

## HIDDEN JEWEL

Pacific Rim Publishing's

*Lee Invades the North*Published in *CounterAttack* #2 in 1988 • Designed by Robert Markham and Mark Seamanreviewed by **Randy Moorehead**

There aren't very many excellent operational games on the American Civil War, and when you consider just the Eastern theater in 1862-1863, the pickings get real slim. So it was accepted with open arms by the wargaming community in 1988 when Pacific Rim Publishing produced what can be considered one of the best games on this topic, *Lee Invades the North*.

Back in the dawn of gaming, SPI published a game entitled *Lee Moves North*. This was a nice little game, with blue and gray counters, lots of movement, step reduction, and covered both the 1862 and 1863 campaigns. It was also known as *Lee At Gettysburg* in the white box incarnation. However, there were some problems. First, there was no road net on the map. Gettysburg was simply another dot in Pennsylvania. Why fight there? The Pipe Creek line, for example, was a superior route of advance. Second, the combat system had problems. A Union corps could be surrounded by the entire Confederate army and hold them off for a week.

In 1984 West End Games made a great leap forward with the release of *Killer Angels*. Finally, another game on the Gettysburg campaign, not simply on the battle. This was a pretty good game, for the hard-core and not the faint hearted. The basic game was enjoyable, and the advanced game added lots of flavor. There were rules for limited intelligence, leader ability, rounds of combat at various intensity, to name a few. The complete set of rule books totaled eighty-three pages! To get through a game was exhausting, but it did portray well why Gettysburg was important, at least in terms of the road network. The map and

counters were a bit garish for my taste, but an all-around good buy.

In 1985 Clash of Arms Games took a giant step backwards with its release of *Great Invasion*. The main problem was area movement. Area movement works in some games, but I think not in this case. There are forty-six areas, which roughly translates into a five by nine hex grid. Would you play a game on a five hex by nine hex map? The quality of the game left a lot to be desired too; my counters had the lettering rub off after only two plays.

