Instructions: *After Chancellorsville*

After Chancellorsville depicts the situation on May 6, 1863, as the Union and Confederate armies contemplate their next moves after eight days of battle. The opposing sides, Union and Confederate, weigh the operational picture and send orders to a facilitator who implements the orders.

The facilitator conducts a very limited number of procedures for movement, combat, and time elapsed. There *is* need for historical knowledge of the battle and for operational decision acumen as each side confronts an initial decision point with possibly several more to come thereafter.

Turn Sequence:

> Assessment
> Action
> Resolution

After orders are issued, the extent of unit movement equals calendar time elapsed, determined by the facilitator.

The game continues for at least two turns, capturing an indeterminate amount of time and movement.

Movement: After a player issues orders, the facilitator repositions the playing pieces on the map and then resolves all combat. The number of moves needed to resolve orders determines time elapsed in the game.

Combat: As a result of movement, combat may occur. Combat is resolved using the *Battle Matrix*. A series of considerations are weighed for each engagement (force size, weather, terrain leadership, morale, logistics, IPB), with one side declared the Attacker, the other the Defender. Once a category has been picked (Overmatched, Inferior, Parity, Superiority, Supremacy), the facilitator presses the button returning a combat result as a percentage of losses based on five results: Rout, Defeat, Stalemate, Success, Victory. These losses are then entered into the casualty tracker. One measure of success or failure in the game will be the losses sustained on each side.

Engage: A battle may continue any number of rounds. However, should the attacking force return a "Rout" result, the attacker can no longer attack; the defender can attack and becomes the 'Attacker' at that point. A force can withdraw, refusing combat.

However, to do so, the facilitator presses the "Engage" button to determine if that force can withdraw or not; disengagement may be denied on this random basis, creating an element of uncertainty.

An "order of battle" (OOB) sheet records the size of the two armies and size of each unit depicted on the map. Click on the 'XXXX' designation of the army commanders, Hooker and Lee, respectively, to see the OOB.

Each side can deploy a limited number of additional commanders marked "DIV" or "Brig."

Force Size: At the start of a battle, each side defines the force engaged, and determines the size/strength of that force in terms of number of troops involved.

Weather: Weather conditions rest on rain. The facilitator presses the "Weather" button to determine if it is raining. Rain slows movement and can negatively impact the attacking force.

Terrain: There are three types of terrain: woods, rivers, and elevation (dark colors represent higher elevation). The facilitator determines if one side or the other gains an advantage from terrain.

Leadership/Morale: The units represent leaders and units that may or may not merit an advantage in combat; the facilitator decides. Also, these elements include attrition and fatigue. Both sides have been fighting for eight consecutive days. However, for the Union, I Corps and V Corps have not been seriously engaged. For the Confederates, Longstreet's divisions, Pickett and Hood, have not been engaged either. They will need time to refit once transferred to the area of operations.

Logistics: "Aquia Landing" and "To Hanover Junction" represent the key supply staging areas for the North and South respectively. Should access to these sites be interdicted, then logistics lessons the effectiveness of the Attacking force.

IPB: The CAV units help scout for both sides and can give the attacker an advantage in the **Battle Matrix** at the discretion of the facilitator.

Longstreet: Longstreet's two divisions, Pickett and Hood, are located off the map but may enter the battlespace at the discretion of the facilitator. The 'Longstreet' icon signifies this potential reinforcement.