

This is an unofficial Wargame Academy (WGA) 3rd edition rulebook to support tournament level PBEM play. The intent is to generate a standardized rulebook with all interpretations of original vague rules identified and clarified. "House Rules" are not valid in WGA tournament play unless agreed upon in advance by all players in that match.

This rulebook will be the basis for the ongoing optimization of the Civil War module of the VASSAL Java game engine for PBEM and server play (www.vassalengine.org/).

The 1st edition rulebook was published by Victory Games in 2/83, followed quickly by the 2nd edition, which was published in 9/83. The only known official errata was published in 11/83. All changes from the 2nd edition rulebook are noted by highlighted "blue" text. Where an entire rules section has been added or changed, only the heading will be highlighted. Where substantive original rules have been deleted, the original language is noted by highlighted "yellow" text.

Please contact me regarding any remaining "typos" and additional rule clarifications and/or suggestions.

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Rules Incorporate Errata published 11/83.

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I. A Note to New Gamers

If this is your first historical game, let me welcome you to the world of historical board gaming. Historical board gaming is one area of a larger hobby, known generally as Adventure Gaming. There are several types of Adventure Games, each of which comprises an almost distinct hobby in its own right. These types include historical board games (such as *The Civil War*), contemporary military board games, science fiction board games, fantasy board games, and role-playing game. There are several hundred thousand gamers in the United States alone. These people have found gaming to be a rewarding hobby that provides hours of pleasure.

Now that you have opened this box and begun to peruse the rules booklet, it is important that you **DON'T PANIC!** You may be dismayed by the length of the rules, by the alien appearance of the playing pieces, and by the strange hexagon-mottled mapsheets. These components are all standard fare for the usual historical game. The rules are long, because an historical game must inject a healthy amount of detail into its design in order to realistically simulate a richly complex topic. The playing pieces, representing historical armies; with all their manifold strengths, weaknesses, and quirks; look odd at first glimpse, but as you read the rules it will become clear that the function of each number and symbol on each counter is designed to fulfill a logical purpose. As you read these rules and play your first game, remember that the game is a simulation of reality. The concepts of how pieces move and engage in combat are basically similar from one game to another. Once you have learned to play *The Civil War*, your second historical game will be much easier to learn.

An average historical board game usually takes an average gamer at least one entire evening to learn, that is, to learn the rules, without necessarily mastering the subtleties of play. Your first game will probably take you longer to grasp, but with a bit of patience, you will be playing *The Civil War* in less time than you might think. Gamers are notoriously patient people, because they consider the games worth the time spent learning them.

The best way to approach this game is to read the Designer's Notes at the beginning of each chapter before reading the bulk of the rules. (Please do not read or attempt to play the Far West Option until you feel confident with the rest of the game.) Then start at the beginning of the rules and read each chapter carefully. When you come to an example, punch out the depicted counters, set them up on your map, and go through the example. Repeat the example and try variations until you understand what is happening. If some point is unclear, don't let yourself be bogged down; make a note to yourself and read on; the answer to your question is most likely in one of the following chapters.

Once you have finished your first reading, set up the 1861 scenario and begin playing. If you have an opponent for your first game, you will find

playing cooperatively, rather than competitively, will be much more educational; save the head to head contest for your second play-through. As you play, look up the rules you need and stick to the Sequence of Play. Play a turn or two, until you become familiar with what is happening. Many gamers re-read the rules after their first trial game to find their mistakes and to clarify complex procedures.

Thanks for buying *The Civil War*, and I hope that it brings you many hours of entertainment. If you have comments about the game or want to know more about Victory Games, feel free to write me.

*Eric Lee Smith
Designer*

1.0 Introduction

The Civil War is a strategic level game of the entire American Civil War. The map covers all the theaters of the war, from the deserts of New Mexico to the beaches of New Jersey. The main emphasis of the game is on the diverse nature of the war in the three main theaters: the East, the West, and the Trans-Mississippi. Leadership is highlighted through the use of counters representing the actual combat leaders of the war. Ground movement and combat are the primary activities of the game, with naval movement and combat providing an important secondary element. The Far West map is optional and includes rules for the Indian campaigns that occurred there throughout the period of the greater struggle.

The Civil War is not exceptionally complex for a game of its type, yet it does contain more detail than is usual in a strategic game. Our intention is to provide you with an entertaining and competitive game that realistically simulates the strategic problems of the war. We have attempted to balance the complexity level by trading off low complexity in some areas with greater concentration on detail in others. Thus, the supply rules are quite simple, while the rules for combat resolution are unusually complex for a strategic game.

We have provided a series of scenarios that allow you to start and end the war at different points. The Far West option is included to illustrate an interesting sidelight that few people have had the opportunity to investigate. We hope that you enjoy playing *The Civil War*, and that the game will be as enlightening for you as it is challenging.

1.1 Game Questions

The publisher of *The Civil War*, Victory Games was sold to Hasbro in 1998, as part of The Avalon Hill Game Company. The copyright may be held by Hasbro or the game designer as a function of the status of the game at the time of sale, the terms of the contract of the game designer, and/or the terms of the Hasbro sale. To the knowledge of WGA, no effort towards republication has been made by Hasbro, or any other publisher. The best source of Questions and Answers for this title would be the designer. Other sources include the WGA player group, the grognards website, and the Consimworld and Boardgame Geek message boards for *The Civil War*. No knowledge base is known to exist at Hasbro for this title. WGA will serve to act as the rules czar for all questions and for events/tournaments that are WGA administrated.

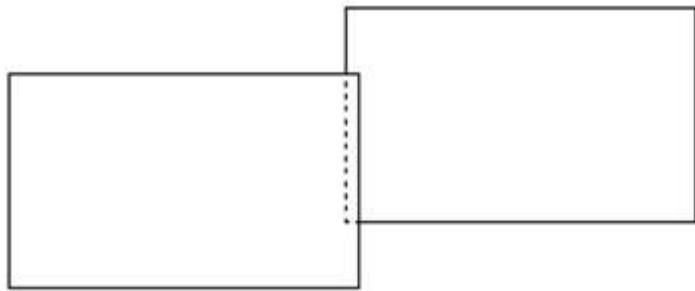
2.0 Game Equipment

DESIGNER'S NOTES: The American Civil War was fought over an area larger than Europe. In an area this size, the lay of the land was of critical importance to the outcome of the war. The Appalachian Mountains and the Mississippi River divided the Confederacy into 3 sections. In each section, the terrain is very different. Consequently, the way the war was fought in each section was different. The game map shows those features which make each area unique, such as the rivers, mountains, cities, swamps, and rail lines. One of the main elements of this game is an attempt to realistically portray terrain and show its effect on the strategies of both sides.

If this is your first game, then the map probably looks very strange. Adventure board games usually use hexagons to divide the map into spaces. The hexagon is used because it is the only shape which comes together on sides. Thus, each hex is always adjacent to six others, and there are no diagonals.

2.1 The Game Map

2.1.1 The Maps: This game includes two maps: the Main Map (labeled Map A) and the Far West Map (labeled Map B). Map A is always used, while Map B is used only when playing the Far West Option. Map B overlaps the lower west edge of Map A. All scenarios in the game can be played using only Map A or using both maps.



The maps are based on data gathered from dozens of sources, including the Official Records of the War of the Rebellion, various physical atlases, and numerous historical narratives.

2.1.2 Terrain: The terrain on the map is color-coded as listed on the Terrain Key. The Terrain Effects Chart summarizes the effects of terrain on combat and movement. Often there is more than one type of terrain in a hexagon (hereafter called "hex"). The types of terrain which apply are usually self-evident; a hex is clear terrain unless it contains swamp, forest, or mountains. Man-made features such as cities and rail lines co-exist in a hex with the main terrain feature (clear, forest, etc.).

A hex may be bordered along its hexsides by a river, mountain, or boundary. These terrain features may affect a force that crosses that hexside.

2.1.3 Friendly Territory: Each hex on the map is either friendly, enemy, or neutral to each side. Thus, blue-tinted hexes are Union friendly, gray-tinted hexes are Confederate friendly, and untinted hexes are neutral. In addition, red-tinted Indian Territory is neutral to both sides. Neutral states, except Indian Territory, become friendly to one player, and thus enemy to the other, during play according to the Neutral States rules section. A tinted hex *always* remains friendly to its original owner. However, it does not necessarily remain enemy to its opponent. If the opponent controls all the Victory Point cities in that state at the end of a Game-Turn, the state becomes *neutral* to that player, while remaining friendly to its original owner. It remains neutral to that player unless the state's original owner manages to regain and hold control of all the state's Victory Point cities at the end of a Game-Turn. If this occurs, the state returns to being enemy to the enemy player.

EXAMPLE 2.1.3: Tennessee will remain friendly to the South and enemy to the North until the Union player controls all the Victory Point cities in the state at the end of a Game-Turn. Then it becomes neutral to the Union and remains friendly to the South. It will return to being enemy to the Union player only if the Confederate player manages to re-take and hold Tennessee's Victory Point cities at the end of a Game-Turn.

2.1.4 This rule is very important for movement of forces as explained later in the movement rules. In addition, territorial control affects reinforcement placement and victory determination.

2.1.5 Certain terrain features, such as rail lines, cities, Confederate resource VP sites, stockades, and fortresses printed on the map may be controlled when the hex containing that feature is entered by a force. A Control marker (flag) for the entering side's force is placed on any such Controlled terrain feature in neutral or enemy territory. The status of the hex itself (friendly/neutral/enemy) is unaffected by Control markers, but the hex is considered to be "Controlled" by the entering side.

2.1.6 Neither the presence of enemy Strength Points (SP's) in a friendly hex, nor friendly SP's in an enemy hex changes or converts the underlying friendly/neutral/enemy status of the hex. A coastal hex in enemy territory, or any hex without one of the above terrain features, only remains Controlled by the friendly side so long as a friendly SP is in the hex. A Control marker cannot be placed on a hex which does not contain one of the above terrain features. A hex in friendly territory is always considered to be Controlled by the friendly side, unless it is occupied by an enemy force, or by an enemy Control marker. A friendly force which enters, or ends its pulse in, an unoccupied hex containing an enemy Control marker removes that Control marker. See section 13.2 for restrictions on cavalry Control of hexes.

2.1.7 Border Hexes: Hexes that contain a combination of friendly, enemy, and/or neutral territory are called border hexes. A border hex is classified as having dual territorial control. Thus, a hex containing both friendly and enemy territory is indeed enemy to both sides. When entering a border hex, you are entering a hex in all states that share that border. Entering a border hex may have consequences such as mobilizing militia, and entering

enemy territory (requiring a leader for movement) should a portion of the border hex be in a state which is currently enemy territory.

2.1.8 Port Boxes: Also printed on the map are boxes representing each Confederate port city. These show the number of Import Points that arrive through each port each Game-Turn. If the Union player captures a port, he places a Union Control marker in that city's Port Box. Some boxes also have listed hexes, which - if controlled by the Union - cause that port to be shut down and a Union Control marker to be placed in the Port Box.

2.1.9 At Sea Box: Confederate Commerce Raiders are placed in this box when they enter play and remain there until they are destroyed.

2.1.10 Florida: Union ocean-going ship counters may move from a hex in the Atlantic Ocean to one in the Gulf of Mexico even though the Florida peninsula divides the two on the game map. River-going Naval Strength Points cannot move from one coastal hex to another by crossing an impassable hexside. In addition, they may not move around Florida.

2.1.11 Coastal Hexes: It is usually obvious which hexes are coastal hexes. There are some, however, that are less obvious. Any hex adjacent to an all-sea hex is by definition a coastal hex. In addition, hexes bordering the Chesapeake Bay, Delaware Bay, Albemarle Sound, and Pamlico Sound are coastal hexes. If a question arises, players should use common sense to determine which hexes are coastal hexes. Charleston, South Carolina, and hexes 4423 and 4324 are coastal hexes. In the VASSAL module, coastal hexes are delineated by light blue shading of the sea portion of the hex.



2.1.12 New Orleans Approaches: The hexsides forming Lake Pontchartrain (1829/1830, 1829/1930, and 1929/1930) are navigable river hexsides. Hexes bordering these hexsides are not coastal hexes; thus, Ft. Pike in hex 1930 controls the approach to New Orleans by way of Lake Pontchartrain.

2.1.13 Ft. Pickens, Ft. Pulaski, and Roanoke Island: Ft. Pickens (2730) is separated from the mainland by a navigable river hexside between it and Pensacola. Ft. Pickens is Union friendly territory. Ft. Pulaski (4425) is located in the Western Theater and is separated from the mainland by navigable river hexsides, as is Roanoke Island (5613). Thus, a force may move from the mainland to one of these, or vice versa. However, a force may not cross a navigable river into a hex containing an enemy-held supplied fortress.



EXAMPLE 2.1.13: Fort Pulaski is separated from the mainland as there is no "land" in the hexside containing the fort.

2.1.14 City Dot Location: The location of each red city dot determines which state the city is a part of, even if it occupies a border hex.

EXAMPLE 2.1.14: Chattanooga (3217) is in Tennessee, and Corinth (2317) is in Mississippi.



2.1.15 Ft. Monroe: If Ft. Monroe is captured by the Confederates, it does not generate naval combat for any naval movement from/to the Chesapeake Bay, since Union NSP's may traverse hex 5510. Ft. Monroe is Union friendly territory and cannot be entered by Confederate SP's moving without a leader.

2.1.16 Printing error on map: Hexside 1012/1112 is a mountain hexside (which folded over in printing) and is thus an impassable hexside. This correction has been made on the VASSAL module map.

2.1.17 Hexside 5004/5005 is a mountain hexside, and thus impassable. Hexside 4905/5004 is not a mountain gap.

2.2 Tracks and Boxes

2.2.1 Game-Turn Record Track: This Track lists each side's reinforcements, the Union Blockade Percentage, the Confederate Rail Capacity, and the Union Sea Lift Capacity for each Game Turn. In addition, the Far West map has a separate Game-Turn Record Track indicating arrival of units specific to the Far West option.

2.2.2 Reinforcement Tracks: Each side has a set of Reinforcement Tracks where they record the reinforcements they are due to receive each Game-Turn.

2.2.3 Command Tracks: Each side has a set of Command Tracks on which players record the number of Command Points they have to spend during a Game-Turn. In addition, the Far West Map has a separate set of Tracks to record Far West Command Point totals.

2.2.4 Dice Difference Reminder Track: This Track is provided as a convenience to players, and its use is not mandatory. It is used to record which side has won the Initiative during a Pulse and to record the Initiative Dice Difference. We recommend using a Control marker to record the dice difference expenditures during the Pulse. When one player is finished, simply turn the Control marker over and the other player then uses it to track his dice difference expenditures.

2.2.5 Table Use Track: This Track is used to mark the number of times the players have used the Command Table in a single Game-Turn. Listed on the Track in each box are the numbers which, if rolled, cause the Action Phase to end immediately. In the VASSAL module, these numbers are directly on the Table Use counter.

2.2.6 General Record Track: This Track is used in several ways: to record each player's Victory Point total; to track the Union player's Sea Lift total for each turn; to track the Confederate player's supply and import situations; and to record the total number of times the players have used the Command Point Table thus far in the game.

2.2.7 Resource Allocation Track: Each player places his Resource Allocation markers on this Track to indicate his resource allocation for the following Game-Turn.

2.2.8 Boxes: There are also several boxes used by the player: the Leader Pool is where leaders are placed face-down when ready to enter play; the Removed Leaders Box and the Killed Leaders Box are where leaders are placed for the reasons indicated. In addition to these, the Union player has a Naval Pool where he places his naval forces when they are ready to enter the game as reinforcements.

2.3 The Playing Pieces

2.3.1 The 520 playing pieces in the game are divided into two basic types: counters and markers. Counters represent the forces, armies, and installations under each player's control, while markers are placed on tracks, on counters, or on the map itself to denote specific information.

2.3.2 Before beginning the game, carefully punch out the pieces. Each player controls the pieces color-coded for his side. Some counters are Union on one side and Confederate on the other, and are simply flipped over to indicate ownership.

2.3.3 The number of counters provided in the game is the maximum that may be used in the game. Do not add additional counters to the game unless you are making a variant of your own. Markers, on the other hand, may be added if you run out of them (which is unlikely). There are no counter limits in the VASSAL module, except as noted in these rules.

2.3.4 Each Strength Point represents approximately 5000 men. Strength Points are interchangeable, like money. Thus, if you have 7 Strength Points in a hex, they could be represented by a 5 and a 2, a 4 and a 3, or some other combination. The Strength Point counters may be freely interchanged during play, so long as the total strength remains the same.

2.3.5 Each Confederate ironclad represents one ironclad and an escort group, usually comprising a dozen or fewer gunboats. Each Union ironclad represents 2 or 3 ironclads. Union transports represent shipping sufficient to move a Strength Point. Confederate Commerce Raiders represent one ship each. Commerce Raiders and ironclads have strength of 1 each. Transports have strength of 1 on the front of their counter, and 2 on the back. Transports are used like change. Thus, 4 transports in a hex could be represented by two counters flipped to their 2 sides.

2.3.6 Each Indian counter represents a party of between 200 and 1000 braves, but is classified as a Strength Point for game purposes. Indians are printed for Confederate control on the front, and for Union control on the back. Each Texas Ranger counter represents between 200 and 1000 men and is classified as one Strength Point for game purposes. Stand Watie is the only leader able to move Civilized Indian counters out of Indian Territory or Kansas, and he is always in Confederate control and is always placed face-up on the map.

2.3.7 The Army counters are placed on the map to show the location of the Army. The Army's strength is recorded on the owner's Army Track, or directly on the Army counter in the VASSAL module. Leaders in an Army remain on the map. If an Army stack gets too tall, players may place the leaders aside or on the Army Track.

2.4 Game Components

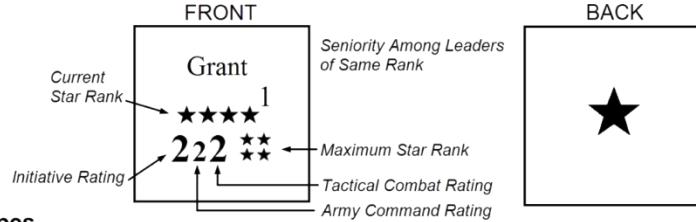
A complete copy of The Civil War includes the following components:

- One Rules Booklet
- Two identical 11" x 16" cards of charts and tables
- Two different 22"x 32" mapsheets
- Four identical six-sided dice
- 520 playing pieces
- One counter storage tray.

SUMMARY OF UNIT TYPES

*Counters used exclusively in Far West Option are shown in red.

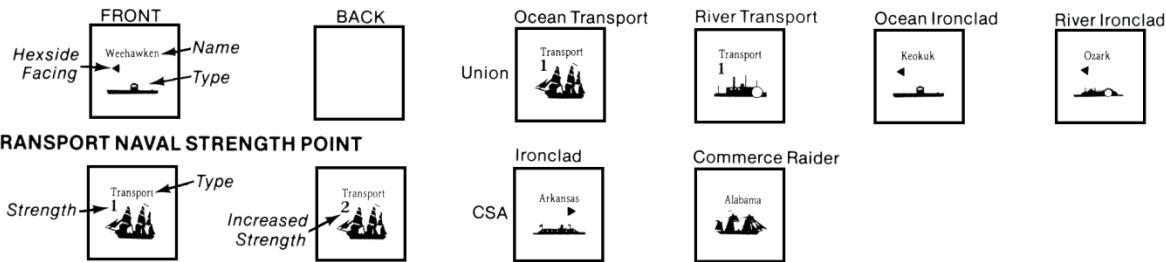
Sample Leader Counter



Summary of Leader Types

Regular Leader	RE Lee ★★★ 231::	Naval Leader	Faragut ★-anchor★ 2•2••	Cavalry Leader	Forrest ★★★ 2•2••	Optional Leader	Jackson ★★★ 222::	Civilized Indian Leader	Watie ★ 2•1★
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Sample Naval Strength Point



SAMPLE STRENGTH POINT

FRONT	BACK	SUMMARY OF ARMIES										
		Union	XXXX Army of James	XXXX Army of Potomac	XXXX Army of Cmbrlnd	XXXX Army of Tenn	XXXX Army of S West	Confederate	XXXX Army of Miss	XXXX Army of Tenn	XXXX Army of N Vir	XXXX Army of West

GENERAL RECORDS TRACK MARKERS

FRONT BACK

		Union Sea Lift
		Confederate Production
		Confederate Imports
		Trans-Mississippi Production
		Trans-Mississippi Imports
		US Merchant Ships Sunk
		Victory Points
		Command Point Table Use Total

MARKERS FOR OTHER TRACKS

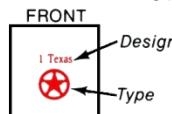
FRONT BACK

		Command Point Table Use
		Dice Difference Reminder
		Game-Turn
		Resource Allocation
		Command Point
		Reinforcement

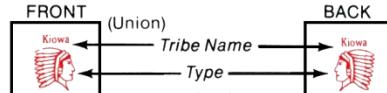
MAP MARKERS

FRONT	BACK

SAMPLE TEXAS RANGER



SAMPLE INDIAN COUNTER



SUMMARY OF INDIAN TYPES

Tribes	Civilized	Mescalero
Comanche		

3.0 How the Game Plays

DESIGNER'S NOTES: After the fall of Ft. Sumter, Jefferson Davis and Abraham Lincoln were faced with the most difficult problem a president at war can face, that of determining a national strategy. For Davis the solution was easier: "...All we ask is to be let alone." For Lincoln, the question was more formidable - the United States had overwhelming power in production and population that must somehow be brought to bear. As a player of *The Civil War*, you will face these same problems.

Each Game Turn in *The Civil War* represents two months of real time, except for the winter Game-Turn, which represents four months. Historically, both armies usually spent the winter encamped. Thus, the winter turn represents more time to show that less happened at that time of the year.

In a war of the magnitude of the Civil War, uncertainty was a way of life. The structure of the turn in *The Civil War* is designed to help recreate this uncertainty. You never know how long a turn will last - it could be very short, or it could last for many battles and mark the turning point of the war. Furthermore, in a turn you will have many choices to make. What you do is up to you. However, you must choose a turn in advance where your main push will be. It can be in only one of the three theaters of the war: the East, the West, or the Trans-Mississippi. Disaster can occur if you choose to make a theater a backwater and your opponent chooses to launch his main offensive there. Such are the challenges of directing a strategic war.

3.1 The Sequence of Play

Each turn is broken down into a series of steps called Phases, which are performed in the order of the following Sequence of Play. The Sequence of Play is performed once per Game-Turn until the end of the last turn, when the winner of the game is determined.

3.2 Reinforcement Phase

The Strength Point reinforcements and leaders each player receives each turn are listed on the Game-Turn/Reinforcement Track. Strength Points are recorded on each player's Reinforcement Tracks. Leaders are placed face-down in each player's Leader Pool so that neither player knows the identity of either their own or their opponent's leaders. The Union player records his Sea Lift Capacity for this turn on the General Records Track using the Sea Lift marker and places his naval reinforcements in his Naval Pool.

3.3 Command Phase

To determine how many Command Points each player receives, both players turn over their Resource Allocation markers and reveal them to each other. Then both players roll two dice and locate their result on the Command Points Table. Each player then records the results on his Command Point Tracks. Then the Command Point Table Use marker is placed on the first space of the Table Use Track. Then both players decide their Resource Allocations for the next turn by placing their Resource Allocation markers face-down on the Resource Allocation Track.

3.4 CSA Commerce Raider Phase

For each commerce raider currently in the At Sea Box, the Confederate player rolls two dice, the result of which is the number of United States merchant ships sunk. These are recorded on the General Records Track using the US Ships Sunk marker. If the Confederate player rolls a 12, then he sinks no Union ships, and instead his raider is eliminated. Before the Confederate player rolls, the Union player has the option to spend Naval Commands to modify the Confederate dice roll result. For each Union Naval Command spent, one is added to the Confederate result. If the modified result is 12 or more, the Confederate raider is eliminated at no loss to the Union in ships sunk.

3.5 Blockade Effects Phase

The Confederate player counts the number of VP City and VP Site Points he controls in friendly territory and places his Production marker at that level on the General Records Track. Then he determines his Port Capacity by counting the value of his ports which he still controls. He cross-references

this Port Capacity with the Union Blockade Percentage for that Game-Turn on the Blockade Table to determine his total Imports. The Import total is then added to the General Records Track after the Production total. If the Import marker is at 99 or less, then the Confederacy will begin to feel the effects of dwindling supply.

3.6 Action Phase

Both players roll 2 dice and compare results. The player with the higher total has the Initiative for the Pulse. Record the difference between the two dice rolls on the Dice Difference Reminder Track using the Initiative winner's side of the Dice Difference marker. To begin the Pulse, the player with the Initiative must enter 1 reinforcement (either a Strength Point or a Leader) if he has any on his Reinforcement Tracks or in his Leader Pool. Then he must perform actions which use up a number of Command Points equal to the die roll difference between his Initiative dice roll and his opponent's dice roll. Alternatively, he may bring on reinforcements, each of which uses one point of the Initiative dice difference, but costs no Command Points. As he spends Command Points and brings on reinforcements, the Initiative player marks them by moving his Command and Reinforcement markers down his Command Point and Reinforcement Tracks. When he has expended the Initiative dice difference, his half of the Pulse is over. His opponent then spends Commands or enters reinforcements equal to the Initiative dice difference. Then both players roll for Initiative again, and a new Pulse is begun.

The preceding procedure is repeated indefinitely, until the end of the Action Phase is triggered. The end is triggered in one of two ways. If both players have used all their Command Points, entered all their reinforcements, and picked all their leaders from their Leader Pools, the Phase ends. If both players roll the same Initiative dice total and the number each rolls is listed at the bottom of the Table Use Track on the space currently occupied by the Command Point Table Use marker, the Phase ends immediately. If both roll the same total and the number each rolls is not listed, then each player receives additional Command Points listed for that result on the Command Points Table, the Command Point Table Use marker is advanced one space on the Table Use Track, and the Action Phase continues.

3.7 Command Point Table Use Phase

Move the CP Table Total marker up the General Records Track a number of boxes equal to the total number of times that the Command Point Table has been used in the immediately preceding Action Phase.

3.8 Confederate Control of Washington, D.C.

If a Confederate force occupies Washington, D.C. at the end of the action phase, then the effects described in rules section 4.1.6 occur. The effects of Confederate control are determined before the rally phase takes place.

3.9 Rally Phase

Each stack of demoralized forces loses one Strength Point. If a force is in supply, then the Demoralization marker is removed. If a force is out of supply, then it remains demoralized. A force of one Strength Point would be eliminated, and any leaders stacked with the force would be placed face-down in the owner's Leader Pool. This is considered to occur simultaneously for all forces on the map. Supply status is assessed after all demoralized forces lose one Strength Point, thus a force that is out of supply due to the presence of a single demoralized enemy SP would become supplied when that SP is eliminated.

3.10 End Phase

The players advance the Game-Turn marker one space on the Game-Turn Track and begin the next Game-Turn.

3.10.1 All unused Command point tracks are set to zero.

3.10.2 All unused Reinforcements are maintained.

3.10.3 The Confederacy earns Victory Points equal to the table use in the concluded turn.

3.10.4 Victory Points are checked and state conversions are scored.

4.0 Command Points

DESIGNER'S NOTES: Each activity in the game is given a cost in Command Points (often called simply Commands). EXAMPLE: if you want to move one Strength Point (5000 men), then the one Command Point that must be spent represents the time and effort necessary to organize the men and move the miles. If you have a terrible leader in command of one of your armies, then two Command Points can be spent to get rid of him, in which case the Command Point cost represents the "political" cost to remove such a highly ranked man from such an important post.

The map is divided into three theaters: the East, the West, and the Trans-Mississippi. This is done so that Command Points can be allocated to each theater, assuring that activity will occur in each theater on each Game-Turn and that the effects of cutting off the Trans-Mississippi from the rest of the South, or isolating Washington, D. C., from the remainder of the North, can be simulated accurately. In all previous strategic Civil War games, most of the action has occurred in only one area per turn, or - worse yet - nothing at all has happened in the Trans-Mississippi. Both situations are grossly ahistorical.

During the Action Phase, each player will have the opportunity to expend Command Points to move and attack, build forts and armies, and to perform a host of other options. It is up to you to decide your priorities and spend your Commands wisely, since you will never have enough Commands to do everything you want to do. The player who develops an idea, a grand strategy, and sticks to it will ultimately win over a player who thinks on his feet and does not plan ahead. Read the following rules closely, since they are the heart and soul of the game.

4.1 Resource Allocation

4.1.1 Procedure: During the Command Phase, both players decide among the three theaters (the East, the West, and the Trans-Mississippi) which will be their primary, secondary, and tertiary theaters by placing their Resource markers face-down on the Resource Allocation Track. Once the markers are placed, they may not be changed, nor may they be examined by the enemy player.

4.1.2 During the Command Point Phase, the Resource Allocations from the previous turn are revealed. Then both players roll two dice and locate their results on the Command Points Table. The Command Point results are then recorded on each player's Command Point Tracks using their CP markers. Note that the Union player has an additional allocation for Union Naval Commands, which are recorded on the Union Discretionary Command Track using the Naval CP marker. Then both players decide their Resource Allocations for the following turn and place their Resource Allocation markers face down on the Resource Allocation Track again. Players who "forget" to decide their next turn Allocations must use the same Allocations used during their previous turn.

EXAMPLE 4.1.2: if you as the Union player choose the East as primary, the Trans-Mississippi as secondary, and the West as tertiary, and then roll an 8 on the Command Points Table, you would place the East CP marker at 6 on the East Track, the Trans-Mississippi CP marker at the 4 on the Trans-Mississippi Track, the West CP marker at the 1 space of the West Track, the Discretionary marker on the 1 space of the Discretionary Track, and the Naval CP marker on the 3 space of the Discretionary Track. Additional Command Points are received if you use the optional Far West Option.

4.1.3 First Turn Allocation: On the first turn of the game, both players decide their theater choices secretly, place their Resource Allocation markers, and then reveal them to determine the Commands they receive. After they have received their Commands, they then place their Resource Allocation markers on the Resource Track for the second following turn. This is the only turn where both will choose and reveal their Resource Allocations on the same turn.

4.1.4 Mississippi River Control: The Confederacy loses control of the Mississippi River the instant the following cities are in Union control: New Orleans, Baton Rouge, Port Hudson, Vicksburg, Memphis, Cairo, and St. Louis. Once the Confederates have lost control of the Mississippi, the following rules come into effect.

- The Trans-Mississippi must be Confederate tertiary choice during each Resource Allocation Phase. This effect takes place during the Confederate player's next Resource Allocation choice.
- The Confederate player may not spend Discretionary Commands or take Discretionary reinforcements in the Trans-Mississippi theater.
- The Confederate supply net is broken into two sections, and the Production and Import totals for the Trans-Mississippi are determined separately from the rest of the Confederacy.

4.1.5 Control of the Mississippi River is regained by the Confederates the instant the Union player does not control all of the cities listed. Thus, control can change hands from turn to turn, or even from Pulse to Pulse.

The Confederates ran into severe Resource Allocation problems in the Trans-Mississippi once they lost control of the Mississippi River. Essentially, this area became a country unto itself (sometimes referred to as Kirby Smithdom after the theater's commander).

4.1.6 Confederate Control of Washington: If a Confederate force occupies Washington, D.C. at the end of a turn, then the following effects occur:

- There is a Victory Determination Check to see whether or not the Confederates have won the war. The Confederate player receives 20 Victory Points if his occupying force is in supply and not demoralized. The Confederate player receives 10 Victory Points if his occupying force is demoralized or out of supply. These Victory Points are recorded on the General Records Track using the Confederate Victory Points marker. See section 17.2.9 for further details.
- If the Confederates have not won an immediate victory, the game continues, but the Union Blockade Percentage and Sea Lift Capacity are permanently reduced to zero due to the effects of Foreign Intervention.
- As long as the Confederates hold Washington, all Union Discretionary Commands must be spent in the East, and the East must be the Union player's primary theater choice starting with the next Resource Allocation. Thus, if Washington is held on turn 10, during the Resource Allocation for turn 12 the Union player must make the East the primary theater. The Resource Allocation for turn 11 was already made and remains unchanged.

4.1.7 The Union regains control of Washington when it is reoccupied by a Union force, regardless of whether or not it is in supply or demoralized. Confederate Victory Points scored up to that point are not lost; rather, they remain Confederate Victory Points for the duration of the game.

It is doubtful whether the United States government could have prevented foreign intervention if their capital had fallen. Victory Point awards of this size will usually mean that the game ends immediately in a Confederate victory, but not always. These awards are further discussed in the Victory Points section of the rules.

4.1.8 Isolation of Washington: If a continuous line of Union controlled rail hexes cannot be traced from Washington, D.C. to at least 15 Points of Union VP cities at the end of a turn, the following effects occur:

- The Confederate player receives 2 Victory Points, which are recorded on the General Records Track.
- The East must be the Union player's primary theater choice starting with the next Resource Allocation. Thus, if Washington is isolated on turn 10, during the Resource Allocation for turn 12 the Union player must make the East the primary theater. The Resource Allocation for turn 11 was already made and remains unchanged.
- All Union Discretionary Commands must be spent in the Eastern Theater until Washington is again able to trace a rail line to 15 Points of VP cities.

4.1.9 Isolation of Washington is relieved the instant a line of Union-controlled rail hexes may be traced to either 15 VP city points, or to the northern map edge. The reaction radius of a Confederate Army blocks rail lines, and could isolate Washington. The 2 Victory Points scored by the Confederate player at the end of each turn of isolation is not lost if Washington ceases to be isolated in a future turn; rather, they remain Confederate Victory Points for the duration of the game.

Merely cutting Washington's line of communication to the rest of the North would have caused serious problems for the Lincoln administration. If you examine the map, you will note that essentially this means the Confederate player must cut the rail lines to York and Philadelphia, Pennsylvania.

4.2 The Action Phase

4.2.1 Definition: Most game activities occur in the Action Phase, which comprises a varying number of Pulses. To begin a Pulse, both players roll two dice and compare totals to determine which one has the Initiative. The player with the Initiative goes first during the Pulse, the other player goes after the first player has finished. During a Pulse, both players may spend Command Points to activate forces located on the map, or they may bring on reinforcements, or they may perform a combination of the two functions. Each Command Point spent or reinforcement entered always uses up one point of the Initiative Dice Difference. A force is said to be "activated" when Commands are expended for it to perform one of the actions listed on the Command Cost Chart. Each action is a separate Activation; thus, a force may

be activated more than once during a Pulse. However, a force can never move more than once per Pulse. When a Pulse ends, it is followed by another Pulse. This continues indefinitely, until the end of the Action Phase.

4.2.2 Procedure: The Action Phase uses the following procedure, which is repeated each Pulse until the end of the Action Phase.

4.2.3 Each player rolls 2 dice for Initiative: The player who rolls the higher total has the Initiative for that Pulse. If both players roll the same dice total, one of two things will happen: either the Action Phase will end immediately, or both players will receive additional Commands and the Action Phase will continue. The effects of rolling the same total are described in How the Action Phase Ends, following.

4.2.4 Record the Initiative Dice Difference: Subtract the lower Initiative roll from the higher to determine the Initiative Dice Difference. This may then be recorded on the Dice Difference Reminder Track using the player with the Initiative's side of the marker.

4.2.5 The player with Initiative enters 1 reinforcement: The reinforcement *must* be entered, and it must be a Strength Point from one of his Reinforcement Tracks or a leader from his Leader pool. Entering this reinforcement *does not* expend a part of the Initiative Dice Difference. If he has no reinforcements remaining on his Reinforcement Tracks or leaders in his Leader Pool, there is no penalty. Strength Point reinforcements are recorded by moving the appropriate marker down one space on its Reinforcement Track.

4.2.6 Initiative player's half of the Pulse: The player who has won the Initiative roll must now expend the difference between his Initiative roll and his opponent's in Commands and/or Reinforcements. Each Command spent or Strength Point or leader reinforcement entered uses up one Point of the Initiative Dice Difference. Command Points spent are recorded on his Command Tracks by moving down those markers, and Strength Point reinforcements are recorded on his Reinforcement Tracks. His half of the Pulse ends when he has spent the Initiative Dice Difference. If the player has no more Commands or Reinforcements, or he runs out before he has spent all the Dice Difference, then his half of the Pulse ends (there is no penalty).

4.2.7 Non-Initiative player's half of the Pulse: The player who lost the Initiative roll must now spend the exact same Initiative Dice Difference in Commands and/or Reinforcements as the player who won the Initiative, in the exact same manner as the Initiative player. However, the non-Initiative player does not enter a reinforcement as the Initiative winner did. As he expends Commands and/or enters Reinforcements, they are recorded on the non-Initiative player's Command and Reinforcement Tracks. When he has expended the Initiative Dice Difference, or when he runs out of Commands and Reinforcements, proceed to the following step.

4.2.8 Return to the first step, unless the Action Phase ends: If either player still has even a single Command on his Command Tracks, a leader in his Leader Pool, or a Reinforcement on his Reinforcement Tracks, then the Action Phase continues and a new Pulse is begun by starting again. However, if both players have expended all of their Commands and entered all their Strength Point and leader reinforcements, then the Action Phase ends and players proceed to the Command Point Table Use Phase of the Sequence of Play.

EXAMPLE 4.2.8: If you rolled a 9 and your opponent rolled a 4, there would be a Dice Difference of 5 to expend on Commands and/or Reinforcements. The difference is recorded on the Dice Difference Reminder Track using your side of the marker. Then you would enter one Strength Point as a reinforcement from one of your Reinforcement Tracks (provided you have a reinforcement remaining) or one leader from your Leader Pool. You would then spend the Initiative Dice Difference of 5 to bring on additional reinforcements or to spend Commands for any of the actions listed on the Command Point Cost Chart. These activities include moving your forces (which triggers combat if you enter an enemy-occupied hex), building forts, and more. You may also enter reinforcements, which does not cost Commands, but which does use up part of the Dice Difference. Thus, if you were to spend 3 of your 5 Dice Difference to move Strength Points, you could spend the other 2 to enter two reinforcements. The 3 Commands are subtracted from your Command Point Tracks while Strength Point Reinforcements are subtracted from your Reinforcement Tracks. When you have spent the Dice Difference, your half of the Pulse is over and the other player's half begins. Your opponent expends the exact same Dice Difference, in this case 5. When he has finished the Pulse is over. If either of you has any Commands or Reinforcements remaining (either Strength Points or leaders), then another Pulse is begun by rolling for Initiative again. This continues indefinitely, until the Action Phase ends.

4.2.9 How the Action Phase Ends: The Action Phase may end in one of two ways. First, if both players have used all their Command Points from their Command Point Tracks, have brought in all their Strength Points from their Reinforcement Tracks, and picked all the leaders from their Leader Pools, then the Phase ends. This occurs the instant the last reinforcement or Command is used. It is likely that one of you, usually the Confederate player,

will run out of Commands and reinforcements first. If this occurs, the Phase still continues as usual with you both rolling for Initiative, even if one of you has nothing to do with the resulting Dice Difference.

4.2.10 The second way the Phase may end is very unconventional - each time you and your opponent roll the same Dice Difference total for Initiative, one of two things will occur: the Action Phase will end immediately or you will receive additional Command Points and the Action Phase will continue.

4.2.11 During the Command Phase of each turn, the Command Point Table Use Marker is placed on the 1 space of the Table Use Track. This indicates that the Command Point Table was used once by each player during the Command Phase. At the bottom of each box on this Track is a code. Each time both players roll the same Initiative Dice total at the beginning of a Pulse, they consult the Table Use Track. If the total they each rolled is listed in the box currently occupied by the CP Table Use marker, then the Action Phase ends *immediately*.

4.2.12 There is no number listed in the first box on the Table Use Track; thus, the first time both players roll the same Initiative total during a turn, the Action Phase will not end. Instead, both players consult the Command Point Table and add the Command Points listed for that dice result to their Command Point Tracks. The Commands are added to Tracks according to the Resource Allocation for the turn in progress.

EXAMPLE 4.2.12: Thus, if you both rolled a 5, you would advance the marker to the second space on the Table Use Track and you would each receive 5 additional Commands for your primary theater's Command Track, 3 for your secondary's, 2 for your tertiary's, 2 for your discretionary's, and 2 Naval Commands for the Union only.

4.2.13 The players then move the Table Use marker to the second space on the Table Use Track and continue the Action Phase.

4.2.14 The second time both players roll the same Initiative total during a turn, there is a chance the turn will end immediately. The number listed in the second box on the Table Use Track is 7; thus if both players roll a 7, then the Action Phase ends immediately. If the result is a total other than 7, both players receive additional Command Points from the Command Point Table; the Table Use marker is advanced into the third space on its track, and the Action Phase continues.

4.2.15 The third time both players roll the same Initiative total, the Action Phase ends if the result is a 5, 6, 7, 8, or 9. The fourth time they roll the same result, the Action Phase automatically ends; thus "Any" is listed in the last box of the Table Use Track as the result causing the Action Phase to end.

4.2.16 If the Action Phase ends due to the first cause, there will be no reinforcements or Commands remaining on either player's Reinforcement or Command Tracks. However, if the Action Phase ends due to the second method, it is possible that Commands and/or Reinforcements will remain. In this case, *all* Commands are lost, but all reinforcements are retained. Reinforcements may be held over from one turn to the next if the Action Phase ends this way, up to a maximum of 19 reinforcements per Reinforcement Track, and an unlimited number of leaders may remain in the Leader pool.

4.2.17 Turns with No Pulses: There is a slight chance that the Action Phase will end without a single Pulse being played. This happens if both players roll the same total on their first Initiative roll, and then both roll 7 on the next. If this occurs, ignore the second result and roll again. Thus, each turn will have a minimum of one Pulse.

4.2.18 Command Point Maximum: If your total on one of your Command Point Tracks exceeds 9, turn the marker over to its +10 side; thus, you have 10 Commands, plus the number listed in the space the marker occupies. The maximum number of Commands you may ever have in one Command Point Track is 19; any extras are lost.

4.2.19 Mandatory Expenditure: The Initiative Dice Difference *must* be spent by each player during each Pulse if he has Commands or Reinforcements remaining on his Tracks or leaders remaining in his Leader Pool. If he has Commands remaining and does not wish to perform an action, then the Points are expended although no action is taken. If Strength Points remain on their Reinforcement Tracks they must be entered. Each Command Point spent always uses up one point of the dice difference. Commands cannot be saved from turn to turn, nor moved from one Command Point Track to another, nor loaned to an opponent. In other words, there is no "passing" in the game - if you have any Commands and/or Reinforcements, the Initiative Dice Difference must be spent on them.

4.2.20 Command Point Types: Commands on the East, West, and Trans-Mississippi Command Tracks can be spent only in the East, West, and Trans-Mississippi theaters, respectively. Thus, Commands are spent from the Track of the theater in which the Action is to occur, unless Discretionary or Union Naval Commands are used. Discretionary Commands can be spent in any theater, on naval leaders and forces, and in combination with other Commands. Naval Commands can be spent only to activate naval leaders, SP's, naval forces, and ground leaders using sea, amphibious, or river

movement. Each Command Point spent, regardless of type, uses up one Point of the owner's Initiative Dice Difference.

EXAMPLE 4.2.20 *Thus, if you build a depot in the West, you spend 2 Command Points from your West Command Point Track, or 2 from your Discretionary Command Point Track, or 1 Command Point from each Track.*

4.2.21 Confederate Supply Problems: The Command Point cost of some Confederate Actions will increase due to the effects of loss of territory and the Union blockade of Southern ports. These effects are described in the Supply rules.

5.0 Leaders

DESIGNER'S NOTES: *The American Civil War was above all a test of leadership. When you think of the great battles and campaigns of the war, you immediately think of Lee and Jackson, Sherman and Grant. But the Civil War was more than a war of great men - there were also Bragg, McClellan, Banks, and worse. In fact, for every good leader, it seems there were four bad ones. Without good leaders, the effects of even massive superiority in numbers could be lost. Lee was able to defeat Hooker and his Army of the Potomac even though the Army of Northern Virginia was outnumbered almost 3 to 1.*

As a player you represent the Davis or Lincoln administration faced with the problems those men faced historically. A basic truth is that Lincoln was initially served by a host of incompetent generals claiming to have the secret to a short and successful war. It took years for good Union leaders to emerge. When they finally did, they fought and won the world's first "total war." The Confederate government, on the other hand, had the advantage of having better leaders, of higher rank, earlier. However, attrition took a more fearful toll on Confederate leadership. Worse yet, few new Confederate leaders rose to prominence, and those who did were not Shermans or Grants. The game shows these historical realities.

In order to move your armies and fight your battles, you will need to put your forces under the control of leaders. Leaders are necessary to invade enemy territory, move more than one Strength Point at a time, and to win important battles. During the course of the game, new leaders enter play at the approximate date they rose to prominence historically. Leaders may be promoted, wounded, killed, or you may even remove them from the game. Each leader is given three ratings which are used in movement and combat. These ratings are subjective, but are based on solid research. Making numerical evaluations of a man's abilities is a difficult thing to do, but we hope they give you a real sense of the men these cardboard counters represent.

5.1 Leader Rank

5.1.1 Each leader in the game has a rank in stars printed on his counter. The greater the number of stars, the higher the **leader's** rank. In addition, each leader has a seniority number printed on his counter which is his relative rank among leaders with the same number of stars and from the same branch of the service: infantry, cavalry, or navy. Leaders of the same rank are ranked in the following priority: **first** infantry, then cavalry. Naval leaders are handled separately and may never command Strength Points for ground movement or ground combat.

