

Northern Virginia, Late August 1862 GM Briefing

The scenario is designed to take about six-days with the intent of generating one or more general engagements. Logistics should not impact the operations and is considered a minor component of the campaign.

The following Campaign Defaults should be used by the GM:

First Army Name:	AoNV (Lee)	
Second Army Name:	AoV (Pope)	
Campaign Name:	Northern Virginia, August 1862	
Season:	Summer	
Weather:	Clear	
Population Density:	Poor	
Partisan Activity Against:	AoV (Pope)	Poor
Foraging Efficiency:	AoNV (Lee):	Adequate
	AoV (Pope):	Poor
Initial Base Supply Allocation:	AoNV (Lee):	Seven Days
	AoV (Pope):	Twenty-One Days

The GM shall provide both the Confederate and Union players the following:

PDF Manual Chapters:	5 Operational Tasks
	6 Administrative Tasks
	7 Logistical Tasks
	8 Summaries (Essential)
Note:	Manual Chapters 0, 1, 2, 3 and 4 have more relevance for the GM
PDF Maps:	Map Legend
	FredericksburgVA; PortConwayVA; SnickersGapMD and Washington
Excel ID Tags:	NVirginia1862-IDTags

The GM shall provide the Confederate Player:

Excel Playing Aid:	AoNV(Lee)-MarchOrderTemplate
Campaign Briefing:	NVirginia 1862 - Confederate Briefing
Intelligence Report:	AoNV(Lee) Intelligence

The GM shall provide the Union Player:

Excel Playing Aid:	AoV(Pope)-MarchOrderTemplate
Campaign Briefing:	NVirginia 1862 - Union Briefing
Intelligence Report:	AoNV(Lee) Intelligence

The GM can advise the players that Cities and Towns that are also civilian depots may conduct engineering tasks when an Independent Combat Command is also present in the relevant hex.

AoNV -Confederate Army of Northern Virginia;
AoV - Union Army of Virginia