



25	1	7	1	2							3	9	3			3	9	1	2

**GG02 Chancellorsville 2<sup>nd</sup> Day - May 2, 1863**  
 (Scenario Guillaume Gleize)

**Historical Overview**

Maj. Gen. Joseph Hooker's well-executed crossing of the Rappahannock fords on April 30, 1863 placed his rejuvenated and reorganized Army of the Potomac on Lee's vulnerable flank. Rather than retreat before this sizable Federal force, Lee opted to attack Hooker while he was still within the thick wilderness. Late on May 1, 1863, Lee and Jackson conceived one of the boldest plans of the war. Jackson, with 30,000 Confederates, would follow a circuitous route to the Union right and from there conduct an attack on that exposed flank. The May 2, 1863 flank attack stunned the Union XI corps and threatened Hooker's position, but the victorious Confederate attack ended with the mortal wounding of Stonewall Jackson.

On May 3, 1863, the Confederates resumed their offensive and drove Hooker's larger army back to a new defensive line nearer the fords. Swinging east, Lee then defeated a separate Federal force near Salem Church that had threatened his rear. Lee's victory at Chancellorsville is widely considered to be his greatest of the entire war.

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

**Staffing Notes**

**Union:** Josef Hooker  
 4 Command cards  
 Move first

**Confederate:** Robert E. Lee  
 5 Command cards  
 Move first

**Victory Conditions:**  
 7 VP

**Special Rules:**

The Rappahannock river is only fordable at the US ford. Any reduced Union unit can leave the battlefield via the ford giving 1 victory point to the Union player. A unit can't leave the battlefield via the ford on a retreat. In this case the unit will follow the official rules (as many hits as blocked retreats).

Chancellorsville is a temporary 2 victory points for the side that occupy it at the start of his turn.

Stonewall Jackson Leadership: Each time the Confederate play the "Leadership" card, any friendly unit adjacent to the General Jackson is also ordered, can move and fight but with no dice bonus. Jackson's unit can't be short supply