EXAMPLE 5.1.1: *A two-star infantry leader outranks all two-star cavalry leaders, regardless of respective seniority numbers.*

5.1.2 When more than one leader is located in the same hex, there will always be one leader who outranks all others. He is referred to as the **ranking general** and is **in command** of that force. This concept is important when determining which leader affects a combat or commands an Army.

The star ranks in the game have real rank equivalents: one star is a division commander; two stars designate a corps commander or admiral; three stars denote an army commander (although a three-star cavalry general represents a corps commander); and four stars indicate a theater commander. For example, A.S.Johnston is the highest ranking Confederate general, while Robert E. Lee is the second highest.



EXAMPLE 5.1.2 *Fremont outranks Grant, since his seniority among three-star generals is 2, and Grant's is 4. Both Fremont and Grant outrank Hooker and Lyon. If Grant were promoted to four-star rank, he would outrank all other leaders in this example.*

5.2 Leader Promotions

5.2.1 Starting Rank: Most leaders in the game are represented by more than one counter. A leader's lowest ranked counter is the first counter to enter play, and his higher ranked counters enter only due to promotion. Many leaders have only one counter, and thus they may not be promoted. At the start of the game, place the leaders on the Turn Record Track on the turn they enter to remind you to put them in the Leader Pool on the correct turn.



5.2.2 Promotion Procedure: When a leader becomes eligible for promotion, his next higher ranked counter is placed on the Game-Turn Record Track on the turn after the turn in progress. When a leader becomes eligible for promotion, his counter **must** be placed on the Game-Turn Record Track. When the next turn begins, this counter is removed from the Game-Turn Record Track and placed face-down in the owner's Leader Pool. When a leader reinforcement is picked and it turns out to be a promotion counter for a leader already on the map, the promotion immediately replaces the lower ranked counter in the hex occupied by the lower ranked counter.

This manipulation becomes necessary because some leaders are better at a low rank than when promoted, which simulates the reality that some leaders were better suited to smaller commands.

5.2.3 Picking a leader from the Leader Pool costs the owner one point of his Initiative Dice Difference; however, it costs no Command Points. Furthermore, a leader may be entered at no cost in Initiative Dice Difference when a player wins the Initiative Dice roll.

5.2.4 One-Star Promotion: A one-star general becomes eligible for promotion to two-star rank **on a roll of 7 or more on two dice**, after he has been in a combat in which he was not killed, wounded, or placed in the Leader Pool. **Overrun** is not considered combat for purposes of leader promotion. The leader becomes eligible for promotion whether or not his Tactical Combat Rating was used in the battle.

EXAMPLE 5.2.4: *In other words, if a one-star leader becomes eligible for promotion on turn 1, you place his two-star counter on turn 2. When turn 2 begins, place the two-star counter face-down in the Leader Pool.*

5.2.5 Two-Star Promotion: A two-star general becomes eligible for promotion to three-star rank in one of two ways. First, he becomes eligible in the same way as a one-star general. Second, if a two-star leader is in an Army, and the Army commander is killed or wounded and there is no other three-star general in that Army to take command, then the most senior two-star general in that Army is immediately promoted to three-star rank. This promotion occurs automatically, at no cost in Command Points or Initiative Dice Difference and with no time delay.

EXAMPLE 5.2.5: *Two-star Sherman is the highest two-star general in a hex and is in an Army under the command of Buell when Buell is killed. There is no other three-star general in the hex; thus, Sherman is immediately promoted to three-star rank and takes command of the army.*

5.2.6 Three-Star Promotion: The only three-star generals eligible for promotion to four-star rank are the Union generals Sherman and Grant. They become eligible for promotion, **on a roll of 7 or more on two dice**, when they are not wounded or killed in a battle in which they are a three-star general in command of an Army. The battle must occur on or after turn 8; before turn 8 they may not become eligible for promotion to four stars.

5.2.7 Promotion Anomalies: Anomalous situations may arise due to a leader having two counters in the Leader Pool at once, having his promotion counter in the pool and then becoming wounded, etc. If a leader has more than one counter in the Leader Pool and his higher ranked counter is picked first, place it on the map and - when the lower ranked counter is picked - discard the lower ranked counter and pick again. If the lower ranked counter is picked first, place it and leave the higher ranked counter in the pool. If a leader's promotion counter is on the Turn Record Track and the lower ranked counter becomes wounded, place the lower ranked counter with the higher ranked one on the Turn Record Track. Both are then placed in the Leader Pool on the following turn. If a promotion counter is in the Leader Pool and the lower ranked counter is killed, discard the higher ranked counter when picked and pick again. If the promotion is on the Turn Record Track when death occurs, remove the promotion. If a promotion is in the Leader Pool and the lower ranked counter is wounded, place both promotion and wounded counters on the Turn Record Track for the next turn.

5.3 Army Leader Removal

5.3.1 The highest ranking three or four-star general in an Army is in command of that Army. An Army commander must remain with his Army at all times. The only way an Army commander may leave his Army's hex is if he is killed or wounded in combat, a higher-ranked leader enters the hex and takes command of the Army, or you remove him.

5.3.2 The highest ranking three- or four-star general to enter an Army's hex immediately assumes command of that Army. The lower-ranked commander no longer commands the Army and may now leave the hex.

5.3.3 A player may also remove a leader from Army command by expending two Command Points. To do so, the Army must contain a second, lower-ranked three-star leader to take command of the Army when the higher-ranked leader is removed. Three-star leaders in command of Armies are the *only* leaders that may be removed; one-star, two-star, and four-star generals can never be removed, except when allowed by the optional Variable Leader Promotion & Casualty Table. The owner has three options for the fate of removed leaders:

- The leader can be removed from play by placing him in the Removed Leaders Box. Leaders in this box remain there indefinitely and may re-enter play *only* using the procedure outlined in Leader Losses.
- The removed leader can be moved out of the Army's hex. It does not cost additional Command Points to move him since the removal cost pays for movement as well.
- The removed leader can be demoted. A leader can be demoted only if the game includes a two-star counter for him. When removed, the leader's three-star counter is immediately replaced by his two-star counter and the three-star counter is placed in the Removed Leaders Box. It remains there for the duration of the game and may never re-enter play.

EXAMPLE 5.3.3: If the three-star Union generals Burnside (Seniority 11) and Hooker (Seniority 12) were both in the same Army, Burnside would be in command of the Army. The only way Hooker could take command is if Burnside were killed or wounded due to a Leader Loss Check or if the Union player removed him. Burnside cannot be moved out of the hex to allow Hooker to take over by default. If McClellan (Seniority 1) were to enter the Army's hex, he would immediately take command, since he is Senior to both Burnside and Hooker.

5.3.4 Even though he is promotable to three-star rank, Union general Sheridan can never command an Army.

5.4 Leader Losses and Promotion Procedure

5.4.1 When Leader Loss Checks Are Made: Leader Loss Checks are made under the following circumstances:

- A check must be made for each leader involved in a ground combat. Checks are made for each leader in the hex, even for those who did not affect the combat with their Tactical or Army Command Ratings.
- A cavalry leader who attempts to retreat before combat must make a Leader Loss Check; if he is killed or wounded, his force cannot retreat.
- Naval leaders and leaders being carried by naval forces must also check for Leader Loss when they are in a combat, including naval combats and attacks by enemy fortifications. These are explained in more detail in the Naval rules.
- A leader in a hex by himself, or in a hex with only other leaders, depots, or a fort/fortress, is not killed when an enemy force or army reaction radius enters the hex. Instead, a Leader Loss check is made and, if he is not killed, place his counter on the Turn Record Track for the following turn.
- If a leader is being transported by naval unit and the naval force is sunk, roll for Leader Loss, and place the leader on the Game-Turn Record Track if he is not wounded or killed.
- A Leader Loss Check is not made for a force that overruns an enemy force. Leaders of the force being overrun do make Leader Loss Checks, and if they are not killed or wounded are placed on the Game-Turn Record Track for the next turn.

5.4.2 Procedure: Roll two dice for each leader and locate the result on the Leader Loss Table. If the result lists the rank in stars of that leader, he suffers the indicated result - either being killed or wounded. If the dice total is 7 or more, the leader is promoted, if eligible. Any other result has no effect. Leader loss rolls for all leaders involved in the same battle are considered to occur simultaneously.

EXAMPLE 5.4.2: When you roll for a three or four-star leader, you must roll a 2 for there to be any possibility of loss; re-roll the dice if a 2 is rolled the first time, and on a result of 7, the leader is killed or - on any result other than 7 - he is wounded. If you are making a check for a one-star general, he is killed on a roll of 4, wounded on 5; any other roll has no effect on leader losses.

5.4.3 A killed leader is placed in the owner's Killed Leaders Box. If a promotion counter is picked for a leader who has already been killed, do not place it on the map and pick again. A wounded leader is placed on the Game-Turn Record Track for the following turn.

5.4.4 Army Leader Loss: If an Army commander is killed or wounded in a Leader Loss Check, then the most senior three or four-star general in the Army becomes its new commander. If there is no three-star leader, then the most senior two-star general is immediately promoted to three-star rank at no cost in Commands or Initiative Dice Difference and takes command. If there is no two-star general in the hex capable of promotion to three-star rank, then the most senior three-star general on the map who is not in command of an Army is immediately placed on the Army and takes command. This move does not cost Commands or expend Movement Points. If there is no three-star general on the map available, then the highest-ranking three-star general in the Removed Leaders Box is immediately returned to play as the leader of the Army. If there is still no eligible leader available, the most senior two-star general on the map, who is capable of promotion to three-star, is immediately promoted, placed on the Army, and takes command. [Original language: If there are no leaders in the box, or all of them have been demoted rather than removed, then the Army counter is permanently eliminated and is replaced with Strength Point markers.]

EXAMPLE 5.4.4: Union General Thomas is killed while commanding the Army of the Cumberland. Being the most senior three- or four-star general on the map not in command of an Army, McClellan is moved from his location in Virginia and immediately placed in command of Thomas' Army.

5.4.5 An army cannot be eliminated due to the lack of an eligible leader.

5.5 Revealed and Unrevealed Leaders

5.5.1 Leader counters have no values on their backs so that their identities can be concealed. Leaders that begin a scenario already deployed on the map are placed face-up on the map for both players to see. Leaders that enter later are placed facedown when put in the Leader Pool. When picked from the Pool, the owner first places them on their reinforcement hex; then he may look to see the leader's identity, being careful not to reveal it to the enemy player. The leader remains on the map face-down until his identity is revealed (even leaders that have already been in play and were subsequently placed in the Leader Pool).

5.5.2 A leader's identity is revealed for the following reasons:

- Revelation is triggered by the first combat the leader is involved in. The leader need not affect the combat with his Tactical or Army Command Ratings in order to be revealed; his mere presence in the hex is sufficient.
- Cavalry leaders are revealed as soon as they are used to move SP's more than four hexes in a single Pulse or when they attempt to Retreat Before Combat.
- Naval leaders are revealed when they are first activated to move naval forces.

5.5.3 When a leader is revealed, he remains face-up on the map for both players to see. When leaders are placed in the Leader Pool, they are *always* turned face-down. When a leader is promoted, his promotion counter is placed face-up if the leader is already face-up on the map; otherwise, he is placed face-down.

5.6 Leader Effects on Rally

5.6.1 A Demoralized force may be rallied only in one of two ways. First, a force which is in supply during the Rally Phase loses one Strength Point and is rallied. Second, a force which contains a leader may be rallied during the Action Phase by the owner spending a number of Commands equal to the Initiative Rating of the highest ranking, most senior leader in the hex. Forces that contain no leaders cannot be rallied by the expenditure of Commands. A force may be rallied even if the senior leader in the hex lacks the rank to activate the entire force.

EXAMPLE 5.6.1: Confederate General Cleburne is the senior leader in a hex containing 4 demoralized SP's. The Confederate Player may rally this force by paying 3 Commands (Cleburne's Initiative Rating) even though Cleburne could not, as a one-star leader, activate the entire force for movement.

5.6.2 Leaders are very important to rally forces; see Demoralization for more detail.

5.6.3 Naval leaders cannot be used to rally ground forces.

6.0 Ground Movement

DESIGNER'S NOTES: There are two types of movement in this game: ground movement and naval movement. Forces moving overland may also use friendly rail lines to speed their movement. The War Between the States was one of the first wars in which rail and naval movement were of such decisive importance.

Each hex represents 25 miles of real terrain from side to side. In an area this large, it is impossible for forces the size of those in the game to influence more than the 25-mile piece of terrain they occupy. Thus, there are no Zones of Control in the game. However, forces organized into Armies do have the ability to react to enemy forces that move adjacent.

Each turn represents a great enough length of time that it is theoretically possible for a force to move the length of the map in a single turn. For logistical and administrative reasons, movements of this length were not made historically. Long marches, such as Sherman's march to the sea, were made, and they can be made in the game. The movement of forces is affected by supply, the location of enemy forces, the number of Commands available, and the number of Pulses in the current turn.

To move your forces and fight your battles, you will need to use your leaders. They are decisively important, since it is only with them that you can move more than one Strength Point at a time and enter enemy territory.

6.1 Ground Movement Procedure

6.1.1 Ground Movement Definition: During your half of a Pulse, you can spend Commands to move your forces. The Command costs are summarized on the Command Point Cost Chart. Command expenditures are recorded on the owner's Command Point Tracks.

6.1.2 There are no separate movement and combat Phases in this game. When you enter an enemy-occupied hex, you automatically initiate combat, unless the enemy is cavalry which Retreats Before Combat. Thus, while moving you must also be concerned with combat.

6.1.3 Movement Procedure: Forces moving by land always move from one hex into an adjacent hex; hexes cannot be skipped. Each SP has a Movement Point Allowance of 4 Movement Points, except for SP's under the command of cavalry leaders, which have Movement Point Allowances of 6. Each hex an SP enters uses up one of its Movement Points, except swamp hexes, which cost 2 Movement Points to enter.

6.1.4 Each force moves separately, one at a time. You must finish the movement (and combat) of one force before you can spend Commands to move another force, or to conduct another operation. There is one exception: a combined land and naval combat, which is discussed later in the Naval rules.

EXAMPLE 6.1.4: A force cannot move 2 Movement points, build a fort or a depot, or an army, and then continue with the rest of its move. If the phasing player wishes to conduct such an operation, he will have to do so either before the force begins its move, or after its move is complete, or both.

6.1.5 A force, regardless of its composition, can move in any direction or combination of directions, so long as its Movement Point Allowance is not exceeded and it does not enter prohibited terrain. A force may always move less than its Movement Point Allowance, and movement is never mandatory. Movement Points cannot be saved from turn to turn or from Pulse to Pulse. Nor may they be lent from one force to another.

6.1.6 Movement continues until the force has either used all its Movement Points, the owner has decided it has moved far enough, or when it enters an enemy-occupied hex and combat is initiated. When one player is moving, the other player may not move. The non-moving player may be allowed to roll for Army Reaction Movement or cavalry Retreat Before Combat in some cases. These types of movement are explained elsewhere in these rules.

6.1.7 A force can be activated for movement only once per Pulse. However, a force can be activated more than once per Pulse, so long as only one activation is used to move the force. The other activations can be used to rally from Demoralization, to build a fort, or any combination of actions listed on the Command Point Cost Chart.

EXAMPLE 6.1.7: If you are the Confederate and both the Army of Northern Virginia and the Army of the Potomac are Demoralized, it is a good idea to rally your Army and then move to attack the still Demoralized Union Army.

6.1.8 Reaction Movement by a non-phasing force does not count as an activation. Thus, a force can be activated for movement during a Pulse and still make Reaction Movement during the opponent's half of the Pulse.

6.1.9 Stacking Limit: There is no limit to the number of SP's, leaders (exception, see 6.2.11), armies, markers, or any other combination of counters that can enter the same hex.

6.1.10 Demoralized Movement: A Demoralized force can move, and its Movement Point Allowance is unaffected; however, the Demoralized force cannot enter a hex occupied by an enemy force, unless it can overrun the

enemy force. Furthermore, a Demoralized force may not move into the Reaction Radius of an enemy army (because this act may precipitate combat). A Demoralized force may retreat into a hex occupied by an enemy force if there is no other retreat route, only if it can overrun that enemy force. A Demoralized force that enters a hex containing a non-Demoralized force causes that friendly force to become Demoralized as well. However, SP's are the only forces that are Demoralized; leaders, naval SP's, forts, and so forth, never become Demoralized.

6.1.11 Supply Effects on Movement: An unsupplied force has its Movement Point Allowance reduced by 1 Movement Point until it again begins a Pulse in supply. Confederate Movement Point Allowances may also be reduced due to the effects of the Union Blockade and loss of territory (this is explained in the Confederate Supply rules.)



6.2 Leaders and Ground Movement

6.2.1 Leader Movement Point Allowances: Leaders have a Movement Point Allowance of 12 Movement Points when moving alone. When a leader is used to move SP's, his Movement Point Allowance is reduced to 4 Movement Points. However, the Movement Point Allowance of a cavalry leader is only reduced to 6, and the SP's he is moving also have a Movement Point Allowance of 6. This simulates the greater speed of cavalry forces.

6.2.2 Movement of Strength Points: It costs one Command to activate a leader for movement if the leader is going to move alone. However, leaders can move SP's.

6.2.3 Normally, SP's must move separately, one at a time, at a cost of one Command each. However, SP's that are stacked with a leader at the beginning of a Pulse can be moved by that leader as a group. Remember, an SP can never be activated for movement more than once per Pulse; thus the SP's must begin the Phasing Player's half of the Pulse in the hex with the leader, or enter during the pulse as reinforcements, in order to be moved by him.

6.2.4 To move SP's the owner must spend Commands equal to the leader's Initiative Rating. Then the leader and his SP's move together as a group. As they move, the leader cannot pick up any additional SP's. Only SP's that begin the Phasing Player's half of the Pulse stacked with a leader can be moved by that leader. However, as they move, SP's can be left in hexes entered by the force. The SP's left behind cannot continue to move. A player cannot activate a leader and then move his SP's independently; the leader must "move" the SP's. A leader who enters as a reinforcement during the Pulse may subsequently activate SP's in his hex and/or move in that same Pulse.

6.2.5 Leaders can be activated separately when more than one occupies the same hex.

EXAMPLE 6.2.5: If Sherman is in the Army of the Tennessee under Grant, Sherman can be activated separately at a cost of two Commands and can move SP's from that hex. This is true even if the leader activated is lower-ranked than the highest-ranked leader in the hex.

6.2.6 SP Movement Limits: The number of SP's a leader can move depends on his rank and whether or not he is a cavalry or infantry leader. A leader can never move more SP's than his rank allows. If he is unable to move the SP's, they remain in their hex. The number of SP's each rank can move is summarized as follows:

RANK	MAXIMUM STRENGTH
1 Star Infantry	1 or 2 SP's
1 Star Cavalry	1 SP
2 Star	1 to 6 SP's
2 Star Cavalry	1 to 2 SP's
3 Star	1 to 6 SP's, or an Army (except cavalry 3 star Sheridan)
4 Star	1 to 6 SP's, or an Army, or all Armies in a hex.

A leader's limit is used only for Movement purposes and not for rallying.

6.2.7 Army Leaders: The highest ranked leader in an Army's hex is in command of that Army. If there is more than one Army in the same hex, then each must have its own Army Commander. A general in command of an Army can move that Army plus all other leaders in that hex at his Initiative cost in Commands. Leaders and SP's under the command of an Army Commander must move as one force, together with the Army Commander, unless dropped off along the path of movement. Leaders activated by an Army Commander may not move independently of the army, during that activation. Each Army is limited in the number of SP's it can contain, based on the historical size of each. These limits are printed on the

Army Strength Tracks, and listed in rules sections 12.1.3 and 12.1.4. All SP's in a hex containing an Army are considered to be in the Army, up to its maximum strength. Armies cannot pick up forces in hexes into which they move, unless they end their pulse in the hex (exception: see Army Reaction movement, 12.3.12). All leaders in a hex containing an Army are considered to be in the Army.

EXAMPLE 6.2.7: The size limit of the Army of Northern Virginia is 20 SP's; thus Beauregard - a Confederate three-star general – could move all 20 of those SP's (if the Army were at full strength) plus all other leaders in the Army at a total cost of 3 Commands. Thus, an Army commander allows you to move large quantities of SP's and leaders simultaneously while paying only the Army commander's Initiative Rating in Commands.

6.2.8 Army Subordinate Leader Requirement (the "Red Tape" rule): An Army Commander (AC) has a limit to the number of SP's and leaders which he may command in combat or overrun, as the attacker. These limits never apply to movement, to the defender in a combat, or to Reaction. An AC may command up to 6 SP's or subordinate (i.e., lower ranked/lower seniority) leaders. Subordinate leaders command SP's or lower ranked leaders up to their star rank. Cavalry leaders cannot command other leaders. Uncommanded SP's are not counted in an attack or overrun, although they would retreat and suffer Demoralization with the entire Army. The Tactical Combat Rating of each leader is used, even for those in excess of the command limit.

EXAMPLE 6.2.8A: McDowell*** forms the Army of the Potomac in Washington DC on turn 1. Although the Army contains 7 SP's, McDowell can only command 6 SP's in battle until he adds subordinate leaders. McDowell can however, move and react normally with the entire Army.

EXAMPLE 6.2.8B: Beauregard***, Polk**, and Smith* command the Army of Tennessee with 15 SP's. Beauregard commands 4 SP's, Polk** and Smith*; Polk** commands 6 SP's, and Smith* commands 2 SP's. Total strength for an attack is therefore 12 SP's. Without additional leaders (or a promotion), 3 SP's are uncommanded and thus unavailable for an attack.

6.2.9 If there is more than one Army in a hex, then the Army Command Rating of the higher-ranked, more senior leader is used if they are attacked (unless a four-star leader is in the hex). The other leader uses his Tactical Combat Rating.

6.2.10 Movement of Leaders Alone: A leader must always begin and end a Pulse in a hex occupied by a friendly SP, NSP (subject to 6.2.11), or depot. A player cannot intentionally place a leader such that he ends a Pulse in a hex alone (or only with other leaders). A leader that inadvertently ends a Pulse alone in a hex is immediately placed on the Turn Record Track for the following turn.

EXAMPLE 6.2.10: Polk is stacked with only a depot in Camden, AR. The Confederate player cannot destroy the depot during his pulse, to avoid its capture, without first moving Polk. If part of a supply conduit, the depot in Camden could not be removed for combat supply. If the depot is a stand-alone source of combat supply, then it would have to be consumed by combat, even if Polk was left alone in the hex.

6.2.11 Stacks of leaders without sufficient forces is forbidden. Each ground leader must command at least 1 friendly SP, or depot (not NSP's) per leader. Only Washington DC is exempt from this rule. A player cannot move excess leaders who are moving alone without SP's into a hex, nor enter excess leader reinforcements. When part of a force leaves a hex, the leaders for each part must adhere to stacking requirements. A force with excess leaders may move, React, or retreat into a hex containing other leaders. An Army may contain unlimited excess leaders. Naval leaders may also stack with an NSP; at least one per leader.

EXAMPLE 6.2.11: Due to combat losses, a Confederate force is reduced to 4 SP's, but it has 5 leaders. The Confederate player could not add additional leaders until each leader commanded at least 1 SP or depot. Otherwise he would suffer no penalty, since he did not intentionally create excess leaders.

6.2.12 A leader moving by himself may never enter a hex occupied by an enemy SP, depot, fort/fortress, or Army Reaction Radius. He may enter a hex adjacent to an enemy Army if the hex entered contains a friendly SP. He may move in enemy and neutral territory. He may never use river hexsides or rail lines that are under enemy control.

6.2.13 A leader that begins a Pulse stacked with an SP can be moved by himself; he is not forced to remain with the SP. The only exception to this is for Army commanders, who must remain with their Army at all times (until killed, wounded, removed, or replaced by a higher-ranked three or four-star leader).

6.2.14 It costs only one Command to move a leader alone, and he can spend up to 12 Movement Points. A leader moving alone for even a single hex cannot move SP's in the same Pulse. Leaders can move by rail freely; i.e., they do not need to begin the Pulse on a rail hex, and they may use more than one rail line in a single Pulse. Leaders moved by rail do not count against the owner's rail capacity; they move for free. Furthermore, Union

leaders can be moved by sea or along navigable river hexsides without the aid of a naval transport and at no cost in Sea Lift Capacity. These different types of movement can be used together during the same Pulse. Leaders, like other counter types, can be activated for movement only once per Pulse.

EXAMPLE 6.2.14: A leader moving alone could move 4 Movement Points to a friendly rail line, move along that rail line to a river, move by river, then along another rail line, and up to 8 additional Movement Points.

Grant	1	Sherman	2
★★★	★★★	★★★	★★★
222	222	222	222

6.2.15 Four-Star Generals: There are only two four-star leaders in the game: Union Generals Grant and Sherman. Both reach four star rank only by promotion.

6.2.16 A four-star leader can command an Army in exactly the same way as a three-star general; however, they are more powerful than that. A four-star leader can command *all* Armies in the same hex if each army also contains a three-star leader. An Army group such as this may be moved as a whole by activating the four-star leader. The Army group may use either the four-star leader's initiative rating when rolling for Reaction (see 12.3), or each individual Army commander may roll for Reaction, at the player's option. Furthermore, when engaged in combat, the four-star leader uses his Army Command Rating, and the other leaders in the hex use their Tactical Combat Ratings.

6.2.17 A four-star leader in command of an Army (or Armies) can freely be moved out of that hex, providing there is a three-star general in the hex to take command of each Army when he leaves. This is an exception to the Army leader removal rules.

6.2.18 Cavalry Leaders: Cavalry generals use a different system since there were so few cavalry troopers historically, in comparison with the number of infantry. Each cavalry leader can command a number of SP's equal to the number of stars in his rank. When the cavalry leader moves SP's, the Movement Point Allowance of both is 6.



EXAMPLE 6.2.18: General Thomas can move only 2 SP's, since he is a one-star leader. As he moves, one SP drops off and he continues moving the other. General Hooker is moving the Army of the Potomac with 23 SP's and 2 lower ranked leaders at a cost of only 3 Commands. Hooker's Initiative Rating. General Sheridan is a one-star leader and is moving one SP six hexes as cavalry. General Hancock is moving alone, which costs only one Command, along the rail line leading off the diagram.

6.3 Terrain Effects on Movement

6.3.1 To enter a hex costs the moving force 1 Movement Point, except for swamp hexes which cost 2. However, movement into some hexes may be prevented due to enemy naval forces or restricted terrain.

6.3.2 The four types of restricted terrain are mountain hexes, mountain hexsides, all-sea hexes, and impassable hexsides. Mountain hexes can be entered or exited only by crossing a road hexside. If the mountain hex has no road or the hexside to be crossed is not a road hexside, then the hex cannot be entered. Mountain hexsides are simply smaller mountains (in game terms) and can be crossed only across gap hexsides. All-sea hexes can be entered only by Union Naval SP's, which can carry SP's if they are Ocean Transports. Impassable hexsides cannot be crossed by SP's unless carried by Union Naval Transport or Sea Lift. The Naval Rules explain these procedures in detail.

6.3.3 Gap hexsides should not be confused with the valleys, such as the Shenandoah Valley (hexes 4905, 4906, 4806, 4807, 4708, and 4709).

6.3.4 A force cannot enter a hex occupied by an enemy fort or fortress (manned or unmanned) by crossing a navigable river hexside. Thus, the Confederate player cannot enter Fort Pickens (2730) or Fort Pulaski (4425) if they are occupied by a Union SP or are unmanned but in supply, since they are separated from hexes 2629 (Pickens) and 4325 or 4424 (Pulaski) by navigable river hexsides.

6.3.5 Regardless of the type of movement - ground, retreat, reaction, etc. - all are subject to these rules. Thus, a force cannot retreat across a hexside it could not cross in movement.

6.4 Theater Boundary Effects on Movement

6.4.1 To move a force, the owner must spend Commands from either his Discretionary Command Track or from the Track corresponding to the theater in which the force is located.

6.4.2 Discretionary Commands can be spent regardless of the force's location.

6.4.3 Discretionary Commands can be used in combination with non-Discretionary Commands.

6.4.4 Regardless of the type of Commands spent to activate a force, it may move from one theater to another. Thus, it is possible for a force to have Commands spent on it from more than one Command Track in the same Pulse so long as the force is located in that theater when the Commands are spent or Discretionary Commands are spent.

EXAMPLE 6.4.4: If you start in the West, for instance, move to the East and then build a fort, the Commands to move would come from the West (or Discretionary) and the Commands to dig in would come from the East (or Discretionary).

6.5 Movement in Friendly, Enemy, And Neutral Territory

6.5.1 A player can move his SP's into friendly or neutral hexes without the aid of a leader. To enter an enemy hex, SP's *must* be moved by a leader. There are *no* exceptions; if a force in enemy territory becomes leaderless due to a Leader Loss Check, then that force cannot be activated for movement until another leader is moved into the hex. A leaderless force in enemy territory may retreat as a result of combat; retreat is not movement.

6.5.2 A hex is an enemy hex when it is located in a state that is enemy, and which has not been converted, or in a neutral state that has been converted by the enemy player.

6.5.3 A leaderless force on the border, inside enemy territory, may move directly into friendly or neutral territory, but may not cross enemy hexsides.

EXAMPLE 6.5.3A: A leaderless Union force is in Columbia, SC. SC has been converted and is a neutral state to the Union. The force desires to move to Augusta, GA, which is directly adjacent to the SC border. There is a Union force already in Augusta which it wishes to join. If GA is an enemy state, the force cannot move into Augusta without a leader.

EXAMPLE 6.5.3B: A Union force in hex 5106 (Arlington/Alexandria, VA) can cross the Potomac River into MD or Washington, D.C.

6.5.4 A force without a leader can enter a border hex that contains neutral and friendly territory, but not one containing neutral and enemy territory or friendly and enemy territory.

6.5.5 SP's moved by rail are not subject to these limitations. An SP can move along friendly controlled rail lines in enemy territory without aid of a leader. Reinforcements can also be brought in by rail in enemy territory.

One thing to keep in mind is that you never convert hex status until you convert the entire state. The fact that you can place Control markers on the map may make this confusing. You can control rail lines and cities in enemy territory, but the hex status in terms of friendly/enemy/neutral remains unchanged, until the entire state has been converted.

6.6 Rail Movement

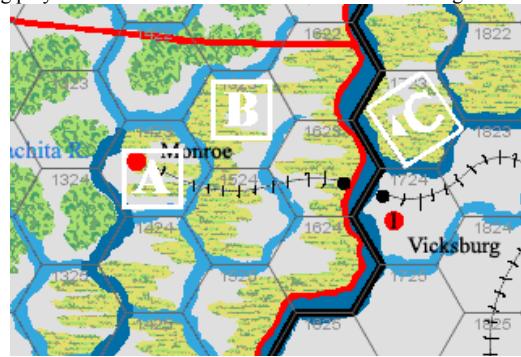
6.6.1 Procedure: SP's that begin their Pulse on a friendly rail hex can move by rail. To do so, the owner spends Commands as he normally would to activate a force for movement, but instead of moving only 4 or 6 hexes, the force can move an unlimited number of hexes along his own rail lines. A force can move only from one rail hex to another along the rail line; hexes cannot be skipped, nor can enemy-controlled hexes be entered. Hexes in the Reaction Radius of an enemy army can be entered only if the hex contains a friendly force (see Armies for more detail). To use rail movement, a force must begin and end its movement on the rail line. It cannot combine rail with non-rail movement in the same Pulse.

Historically, there was a rail line gap between Selma and Montgomery, Alabama, which was serviced by a short run river boat line. Instead of making a special rule for this gap, we have connected the two by rail.

6.6.2 Leaders moving alone can use rail movement also, but they can combine rail and non-rail movement in the same Pulse. In addition, they need not start the Pulse on the rail line, may use more than one line in a Pulse, and do not expend Rail Capacity when traveling by rail.

6.6.3 An SP can be moved by rail in enemy territory without aid of a friendly leader as long as it moves along friendly controlled rail lines.

6.6.4 Rail Movement Across Rivers: Examine the map and note that rail lines are considered continuous across navigable rivers if there is a railhead on each side of the river. Thus, a force that begins in Monroe, Louisiana can move by rail across the Mississippi at Vicksburg and on into the heart of the Confederacy. Naval forces exert a river control radius along river hexsides. A rail line crossing a hexside controlled by a naval SP of the opposing player is considered cut and cannot be crossed using rail movement.



EXAMPLE 6.6.4: Force A may move by rail since it begins the Pulse on a rail hex. Force B may not use rail movement this Pulse, because it does not begin on a rail hex. The force moving by rail may cross the navigable river hexside at Vicksburg unless force C is an enemy NSP. An enemy NSP would cut the rail line because it would control that navigable river hexside.

6.6.5 SP Limits: The number of SP's each player can move in a single Game-Turn (not Pulse) is limited. A player's rail movement limit applies to those rail lines he begins the game in control of, plus those enemy lines that he converts during play. Each SP moved by rail expends 1 Point of the owner's rail capacity points. Leaders move freely, however.

6.6.6 Rail Capacities:

Union:	6 SP's per turn maximum
Confederate:	4 SP's on turns 1 through 7
	3 SP's on turns 8 through 12
	2 SP's on turns 13 through 17
	1 SP on turns 18 and 19

Confederate rail limits are also shown on the Confederate Game-Turn Record Track.

These limits show the effects of wear and tear on the vastly undermaintained Confederate rail net.

6.6.7 Rail Movement Prohibitions: Armies cannot be moved by rail, nor can Naval Strength Points. Naval leaders can be moved by rail, just as any other leader.

An army represents a very large logistical tail composed of hundreds of wagons and other gear. It was not practical to move these by rail.

7.0 Ground Combat

DESIGNER'S NOTES: More Americans died in the American Civil War than in all of America's other wars combined. At the one-day battle of Antietam, there were more American casualties than in all of America's previous wars. The Civil War was the most deadly war fought between 1815 and the First World War.

The great casualty rate in the Civil War had several causes. First, the rifled musket was a deadly weapon. It had an effective range four times greater than the previously used smooth bore musket. The tactics used with the smooth bore were then used with the rifled weapon — the result was carnage. The old style Napoleonic tactics of mass and shock were proven obsolete and deadly to those who attempted to use them. The final result of the rifled musket was to make the defense much more powerful than the offense, and to make all combat more bloody. The second reason the war was so destructive was the sheer number of men involved. In a large Civil War battle, it was typical to have over 100,000 men directly involved in combat on a single day.

With the large size and huge casualty rate of the Civil War battle, it was impossible for either side to win a crushing total victory. Without exception, no Civil War battle resulted in the destruction of either side's army. Some people claim that the battle of Nashville was a crushing victory, but in fact it was not. Hood's Army of Tennessee was not destroyed in a single battle, but was destroyed in two battles - Franklin and Nashville - and a disastrous retreat over barren lands in the dead of winter.

The general result of a Civil War battle was that one side or the other would win a tactical victory and the other would retreat away in good order. Pursuit was impossible because the winner was as exhausted by victory as the loser was by defeat. The armies would regroup and face each other again. On some occasions, one army would recover faster and would be able to turn the tide of initiative and launch a counteroffensive. Lee's two invasions of the North are such campaigns.

This game reflects the realities of Civil War combat - both sides will suffer almost equal losses; both sides will usually become demoralized, and small battles will be tactically more decisive than large ones. The army that recovers from demoralization first has an advantage and may launch a counteroffensive. Both sides will lose strength if they are unable to rally their forces by the end of the turn. This reflects the high desertion rate on both sides during the Civil War.

Leaders are very important to combat in this game. A leader can affect a combat in one of two ways. A leader adds his Tactical Combat Rating to either his own or the enemy's die roll when resolving combat. This reflects that leader's ability to fight a tactical battle. If the leader is in command of an Army, he may affect the battle with his Army Command Rating. This represents the leader's ability to control and lead an Army in combat. Historically, leadership was as important as numbers, and in the game, the same is true.

7.1 Combat Procedure

7.1.1 When Combat Occurs: Combat occurs when the player whose half of the Pulse is in progress moves a force of at least one SP into a hex containing an opposing force. For purposes of the rules which follow, the player whose half of the Pulse is in progress is termed the *Phasing Player*, and his opponent is termed the *non-Phasing player*.

7.1.2 Forces are activated for movement one at a time and move separately; in addition, combats are resolved one at a time. A force must finish its movement and combat before another force can be activated. A Demoralized force can never initiate combat, although it must defend if attacked.

7.1.3 Combat Procedure: The following outline describes the procedure used in resolving combat.

7.1.4 Movement: The Phasing player activates one of his forces through the expenditure of Commands and begins moving. If he wishes to enter a hex in the Reaction Radius of one of the non-Phasing player's Armies, then he must verbally announce this intention; go to Step 7.1.5. If the Phasing player's force enters a hex containing one of the non-Phasing player's cavalry forces, go to Step 7.1.6. If the Phasing player's force enters a hex containing a non-Phasing player's force that is not an army or cavalry force, go to Step 7.1.7.

7.1.5 Army Reaction Option: If the non-Phasing player's force is an Army, then that player can roll for Army Reaction when the Phasing player announces his intention to enter that Army's Reaction Radius. If Reaction is successful, the non-Phasing player's Army can move one hex. The Phasing player must announce whether any part of his force will be left behind, before the non-Phasing player rolls for Reaction. If the hex entered is the hex the Phasing player announced his intention to enter, combat is initiated; go to Step 7.1.8. If the army enters another hex, then the Phasing player's force can

continue to move (if it has Movement Points remaining). If it enters the non-Phasing player's Reaction Radius again, the Reaction procedure is repeated. If Reaction fails, or the non-Phasing player decides not to roll for Reaction, combat is initiated when the Phasing player's force enters the hex occupied by the non-Phasing player's force; go to Step 7.1.8.

7.1.6 (Optional) Non-Army Reaction Option: If the non-Phasing player's force is not an Army, and includes a Ground Leader, then he can roll for non-Army Reaction when the Phasing player announces his intention to enter that hex. If Reaction is successful, the non-Phasing player's force can move one hex (see Optional rule 21.9). If Reaction fails, or the non-Phasing player decides not to roll for Reaction, combat is initiated when the Phasing player's force enters the hex occupied by the non-Phasing player's force.

7.1.7 Cavalry Retreat Before Combat Option: When the Phasing player's force enters a hex containing one of the non-Phasing player's cavalry forces, the non-Phasing player has the option to Retreat Before Combat. However, Retreat Before Combat may not be made if the Phasing player's force contains a cavalry leader or if the non-Phasing player's force is currently Demoralized. If the non-Phasing player's force retreats, then the Phasing force must stop movement and has been successfully "screened" by the non-Phasing cavalry. If no Retreat Before Combat is made, then combat is initiated; go to Step 7.1.8.

7.1.8 Combat Ratio/Differential Determination: If both forces occupy the same hex, then combat is initiated. The Phasing player is always the attacker, even if the non-Phasing player uses Reaction Movement to initiate combat. Consult the Combat Ratio/Differential Determination Chart and cross reference the attacker's SP strength with the defender's SP strength to determine the Combat Results Table Column to be used in resolving the combat. The defender's strength consists of all the SP's in the hex, regardless of the presence of leaders. Thus, if 8 SP's and a one-star leader occupied the same hex and were attacked, the defense strength would be 8 (not 2, which is the number of SP's the leader would be allowed to move and thus attack with).

7.1.9 Combat Results Table Column Shifts: The number of Combat Results Table column shifts which will apply to the combat is determined. The column will be shifted to the left due to terrain in the combat hex, and to the right one column if the defending force is already Demoralized. If both apply, then the Demoralization shift is subtracted from the terrain shift to determine the final shift applied to the combat.

7.1.10 Overrun Determination: If the result from the Combat Ratio/Differential Determination Chart indicates that an overrun has occurred, then the non-Phasing force is eliminated and the Phasing force can continue to move (if it has Movement Points remaining). If there is a possibility that overrun will occur, then the column shift total from Step 5 is subtracted from the number listed on the Combat Ratio/Differential. If the result is 1 or greater, then an overrun occurs; if the result is zero or less, then no overrun occurs and the combat is resolved on the L column (4 to 1) of the Combat Results Table.

7.1.11 Combat Resolution: If no overrun has occurred, then the final Combat Results Table Column is located on the Combat Results Table and the combat is resolved.

7.1.12 Both Players Roll a Die: Each player rolls one die and locates his result on the Combat Results Table under the column determined by use of the Combat Ratio/Differential Determination Chart. The Phasing player locates his result under the "Def" column to determine the damage he has done to the defender (the non-Phasing player). The non-Phasing player does likewise, but locates his result under the "Att" column. If neither side has a leader present, then the results are applied; go to Step 7.1.16. If one or both players have a leader or leaders present, go to Step 7.1.13.

7.1.13 Leaders without Armies: If either player's force contains an Army, then skip this step and go to Step 7.1.14. If either player has a leader or leaders in his force, then only the highest ranked leader in each player's force affects the combat. Thus, a maximum of only 2 leaders - one per side - may affect a combat that does not involve an Army. The Tactical Combat Rating of the Phasing player's leader (if he has a leader) is added to his die roll result from Step 7.1.12; likewise, the non-Phasing leader's Tactical Combat Rating is added to the non-Phasing player's die roll result. However, if a Union leader's Tactical Combat Rating is tinted red, his Rating is added to the Confederate die roll; likewise, a Confederate leader whose Tactical Combat Rating is tinted white adds his Rating to the Union die roll. The final die roll results are then found on the Combat Results Table, and results are determined; go to Step 7.1.16.

7.1.14 Army Combat: When an Army is present in combat, then all leaders in that Army *except* the Army commander use their Tactical Combat Ratings to modify the combat resolution die roll result. Leaders whose Tactical Combat Ratings are tinted with the opponent's color add their Ratings to their opponent's die roll (as in Step 7.1.13). If the Army commander, or both Army commanders, if both sides have an Army present, has an Army Command Rating of zero, then the preceding modifications are

applied and are located on the Combat Results Table; go to Step 7.1.16. However, if one or both sides' Army commanders have a Rating greater than zero, the following procedure is used.

7.1.15 Each Army Command Point allows one of the two combat die rolls to be re-rolled. This is called a Re-Roll Option. Leaders whose Army Command Ratings are tinted in their opponent's color give their Re-roll Options to their opponent. The opponent receives the re-roll even if his force does not contain an army. When one or both players receive Re-Roll Options, use the following procedure:

- If the Phasing (i.e., attacking) player has a Re-Roll Option, he may have either his own or the non-Phasing player's combat resolution die roll re-rolled once. This expends one of his Re-Roll Options. If he is satisfied with the results from Step 7.1.12, he may choose to pass instead of re-rolling.
- If the non-Phasing (i.e., defending) player has a Re-Roll Option, he may have either his own or the Phasing player's combat resolution die roll re-rolled. If he is satisfied with the combat results, he may pass instead of expending one of his Re-Roll Options.
- The two players continue this procedure until one of two things occurs: either both players have expended all their Re-Roll Options; or both players pass in succession. A player must pass if he has no Re-Roll Options remaining. The final die roll results are located on the Combat Results Table and the results are determined.

7.1.16 Combat Results Application: The attacker's (Phasing player's) final die roll result is located under the "Def" column to determine the damage he has done to the defending (non-Phasing) force. The result depends on the size of the attacking force, which is either Small (1 to 3 SP's), Medium (4 to 9 SP's), or Large (10 or more SP's). The defender (non-Phasing player) does likewise by locating his result under the "Att" column next to his force size. Combat results are applied, and both sides make Leader Loss Checks for any leaders they have present in the hex.

7.2 How to Use the Combat Results Table

7.2.1 Determining the Combat Ratio/Differential: To determine the column of the Combat Results Table (hereafter CRT) to be used in a combat, cross-reference the attacking player's strength with that of the defender on the Combat Ratio/ Differential Determination Chart. If the result is a single letter, then that letter is located on the top row of the Combat Results Table as a column.

7.2.2 If the result is an (o), then an overrun has occurred, and the defending force is immediately eliminated after making any Leader Loss Checks for the defending force. Leaders who are not killed in an overrun force are placed on the Game-Turn Record Track for the next turn. The Phasing player's attacking force is unaffected and may continue to move if it has Movement Points remaining.

7.2.3 If the result is less than 1 to 3, the table will show a dash (-). This indicates that the defender's force so greatly outnumbers the attacker's that the attacker is automatically eliminated if the attack is made, at no loss to the defender. The defender does not make Leader Loss Checks whereas the attacker does. Unless the attacker's leader dies in the Leader Loss Check, he is placed on the next turn on the Game-Turn Record Track.

7.2.4 If the result is an "L" followed by a number, this indicates that the "L" column of the CRT is used, unless the defender occupies terrain that gives him the listed number of column shifts (after subtracting one column if he is Demoralized) to reduce the ratio to 3 to 1 (the "K" column). If the number of column shifts is less than the number listed next to the "L" then the "L" column is used to resolve the combat. If the number of column shifts exactly equals the listed number, then the 3 to 1 column is used. If the number of shifts exceeds the listed number, then begin at 3 to 1 and shift the Combat Results Table column one column to the left for each point of difference between the defender's column shifts and the number accompanying the "L".

7.2.5 If the result is an "o" followed by a number, this indicates that the defending force is overrun unless the defender receives at least the number of column shifts listed. If the defender does have that number of column shifts or more in his favor, then the combat is resolved on the "L" (4 to 1) column; if the defender lacks sufficient column shifts, then he is overrun.