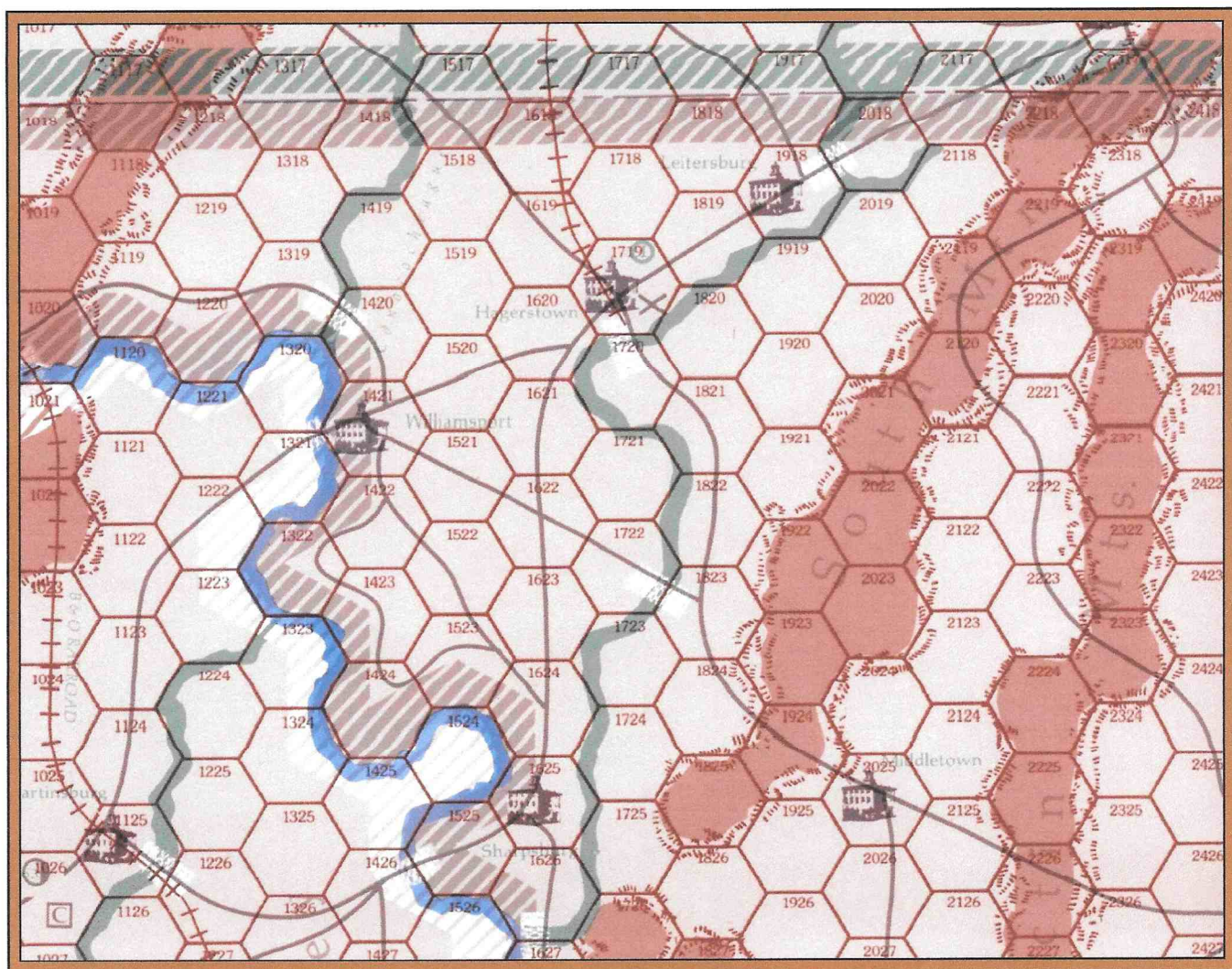
With the release of *CounterAttack* #2, you have a manageable yet detailed game in *Lee Invades the North*. It has one full size map, two hundred counters, the usual charts and tables, and a great little magazine to complement the game. The scale is two miles per hex, two days per turn, with leaders moving by command points. If this sounds like Kevin Zucker's *Napoleon at Bay* system, it is a cousin. Several things make this game stand out on its own, though - it is in no way *Napoleon at Bay* goes to North America.

The components are satisfactory; the counters are

the nice blue and gray, with neat Confederate flags to mark control of objectives. The map has a bit too much brown for my taste, but is very functional. Make a copy of the charts so that they can be read by both players on their own.

Leaders appear on the map, while unit strengths are recorded as strength points on a roster. The commanders on each side broadcast command points to subordinate leaders, taking into account distance, etc. The command point system reflects the quality of the orders given, not simply the fact that they are





given, a change from the *Napoleon at Bay* system. The subordinate leaders then activate and move their men, usually a fraction (one half, two thirds, three quarters, etc.) of their potential movement, based on the ability of that leader. Units not near an enemy can usually move one half, even if no commands are received. Units move, the enemy reacts, then rounds of battle are fought. Each side picks a battle strategy (probe, withdraw, etc.), and then rounds of battle are fought. Pretty standard stuff, except for one thing - the Commitment Table. This nifty device allows a Civil War battle like Antietam to occur in a realistic manner. Each commander in a given battle compares his command rating to a table, and rolls two dice to see what percentage of his troops actually commit to battle.

For example, Lee has the Army of Northern Virginia engaged. He is the defender and has chosen the pitched battle chit. On a roll of seven or higher, he commits one hundred percent of his force in the fight; thus if he has one hundred strength points, all one hundred are counted in the combat. If his force

hasn't moved that turn, he need only roll a five or higher on two dice, pretty good odds. McClellan, on the other hand, may have one hundred strength points as well, but chances are that only fifty to sixty percent of them are going to be committed, as his command rating is so bad. This is a mechanism that I hope other designers will use in future games; it simulates what happened at Antietam and many other American Civil War battles.

