

Lee Invades the North - Charts and Tables

Combat Options (10.3.1)

Attacker	Defender
Probe	Withdraw <sup>R</sup>
Assault <sup>U</sup>	Stand
Pitched Battle <sup>U</sup>	Pitched Battle <sup>U</sup>

<sup>U</sup> Not available if unsupplied.  
<sup>R</sup> Not available if no legal retreat path.

Combat Options Chart (10.3.3)

Attacker's Option	Defender's Option		
	Pitched Battle	Stand	Withdraw
Probe	1	1	1
Assault	2	2	1
Pitched Battle	U	2	1

Effects of Combat Options (10.3.3)

Result	Explanation
1, 2	The combat lasts for this number of rounds. If neither side retreats by the end of the specified number of rounds, all units remain in the hex.
U	Continue until one or both sides become demoralized.

Defender's Option in Solitaire Play (14.1)

Roll	Defender Option
1-2	Pitched Battle (if defender unsupplied, roll again)
3-4	Stand
5-6	Withdraw
-1 DRM if defender's leader has +2 or +3 combat bonus.	

Commitment Table (10.4.1)

Dice Roll	Command Rating			
	1	2	3	4
0	40%	20%	20%	10%
1	50%	30%	20%	20%
2	60%	30%	30%	20%
3	70%	40%	40%	30%
4	80%	50%	40%	30%
5	80%	60%	50%	40%
6	90%	70%	60%	50%
7	90%	80%	60%	60%
8	100%	80%	70%	60%
9	100%	90%	80%	70%
10	100%	100%	90%	80%
11	100%	100%	100%	90%
≥ 12	100%	100%	100%	100%

Commitment Table DRMs

Attacker	Defender	Condition
+1	+2	Did not move during the turn.*
+1	+1	Chose Pitched Battle option
+1		Chose Probe option.
-2		Marched during the turn.**
	+3	Entrenched**
	-1	Attacked while entrained.**
	-1	Chose Withdrawal option.
	-1	Demoralized**
* Applies only if entire force meets that condition.		
** Applies if any of the force meets that condition.		

Commitment Table Command Rating DRM and Note

+1 DRM if three or more combat units in stack and highest-ranking leader is neither a department nor a corps leader.
McClelland has a Command Rating of 4 for commitment.

Combat Results Table (10.5)

Die Roll	SPs Committed						
	1-5	6-16	17-25	26-35	36-45	46-55	56
0						1	1
1						1	2
2					1	2	3
3				1	2	3	4
4			1	2	3	4	5
5		1	1	2	3	4	5
6	1	1	2	3	4	5	6
7	1	2	3	4	5	6	7
8	2	2	3	4	6	7	8
9	2	3	4	5	6	8	9

Strength Modifications (10.5.1)

Mod	Condition
x ½	The unit entered the hex during the current turn through adjacent bridge or river hexside. (Does not apply if the unit entered the hex in earlier turn.)
x ½	Combat occurs in a ridge hex, and the unit entered during the current turn through a slope hexside in that hex.
x 2	Unit is defending and entrenched. Only units actually entrenched are doubled. If less than 100% of the defending force was committed, the defender may take entrenched SPs to be committed before non-entrenched ones.

Column Shifts (10.5.2)

-1 left if defender is entrenched

Die Roll Modifiers (10.5.3)

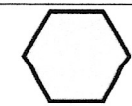
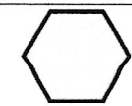

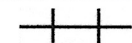

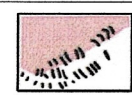
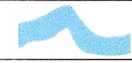

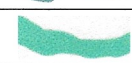


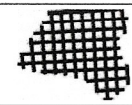

DRM	Condition
+X	Combat bonus rating of its highest-ranking leader*
+1	Pitched Battle chosen
-1	Withdrawal or Probe chosen
+1	Defender in all battles
* Each side may use only one combat bonus, that of its highest-ranking leader present.	

Demoralization (10.6.1)

DRM	Condition
+1	For each 10% of the initial committed force lost*
+1	The highest-ranking leader has a command rating of 4 (including McClelland).
-1	The highest-ranking leader has a command rating of 1.
-1	For defender if it has any entrenched units in the combat.
+1	Any units begin the battle demoralized.
* Ignore any fraction less than 10%. (For example, if the 29% was lost, add 2.)	
Demoralized on a modified 6 or greater.	





## Lee Invades the North - Charts and Tables

### Terrain Effects Chart

Terrain		MPs for Unit Type		
		Inf	Cav, Ldr	SW, Arty
Clear		2	1	3
Road		1	1	1
Railroad*		1	1	1
Ridge		2	2	3
Slope		+3	+3	+3
River**		+4	+4	P
Tidal River		+4	+4	P
Stream		+2	+2	+3
Bridge		+0	+0	+0
Ford		+2	+2	+3
City		1	1	1
Fortification		1	1	1

\* May use like roads. See 8.9.      P: Prohibited  
 \*\* includes destroyed bridges. No ZOCs or reaction across.

### Other Terrain Features

Town		CSA Entry Hex	
CSA Control (Scenario 4)		Supply Depot (CSA/USA)	

### Basic Movement Allowances

Type	MPs
Artillery	6
Militia	6
Supply Wagons	6
Corps Leader	8
Infantry Leader	8
Infantry	8
Cavalry Commander	10
Cavalry	10

### Movement Costs Chart

Action	MPs	Notes
Enter Enemy-Occupied Hex	+1	
Leave Enemy-Occupied Hex	+1	
Entrain or Detrain	1	
Entrench	Two Movement Phases (8.8)	
Destroy Potomac Rail Bridge	4	Requires at least 5 SPs.
Destroy Any Other Bridge	3	
If Enemy Unit Adjacent	+2	Applies to either of the above.
Repair Bridge	Requires at least 5 SPs for one Movement Phase.	
Destroy RR	3	Requires at least 5 SPs.
Repair RR	4	Requires at least 5 SPs.
Enter CSA Front ZOC	+2	
Enter Any Other ZOC	+1	
Stacking	-1	per corps (USA) or division (CSA); affects MA
Forced March	+MPs = highest-ranking leader's initiative (See 8.6.)	

### Command Point and Broadcast Tables (7.1)

Roll	CPs	MPs Between Leader and Subordinate					
		1-4	5-8	9-12	13-16	17+	
0	0	0	-1	-1	-2	-2	-3
1	1	1	-1	-1	-2	-2	-3
2	1	2	-1	-1	-1	-2	-2
3	2	3		-1	-1	-2	-2
4	2	4			-1	-1	-2
5	3	5					-1
6+	4	6					

Result is reduction in CPs sent to subordinate.

### Command Point and Broadcast Table DRMs

DRM	Condition
-1	No LOC (does not apply to CSA for Turns 1-6 in 1862).
+1	Scenarios 3 and 4.
+1	For Union if Lost Dispatch found.

### Attrition Table (11.2): Scenarios 1 and 2

Roll	Friendly Territory	Enemy Territory
1-2		
3		1 inf
4	1 inf	1 inf
5	1 inf	2 inf, 1 cav
6	1 inf, 1 cav	2 inf, 1 cav

### Union Militia Table (4.2)

Roll	# Units
1-3	0
4-5	1
6	2