7.2.6 Within the above limitations, the Combat Results Table may never be shifted above 4 to 1 or below 1 to 3. Combats involving column shifts that push the column below 1 to 3 are resolved on the 1 to 3 (A) column. Combat in which the column is shifted above 4 to 1 (L) due to the defender being Demoralized are resolved on the 4 to 1 column.

7.2.7 Combat Resolution: To resolve a combat, players use the column on the Combat Results Table determined by the preceding procedure and both roll one die. Their results are located on that column under "Def" for the attacker (Phasing player) and "Att" for the defender (non-Phasing player). The final die result may be affected by the presence of leaders and/or Armies.

7.3 Manual Combat Ratio/Differential Determination

7.3.1 In the unlikely event that a combat involves more than 25 SP's on one or both sides, use the following procedure to determine the Combat Results Table column. You may skip the following rules if you like and refer back to it only when and if the need arises.

7.3.2 Combat Ratio Determination: Divide the total number of attacking SP's by the total number of defending SP's. Any remaining fractions are rounded off, in the *defender's* favor. The result is a ratio called the Combat Ratio. If the Combat Ratio is less than 2 to 1, but more than 1 to 2, then you use a Combat Differential instead of a Combat Ratio.

EXAMPLE 7.3.2: 6 SP's attacking 2 SP's would be a 3 to 1 Combat Ratio. 5 SP's attacking 2 SP's would be a 2 to 1 Combat Ratio, because the fraction is rounded off in the *defender's* favor (i.e., 5 divided by 2 equals 2.5 to 1, rounded to 2 to 1).

7.3.3 Combat Differential Determination: To determine a combat differential, subtract the defending SP's from the attacking SP's; the result is the Combat Differential.

EXAMPLE 7.3.3: 5 SP's attacking 3 SP's would be a ratio of 1.66 to 1, which is less than the mandatory 2 to 1 combat ratio, but more than 1 to 2. Thus, a Combat Differential is used instead; 3 from 5 equals a Combat Differential of +2.

7.3.4 Combat Ratio Limitations: The CRT has a Combat Ratio limit of 4 to 1 and 1 to 3 on the high and low ends. Combat Ratios are determined first, and then column shifts are applied to any combat where the initial odds are at least 1 to 3. If the final modified Combat Ratio is greater than 4 to 1, but less than 8 to 1 (overrun), use the 4 to 1 column to resolve the combat. If the final result is less than 1 to 3, then the attack is resolved on the 1 to 3 column. [original language: results in an automatic elimination for the attacker, while the defender is completely unaffected.]

EXAMPLE 7.3.4: The ratio is 5 to 1, but the defender occupies a swamp hex; the final Combat Ratio adjusted for terrain is 3 to 1. If the final Combat Ratio is 8 to 1 or more, then the defender has been overrun.

7.3.5 Combat Differential Limitations: If the combat is resolved as a Combat Differential, use the +5 and -3 columns if the differential is greater than +5 or less than -3, respectively. However, unlike Combat Ratios, you determine the Differential column first, and then shift it for terrain and Demoralization.

EXAMPLE 7.3.5: If the differential were +7, it would be located on the +5 column; then you would apply any column shifts. Note that, if you use the Combat Ratio/Differential Determination Chart, this is done for you automatically.

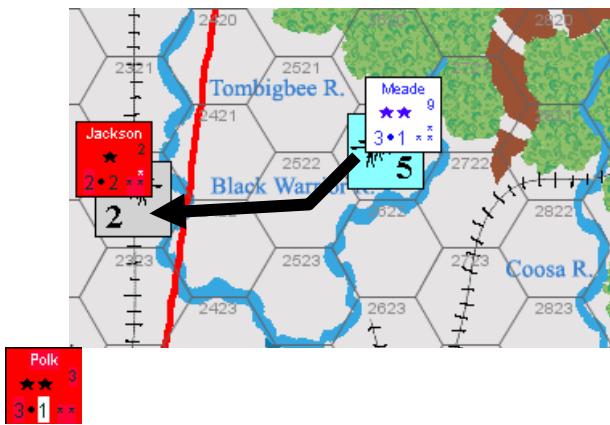
7.4 Leader Effects on Combat

7.4.1 When Leaders Affect Combat: If a leader is in command of a moving force that enters an enemy-occupied hex, then he affects that combat. If the defending hex contains a leader, he also affects the combat. Only one leader per side affects a combat unless an Army is present. When a leader is present in a hex where combat occurs, his Tactical Combat Rating or Army Command Rating (if he is in command of an Army) *must* be used in that combat resolution. A player does not have the option to withhold a leader if one is present. In some cases, a leader will not be able to affect a combat die roll; however, he is still considered involved in the combat and must make a Leader Loss Check at its conclusion.

7.4.2 Leaders without Armies: If there are no Armies on either side, only the highest ranking leader on each side affects the combat. Since leaders may not move as a group unless they are part of an Army, the attacker's force will contain only one leader. However, the defending force may be composed of any number of SP's and leaders. In this case, *only* the highest ranking leader in the hex affects the combat, although *all* SP's in the hex are used in combat.

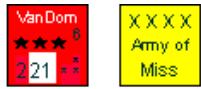
7.4.3 To resolve the combat, determine the column used on the Combat Results Table and then both players roll one die. Then the Tactical Combat Ratings of the leaders who may affect the combat are added to the appropriate die rolls. A player adds his leader's Tactical Combat Rating to his own result unless it is tinted with his opponent's color on that leader's counter. If a Union leader's Tactical Combat Rating is tinted red, it is added to the Confederate die roll; likewise, a white-tinted Confederate Tactical Combat Rating is added to the Union die roll.

7.4.4 A leader whose Tactical Combat Rating is tinted in the enemy's favor never adds that Rating to his owner's die roll; only to the opponent's.



EXAMPLE 7.4.4A: Confederate General Jackson increases the Confederate player's die result by 2, while Confederate General Polk increases the Union player's result by 1.

EXAMPLE 7.4.4B: General Meade may command up to 6 SP's since he is a two-star general. In the example above he is attacking Jackson with 5 against 2. By cross-referencing the attacking strength of 5 against a defending strength of 2 on the Combat Ratio/Differential Determination Chart, we see that this combat will be resolved using the J column of the CRT (it is a 2 to 1 attack). Each player rolls one die and modifies the result for any Tactical Combat Ratings used. In this case, Meade adds +1 to the Union roll and Jackson adds +2 to the Confederate. The Union die roll was a 3 modified to a 4, while the Confederate result was a 6 modified to an 8. Cross-referencing the Union result on the CRT we find that the 4 roll yields a result of d1 since we use the result under the Def column and the medium size row (the Union force is medium size). The Confederate roll is located under the Att column and yields a result of d in the small force size row (the Confederate force is small) against the Union. Thus, the final result is that the Confederate loses an SP and is Demoralized, while the Union is only Demoralized. Had Polk been the Confederate leader instead of Jackson, his Tactical Combat Rating would have been added to the Union result. Thus, the final Union die roll would have been 5, the Confederate 6. Leader Loss Checks are made for both leaders at the conclusion of combat resolution.



7.4.5 Leaders in Armies: The Tactical Combat Rating of every leader in an Army, except the Army commander, is used to affect one or both of the combat resolution die rolls. Some leaders may have their Rating tinted in the opponent's favor, in which case that Rating is added to the opponent's die roll. An Army's commander does not use his Tactical Combat Rating; instead, his Army Command Rating is used. Each point of his Rating allows one combat resolution die roll to be re-rolled. This is called the Re-Roll Option, and all three- and four-star Army leaders whose Ratings are tinted in their opponent's color give their Re-roll Options to their opponent. This is true even if the opponent's force is not an Army.

7.4.6 To resolve a combat involving an Army on one or both sides, the players roll one die each, modify these results for the effects of Tactical Command Ratings of the leaders present, and locate the results on the Combat Results Table. Then the players begin the procedure following to determine the final combat resolution die rolls.

1. Attacker's Re-Roll Option: If the attacker's force is an Army, and that Army has a commander allowed a Re-Roll Option - or if the defending force is an Army commanded by a leader allowing the attacking player a Re-Roll Option - then the attacker must decide whether or not to expend an Option. If he spends an Option, he may re-roll his own combat die or have his opponent re-roll his. This expends one Re-Roll Option. If the attacker is satisfied with the original combat die rolls, he may pass instead of spending any of his Options. Once a die is re-rolled, the first result is lost. In other words, if you re-roll a die and achieve a worse result, you may not use the original roll; it is lost.

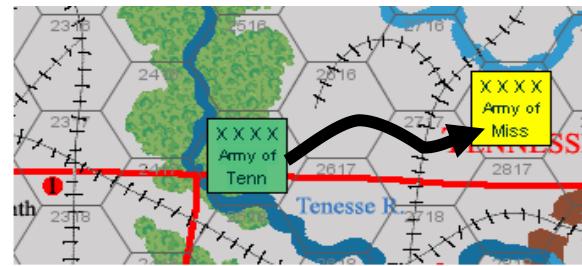
2. Defender's Re-Roll Option: If the defending force contains an Army and the Army commander's Army Command Rating is greater than 0 and not tinted in his opponent's color, then the defender receives Re-Roll Options equal to that leader's Rating. In addition, the defender receives Re-Roll Options if the attacking player's Army commander gives Re-Roll Options to the opposing side. The defender then has the option to expend one of his Re-Roll Options to have his own or the attacker's combat resolution die roll re-rolled. If

he is satisfied with the results as they are, he may pass, thus saving his Re-Roll Options.

3. Re-Roll Options Continue: If either player has any Re-Roll Options remaining, then Steps 1 and 2 are repeated. This continues until both players have expended all their Re-Roll Options, or until both players have passed in succession. Passing is mandatory on the part of a player with no Re-Roll Options remaining. However, if a player has Re-Roll Options remaining, and his opponent also passes, then the preceding procedure is terminated, even if one or both players have Re-Roll Options remaining. The final die results, modified for the Tactical Combat Ratings of the other leaders involved in the combat, are located on the CRT to determine the final results of the combat.

EXAMPLE 7.4.6: Grant and Lee have Army Command Ratings of 2 and 3, respectively. Assuming that neither player passes, then if Grant were attacking Lee, Grant would have the first Re-Roll Option, then Lee, then Grant, then Lee, then Lee again. Thus, Lee has a one re-roll advantage over Grant. However, if Grant passed on his first Option and Lee did not, then when his second Option began, Grant would have two Re-Roll Options remaining, and so would Lee.

7.4.7 Maximum Leader Modifications: The maximum amount a die roll may be modified is by adding 6. Modifications above 6 are ignored. The same is true for Army Command Ratings: the maximum number of Re-Roll Options a player may have in a particular combat is 6.



Union Army of Tennessee

Grant ★★★ 4 222 **	McClnd ★★ 4 4 • 1 **	Sherman ★★ 6 2 • 1 **	McPhrsn ★ 13 3 • 1 **
9 SPs			

Confederate Army of Mississippi

J.Johnson ★★★ 3 311 **	Polk ★★ 3 3 • 1 **	SD Lee ★★ 13 3 • 1 **
6 SPs		

EXAMPLE 7.4.7: The Union army under Grant moves to attack the Confederate army of Mississippi under Johnston. Cross-referencing the Union attacking strength of 9 with the Confederate defending strength of 6 on the Combat Ratio/Differential Determination Chart, we find that the combat will be resolved on the +3 (G) column on the CRT. The combat dice rolls will be modified as follows: the Union player receives +3 to his roll for the Tactical Combat Ratings of Sherman, McPherson and Confederate leader Polk; the Confederate player receives +2 to his die roll for the Tactical Combat Ratings of SD Lee and Union leader McClelland. Furthermore, the Union player has two reroll options for Grant's Army Command Rating while the Confederate player receives one option for Johnston. Both players roll a die; the Union result is 2 which is modified to a 5, the Confederate result is a 5 modified to a 7. Cross-referencing the Union result under the Def portion of the +3 column we find the result inflicted on the Confederate force next to the Medium size row (the Union force is medium sized) which is a d1. Cross-referencing the Confederate 7 result under the Att portion we find the result against the Union is d2 (next to the M size because the Confederate force is medium sized also). Thus, at this point the Union has lost the battle and will be forced to retreat. The Union player decides to have the Confederate player reroll his die by spending one of Grant's reroll options. Unfortunately for the Union the Confederate rolls a 6 which is then modified to an 8, which means that the result against the Union is still d2. The Confederate player then has the option to use his one reroll option but passes instead. The Union player then decides to spend his second reroll option, the Confederate rolls a 1, which is modified to a 3 yielding a d1 result against the Union. The Confederate player then decides to spend his reroll option, he rerolls his own die and receives a modified 6 which is still a d1 against the Union. The Union player has spent both of his options and the Confederate has none remaining, so the final result is that both sides inflict a d1 result against each other, the battle is a draw and the attacker, the Union, must retreat. Leader Loss Checks are then made for all the leaders.

7.5 Terrain Effects on Combat

7.5.1 The effects of terrain on combat are summarized on the Terrain Effects Chart. The hex occupied by the defender determines whether or not there are terrain effects on combat.

7.5.2 Most terrain effects are expressed in column shifts to the left on the Combat Results Table. The terrain in the hex occupied by the defender may affect the combat as may the type of terrain along the hexside the attacker crosses to enter the defender's hex. The Combat Results Table column may be shifted a maximum of 4 columns (excess shifts are ignored).

7.5.3 If the attacker enters the defender's hex by crossing a river or gap hexside, then the Combat Results Table is shifted a number of columns to the left. A mountain hex is considered to be enterable only across a road hexside. Road hexsides are considered gaps for combat purposes.

7.5.4 If the attacker enters the defender's hex by crossing a gap hexside, then the Combat Results Table is shifted two columns to the left. However, a force that *leaves* a mountain hex to attack an enemy in an adjacent hex also causes the 2-column shift, because that road hexside is considered a gap for combat purposes. The reverse is true in entering a mountain hex; there is a 2-column shift for crossing the road hexside, but no column shifts for the mountain hex itself.

7.5.5 If the attacker enters the defender's hex by crossing an unnavigable river hexside, then there is a 1-column shift.

7.5.6 There is a 2-column shift for crossing a navigable river hexside to enter a defender's hex. Furthermore, a force can never retreat across a navigable river hexside. If the only retreat route is across such a hexside, the retreating force is eliminated instead.

7.5.7 A force can never cross a navigable river hexside and enter a hex occupied by an enemy fort or fortress that is in supply or occupied by an SP. If out of supply and unmanned, it may be entered. Fort Pickens (2730) and Fort Pulaski (4425) are the only fortresses completely separated from the mainland by navigable river hexsides.



EXAMPLE 7.5.7: If A were to attack B, there would be a 3-column shift to the left on the Combat Results Table (2 columns because A is crossing a **mountain gap/road hexside** to enter B's hex; 1 column because B occupies a **forest hex**). If B were to attack A, the shift would be only 2 columns (because B is crossing a **gap/road hexside**). If B were to attack C, there would be a 2-column shift (because C occupies a **swamp hex**). If D were to attack C, there would be a 4-column shift (2 columns because C occupies a **swamp hex**; 2 columns because D is crossing a **navigable river hexside** to enter C's hex).

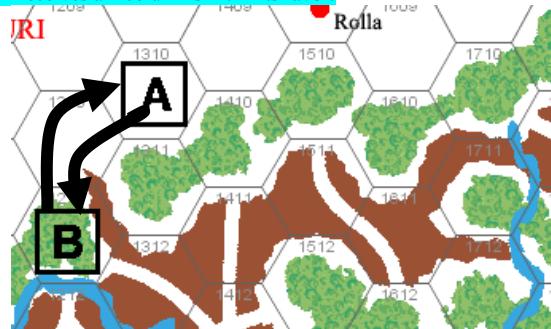
7.6 Overrun Combat

7.6.1 The Combat Ratio/Differential Determination Chart is used to determine whether an overrun has occurred. Using the manual method, an overrun occurs if the final Combat Ratio (after all modifications) is 8 to 1 or greater. Thus, 7 to 1 odds against a Demoralized force would not result in an overrun.

7.6.2 When an overrun occurs, the defending force is eliminated and the owner must roll for Leader Loss (if he has any leaders present). Any surviving leaders are then placed on the Game Turn Record Track for the following turn, even if they were not wounded. The attacking force may

continue to move as if there had never been an enemy force in that hex and need not check for Leader Loss. An overrun does not cost additional Movement Points or slow down the attacker in any way.

7.6.3 Overrun is not considered combat for purposes of promotion, consumption of supply, or automatic demoralization of an out of supply force. Thus, a leader does not become eligible for promotion by being part of an overrunning force. A demoralized force can conduct an overrun; the unit to be overrun receives a 1 column shift in its favor.



EXAMPLE 7.6.3: If force B consisted of 8 SP's and force A consisted of 1 SP, then B would be able to enter A's hex, eliminate A by Overrun, and continue moving with B's remaining 2 Movement Points. If, on the other hand, A consisted of 8 SP's and B only 1 SP, A would not be able to Overrun B because the forest in the hex occupied by B shifts the combat Ratio from 8 to 1 to 7 to 1, which is insufficient for an Overrun. If B overruns A, then A's leaders, if any are present, must make Leader Loss Checks. Regardless of the result, they are placed face down in the Leader Pool unless killed. Leaders in the Overrunning force do not have to make Checks.

7.7 Combat Results

7.7.1 Strength Point Losses: If a result on the CRT calls for a Strength Point loss, this is indicated by either reducing the affected force on the map, or by moving an Army Strength marker down the Army Strength Track.

7.7.2 Causes of Demoralization: If the CRT indicates that a force is Demoralized, then place a Demoralization marker of that nationality on the force. A force that is out of supply when involved in combat is automatically Demoralized at the conclusion of the combat, regardless of the outcome of the battle. Only SP's are Demoralized; naval forces, leaders, forts, etc., are never Demoralized.

7.7.3 Effects of Demoralization:

1. A Demoralized force can never enter an enemy-occupied hex which it cannot overrun and thus cannot attack.
2. The CRT is shifted one column to the right if the defender is Demoralized. The Demoralized force still receives column shifts for terrain, however. The Demoralization shift is subtracted from any terrain shifts to yield a final shift total.
3. A Demoralized force that is attacked uses a single unmodified die roll to resolve combat. There are no Tactical Combat Ratings added or Re-Roll Options.
4. When a Demoralized force is attacked, all the attacker's Tactical Combat Rating modifications and Re-Roll Options are doubled to a maximum of 6. This includes Ratings of the Demoralized force that would normally help the opponent. The attacking force automatically receives a minimum die roll addition of 1 and 1 Re-Roll Option, if he would normally receive none. The attacking force gets a reroll even when no army is involved.

EXAMPLE 7.7.3: If the attacker would normally receive a +2 Tactical Combat Rating and 1 re-roll, he would receive a +4 and 2 re-rolls instead.

5. A Demoralized force that enters the hex of an unDemoralized Friendly force immediately causes that force to become Demoralized. Conversely, any force entering a Demoralized force's hex is automatically Demoralized.

6. A Demoralized Army has 1 subtracted from its Army Reaction die roll.

7. A Demoralized Union force cannot make an amphibious landing (although it can be transported).

8. An Army cannot be built on a hex containing a Demoralized force.

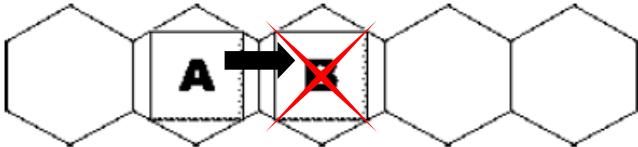
9. A Demoralized cavalry force loses its ability to Retreat Before Combat.

10. A Demoralized force of the player whose Pulse is in progress cannot move into the Reaction Radius of an enemy Army. This is due to the fact that if the Army successfully reacted, it could force combat with the Demoralized force as the attacker, and Demoralized forces can never attack.

7.7.4 Rally from Demoralization: A force can be rallied only if it is in supply. There are two ways to rally a force. First, during the Rally Phase any force that is currently Demoralized loses one Strength Point. Forces that are in supply are then rallied; out of supply forces remain Demoralized. Second, a player can rally a force during the Action Phase by spending a number of Commands equal to the Initiative Rating of the highest ranked leader in the hex.

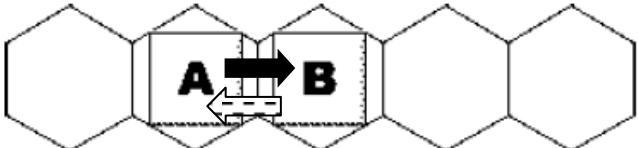
7.7.5 Retreat Priorities: At the conclusion of a combat, only one force can occupy the combat hex. The second force will be either eliminated or forced to retreat. Retreat is a move of one hex which does not cost Commands or expend Movement Points. The results of the combat will determine which side is forced to retreat. Following are the retreat priorities in descending order. If the first priority does not apply, proceed to the second, and so forth. If a result is reached that is applicable, ignore all results following it.

7.7.6: If one side is totally eliminated, then the opposing side remains in the combat hex; no retreat.



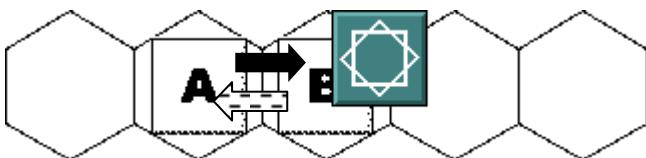
EXAMPLE 7.7.6: If A eliminates B, there is no retreat, regardless of the result against A; A automatically occupies B's hex.

7.7.7: If no result is achieved by either side, then the attacker must retreat.



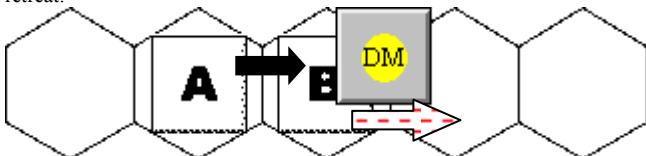
EXAMPLE 7.7.7: If A attacks B and no effect results for both sides, or neither side is Demoralized, attacker A must retreat into the hex from which it entered the defender's hex.

7.7.8: A defender occupying a fortress in supply, or a friendly hex adjacent to the map edge is never forced to retreat from it, regardless of the combat result. A defender occupying a fortress, but out of supply, is subject to the rules of retreat following.



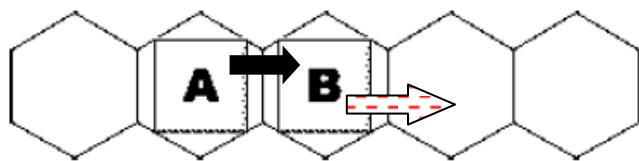
EXAMPLE 7.7.8: If B is in supply in a fortress when attacked by A, A must retreat regardless of the results on either side.

7.7.9: If the defender is already Demoralized before the attacker enters his hex, then any additional Demoralization result will cause the defender to retreat.



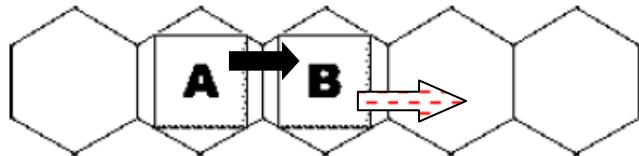
EXAMPLE 7.7.9: If B is already demoralized when attacked by A, a second demoralization will cause B to retreat, regardless of the result against A.

7.7.10: If the combat Demoralizes one force, but not the other, the Demoralized force must retreat.



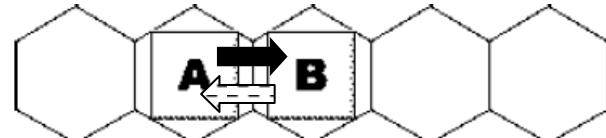
EXAMPLE 7.7.10: If A attacks B and, as a result, only B is demoralized, B must retreat.

7.7.11: If both forces suffer Demoralization or neither suffers Demoralization, but one force loses more SP's, then the side with greater loss must retreat.



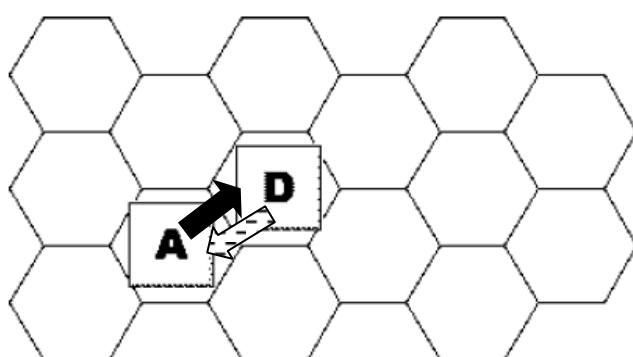
EXAMPLE 7.7.11: If A attacks B and, as a result, both forces are demoralized - but B loses 2 SP's and A loses only 1 SP - B must retreat.

7.7.12: If both sides suffer the exact same result, then the attacker must retreat.

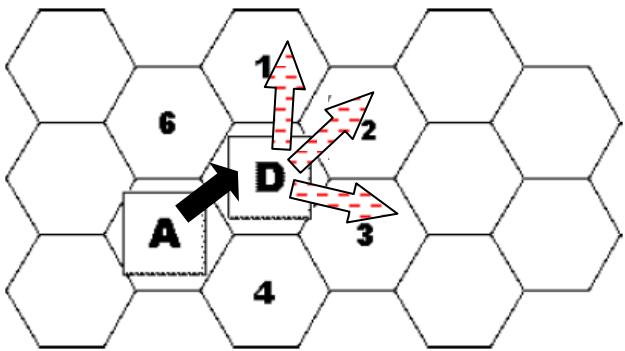


EXAMPLE 7.7.12: If A attacks B and both suffer identical results, A must retreat.

7.7.13 Retreat Procedure: A retreating force is subject to the same rules of terrain effects on movement as is any other force. If the attacker retreats, he must retreat back into the hex from which he entered the defender's hex. A defending force must retreat into one of the three hexes adjacent to the combat hex, but not adjacent to the hex from which the attacker entered the combat hex. In other words, the defender must retreat such that there is at least one hex between himself and the hex occupied by the attacker before he entered the defender's hex.



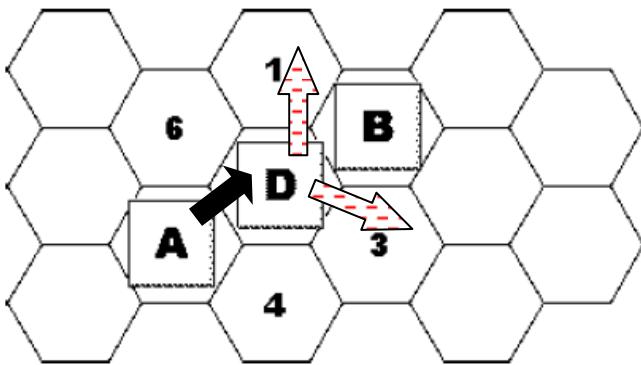
EXAMPLE 7.7.13A: An attacker that is forced to retreat must always return to the hex from which it entered the defender's hex.



EXAMPLE 7.7.13B: A defender cannot retreat into a hex adjacent to the hex from which the attacker entered the defender's hex. In this example, the defender can retreat into hex 1, 2, or 3, but not into 4 or 6 (which are adjacent to the hex from which the attacker entered), nor into the hex itself from which the attacker entered.

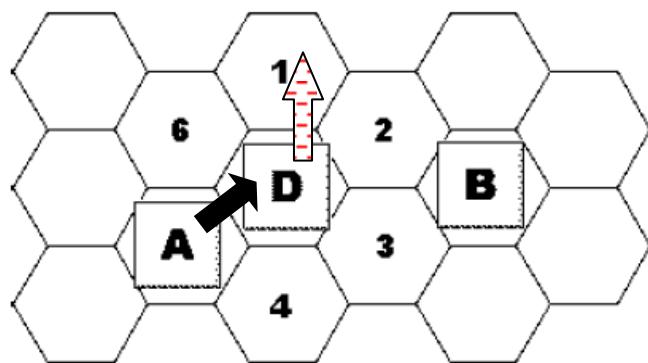
7.7.14 A force must remain together when it retreats. The owner cannot split a force into separate forces by retreating into different hexes.

7.7.15 A force (even if Demoralized) can retreat into an enemy-occupied hex only if the enemy in the hex would be overrun. In other words, you cannot retreat into an enemy-occupied hex unless you are able to overrun the enemy.



EXAMPLE 7.7.15: The defender in this example can retreat only into hex 1 or 3. It could enter B's hex only if hexes 1 and 3 are prohibited by terrain or enemy force presence, and the defender has 8 to 1 odds over B and is able thereby to overrun B. If the defender cannot overrun B and hexes 1 and 3 are prohibited, the defender cannot retreat and is eliminated.

7.7.16 A force cannot retreat into a hex in the Reaction Radius of an enemy Army, unless there is no other hex to enter. A force entering a hex in the Reaction Radius of an Army other than the Army that caused the retreat does not trigger that Army's Reaction; Army Reaction applies only to the player whose half of the Pulse is not in progress - in this case, the defender.



EXAMPLE 7.7.16: The defender in this example could, if force B were an enemy army, retreat only into hex 1. If hex 1 is prohibited, the defender could retreat into B's Reaction Radius, in either hex 2 or 3. The defender's entrance into either of these hexes would not trigger a Reaction Check, since B belongs to the attacking player and is thus ineligible for Reaction.

7.7.17 A force can never retreat across a navigable river hexside (including cavalry Retreat Before Combat).

7.7.18 A force that is unable to retreat due to restricted terrain or the presence of enemy forces is completely eliminated. Leader Loss Checks are made for the defender, but regardless of their result, leaders who survive are placed on the Game-Turn Record Track for the next turn.

7.7.19 Summary of Retreat Priorities: A retreating force must retreat into hexes which fulfill priorities in the order given. A priority can be skipped only if it does not apply to the retreating force:

1. Into a vacant hex, or one containing another friendly force.
2. Into a hex in the Reaction Radius of an enemy Army.
3. Into a hex containing an enemy force that the retreating force is capable of overrunning.

8.0 Naval Movement and Combat

DESIGNER'S NOTES: Historically Union naval power was a decisive factor in defeating the Confederacy. United States ships blockaded Southern ports, supported Union campaigns, made amphibious landings from the Rio Grande to the Albemarle Sound, reduced Southern forts to rubble, saw Grant past Vicksburg en route to his glorious victory there, and changed the course of world naval history.

The Confederates also had their share of glory on the water. Starting with no navy at all, they managed to build and buy a fleet of ships capable of running the blockades, sinking Union warships, and resisting the overwhelming strength of Union naval power. Both sides share equally in making the wooden warship obsolete. The CSS Virginia (often called the Merrimack) and the USS Monitor were both revolutionary designs and, when they clashed, the era of the wooden warship ended forever.

Both players have naval forces in the game, but the Confederates are limited to a few costly ironclads and commerce raiders. The Union, on the other hand, has a phalanx of powerful ironclads, transports, and sea lift capacity. For the Union player to win the game, he must make creative use of this powerful weapon.

8.1 Naval Force Types

8.1.1 There are three types of naval forces: transports, ironclads, and commerce raiders. The Union player has the following two sub-types: river-going and ocean-going. River-going types may move only along navigable river hexsides or into coastal hexes; they may not enter all-sea hexes. All Confederate ironclads are river-going vessels, while the Union has both types.

8.1.2 Union ocean-going types may enter all-sea hexes as well as entering most navigable river hexsides and all coastal hexes.

8.1.3 Confederate commerce raiders always remain in the At Sea Box once they have entered play.

8.2 Naval Leaders

8.2.1 There are only three naval leaders in the game, the Union admirals Porter, Foote, and Farragut. Naval leaders are all of two-star rank and can thus command 6 Naval Strength Points (hereafter NSP's). In addition, transports under a naval leader's command can carry SP's and/or leaders freely (i.e., transported SP's and/or leaders do not count against the 6 NSP limit the naval leader may command).

EXAMPLE 8.2.1: Farragut can command up to 6 transports to move as many as 6 SP's, plus leaders, at a cost of 2 Commands - his Initiative Rating.

8.2.2 A naval leader uses his Tactical Combat Rating when resolving combat against enemy NSP's, when conducting combined land and naval combat, and in amphibious invasions.

8.2.3 Naval leaders check for Leader Loss at the end of each combat; however, only one Check is made per naval combat. When a naval force is involved in more than one combat at a time during a single command activation, either by passing a fort/fortress or by engaging in more than one round of naval combat, only one Leader Loss Check is made per leader, not one per combat per leader.

EXAMPLE 8.2.3: The leader of a naval force that is attacked as it enters each hexside adjacent to an enemy fort along a river only makes one Leader Loss Check for that particular fort.

8.2.4 Naval leaders cannot command SP's on land. A Naval leader stacks with any NSP in a hex or hexside, and not with ground forces and ground leaders in the hex, unless there is no available NSP. Naval leaders have no effect on combat when they are stacked in a hex which is attacked by enemy land forces and do not make a Leader Loss Check as long as a friendly NSP is present. Naval leaders can move overland or by rail by themselves, just as any other leader at a cost of 1 Naval, Discretionary, or Theater CP.

8.2.5 Naval leaders can travel with an army. If stacked with a ground force which engages in combat, the naval leader can be killed or wounded, if there are no friendly NSP's present. When using the optional Variable Leader Promotion & Casualty Table, treat any "capture" or "promotion" result as having no effect.

8.3 Naval Movement

The following rules apply to all types of naval movement and naval forces.

8.3.1 NSP's can never enter non-navigable river hexes, cross land hexes, or enter all-land hexes.

8.3.2 NSP's that enter coastal hexes ignore the land there unless a hex contains an enemy fort or fortress. An NSP that enters such a hex is subject to attack by that fortification. Furthermore, if a coastal hex contains an enemy NSP, then combat is initiated when the hex is entered. The terrain types and enemy SP's in the hex are used to determine the outcome of amphibious invasion. This rule does not permit movement of NSP's, or the tracing of a supply line, from a coastal hex to a river hexside in order to bypass a fort/fortress.

EXAMPLE 8.3.2: An NSP in 2031 (near Ft. Jackson) cannot "ignore the land" in order to proceed up the Mississippi River thus avoiding Ft. Jackson; nor could supply be traced into 2031 and then along the Mississippi River by passing a supplied or manned Ft. Jackson.

8.3.3 NSP's, like SP's, move one NSP at a time, unless they are commanded by a leader. Naval leaders and non-naval leaders can command NSP's.

8.3.4 NSP's are not affected by the presence of friendly, enemy, and neutral territory in a hex or adjacent to a navigable river hexside (unlike SP's).

8.3.5 NSP's have an unlimited Movement point Allowance and expend no Movement points to enter hexes or hexsides. Once you activate an NSP, it may move until you decide to stop or until it performs an action forcing it to stop. These actions include: being sunk in combat; performing an amphibious landing or combined land/naval combat; and debarking an SP. Embarking does not stop movement if the SP and NSP began the Pulse stacked in the same hex (but you may not move into a hex and embark SP's).

8.3.6 Union ocean-going NSP's can enter the Gulf of Mexico by going around Florida. There is no penalty for such movement.

8.3.7 Union ocean-going NSP's may enter the Mississippi River, but may not enter navigable river or control hexsides north of Memphis. Ocean-going NSP's may not enter or extend hexside control from the Mississippi River onto tributaries of the Mississippi (e.g., Red River, Arkansas River, etc.). River hexsides which ocean-going NSP's may not cross are designated on the VASSAL map by a blue cross.

8.3.8 The Confederate player can use only Discretionary Command Points to activate his NSP's. The Union player can use Discretionary and Naval Commands to move NSP's, conduct sea and amphibious movement, and move naval leaders. Naval leaders moving alone can also use Theater CP's.

8.3.9 SP's cannot remain indefinitely embarked on NSP's, they have to disembark at the end of the pulse.

8.4 River Movement

8.4.1 River-going NSP's can never enter all-sea hexes or cross impassable hexsides from one coastal hex to another, but may otherwise travel along and cross impassable navigable river hexsides. Thus, a Confederate ironclad cannot cross the Chesapeake Bay. However, all NSP's may enter coastal hexes, thus a Confederate ironclad could move up the bay along the western shore. In addition, river-going NSP's cannot move around Florida as ocean-going NSP's are allowed to do.

EXAMPLE 8.4.1: A Confederate ironclad on the James River would have to risk three shots from a Union controlled Ft. Monroe (one for each river hexside it entered, then one as it entered the fortress hex) if it tried to move up the coast past the fortress.

8.4.2 **River Movement Procedure:** NSP's located on rivers occupy a river hexside, not a hex. Each naval counter has a bow (front) which is pointed at the hexside it occupies. This is indicated by an arrow on those NSP's where the front is not obvious. The counter itself may be located on either side of the river. An NSP located on a river moves from one navigable river hexside into another navigable river hexside.

8.4.3 An NSP cannot end its movement in a hexside controlled by an enemy fort/fortress. It must either move past the fortification, be destroyed by the fortification, or aid in the successful capture of the fortification by amphibious invasion or combined land and naval attack. If a combined land/naval attack or amphibious landing is unsuccessful, the attacking NSP's must retreat into the hex or hexside from which they began that movement. This may mean repassing forts along the same river. For this reason,

bypassing forts can be dangerous if the amphibious landing or combined attack is unsuccessful.

8.4.4 River Transport: A Union transport NSP (either river or ocean-going) may transport an SP if the NSP begins the Pulse on a navigable river hexside bordering the hex occupied by the SP. The location of the naval counter does not matter as long as it is pointed at the correct hexside. The Union player then pays one Naval or Discretionary Command to activate the NSP. No Commands are spent to activate the SP. The SP counter is placed under the NSP to denote that it is being transported and the two move together along the river.

8.4.5 An SP that is being transported can be debarked only into a Union friendly hex, a Union occupied hex, or a neutral hex, unless the transporting force contains a ground or naval leader. If a leader is present, either ground or naval, the SP can debark into an enemy hex, but this is amphibious invasion. An SP that has moved by transport ends its move in the hex of debarkation and is considered to have moved during the Pulse and thus cannot be activated for movement again until a later Pulse.

8.4.6 Leader Effects on River Transport: A naval leader may command up to 6 naval transports at a time, plus the SP's being carried, plus any other leaders in the force. The combined ground/naval force is then activated by paying a number of Discretionary and/or Naval Commands equal to the Initiative Rating of the naval leader.

EXAMPLE 8.4.6: If Farragut and 4 river transports began a Pulse adjacent to a hex containing 7 Union SP's and 2 leaders, then 4 of those SP's and both leaders could be transported by Farragut and his NSP's at a cost of only 2 Commands.

8.4.7 A non-naval leader can command a number of transport NSP's equal to the number of SP's his rank allows him to command (Army command excluded). However, SP's transported also count against this amount. In addition, other leaders cannot be transported with that force.

EXAMPLE 8.4.7: A three-star general can command a maximum of 3 transports carrying 3 SP's, or some other combination not exceeding a total of 6 SP's plus NSP's.

8.4.8 NSP's may disembark transported SP's and/or leaders into hexes which are not occupied or Controlled by the Confederates, in friendly or neutral territory. In enemy (Confederate) territory, NSP's may disembark only into Union occupied or Controlled hexes. For purposes of debarkation of transported forces, a vacant hex in a converted Confederate state (17.2.4) is considered to be enemy territory, unless there is a Union Control marker in the hex.

8.4.9 SP's may be "dropped off" into eligible hexes along the path of the ground/naval force's movement towards its ultimate destination. Each NSP which disembarks an SP must end its movement.

8.4.10 SP's adjacent to the same navigable river hexside, but physically located in different hexes cannot be transported together, as part of the same force.

8.5 Naval River Control

8.5.1 Hexside Control Definition: An NSP, either ironclad or transport, located on a river hexside controls the hexside it occupies. In addition, it controls all the navigable river hexsides within a five-hексside radius of its location.

8.5.2 An NSP river control radius never extends into or past a navigable river hexside that borders a hex occupied by an enemy fort or fortress that is in supply or manned. These fortifications always control the navigable river hexsides bordering their hexes, with only one exception - unmanned forts and fortresses that are out of supply do not control their hexsides and have no effect on the game at all.

This represents the fact that forts and fortresses were manned by small garrisons, usually amounting to less than a Strength Point's worth.

8.5.3 Enemy and friendly NSP's may exert river control into the same hexside. An ironclad always negates the control of an enemy transport, except in the hex occupied by the transport and those hexsides on the other side of the transport. If both players have ironclad control into a hexside, then they both have control of the hexside. This is called a contested hexside and both sides are affected as if the enemy had control of the hexside. However, each player's ironclad has control of the hexside it occupies and those on the side away from the enemy ironclad.

NSP's located on rivers are very powerful because they influence more than one hexside. This simulates the fact that naval power is very flexible and can move in a fraction of the time it takes to move comparable land force.

8.5.4 River Control Effects: Forces moving by land cannot cross a navigable river hexside that is controlled by an enemy NSP unless the hex they are entering contains a friendly SP or depot.

Thus, a land force can always cross a navigable river hexside into a hex containing a friendly fort/fortress that is in supply or manned, depot, or Strength point.

8.5.5 A rail line that crosses a navigable river hexside is cut if that hexside is controlled by an enemy NSP.

8.5.6 A supply path cannot be traced across a navigable river hexside controlled by an enemy NSP, regardless of the presence of a friendly SP or depot on the other side.

8.5.7 An Army's Reaction Radius does not extend across an enemy-controlled navigable river hexside.



EXAMPLE 8.5.7: The US ironclad Ozark controls its own hexside and those north of its position. It shares contested control of hexside 2425/2526 along with the Confederate ironclad Virginia. The Virginia controls its own hexside plus those leading up to the hexside occupied by the US transport, because ironclad control negates transport control. The Union fortress in Mobile controls its two hexsides, even though the Confederate ironclad is within 5 hexsides. The US transport controls its own hexside, plus those north of its position.

8.6 Union Sea Lift Capacity

8.6 Union Sea Lift Capacity On the Union Game-Turn Record Track is listed the Union Sea Lift Capacity, which is the number of SP's the Union player can move using sea movement and ocean transports each turn. The Sea Lift marker is used on the General Records Track to keep a running total of the SP's moved by sea each turn.

8.6.2 An SP is considered to have moved by sea if it enters an all-sea hex, a coastal hex, or a Chesapeake Bay hex anywhere along its path of movement during a Pulse. All SP's moved by sea are recorded, including those involved in amphibious invasions or using sea movement.

You will note that, after Game-Turn 4, the Union Sea Lift Capacity becomes very large indeed. If both players agree, you may decide to keep track of Sea Lift only on those turns when the Union player moves a great many SP's by sea.

8.7 Union Sea Movement

8.7.1 Definition: Union Sea Movement is a special type of movement that does not use naval transport counters. Instead, it is assumed the SP's are being transported by a part of the Union ocean-going fleet, which is not depicted in the game.

8.7.2 Procedure: Any Union SP which begins the Pulse in any coastal hex may use Sea Movement. In addition, an SP that begins a Pulse in a hex that has a navigable river hexside can use Sea Movement. However, this hex must be located in one of the following states: Maryland, Delaware, New Jersey, or Pennsylvania. Hexes along the Ohio River or adjacent to the Potomac River, but in Virginia cannot be used. SP's adjacent to the same navigable river hexside, but physically located in different hexes cannot be transported together, as part of the same force.

8.7.3 The SP is then moved by tracing a path through all-sea hexes, coastal hexes, and/or along navigable river hexsides until it ends its move by debarking into a Union-controlled or a neutral hex not Controlled or occupied by the Confederates. Union Control of a hex exists if: 1) the hex is unoccupied and Union friendly, or 2) there is a Union SP in the hex, or 3) the hex is unoccupied and contains a Union Control marker. An unoccupied hex in a converted Confederate state may not be used for Sea Movement. Otherwise, a Union force may use Sea Lift or may be transported into a neutral, unoccupied hex, which is not Controlled by the Confederates. An SP using Sea Lift may not enter a hex or move along a river into or past a hexside controlled by an enemy fort/fortress or NSP. Sea Movement into an enemy Army Reaction Hex is not allowed.

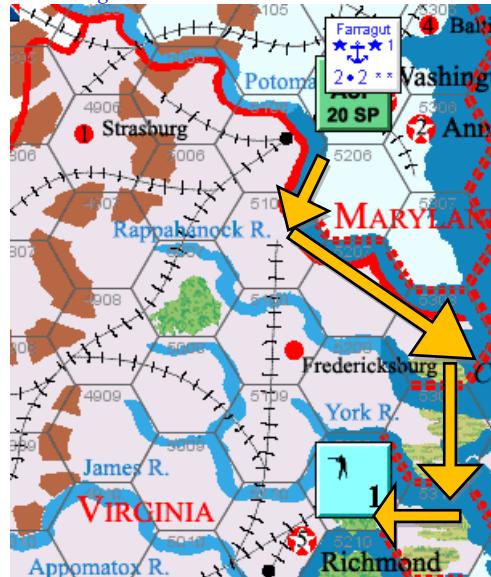
EXAMPLE 8.7.3: A force in Washington will not be able to exit the Potomac River using Sea Movement if the Confederates have built a fort along the river between Washington and the Bay.

8.7.4 Sea Movement is a point-to-point move. Unlike movement using transports where NSP's may be dropped off at several different locations, forces using Sea Movement cannot drop off SP's at multiple locations. Sea Movement is permitted from unblocked Union-controlled ports in Confederate territory even if those ports are not located in coastal hexes.