Most of the other mechanics have all been seen before. Cavalry can screen, units can force march, bridges can be destroyed, militia is raised, reinforcements move forward to battle by train, etc. What is great about the game is that it all works! The designers, Rob Markham and Mark Seaman, are to be congratulated on a fine blending of mechanics that accurately reflect both the sweeping marches of Jackson, as well as the reluctance of McClellan to commit his forces to battle.

Looking at the scenarios, I would recommend the complete 1862 campaign as the best. The two short scenarios are okay, but are really for learning the

The image shows a board game layout for 'Lee Invades The North' (200 counters) Front. It is divided into two main sections: CONFEDERATE (left) and UNION (right).

**CONFEDERATE SECTION:**

- Top Row:** A row of 10 unit cards with various attack/defense values (e.g., 2-2, 2-2, 1-3, 3-2, 3-2, 2-2, 2-2, 3-1, 4-1, 1-2).
- Second Row:** Cards for R.E. Lee, Stuart, E. Lee, Hampton, Jenkins, W. Jones, Imboden, Robertson, Chamberlayne, and Mumford.
- Third Row:** A row of 10 unit cards with values like 1-3, 1-3, 2-2, 3-1, 3-2, 2-2, 3-2, 2-2, 3-2, 3-2.
- Fourth Row:** Cards for Early, Johnson, Rodes, A.P. Hill, Lanier, J. Jones, B.R. Hill, Jeff, Pender, and Anderson.
- Fifth Row:** A row of 10 horse icons.
- Sixth Row:** Cards for Detach. A through Detach. F, each with a value of 4-1.
- Seventh Row:** A row of 10 horse icons.
- Eighth Row:** A row of 10 horse icons.
- Ninth Row:** A row of 10 horse icons.
- Tenth Row:** A row of 10 horse icons.
- Eleventh Row:** A row of 10 horse icons.
- Twelfth Row:** A row of 10 horse icons.
- Thirteenth Row:** A row of 10 horse icons.
- Fourteenth Row:** A row of 10 horse icons.
- Fifteenth Row:** A row of 10 horse icons.
- Sixteenth Row:** A row of 10 horse icons.
- Seventeenth Row:** A row of 10 horse icons.
- Eighteenth Row:** A row of 10 horse icons.
- Nineteenth Row:** A row of 10 horse icons.
- Twentieth Row:** A row of 10 horse icons.
- Twenty-first Row:** A row of 10 horse icons.
- Twenty-second Row:** A row of 10 horse icons.
- Twenty-third Row:** A row of 10 horse icons.
- Twenty-fourth Row:** A row of 10 horse icons.
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- Twenty-seventh Row:** A row of 10 horse icons.
- Twenty-eighth Row:** A row of 10 horse icons.
- Twenty-ninth Row:** A row of 10 horse icons.
- Thirtieth Row:** A row of 10 horse icons.
- Thirty-first Row:** A row of 10 horse icons.
- Thirty-second Row:** A row of 10 horse icons.
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- Thirty-sixth Row:** A row of 10 horse icons.
- Thirty-seventh Row:** A row of 10 horse icons.
- Thirty-eighth Row:** A row of 10 horse icons.
- Thirty-ninth Row:** A row of 10 horse icons.
- Fortieth Row:** A row of 10 horse icons.
- Forty-first Row:** A row of 10 horse icons.
- Forty-second Row:** A row of 10 horse icons.
- Forty-third Row:** A row of 10 horse icons.
- Forty-fourth Row:** A row of 10 horse icons.
- Forty-fifth Row:** A row of 10 horse icons.
- Forty-sixth Row:** A row of 10 horse icons.
- Forty-seventh Row:** A row of 10 horse icons.
- Forty-eighth Row:** A row of 10 horse icons.
- Forty-ninth Row:** A row of 10 horse icons.
- Fiftieth Row:** A row of 10 horse icons.

