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DS03 Petersburg - July 30, 1864
(Scenario Dennis Snow)

Historical Overview

The Battle of the Crater was a battle of the American Civil War, part of the Siege of Petersburg. It took place on July 30, 1864, between the Confederate Army of Northern Virginia, commanded by General Robert E. Lee and the Union Army of the Potomac, commanded by Major General Ambrose Burnside (under the direct supervision of the general-in-chief, Lt. Gen. Ulysses S. Grant).

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Staffing Notes



Union: Ambrose E. Burnside
5 Command cards
Move first

Confederate: Bushrod Johnson
5 Command cards

Victory Conditions:
6 VP

Special Rules:

The Crater: During one of his turns the Union player may set off a mine in any two adjacent hexes by rolling either an INF or Swords on one die. Any other roll means explosion is delayed until next turn. The explosion destroys any units present in those hexes and creates a crater -- replace existing terrain with rough terrain hexes. Units may enter the crater but they must stop and may move no further on that turn. Infantry units firing into the crater must be adjacent to the crater and gain a +1 die bonus. Units firing from the crater may only fire at units adjacent to the crater and suffer a -1 die penalty. The crater does not otherwise block line of sight.

Remove the "Construct Fieldworks" command card before play.