8.7.5 Leader Effects on Sea Movement: Ground leaders can be used to move SP's by Sea Movement. The leader must start the Pulse with the SP's and the Union player must pay that leader's Initiative Rating in Discretionary or Naval Commands to activate the force for movement. Each leader may move up to his command limit in SP's, just as though it were normal land movement (ignore Army command ability, however). Ground leaders must move one at a time, however.

8.7.6 Naval leaders can move up to 6 SP's by Sea Movement or an entire Army at the naval leader's Initiative Rating in Discretionary or Naval Commands. Furthermore, the naval leader can move all of the leaders that are in the Army or stacked with the force being moved.

EXAMPLE 8.7.6A: A one-star general could move up to 2 SP's by sea at his Initiative Rating cost in Naval Commands.



EXAMPLE 8.7.6B: The Union player spends 2 Naval Commands to activate Farragut, who then moves force A (Army of the Potomac) down the Potomac River into coastal hexes 5308 and 5309, then into the York River. The Army debarks into Union-occupied hex 5209. However, to reverse the process, the Union player would be unable to Sealift from hex 5209, since it is not a coastal hex or a navigable river hexside located in the North. Instead, the Union player would first have to move the Army to a coastal hex such as 5309 or 5310 and use Sea Lift in a later Pulse.

8.7.7 Leaders moving SP's by Sea Movement must accompany the SP's being moved.

8.8 Union Amphibious Movement

8.8.1 Amphibious Movement Prerequisites: The Union player may move SP's by sea or river and land them in an enemy controlled hex, by using amphibious movement. To make an amphibious move, the SP's cannot be Demoralized. SP's and ground leaders must begin the Pulse in a hex containing the NSP's and naval leaders either in the same hex or along an adjacent navigable river hexside. Each SP requires at least one transport NSP to carry it. An Army, regardless of its size, can never make an amphibious invasion.

8.8.2 Amphibious Movement Procedure:

1. The Union player spends the leader's Initiative Rating in Naval or Discretionary Commands to activate the leader for amphibious movement. A ground leader is not required for an invasion if a naval leader is present.
2. The leader, SP, and NSP are moved to the desired location and the invasion is resolved.
3. If the invasion hex contains a Confederate ironclad, a round of naval combat is resolved. The Naval Combat Results Table is used; both players roll a die and find their result. Results are applied immediately.
4. If the invasion hex contains a Confederate fort/fortress that is in supply or manned, the fortification performs a naval combat against the invading force. The Naval Combat Results Table is used; the Confederate player rolls one die and the results are applied immediately. The Union player does not get to roll.
5. If there is still a Confederate ironclad in the invasion hex, then Steps 3 and 4 are repeated. If there are no Confederate ironclads, proceed to Step 6.
6. The Union player determines his invasion strength. Each SP and Union ironclad is worth one point. In addition, the total number of transports in the invading force is divided by 2 to determine their strength. Fractions are ignored, except in the case where the total would be reduced to zero, which is instead treated as 1 point. Thus, 5 NSP's are worth 2 points, while 1, 2, or 3 NSP's would be worth 1 point.
7. The Confederate player determines his defense strength. Any Confederate friendly, Controlled or occupied hex has a strength composed of the following, which are added together to make a cumulative total. A hex has an intrinsic defense of 1 against invasion, regardless of the terrain type; to this is added the number of SP's in the hex; plus 1 if the hex contains a city plus 1 if the hex contains a fort; and plus 2 if the hex contains a fortress. The column shifts a force would normally receive in ground combat for occupying certain types of terrain are ignored for purposes of invasion. These effects are accounted for in the strength of the hex as summarized in the following:

1:	Intrinsic value.
1	For each SP in the hex.
1:	If hex contains a city.
1:	If hex contains a fort.
2:	If hex contains a fortress.

These are cumulative; terrain is ignored during invasions

8. The invasion is resolved using the Combat Ratio/Differential Determination Chart and the Combat Results Table with the Union player as the attacker. However, column shifts for terrain are ignored.

8.8.3 Landing in a non-Confederate Controlled, unoccupied neutral hex is simply transport, not invasion. A vacant hex in a converted Confederate state is considered to be enemy (Confederate) territory, unless there is a Union Control marker in the hex. An invasion of a Confederate Controlled hex in Union or neutral territory is performed in exactly the same way as any other invasion. The defender receives the benefits for intrinsic hex value, etc.

8.8.4 If a Union force attempts to land by amphibious movement, or by transport using NSP's, in a hex within the Reaction Radius of a Confederate Army, the Army may roll for reaction, and may enter the hex to be invaded this forcing combat, if successful.

8.8.5 The ground combat procedure is used to resolve the invasion. Leaders in the Confederate force modify the combat die rolls as in ground combat. Union leader effects are described in the following. Results are applied to each side as they would be in ground combat. However, if the Union player achieves a result causing the Confederate to retreat, then the Confederate force (if there is one) retreats and the invading Union force occupies the hex, and can move no further during that pulse.

8.8.6 Confederate losses must be taken first from SP's occupying the invasion hex. For determination of retreat priorities, the defending Confederate force is only considered eliminated where the invading Union force eliminates all SP's in the hex, plus 1 additional to account for all of the non-SP defense factors.

8.8.7 If the hex contains no SP's, then an SP loss is considered to eliminate the Confederate force in the hex for retreat purposes. Thus, if the Union invades a hex with no SP's and suffers a **d** result, but inflicts a **d1** result on the hex, the invasion succeeds because the Confederate is eliminated – a more extreme result than a **d** (see Retreat priority 1). If the Union had inflicted only a "**d**" then the invasion would have failed because the intrinsic force was neither forced to retreat nor eliminated.

EXAMPLE 8.8.7A: A Union force makes an amphibious move against an empty enemy hex. Any result which calls for an SP loss by the defending force will result in its elimination, thus fulfilling the conditions of the first retreat priority (Rule 7.7.6 "one side is totally eliminated"). The Union force remains in the invaded hex.

EXAMPLE 8.8.7B: A Union force makes an amphibious move against an enemy hex containing 1 SP. Any result which calls for a loss of 2 or more SP's by the defending force will result in its elimination, thus fulfilling the conditions of the first retreat priority. The loss of a second SP is considered to eliminate all of the non-SP defense factors. The Union force remains in the invaded hex.

EXAMPLE 8.8.7C: A Union force makes an amphibious move against an enemy hex containing 1 SP. The Union force inflicts a **d1** result upon the defending hex, but itself suffers a **d1** result. Since the defending force is not considered to be "totally eliminated", the first retreat priority does not apply. Had the Union force suffered a **d** or a **d1** result instead, the Union could remain in the hex due to another retreat priority (Rule 7.7.11 If both forces suffer Demoralization or neither suffers Demoralization, but one force loses more SP's, then the side with greater loss must retreat.) If the defending SP had already been Demoralized before the amphibious move, the Union would remain in the hex following a **d1/d1** result, due to a higher retreat priority (Rule 7.7.9: If the defender is already Demoralized before the attacker enters his hex, then any additional Demoralization result will cause the defender to retreat.)

EXAMPLE 8.8.7D: A Union force makes an amphibious move against an enemy hex containing 1 SP. The Union force inflicts a **d2** result upon the defending hex, but itself suffers a **d2** result. Since the defending force is considered to be "totally eliminated", the first retreat priority does apply. The Union force remains in the invaded hex. Had the defending hex contained 2 SP's, the defending force would not be "totally eliminated" by a **d2** result for purposes of the first retreat priority, and another retreat priority would determine which side retains the hex.

8.8.8 If the combat results cause the Union to retreat, then the invading force returns to the hex from which it began its movement. As it retreats, the Union force may undergo further attack if it passes supplied or manned Confederate fortifications along its path of retreat. If all Union ground SP's are eliminated, then the invasion fails, and all NSP's must return to the hex from which they began their movement.

8.8.9 Amphibious Movement with Non-Naval Leaders: The number of SP's and NSP's a non-naval leader may command may not exceed a total of 6, or 2 if he is of one-star rank. This total may consist of a combination of SP's, transports, and ironclads. The leader's Initiative Rating is used to determine the Command point cost of the movement. Furthermore, only the one leader may be used; other leaders may not be a part of the force.

8.8.10 The Tactical Combat Rating of the leader is used when resolving the invasion combat, as it would normally be used in a ground combat.

EXAMPLE 8.8.10: Burnside could command 2 SP's, 2 transport NSP's, and 2 ironclad NSP's, or some other combination not exceeding 6 total points, as long as they all began the Pulse in the same hex. One-star generals may command a total of only 2 points: 1 SP and 1 NSP.

8.8.11 Amphibious Movement with Naval Leaders: Naval leaders may command up to 6 NSP's. SP's and ground leaders being moved do not count against the naval leader's command ability; they are transported "free". The Initiative Rating of the naval leader is used to determine the Command cost of the movement.

8.8.12 The Tactical Combat Rating of the highest ranked naval leader is used to resolve the invasion plus the Tactical Combat Rating of the highest ranked ground leader (if one is present).

EXAMPLE 8.8.12: You could use Farragut to move 4 ironclads, 2 transports, 2 SP's, and Ben Butler to make the invasion of New Orleans.

8.8.13 Amphibious Combat Losses: When a landing force suffers losses, they are removed from the SP's, not the NSP's. Naval losses may be suffered if the amphibious force enters a hex containing a Confederate fort, fortress, or ironclad as described in Steps 3 and 4 of the invasion procedure. Demoralization results against the invading force apply only to the SP's, not to the NSP's.

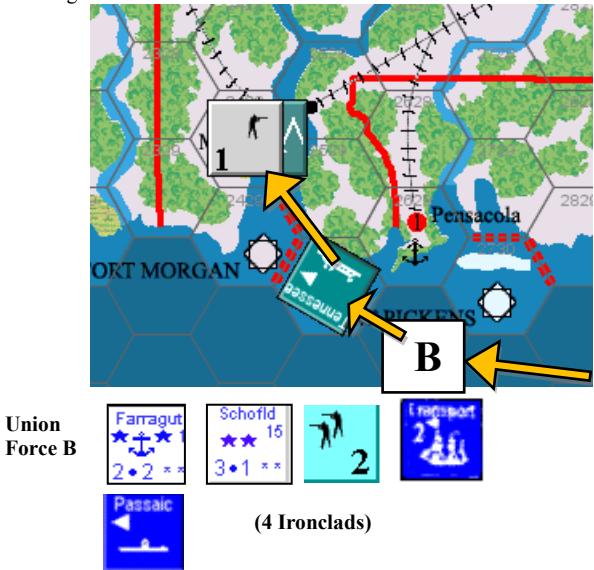
8.8.14 Each leader in the invasion hex, both Confederate and Union, must make one Leader Loss Check.

8.9 Combined Land and Naval Combat

8.9.1 Prerequisites: NSP's and SP's may make combined attacks, such as the historical attack on forts Henry and Donelson. NSP's commanded by a naval leader which begin the Pulse in the hexside of a hex containing SP's and a ground leader may move and attack together. This is not an amphibious landing, because the SP's move overland, and the NSP's support the attack.

8.9.2 Transports may not carry SP's and make a joint attack in the same Pulse. The two forces need not follow the same movement path so long

as they end the movement in/along the same hex. Commands are spent from the Discretionary and/or theater Tracks for the ground leader. Thus, the total cost of a joint move will be at least 4 Commands: 2 for the naval leader and 2 for the ground leader.



EXAMPLE 8.8: Union force B under Farragut has left Washington to make an amphibious landing against Mobile. The force enters the river hexside 2429/2530 which is controlled by Fort Morgan and occupied by the CS ironclad Tennessee. The first round of naval combat is initiated; the Confederate player rolls on the 1 NSP column while the Union rolls on the 5+ column (4 NSP's for his ironclads, plus 1 NSP for the two transports). The Confederate player rolls a 4 for no effect. The Union rolls a 1, which is modified to a 3 for Farragut's Tactical Combat Rating, for no effect. Then the Confederate fortress attacks on the Unmanned Fortress row; the roll is a 5, damaging one Union NSP. The Union player chooses an ironclad rather than a transport to keep from losing an SP as well. He places the Mahopac on the Game-Turn Record Track for the next turn. In the second round of combat, the Confederate rolls a 5 for no effect; the Union uses the 3-4 column because his ironclad loss reduces his strength to 4 NSP's. He rolls a 3, which is modified to 5 for Farragut, and the Tennessee is damaged; since it is Confederate, it is eliminated. The fortress gets one more shot and a 4 is rolled for no effect. The Union force moves into hexside 2429/2529 and the Confederate fortress gets to attack again since the Union force is "running the fortress." A 1 is rolled for no effect. The Union force enters hex 2428 to launch the invasion against Mobile. First, the manned fort in the hex gets to attack the Union force; the result is no effect. Then the invasion is resolved. The Confederate strength is 4 (1 point each for the hex, the fort, the SP, and the city); the Union strength is 6 (3 for the ironclads, 1 for the two transports, and 2 for the SP's). Using the Combat Ratio/Differential Determination Chart we find this is a +1, +2 combat (Column F). The Union player rolls one die and adds the Tactical Combat Ratings of Farragut and Schofield to the result; the modified result is 7, which is located under the **Def** column beside the Medium size result (because the Union force is medium size, 4-9 SP equivalents). The result against the Confederate is d2. The Confederate rolls a 4, which is located under the **Att** column beside the Medium force result (since the Confederate force is also medium); the result is d1 against the Union. Thus, the Confederate force, including the fort, is eliminated; the Union force loses 1 SP and is demoralized, but successfully occupies Mobile. Leader Loss Checks are now made for Farragut and Schofield. A second effect of the invasion is that Confederate Fort Morgan is now out of supply and has no effect on the game. Had the Union lost more NSP's to the Tennessee or to the fortress, the invasion might have failed. If it failed, the Union would have had to retreat back to Washington by passing Fort Morgan a second time, being attacked as it passed.

8.9.3 Procedure: The subsequent joint attack is resolved in the following order:

1. Naval Force Movement and Combat: First, the naval force is moved and fights any naval battles made necessary by its movement path into hexsides controlled by enemy NSP's, forts, or fortresses. Then the naval force enters the first hexside shared by the hex occupied by the target of the combined attack. If the hexside contains a Confederate ironclad, naval combat is resolved. Naval combat continues until the Confederate ironclad is sunk; furthermore, if the combined attack target hex contains a fort or fortress, it gets to attack the Union force each round until the Confederate ironclad is sunk.

Once the fort/fortress had had its last shot after the sinking of the CSA ironclad, that combat is over and the combined attack is resolved.

2. Ground Movement: The ground force is activated and moves into the target hex using the rules for ground movement.

3. Combat Resolution: The combat is resolved as a normal ground combat using the SP strengths of the moving and defending forces and any column shifts for terrain. The attack strength of the moving force is increased by 1 for each ironclad point and by 1 for every 2 transport points (round fractions down) of the jointly attacking naval force. In addition, the Tactical Combat Rating of the naval leader is added to the attacking player's die roll. The total naval strength addition may not exceed the number of attacking SP's. Ignore excess NSP's for purposes of strength computation (they still suffer the results of the combat).

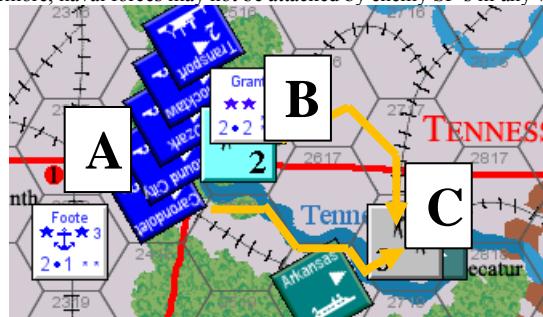
EXAMPLE 8.9.3: if you attacked with 2 SP's, then the maximum number that could be added to the force by NSP's would be 2. Excess NSP's are not counted.

8.9.4 Combined Attack Losses: All leaders, both ground and naval, involved in the attack must make Leader Loss Checks. Only one Check is made per naval leader, even though they may have been attacked by a fort, ironclad, or other combination of forces.

8.9.5 Loss results listed on the CRT for the attacking force are taken in the following manner: the first loss must come from the attacking SP's; the second loss (if any) must be an ironclad (if none were involved in the attack, a transport NSP is eliminated); if there is a third loss, it is again taken from the ground force. Demoralization results apply only to ground forces. The defending force suffers the result as printed on the CRT.

8.9.6 If the attack results in the defender having to retreat, then the attacking ground force occupies the hex. If the attacker is forced to retreat, then the attacking naval force retreats back to the hexside from which it began the Pulse and the land force retreats normally.

8.9.7 NSP Effect on Defense of a Hex: The presence of naval forces has no effect on the strength of adjacent SP's when they are attacked. The only effect these naval forces have is in control of navigable river hexsides. Furthermore, naval forces may not be attacked by enemy SP's in any way.



EXAMPLE 8.9.7: The Union player expends 4 commands (2 Naval and 2 Western) to activate its forces for the combined attack. First Foote and the naval force move into hexside 2618/2718 and fight one round of naval combat against the Confederate ironclad. The result is that the Union has an ironclad damaged and the Confederate is unharmed. Then the Confederate fort attacks the Union naval force; result, no effect. Another round of naval combat occurs, the Union eliminates the Confederate ironclad and the Union is unscathed by the Confederate NSP. The Confederate fort sinks another Union NSP, and the Union player chooses a transport. The naval combat is over. Now the Union land force under Grant moves into the Confederate hex and ground combat is resolved. The Confederate has a strength of 3 SP's while the Union has a strength of 4 (2 for the Union SP's plus 2 more for the Union ironclads). The additional Union ironclad and transport are ignored since the naval force may not contribute a greater strength than the ground force to a combined attack. The combat differential is +1, but there is a column shift of 1 to the left because the Confederates occupy a fort. The Union player rolls one die and adds the Tactical Combat Ratings of Grant and Foote to the result. The modified result is 5, which is then located under the **Def** column beside the Medium size result to find the effect on the Confederate force. The result is d1. The Confederate player rolls a 6, which when cross-referenced under the **Att** column beside the small size result yields a d result against the Union. Thus, the Union has won the battle and the remaining two Confederate SP's must retreat. A force may not retreat across a navigable river hexside nor into a hex adjacent to the attacker; thus, the two SP's are eliminated. The Union SP's occupy the fort, destroying it, and are demoralized. The naval force remains in its hexside and is not demoralized. Leader Loss Checks are then made for Foote and Grant.

8.10 Naval Combat

8.10.1 Definition of Naval Combat: Naval combat occurs between a naval force and a fort/fortress or between two naval forces. The Naval Combat Results Table is used to resolve naval combats. Naval combat occurs between the naval force in an amphibious landing or combined attack if the attack is made against an enemy fort/fortress, or if the force moves past an enemy fort/fortress, or if the invasion hex contains an enemy naval force along one of its hexsides. Naval combats are resolved before the combined attack or amphibious landing is resolved.

8.10.2 Naval Combat Results Table: The Naval Combat Results Table (hereafter NCRT) is used to resolve all naval combats. To use the table, locate the strength of the attacking naval force or type of fort/fortress on the NCRT. Each attacking ironclad has a strength of 1 while the number of transports is divided by 2, dropping fractions to determine their strength. Fractions are rounded down; however, transport totals of 3 or less are considered to have a strength of 1 point. Naval forces with a strength greater than 5 use the 5 column of the NCRT.

8.10.3 The die roll may be modified in combat between two naval forces if there is a Union naval leader present. Otherwise, leaders have no effect on use of the NCRT.

8.10.4 Naval Combat Results: There are two results on the Naval Combat Results Table: Damaged and Sunk. A sunk result causes the permanent loss of the affected ship. A damaged result has the following effects: Confederate ironclads are considered sunk; Union transports or ironclads are considered damaged. Damaged ironclads or transports are immediately placed on the Game-Turn Record Track for the next turn. They may then enter as normal naval reinforcements. A damaged Union NSP is placed on the Turn Record Track immediately, even if it can be demonstrated that it would be passing enemy fortification hexsides while returning to its starting hex.

8.10.5 If a force transporting an SP consists of more transport NSP's than SP's, and a transport is sunk, then no SP's are lost. An SP is lost only if there are an equal number of SP's and transports and a transport is sunk. If a naval force containing more than one type of NSP suffers a loss, the owner has his choice of which to eliminate. If a transport is damaged, any SP it is carrying is returned to the starting hex. Do not roll for additional losses or move the SP across the map; simply place it on the starting hex. If there are more transports than SP's, then no SP is moved back as long as there is at least one transport per SP.

8.10.6 Naval Combat by a Fort/Fortress: There are four types of combat between naval forces and fortifications. First, a fort/fortress may attack the naval force when an amphibious landing is made against its hex. Second, a fort/fortress may attack a naval force which enters one of its hexsides in an attempt to move past the fort along the river. Third, a fort/fortress may attack a naval force as part of a Combined Land/Naval Combat. Fourth, if a fort/fortress is built in a hex which shares a hexside with an enemy NSP, the fort/fortress immediately initiates one round of naval combat. If the NSP is not damaged, it must then move one hexside at a time, until it no longer shares an enemy fort/fortress hexside. For each hexside it moves that is shared with an enemy fort/fortress, the NSP is subject to one round of naval combat.

8.10.7 Only one naval combat is made by a Confederate fort/fortress against a Union naval force which is invading its hex unless there is a Confederate ironclad present. In this case, the fortification may attack after each round of ironclad combat.

This means that usually a maximum of only one Union SP will be sunk by the fortification. This simulates the fact that NSP's supporting amphibious invasions of forts tended to stay out of range of the fort's heavy guns as much as possible.

8.10.8 Naval combat also occurs when NSP's try to "run" enemy forts/fortresses. Each running force is attacked once per fort/fortress hexside it enters. If a running force enters a hex occupied by an enemy NSP, then the naval combat between the two is resolved before the fort/fortress attack for that hexside. If the running force survives the naval combat, it may continue moving into another river hexside.

8.10.9 Each fort fires on enemy NSP's as follows:

- Ft. Monroe 2 shots, as ships move up the James River.
- Ft. Fisher 2 shots, as ships move up the Cape Fear River.
- Ft. Sumter 1 shot, as ships approach Charleston.
- Ft. Pulaski 1 shot, as ships approach Savannah.
- Ft. Gadsden 2 shots, as ships move up the Chattahoochee River.
- Ft. Morgan 2 shots, as ships move into Mobile Bay.
- Ft. Pike 3 shots, as ships cross Lake Pontchartrain.
- Ft. Jackson 2 shots, as ships move up the Mississippi River.

8.10.10 Naval Combat Between Naval Forces: Combat between opposing naval forces occurs when enemy NSP's occupy the same river hexside (regardless of whether or not one side intends to pass through that hexside), when they occupy the same coastal hex, or when they occupy an amphibious invasion hex. Naval combat is resolved before combat between the fort/fortress and the enemy NSP.

8.10.11 When combat between ironclads and transports is resolved, the transport total is divided by 2, rounded down, to determine their strength (again, totals of 3 or fewer transports are treated as 1 point).

8.10.12 Combat between NSP's is resolved simultaneously; each player rolls one die and consults the NCRT under the appropriate column. Results of the Confederate roll are applied to the Union force, and results of the Union roll are applied to the Confederate force. Combat continues until one side or the other is completely eliminated. A Union naval leader adds his Tactical Combat Rating to the Union die roll when engaging Confederate ironclads.

EXAMPLE 8.10.12: Naval combat between 2 NSP's would be resolved until one or both players rolled a 6, thus damaging the enemy's NSP.

8.11 CSA Commerce Raiders

8.11.1 Confederate Commerce Raiders are placed in the At Sea Box when they are purchased. Then, during the CSA Commerce Raider Phase, the Confederate player rolls two dice for each Raider in the box. The resulting total is the number of US merchant ships sunk on the high seas. These ships are not represented by counters; instead, the US Ships Sunk marker is used on the General Records Track to keep a running total of ships sunk.

8.11.2 A Commerce Raider is sunk if the Confederate rolls a two - dice total of 12 for the raider. The raider sinks no ships and instead is eliminated. Before the Confederate player rolls, the Union player may spend Naval Commands to increase the Confederate dice total. The Confederate dice roll for a raider is increased by 1 for each Union Naval Command spent to influence the roll for that raider. If the final modified total is 12 or more, then the raider is sunk. If the modified total is less than 12, the modified total of merchant ships is sunk. If there are two or more raiders at sea, Union naval Commands spent affect the die roll for each raider.

This increase in lost ships simulates the increased number of Union ships at sea due to the expenditure of the Naval Command.

9.0 Supply

DESIGNER'S NOTE: Supply was one of the most critical problems in the American Civil War. Each side has its own set of woes. The South's main problem was a lack of heavy industry, which caused critical shortages of shot, shell, and weapons, and limited their ability to build heavy cannon, construct an ironclad fleet, and maintain their factories. The Confederacy was an agrarian nation, and as such food problems should have been minimal. This was not the case. The prime cash crop was cotton, and this was grown even in time of war when people were hungry for bread. The arteries of Confederate supply - the rail lines - broke down quickly and were so badly managed that the Confederate armies suffered continual and severe food problems. The Union blockade and the capture of Southern ports eventually became decisive factors in the Southern defeat. The South, unable to provide for itself or import what it needed, died on the vine after 1863.

The Union had plenty of everything. The Northern industrial economy was booming, as it built up for war. Union supply problems began with the advance south. It was not a matter of having enough to eat; it was a matter of getting that food to the army. The deeper into the South the armies went, the longer became the supply line back to the North. Confederate raiders like Nathan Bedford Forrest swept out of nowhere to burn depots, wreck wagon trains, tear up rail lines, and create havoc behind Union lines. At one point, Sherman's army had almost half its total strength spread out guarding the rail line from Nashville to Atlanta.

An army that was out of supply moved slower so that its horses and men could live off the land. Hunger-stricken soldiers gave as good as they took in battle till their ammunition was gone. Then the army would fall back until it could resupply itself. Armies that were out of supply for long periods of time suffered high losses due to desertion and disease. It was vitally important to keep an army in supply or, over time, it would melt away.

The Union blockade is handled abstractly, since the South could not oppose the Union deep water fleet. As time goes on, the Southern player will begin to feel the effects of the Union blockade on his supply net. Although it is only through the capture of Confederate ports, in addition to the blockade, that the blockade itself proved decisive.

9.1 Supply Determination and Effects

9.1.1 Affected Forces: Supply affects both the Union and Confederate forces. Only Strength Points (including Armies), forts, and fortresses are affected by supply and trace supply lines. Leaders and Naval Strength Points are unaffected by supply.

9.1.2 Movement Supply: The supply status of a force must be determined before it is activated for movement. If a force begins movement in supply, it remains in supply while moving, even if it moves into a hex which would put it out of supply. The reverse is also true; a force that begins movement out of supply remains out of supply for that movement, even if it moves into supply. A force that is out of supply when activated for movement has its Movement Point Allowance reduced by 1 Movement Point.

9.1.3 Combat Supply: Combat supply for the attacking force, including a force conducting an amphibious landing, is determined when it is activated for movement, as defined in movement supply, preceding. Supply for the defender is determined just before the attacker enters the defender's hex. The path of supply is traced from the defender's hex to his supply source and may not enter the adjacent hex occupied by the attacker (or the attacker's Reaction Radius, if an Army). A force that is out of supply for combat automatically suffers Demoralization, regardless of the result of the combat. This Demoralization occurs after the combat is resolved and has no effect on the combat or on the results of that combat. In other words, the combat is resolved normally, and then a Demoralization marker is placed on the out of supply force. If the force was already Demoralized, or suffered a Demoralization result in combat, there is no additional effect for being out of supply. An unsupplied force conducting an overrun is not Demoralized, as a result thereof.

9.1.4 Rally Supply: To rally a Demoralized force, in either the Rally Phase or during a Pulse, you must be able to trace a valid supply line at the instant of rally. A Demoralized force that is out of supply cannot rally.

9.1.5 Fort/Fortress Supply: Supply is determined the moment a fort/fortress is built and at the instant of combat. An unoccupied fort/fortress that is out of supply has no effect on the game. Thus, an unoccupied fort/fortress must be in supply when enemy naval forces enter its hex/hexside in order to attack those naval forces. A fort/fortress may not be built in a hex that is out of supply. If a fortress is out of supply during combat, the occupying force may be required to retreat (see Retreat for more details).

9.1.6 Reinforcement Placement: Leaders, SP's, and NSP's that enter the game as reinforcements can be placed only in hexes that are in supply at the moment placement occurs.

9.2 Tracing a Supply Line

9.2.1 Procedure: A force is required to trace a supply line at various times during the turn. The supply line procedure remains the same regardless of when supply is determined. To determine whether or not a hex is in supply, a path of hexes is counted from that hex to a supply source or to a supply source conduit that leads to a supply source. The hex to be supplied is not counted, but the hex occupied by the supply source or conduit is counted. The number of hexes counted depends on the supply source or conduit type to which the supply line is traced. There are only three sources of supply: 9 points of Victory Point cities in friendly territory connected by friendly rail lines; a friendly supply depot; or, for the Union only, a rail line leading off the north edge of the map.

9.2.2 Connected Victory Point Cities: A supply line may be traced two hexes to a friendly rail line. The hex is then in supply if a series of connected friendly controlled rail hexes can be traced to 9 Victory Points of Victory Point cities located in friendly territory. Victory Point cities in neutral or enemy territory, and Confederate VP resource sites, do not provide their points for supply. The rail line connection may be of any length, subject only to rules for terrain and presence of enemy forces. If the force is able to trace a line to only 8 or fewer Victory Points of Victory Point cities, then it is out of supply.

9.2.3 Union Off Map Supply: The Union player may trace a supply line two hexes to a Union rail line, then from there off the Northern edge of the map by a series of connected Union controlled rail hexes. The Northern map edge may supply an unlimited number of forces in this way.

9.2.4 Supply Depots: A supply line may be traced 4 hexes to a friendly supply depot. A supply depot may be used as a supply source or as a supply conduit for a supply line leading to another supply source.

9.2.5 A supply depot that is used as a supply source for combat, is eliminated. In amphibious moves, a defending hex must contain an SP in order to cause consumption of a supply depot. A fortification which fires upon an NSP does not thereby consume a supply depot. Supply for the attacking player is judged when his force begins moving, but if the movement results in combat, then the supply depot is eliminated.

9.2.6 Supply for the defender is judged just before the attacker enters the defender's hex. Depots used to provide combat supply are eliminated at the

conclusion of the combat, regardless of its outcome. A depot is not eliminated if the combat is an overrun or if the defender is cavalry that Retreats Before Combat. Neither an overrunning force nor a force being overrun consumes a depot. A depot in the same hex as a force being overrun is either captured or destroyed, at the discretion of the Phasing Player. A supply depot may provide supply for only one combat and then is eliminated.

9.2.7 A depot used as a supply source for movement (which does not lead to combat), rally, fort/fortress construction, or reinforcement placement is not eliminated. Furthermore, a single supply depot can supply unlimited forces performing these actions. Each depot costs a player two Commands to build. A depot can be built only in a hex the player controls that contains a city or stockade. A depot can be built in any such hex, even though located in enemy or neutral territory, and even if the hex itself is out of supply. There may never be more than one depot per hex. Once a depot is built, it remains on the map until expended by providing combat supply or until destroyed by the owner or enemy.

Supply depots may be built on a hex which is out of supply. This represents "living off the land" and is one of the primary tactics in the game.

9.2.8 A player who owns a depot may destroy it voluntarily during his half of the Pulse at no cost in Commands or Dice Differential, by simply removing it from the map. A depot that is not stacked with an SP is captured if an enemy force enters the hex by ground movement. The enemy player has the option to take the depot as his own by flipping it over, or of eliminating it immediately by removing it from the map. If combat occurs in a hex which contains a depot, the depot is eliminated if the attacking player wins the battle and captures the hex. If the attacking player loses the battle, the depot is only destroyed if the defender used it as the supply source for that combat.

9.3 Combination Supply Lines

9.3.1 Definition: A supply line may be traced in several ways so long as the final path leads to a friendly supply source. A supply line may be traced through hexes of a supply conduit. There are four types of supply conduits: rail hexes, depots, or - for the Union - navigable river hexsides or all-sea hexes. The supply line may use a number of different conduits so long as the supply line is legal in each of its conduit segments and it leads ultimately to a source of supply.

9.3.2 Depot Combinations: A depot is the only supply source that is also a supply conduit. A supply line may be traced four hexes to a depot, and then that depot may trace a four-hex path to another depot, thus forming a chain of depots. The two depots must be within four hexes of each other; that is, there may be a maximum of three hexes intervening. There is no limit to the number of depots that may form such a chain. When tracing combat supply, the owner would have his choice to eliminate either the first depot in the chain, or another depot further down the supply chain.

9.3.3 Depot and Rail Combinations: A supply line may be traced four hexes to a supply depot and, if that depot occupies a rail hex, then the supply line may continue to be traced along the rail line to a supply source. The depot is a supply conduit and is not eliminated if that supply line is used to provide combat supply. Furthermore, the depot on the rail line may be a part of a supply depot chain, in which case none of the depots along the chain are eliminated to provide combat supply. The rail line could then connect to a supply source to provide supply to the force tracing the supply line.

9.3.4 A supply line can be traced two hexes to a rail line and, if that rail line leads to a depot, then the depot could be used as a source of supply. If the rail line was used to provide combat supply, then the depot would be eliminated. The supply line must be traced along the rail line; it may not be traced part of the way by rail and then in part overland.

9.3.5 Union Supply by River: A Union force adjacent to a navigable river hexside may trace a supply line along that river. The river line may be any length, but at some point it must lead to a hex adjacent to the river that contains a Union depot, rail line, or into an all-sea hex. The depot may then be connected to a chain of depots or to a rail line as described above, or the rail line may be connected to a supply source. A river supply line may not be traced into an enemy controlled river hexside.

9.3.6 A supply line may be traced four hexes to a depot, then if the depot is adjacent to a navigable river hexside, the supply line may continue down the river to another source of supply.

9.3.7 The depot would not be eliminated to provide combat supply since it is a conduit in this case. Furthermore, the depot on the river may be a part of a longer depot chain leading away from the river.

9.3.8 A supply line may be traced to a rail line and the rail line may then connect to a navigable river by entering a hex adjacent to that river. The supply line then continues along the river until it links up with another supply line or supply source. The force must be within two hexes of the rail line and the rail hex need not contain a depot.

9.3.9 A supply line may not be traced along a river into a river hexside controlled by an enemy fort/fortress which is in supply or manned, or into a hexside controlled by an enemy NSP.



EXAMPLE 9.3.9A: The Confederate 1 SP force is in supply because it can trace a supply line to the depot at Arkansas Post of less than 5 hexes. The owner would have his choice of using the supply depot as the supply source or of using it as a conduit since the depot is within the 4-hex range needed to connect with the depot at Camden. Furthermore, the Camden depot may then be used as a conduit to trace to the depot at Monroe, since it is also within 4 hexes. The Monroe depot may be used as the source of supply or the supply line may continue to be traced along the rail line across the Mississippi at Vicksburg. If the Vicksburg crossing (hexside 1623/1724) is controlled by a Union NSP, then one of the three depots in the depot chain must be used as the supply source.



EXAMPLE 9.3.9B: If all counters shown are Union, force A is in supply by tracing a Supply Line of less than 5 hexes to the depot, then from the depot (used as a conduit) along the Arkansas River to the Mississippi River, then along the Mississippi River off the east edge of the example to the Union city of Cairo. From Cairo, the Supply Line continues by rail to 9 Points of VP cities, or off the north map edge. Force C may also trace a Supply Line along the Mississippi, since it occupies a hex adjacent to the river. If force B were a Confederate ironclad, force C would be out of supply, because the ironclad would control all navigable river hexsides within 5 hexsides of 1719/1720, cutting C off from both the North and the depot. Force A would still be in supply, but the depot would be the supply source, and would be eliminated if A were engaged in combat.



EXAMPLE 9.3.9C: The Control markers indicate Union control of cities and rail lines. The rail line from the 1 SP force to Pensacola and Mobile is Union controlled. The 1 SP is in supply because it can trace a supply line along the rail line to Pensacola, which is a coastal hex. The supply line then goes from there to the north and is a valid line. The 2 SP force is in supply because it occupies a hex adjacent to a navigable river hexside and that river leads out to sea. The supply line is valid because Confederate Fort Morgan is out of supply and thus has no effect on the game. However, if Fort Morgan were occupied by a Confederate SP, then the supply line would be traced by river to Mobile, then by rail to Pensacola, and from there over the sea to the North. If the Confederate player controlled any of the river hexsides between the force and Mobile (for example, a CSA ironclad in hexside 2426/2527 or a fort in 2427), the force would be out of supply. The 3 SP force is in supply because it occupies a coastal hex.

9.3.10 Union Supply by Sea: The Union player may trace a supply line over the high seas unless Washington has been taken by the Confederates, thus triggering foreign intervention (as described in Resource Allocation). A Union force occupying a coastal hex is always in supply unless a Confederate Fortification blocks its supply path. A supply line is not traced, since Union sea control was such that supplies could be sent from many ports in the North.

9.3.11 A supply line traced along a navigable river that can be traced into an all-sea hex is considered to connect with the North by a valid supply line.

9.3.12 A supply line may be traced to a coastal hex by using a depot supply chain or a rail line as a conduit.

9.3.13 Supply Line Restrictions: The following restrictions always apply. A supply line cannot be traced into the following types of hexes:

1. A hex occupied by an enemy force.
2. A hex in the Reaction Radius of an enemy Army. A supply line may be traced into such a hex if the hex is occupied by a friendly force. An Army reaction radius does not block a supply line being traced by river.
3. A hex that is impassable terrain. Such terrain includes a mountain hex with no roads, across a mountain hexside without a gap, or into or across a navigable river or coastal hexside controlled by an enemy naval force, fort, or fortress (that is in supply or manned).

9.3.14 A player may never voluntarily withhold supply from a force that is able to trace a valid supply line. However, the player has his choice of supply lines if more than one valid line can be traced from the same force.

9.4 Confederate Supply

9.4.1 Definition: The Confederate player uses the General Records Track to record his total Production and Imports. Over the course of the game, loss of territory and the Union blockade may reduce these to a point where the Confederate player begins to feel the effects of diminishing supply.

9.4.2 Production Procedure: The Confederate Production marker is placed on the I00 space of the General Records Track at the beginning of turn 1. For each Confederate Victory Point city or site that becomes Union controlled, the marker is moved down the Track a number of spaces equal to the VP value of the city or site. If the Confederate player retakes a VP city or site, the marker is advanced up the Track.

9.4.3 During the Blockade Effects Phase, the Confederate player double checks his Production total to make sure it reflects the actual number of VP city and site points in friendly territory that he controls. VP city points located in neutral or enemy territory are *not* added to the Track. If a neutral state, such as Missouri, joins the Confederacy, then the VP cities in that state are added to the Production total.

9.4.4 Blockade Procedure: After the Confederate player has determined his Production total, he determines the effects of the Union Blockade. On the Union Game-Turn Record Track is listed the Union Blockade percentage for each turn. This is the percent of the Confederate imports captured by the Union blockade historically. Each Confederate port has a value listed in its Port Box. On turn 1, the Imports marker is placed on the 140 space of the General Records Track. It starts there because the ports of Petersburg, Norfolk, and Pensacola are already lost due to the presence of Union controlled fortresses.

9.4.5 During the Blockade Effects Phase, the Confederate player determines the total number of port points in his control. Then he cross-indexes the Union Blockade percentage with the number of Confederate port points to determine the number of Supply Points, called Imports, which make it through the blockade. These are added to the General Records Track after the Production total marker using the CSA Import marker.

EXAMPLE 9.4.5: *If the Confederate player had 88 VP city and site points and 12 Import Points, then the Production marker would be placed at 88 and the Import marker would be placed at 100.*

9.4.6 Confederate port points may be reduced in several ways. A port is always lost if the Union player gains control of the port hex. In addition, many ports can be shut down by Union control of nearby hexes. In each port box on the map are listed additional hexes that will cause a port's points to be lost to the Confederacy. Ports without additional hexes listed lose their Import Points only if the port hex itself is in Union control. When the Union shuts down a port by either method, place a Union control marker in the Port Box as a reminder.

EXAMPLE 9.4.6: *The port points of Charleston are lost if the Union captures Fort Sumter.*

9.4.7 Supply Loss Effects: Confederate supply effects are determined in the Blockade Effects Phase and last for the duration of that turn. When the Confederate supply total of Production plus Imports is reduced to 100 or less, then the effects listed on the Supply Loss Schedule, following, begin to take effect. The effects are cumulative.

EXAMPLE 9.4.7: *If the Confederate total is reduced to between 90 and 99, then his cost to build a depot, fort, or to upgrade a fort to a fortress is increased to 3 Commands each. When the total falls below 90, then the cost to enter an ironclad or commerce raider is increased to 3 Commands each in addition to the increased depot, fort, and fortress costs.*

9.4.8 Supply Loss Schedule: As the Confederate supply total is reduced to the following levels, the indicated effects occur (all effects are cumulative):

99 to 90:	Command Point cost to build a depot, fort, or to upgrade a fort to a fortress is increased by 1.
89 to 80:	Entering a naval reinforcement costs 3 Commands.
79 to 70:	Upgrading a fort to a fortress costs 5 Commands (the cost to build a fort remains 4).
69 to 50:	A supply line may be traced only 3 hexes to a depot, instead of 4 hexes.
49 to 40:	A supply line may be traced only 1 hex to a rail line, instead of 2 hexes.
39 to 30:	The Movement Point Allowance of all forces is reduced by 1 Movement Point.
29 to 20:	Entering a naval reinforcement costs 4 Commands.
19 to 10:	No Confederate naval forces may enter play as reinforcements.
9 to 0:	The Movement Point Allowance of all forces is reduced by 1 Movement Point.

9.4.9 Loss of the Mississippi: If the Confederacy is cut in half by loss of the Mississippi River, then it is divided into two countries, as mentioned in Resource Allocation. This has a dramatic effect on Confederate supply. Reduce the Confederate Production and Import totals by the number of Confederate Victory City Points and Port Points still in Confederate control in the Trans-Mississippi. If the Far West map is not being used, increase the VP City total by 4 and the Port Point total by 7 to account for the cities and ports in Texas. Then place the Trans-Mississippi Production and Import markers at the correct totals on the General Records Track using the same modifications if the Far West map is not used. Thereafter, the Confederate player must keep track of the two sets of markers separately. Thus, the two areas will suffer separate, usually different, effects for supply loss. The Confederate player determines supply effects for each separately during the Blockade Effects

Phase. If the Confederate player is able to reopen the Mississippi, then in the next Blockade Phase the Trans-Mississippi Production and Import markers are removed and their totals are again added to the Confederate Import and Production markers.

EXAMPLE 9.4.9: *The Trans-Mississippi Production plus Import total has been reduced to 18, while the CSA total has been reduced to 42. Thus, the supply loss effects for the East and West theaters are those listed for 42 and above, while the effects for the Trans-Mississippi are more extreme and include those for 18 and above.*

10.0 Reinforcements

DESIGNER'S NOTES: *The exact number of men who fought in the Civil War will never be known. In fact, estimations vary a great deal, especially on the strength of the Confederate armies. The number of Strength Points used in this game is based on strength totals from several sources, including Numbers and Losses in the Civil War by Thomas Livermore, Regimental Losses in the Civil War by William Fox, The Numerical Strength of the Confederate Army by Randolph McKim, and numerous general sources such as Battles and Leaders of the Civil War and Shelby Foote's The Civil War: A Narrative. These totals were reduced by one third to reflect the fact that great numbers of men were not in combat units, but were garrison troops, wagon drivers, and other non-combatants. The final number of Strength Points in this game is as accurate as we could determine. The most important thing is that the ratio of Confederate to Union SP's reflects the historical ratio.*

Reinforcements enter the game during each turn. The number available each turn varies depending on the season and when the two sides made recruitment drives and drafts. Naval Strength Points enter on the turn each ship or group of ships was launched. Leaders enter the Leader Pools a turn or two before the "turn" in which they rose to prominence historically.

10.1 When Reinforcements Enter the Game

10.1.1 Both players receive a varying number of SP's, NSP's, and leaders each turn as reinforcements. The number of SP's, NSP's, and individual leaders received are listed on the Game-Turn Record Track for each side. Before starting the game, place reinforcing leaders and NSP's on the Game-Turn Record Track. SP's need not be placed on the Track.

10.1.2 During the Reinforcement Phase, both players record their SP reinforcements for that turn on their Reinforcement Tracks. Thus, Western reinforcements are recorded on the Western Reinforcement Track, Discretionary on the Discretionary Track, etc. Leaders are removed from the Game-Turn Record Track and are placed face-down in the owner's Leader Pool. Union NSP's are placed in the Union Naval Pool, and Confederate NSP's remain on the Game-Turn Record Track until the Confederate pays for them by expending Commands during the Action Phase. Reinforcements enter play during the Action Phase. The method of entry differs for each reinforcement type. Reinforcement is not movement; thus a reinforcement of any type can move in the Pulse it enters.

10.2 Strength Points

10.2.1 SP's enter the game in one of two ways, as a result of winning an Initiative roll or being entered in the Action Phase. The player who wins the Initiative in a Pulse *must* enter one (and only one) SP from one of his Reinforcement Tracks or a leader from his Leader Pool. This is a "free" reinforcement and does not use up the Dice Difference, although it is marked off the Reinforcement Track from which it was entered. If he has no SP's or leaders to enter, there is no penalty. During the Action Phase, a player may spend a part of the Initiative Dice Difference to enter reinforcements. Each reinforcement costs one point of the difference; however, reinforcement entry costs no Commands.

EXAMPLE 10.2.1: *Suppose you win the Initiative die roll and the difference is 4. First you would place one SP or leader on the map for having won the Initiative. Then, during the Pulse, you could spend the 4 Dice Difference to enter up to 4 more reinforcements if you chose.*

10.2.2 If both players roll the same Initiative dice total, and this causes the Action Phase to end before all reinforcing SP's are entered, they are not lost. Instead, they remain on their respective Reinforcement Tracks. The reinforcements for the next turn are then added to the previously unentered totals. If the resulting sum of SP's in a Reinforcement Track exceeds 9, then turn over that marker to its +10 side. This means that the number of SP's on that Track is 10 plus the number on the box the counter occupies. If the +10 counter were in the 2 box, there would be 12 reinforcement SP's on that Track. If you exceed 19 SP's on a single Track, which is very unlikely, you should keep track of the excess on scratch paper.

10.2.3 SP's may only be placed on hexes which are *in supply* in the same theater as the Reinforcement Track from which they were taken. Thus, Eastern reinforcements must be placed in the east, Western in the west, and so forth. Discretionary reinforcements may be placed in any theater. However, the Confederate player may not place Discretionary reinforcements in the Trans-Mississippi theater if control of the Mississippi River has been lost. SP's may be placed in the following locations:

10.2.4 VP City Placement: SP's may be placed on VP cities in a hex the player controls which is located in friendly territory. They may not be placed on VP cities in enemy or neutral territory or in a hex occupied by an enemy force.

10.2.5 St. Louis is tinted blue and is thus a Union friendly VP city even though Missouri is not friendly to the Union at the start of the game. This is the only Trans-Mississippi VP city friendly to the Union at the beginning of the game, and the only hex where Union Trans-Mississippi reinforcements can be placed until Missouri becomes friendly to the Union by joining the Union side.

10.2.6 The following VP cities are unsupplied at the start of the game:

North Carolina: Plymouth

Louisiana: Port Hudson, Alexandria, Shreveport

Texas: Marshall, Sabine City, Galveston, Austin, San Antonio, Corpus Christi, Brownsville

10.2.7 Army Placement: SP's may also be placed directly into a friendly Army. To do so, the Army must be able to trace a supply line to a supply source located in *friendly territory*. However, the Union supply line may not be traced by sea, or through the Chesapeake Bay. The Union supply line may be traced by river. Thus, the Union player cannot simply occupy Savannah and begin taking reinforcements there. This is true even if Georgia is converted since it will only be neutral to the Union then, not friendly. SP's must be shipped to Savannah by union Sea Lift or amphibious landing nearby. Furthermore, the Confederate player would only be able to reinforce the Army of Northern Virginia occupying Philadelphia if a valid supply line could be traced to a supply source located in Confederate territory (i.e., Virginia).

10.2.8 Within these limitations, SP's may be entered into an Army occupying enemy territory (i.e., the SP is not considered to be moving in enemy territory when it is entered as a reinforcement).

10.2.9 Reinforcements may not be taken into an army which is already at its maximum strength. They may be taken into the hex if it contains an eligible VP city, as in 10.2.4 above. SP's may not be "dropped off" outside an army, in the same hex, for the purpose of taking reinforcements to an army already at its maximum strength.

10.3 Leaders

10.3.1 A leader may enter the game by winning an Initiative roll or being entered in the Pulse. Entering a leader for winning initiative is free, while entering in a Pulse costs the player one point of Initiative Dice Difference, but no Command Points. The player picks a leader randomly and places it face-down on the map. He can examine the leader to discover his identity after placing it on the map. Once placed, the leader cannot be relocated or replaced in the Leader Pool. The identity of the leader is not revealed to the enemy player.

10.3.2 Leaders must always be placed in a hex containing either a friendly SP or depot. Leaders may *never* be placed in an empty hex or into a hex containing only other leaders. Within these limitations, leaders must be placed in VP cities or into an Army within the same restrictions as those for SP's.

10.3.3 Union naval leaders are placed in exactly the same manner as other leaders.

10.3.4 When a promotion counter is picked, place it on the hex currently occupied by the lower ranked counter, and remove the lower ranked counter from the game.

10.4 Union Naval Reinforcements

10.4.1 Union NSP's listed on the Union Game-Turn Record Track are placed in the Union Naval Pool each turn. During his half of a Pulse, the Union player may spend two Commands to enter *all* of the NSP's currently in the Naval Pool, regardless of the NSP total. NSP's that are not entered during a turn remain in the Naval Pool and may be entered on a subsequent turn. There is no limit to the number of NSP's that can occupy the Naval Pool or that may enter in a single turn.

10.4.2 Union river-going NSP's must be placed in a navigable river hexside bordering a hex that contains a Union controlled city in friendly territory that is in supply. The city need not be a VP city, although it could be. Place the NSP such that it faces the river hexside it occupies. If the placement hexside is controlled by an enemy fortification, that fortification immediately fires upon the NSP. The city need not be a VP city, although it could be. Place the NSP such that it faces the river hexside it occupies

EXAMPLE 10.4.2: A good example of such a hex is Cairo, Illinois (2211) and its river hexsides.

10.4.3 Union ocean-going NSP's are placed in coastal cities or on a river hexside adjacent to a city (as above), but the cities must be located in the Eastern theater. However, NSP's may not be placed adjacent to Pittsburg, Pennsylvania. In other words, place ocean-going NSP's so that they can reach the ocean.

Due to the limitation on the number of Union transport counters, it is possible that transport markers will be unavailable for placement in the Naval Pool. Entry is delayed until counters are available. This is intentional and tends to make the Union player keep his transports in groups, which is historical.

10.5 Confederate Naval Reinforcements

10.5.1 There are two types of Confederate naval reinforcements (or NSP's): ironclads and commerce raiders. Confederate NSP's remain on the Game-Turn Record Track until the turn in which they are able to be entered. To enter an NSP, the Confederate player must spend two Discretionary Commands each. If he does not spend the Commands during a turn, then the NSP is moved to the next turn on the Track. Confederate NSP's remain indefinitely on the Turn Record Track until they are "bought".

EXAMPLE 10.5.1: The Confederate player may choose to "buy" the Virginia on Turn 4; if he does not, it moves to the Turn 5 box.

10.5.2 Confederate ironclad NSP's must be placed in a navigable river hexside that is adjacent to a Confederate city in friendly territory that is in supply. However, the Confederate player may place a maximum of one ironclad per city, per turn. If the placement hexside is controlled by an enemy fortification, that fortification immediately fires upon the ironclad.

10.5.3 Confederate commerce raider NSP's are placed in the At Sea Box on the map when they enter. They remain there until they are destroyed or until the game ends, whichever comes first.

11.0 Railroads

DESIGNER'S NOTES: Railroads were of critical importance to the movement and supply of armies during the Civil War. The location of the rail lines was more often than not the deciding factor in determining each side's line of attack and defense. Without rail supply, it was very difficult to supply an army in enemy or even friendly territory. Thus, both sides guarded their rail supply lines very closely. In fact, the Union kept as many as 25,000 men stationed along the B&O line running from Harper's Ferry, Virginia over to Grafton, West Virginia. Likewise, the Confederacy fought viciously to preserve control of rail crossroads such as Corinth, Mississippi and Chattanooga, Tennessee.

When railroads were destroyed or damaged, both sides made mighty efforts to repair them as quickly as possible. Both became very adept at repair of even the most badly damaged roadbeds and bridges. The Union could repair a 20-mile stretch of badly damaged rail in a matter of a few days. The Confederates could not match that proficiency, but they could repair such damage in as little as two weeks. In addition, the Confederates had the benefit of interior lines, which made it harder and more dangerous for Union raiders to cut rails behind Confederate lines.

In the game, rail repair is very simple. The time scale is such that a detailed rail maintenance and repair rule is inappropriate. Yet, control of rail lines is of critical importance to the game for the historical reasons of movement and supply. The Union player will find his rail lines in the West in constant danger of being cut by the likes of John Morgan, Joe Wheeler, and Nathan Bedford Forrest. Garrisoning of rail lines will sap Union strength and should be a constant headache if the Confederate player plays well. On the other hand the Union player can move sizeable forces by rail each turn and can alter his strategic options by such movement.

Remember that rail connections between 9 points of VP cities is the primary source of supply for both sides. Thus, control of a continuous line of rails between your cities is very important. Remember also that enemy NSP's may cut your rail lines that cross navigable rivers. For the Confederates especially, preservation of a good rail net is critical.

11.1 Rail Line Control

11.1.1 At the start of the game, both players control a large network of connected rail lines. Each player controls all the rail hexes shaded in his color, either gray or blue. In addition, a player may also use rail lines that enter border hexes, unless those border hexes also contain enemy territory. The Union player also controls all the rail lines in Missouri and West Virginia, even though he does not control those states.

This rule re-creates the fact that those railroad companies remained loyal to the Union, even though the states through which they ran had divided sympathies.

11.1.2 The rail lines on the map are permanent features; only ownership may change. If a hex is controlled by its original owner, then control is self-evident. If it is controlled by the opposing player, then one of that player's Control markers is placed on the hex. There are not enough Control markers to place on every hex which may fall into enemy control. Thus, we recommend that you mark stretches of rail lines by placing the Control markers on opposite ends of a controlled stretch of rail. It is very helpful to mark each hex containing a rail crossroad. If an entire section or state is in control, you may not need markers at all. Use your discretion.

11.1.3 A player whose rail line occupies a border hex containing both friendly and neutral territory may use that rail hex for rail movement. A hex that contains both friendly and enemy territory may not be used by either player until it is converted by one of them. The converting player may then use that hex as one of his rail hexes.

11.2 Rail Conversion

11.2.1 Normal Conversion: Each time you move an SP into a hex containing an enemy rail line, you gain control of that line. Thus, you are said to have converted it to your own use. If you subsequently leave the hex, remember to place one of your Control markers there to indicate that you control the hex. You convert each enemy rail hex you enter; thus, it is possible for a single SP to convert up to four enemy rail hexes to your control in a single Pulse. If the enemy player later re-enters one of these hexes with an SP, then your Control marker is removed and the enemy player re-converts that rail hex to his own control. Leaders and NSP's may never change the control of a rail hex.

11.2.2 Cavalry Conversion: SP's being moved by a cavalry leader are a special case. A cavalry force must spend an additional Movement Point in a hex to convert it. A cavalry force never converts an enemy hex automatically, even if it ends the Pulse or Turn stacked in the hex. However, the enemy player may not use the rail hex as long as it is occupied by that force. **The additional Movement Point may be expended during the course of a subsequent activation.** If the cavalry force moves away from a hex before converting it, then its owner may use it again.

11.2.3 A cavalry force can never gain control of an enemy controlled VP city located in territory friendly to the enemy player. Thus a cavalry force cannot convert an enemy rail line located in such a hex.

EXAMPLE 11.2.3: *A Confederate cavalry raid on Columbus, Ohio may not convert that hex to Confederate control. This represents the fact that such locations were too heavily garrisoned to be "converted" by a mere cavalry force.*

11.2.4 A converted rail hex is treated just as if it always belonged to the player who converted it. The new owner may trace a supply path or use rail movement along a converted rail line. In addition, converted rail hexes use the rail capacity of the new owning player, not that of the original owner.

11.2.5 Conversion by State Control: When a player converts a neutral state by occupying all its VP cities at the end of a turn, he also gains control of the rail line in the state. When an enemy state is converted to neutrality, the rail lines remain in enemy control until converted by cavalry or infantry, as above.

12.0 Armies

DESIGNER'S NOTES: *There were five great armies in the Civil War, two Confederate and three Union. The great Union armies, all named after rivers, were the Army of the Tennessee, the Army of the Potomac, and the Army of the Cumberland. The Army of the Cumberland was originally referred to as The Army of the Ohio when commanded by Buell and Rosecrans. The great Confederate armies were the Army of Northern Virginia and the Army of Tennessee. In addition, both sides had numerous organizations referred to as armies which were really only glorified divisions or corps. Some of these "armies" would come into existence, perform their duties, and then pass away in the space of a season. Others were mere administrative organizations, not field armies.*

The Civil War army was a huge conglomeration of men, horses, and wagons. Photographs from the period often show fields full of wagons to provide transport for the supplies and baggage of even a small army. Because of their size and composition, armies had various benefits and drawbacks. An army was a slow moving beast, yet it was the only way to efficiently move large bodies of troops. One advantage, however, was that men could be spared to scout for the enemy. An army would typically be surrounded by a cloud of cavalry and infantry patrols on the lookout for the enemy. When the enemy was spotted, the army could prepare for action.

When the patrols failed in their duties, it was possible to launch a surprise attack, such as the Confederate surprise attack at Shiloh. As time passed, both sides became more adept at locating the enemy and the surprise attack became very rare indeed.

The armies in the game reflect the strengths and weaknesses of their historical counterparts. They are very important. Reinforcements can be placed directly into an army instead of appearing in some VP city far from the front. This simulates the value of the army as an administrative and recruitment center. In combat, an army allows you to use all of your leaders in the army to affect the combat die rolls. The power of this cannot be overstated. The Army of Northern Virginia with Lee, Longstreet, and Jackson is a tough combination to beat. Armies also have the ability to move during the opponent's half of the Pulse. This is called a Reaction move. This allows an army to fall back before the enemy or force a battle, simulating the additional mobility provided by better army patrolling and intelligence. The catch is that Reaction is not automatic.

12.1 Army Creation and Destruction

12.1.1 Creation: An army may only be created on a hex that is in supply, contains a three or four-star general, and at least one SP. An army may not be created on a hex containing a Demoralized force. If these conditions are met, then the player spends 2 Commands and places the army marker on the hex. The SP's are removed from the hex, and the appropriate Army Strength marker is placed on the Army Strength Track to indicate its strength. Leaders remain on the map with the Army.

12.1.2 The various Armies must be built in a hex in the theater in which they were historically created. After creation they may be moved out of that theater, just as any other force. The maximum number of SP's each Army can contain is listed on each player's Army Strength Track. The Armies are built as follows:

12.1.3 Union Armies:

NAME	ABBR	THEATER	MAXIMUM STRENGTH
Army of the Southwest	AoSW	Trans-Mississippi	6
Army of the Cumberland	AoC	West	20
Army of the Tennessee	AoT	West	12
Army of the Potomac	AoP	East	25
Army of the James	AoJ	East	6

12.1.4 Confederate Armies:

NAME	ABBR	THEATER	MAXIMUM STRENGTH
Army of the West	AoW	Trans-Mississippi	6
Army of Tennessee	AoT	West	15
Army of Mississippi	AoM	West	10
Army of Northern VA	AoNV	East	20

12.1.5 Destruction: An Army is immediately and permanently removed from play when its strength is reduced to zero. Any leaders present are placed on the Game-Turn Record Track for the next turn, unless they are killed in a Leader Loss Check.

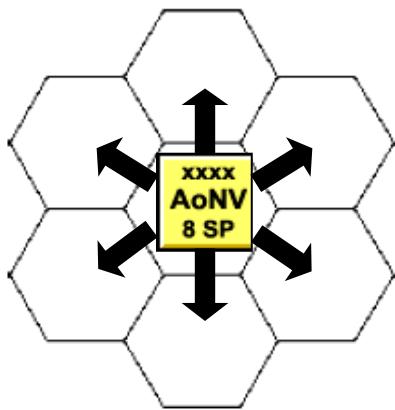
12.2 Army Movement and Stacking

12.2.1 An Army has a Movement Point Allowance of 4 Movement Points and is subject to the same movement rules as a Strength Point. However, an Army can never be transported by rail movement. **A Union army may move by Sea Lift, but not by Ocean or River transport.**

12.2.2 Two or more Armies can enter the same hex and stack together. While stacked, the SP's and leaders in each Army must remain in their Army. However, during his half of a Pulse, a player may re-arrange the SP's and leaders from one Army to another in any manner, at no cost in Commands or Initiative Dice Difference. **During Reaction, two Armies in the same hex may transfer SP's and leaders if one Army leaves, while the other Army remains in the hex.**

12.2.3 When two or more Armies are stacked together, only a four-star leader can move them as one force. However, if attacked, all Armies in a hex defend. In this case, the Army Command Rating of the highest ranked leader is used; all other leaders use their Tactical Combat Ratings.

12.3 Army Reaction Movement



12.3.1 Each army has a Reaction Radius comprising the hex it occupies and the six adjacent hexes.

12.3.2 A Reaction Radius never extends into the following:

- Across a mountain hex or hexside which does not contain a road or gap. A Reaction Radius may extend into a mountain hex or across a mountain hexside if that hexside is crossed by a road or gap.
- Across a navigable river hexside controlled by an enemy NSP or supplied fortification. A Naval Strength Point controls river hexsides and the Reaction Radius of an opposing Army does not extend across such a controlled hexside.
- Into an all-sea hex.
- Across an impassable hexside.
- Into a hex occupied by an enemy force. A Reaction Radius does not extend into a hex occupied by an enemy force. However, it does extend into a hex occupied by a friendly force. Thus, a Reaction Radius attempt is not triggered by entering a hex adjacent to an enemy Army if that hex already contains a friendly force.

12.3.3 The Reaction Radius of an Army does extend into an unmanned, supplied enemy fortification, except where restricted by navigable river hexsides controlled by the fortification.

12.3.4 Armies that May React: Reaction movement may be made only by Armies of the player whose half of the Pulse is *not* in progress. The Armies of the player whose half of the Pulse is in progress may not move by Reaction Movement, although they still have Reaction Radii for purposes of supply, retreat, and Reaction movement by the opposing player.

12.3.5 Reaction Procedure: The player whose half of the Pulse is in progress is termed the Phasing player; his opponent is the non-Phasing player for purposes of the following rules.

12.3.6 The Phasing player must verbally announce his intention to enter the Reaction Radius of an enemy Army. The Phasing player must also announce which SP's and leaders will remain behind, if any. Then the Army's owner (the non-Phasing player) has the option to roll for Army Reaction. If he declines to roll, then the force that triggered the Reaction roll must enter the hex announced by its owner. If the non-Phasing player decides to roll for Reaction, follow the following procedure. In PBEM, it is customary for the Phasing player to roll for Army Reaction, since if the Reaction roll fails, the phasing player may continue with his move.

12.3.7 The non-Phasing player rolls one die; if the result is greater than the Initiative Rating of the Reacting Army's commander, the Army may use Reaction Movement. If the die result is equal to or less than the Army commander's Initiative Rating, the Army may not use Reaction movement.

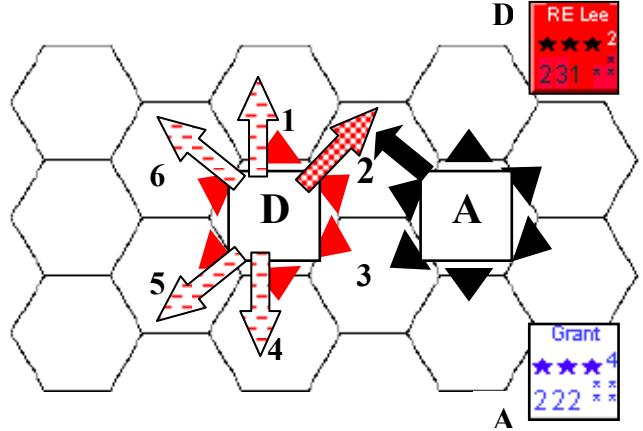
12.3.8 If a Phasing player's force moves so that 2 or more forces are eligible for Reaction, the non-Phasing player may roll for each such force before deciding which, if any will react. A four-star leader in command of an Army group could use his initiative rating to roll once for Reaction for all Armies, or the non-Phasing player may choose instead to roll for each Army individually. Each Army may React to separate hexes if desired. Partial Reaction is allowed, and SP's and leaders of a Reacting Army may be left behind. Otherwise, the composition of Armies may not be changed during the non-Phasing player's (i.e., the Reacting player's) half of the pulse.

12.3.9 An Army that has rolled successfully for Reaction Movement has the option to move one hex; movement is not mandatory. SP's stacked in the Army's hex, in excess of the Army's maximum strength, cannot React with the Army and must remain in the hex. Reaction Movement does not cost Commands or expend Movement Points, but is subject to the same rules for terrain as it would be when moving normally. A Reacting force may cross a navigable river which it could otherwise cross during normal movement.

12.3.10 A Reacting Army, including one that is Demoralized, can move into the hex the Phasing player announced he was entering. The Phasing player's force *must* move into the announced hex; therefore, combat is initiated. However, the non-Phasing player's Reacting Army is the *defender* in the combat, and the Phasing player's force is the *attacker*, regardless of the fact that the Reacting force also moved during the Phasing player's half of the Pulse.

12.3.11 A Reacting Army can also move into a hex other than the one the Phasing player announced he was entering, within the following limitations.

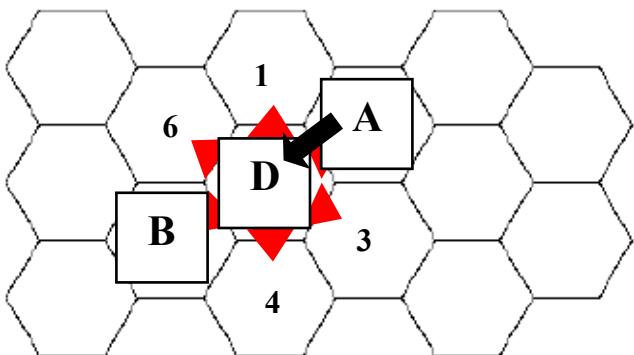
12.3.12 If the Phasing player's force which triggered the Reaction is an Army, the Reacting Army cannot enter a hex in that Phasing Army's Reaction Radius. The only exception is the hex the Phasing player announced his force was entering. The Reaction Radius of the Phasing player's Army is judged from the hex it occupies before it enters the announced hex. The Reaction Radii of other Armies belonging to the Phasing player have no effect and may be entered by the Reacting Army.



EXAMPLE 12.3.12: Army A is commanded by Grant; Army D is commanded by Lee. The Union player announces his intention to enter hex 2, within the Confederate Army's Reaction Radius. The Confederate player decides to roll for Reaction, rolling a 3 on one die. Lee's Initiative Rating is 2, and the die roll of 3 is greater, thus allowing Lee's Army to React. The Confederate player reacts into hex 2, triggering combat, even though moving, as the defender. The Confederate force cannot enter hex 3, because this hex is in the Union Army's Reaction Radius and is not the hex into which the Union player announced he would move. The Confederate Army could also React into hex 1, 4, 5, or 6, since these hexes are not within the Union Reaction Radius. A Reaction move into any of these hexes would not trigger combat. The Confederate player could also elect not to move. If A were not an Army, D could enter hex 3, since A would have no Reaction Radius.

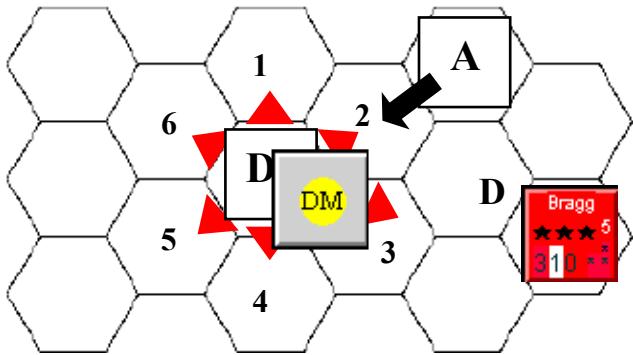
12.3.13 Thus, the non-Phasing player may choose to React away from the Phasing player's force, in which case the Phasing player may continue to move his force, if he still has Movement Points remaining. If the force enters the non-Phasing player's Reaction Radius again, he may roll for Reaction again. If successful, the non-Phasing player may make another Reaction move with his Army. An Army may use Reaction Movement as many times in a Pulse as Reaction is triggered and successfully rolled for. During Reaction Movement, SP's and leaders not in an Army are "picked up" by a Reacting Army moving into their hex, up to its maximum Army strength limit. Such SP's and leaders are absorbed into the Army, and will move with it in any subsequent Reaction Movement.

12.3.14 A Reacting Army, even if Demoralized, can react into a hex occupied by one of the Phasing player's forces only if the Reacting Army can overrun that force [original language: and the Reacting Army is not already Demoralized]. If overrun is not possible, then the hex cannot be entered.



EXAMPLE 12.3.14: Force A has Movement Points remaining, so the Union player announces his intention to enter the hex occupied by Confederate force D, which is part of force D's Reaction Radius. The Confederate player rolls a 5 on one die, thus permitting Reaction. If Union force A is an Army, Confederate Reaction into hexes 1 and 3 is prohibited, since these are within A's Reaction Radius. If A is not an Army, Reaction into these hexes is possible. D may also React into hexes 4 and 6. Additionally, the Confederates can React into hex 5, which is occupied by Union force B, if the Confederates can overrun that Union force. If unable to achieve 8 to 1 odds against B, the Confederate Army cannot enter hex 5. If force B were a Union Army, the Confederate force could react into hexes 4 and 6, since only the moving Union Army has a Reaction Radius for Confederate Reaction purposes.

12.3.15 Reaction Die Roll Modifiers: A Demoralized Army subtracts 1 from its Reaction die roll. An Army that contains a cavalry leader adds the Tactical Combat Rating of the highest ranked cavalry leader in the Army to its Reaction die roll. If both of these modifiers apply to the same Reaction attempt, subtract one from the other to determine the final modifier. An army always fails its Reaction die roll on an unmodified die roll of 1.

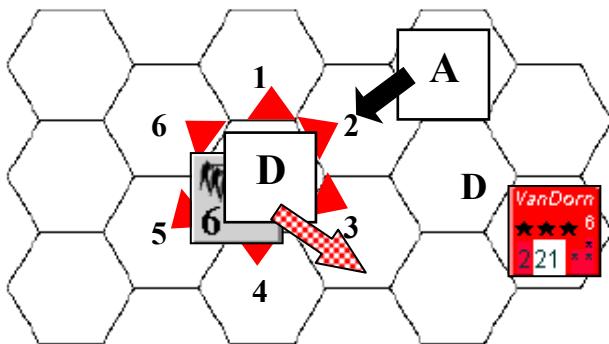


EXAMPLE 12.3.15: Union force A enters the Reaction Radius of Demoralized Confederate Army D. The Confederate player decides to roll for Reaction, rolling a 4 on one die. Bragg's Initiative Rating is 3, and the die roll of 4 is greater, which would normally allow force D to React. However, since force D is Demoralized, one is subtracted from the die roll, making it a 3, which is equal to Bragg's Initiative Rating, prohibiting Reaction. If General Forrest were a member of Army D, his Tactical Combat Rating of 2 would have been added to the Reaction die roll, resulting in a final Reaction modifier of +1 (Demoralization modifier subtracted from Forrest's Tactical Combat Rating), and Reaction would have been possible.

12.3.16 Partial Reaction Movement: When an Army rolls successfully for Reaction, the owner has the option of moving the entire Army or just a part of it, to one hex. If he chooses to move just a part of it, he must use one of the leaders from the Army to command the part being moved. The SP's moved are subject to the command limit for the rank of the moving leader. Using partial Reaction is a way to intercept a moving enemy without displacing an entire Army.

EXAMPLE 12.3.16: The Confederate cavalry leader Nathan Bedford Forrest enters the Reaction Radius of the Army of the Cumberland. The Union player rolls successfully for Reaction and decides to send out his cavalry leader, General Sheridan, to stop Forrest. The combat would be resolved with Forrest as the attacker.

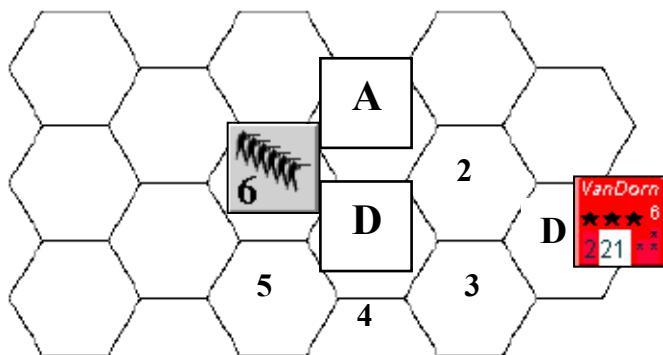
12.3.17 Conversely, when an Army Reacts, the owner may leave SP's behind in the hex. The force left behind need not have a leader present and any number of SP's may be left behind.



EXAMPLE 12.3.17: The Union player announces his intention to move his force A into the Reaction Radius of Confederate Army D. The Confederate player decides to roll for Reaction, rolling a 6 on one die. Van Dorn's Initiative Rating is 2, and the die roll of 6 is greater, thus allowing Confederate Army D to React. The Confederate player decides to leave 6 SP's in the hex and move the remainder of the Army into hex 3.

12.3.18 Reaction into a Friendly Occupied Hex: An Army's Reaction Radius extends into a hex containing other forces of the same side. Thus, an Army can React into an adjacent hex containing another friendly force.

EXAMPLE 12.3.18A: if the Army of Tennessee under Bragg were adjacent to another Confederate force consisting of 3 SP's and the Union player announced his intention to enter the hex, then the Confederate player may roll for Reaction for Bragg and his Army. If successful, Bragg's Army (or part of it) may React into the smaller force's hex.

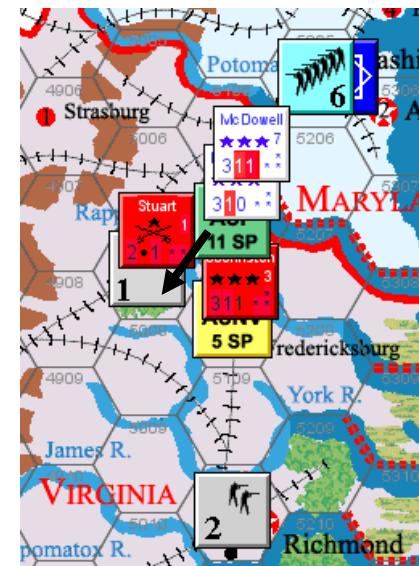


EXAMPLE: 12.3.18B: Union force A has Movement Points remaining, and the Union player announces his intention to enter the hex occupied by 6 Confederate SP's. Since this hex is within the Reaction Radius of Confederate Army D, the Confederate player decides to roll for Reaction, rolling a 3 on one die. Van Dorn's Initiative Rating is 2, and the die roll of 3 is greater, thus allowing Confederate Reaction. The Confederate Army can React into the hex occupied by the 6 SP's, since this is the hex that the Union force intends to enter; the Confederate force could alternatively enter hex 3, 4, or 5. The Confederate Army cannot React into Union force A's hex, because this is the hex force A is leaving to enter the hex occupied by the 6 SP's. The Confederate Army can React into hex 2 if force A is not an Army. If force A is an Army, the Confederates cannot enter hex 2, because it is within the Reaction Radius of Army A and not the hex Army A intends to enter. The Confederate player ultimately decides to enter the hex occupied by the 6 SP's, forcing the Union player to attack both the army and the 6 Strength Points as a combined defensive force.

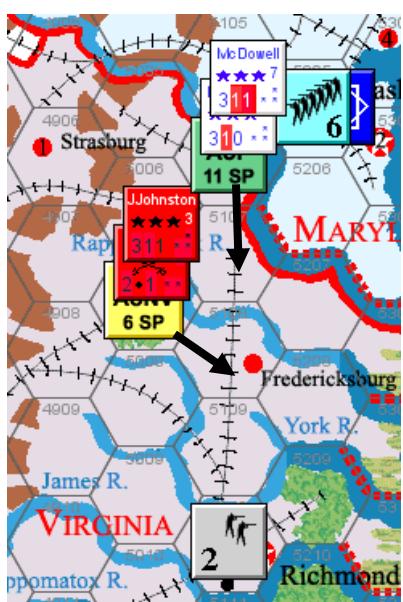
12.3.19 Reaction Radius Effect on Leader Movement: A leader moving by himself may not enter an enemy occupied hex or a hex in the Reaction Radius of an enemy army. If an enemy force enters his hex, or an enemy army moves such that its Reaction Radius occupies his hex, the leader is immediately removed from the map, a Leader Loss Check is made, and if he survives, his counter is placed on the Turn Record Track for the next turn. This rule applies only to leaders in a hex without friendly SP's.



EXAMPLE 12.3.19A: The Union player announces he is moving the Army of the Potomac under General McDowell into hex 5106 in the Reaction Radius of the Army of Northern Virginia under Joe Johnston. The Confederate player rolls a 3, but since General Stuart is in the Army, the die is modified by +1 and Reaction is successful. The Confederate moves across the Rappahannock and into the Wilderness for the defensive benefits of the river and forest. The Union occupies its announced hex, leaving 6 SP's in the fortress in Washington. Note that if a battle had occurred in hex 5106, the Army of the Potomac would not have been able to retreat across a navigable river hexside, and would have been eliminated if forced to retreat.



EXAMPLE 12.3.19C: The Union player continues to press south by announcing he is entering the Wilderness. The Confederate player rolls for Reaction and the result is a 3, but since Stuart is no longer in the Army to add his Tactical Combat Rating to the die, the Reaction attempt fails. The Union enters the Wilderness and the Confederate player decides to roll for Cavalry Retreat Before Combat. He rolls a 5 and, since Stuart is a one-star general, he is wounded and the force cannot retreat. The Union enters the hex and overruns the hapless Strength Point left behind by Stuart's loss. If the Confederate player had rolled a 4 or higher, he would have been able to React into the Wilderness hex and the Union player would have had to attack both the Confederate Army plus the cavalry force. The Confederate player would have been the defender and would have received 2 column shifts in his favor for terrain for the Union entering a woods hex by crossing a non-navigable river hexside. As it is the Confederate position has been turned and the Confederates are in trouble since they are in clear terrain and outnumbered by the Union force. Note that, had Stuart survived, his force could have retreated before combat, screening the Union army and forcing it to stop movement in the Wilderness.



EXAMPLE 12.3.19B: The Union player continues to move by announcing he is entering hex 5107. The Confederate again rolls for Reaction and again is successful. He moves his Army into 5108 to cover Richmond and to keep the Union from being able to outflank him by marching from 5107 to 5207 and then on to Richmond via 5208 and 5209. The Confederate player also decides to leave Stuart and 1 SP in the Wilderness.



EXAMPLE 12.3.19D: The Union has one Movement Point remaining and decides to go for a battle by announcing he is entering the Confederate Army's hex. The Confederate player rolls for Reaction, again without the aid of Stuart, and succeeds by rolling a 4. Had he rolled a 3 or less, then he would have failed and a battle would have occurred in his hex. Instead he decides to fall back on Richmond, toward the 2 additional SP's there, by Reacting into 5109. Thus the final outcome is that the Union player has forced the Confederates back 3 hexes (75 miles), at no cost in Union casualties, while the Confederates have lost one Strength Point and Stuart.

13.0 Cavalry

DESIGNER'S NOTES: By the time of the Civil War, the Napoleonic style cavalry charge against defenders with rifled muskets was suicide. The British learned this lesson in the Crimean War with the charge of the Light Brigade, and Americans learned it in the first few battles of the Civil War. Cavalry in the Civil War was far from obsolete. In fact, it became more important strategically than cavalry during Napoleonic times. Cavalry became the "eyes of the army" and was the single best source of accurate intelligence on enemy troop movements. Lee was without his cavalry at Gettysburg and this had a profound effect on the conduct at that battle. One of the great "what if's" of the Civil War is "What if Lee had his cavalry at Gettysburg?" He still might not have won, but the battle would certainly have been different.

A second decisive use of cavalry was as a raiding force to destroy enemy supply depots, wagon trains, and rail lines. Confederate cavalry leaders in the west became legendary for their ability to create havoc behind Union lines. Union cavalry became effective as raiders in 1863 and after. In general, the cavalry of both sides became ever more indispensable as the war went on.

13.1 Cavalry Retreat Before Combat

13.1.1 A force containing a cavalry leader and a number of SP's (not exceeding the number the leader may command for his rank) is called a cavalry force. A one-star cavalry general's cavalry force would consist of only one SP. If there are more SP's in the hex than the cavalry general can command, the extra SP's are not considered part of that cavalry force and may not retreat before combat. In this case, the cavalry leader may retreat from that hex with up to his star rank in SP's (i.e., his rank); the other SP's must remain in the hex.

13.1.2 A cavalry force always has the option to retreat before combat if the force entering the cavalry's hex is composed of non-cavalry. If the enemy force contains a cavalry leader, then the cavalry forces cannot retreat before combat. In addition, a Demoralized cavalry force cannot retreat before combat.

13.1.3 To retreat before combat, the owning player must make a Leader Loss Check for his cavalry leader. If the leader is not killed or wounded, then the cavalry force can retreat one hex. If the leader is a casualty, then the force may not retreat. If the force does retreat, then the moving enemy force may move no further and is said to have been "screened" by the cavalry force. No Leader Loss Checks are made for a screened force since no combat has occurred.

13.1.4 An Army containing only subordinate cavalry leaders is not considered to consist of only cavalry. Thus, an entire Army cannot employ Cavalry Retreat Before Combat. A cavalry leader stacked with the Army may elect to retreat with forces under his command, as long as at least 1 SP remains with the Army.

13.2 Cavalry Control of Hexes

13.2.1 Cavalry forces must spend an additional Movement Point in a hex to gain control of it; this includes converting enemy rail lines. The additional Movement Point may be expended during the course of a subsequent activation. However, a cavalry force can never gain control of a city hex, or the rail line therein, located in enemy territory. A city in neutral or friendly territory, or a Confederate VP resource site may be controlled, at a cost of one additional Movement Point. A force may use river or sea transport, or Sea Movement to land in a hex occupied by, but not controlled by friendly cavalry.

EXAMPLE 13.2.1A: the Union occupies Jackson (1924) with 1 SP under Sheridan. The hex remains in Confederate control, even though occupied by a Union force. The Confederate may not use that rail line until the force moves away from the hex, but when it does so the hex will be intact (in Confederate control).

EXAMPLE 13.2.1B: the Union occupies a rail hex with 1 SP under Sheridan. Sheridan is activated for movement, and spends 1 additional Movement Point in order to control the rail hex, before leaving the hex.

13.2.2 [Original language: A cavalry force becomes an infantry force if its leader is killed or wounded, or if it is dropped off during movement.] Cavalry leader moves leaving SP's leaderless are allowed, but the control of any city or rail line in the hex is unaffected thereby. Leaderless cavalry units may only move 4 Movement Points, may not retreat before combat, and must still spend an extra Movement Point to gain control of an allowable hex feature. Cavalry counters are provided in the VASSAL module.

13.2.3 If an infantry leader stacks with leaderless cavalry, the force thereby becomes infantry and may control hex features, upon being activated for movement.

14.0 Forts, Fortresses and Stockades

DESIGNER'S NOTES: At the time of the Civil War, the United States was sprinkled with various fortifications, some built to repel Europeans, such as those on the Atlantic and Gulf Coasts, and some built to repel Indians, such as those in Texas and along the frontier. These fortifications were put to great use during the American Civil War.

During the war, both sides built new fortifications and improved the ones they already had. The longer the war went on, the more the two sides began to depend on field fortifications. An army often fortified itself to receive an attack, thus making the defense even more powerful than it already was in the war. The final campaign in Virginia bogged down into a war of trenches very similar to the western front in World War One.

In the game, both sides control a number of strategically placed forts. In addition, both sides may construct new forts or upgrade their forts to fortress status. The construction of forts and fortresses costs Commands to reflect the historical cost in time, manpower, and resources. The Confederacy is limited in the number of fortresses it may build. This simulates the inability of the South to manufacture large cannon in the quantities necessary to arm such fortifications.

14.1 Fortification Types

14.1.1 There are three types of fortifications: forts, fortresses, and stockades.

14.1.2 Stockades are printed on the map and may not be destroyed or constructed during play.

14.1.3 Forts are counters that are placed on the map when built. Forts may be built and destroyed during the game.

14.1.4 There are two types of fortresses: those that are printed on the map and those constructed during play. Those printed on the map are very powerful and can never be destroyed. Those constructed during the game are represented by counters and these can be destroyed.

14.2 Fort/Fortress Construction

14.2.1 Fort Construction: A fort can be built only in a hex that is in supply and that contains an SP. To build a fort, the player spends 3 Commands and places one of his fort markers on the hex. It remains there until it is destroyed or upgraded to a fortress. A player may never build more than one fort per hex. A fort may be built in a hex containing a stockade, but not one containing a fortress printed on the map.

14.2.2 Fortress Construction: A fortress may only be built on a VP city hex that is in supply and that already contains a fort. Construction costs the player 3 Commands; then the fort counter is replaced with one of the player's fortress counters. A player can build a fortress in a single turn, but it will cost a total of 6 Commands: 3 to build the fort and 3 to upgrade the fort to a fortress. A player may never have more than one fortress in a hex. A player may never have more fortresses than he has fortress counters. The Union player may re-use his fortress counters if they are destroyed or he removes them. The Confederate player may never re-use his fortress markers. Once one of his fortress markers is placed, it remains on the map until destroyed. When destroyed, it may not be rebuilt. The Confederate player should keep this in mind, since he will be able to build no more than five fortresses.

14.2.3 Construction Near Enemy NSP's: There is an anomaly that may arise. It is possible to build a fort adjacent to a hexside containing an enemy NSP. If this occurs, one naval combat is resolved between the fort and the NSP; then the NSP's owner moves the NSP along the river until it enters a hexside not adjacent to the fort; there it stops. Each fort hexside the NSP enters triggers a naval combat as if the NSP were running the fort.

14.3 Fort/Fortress Destruction

14.3.1 Forts: A fort remains on the map until one of two events occurs. First, the owner may voluntarily remove the fort during his half of the Pulse at no cost in Commands. Second, a fort is always eliminated when occupied by an enemy SP. If the SP enters the fort hex to engage in combat, the fort is only destroyed if the enemy SP wins the combat and occupies the hex as a result of the combat. Both players may re-use their fort counters.

14.3.2 Fortresses: A fortress printed on the map may not be destroyed and remains intact if it changes hands during the game. Fortress counters may be eliminated in two ways. First, a player may voluntarily eliminate a fortress during his half of a Pulse at no cost in Commands. Second, when an enemy SP occupies a fortress, it is eliminated. If the enemy SP occupies the fortress in combat, then the fortress is destroyed only if the owning player is forced to retreat. When a player occupies an enemy fortress, he has the option of eliminating it completely or replacing the fortress with one of his fort counters at no cost in Commands. He must do so immediately, or not at all. This shows that the fortress was not totally eliminated, but instead was reduced to

fort status. When a fort is created in this way, it may be necessary to use the procedure in Construction Near Enemy NSP's to resolve combat between the new fort and any enemy NSP's occupying its hexsides.

14.3.3 Stockades: Stockades are permanent map features that can never be destroyed.

14.4 Supply Effects on Unmanned Fortifications

14.4.1 Unmanned forts and fortresses control river hexsides and the hexes they occupy for purposes of naval movement and amphibious landing. However, an unmanned fort/fortress that is out of supply has no effect on the game at all. It is not eliminated; rather, it is simply ignored for the preceding purposes.

15.0 Neutral States

DESIGNER'S NOTES: *The reactions of various parts of the country to the Secession crisis of 1860-61 varied greatly. Some states joined the Confederacy and others waited until after open warfare broke out with the bombing of Ft. Sumter. Other states, with divided sympathies, joined neither side initially. The Confederacy consisted of 11 states, yet there were 13 stars on the Confederate flag. Slave states bordering the Confederate and Union states were caught in a bind, since their loyalties were divided. Thus, there were stars in the Confederate flag for Kentucky and Missouri, although these states never really joined the Confederacy.*

Control of the border states was of decisive importance to both sides. Lincoln considered Kentucky so important that without it the Union cause was doomed. Missouri he considered only slightly less important. The fighting in these two states was particularly vicious, since it was a brother against brother, clan against clan, guerrilla war. The primary goal of the first year of the war for both sides was to gain and keep control of the border states. Ultimately the Union won, and the border states remained with the old flag.

The Union begins the game with a very definite advantage which reflects the early Union victories in these states, and their superior policies toward the neutrals. The Confederate player will have to work hard to gain control of even a single neutral state, yet the effort, even if ultimately successful, is of great strategic worth.

West Virginia was actually part of Virginia until the Civil War. Then, ironically, it seceded from Virginia to become a separate state, which officially joined the Union in 1863.

The Five Civilized Tribes, as the Indians of Indian Territory were called, owned black slaves and had embraced a culture more Southern than Northern. When the Civil War broke out, they turned to the Confederacy, except for the Creek Nation which was divided in its loyalties. As the first year of the war came and went, the Indian Nations became more and more disenchanted with the Confederacy. Old tribal feuds re-surfaced. Indian turned against Indian and the bickering became vicious. It became a guerrilla war with the likes of Quantrill and his raiders helping to foment racial genocide. When prisoners were taken by either side, Indian or White, they were killed. Some of the most bitter infighting of the war occurred in Indian territory.

More military actions occurred in the state of Missouri than in any other state except Virginia and Tennessee. The fact that the Union was able to gain control of the state is owed largely to the efforts of one man, General Nathan Lyon. Missouri was in total chaos and on the verge of going over to the Confederacy when he made his move. He broke up the state militia and forced the Confederate sympathetic governor out of office. He re-established federal control in the cities and marched south to drive the last vestige of Confederate strength from the state. This is where the game begins.