**UNION SECTION:**

- Top Row:** A row of 10 unit cards with values like 3-1, 3-1, 3-2, 3-2, 4-1, 3-1, 4-1, 4-1, 3-1.
- Second Row:** Cards for Couch, Pleasanton, Whiting, Farnsworth, Rush, McRae, Davis, Debold, Gregg, and Rippey.
- Third Row:** A row of 10 unit cards with values like 4-1, 2-2, 3-1, 3-1, 4-1, 3-1, 3-1, 2-2, 3-2, 2-2.
- Fourth Row:** Cards for Reynolds, Johnson, DeLong, Longworth, Howard, Duncan, Jones, Sims, Miles, and Kelly.
- Fifth Row:** A row of 10 unit cards with values like 2-3, 2-2, 4-1, 2-1, 4-1, 3-1, 3-1, 4-1, 4-1, 4-1.
- Sixth Row:** Cards for Tyler, Hooker Dissatisfaction, Game Turn, and Victory Points.
- Seventh Row:** A row of 10 unit cards with values like 2-1, 4-0, 4-0, 4-0, 4-0, 4-0, 4-0, 4-0, 4-0, 4-0.
- Eighth Row:** Cards for Detach. A through Detach. F, each with a value of 4-1.
- Ninth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Tenth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Eleventh Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Twelfth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Thirteenth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Fourteenth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Fifteenth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Sixteenth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Seventeenth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Eighteenth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Nineteenth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Twentieth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Twenty-first Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Twenty-second Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Twenty-third Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Twenty-fourth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Twenty-fifth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Twenty-sixth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Twenty-seventh Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Twenty-eighth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Twenty-ninth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Thirtieth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Thirty-first Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Thirty-second Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Thirty-third Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Thirty-fourth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
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- Thirty-sixth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Thirty-seventh Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Thirty-eighth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Thirty-ninth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Fortieth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Forty-first Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Forty-second Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Forty-third Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Forty-fourth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
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- Forty-eighth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Forty-ninth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.
- Fiftieth Row:** A row of 10 unit cards with values like 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1, 4-1.

game. The 1863 scenario has problems; mainly, that the Union will have a hard time winning if play is between two equal opponents. What usually happened in our games was that the Confederate drove directly for Harrisburg, picking up all the victory points along the way. He always kept his cavalry in front of him, not duplicating Stuart's historical mistake. Points for Carlisle, Hagerstown, Harpers Ferry, New Oxford, York, Chambersburg, Gettysburg, and either Hannover or York Haven total nine. A move at Harrisburg could threaten to take it, another two points, or destroy the bridge (two more points). The Confederates then moved southeast to cut the rail line with Baltimore, and entrenched on the rail line (another two points for cutting the rail). With fourteen victory points, a Confederate operational victory, there was no need to fight the Union army at all (a major victory means five victory points). The Union player was forced to attack the entrenched rebels, as his winning depends on inflicting a major defeat on the Confederates. Maybe Longstreet was right, hmmm.... I would still urge players to try the 1863 campaign, though. Maybe I have been playing against faint-hearted Union men.

*(Rich Erwin: Or maybe there needs to be an optional rule to simulate occasional loss of control of cavalry?)*

By comparison, the 1862 campaign is a really tight

game. The Confederates can look forward to one victory point each for Hagerstown and Harpers Ferry, plus five victory points for capturing the garrison there (a major victory). This gives them seven, which is still a Union operational victory. They must either defeat the Union army, or drive deeper into Pennsylvania and Maryland. The problem is that attrition (straggling) is killing the rebels, and their army is small to begin with. They can't count on the Union army remaining disorganized for long, eventually it will get into gear. It is a real monster, except for that darned commitment table. This keeps the Confederate player saying to himself, "I know I can beat McClellan." So the stage is set for the Lost Dispatch, South Mountain, and Antietam.

In all, this game is great fun, while at the same time it teaches something about the campaigns. My only other word is to encourage players to try the game with limited intelligence - turn the counters over and adhere closely to the cavalry screening rules. Experiment with it!

If you are at all interested in the Civil War, and like operational games, get a copy.