMA is result is gained. The player can either attack again, or try and turn Lee out of Spotsylvania, both actions costing a die from the Action Points.

The Leadership Check for the TMA is a success, being less than or equal to Grant's Leader Rating. Grant is immediately moved into the only adjacent and Uncontested Area, “North Anna.” Lee won't be left behind twiddling his thumbs and automatically follows along.

Grant is now half way to Richmond, with six Action Points remaining to fuel the US war effort in the Virginia Theater.

**V. Stacking-** each Named Area may hold one US and one CSA Leader, with one exception: Richmond may

hold only two CSA Leaders. US Leaders may enter Richmond until it is captured.

**VI. Leadership Checks (LC)-** die roll checked against the Leadership Rating on a unit. A successful check results from rolling less than or equal to the Leadership Rating.

A. US LC's are made for TMA's (Turning Movement Attempts) or Crossing the James attempts

B. All LC's made for US Leaders are deducted from the Action Points Total.

C. CSA LC's are made in reaction to US Leaders and ARE NOT deducted from the Action Points total.

**VII. Battles/Attacks-** Battles are fought within Areas containing two opposing Leaders, or by attacking Richmond from an adjacent Uncontested Area. US Attacks aim to push CSA Leaders out of a Contested Area. CSA Attacks (generated by the system) aim to put a US Controlled Area back into “Contested” status.

A. Each US initiated Battle lowers the US Action Points total by one. CSA attacks do not.

B. US Leaders will never retreat from a battle, no matter the result. Victorious CSA Leaders will simply remain in the Area. Defeated CSA Leaders will retreat into an adjacent connected Area that brings it CLOSER to Richmond.

C. The Attacker is the side that initiated a battle, the Defender is the side that did not.

#### *D. Procedure for Battles*

1. The player picks a Leader that will attack, or a CSA Leader will move into an adjacent Area from Richmond
2. Deduct 1 point from the Action Points Total for each US attack, but not for CSA attacks
3. Roll a die and add any modifiers for:
  - a) Difference of Leader Ratings- add difference to die roll if the Attacking Leader has a higher Rating. Subtract from the die roll if the Defending Leader has a higher rating

b) Area Modifiers- number in Area that modifies ALL battles fought in that Area

c) Richmond Defenses- negative number along arrows pointing toward Richmond. Modifies US attacks against Richmond

4. Apply the result

**VIII. Combat Results-** the Combat Result Table is found on the map.

**IX. US Action Points (AP)-** used to regulate the number of US Attacks and US Leadership Checks. The AP number can never go above 10. The game ends when the AP total reaches 0, AFTER the result of the last die roll is carried out.

A. CSA Leadership Checks/Counterattacks are NEVER deducted from US Action Points

B. the Action Points has nothing to do with regular movement from Area to Area

C. Increasing the Action Points Total- the FIRST US Battle victory in The Valley will increase the amount of Action Points by +2.

**X. Movement-** US Leader Grant may freely move from one Uncontested Area to any adjacent NON-RICHMOND Area at no cost to the US Action Points. *However, and this is perhaps the core rule of the game, Grant may NEVER leave a Contested Area (occupied by Lee) until he forces Lee to retreat from that Area, or makes a successful Turning Movement Attempt (something allowed only by gaining that result from the CRT).*

A. other US Leaders may never leave their starting Areas.

B. Areas are considered adjacent if connected by movement lines.

C. US Leaders will never retreat from an Area, and only Grant can leave the map by "Crossing the James."

D. CSA Movement, see CSA Reaction (XI).

E. US units may never move more than one Area

without checking for CSA reaction.

**XI. Turning Movement Attempt (TMA)-** a result on the CRT "earned" by failed US attacks. A TMA will give Grant a chance to leave the Contested Area which he currently occupies for any adjacent non-Richmond Area.

A. Use of TMA's is NOT mandatory. A player may choose to make another attack instead.

B. To pass the TMA, Grant must roll  $\leq$  to his Leader Rating

C. Each TMA, regardless of result, lowers the US Action Points Total by one

D. A failed TMA means Grant can't leave the hex until he gains another TMA result, or a victory in battle.

*E. Lee will ALWAYS, without making a LC, follow along when Grant make a successful TMA. Simply move Lee into the new Area occupied by Grant without initiating a CSA counterattack. The new Area counts as Contested (you can steal a march on Ol' Marse Robert, but you'll never completely outfox him).*

**XII. CSA Reactions-** in a nutshell, Lee may move or attack into any Area in reaction to Grant. Beauregard can only move by retreating/moving between Richmond and Drury's Bluff. Breckenridge can never leave The Valley except to retreat.

A. Attacking out of Richmond- failed US attacks upon Richmond will generate a counterattack ATTEMPT by any CSA Leader in that Area:

1. Only Lee can be used to Attack Grant.
2. A counterattack will be attempted if the CSA Leader passes a Leadership Check
3. If the LC is unsuccessful, the CSA Leader simply remains in Richmond
4. If the LC is successful, move the Leader into the Area from which the failed US attack was launched and make a regular attack. The US Leader is considered the Defender.

5. The Area modifiers DO effect CSA attacks, but ignore the Richmond Defense bonus.

6. If the CSA Leader wins the Battle, he simply remains in that Area, putting it into Contested status. US Leaders never retreat.

7. If the CSA Leader is defeated, retreat him back into Richmond.

8. The US Acton Points Total is never lowered for CSA attacks.

**B. CSA Retreats**- if forced to retreat from a battle, CSA Leaders will always move CLOSER to Richmond. CSA Leaders that retreat from an Area adjacent to Richmond will always move INTO Richmond. Breckenridge is considered destroyed, his remnants joining Lee, if forced to retreat from The Valley.

**C. Moving Lee**- Lee will never move except in reaction to Grant.

1. If Lee is in Ashland- Lee will automatically move into Cold Harbor if Grant moves there first. He will not launch a counterattack for doing so but the Area does become Contested.
2. If Lee is in Richmond- Lee will always ATTEMPT to move into an Area occupied by Grant, IF:
  - a) Grant moves into an Area adjacent to Richmond
  - b) Grant makes AND fails a “Crossing the James” attempt

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

**XIII. Crossing the James**- Grant can try to cross the James River if he is occupying an uncontested Savage Station Area. A successful LC will exit him off map to win the game. Lee will try to react from Richmond after every failed attempt.