The state of Kentucky attempted to have itself treated as a neutral by both sides. It was almost as if it were a separate nation. Finally it sided with the North, but control was contested in numerous battles.

15.1 Neutral States

In the game, the control of neutrals is very important for victory purposes. The following states begin the game in neutral status: New Mexico (Far West, optional map), Indian Territory, Missouri, Kentucky, and West Virginia.

15.2 Neutral State Victory Points

15.2.1 Victory Point Cities: A Victory Point (VP) city in a neutral state is worth its value to whichever player controls it. Control of the city may pass from one player to another during the course of the game.

15.2.2 When a neutral state joins one side, that player receives an immediate Victory Point award equal to the value of the VP cities in the state.

EXAMPLE 15.2.2: *if Missouri joins the Union, then the Union player receives 6 Victory Points. These Victory Points may only be lost if the state joins the Confederate side later in the game, which is highly unlikely. In addition, the Union player receives the Victory Points for each VP city in the state that he controls. Thus, Missouri is worth a total of 12 Victory Points: 6 for joining and 6 for the VP cities there.*

15.3 Territorial Conversion

15.3.1 Each neutral state is considered neutral territory until it joins one side or the other. When it joins, it immediately becomes friendly to that player and enemy territory to his opponent. Once a state joins one side, it remains part of that player's friendly territory, even if control of some of its VP cities is lost. The only way a neutral state which has joined one side will switch sides is if all its VP cities are in control of the enemy player at the end of a turn.

15.3.2 Victory Point sites have no effect on conversion. Thus, the Union player need not control the ironworks (2713) to convert Tennessee.

15.3.3 Thus, once Kentucky joins the Union, the Confederacy will have to retake all of its VP cities for it to join the Confederacy.

Remember that either side may also convert enemy states; however, they do not become friendly to the new controller, only neutral. Thus, if the Union player gains control of all of Tennessee's VP cities at the end of a turn, he receives additional Victory Points equal to the VP city points in the state and the state becomes neutral to him. Once neutral, it remains neutral until the end of a turn in which the Confederate player controls all the Tennessee VP cities simultaneously. The VP's the Union player received for converting the state are lost only if it is reconverted to Confederate control. Thus, the Union does not lose the conversion VP's due to the loss of a single VP city.

15.4 West Virginia

15.4.1 On turn 1, West Virginia is almost in Union control. It joins whichever side controls all three of its VP cities at the end of a turn. It is worth 5 Victory Points for joining and 5 for its VP city values.

15.4.2 The rail hexes in West Virginia are controlled by the Union player at the start of the game. They remain Union controlled until converted by the Confederacy or until the state joins the Confederacy, if ever.

15.5 Indian Territory

15.5.1 The Indian Territory is always neutral to both sides. There are no VP cities there, and thus the area has no Victory Points. Civilized Indian tribal borders are included for historical interest, they have no effect on play.

15.6 Missouri

15.6.1 Missouri begins the campaign game with the Union already occupying all the VP cities in Missouri. Unless the Confederate player is able to take control of one of these cities at the end of the first turn, then the state will join the Union.

15.6.2 The Union controls the rail lines in Missouri regardless of whether or not Missouri joins the Union on Game-Turn 1. Control of the rail lines is lost if they are converted by the Confederate player or if the state joins the Confederacy. St. Louis is a Union controlled VP city and is friendly to the Union. St. Louis becomes friendly to the South only if Missouri joins the Confederacy. If Missouri joins the Confederacy, the Union loses all subsequent Trans-Mississippi reinforcements. If Missouri is retaken by the Union, Trans-Mississippi reinforcements for turns following reconversion are not lost.

15.7 Kentucky

15.7.1 If either side enters Kentucky on Game-Turn 1 or 2, the state immediately joins the other side and is enemy territory to the entering player. Both players may use the navigable rivers that border the state without triggering this. Border hexes may be entered if they contain a part of the entering player's territory.

15.7.2 On Game-Turn 3, the rail lines in Kentucky become Union controlled and the state may be entered by either side without causing Kentucky to join the other side. On Game-Turn 3 and after, Kentucky joins whichever side controls all of its VP cities at the end of a turn.

15.7.3 A Union SP moving by rail through a VP city in Kentucky does gain control of that hex. Place a Union Control marker in the hex.

16.0 State Militia Mobilization

DESIGNER'S NOTES: Each state had a small militia force which it could call to arms when enemy forces threatened the state. These forces usually amounted to more than a Strength Point worth, but are classified as a single Strength Point because of the low quality of the troops in the force.

16.1 State Militia: Each state has only a single militia point, and once it enters, then the state has lost its ability to mobilize militia. The following states have no militia, since they are already mobilized at the start of Game-Turn 1: Indian Territory, New Mexico, Missouri, West Virginia, Kentucky, Maryland, and Virginia.

16.2 Most states (both Confederate and Union) have one Strength Point of militia which enters play if an enemy force enters the state. The SP is placed on a VP city in the state after the enemy force enters a hex in the state (including border hexes). If the state has no available friendly VP city on the map, place the militia on any hex in the state. It is impossible for the militia to be placed in the hex the enemy force enters. There is no requirement that the placement hex be in supply. Militia is placed after the conclusion of the phasing player's movement.

EXAMPLE 16.2: If militia is triggered by a Union amphibious invasion, then the militia is placed after the invasion is resolved.

16.3 Militia mobilization is not triggered by the movement of enemy naval forces alone. Mobilization is triggered by amphibious invasion or combined land/naval attack, regardless of any failure of the invasion or combined attack.

17.0 Victory

DESIGNER'S NOTES: The Civil War was a war with only two possible outcomes: independence for the South, or utter destruction of the Southern Confederacy. Historically, both sides expected a short, victorious war - the magnitude and length of the war was totally unexpected and unplanned for. The Northern victory, although it seems inevitable today, was anything but a foregone conclusion in 1861.

It is generally agreed that the South's best hope for independence lay in fighting a defensive war and gaining foreign recognition and intervention by victory on the field. This strategy was aided by the sheer size of the Confederacy, which made a quick Northern victory impossible. This increased the duration of the war, which in turn created war weariness in the North. If the South had been able to hold the Union armies out of the Southern heartland for only a few more months, it is likely that a "peace" candidate would have beaten Lincoln in the 1864 election, thus ending the war and leaving the South independent.

We have attempted to make this game as balanced as possible, and yet have it reflect history. Thus we have emphasized the importance of the 1864 election and de-emphasized the importance of foreign intervention, since it was more a fantasy/nightmare than a real possibility. Finally, even if the South is completely destroyed, as they were historically, there is still a chance that the Confederate player may have "won" the game by not losing the war as badly as it was lost historically.

The game may be begun and ended at several points, allowing for a shorter game, at the expense of a complete historical overview, which only the campaign game allows. Play balance varies from one stopping point to the next but, regardless of when the game is ended, we have attempted to keep the game balanced.

The Union player has more decisions to make and rules to remember; therefore, the more experienced player should play the Union side. If players are of equal experience, then the Confederate player should realize that he has the easier side to play.

17.1 Victory Points

17.1.1 Victory Definition: Victory is determined through the accumulation of Victory Points. Victory Points are awarded for control of VP cities, conversion of territory, sinking Union merchant ships, for cutting off Washington, D.C. and for use of the Command Point Table.

17.1.2 Victory Point Accumulation: During play, Victory Points are recorded on the General Records Track with the Victory Point markers provided. A player gains VP's for control of enemy and neutral VP cities, sites, and conversions. A player does not gain or lose VP's for control of his own original territory. The original territory is tinted blue on the map, and Confederate is tinted gray. Thus, the Confederate player does not gain or lose VP's for control or loss of gray tinted hexes, but the Union player gains VP's for those Confederate hexes. Both players gain VP's for control of VP cities in and conversion of neutral states. Record each VP you gain by moving your marker on the General Records Track. If you subsequently lose VP's you have gained, then record that loss as well.

EXAMPLE 17.1.2: the Union begins Game Turn 1 with 9 VP's. If the Confederate then takes the Union VP city of Cairo, Illinois, the Union does not lose 2 VP's; rather, the Confederate player gains 2 VP's. However, if instead the Confederate takes Jefferson City, Missouri, a neutral VP city in Union control and one of the Union's 9 VP's, then the Union player loses that VP and the Confederate gains it.

17.2 Victory Point Awards

Victory Points are awarded for the following:

17.2.1 CSA Receives 1 VP per CP Table Use: During the Command Point Table Use Phase of each turn, record on the General Records Track the number of times the Command Point Table was used that turn. It will always be used at least once per turn, and may be used as many as four times. When Victory Determination is made, the Confederate player receives 1 VP for each CP Table Use.

17.2.2 VP City Value for Enemy or Neutral VP City: Both players receive VP's for controlling enemy and neutral VP cities. Thus, when the Union player takes a Confederate VP city he should move his Victory Point marker up that number of spaces on the General Records Track. If the Confederate then retakes the city, those VP's are lost to the Union. Thus the Confederate regains and the Union loses the VP value of the city.

17.2.3 USA Receives 1 VP per CSA VP Site: There are three Confederate resource sites not located in cities: the salt mine (4012), lead mine (4112), and ironworks (2713). Each site is worth 1 VP to the Union player if he controls them. Depots cannot be built in resource site hexes. Cavalry may control such hexes. Confederate states may be converted even absent Union control of resource sites within the state. Confederate resource sites do not contribute towards the 9 points of rail-connected Victory Point cities necessary to form a supply nexus.

17.2.4 VP's Equal to VP City Value for State Conversion: A player receives VP's for the control of VP cities in neutral states just as he does for enemy VP cities. In addition, when a neutral state joins his side, he receives VP's equal to the VP city point total for that state. These VP's are in addition to those he received for the cities themselves. Thus, Missouri is worth 6 Points for joining and 6 Points for its cities. When a player has control of all VP cities in an enemy state at the end of a turn, that state is converted to being neutral towards him. In addition, he receives VP's equal to the VP city total for this conversion. These are awarded in addition to the VP's for the cities themselves. Thus, Tennessee is worth 27 VP's to the Union: 14 for its VP cities and 13 for its conversion (the ironworks is not a VP city and thus does not give a second VP for conversion). VP's awarded for gaining control of a neutral state or for converting an enemy state are only lost if the enemy player manages to retake and hold all the VP cities in that state at the end of a Game-Turn. Simply retaking one or two VP cities will not cause conversion points to be lost (although VP's for the cities themselves do change hands).

17.2.5 Florida can be converted despite the absence of part of the state from the map. There are no off-map Florida VP cities.

17.2.6 Texas can be converted regardless of whether or not the Far West map is being used. When the Far West map is not in use, the Union converts Texas by controlling all VP cities on the standard map. In that event, the CSA gets credit for the Imports and VP cities on the Far West Map, even if Texas is converted.

17.2.7 CSA Receives 1 VP per 25 US Merchant Ships Sunk: The Confederate player receives 1 VP for every 25 merchant ships his Commerce Raiders sink. Thus, during Victory Determination, divide the US ships sunk total by 25 to determine the VP award. However, fractions are lost. Thus, if there were 65 ships sunk, the Confederate would receive only 2 VP's.

17.2.8 CSA Receives 2 VP's for Isolation of Washington from Rest of Eastern Theater: If, at the end of a turn, a continuous line of Union rail hexes cannot be traced from Washington, D.C. to 15 VP's worth of Union cities in the Eastern theater, then the Confederate player receives 2 permanent VP's. The Confederate player continues to receive 2 VP's at the end of each turn as long as he continues to isolate Washington. These VP's are not lost if Washington is no longer isolated at the end of a later turn. These VP's are not awarded if the Confederates occupy Washington at the end of a turn; the VP's in rule 17.2.9 are awarded instead.

17.2.9 CSA Receives 20 VP's for Control of Washington; if the CSA Force is Out of Supply or Demoralized, 10 VP's: If, at the end of a turn, the Confederates occupy Washington, D.C. with a force that is in supply and not Demoralized, then the Confederate player receives 20 permanent VP's. If the Confederate force is out of supply or Demoralized, then the award is only 10 permanent VP's. Regardless of the VP's awarded, a Victory Determination is made, the Union Sea Lift Capacity and Blockade are permanently reduced to zero, and the East must be the Union primary theater during the next following Resource Allocation, existing Resource Allocations are not altered. The Confederates are eligible for an award of 10 or 20 VP's at the end of each turn during which they occupy Washington.

17.3 Victory Determination

17.3.1 Victory is determined at three different points during the game: at the end of the last turn of the game; at the end of each turn in which the Confederates occupy Washington; and at the end of turn 17, the 1864 election. Regardless of when victory is determined, the procedure is the same.

17.3.2 Procedure: Both players total their Victory Points and the Confederate total is subtracted from the Union total to yield a final total.

- If Victory Determination is triggered by the Confederates taking Washington, and the Confederate VP total is greater than the Union total, then the game ends immediately in a Confederate victory.
- If the Confederate total is less than the Union total then the game continues.
- Victory is determined again at the end of the next turn if the Confederates still occupy Washington.
- If victory determination occurs at the end of the last turn or at the end of turn 17, then the final Victory Point total is located on the appropriate schedule following to determine the victor.

***EXAMPLE 17.3.2:** if victory is determined at the end of turn 3, and the final Victory Point total is 14, then the Union has won a marginal victory. If, on the other hand, the total is 12, then the Confederates have won a marginal victory.*

17.4 Victory Schedules

Cross-reference the turn victory is determined with the Victory Point total (Union VP's minus Confederate VP's) to determine the victor.

17.4.1 End of Game-Turn 3:

18 or more: Union Substantial Victory

13 to 17: Union Marginal Victory

10 to 12: Confederate Marginal Victory

9 or less: Confederate Substantial Victory

17.4.2 End of Game-Turn 8:

41 or more: Union Substantial Victory

30 to 40: Union Marginal Victory

25 to 29: Confederate Marginal Victory

24 or less: Confederate Substantial Victory

17.4.3 End of Game-Turn 13:

51 or more: Union Substantial Victory

40 to 50: Union Marginal Victory

30 to 39: Confederate Marginal Victory

29 or less: Confederate Substantial Victory

17.4.4 End of Game-Turn 17 (Election of 1864): Victory is determined at the end of Game-Turn 17 when the game being played is to end at the end of Game-Turn 19. If the Victory Point total is 50 or more, Lincoln has won re-election and the game continues. If the VP total is 49 or less, Lincoln has lost and the game ends in a Confederate Victory.

17.4.5 End of Game Turn 19: If the game continues to the end of the last turn, then it can be assumed that the Union will win ultimately. Thus, the schedule following is used to determine the victor in game terms:

90 or more: Union Substantial Victory

75 to 89: Union Marginal Victory

65 to 74: Confederate Marginal Victory

64 or less: Confederate Substantial Victory

18.0 Scenarios

18.1 How to Start: To begin the game, the players choose sides and decide the turns on which the game will begin and end. We have included four starting set-ups, listed below - Turn 1(1861); Turn 4 (1862); Turn 9 (1863); and Turn 14 (1864) - and four turns on which the game may end, listed in the Victory Schedules above - Turns 3, 8, 13, or 19. The Campaign Game begins on Game-Turn 1 and ends on Game-Turn 19, but shorter games may be played by beginning and/or ending on different Turns.

***EXAMPLE 18.1:** If you want a really short game, you could begin on Game-Turn 1 and determine victory at the end of Game-Turn 3. A medium length game could begin on Game-Turn 9 and end at the end of Game-Turn 19.*

18.2 Note that the Confederate Victory Point totals used in the set-ups for Game-Turns 4, 9, and 14 are to balance the game from those starting points and do not reflect the historical “Victory Points” the Confederates had scored to that point.

18.3 Scenario Parameters: Set up the game by placing the counters and markers as listed on the scenario set-ups within the parameters set forth in the set-ups and in the Summary of Playing Pieces, which indicates the various Tracks and Markers used in conjunction with one another.

1861 SET-UP: Game-Turn 1 Confederate

HEX	LOCATION	SP's	LEADERS	OTHER
0419	Bonham			Depot
0613	Ft. Gibson			Depot
0914	Fayetteville			Depot
1011		2	* Price	
1215	Clarksville			Depot
1417	Little Rock	1		Depot
1813		1		
1816	Madison			Depot
2016	Memphis	2	** Polk	
2113		1		
2428	Mobile	1		
2513		1		Fort
2629	Pensacola	1		
2814	Nashville	1	*** AS Johnston	
4507		1		
4623	Ft. Sumter	1		
4814	Raleigh	1		
4905		2	*** J Johnston	
5006		4	*** Beauregard	
5108	Fredericksburg	1		
5110	Richmond	2		
5310		1	* Magruder	Fort
5411	Norfolk	1	* Huger	

1861 SET-UP: Game-Turn 1 Union

HEX	LOCATION	SP's	LEADERS	OTHER
0808	Ft. Scott			Depot
1005	Lexington	1		Depot
1111	Springfield	1	* Lyon	
1507	Jefferson City	1		
1509	Rolla			Depot
1908	St. Louis	2	*** Fremont	
2104	Springfield	2		
2211	Cairo	1		
2608	Evansville	1		
2730	Ft. Pickens	1		
3004	Indianapolis	2		
3007	New Albany	1		
3405	Cincinnati	2		
3704	Columbus	2		
4106	Parkersburg	1		
4406		2	*** McClellan	
4502	Pittsburg	1		
5004		3		
5106		1		
5202	Harrisburg	1		
5205	Washington DC	7	*** McDowell	Fort
5305	Baltimore	1		
5410	Ft. Monroe	2	*** Butler	
5503	Philadelphia	2		

1861 CSA GENERAL RECORDS TRACK:

- Confederate Victory Points Marker: 0
- Command Point Table Total Use Marker: 0
- Confederate Production Marker: 100
- Confederate Imports Marker: 140
- US Ships Sunk Marker: 0
- Trans-Mississippi Production Marker: Not set up
- Trans-Mississippi Imports Marker: Not set up
- Confederate Leader Pool: None.
- Confederate Dead Leaders: None.
- Confederate Removed Leaders: None.
- Confederate Commerce Raiders At Sea: None.
- Eliminated: None.

1861 USA GENERAL RECORDS TRACK:

- Union Victory Points Marker: 9
For VP Cities in Missouri and West Virginia.
- ON MAP Union Control: Wheeling (4303); Grafton (4505); all rail hexes in Missouri and all rail hexes in West Virginia except 4806 and 4905.
- Port Boxes: Pensacola; Norfolk; Petersburg.
- Union Leader Pool: None.
- Union Dead Leaders: None.
- Union Removed Leaders: None.
- Eliminated: None.

1862 SET-UP: Game-Turn 4 Confederate

HEX	LOCATION	SP's	LEADERS	OTHER
0419	Bonham			Depot
0613	Ft. Gibson			Depot
0914	Fayetteville	(3)	*** Van Dorn * Price	AoW
1215	Clarksville			Depot
1417	Little Rock	1		Depot
1816	Madison			Depot
2015		1		
2113		1		Fort
2317	Corinth	5	*** Beauregard *** Bragg ** Polk * Breckinridge	
2429	Fort Morgan	1		
2618		(3)	*** AS Johnston * Hardee * Hindman	AoT
2629	Pensacola	1		
3217	Chattanooga	2		
3515	Knoxville	1	*** EK Smith	
4130	Jacksonville	1		
4325	Savannah	1		
4523	Charleston	1	* Pemberton	
4607		1		
4623	Ft. Sumter	1		
4906	Strasburg	1	* Jackson	
5006		(8)	*** J Johnston * Longstreet * DH Hill * AP Hill * Stuart C	AoNV Fort
5015	Goldsboro	1		
5108	Fredericksburg	1		
5110	Richmond	2		Fort
5111	Petersburg	1		
5118	Wilmington	1		
5310		2	* Magruder	Fort
5411	Norfolk	2	* Huger	

1862 SET-UP: Game-Turn 4 Union

HEX	LOCATION	SP's	LEADERS	OTHER
0808	Ft. Scott			Depot
1012		2	* Curtis * Sigel	
1111	Springfield			Depot
1509	Rolla			Depot
1908	St. Louis	1	*** Halleck	
2111		4	** Pope	
2211	Cairo	1		
2416		(8)	*** Grant * Sherman	AoT
2513		1		Fort
2730	Ft. Pickens	1		
2814	Nashville	(8)	*** Buell *** Rosecrans * Thomas	AoC
3411	Mill Springs	1		
4330	St. Augustine	1		
4424		2		Fort
4425	Ft. Pulaski	1		
4606		3	*** Fremont	
4905		5	*** Banks	
5106		(25)	*** McClellan *** McDowell * Sedgwick * Stoneman C	AoP Fort
5205	Washington DC	4		Fortress
5306	Annapolis	3	*** Butler	
5410	Ft. Monroe	2		
5613		2	** Burnside	

1862 Union Naval Set-Up

HEXSIDE or HEX	NSP's	NAME/TYPE	OTHER
2111/2211	4	Mound City Pittsburg Carondelet Cairo	Foote
2416/2517	3	River Transport	
2413/2513	1	River Transport	
5106/5205	1	Ocean Transport	
5306	3	Ocean Transport	Farragut

1862 USA GENERAL RECORDS TRACK:

- Confederate Victory Points Marker:** 10
Adjusted for play balance
- Command Point Table Total Use Marker:** 7
- Confederate Production Marker:** 94
- Confederate Imports Marker:** 123
Port Capacity is 36 x 20% blockade is 29; 94+29=123
- US Ships Sunk Marker:** 0
- Trans-Mississippi Production Marker:** Not set up.
- Trans-Mississippi Imports Marker:** Not set up.
- Confederate Leader Pool:** ** Price
- Confederate Dead Leaders:** None.
- Confederate Removed Leaders:** None.
- Confederate Commerce Raiders At Sea:** None.
- Eliminated:** None.
- Union Victory Points Marker:** 42
18 for control of Missouri, Kentucky, and West Virginia; plus 18 VP's for VP cities in those states; plus 6 VP's (and Ironworks) in Tennessee and Florida.
- ON MAP Union Control:** Missouri, Kentucky, West Virginia (all Union Friendly); 2913; 2813; 2713; 2413; 2414.
Port Boxes: Pensacola; Norfolk; Petersburg; Jacksonville; Savannah.
- Union Leader Pool:** ** Thomas; ** Porter
- Union Dead Leaders:** Lyon.
- Union Removed Leaders:** None.
- Eliminated:** None.

1862 CSA GENERAL RECORDS TRACK:

- Confederate Victory Points Marker:** 10
- Command Point Table Total Use Marker:** 7
- Confederate Production Marker:** 94
- Confederate Imports Marker:** 123
- US Ships Sunk Marker:** 0
- Trans-Mississippi Production Marker:** Not set up.
- Trans-Mississippi Imports Marker:** Not set up.
- Confederate Leader Pool:** ** Price
- Confederate Dead Leaders:** None.
- Confederate Removed Leaders:** None.
- Confederate Commerce Raiders At Sea:** None.
- Eliminated:** None.

1863 SET-UP: Game-Turn 9 Confederate

HEX	LOCATION	SP's	LEADERS	OTHER
0419	Bonham			Depot
0430	Houston		* Huger	Depot
0532	Galveston	1	* Magruder	
0815	Ft. Smith	1	* Hindman	
0923	Shreveport		*** EK Smith	Depot
1019	Washington			Depot
1125	Grand Ecore			Depot
1226	Alexandria	1	** Taylor	Depot
1417	Little Rock	2	** Price	
1528	Port Hudson	3		Fort
1724	Vicksburg	(6)	*** Pemberton	AoM Fortress
1820				Fort
1924	Jackson	1		
2319	Tupelo	1		
2428	Mobile	1	*** J Johnston	Fort
2613		1	* Wheeler C	
2629	Pensacola	1		
2716		2	** Forrest C	
2916		(8)	*** Bragg ** Polk ** Hardee * Breckinridge * Cleburne	AoT
3015		1	* Morgan C	
3217	Chattanooga	1		
3514		3	* Magruder	Fort
4111		1		
4325	Savannah	1		Fort
4508		1		
4523	Charleston	2	*** Beauregard	Fort
4623	Ft. Sumter	1		
5015	Goldsboro	2	** DH Hill	
5108	Fredericksburg	(12)	*** RE Lee ** Jackson ** AP Hill * Early ** Stuart C	AoNV Fort
5110	Richmond	1		Fortress
5111	Petersburg	1		Fort
5112		3	** Longstreet * Hood	
5118	Wilmington	2		

1863 SET-UP: Game-Turn 9 Union

HEX	LOCATION	SP's	LEADERS	OTHER
0613	Ft. Gibson	1	* Blunt	
0808	Ft. Scott			Depot
0812	Ft. Wayne			Depot
0914	Fayetteville	1		Depot
0915		(2)	*** Curtis	AoSW
1005	Lexington	1		Depot
1111	Springfield	1		Depot
1430		2	*** Banks	
1507	Jefferson City	1		
1509	Rolla	1		Depot
1623		(9)	*** Grant ** McClemand ** Sherman ** McPherson * Logan	AoT
1628	Baton Rouge	3		Fort
1817		1		
1830	New Orleans	1		
1908	St. Louis	1		Fort
1910	Ironton	1		
2016	Memphis	6	** Ord ** Steele	Fort
2115		1		
2211	Cairo	2		
2213		1		
2216		1	* Grierson C	
2316		1		
2317	Corinth	2		Fort
2513		1		Fort
2713		1		
2730	Ft. Pickens	1		
2814	Nashville	4		Fort
5291	Bowling Green	1		
2915		(12)	*** Rosecrans ** Thomas * Sheridan C	AoC
3008	Louisville	1		
3014		1		
3411	Mills Springs	6	** Burnside	
3704	Columbus	1		
4106	Parkersburg	1		
4108	Charleston			Depot
4128	Brunswick	1		
4130	Jacksonville	1		
4208		1		
4424		1		Fort
4425	Ft. Pulaski	1		
4505	Grafton	1		
4524		2		Fort
4905		1		
5106		2		
5107		(22)	*** Hooker ** Meade ** Sedgwick ** Howard * Hancock * Reynolds * Pleasonton C ** Stoneman C	AoP
5202	Harrisburg	1		Fort
5205	Washington DC	8		Fortress
5216	New Bern	3		Fort
5305	Baltimore	1		
5306	Annapolis	1		

1863 CSA GENERAL RECORDS TRACK:

- Confederate Victory Points Marker: 10
Adjusted for play balance
- Command Point Table Total Use Marker: 19
- Confederate Production Marker: 72
- Confederate Imports Marker: 92
Port Capacity is 25 x 20% blockade; 72+20=92
- US Ships Sunk Marker: 9
- Trans-Mississippi Production Marker: Not set up
- Trans-Mississippi Imports Marker: Not set up.
- Confederate Leader Pool:** Ewell; ** Hood
- Confederate Dead Leaders:
AS Johnston; Van Dorn
- Confederate Removed Leaders: None.
- Confederate Commerce Raiders At Sea:
Florida; Alabama.
- Eliminated: Army of the West; Virginia; Arkansas

5410	Ft. Monroe	2		
5411	Norfolk	4		Fort
5414	Plymouth	1		
5417	Morehead City	1		

1864 SET-UP: Game-Turn 14 Confederate

HEX	LOCATION	SP's	LEADERS	OTHER
0416	Boggy Depot	1		
0419	Bonham			Depot
0430	Houston		* Huger	Depot
0532	Galveston	1	* Magruder	
0723	Marshall			Depot
0726	Nacogdoches	1		
0923	Shreveport		*** EK Smith	Depot
1220	Camden	2	** Price	Depot
1327		2	** Taylor	
2321		1	** Forrest C	
2324	Meridian	1	* SD Lee	
2428	Mobile	1		Fort
2524		2	** Polk	
2629	Pensacola	1		
3319		(8)	*** J Johnston ** Hardee ** Hood * Hindman * Cleburne * Wheeler C	AoT
3420	Atlanta			Fort
3813		2	** Longstreet	
3930		1		
4012		1	*Morgan C	
4325	Savannah	1		Fort
4523	Charleston	3	*** Beauregard	Fortress
4806		1	* Breckinridge	
5007		(12)	*** RE Lee ** Ewell ** AP Hill * Early * Gordon ** Stuart C	AoNV
5015	Goldsboro	1		
5110	Richmond	1		Fortress
5111	Petersburg	1	** DH Hill	Fort
5118	Wilmington	1		
5214	Roanoke	1		

1863 USA GENERAL RECORDS TRACK:

- Union Victory Points Marker:** 64
18 for control of Missouri, Kentucky, and West Virginia; plus 18 VP's for VP cities in those states; plus VP's for VP cities and sites in Tennessee (9); Mississippi (1); Louisiana (5); Florida (3); North Carolina (3); Virginia (3); and Georgia (1).
- ON MAP Union Control:** Missouri, Kentucky, West Virginia (all Union Friendly); 1531, 1618, 1630, 1730, 1731, 1816, 1829, 1917, 2116, 2117, 2214, 2215, 2314, 2315, 2413, 2414, 2813, 2913, 4230, 5311, 5312, 5317. Port Boxes: Pensacola; Norfolk; Petersburg; Jacksonville; Savannah; Brunswick; Morehead City; New Bern; New Orleans
- Union Leader Pool:** ** Reynolds; *** Butler; ** Hancock; * Sigel
- Union Dead Leaders:** Lyon; Foote
- Union Removed Leaders:** Halleck; McDowell; Buell; Pope; Fremont; McClellan; Burnside (demoted)
- Eliminated:** 1 River Transport; 1 Ocean Transport; *Cairo; Monitor*

CSA GENERAL RECORDS TRACK:

- Confederate Victory Points Marker:** 10
Adjusted for play balance
- Command Point Table Total Use Marker:** 29
- Confederate Production Marker:** 49
- Confederate Imports Marker:** 55
Port Capacity is 8 x 30% blockade is 6; 49+6=55
- US Ships Sunk Marker:** 67
- Trans-Mississippi Production Marker:** 10
- Trans-Mississippi Imports Marker:** 19
- Confederate Leader Pool** ** SD Lee
- Confederate Dead Leaders:** A S Johnston; Van Dorn; Jackson
- Confederate Removed Leaders:** Bragg; Pemberton
- Confederate Commerce Raiders At Sea:** *Florida; Alabama*
- Eliminated:** Army of the West; 1 Fortress marker; *Virginia; Arkansas; Palmetto State; Army of Mississippi*

1864 SET-UP: Game-Turn 14 Union

HEX	LOCATION	SP's	LEADERS	OTHER
0134		1	** McClemand	
0804	Ft. Leavenworth	1	*** Curtis	
0815	Ft. Smith	1	* Blunt	Depot
1111	Springfield	1		Depot
1417	Little Rock	3	** Steele	Depot
1427		2		
1430		3	*** Banks	
1509	Rolla			Depot
1528	Port Hudson	1		
1618	Arkansas Post	1		
1628	Baton Rouge	1		Fort
1724	Vicksburg	5		Fort
1908	St. Louis	2	*** Rosecrans ** Pleasanton C	Fort
2016	Memphis	3	* Grierson C	Fortress
2211	Cairo	1		
2513		1		Fort
2718	Decatur	1		
2730	Ft. Pickens	1		
2814	Nashville	3		Depot Fort
2912	Bowling Green	1		
2915		1		
2916		1		
3016		1		
3017		1		
3118		1		
3217	Chattanooga	(5)	*** Sherman *** McPherson ** Logan	AoT Depot Fort
		(8)	*** Thomas ** Hooker ** Howard * Stoneman C	AoC
3317		1		
3408	Lexington	1		
3411	Mill Springs	1		
3429	Tallahassee	1		
3515	Knoxville	4	** Schofield	Depot Fort
4128	Brunswick	1		
4130	Jacksonville	1		
4309		1		
4424		1		Fort
4425	Ft. Pulaski	1		
4505	Grafton	1		
4524		1		Fort
4623	Ft. Sumter	1		
4905		2	* Sigel	
5006		(20)	*** Grant *** Meade ** Burnside ** Sedgwick ** Hancock ** Sheridan C * Wilson C	AoP Fort
5205	Washington DC	4		Fortress
5216	New Bern	1		Fort
5305	Baltimore	3		Fort
5410	Ft. Monroe	(7)	*** Butler	AoJ
5411	Norfolk	2		Fort
5414	Plymouth	1		
5417	Morehead City	1		

1864 Union Naval Set-Up

HEXSIDE or HEX	NSP's	NAME/TYPE	OTHER
1426/1427	5	Choctaw Ozark Carondolet Pittsburg Mound City	Porter
	2	River Transports	
1624/1724	1	Milwaukee	
1830/1831	1	Winnebago	
1916/2016	2	River Transports	
2211/2212	2	River Transports	
2813/2814	1	River Transport	
4130/4230	1	Ocean Transport	
4424	1	Ocean Transport	
4623	4	New Ironsides Passaic Keokuk Weehawken	Farragut
5106/5205	2	Ocean Transports	
5305	2	Ocean Transports	
5410/5411	2	Ocean Transports	
5414	2	Ocean Transports	

USA GENERAL RECORDS TRACK:

- **Union Victory Points Marker:** 90
18 for control of Missouri, Kentucky, and West Virginia; plus 18 VP's For VP cities in those states; 13 for conversion of Tennessee; VPs for VP cities and sites in Tennessee (14); Arkansas (5); Mississippi (4); Louisiana (6); Alabama (1); Florida (4); North Carolina (3); Virginia (3); and Georgia (1).
- **ON MAP: Union Control:** Missouri, Kentucky, West Virginia (all Union Friendly); Tennessee (Neutral); 0914; 1531; 1623; 1630; 1730; 1731; 1816; 1823; 1829; 1830; 1917; 1924; 2224; 2317; 2323; 2325; 2817; 2918; 3430; 4230; 5106; 5311; 5312; 5317; all rail hexes in Tennessee (including border hexes) except 3614; 3714; 3913. Union also controls the Mississippi River. Port Boxes: Pensacola; Norfolk; Petersburg; Jacksonville; Savannah; Brunswick; Morehead City; New Bern; New Orleans; Charleston.
- **Union Leader Pool:** **** Grant; *** Sherman; ** Ord
- **Union Dead Leaders:** Lyon; Foote; Reynolds
- **Union Removed Leaders:** Halleck; McDowell; Buell; Pope; Fremont; McClellan; Burnside (demoted); Hooker (demoted)
- **Eliminated:** Army of the Southwest; 1 River Transport; 3 Ocean Transports; Cairo; Monitor, Indiana.

OPTIONS:

The following rules are purely optional and may be used in part, in total, or not at all. Before beginning the game, decide on the options you will use.

19.0 Far West Option

DESIGNER'S NOTES: Beginning in the late 1850's, the last great struggle between the Indians and White men began. It continued through the 60's and 70's, only ending in the 1880's after the destruction of the Indian hunter economy through the decimation of the buffalo. During the American Civil War, the war on the Great Plains reached a fever pitch when the United States Army was withdrawn to fight the Confederacy.

The Far West Option is included to show a glimpse of the kind of warfare that occurred on the Indian Frontier, from the Rio Grande to the Canadian border. The game's time and distance scales are too large to render in detail the small but vicious combat that occurred along this frontier. However, we hope that these optional rules give some idea of just how successful the plains Indians were in pushing the Texas frontier back over 150 miles to its pre-1850 border.

We have included counters for the various tribes that were active in Texas during the war. In addition, there is a Mescalero counter, representing Mexican raiders who crossed the Rio Grande to raid Texas during the war. This is not to be confused with the Mescalero Apaches, who are labeled as Apaches.

The Texas Rangers were depleted during the war to provide troops for Lee and Bragg. The Ranger counters provided in the game represent the Texas Rangers and assorted Texas State Troops raised during the war. The quality of the Rangers and troopers was low, but they were able to provide some protection to the people of the frontier.

Frontier settlements were located near frontier forts to provide security for the populace. During the Civil War, the Confederates were unable to provide troops to garrison these forts. Thus, when the Indian raids became fierce, the forts were abandoned and the people moved further toward the Texas coast and away from the raiding tribes. Thus, when an Indian tribe makes a raid in the game, it does not represent a single cataclysmic raid, but instead a series of raids forcing the abandonment of the towns around the stockade or city and thus the abandonment of the stockade or city as well.

When using the Far West Option, the Standard Game rules remain unchanged, except for the additions and modifications listed in the rules that follow.

19.1 Far West Command Points

19.1.1 The number of Commands a player receives in the Far West theater is determined using the Discretionary row of the Command Points Table. These Commands are then recorded on the player's Command Track located on the Far West Map.

19.1.2 Far West Commands can be spent only to perform actions in hexes located on the Far West Map. They cannot be spent on hexes located on the Main Map. Thus, Trans-Mississippi Commands can be spent only in hexes occupying the Main Map that are located west of the Mississippi. Hexes that overlap the two Maps are considered Main Map hexes. Discretionary Commands may be used in the Far West.

19.2 Tribal Indians

19.2.1 Movement: A player must expend one Far West or Discretionary Command to activate a Tribal Indian counter for movement. Once activated it has a Movement Point Allowance of 6 Movement Points. Each Tribal Indian counter must move separately. Thus, a player may never use one of his leaders to command a Tribal Indian counter or counters.

19.2.2 Tribal Indians never trace supply lines and are always considered in supply for all game purposes. They are unaffected by the Confederate Supply Loss results on the Confederate Supply Loss Chart. In addition, they ignore the effects of friendly, enemy, and neutral territory and may thus enter any type of territorial hex. However, a Tribal Indian may never enter any of the following:

- A hex containing a depot, regardless of who owns the depot.
- A hex containing an SP, regardless of who owns the SP.
- A hex containing a Civilized Indian counter, regardless of who controls the Civilized Indian.
- A hex containing a Texas Ranger counter.
- Any hex in Louisiana, Arkansas, Missouri, or Iowa, even if the hex entered is a border hex.
- A hex containing a supplied fort/fortress, regardless of who owns the fortification.

19.2.3 Retreat Before Combat: A Tribal Indian may retreat before combat using a procedure similar to that of regular cavalry. When a Texas Ranger, Civilized Indian, or SP enters a hex occupied by a Tribal Indian as a result of movement or Texas Ranger interception, then the player controlling the Tribal Indian has the option of rolling for retreat before combat. A Tribal Indian does not screen like cavalry. A Tribal Indian counter may make a retreat roll each time a force attempts to enter its hex. If he decides to attempt to retreat, he rolls 1 die; on a result of 1 through 4, the Tribal Indian counter cannot retreat. On a result of 5 or 6, the Tribal Indian counter can retreat one hex toward its setup hex (printed on the map). If two or more hexes are equidistant from the setup hex, the controlling player has his choice of hexes into which the counter can retreat. A Tribal Indian that is unable to retreat suffers the consequences of being attacked by the force entering its hex.

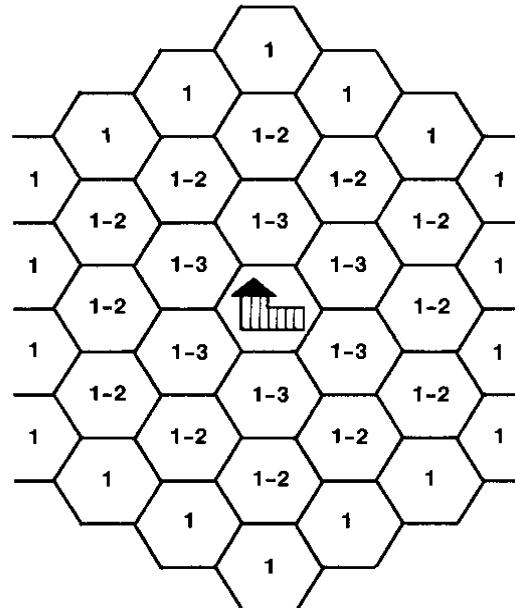
19.2.4 Tribal Indian Combat: A Tribal Indian counter may never initiate combat. They initiate raids instead. Combat is not allowed since the Indian counter is not allowed to enter a hex occupied by an SP, Ranger, or Civilized Indian. However, a Tribal Indian counter may never initiate combat against even another Tribal Indian counter, even if that counter is controlled by the opposing player. The two opposing players may occupy the same hex, but no combat is permitted.

19.2.5 SPs, Civilized Indians, and Texas Rangers may attack Tribal Indians. When an SP enters a Tribal Indian's hex, the Indian is immediately eliminated and placed on the next turn on the Far West Game-Turn Record Track. The SP does not require supply for combat against Tribal Indians. Thus, no supply line is traced, nor are there any other consequences such as automatic demoralization if out of supply. The attacking force may continue to use up its movement points as desired.

19.2.6 If a Texas Ranger or Civilized Indian enters a Tribal Indian's hex, use the following procedure: both players roll one die and whoever rolls the higher number is the winner (on a tie, roll again). The winning force is unaffected, but the losing force is eliminated and placed on the Game-Turn Record Track for the next turn. A force containing both a Civilized Indian and an SP is considered an SP for purposes of this rule.

19.2.7 Indian Raids: A Tribal Indian counter may make a Raid against a stockade or city hex that contains no SP, Texas Ranger, Depot, or Civilized Indian.

19.2.8 Each stockade and city has an Indian Raid Alert Radius consisting of all the hexes within a 3 hex radius of the stockade or city. When a Tribal Indian counter enters a hex within this radius, the stockade or city owner may roll one die to alert the stockade or city. The die roll necessary for alert depends on the distance between the hex the Indian enters and the stockade or city. If the distance is 3 hexes, then the stockade/ city owner must roll a 1; at a distance of 2 hexes, the owner must roll a 1 or 2; at a distance of 1 hex (adjacent to the stockade or city), the owner must roll a 1, 2, or 3. The player rolls once for each hex the Indian counter enters. However, if the hex is in the Alert Radius of more than one city/stockade, then a separate roll is made for each.



EXAMPLE 19.2.8: Shown above are the die roll ranges for each hex in the Alert Radius of a city or stockade.

19.2.9 When a stockade/city owner rolls successfully for alert, place an Alert marker on the stockade or city. If there is a Texas Ranger in the hex, it may immediately make an Interception attempt against the Indian. Alert markers remain on the map until the end of the Game Turn. They are then removed if there is no Tribal Indian counter within their Alert Radius. If a Tribe occupies a hex within the Radius, the Alert marker remains on the map through the next Game Turn.

19.2.10 When a Tribal Indian counter enters a hex occupied by a city or stockade, an Indian Raid is resolved using the Indian Raid Table. The player controlling the Indian rolls one die and finds his result on the Table. One is subtracted from the die roll if the stockade/city has an Alert marker on it, and one is added to the die roll if the stockade/city has no Alert marker on it. Die rolls of less than 1 or more than 6 are considered 1 and 6 respectively. Resolving a Raid ends the Indian's movement for that Pulse. The Indian may not be activated again in that Pulse [although it may still roll for retreat before combat]. Note that a destroyed stockade or city is considered eliminated from the map and Destruction marker remains on the map for the duration of the game (see Raid Table Results).

19.2.11 Any time a Tribal Indian is called upon to return to its setup hex as a result of a raid, the setup hex is occupied by a counter that prohibits the Tribe from entering that hex, the Tribe is placed adjacent to the setup hex.

19.2.12 Indian Allegiance: Each Tribal Indian counter is color coded for control. The player who brings the counter in as reinforcement places it with his side of the counter face up. It remains under his control until eliminated, until a side change occurs as a result of a Raid, or until the enemy player successfully wins control.

19.2.13 A player may, during his half of the Pulse, attempt to gain control of a Tribe controlled by his opponent. To do so, a player expends one Far West or Discretionary Command and rolls one die; if the result is 1 through 4, there is no result (except that the Command is spent); if the result is 5 or 6, the player gains control of the Tribe, flipping the counter over to indicate the change of control. The Indian counter remains in the hex it occupies regardless of the result.

19.2.14 A player may attempt to gain control of a Tribe only once per Pulse. A player may, however, attempt to gain control of more than one Tribe in a Pulse, but each is resolved as a separate attempt, and each costs one Command. The allegiance of a Tribe may change many times in a Turn with no additional effects on the Tribe.

19.3 Civilized Indians and Stand Watie

19.3.1 Movement: A player must expend one Trans-Mississippi or Discretionary Command to activate a Civilized Indian counter for movement. Once activated, it has a Movement Point Allowance of 4 Movement Points, like an SP. Civilized Indians are subject to the same supply rules as an SP, including the effects of Confederate Supply Loss (i.e., if out of supply, their Movement Point Allowance is reduced to 3 and they are Demoralized if they engage in combat). Civilized Indians control the hexes they enter in the same manner as SP's.

19.3.2 Civilized Indian counters *may* be commanded by leaders, including the Confederate Indian leader, Stand Watie. Each counter equals one SP for purposes of the number of SP's a leader may command due to his rank. Watie may command Civilized Indians under control of the Confederate player. Watie may never Command Confederate SP's; he may command only Civilized Indians.

19.3.3 Civilized Indians always ignore the effects of friendly, enemy, and neutral territory; however, they may not enter a hex in Texas, Arkansas, Missouri, or Iowa. They may enter a border hex containing a part of Kansas or Indian Territory. The Confederate player *may* move a Confederate Civilized Indian into Arkansas or Missouri if the counter is commanded by Watie or if it is part of an Army and Watie is also present in the Army. If a Civilized Indian occupies a hex in Arkansas or Missouri and Watie is killed or wounded, the Indian counter is immediately eliminated and is placed on the Far West Game Turn Record Track for the following turn. A Confederate Civilized Indian will activate militia if it enters Kansas.

19.3.4 Civilized Indians cannot retreat before combat as Tribal Indian counters.

19.3.5 Combat: Combat between opposing Civilized Indians is resolved using the standard combat and supply procedures. Stand Watie uses his Tactical Combat Rating and must make a Leader Loss Check at the end of the combat. Thus, if Watie and one Confederate Civilized Indian attacked a Union Civilized Indian, then the combat would be resolved on the zero column of the CRT (column E) and the Confederate player adds one to his die roll result for Watie's Tactical Combat Rating.

19.3.6 Combat between Civilized Indians and SP's is allowed, but the combat procedure is modified as follows. Before the combat is resolved, regardless of who is attacking and defending, each player must roll 1 die for each Civilized Indian counter he controls in the combat hex to determine which Indians participate in the combat. If the result is 1 through 5, then the Indian counter is eliminated before combat is resolved. If the result is a 6, the Indian counter remains in the hex and counts as 1 SP during combat resolution. If Stand Watie is present in the hex, the Confederate player adds one to his die roll for each of his Indian counters. If all the Confederate Indian counters in the hex are eliminated, Watie is also eliminated.

19.3.7 Once it has been determined which Civilized Indian counters are to participate, the combat is resolved using the Combat Results Table and the standard combat procedure. If Watie is present in the hex, the Confederate player adds one to his combat die roll for Watie's Tactical Combat Rating. The combat results are determined and applied. However, if a force contains both an Indian counter and an SP, then the Indian counter is eliminated first if losses are suffered. If Watie is present and all Confederate Indians are eliminated, then he is eliminated as well, after making a Leader Loss Check.

19.3.8 A Demoralized Civilized Indian counter may be rallied by a leader belonging to the same side using the standard rally procedure. If unable to rally at the end of the Rally Phase, the Indian counter is eliminated. Eliminated Civilized Indian counters are always placed on the Far West Game Turn Record Track for the following turn, as is Watie, unless he is killed in a Leader Loss Check.

EXAMPLE 19.3.8: the historical battle of Pea Ridge occurred in Arkansas in hex 1012. The Confederate Army of the West under Van Dorn

attacked the Union Army of the Southwest under Curtis. In game terms, the Confederates had 3 SP's plus Watie and one Civilized Indian, and the Union had 2 SP's. However, the Indians did not "roll a 6," even though Watie was there, and thus they were not a factor in the battle. The Confederates lost the battle.

19.4 Texas Rangers

19.4.1 Movement: The Confederate player must expend one Far West or Discretionary Command to activate a Texas Ranger counter for movement. Once activated, it has a Movement Point Allowance of 6 Movement Points. Each Texas Ranger must move separately and may not be commanded by a Confederate leader. Texas Rangers, like Tribal Indians, never trace supply lines, are not affected by Confederate Supply Loss, and are always in supply for game purposes.

19.4.2 Texas Rangers must remain in the state of Texas but may also enter the Main Map, as long as they remain in Texas, restricted the same as tribal Indians. [Original language: and on the Far West Map. They cannot enter a hex on the Main Map.] In addition, a Texas Ranger cannot enter the following hexes:

- A hex occupied by a Union SP. If a Union SP enters a Ranger's hex, then the Ranger is immediately eliminated and placed on the Far West Game Turn Record Track for the next turn. The SP does not require supply for such an attack and may continue to move if it has Movement Points remaining.
- A hex occupied by a Union depot, fort, or fortress.
- A hex occupied by a Confederate SP.

19.4.3 Texas Ranger Combat and Interception: A Texas Ranger may initiate combat against only Tribal Indian counters. Combat is initiated by the Ranger entering the Indian's hex by movement or interception. Combat may be initiated by the Texas Ranger begin activated for movement and then successfully entering the Indian's hex. The Indian may attempt to retreat before combat when the Ranger enters its hex; if the retreat attempt is unsuccessful, combat is resolved.

19.4.4 Interception occurs if the Ranger occupies a city or stockade at the instant that the city or stockade makes a successful Alert Check; interception can be triggered only at this time, it cannot be triggered later in the Pulse or on the following turn, if the Alert marker remains in the hex. When interception is triggered, the Texas Ranger is immediately placed in the Indian's hex. The Indian may then roll for retreat before combat; if successful, the Indian retreats a hex and the Ranger is returned to the city or stockade; if the retreat attempt is unsuccessful, combat is resolved.

19.4.5 To resolve combat both players roll one die; the player with the higher result is the winner (reroll in the event of ties). The winner's force is unaffected. The loser's force is eliminated and placed on the Far West Game Turn Record Track for the following turn.

19.5 Reinforcements

19.5.1 Entry Procedure: Far West Reinforcements are placed on the Far West Game Turn Record Track. In addition, eliminated Far West forces are also placed on the Track. Forces remain on the Track until a player spends one Far West or Discretionary Command each to enter them. Tribal and Civilized Indians may be entered by either player; Texas Rangers and Stand Watie may be entered only by the Confederate Player. Supply need not exist for entry of any Far West counter, with the exception of any discretionary SP's entered by the Confederate player. Far West commands or discretionary commands must be used to enter all Far West units (except Watie). SP's eliminated through combat in the Far West are not sent to the Game Turn Record Track – they are simply eliminated. SP's may be entered as reinforcements by the Confederate player using VP- city placement.

19.5.2 Placement. Counters are placed according to the following restrictions:

- **Tribal Indians:** The player who expends a Command to enter a Tribal Indian counter places that counter on its setup hex printed on the map with the owning player's side of the counter face-up. If its setup hex is occupied by a non-Tribal Indian counter, place the Indian in an adjacent hex using a die roll to determine the exact hex.
- **Civilized Indians:** The player who expends a Command to enter a Civilized Indian counter places that counter on a hex in Indian Territory with the owning player's side of the counter face up. The hex may contain a stockade, but may not contain any counters of any kind, friendly or enemy. Civilized Indians and Watie may be placed in the Trans-Mississippi portion of Indian Territory.
- **Stand Watie:** The Confederate player may place Watie on a hex in Indian Territory containing a Confederate Civilized Indian counter. Note that Watie's counter is tinted a different color from other leaders to indicate that he is always placed face up. Watie is placed with a Confederate Civilized Indian as an initiative reinforcement or a dice difference point (but supply need not be traced).

- Texas Rangers:** The Confederate player may place his Texas Ranger counters only on hexes in Texas on the Far West map containing a stockade or city.

19.6 States

19.6.1 Definition: When using the Far West Option, there are Victory Point additions for New Mexico and Indian Territory.

19.6.2 New Mexico: New Mexico begins the game neutral to both sides due to events which occurred there prior to the beginning of the game. New Mexico joins the side which controls the following three cities at the end of the turn: Santa Fe (0801); Valverde (0507); and El Paso (0412). Even though El Paso is located in Texas, it is used to determine control of New Mexico due to its location on the Rio Grande. New Mexico has no VP cities or sites, but is worth 2 Victory Points for joining.

19.6.3 Indian Territory: Indian Territory is always neutral in game terms. However, the player controlling both Boggy Depot and Ft. Gibson at the end of the game receives 2 Victory Points. No Victory Points are awarded if neither player controls both.

19.6.4 Texas: Texas is a Confederate state and adds its VP cities and port values to the Confederate Production and Import totals. It has a militia like other states, and the Confederate player may enter reinforcements in the state.

19.6.5 Mexico: Mexico may never be entered by the forces of either player. However, the Mexican port of Matamoros adds its port value to the Confederate Import total. These Imports are lost if the Union player occupies Brownsville, Texas.

19.7 Scenarios and Victory

Victory Points: The following Victory Points are added to those used in the Standard game:

- 2 VPs for control of the New Mexico Territory.
- 2 VP's for control of Ft. Gibson and Boggy Depot in Indian Territory at the end of the game.
- 1 VP for every 2 enemy cities and/or stockades destroyed (plus VP value of each VP city destroyed) by an Indian Raid. Ignore fractions.
- VP cities destroyed by Indian Raids do count against Confederate Production, however ports are still considered functional even if destroyed by an Indian Raid. Only capture by Union forces closes a port.
- A destroyed city, VP city, or stockade must still be controlled in order to convert a state/territory.

19.8 Scenario Additions

The following additions are made to the Scenario setups used in the Standard Game. In addition, the following modifications are made to the Victory Point totals, Confederate Production totals, etc., as listed in the parameters below. The setup hexes are coded; numbers in ***bold italic*** type indicate a hex is located on the Far West map. Other hexes are located on the Main Map.

1861 SET-UP: Game-Turn 1 Confederate

HEX	LOCATION	TYPE
0412	El Paso	1 SP; Depot
0613	Ft. Gibson	Watie; Civilized Indian

- Destroyed Stockade:** Ft. Leaton (0919)

1861 SET-UP: Game-Turn 1 Union

HEX	LOCATION	TYPE
0406	Ft. Craig	1 SP
0503	Albuquerque	Depot
0801	Santa Fe	Depot
0808	Ft. Scott	Civilized Indian

- Union Control:** Ft. Thorn (0209); Valverde (0507); Ft. Stanton (0807); Ft. Filmore (0410)

1862 SET-UP: Game-Turn 4 Confederate

HEX	LOCATION	TYPE
0209	Ft. Thorn	1 SP
0412	El Paso	Depot
1115		Lippan
2104		Kiowa
3012	Ft. Worth	1st Texas Ranger
0613	Ft. Gibson	Watie; Civilized Indian

- Destroyed Stockades:** Ft. Leaton (0919); Ft. Stockton (1416); Ft. Chadbourne (2114); Ft. Phantom Hill (2312)
- Confederate Control:** Ft. Fillmore (0410)

1862 SET-UP: Game-Turn 4 Union

HEX	LOCATION	TYPE
0406	Ft. Craig	1 SP
0503	Albuquerque	Depot
0801	Santa Fe	Depot
2114	Ft. Chadbourne	Comanche
2312	Ft. Phantom Hill	Apache
0812	Ft. Wayne	Civilized Indian

- Union Control:** Ft. Stanton (0807); Valverde (0507)
- Game-Turn Record Track:** Mescalero and Civilized Indian on Game-Turn 4 space.

1863 SET-UP: Game-Turn 9 Confederate

HEX	LOCATION	TYPE
1213		Mescalero
1308		Comanche
2321	Ft. Lincoln	3rd Texas Ranger
2718	Ft. Croghan	2nd Texas Ranger
3012	Ft. Worth	1st Texas Ranger
0715		Watie; Civilized Indian

- Destroyed Stockades:** Ft. Leaton (0919); Ft. Stockton (1416); Ft. Lancaster (1717); Ft. Chadbourne (2114); Ft. Phantom Hill (2312)
- Confederate Control:** Ft. Thorn (0209); Ft. Filmore (0410)

1863 SET-UP: Game-Turn 9 Union

HEX	LOCATION	TYPE
0406	Ft. Craig	1 SP
0503	Albuquerque	Depot
0801	Santa Fe	Depot
1518		Lippan
2104		Kiowa
2506		Kiowa
2510		Apache
0613	Ft. Gibson	Civilized Indian

- Union Control:** Ft. Stanton (0807); Valverde (0507)
- Game-Turn Record Track:** Comanche and Civilized Indian on Game-Turn 9 space.

1864 SET-UP: Game-Turn 14 Confederate

HEX	LOCATION	TYPE
1213		Mescalero
1712		Comanche
2321	Ft. Lincoln	4th Texas Ranger
2727	Corpus Christi	1 SP; Depot
3014	Ft. Graham	3rd Texas Ranger
0416	Boggy Depot	Watie; Civilized Indian

- Destroyed Stockades:** Ft. Leaton (0919); Ft. Stockton (1416); Ft. Lancaster (1717); Ft. Chadbourne (2114); Ft. McKavett (2117); Ft. Phantom Hill (2312); Ft. Belknap (2611)
- Trans-Mississippi Production Marker:** 9
- Trans-Mississippi Imports Marker:** 13
Port Capacity is 6 x 30% blockade is 4; $4+9=13$.

1864 SET-UP: Game-Turn 14 Union

HEX	LOCATION	TYPE
0410	Ft. Fillmore	1 SP
0503	Albuquerque	Depot
0801	Santa Fe	Depot
1717	Ft. Lancaster	Lippan
2104		Kiowa
2108		Apache
2631	Brownsville	1 SP
2826		1 SP
0613	Ft. Gibson	Civilized Indian

- Union Control:** Ft. Thorn (0209); Ft. Craig (0406); Valverde (0507); Ft. Stanton (0807)
- Game-Turn Record Track:** Civilized Indian, 1st Texas, 2nd Texas, Comanche, and Kiowa on Game-Turn 14 space.
- Additional Confederate Ports Controlled:** Matamoros, Brownsville, Corpus Christi.
- Union Victory Point Total:** 91

20.0 Original Optional Rules

20.1 Jackson and Lyon Are Not Killed

20.1.1 Stonewall Jackson and Nathaniel Lyon were killed before they were promoted to Army command rank; thus, they have a two-star limit. However, what if they had not been killed? We have included two counters to cover this possibility. If this Option is used, then both leaders are eligible for promotion to three-star rank, just like any other general capable of three-star promotion. When promoted, they assume the rank among other three-star generals according to the seniority printed on their counter. However, there will be another three star general with the same seniority number. In this case, Jackson and Lyon are *lower* ranked. For instance, Jackson and Pemberton both have a seniority number of 7; Jackson therefore ranks directly behind Pemberton.

20.1.2 Jackson is only eligible for promotion to three-star rank in the event that either of Confederate generals Lee or Hood is killed. Lyon is only eligible for promotion to three-stars in the event that either of Union generals Grant or Sherman is killed.

20.2 Army Size and Placement

The Armies in the game are limited to their historical sizes as listed on the Army Strength Track. What if the Confederacy built a 50,000 man army in Arkansas? To reflect this possibility, the Army rules are modified as follows. The maximum Army sizes listed on the Army Strength Tracks are ignored. Instead, the maximum size of all Union Armies is 25, and the maximum size of all Confederate Armies is 20. Furthermore, an Army may be built in any theater, not just in its historical theater.

20.3 Solitaire Play

20.3.1 *The Civil War* may be played solitaire by simply trying to play a good game for each side using the standard rules. Playing this way will be satisfying to many people, but for others the following may help. You still play both sides, but the table following is used to determine the Resource Allocation for the Confederacy on Game -Turn 2 and after. On Game -Turn 1, the Confederacy uses its historical Resource Allocation: East (Primary); Trans-Mississippi (Secondary); West (Tertiary).

20.3.2 Confederate Resource Allocation Table

DIE	EAST	WEST	TRANS-MISS
1	Secondary	Primary	Tertiary
2	Secondary	Primary	Tertiary
3	Primary	Secondary	Tertiary
4	Primary	Secondary	Tertiary
5	Primary	Secondary	Tertiary
6	Roll again and locate result below:		
1-3	Primary	Tertiary	Secondary
4-6	Secondary	Tertiary	Primary

20.4 Cavalry Intelligence Gathering

20.4.1 You may not examine the composition of enemy forces on the map or Army Strengths on the Army Strength Track unless you have an adjacent force which contains a cavalry leader. If you do have cavalry present, then the enemy player must reveal the strength of his force to within ± 1 of its actual strength. Thus, if the enemy's force consisted of 8 SP's, he could tell you it was composed of 7, 8, or 9 SP's.

20.4.2 A single cavalry force can be used to reveal the strength of more than one force. The enemy player must reveal his strength each time your cavalry force occupies a hex adjacent to one of his forces.

20.4.3 Do not reveal the names of your leaders to the enemy unless your leaders are face-up on the map. If face-up, then the identity is always known to the enemy player anyway.

20.5 Random Leader Entry

To increase the uncertainty in the entry of leaders, the following rules may be used. Both players set up the leaders called for in the set-up for the starting turn being used. The remaining leaders are then turned face-down and randomized. Instead of playing them on the boxes provided on the Game-Turn Record Track, they are placed randomly in those boxes, face – down. Each leader's identity remains unknown until placed as a reinforcement (for the owning player) or until revealed (for the opposing player). Thus, if this option is used there will be 8 Union and 6 Confederate leaders placed in their respective Leader Pools on Game - Turn 1 and the identity of those leaders will be different from that printed on the Track. It might even happen that the Confederate will get Lee on Game - Turn 1, or Grant may not enter until Game - Turn 14.

21.0 Additional Optional Rules

21.1 Confederate Supply by River

21.1.1 The Confederate player may trace supply by river in the same manner as Union supply by river (see 9.3.5), however there are additional limitations. Confederate supply by river is permitted only via hexsides where the Union has neither Implied nor Direct Control. Direct control exists along any hexsides contested or controlled by a Union NSP (see 8.5.5). Implied Control exists along any hexsides where the Union could send an NSP from a VP city in Union friendly territory, without running the guns of a Confederate fortification or entering the uncontested river control radius of a Confederate NSP. In hexsides where control is contested, neither side has river supply. Note: the Union does not need to actually have an NSP on the board to exert Implied Control on hexsides.

21.1.2 Even though the Confederate player has no transports, he enjoys the same benefits of river control as the Union player, such as the ability to move leaders by river, in those areas over which he has Implied Control. The Union player's benefits are also restricted to areas in which he has Implied or Direct Control. The Union cannot trace supply or move leaders on river hexsides over which he does not have Implied or Direct Control.

EXAMPLE 21.1: The Union has implied control of the Mississippi, Yazoo, Arkansas, and Red Rivers on Turn 1 because a hypothetical NSP in Cairo could be moved to any of those rivers without running the guns of a Confederate fortification. If the Confederate player builds a fort at Memphis the Union loses implied control of the Mississippi River from Memphis to Ft. Jackson as well as the Yazoo, Arkansas, and Red Rivers. The Confederate player may now use these waterways to trace supply until they are reopened to Union implied control, or until the Union runs the guns of a Confederate fortification to block supply with direct control. Note: unlike implied control, direct control affects only those hexsides the NSP controls directly.

Implied control represents the operations of smaller naval forces not depicted by NSP's.

21.2 Declining the Initiative Reinforcement

Instead of requiring the Confederate player with the initiative to enter one SP or leader as reinforcement, entry may be declined during any pulse, if the Confederate player began the turn with fewer reinforcements and leaders in the pool than his opponent.

21.3 Revealed Leaders

In PBEM it is difficult, if not impossible, to use the Unrevealed Leaders rule (see 5.5). Instead, leaders are placed in the pool face-up. When the phasing player wishes to enter a leader, he is selected randomly, by roll of the dice. Each player's leaders remain visible at all times, both on the board and in the Leader Pool.

21.4 No Effect Combat Results and Supply Depots

The provisions of Rules 21.4 and 21.5 may be employed separately, or be combined at the players' option.

21.4.1 Players may take issue with the ability of forces to attack at poor odds, for the purpose of consuming supply depots, and for causing out of supply forces to become Demoralized. When the odds are 1 to 2 or worse, if the result of combat is such that there is "no effect" on the defending force, it does not become Demoralized following the combat, if out of supply. Also, the defending force does not consume a supply depot, if the result of combat is "no effect".

21.4.2 Supply from depots may be withheld from any combat; the supply depot is not consumed and the unsupplied force will become Demoralized (exception 21.4.1).

21.4.3 Depots may be constructed in any hex containing a fort.

21.5 Additional Victory Point Awards

21.5.1 If a Union force occupies Richmond, and the Confederates do not retake it by the end of the turn, the Union receives a one-time award of 5 permanent VP's, even if the Union force occupying Richmond is Demoralized or out of supply

21.5.2 Beginning on Turn 4, the Confederates receive 1 permanent VP at the end of each turn, for each of the three neutral states (Kentucky, Missouri, and West Virginia) which have not been converted by the Union.

21.5.3 Each turn that Confederate forces occupy Washington at any time during the course of a turn, but do not occupy it at the end of the turn, the Confederates receive 5 permanent VP's, even if the Confederate force occupying Washington is Demoralized or out of supply.

21.5.4 Each Army Commander who is removed from command, per rule 5.3, results in 1 VP awarded to the enemy side.

21.6 Confederate Navy

21.6.1 Confederate NSP's may be entered into play at a cost of 1 Discretionary CP. The Confederate Supply Loss Schedule (9.4.8) overrides the 1 CP cost. If the Confederate supply total falls below 89, the cost to enter an NSP is increased to 2 Discretionary CP's. If Confederate supply falls below 29, the cost to enter an NSP is increased to 3 Discretionary CP's. Should Confederate supply fall below 19, no NSP's may be entered. Should the Confederacy suffer Loss of the Mississippi (9.4.9), the ability to enter NSP's is computed separately for the Trans-Mississippi Theater. In that event, Commerce Raiders are entered in accordance with the supply level east of the Mississippi.

21.6.2 Confederate ironclads involved in combat against only Union transports receive a die roll modification of +1.

21.6.3 Confederate ironclads may engage in combined Land and Naval Combat (8.9).

21.6.4 Commerce Raiders are eliminated by a modified roll of 2, rather than a roll of 12, using 2 dice.

21.6.5 Union Naval CP's do not directly affect the dice rolls of Commerce Raiders. Instead, the Union may affect commerce raiders' dice rolls through the movement of Union ocean-going NSP's and naval leaders into the At Sea Box.

Though not really capable of chasing Raiders on the high seas, Union ironclads represent flotillas of warships, rather than just a single ironclad.

21.6.6 During any Pulse in which Union ocean-going NSP's may move, the Union player may expend Naval or Discretionary CP's to move them into the At Sea Box. NSP's entering the At Sea Box must first move into an all-sea hex. For each ocean ironclad in the At Sea Box during the Commerce Raider Phase, 1 is subtracted from the dice roll of each Commerce Raider. For ocean transports, the number of transports is divided by 2, dropping fractions to determine their total subtraction from the dice roll. Fractions are rounded down; however, transport totals of 3 or less are considered to have an effect of 1 subtracted from the dice roll.

21.6.7 Union naval leaders may move into the At Sea Box either alone, or in command of ocean-going NSP's. If a Union naval leader is present in the At Sea Box during the Commerce Raider Phase, his tactical combat rating is subtracted from the dice roll. Union ground leaders in the At Sea Box never affect Commerce Raider dice rolls.

21.6.8 Union NSP's, and any troops they may be carrying, never suffer any adverse results due to Commerce Raider dice rolls.

21.6.9 Movement into the At Sea Box is a final destination. That is, NSP's which are part of a naval force cannot be dropped off in the At Sea Box, with the remaining force continuing to move. Any NSP's and leaders entering the At Sea Box must stop, and may move no further during that Pulse.

21.6.10 NSP's and leaders in the At Sea Box can only be withdrawn through the normal expenditure of Naval or Discretionary CP's, during a subsequent Union Pulse. NSP's and leaders withdrawn from the At Sea Box are placed in any all-sea hex, and may continue to move normally.

21.6.11 (Drewry's Bluff) Any Confederate fortification in hex 5110 (Richmond, VA) negates Union navigability of the James River past the 5209/5210 hexside. Removal of the Confederate fortification or Union control of Richmond immediately restores James River navigability to the Richmond hexsides.

21.7 Stacking

A maximum of 10 SP's not in an Army may stack in a hex. Any number of Armies may also be stacked in the same hex. No friendly force in excess of the maximum stacking limit may enter a hex whether by Reaction movement, retreat, or reinforcement. A friendly force may move through such a hex, but no SP's may end their move in a hex which contains the maximum stacking limit.

21.8 Attrition

In lieu of the stacking restriction of rule 21.7 (a maximum of 10 SP's not in an army may stack in a hex), allow unlimited stacking. Any hex which exceeds the 10 SP stacking restriction during the rally phase of each turn loses 1 SP, in addition to any loss for Demoralization. If the hex is out of supply, it becomes Demoralized. If already Demoralized, it suffers no additional penalty, other than the loss of 1 SP.

21.9 Non-Army Leader Reaction

21.9.1 Each non-Army force that contains a ground leader has a Reaction Radius comprising the hex it occupies. Naval leaders cannot React. The reaction procedure for a non-Army force is as follows:

21.9.2 The senior leader in the hex rolls for Reaction (same as with an Army; see 12.3.7). A successful roll allows the number of SP's up to the command limit of the senior leader in the hex to React (however see 21.9.6). Any subordinate leaders in the hex may not React.

21.9.3 The Reaction die roll is not modified by the presence of a cavalry leader. A Demoralized force subtracts one from the Reaction die roll as usual.

21.9.4 Partial Reaction is permitted. If a cavalry force is left behind, it may perform a separate cavalry retreat before combat (and potentially screen the entering enemy force; see 13.1). If a cavalry leader Reacts, the Phasing player's force is not screened.

21.9.5 All SP's and the leader involved in Reaction movement must React to the same hex. If a cavalry force is left behind, and thereafter retreats before combat, it may retreat to a different hex if desired.

21.9.6 A Reacting leader and forces, and those left behind must adhere to the requirements of stacking. Each leader must continue to stack with at least 1 SP or depot.

21.9.7 A Reacting force must React into one of the three hexes adjacent to its hex which is not adjacent to the hex from which the Phasing force entered. In other words, the Reacting force must move so that there is at least one hex between itself and the hex occupied by the Phasing force immediately before it entered the hex.

21.9.8 A Reacting force is subject to the same rules for terrain as it would be when moving normally.

21.9.9 The Phasing player may continue to move his force, if he still has Movement Points remaining. If the force enters the non-Phasing player's hex again, the non-Phasing player may roll for Reaction again. If successful, the non-Phasing player may make another Reaction move with his non-Army force. A non-Army force may use Reaction movement as many times in a Pulse as Reaction is triggered and successfully rolled for.

21.9.10 A force using Reaction movement can never move into a hex occupied by one of the Phasing player's force.

21.9.11 During Reaction Movement, SP's may be "picked up" by a force Reacting into their hex, up to the leader's maximum command limit. They would be able to React with the senior leader in the hex during any subsequent Reaction Movement. Any subordinate leader stacked with the force would not be able to React, and must continue to stack with at least 1 SP or depot.

21.9.12 Non-Army leaders may be removed from play or demoted, in the same manner as for an Army leader, by expending 2 theater or Discretionary CP's.

21.10 Untried Leaders

This variant, as modified, first appeared in "Victory Insider". Basically, the abilities of leaders are yet to be proven on the field of battle. Neither player knows the abilities of an untried leader.

Leaders will appear sooner or later than the Reinforcement Track calls for. RE Lee could show up on Turn 1 in a battle which involves a Confederate 3-star leader or Grant could be delayed until Turn 10. If you use the additional leaders in Rule 22.3, some may not enter play at all, as the pool of leaders would exceed the number allowed.

21.10.1 Players not using the VASSAL module's configurable leader counters will need to create a set of counters. You will need 20 one star (*) infantry counters; 10 two star (**) infantry counters; 10 three star (***) infantry counters; 6 one star (*) cavalry counters, and 3 two star (**) naval counters. These numbers are not a limit and additional counters may be manufactured as needed. A value of 3 should be written on all counters except for Confederate cavalry and all naval leaders which will show a value of 2.



21.10.2 Replace all leaders that start the scenario with the identically ranked untried leader counter.

EXAMPLE 21.10.2: In the 1861 Set Up; the Union would place a * counter in 1111, and *** counters in each of 1908, 4406, 5205, and 5410 in place of Lyon, Fremont, McClellan, McDowell, and Butler. The Confederates would place *** counters in 2814, 4905, and 5006; a ** counter in Memphis; and * counters in 1011, 5310, and 5411 in place of their leaders.

21.10.3 Replace the leaders on the Reinforcement Track with the appropriately ranked untried leader counters.

EXAMPLE 21.10.3: On Turn 1, the Union would place 4 ***, 2 **, 1 *, and 1 ** naval counter in place of Halleck, Banks, Buell, Rosecrans, Pope, Burnside, Curtis, and Foote respectively.

21.10.4 Create a separate pool for each group of leaders (one each for infantry *, ** and *** leaders; one for * cavalry and one for ** naval). Place the named leaders that would normally enter as reinforcements in the appropriate pool during each Reinforcement Phase, as they appear.

21.10.5 All untried infantry leaders and Union cavalry leaders have an Initiative Rating of 3. Untried Confederate cavalry leaders and Union naval leaders have an Initiative Rating of 2.

21.10.6 Prior to resolution of any combat other than an overrun, or when eligible to roll for Reaction, the untried leader counter is removed from play and a named leader counter is drawn at random, from the appropriate pool, and immediately substituted instead.

21.10.7 Once an untried leader counter is revealed, it is removed and the named leader counter remains in play. Untried leaders are not used for promotions.

21.10.8 Option: Place one of the additional leaders (see 22.3) of each rank into each pool. This adds limited variety to the contents of each pool.

21.10.9 Additional Option: Place all of the available leaders, including reinforcement leaders scheduled to arrive in later turns, into each pool at start. This may be used in conjunction with the additional leaders in rule 22.3.

21.11 Union Usage of Captured Railroads

Union forces may not use controlled Confederate or neutral railroads for movement, until they are linked to a rail line in friendly territory. Supply may always be traced to and over controlled rail lines. Once a rail link is established, the Union controlled rail net becomes fully functional. If such a Union controlled rail line is cut after the link has been established, such rail lines still under Union control, and adjoining rail lines subsequently controlled, remain functional.

Any captured Confederate locomotives and rolling stock would have been insufficient in quantity for transportation of troops.

21.12 Union Off-Map Rail Movement

Union SP's and leaders may exit the north map edge via a rail hex, using rail movement. SP's and leaders using off-board rail movement re-enter the map into any rail hex on the north map edge, as part of a continuous rail move, during the same activation. They may not re-enter into a rail hex which is within an enemy reaction radius, and may not be held off the map.

21.13 Other Resources

21.13.1 Web Grognards: There are a number of variants and articles available at <http://grognard.com/titlec.html>. Scroll down to Civil War (VG).

21.13.2 Boardgame Geek: Reviews, variants, and other information is available at <http://www.boardgamegeek.com/boardgame/2081>.

21.13.3 Consimworld: Message boards for specific games. Game questions for Civil War may be posted and researched at <http://talk.consimworld.com/>.

22.0 Variant Leader System

22.1 Variant Leader Promotion & Casualty (LP & C)

The original game system *Leader Promotion & Casualty (LP & C)* system guarantees leader promotion for every battle in which the leader is not killed or wounded. This encourages players to stuff leaders into an army to quickly elevate the rank of their leader pool. This questionable but technically legal practice serves to minimize game variety and takes advantage of the game system.

One LP & C variation was detailed in the French *Volunteer* publication which enabled any leader to go up and down in rank, and have changes in both directions for leader tactical and strategic ratings. Significant deviations from historical leader values could occur (i.e., Fremont could become a good leader while Grant could transform into a poor leader). Although potentially resulting in a radical change in leader quality, this system encouraged a lot of lopsided combats as modifiers existed for winning or losing, regardless of the odds. Leaders in the winning forces were treated favorably and those in losing forces were penalized. The *Volunteer* chart creates great fluctuations in leader ratings that were too extreme and ahistorical.

For this reason, the *Volunteer* system was further developed. The result is that a baseline of "8" on the LP & C (based on a 2d6) is required for promotion. This chart preserves the rare possibility of a change in rating, and allows for rare results such as capture, severe wounds and non-combat loss. Also the Union handicap of poor generals is eased by the ability of removal or demotion of poor leaders, without additional cost in CP's. (Yes, this includes being able to ship a bad two-star general to the Removed Box.) Bias of variant is debated: It is Pro-Union in that Mr. Lincoln can remove poor leaders at no CP cost on the "May Relieve if Loss" result. However as the Confederate will typically win many early battles due to leadership, the results of "7" favor Confederate promotion, which reinforces their leadership superiority.

22.1.1 Additional Variant LP&C Codes:

- **Captured:** The leader is captured. Place him on the opponent's track for return in 3 turns unless exchanged for an opponent's POW. Leaders are exchanged by order of capture without regard to rank. Captured leaders must be exchanged prior to turn 14; they may not be exchanged after Turn 14. Exchanged leaders are placed in the next turn's pool. Union admirals involved in naval combat cannot be captured; ignore a "capture" result.
EXAMPLE 22.1.1A: Stuart is captured on Turn 1. The Union returns Stuart to the Confederate leader pool for return on Turn 4, unless he is exchanged earlier.
Historically, a rate of exchange was defined as a certain rank being worth a specific number of privates: 1 general = 46 privates, 1 major general = 40 privates, 1 brigadier general = 20 privates. After 3 turns, it can be assumed that 2 brigadiers who are below the game scale were exchanged for a major general game counter, etc. Grant halted all officer exchanges when he took command of the Union Armies. The loss of experienced officers accelerated the decline of the Confederate forces.
- **May Remove if Loss:** The player may exercise the choices from rule 5.3 without spending 2 CP's. Leaders of all ranks may be "Removed," and be moved into the Removed Leaders pool, or moved to a new hex, or (if a ***star) demoted. The "If Loss" requirement is met whenever the leader's force was forced to retreat or suffered greater losses.
The increased ability of the Union to remove poor leaders after using them in at least one fight, but without CP cost is an intentional design decision.
- **Promote if Win:** The leader is promoted if his force is either not required to retreat or suffers fewer losses.
- **Non Combat Termination (NCT):** If designated as subject to NCT, then the leader must be removed from the game entirely and permanently as if dead. (Exceptions: A.P. Hill and P.G.T. Beauregard are merely "wounded" by their mystery illnesses; see Variant Leader table). If not subject to Non - Combat Termination, the player may relieve the general, as per rule above, if the battle was a loss. Removed leaders sit out the game in the Removed Leader Box.
EXAMPLE 22.1.1B: Historical examples of non-combat casualties include: Shot during an act of adultery (Van Dorn), court martial (Fitz-John Porter), died of old age (Bull Sumner), shot by a fellow general from his own side (Nelson shot in cold blood by Davis, USA / Walker shot by Marmaduke in a duel), binge drinking (GB Crittenden), and more.

- **Severely Wounded:** Remove leader from map. The severe wound keeps the leader out until the turn after the current turn (i.e. if severely wounded on turn 2, he returns to the leader pool on turn 4).
- **Killed/Severely Wounded:** Roll 1 die. If the result is a 1-4, the leader is killed, on a 5-6 he's only Severely Wounded.

22.2 Modified Historical Leaders

This variant modifies the ratings of several leaders contained within the standard game to reflect one researched viewpoint of a more accurate historical perception. It is realized however, that such a perception may vary between individual viewpoints. The current consensus is that this variant accentuates the initial Confederate leadership superiority. It is also assumed that the Optional Confederate Jackson*** and Union Lyon *** leaders are in play, in addition to the Variant Leader Promotion and Casualty (LP&C) system which includes removal for Non-Combat Termination (NCT). Changes in the 1861/Campaign game include AS Johnston, J Johnston, McClellan, and Rosecrans. Similar to the justification of adding a Jackson*** and Lyon*** counter, the actual published game leaders may be influenced by a historical death preventing a higher potential rank.
(EXAMPLE: Reynolds, Sedgwick)

22.2.1 USA Notes:

- **George Brinton McClellan:** Was there a less mobile army commander than McClellan? Lincoln and Stanton rightly declared that he had "the slows". Translating his historical record, he only moved twice by Turn 8. He clearly earned the lowest initiative rating of 4; but playtesting showed that players would not put him in command of an army as a 4. His opposition to the Emancipation Proclamation makes him subject to Non Combat Termination (NCT) after turn 8. McClellan excelled at re-organizing and rallying the AoP on several occasions but was reluctant to "use" it effectively. *** Rating change: 2 for rally.
- **Henry Wager Halleck:** At Corinth, Halleck commanded the combined Army of the Tennessee, Army of the Ohio (Cumberland), and other commands totaling more than 120,000 men (about 24 SP). Then he left for DC while Buell and Grant marched their separate ways. Also, Halleck (as General-in-Chief) was in Wash DC without "taking" command of the eastern armies in the capital. A four star Halleck matches history very well. *Halleck is eligible for ****(4-2-1) starting Turn 4.*
- **Joseph Hooker:** At one star/division command, Hooker, like Kearny showed great aggressiveness. A good 1* addition. As a 3 ***, Hooker brought superior forces to bear on Lee, but lost at Chancellorsville after being knocked senseless by a shell. In game terms R.E. Lee with 3 re-rolls and +6 DRM beat Hooker d3 vs d2. Hooker showed as much skill as AS Johnston and other three-star leaders who the game awards a zero (not negative) re-rolls. *Enter as a * (2+1) in turn 4 instead of as ** (3+1) in turn 5; add a *** counter (300) with seniority of 12.*
- **John A. McClernand:** Subject to being removed for non-combat reasons. If you use him, you will hope to shelf him like Grant did. *Subject to NCT.*
- **John Fulton Reynolds:** Turned down command of the Army of the Potomac just before Meade was ordered to take command. Lincoln could have ordered Reynolds to command. Reynolds was killed at Gettysburg after organizing the initial defense before he had another chance at higher command. Was considered one of the finest generals in the Union army destined for high command. *Add a (3+1+1) counter with seniority of 14B, between Thomas (14) and Meade (15).*
- **William Starke Rosecrans:** Rosecrans fought hard and well in West Virginia and Mississippi before taking an army command in Oct 1862 (Turn 7). His placement as a three star on Turn 1 is historically untenable, and in standard play immediately displaces one of the *** leaders that Lincoln was historically forced to use. *Starts game as a ** counter (3+1).*
- **Phil Sheridan:** Sheridan spent more time commanding infantry than cavalry. Allow the player to select Sheridan as infantry or cavalry before 1st entry. If entered as a * infantry leader, he may later permanently convert to cavalry for the cost of 2 dice diff, but no CP's. *Add a * and ** infantry counter (no *** infantry) which may be used at the Union player's option, with the same rating as his cavalry counter.*
- **Franz Sigel:** If you use him, you will hope he repeats history and resigns his Corps command in protest to others getting promoted above him. *Subject to NCT.*

22.2.2 CSA Notes:

- **Pierre Gustave Toutant Beauregard:** Subject to being removed for non-combat reasons due to his mysterious illnesses. Thus, the end result for P G T Beauregard is same as a WIA. Is this a pain if Beauregard is in command of a field army? YES! Now you know how Davis felt in 1862.
- **Ambrose Powell Hill:** Subject to being removed for non-combat reasons due to his mysterious illnesses. Thus, the end result for AP Hill is same as a WIA.
- **Thomas Carmichael Hindman:** Raised 20,000 Troops in Arkansas while holding command of the Trans-Miss. *Add *** (30) counter.*
- **Albert Sidney Johnston:** A S Johnston stood on the defensive as a theater commander, but when he led an army at Shiloh his aggressiveness showed. Giving AS Johnston the “attack only” re-roll reflects this specific strength; has zero re-rolls one defense. **** Rating changed to (3+1A0).*
- **Joseph Eggleston Johnston:** J E Johnston excelled at retreat and finding justification not to attack. The standard game J E Johnston has a 1 re-roll, making him a much better commander than history; yet to reduce him to 0 re-rolls ignores his ability to make a stand. Counter changed to have a re-roll on defense only; zero re-rolls on attack. **** Rating changed to (3+1D+1).*
- **James Longstreet:** Longstreet was R E Lee's heir apparent, should he have fallen after Jackson's death. His *** counter is conditional upon either 1) his presence in an army, and his army commander suffering a WIA or KIA or 2) the death or capture of R E Lee. He has a “defend only” re-roll & zero as attacker. Historically, he was a poor independent commander in both SE VA and East TN., but conflicting missions and the onus of attack hampered him as it would have any Confederate leader. His philosophy of tactical defense best met the needs and manpower limits of the Confederacy. *Add (3+1D+1) counter which is only entered if conditions above are met, with seniority of 6.*
- **John Clifford Pemberton:** Lt. General J C Pemberton was ranked lower than Longstreet, Polk and many other standard game ** leaders. Pemberton may *only* command the Confederate Army of the West or the Army of Mississippi. Why is Major General Van Dorn senior to Lt. Gen. J C Pemberton in the game? Pemberton relieved Van Dorn at Vicksburg (and in games terms, stayed in the hex), but Pemberton took command of the army.
- **Earl Van Dorn:** Van Dorn's placement among the highest ranking Confederate generals is among the most anomalous and historically inaccurate mistake in the game. He enters as an infantry leader, but may permanently convert to cavalry for 2 dice diff., but no CP's. His maximum cavalry rank is **. Van Dorn is subject to being removed for non-combat reasons. For those who insist, the Confederate player has the option to enable a Van Dorn *** infantry counter into the game. Van Dorn may *only* command the Confederate Army of the West or the Army of Mississippi. Van Dorn is always the least senior *** Confederate leader in the game, and is subject to NCT. *Cavalry ** (20) counter (and *** infantry) may be used at Confederate player's option.*

Historically, the Confederates had 4 ranks of generals. Major General Van Dorn and Lieutenant General Pemberton both lacked the rank and gravitas to command the premier Armies of Northern Virginia or Tennessee.

22.3 Additional Leaders

Excessive leader losses can be decisive in the outcome, especially if a side is hard hit by the loss of admirals. There could be smaller but significant impact with the loss of multiple cavalry or infantry leaders. Realistically, should such losses have occurred, other leaders (perhaps less capable) would be promoted, rather than disbanding the navy or cavalry. This variant assumes the use of Modified Historical Leaders and the Variant LP&C table. The leaders represented played significant roles in the war.

Players may be required to create their own leader counters.

22.3.1 Procedure: Whenever a leader is KIA, or goes to the “removed leaders box” either as a result of being killed, NCT, or captured without possibility of exchange, randomly add a variant leader to the pool for the next turn from the Leader Variant Chart. The eligible leaders are those with a turn of entry earlier than, or current with the game turn. Add the leaders on their turn of entry, and then follow the standard rules.

EXAMPLE 22.3.1: Thomas is killed on Turn 3. The Union player randomly chooses any variant leader with a turn of entry on Turn 4 or earlier; the counter goes on the track for Turn 4.

22.3.2 Naval and cavalry leaders are only replaced by a leader from the same branch of service.

22.3.3 Seniority of Variant Leaders: All *** variant leaders have a stated seniority on the counter. For those that do not, treat variants as senior to any leader whose turn of entry is later than theirs. All leaders that share a turn of entry or earlier are senior to the variant. If two variant leaders share a turn of entry, the first alphabetically is the senior leader.

22.3.4 USA Additional Leaders:

- **Darius N. Couch:** Second in command of the Army of the Potomac at Chancellorsville. Alter the aim of the near-miss cannon shell that “stunned” Army Commander Hooker, and Couch would become the interim commander of the Army of the Potomac. Couch quit his command in disgust after the battle. *TOE 4; * (30); ** (3+1); *** (30+1); seniority 12B between Hooker 12 & Sherman 13; subject to NCT.*
- **Thomas L. Crittenden:** Corps leader at Perryville, Oct., 1862, and at Stones River, but faltered at Chickamauga in Sept., 1863. *TOE 3; *** (30); subject to NCT.*
- **William B. Franklin:** A division, corps, and wing (2 corps) commander who led 1/3 of the Army of the Potomac at Fredericksburg. *TOE 4; ** (30); subject to NCT.*
- **Gordon Granger:** Without Granger, “The Rock of Chickamauga” would have been pulverized. *TOE 7; * (30); ** (3+1).*
- **Philip Kearny:** Many see Kearny in the East as similar to Lyon in the West. Killed before called to higher commands, both men showed great initiative, skillful combat leadership, and restlessness with plodding superiors. Kearny served alongside Hooker and was about as likely as Hooker to get a shot at army command. For game balance considerations, Kearny *** can only enter if either Grant, Lyon, or Sherman is removed from the game (killed or captured without possibility of exchange). *TOE 4; * (2+2); ** (2+2); *** (2+1+2); seniority 12C between Hooker 12 or Couch 12B & Sherman 13.*
- **Alexander McCook:** Solid Corps leader at Perryville, and Stones River, but faltered at Chickamauga. *TOE 3; ** (30); subject to NCT.*
- **William Nelson:** Former Naval officer pulled into army duty in KY. Wrongly blamed for a defeat at Richmond, KY; corps commander Nelson had a dispute with a fellow Union general who then murdered Nelson, in the presence of the Indiana Governor. *TOE: 1; * (3+1); *** (30); subject to NCT.*
- **Fitz John Porter:** His strong defensive stand at Mechanicsville and Gaines Mill during the Peninsula Campaign was followed by more timid and passive leadership. His court martial was overturned post-war. *TOE: 5; * (3+1); ** (40); subject to NCT.*
- **Dan Sickles:** Politician without military training seeking political gain. Aggressive and willing to seize the initiative regardless of tactical realities. Sickles commanded the Army of the Potomac's III Corps (13,000 men) during 1863. *TOE 8; * (20); ** (2-2); subject to NCT.*
- **Edwin V. Sumner:** Solid hard fighting Corps and Wing commander who led 1/3 of the army at Fredericksburg. Died of old age en route to command in Missouri. *TOE: 4; *** (30); subject to NCT.*
- **Gouverneur K Warren:** Subject to being removed for non-combat reasons. Warren rose to high command after Gettysburg and led about 1/4 of the Army of the Potomac during the late 1863 (post-Gettysburg) campaign; Removed from command by Sheridan in 1865 for non-aggressiveness. *TOE: 11; * (2+1); ** (40); subject to NCT.*
- **[Cavalry] Hugh Judson Kilpatrick:** Aggressive to a fault, Sherman requested him to lead his cavalry, and tear up the CSA interior. Has no effect on Army Reaction rolls. *TOE: After death or removal of any Cavalry leader; * (2 -1).*
- **[Admiral] Samuel Francis du Pont:** du Pont was not as skilled as the three admirals in the original game, but his entry allows continuation of Union Naval operations. *TOE: After removal of any Naval leader; ** (20).*

22.3.5 CSA Additional Leaders:

- **Richard Herron Anderson:** Anderson is one of the highest ranking of Lee's Lieutenants not in the game. Rose to Corps command and one of the 17 Lieutenant-Generals. *TOE: 6; * (3+1); ** (3+1).*
- **Simon Bolivar Buckner:** Buckner, as division, corps and department commander, rose to be a lieutenant general. *TOE 3: * (3+1); ** (3+0).*
- **Benjamin Franklin Cheatham:** Victor over Grant at Belmont, Cheatham later rose to corps command. Accusations about

drinking almost cost him his command. *TOE: 4; * (30); ** (3+1); subject to NCT.*

- **George Bibb Crittenden:** Lost at Mill Springs then lost corps command to the bottle. *TOE: 1; * (30); ** (3-1); subject to NCT.*
- **Theophilus Hunter Holmes:** Holmes became a lieutenant general by Oct., 1862. He spent most of the war commanding the Trans-Miss and the District of Arkansas. *TOE: 3; * (3-1); ** (30); subject to NCT.*
- **Lafayette McLaws:** McLaws skillfully led at least a division from mid-1862 until the end. He was never able to gain corps command. He received blame from Longstreet after Knoxville, but was cleared by Confederate inquiry. *TOE: 5; * (3+1); subject to NCT.*
- **Gustavus Woodson Smith:** Subject to being removed for non-combat reasons. In the months after Manassas, J E Johnston, Beauregard, and G W Smith were the army's triumvirate making plans with Pres. Davis. When Johnston was wounded in battle (and with Beauregard out west), Smith took over the Army for a day. He suffered a mental breakdown under the stress and was replaced by R E Lee. If Smith had been distant from Davis and thus stayed in command, Smith might have been a bigger disaster in army command than Bragg or Burnside. Smith also served as Confederate Secretary of War...for a few days.
*TOE: 2; ** (30); *** (4 -2 0) seniority 5B (just under Bragg and above Van Dorn if Van Dorn is ***).*
- **Alexander Peter Stewart:** Stewart rose to corps command and was one of the Confederacy's 17 Lieutenant-Generals. Good at division command, but only passable in higher positions. *TOE: 10; * (3+1); ** (30).*
- **[Cavalry] Wade Hampton:** Hampton commanded the Army of Northern Virginia cavalry after the death of Stuart and became a lieutenant general. *TOE: After death or removal of any Cavalry leader; ** (2+2).*

Semmes	Buchan
W 1	*W* 2
2 * 1 **	2 * 2 **

22.4 Confederate Naval Leaders

22.4.1 Confederate naval leaders can use their Tactical Combat Rating to increase the die roll for Confederate ironclads in ship to ship battle, or to modify the commerce raider dice roll. One Confederate naval leader (chosen at random) is eligible for entry on Turn 6. Confederate naval leaders require Discretionary CP's for activation.

22.4.2 The Union is allowed a maximum of 3 naval leaders, and the Confederates a maximum of 1 in play during the game. If a naval leader is killed or permanently removed, then the next leader in seniority is eligible to enter play via the Reinforcement Track on the next game turn. All naval leaders have a 2 initiative.

22.4.3 The Confederate player can place his naval leader on any Commerce Raider in play. During the Commerce Raider phase, the naval leader adds his tactical rating to the Commerce Raider's dice roll. This decision may be made when the naval leader enters play, or 1 Discretionary CP can be used to move a naval leader to or from a Commerce Raider.

22.4.4 Commerce Raiders are not eliminated if the dice total is 12 or more (or a roll of 2, when using optional rule 21.6) due solely to the Tactical Combat Rating of a Confederate naval leader.

22.4.5 Confederate naval leaders can move multiple Confederate Ironclads, stacked in the same hex with them, at a cost of 2 Discretionary CP's.

The VASSAL module contains player configurable leader counters. Players may create leaders with variable attributes. Presently, there are no counters for Confederate naval leaders.

23.0 CREDITS

23.1 Original Game Credits

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Graphics	Ted Koller
Rules Editing	Bob Ryer
Playtesting	John Butterfield, Mark Herman, Ted Koller, Gerry Klug, Bob Ryer, Clayton Smith
Blindtesting	Jamie Adams, Paul Dobbins, Richard A. Edwards, Dan Goure, C. Trevor Nolte, William Spitz
Production	Ted Koller, Eric Lee Smith, Bob Ryer, Colonial Composition, Monarch Services, Inc.
Cover Art	Painting courtesy of West Point Museum Collection, United States Military Academy
Project Oversight	W. Bill

23.3 CVW VASSAL Module

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Original Configuration	Bill Sayers
Original Softcopy Map	Pedro J. Ferrandis
Enhanced Map	Jeff Wise
Module Design	WGA VASSAL Team (Brent Easton, Jeff Wise, Bill Thomson).
Playtesting & Input	Jerome Discours , Jerome Lefrancq; Gary S. Moody, Joe Schllicting; James Cohen, Jim Pyle, Joey Sabin, Dave Turansky, Bill Wood

23.2 Wargame Academy 3rd Edition Rulebook Credits

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Graphics & Diagrams	Jeff Wise, Bill Thomson, Dave Turansky
Editing	Dave Turansky
Input	Warren Bruhn, Rick Coyne, Ken Drego, Don Johnson, Gary S. Moody, Robert Sweeney, Tom Thorsen Special thanks to the commentators at Consimworld.

24.0 APPENDIX

24.1 Union Counter Abbreviations

Banks	Nathaniel Prentiss Banks
Blunt	James Gillpatrick Blunt
Buell	Don Carlos Buell
Burnside	Ambrose Everett Burnside
Butler	Benjamin Franklin Butler
Curtis	Samuel Ryan Curtis
Farragut	David Glasgow Farragut
Foote	Andrew Hull Foote
Fremont	John Charles Fremont
Grant	Ulysses Simpson Grant
Grierson	Benjamin Henry Grierson
Halleck	Henry Wager Halleck
Hancock	Winfield Scott Hancock
Hooker	Joseph Hooker
Howard	Oliver Otis Howard
Logan	John Alexander Logan
Lyon	Nathaniel Lyon
McClellan	George Brinton McClellan
McClrnd	John Alexander McClernand
McDowl	Irvin McDowell
McPhrsn	James Birdseye McPherson
Meade	George Gordon Meade
Ord	Edward Ortho Cresap Ord
Pope	John Pope
Porter	David Dixon Porter
Pleasnton	Alfred Pleasonton
Reynolds	John Fulton Reynolds
Rosecrns	William Starke Rosecrans
Schofield	John McAllister Schofield
Sedgwick	John Sedgwick
Sheridan	Philip Henry Sheridan
Sherman	William Tecumseh Sherman
Sigel	Franz Sigel
Steele	Frederick Steele
Stoneman	George Stoneman
Thomas	George Henry Thomas
Wilson	James Harrison Wilson

24.2 Confederate Counter Abbreviations

AP Hill	Ambrose Powell Hill
AS Johnston	Albert Sidney Johnston
Beaurgrd	Pierre Gustave Toutant Beauregard
Bragg	Braxton Bragg
Brcknrdg	John Cabell Breckinridge
Clebrne	Patrick Ronayne Cleburne
DH Hill	Daniel Harvey Hill
Early	Jubal Anderson Early
EK Smith	Edmund Kirby Smith
Ewell	Richard Stoddert Ewell
Forrest	Nathan Bedford Forrest
Gordon	John Brown Gordon
Hardee	William Joseph Hardee
Hindmn	Thomas Carmichael Hindman
Hood	John Bell Hood
Huger	Benjamin Huger
Jackson	Thomas Jonathan Jackson
JJohnston	Joseph Eggleston Johnston
Longstrt	James Longstreet
Magruder	John Bankhead Magruder
Morgan	John Hunt Morgan
Pembrtn	John Clifford Pemberton
Polk	Leonidas Polk
Price	Sterling Price
RE Lee	Robert Edward Lee
SD Lee	Stephen Dill Lee
Stuart	James Ewell Brown Stuart
Taylor	Richard Taylor
Van Dorn	Earl Van Dorn
Watie	Stand Watie
Wheeler	Joseph Wheeler

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25.0 The Civil War: Player Aid Card

CAMPAIGN REINFORCEMENT TABLE

Turn	USA RR	USA SL	USA RXP	USA OXP	USA RIC	USA OIC	USA East	USA West	USA TM	USA Disc	USA Ldr	CSA RR	CSA Raid	CSA Icl	CSA East	CSA West	CSA TM	CSA Disc	CSA Lder	Blkd %	Turn
0	-	-	-	-	-	-	21	11	5	-	5	-	-	-	14	6	5	-	7	-	
1	6	2	1	1	-	-	3	3	1	2	8	4	-	-	3	3	1	1	7	0	
2	6	6	1	-	-	-	8	8	1	1	7	4	-	-	7	7	-	2	6	10	
3	6	8	2	3	4	-	4	4	-	1	1	4	-	-	4	4	-	1	3	10	
4	6	20	1	3	-	1	7	7	1	2	3	4	-	1	6	6	1	2	5	20	
5	6	20	1	1	1	1	7	7	-	2	3	4	-	-	5	5	-	2	1	20	
6	6	20	1	1	-	-	6	6	1	2	2	4	-	1	4	4	1	2	1	20	
7	6	21	-	2	2	-	5	5	-	1	3	4	1	-	2	2	-	1	2	20	
8	6	22	2	-	1	-	1	1	-	1	3	3	1	-	-	-	-	1	-	20	
9	6	24	-	1	1	3	4	4	1	1	1	3	-	-	3	3	-	1	1	20	
10	6	26	1	-	-	-	2	2	-	1	-	3	-	1	2	2	-	-	-	20	
11	6	28	-	-	-	-	1	1	-	-	-	3	-	-	1	1	-	-	-	20	
12	6	30	-	2	-	-	4	4	-	1	-	3	-	-	1	1	-	-	1	20	
13	6	30	-	1	-	-	1	1	-	-	1	2	-	-	-	-	-	-	--	30	
14	6	34	-	-	-	-	5	5	1	1	-	2	-	2	1	1	1	-	-	30	
15	6	36	-	-	-	-	3	3	-	1	-	2	-	-	1	1	-	-	-	30	
16	6	40	-	1	-	2	2	2	-	1	-	2	-	-	-	-	-	-	-	40	
17	6	42	-	-	-	1	3	3	-	-	2	1	-	-	-	-	-	-	-	40	
18	6	42	-	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-	-	50	
19	6	42	-	-	-	-	2	2	-	1	-	1	-	-	-	-	-	-	-	50	
Total	114	493	10	16	9	8	88	78	11	19	37	56	3	5	56*	51*	12*	13	34	Turn	

LEGEND: RR (Rail Road Capacity); SL (Sea Lift); RXP (River Transport); RIC (River Ironclad); OXP (Ocean Transport); OIC (Ocean Ironclad); Rdr (Commerce Raider); Icl (Confederate Ironclad); Ldr (Leader); B% (Blockade %); * (includes State Militia; 2 East, 5 West, 3 Trans-Mississippi)

USA River Iron Clad: Mound City-3; Carondonet-3; Cairo-3; Pittsburgh-3; Chocktaw-5; Milwaukee-7; Winnebago-7; Indianola-8; Ozark-9

USA Ocean Iron Clad: Monitor-4; N. Ironside-5; Passaic-9; Weehawken-9; Keokuk-9; Manhattan-16; Mahopac-16; Oneonta-17

CSA Raider: Alabama-7; Florida-8; Shenandoah-17

CSA Ironclad: Virginia-4; Arkansas-6; Palmetto-10; Tennessee-14; Albermarle-14

COMMAND POINTS TABLE

DICE	PRIMARY	SECONDARY	TERTIARY	DISCRETIONARY	US NAVAL
2	6	3	2	3	1
3	4	3	2	1	3
4	4	3	2	2	2
5	5	3	2	2	2
6	6	3	2	1	3
7	6	4	1	2	2
8	6	4	1	1	3
9	5	3	2	2	2
10	4	3	2	2	2
11	5	4	2	2	2
12	5	4	2	3	1

Players receive Command Points for the Far West equal to the Discretionary Command Points received. To use the table, each player rolls two dice and records the indicated number of Command Points on his Command Tracks. In the event that both players roll the same total, the Game-Turn may end (see Table Use Track, on map).

CONFEDERATE SUPPLY LOSS SCHEDULE

CSA PRODUCTION PLUS IMPORTS	EFFECT
99-90	Command Point cost to build a depot, fort or to upgrade a fort to a fortress is increased by one.
89-80	Entering an NSP cost 3 Commands.
79-70	Upgrading a fort to a fortress increased to a cost of 5 Commands.
69-50	A supply line can be traced only 3 hexes to a depot instead of 4.
49-40	A supply line can be traced only 1f hex to a rail line instead of 2.
39-30	The Movement Point Allowance of all forces is reduced by 1 Movement Point.
29-20	Entering a NSP cost 4 Commands.
19-10	No Confederate NSP's may be entered.
9-0	The Movement Point Allowance of all forces is reduced by 1 Movement Point.

During the Blockade Effects Phase, the Confederate Import/Production total is cross-reference with the preceding chart if the total is less than 100. The listed results apply only the Confederacy. In addition, all results are cumulative. If the Union has control of the Mississippi, the Confederacy is divided into two Import/Production totals - one for the Trans-Mississippi and one for the East/West theaters.

BLOCKADE TABLE

PORT CAPACITY	BLOCKADE PERCENTAGE				
	10%	20%	30%	40%	50%
1	1	1	1	1	1
2	2	2	1	1	1
3	3	2	2	2	2
4	4	3	3	2	2
5	5	4	4	3	3
6	5	5	4	4	3
7	6	6	5	4	4
8	7	6	6	5	4
9	8	7	6	5	5
10	9	8	7	6	5
11	10	9	8	7	6
12	11	10	8	7	6
13	12	10	9	8	7
14	13	11	10	8	7
15	14	12	11	9	8
16	14	13	11	10	8
17	15	14	13	11	9
18	16	14	13	11	9
19	17	15	13	11	10
20	18	16	14	12	10
21	19	17	15	13	11
22	20	18	15	13	11
23	21	18	16	14	12
24	22	19	17	14	12
25	23	20	18	15	13
26	23	21	18	16	13
27	24	22	19	16	14
28	25	22	20	17	14
29	26	23	20	17	15
30	27	24	21	18	15
31	28	25	22	19	16
32	29	26	22	19	16
33	30	26	23	20	17
34	31	27	24	20	17
35	32	28	25	21	18
36	32	29	25	22	18
37	33	30	26	22	19
38	34	30	27	23	19
39	35	31	27	23	19
40	36	32	28	24	20
41	37	33	29	25	20
42	38	34	29	25	20
43	39	34	30	26	21
44	40	35	31	26	22
45	40	36	31	27	22
46	41	37	32	28	23
47	42	38	33	29	23
48	43	38	34	29	24
49	44	39	34	29	24

Cross-index current Confederate Port Capacity with current Union Blockade Percentage to determine total Import Points.

COMMAND POINT COST CHART

ACTIVITY	COST	NOTES
Move 1 SP	1	May use Discretionary CP or one from the SP's theater location. An SP may move only once per Pulse, although it may be activated more than once per Pulse.
Move 1 NSP	1	May use Discretionary or Naval CP only. An NSP may be activated only once per pulse. When a Union naval transport moves an SP, there is no cost to activate the SP; the NSP activation cost includes the SP activation in this case.
Move Leader	1	May use Discretionary CP or one from the leader's theater location. The leader may then move up to 12 Movement Points by himself, and along rail lines for free. The leader must end his movement on a hex containing a friendly SP or depot. He may not end in a hex by himself or in a hex containing only leaders. Like an SP, a leader can move only once per Pulse, although it may be part of a force that is activated more than once per Pulse.
Use Leader to move SP's / NSP's	Leader's Initiative Rating	May use Discretionary CP's or CP's from the theater location. However, naval leaders may be activated only with Discretionary or Naval CP's. The leader may then move a number of SP's or NSP's that begin the Pulse stacked with the leader. He cannot "pick up" the SP's or NSP's as he moves. The leader must move with the SP's/NSP's for the duration of the movement. SP's/NSP's may be "dropped off" as the leader moves the force.
Pick Leader	0	Entering a leader as a reinforcement never costs Command Points. If the reinforcement leader enters due to winning an Initiative dice roll, there is no cost in Initiative Dice Difference; if entered during a Pulse, there is a cost of one point of Initiative Dice Difference.
Remove Leader	2	Only a three-star leader in command of an Army can be removed. A player can use Discretionary CP's or CP's from the leader's theater location. When removed, the leader may be either moved (at no additional cost), placed in the Removed Leaders Box, or demoted. Only a leader with a two-star rank counter available may be demoted. When demoted, his three-star counter is placed in the Removed Leaders Box and his two-star counter is placed on the map.
Build Army	2	May be built in a hex that is in supply and contains either a three or four-star leader and at least one SP. The hex cannot contain a Demoralized force. May use either Discretionary or theater Command Points.
Build Depot	2	May be built in a supplied or unsupplied city or stockade hex controlled by the player. A maximum of one depot may occupy a hex. May use either Discretionary or theater Command Points.
Build Fort	3	May be built in a supplied [Original language : VP city] hex that contains an SP. A maximum of one fort may occupy a hex. May not be built in a hex containing a map-printed fortress symbol. May use either Discretionary or theater Command Points.
Build Fortress	3	May be built only in a supplied VP city hex that contains an SP and a fort. A maximum of one fortress may occupy a hex. Confederates may build a maximum of 5 fortresses and, once destroyed, a Confederate fortress cannot be rebuilt. May use either Discretionary or theater Command Points.
Enter CSA NSP	2	Each NSP costs 2 Discretionary Command Points to enter. If not entered, the NSP remains on the Game-Turn Record Track and may be entered later.
Enter USA NSP	2	the Union player spends 2 Discretionary or Naval Commands to enter <i>all</i> of the NSP's in the Naval Pool (i.e., they are not paid for individually). NSPs remain in the Naval Pool until they have entered.
Enter SP	0	Entering an SP as reinforcement never cost Commands. If the reinforcement SP enters due to winning an Initiative dice roll, there is no cost in Initiative Dice Difference; if entered during a Pulse, there is a cost of one point of Initiative Dice Difference.
Recovery from Demoralization	Leader's Initiative Rating	A force that is in supply and stacked with a ground leader can be rallied by expending that leader's Initiative Rating in discretionary or theater Command Points. If there is more than one leader in the hex, use the value of the highest ranked, most senior leader.
Combined Land/Naval Combat	Both Leaders' Initiative	To make a combined land/naval attack, both forces must occupy the same hex/hexside. Commands must be spent to activate each of the leaders, using Discretionary or Naval commands for the naval leader and Discretionary or theater Commands for the ground leader.

FAR WEST ADDITIONAL COMMANDS

Move Tribal Indian	1	May use Discretionary or Far West Command Points.
Change Tribal Indian Allegiance	1	A player may spend a Discretionary or Far West Command to attempt to gain control of an enemy Tribal Indian. He spends a Command and rolls a die. On a roll of 1 through 4, there is no effect. On a roll of 5 or 6, the Tribal counter changes allegiance. A player may make only one attempt per Pulse for a given Indian counter.
Move Texas Ranger	1	May use Discretionary or Far West Command Point.
Move Civilized Indian	1	May use Discretionary or Trans-Mississippi Command Point.
Reinforcement	1	All Far West counter types enter the game at a cost of one Far West or Discretionary Command Points each.

Important: Regardless of type, each Command Point spent uses up one Point of the Dice Difference for the player spending the Command.

NAVAL COMBAT RESULTS TABLE

DIE ROLL	UNMANNED FORT OR 1 NSP	UNMANNED FORTRESS OR 2 NSP'S	MANNED FORT OR 3-4 NSP'S	MANNED FORTRESS OR 5 OR MORE NSP'S
1-3	No Effect	No Effect	No Effect	No Effect
4	No Effect	No Effect	No Effect	Damaged
5	No Effect	Damaged	Damaged	Damaged
6	Damaged	Damaged	Sunk	Sunk

The Naval Combat Results Table (NCRT) is used to resolve combat between naval forces or between a naval force and a fort or fortress. Combat between naval forces is initiated when opposing naval forces occupy the same coastal hex or navigable river hexside. Each player determines the strength of his force: ironclads are worth 1 NSP each; two transports together are worth 1 NSP, rounding down (transport totals of 3 or less are worth 1 NSP). Both players find their strength at the top of the table, each on the column applicable to his force. Then both players roll one die and apply the results. If a Union naval leader is present, the Union player adds his Tactical Combat Rating to his die roll (results of more than 6 are treated as 6). If both players have a part of their naval forces remaining, another round is fought - and rounds continue until one or both sides are completely eliminated. A fort or fortress may attack an enemy naval force that occupies its hex or one that occupies a navigable adjacent hexside. The naval force may not attack the fort/fortress, however. To resolve the combat, locate the fortification type at the top of the table, roll one die, and apply the results. There are no modifiers for leaders. The results from both types of combat are the same.

Sunk: The NSP is permanently eliminated. **Damaged:** A Confederate NSP is sunk on a damaged result; A Union NSP is placed on the Game - Turn Record Track for the following turn on a damaged result.

TERRAIN EFFECTS CHART

TERRAIN TYPE	GROUND MOVEMENT POINT COST	AMPHIBIOUS DEFENSE STRENGTH	CRT COLUMN SHIFTS TO THE LEFT
Clear Hex	1	1	•
Forest Hex	1	1	1
Swamp Hex	2	1	2
Mountain Hex	1 (1)	na	• (2)
Mountain Hexside	• (3)	•	•
Road/Gap Hexside	•	•	2 (4)
Unnavigable River	•	•	1 (5)
Navigable River	(6)	(7)	2 (8)
All-Sea Hex	(9)	•	•
Impassable Hex	na	• (15)	•
Fort	(10)	+1	1
Fortress	(10)	+2	2 (11)
Stockade (12)	•	•	•
City (13)	•	+1	•
Rail Line	(14)	•	•

•: No effect. na: Not allowed. (#): See numbered note, following.

Ground Movement Point Cost: Number of Movement Points a force moving by land must expend to enter the hex.

Amphibious Defense Strength: The defense strength of a hex being invaded is determined by adding together all the strengths for terrain in the hex. Thus, a swamp hex with a fort has a defense strength of 2: 1 for the swamp and 1 for the fort. These strengths are used *instead of* the column shift modifiers used in regular ground combat.

CRT Column Shifts to the Left: These column shift modifiers are used to determine which column on the Combat Results Table is used to resolve combat. Column shifts are cumulative, but there is a maximum of four column shifts per combat.

- (1) A mountain hex can be entered only by crossing a road hexside.
- (2) A mountain hex itself has no effect on combat; however, there is a two-column shift to the left for crossing a road hexside to enter or exit the mountain hex. Thus, a defender in a mountain hex receives two column shifts.
- (3) A mountain hexside can be crossed only through a gap hexside.
- (4) There is a two-column shift to the left if the attacker enters the defender's hex by crossing a road or gap hexside. This is true even if the attacker is leaving a mountain hex and entering a non-mountain hex.
- (5) Effect applies if the attacker enters the defender's hex by crossing the river hexside.
- (6) A force cannot cross a navigable river hexside that is controlled by an enemy NSP, unless the hex entered contains a friendly SP or depot. Nor may a force cross the river into a hex occupied by an enemy fort/fortress, manned or unmanned.
- (7) A navigable river hexside may be used as a movement path for NSP's, including amphibious landings and transport.
- (8) Effect applies if the attacker enters the defender's hex by crossing the river hexside. A retreating force cannot retreat across a navigable river hexside.
- (9) May be entered only by Union ocean-going NSP's or Union SP's using Sea Lift.
- (10) A fort/fortress controls adjacent navigable river hexsides. Naval combat is initiated when a naval force enters such a hex that already contains an enemy NSP.
- (11) A defending force that is in supply is not required to retreat, regardless of the combat result.
- (12) A depot or fort may be built on a hex containing a stockade.
- (13) A fortress may be built only on a city hex. Depots may be built on city or stockade hexes.
- (14) A player may move SP's along his rail lines at no cost in Movement Points. However, the Union player is limited to 6 SP's per turn, while the Confederate limit is listed on the Game-Turn Record Track.
- (15) A river-going NSP may not cross an impassable hexside from one coastal hex to another

INDIAN RAID TABLE

DIE	COMANCHE APACHE KIOWA	LIPPAN	MESCALERO
1	Eliminated	Eliminated	Eliminated
2	Return/ Change Side	Return/ Change Side	Eliminated
3	Return	Return	Return/ Change Side
4	Massacre	Return	Return
5	Massacre	Massacre	Return
6	Massacre	Massacre	Massacre

Subtract 1 from die roll if stockade/city alert; add 1 if not alert

Massacre: The Raid has been successful; the city or stockade is destroyed. Place a rubble marker on the hex and then the Raiding player rolls on the Massacre Table, rolling one die (no modifications for Alert).

Return: No damage is done to the stockade or city and the Raiding Indian counter is returned to its set-up hex, but the Indian counter remains in the control of its present owner.

Return/Change Side: No damage is done to the stockade or city and the Raiding Indian counter is returned to its set-up hex and flipped to its reverse side indicating a change of ownership.

Eliminated: The Tribal Indian counter is eliminated and placed on the Far West Game-Turn Track for the next turn. No damage is done to the stockade or city.

MASSACRE TABLE

DIE	RESULT
1	Massacre/Return/Side Change The city or stockade (referred to as a fort on the Massacre Table) is destroyed, the Indian counter is immediately returned to its Set-Up hex and flipped over to its reverse side to indicate a change of ownership.
2-3	Massacre/Return The city or stockade is destroyed and the Indian counter is returned to its Set-Up hex and remains in the current owner's control.
4-5	Massacre The city or stockade is destroyed and the Indian counter remains in its current owner's control and remains in the hex.
6	Infamous Massacre The city or stockade is destroyed. Additionally, another city or stockade within 3 hexes is also destroyed. If there are two or more cities or stockades within 3 hexes, the raided player has his choice of which one to eliminate. However, a stockade/city containing an SP, Texas Ranger, Civilized Indian, or depot cannot be eliminated.

STANDARD GAME LEADER LOSS AND PROMOTION TABLE

DICE	RESULT
2	*** or ****: Roll again; on a re-roll of 7, the Leader is killed; on any other roll, the Leader is wounded.
3	**: Killed.
4	**: Wounded; *: Killed.
5	*: Wounded.
7-12	Promoted if eligible.

Roll two dice for each Leader in the combat and locate the result above. If the Leader is of the rank indicated for that die result, he suffers the appropriate indisposition. Killed Leaders are placed in the Killed Leaders box on the map; wounded Leaders are placed on the Game-Turn Track in the space for the next Game-Turn, at which time they enter the Leader Pool face-down.

COMBAT RATIO/DIFFERENTIAL DETERMINATION CHART

ATTACKER
STRENGTH

DEFENDER STRENGTH

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
1	E	B	A	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--
2	J	E	D	B	A	A	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--
3	K	F	E	D	D	B	A	A	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--
4	L	J	F	E	D	D	C	B	A	A	A	--	--	--	--	--	--	--	--	--	--	--	--	--
5	L2	J	F	F	E	D	D	C	C	B	A	A	A	A	--	--	--	--	--	--	--	--	--	--
6	L3	K	J	F	F	E	D	D	C	C	B	B	A	A	A	A	A	--	--	--	--	--	--	--
7	L4	K	J	G	F	F	E	D	D	C	C	B	B	A	A	A	A	A	A	A	A	--	--	--
8	o1	L	J	J	G	F	F	E	D	D	C	C	B	B	B	A	A	A	A	A	A	A	A	--
9	o2	L	K	J	G	G	F	F	E	D	D	C	C	B	B	B	A	A	A	A	A	A	A	A
10	o3	L2	K	J	J	G	G	F	F	E	D	D	C	C	B	B	B	B	A	A	A	A	A	A
11	o4	L2	K	J	J	H	G	G	F	F	E	D	D	C	C	B	B	B	B	B	A	A	A	A
12	o	L3	L	K	J	J	H	G	G	F	F	E	D	D	C	C	B	B	B	B	B	B	B	A
13	o	L3	L	K	J	J	H	H	G	G	F	F	E	D	D	C	C	B	B	B	B	B	B	B
14	o	L4	L	K	J	J	H	H	G	G	F	F	E	D	D	C	C	B	B	B	B	B	B	B
15	o	L4	L2	K	K	J	J	H	H	G	G	F	F	E	D	D	C	C	B	B	B	B	B	B
16	o	o1	L2	L	K	J	J	H	H	H	G	G	F	F	E	D	D	C	C	B	B	B	B	B
17	o	o1	L2	L	K	J	J	H	H	H	H	G	G	F	F	E	D	D	C	C	B	B	B	B
18	o	o2	L3	L	K	K	J	J	H	H	H	H	G	G	F	F	E	D	D	C	C	B	B	B
19	o	o2	L3	L	K	K	J	J	H	H	H	H	G	G	F	F	E	D	D	C	C	B	B	B
20	o	o3	L3	L2	L	K	J	J	J	H	H	H	H	G	G	F	F	E	D	D	C	C	B	B
21	o	o3	L4	L2	L	K	K	J	J	H	H	H	H	G	G	F	F	E	D	D	C	C	C	C
22	o	o4	L4	L2	L	K	K	J	J	J	H	H	H	H	G	G	F	F	E	D	D	C	C	C
23	o	o4	L4	L2	L	K	K	J	J	J	H	H	H	H	G	G	F	F	E	D	D	D	D	D
24	o	o	o1	L3	L	L	K	K	J	J	J	J	H	H	H	H	H	H	G	G	F	F	E	D
25	o	o	o1	L3	L2	L	K	K	J	J	J	J	H	H	H	H	H	H	G	G	F	F	E	E

To determine which is the appropriate Combat Results Table column to use in resolving a combat, cross-index the defender's strength with the attacker's strength to arrive at a letter code. These codes (A through L, excluding I) correspond to the 11 ratio/differential columns on the Combat Results Table. Once a column has been determined, refer to the Combat Results Table and apply any applicable column shift modifiers. For instance, if an attacking strength of 4 were to attack a defending force of 3, the letter code on the Combat Ratio/Differential Determination Chart would be F (the +1, +2 column); if the defender occupied a forest hex, he would receive a one-column shift to the left, and the combat would be resolved on the E column (0). The code (-) indicates that if the attacker makes the attack his force will be eliminated, and the defender will be completely unaffected. The codes (L2, L3, L4) indicate the number of defensive shifts (to the left) that are required to reduce the ratio to less than 4 to 1 (the L column, on the far right of the CRT). For instance, if 21 SP's attack 4 SP's occupying a swamp hex, the result from the Combat Ratio/Differential Determination Chart is L2, which indicates that the L column (4 to 1) will be used unless the defender receives at least two column shifts. The column shift for swamp is 2; therefore, the combat is resolved on the K column (3 to 1). If the attacker had crossed an unnavigable river hexside, the column shift would have been 3, and the combat would have been resolved on the J column (2 to 1). The code (o) indicates that no matter how many shifts are applied, the attack will be an overrun. The codes (o1, o2, o3, o4) indicate the number of column shifts necessary to prevent an overrun from occurring. If the shifts are available, then the combat is resolved on the L column (4 to 1). For instance, 9 SP's attack 1 SP; the result from the above table is (o2). Thus, if the 1 SP occupies a swamp hex (2 shifts), the combat is resolved on the L column. If at least 2 shifts are not available, then the combat is resolved as an overrun.

VARIABLE LEADER PROMOTION & CASUALTY TABLE

DICE	1* LEADER	2** LEADER	ANY 3*** LEADER NOT COMMANDING A LARGE ARMY	3*** COMMANDER OF A LARGE ARMY (10 OR MORE SP's) AND 4**** LEADER
2	Captured	Captured	Roll again; on a re-roll of 7, the Leader is killed; on any other roll, the Leader is wounded.	
3	Non-combat Termination else may Remove if loss	Roll 1die: 1-4 Killed ; 5-6 Severely Wounded	Severely Wounded and may Remove if loss	May Remove if loss
4	Killed	Wounded	May Remove if loss	May Remove if loss
5	Wounded but Promote if win	Non-combat Termination else may Remove if loss	Non-combat Termination else may Remove if loss	May Remove if loss
6	No change	No change	No change	No change
7	Promote if win	Promote if win	Promote if win	Promote if win
8	Promote	Promote	Promote	Promote
9	Promote	Promote	Promote	Promote
10	Promote	Promote	Promote	Promote
11	Promote	Promote	Promote	Promote
12	Promote	Promote	Promote	Promote

VARIABLE LEADER PROMOTION & CASUALTY (LP & C) LEGEND

CODE	MEANING
Captured	The leader is captured. Place him on the opponent's track for return in 3 turns unless exchanged for an opponent's POW. Leaders are exchanged by order of capture without regard to rank. Players may <i>not</i> refuse to exchange until Turn 14, and may <i>not</i> be exchanged after Turn 14. Exchanged leaders return the next turn. Example: Stuart is captured Turn 1. Union places him on his track for return to CSA leader pool Turn 4. Union admirals involved in naval combat cannot be captured; ignore a "capture" result.
Promote	Player places the leader's promotion counter on the track for next turn.
May Remove if Loss	Player may exercise the choices from rule 5.3 <i>without</i> spending 2 CP's. Leaders of all ranks may be Removed, and placed into the Removed Box, or moved to a new hex, or (if ***star) demoted. The "If Loss" requirement is met whenever the leader's force was forced to retreat <i>or</i> suffered greater losses. Note: the increased ability of the Union to remove poor leaders <i>after</i> using them in at least one fight but without CP cost is an intentional design decision.
Promote if Win	The leader is promoted if his force is either not required to retreat <i>or</i> suffers fewer losses.
Non-combat Termination	If the leader is "Subject to being removed for non-combat reasons," then he <i>must</i> be removed from the game entirely and permanently as if dead. [Exceptions: AP Hill and P. G. T. Beauregard are merely "wounded" by their mystery illnesses; see Variant leader table]. Historical examples of non-combat casualties include: Shot during an act of adultery (Van Dorn), court martial (Fitz-John Porter), died of old age (Bull Sumner), shot by a fellow general from his own side (Nelson shot in cold blood by Davis, USA / Walker shot by Marmaduke in a duel, CSA), binge drinking (GB Crittenden), and more.
Wounded	Place leader on the track for next turn (use promoted counter only if 1* roll of 5).
Severely Wounded	The severe wound keeps the general out until the turn <i>after</i> the next.
Killed/Severely Wounded	On a roll of 1-4 the leader is killed; on 5-6 he's only Severely Wounded.

CSA LEADERS; STANDARD GAME RATINGS

#	NAME	COUNTER	TOE	* RATING	SR	** RATING	SR	*** RATING	SR
1	PierreGustaveToutant Beauregard	Beaurgrd	AS					3 0 1	4
2	Braxton Bragg	Bragg	1					3(1)1	5
3	John Cabell Breckinridge	Brcknrdg	3	3*1	12				
4	Patrick Ronayne Cleburne	Clebrne	7	3*2	16				
5	Jubal Anderson Early	Early	7	2*1	17	2*0	12		
6	Richard Stoddert Ewell	Ewell	4	3*1	8	3*0	7		
7	John Brown Gordon	Gordon	12	3*1	19	3*1	15		
8	William Joseph Hardee	Hardee	1	3*1	3	3*1	5		
9	Ambrose Powell Hill	AP Hill	3	2*2	13	2*1	8		
10	Daniel Harvey Hill	DH Hill	2	2*1	10	3*1	9		
11	Thomas Carmichael Hindman	Hindmn	3	3*0	11				
12	John Bell Hood	Hood	6	2*2	15	2*1	10	2(1)1	9
13	Benjamin Huger	Huger	AS	4*(2)	5				
14	Thomas Jonathan Jackson	Jackson	1	2*2	2	2*2	4	2 2 2	7
15	Joseph Eggleston Johnston	J Johnston	AS					3 1 1	3
16	Albert Sidney Johnston	AS Johnston	AS					3 0 0	1
17	Robert Edward Lee	RE Lee	4					2 3 1	2
18	Stephen Dill Lee	SD Lee	9	3*0	18	3*1	13		
19	James Longstreet	Longstrt	1	3*2	1	3*2	1		
20	John Bankhead Magruder	Magrudr	AS	3*1	4				
21	John Clifford Pemberton	Pembrtn	2	3*0	7	3*0	6	3(1)0	7
22	Leonidas Polk	Polk	AS			3*(1)	3		
23	Sterling Price	Price	AS	3*0	9	3*0	14		
24	Edmund Kirby Smith	EK Smith	1	3*1	6	3*1	2	3 0 0	8
25	Richard Taylor	Taylor	4	3*1	14	3*1	11		
26	Earl Van Dorn	Van Dorn	2					3(2)(1)	6
27	Nathan Bedford Forrest	Forrest	4	2*2	3	2*2	2		
28	John Hunt Morgan	Morgan	5	2*0	4				
29	James Ewell Brown Stuart	Stuart	1	2*1	1	2*1	1		
30	Joseph Wheeler	Wheeler	4	2*1	2				
31	Stand Watie	Watvie	AS	2*2	1				

USA LEADERS; STANDARD GAME RATINGS

#	NAME	COUNTER	TOE	* RATING	SR	** RATING	SR	*** RATING	SR	**** RATING	SR
1	Nathaniel Prentiss Banks	Banks	1					3(2)(2)	5		
2	James Gillpatrick Blunt	Blunt	4	3*0	15						
3	Don Carlos Buell	Buell	1					3(2)(1)	8		
4	Ambrose Everett Burnside	Burnside	1			3*(1)	7	3(1)(1)	11		
5	Benjamin Franklin Butler	Butler	AS					4(2)(2)	6		
6	Samuel Ryan Curtis	Curtis	1	3*0	3	3*0	3	3 0 0	18		
7	John Charles Fremont	Fremont	AS					4(3)(2)	2		
8	Ulysses Simpson Grant	Grant	2			2*2	5	2 2 2	4	222	1
9	Henry Wager Halleck	Halleck	1					4(2)(1)	3		
10	Winfield Scott Hancock	Hancock	5	3*1	9	3*2	14				
11	Joseph Hooker	Hooker	5			3*1	8	3(1)0	12		
12	Oliver Otis Howard	Howard	8			3*(2)	19	3 0(1)	17		
13	John Alexander Logan	Logan	5	3*0	12	3*1	17				
14	Nathaniel Lyon	Lyon	AS	2*2	1	2*2	2	2 1 2	5		
15	George Brinton McClellan	McClelln	AS					3(1)0	1		
16	John Alexander McClernand	McClrnd	7			4*(1)	4				
17	Irvin McDowell	McDowl	AS					3(1)(1)	7		
18	James Birdseye McPherson	McPhrsn	7	3*1	13	3*1	13	3 0 1	16		
19	George Gordon Meade	Meade	6	3*1	6	3*1	9	3 1 1	15		
20	Edward Ortho Cresap Ord	Ord	4	3*0	7	3*0	11	3 0 0	19		
21	John Pope	Pope	1			3*0	1	3(1)0	10		
22	John Fulton Reynolds	Reynolds	7	3*1	14	3*1	18				
23	William Starke Rosecrans	Rosecrns	1					3(1)0	9		
24	John McAllister Schofield	Schofld	9	3*0	10	3*1	15				
25	John Sedgwick	Sedgwck	2	3*0	8	3*1	12				
26	William Tecumseh Sherman	Sherman	2	2*0	2	2*1	6	2 2 2	13	222	2
27	Franz Sigel	Sigel	2	3*(2)	4						
28	Frederick Steele	Steele	4	3*0	11	3*0	16				
29	George Henry Thomas	Thomas	2	3*1	5	3*2	10	3 2 2	14		
30	Benjamin Henry Grierson	Grierson	8	2*0	5						
31	Alfred Pleasonton	Pleasnton	8	3*1	2	3*0	1				
32	George Stoneman	Stonemn	3	3*0	1						
33	Philip Henry Sheridan	Sheridan	6	2*1	3	2*1	2	2*2	1		
34	James Harrison Wilson	Wilson	13	2*1	4	2*1	3				
35	David Glasgow Farragut	Farragut	2			2*2	1				
36	Andrew Hull Foote	Foote	1			2*1	3				
37	David Dixon Porter	Porter	2			2*1	2				

USA HISTORICAL VARIANT LEADERS

HISTORICAL CHANGES TO UNION LEADERS IN THE STANDARD GAME	CHANGES TO EXISTING COUNTER	ADDITIONAL COUNTER	HISTORICAL NOTE
George Brinton McClellan	2 for rally. Subject to being removed for non-combat reasons, starting on Turn 8.		Translating his record into game terminology, McClellan took command of the army on Turn 1. He moved twice before his removal on Turn 8. In a standard game, does any player ever have him move this slowly and infrequently? McClellan clearly earned the lowest initiative rating of 4; but playtesting showed that players would not put him in command of an army as a 4. Due to his political disagreements with Lincoln, starting on Turn 8, subject to Non-Combat Termination.
Henry Wager Halleck		Four **** Star 4 -2 -1. Seniority 1B between Grant 1 & Sherman 2.	A four-star Halleck matches history very well. At Corinth, Halleck commanded the combined Army of the Tennessee, Army of the Ohio (Cumberland), and other commands totaling more than 120,000 men (about 24 SP). Then, he left for D.C. while Buell and Grant marched their separate ways. As General-in-Chief, he was in the capital without "taking" command of the eastern armies. Halleck is eligible for **** starting Turn 1.
Joseph Hooker	Three ***Star 3 0 0. Seniority remains 12.	One * Star 2 +1. Change entry to Turn 4.	Hooker, like Kearny, showed great aggressiveness at division command. As a 3 star, Hooker brought superior forces to bear on Lee, but lost after being knocked senseless by a shell at Chancellorsville. Lee's 3 re-rolls & +6 DRM beat Hooker d3 vs d2. Hooker showed as much skill as many other 3 star leaders that the game awards a zero (not negative) re-roll.
John A. McClemand	Subject to being removed for non-combat reasons.		Subject to being removed for non-combat reasons. If you use him, you will hope to shelve him like Grant did.
John Fulton Reynolds		Three *** Star 3 +1 +1. Seniority 14B.	He turned down command of the Army of the Potomac just before Meade was ordered to take command. Lincoln could have ordered Reynolds to assume command. Reynolds was killed at Gettysburg before he had another chance at higher command.
William Starke Rosecrans		Enters T1 as Two ** Star 3 +1.	Rosecrans fought hard and well in West Virginia and Mississippi before taking an army command in Oct. 1862 (Turn 7). His placement as a three star on Turn 1 is historically untenable and he immediately displaces one of the leaders that Lincoln (or a player) is forced to use.
Phil Sheridan		Add * & ** but not *** Infantry counters with identical ratings as his cavalry counters.	Sheridan spent more time commanding infantry than cavalry. Allow the player to select Sheridan as infantry or cavalry before 1 st entry. If entered as a 1*star infantry leader, he may later permanently convert to cavalry for the cost of 2 dice differential, but no Command Points.
Franz Sigel	Subject to being removed for non-combat reasons.		Subject to being removed for non-combat reasons. If you use him, you will hope he repeats history and resigns his corps command in protest to others getting promoted above him.
Italics indicate subject to removal for non-combat reasons.			

CSA HISTORICAL VARIANT LEADERS

HISTORICAL CHANGES TO CONFEDERATE LEADERS IN THE STANDARD GAME	CHANGES TO EXISTING COUNTER	ADDITIONAL COUNTER	HISTORICAL NOTE
P G T Beauregard			Subject to being removed for non-combat reasons due to his mysterious illnesses. Merely place him on the turn track for next turn. Thus, the end result is the same as a WIA. Is this a pain if Beauregard is in command of a field army? Yes! Now you know how Davis felt in 1862.
AP Hill			Subject to being removed for non-combat reasons due to his mysterious illnesses. Merely place him on the turn track for next turn. Thus, the end result is the same as a WIA. Hill's poor health broke at unfortunate times for the CSA.
Thomas Hindman		Two ** Star 3 0	Raised 20,000 troops in Arkansas while holding command of the Trans-Miss.
AS Johnston	Three *** Star 3 +1 0 attack re-roll only.		AS Johnston stood on the defensive as a theater commander, but when he led an army at Shiloh his aggressiveness showed. Giving AS Johnston the "attack only" re-roll and JE Johnston the "defend only" re-roll encourages these generals to "be themselves."
JE Johnston	Three *** Star 3 +1 0 defense re-roll only.		JE Johnston excelled at retreat and finding justification not to attack. The standard game JE Johnston has a 1 re-roll, making him a better commander than history; yet to reduce him to 0 re-rolls ignores his ability to make a good stand.
James Longstreet		Three *** Star 3 +1 +1 defense re-roll only. Seniority 6.	His *** counter is conditional upon either 1) his presence in an army and his army commander suffering a WIA or KIA, or 2) the death or capture of RE Lee. He has a "defend only" re-roll. Historically, he was a poor independent commander in both SE VA and East TN., but conflicting missions and the onus of attack hampered him, as it would have any CSA leader. His philosophy of tactical defense, best met the needs and limits of the Confederacy.

John C. Pemberton		Change his seniority to 10.	Lt. General Pemberton ranked lower than Longstreet, