

Wilderness Campaign Extended Sequence of Play

by Don Johnson 03/10/2019

A. UNION PLAYER TURN

1. REINFORCEMENT PHASE

- a) **Reinforcement Points Segment**
- b) **Facing Mode Segment**
- c) **Dummy Replacement Segment**

2. MOVEMENT PHASE

- a) **Movement Supply Segment**
- b) **Interactive Individual Combat Unit Movement Segment**
 - 1) **North movement command control if a unit is**
 - a. ... within the Washington Security Zone.
 - b. ... on a rail hex and moves only by rail (at most 2 units per turn may rail).
 - c. ... moving by sea from port to port (at most 2 units per turn may sea move).
 - d. ... within 2 hexes of Grant not interdicted by South unit's ZOC.
 - e. ... the one chosen unit per turn otherwise outside of command control.
 - 2) **South movement command control if a unit is:**
 - a. ... within the Richmond-Petersburg Command Control Radius.
 - b. ... on a rail hex and moves only by rail (at most 1 unit may move by rail).
 - c. ... within 2 hexes of Lee not interdicted by North unit's ZOC.
 - d. ... all units stacked with Early.
- c) **Leader Movement Segment**
 - 1) a leader is always in command control.
- d) **Infantry Unit Substitution Segment**
 - 1) North units after substitution must be from 1 to 15 and from unit pool.
 - 2) South units after substitution must be from 1 to 6 and from unit pool.

3. COMBAT PHASE

- a) **Combat Supply Segment**
- b) **Combat Segment**
 - 1) **Union attack command control if a unit is:**
 - a. ... within 1 hex of Grant.
 - b. ... within the Washington Security Zone.
 - c. ... the one unit that was chosen for movement command control that turn.
 - d. ... face-up cavalry doing cavalry combat.
 - 2) **South attack command control if a unit is:**
 - a. ... within 1 hex of Lee.
 - b. ... within the Richmond-Petersburg Command Control Radius.
 - c. ... one chosen unit stacked with Early.
 - d. ... face-up cavalry doing cavalry combat.
- c) **Isolation Attrition Segment**

B. CONFEDERATE PLAYER TURN (same sequence as Union Player Turn)

C. GAME TURN INDICATION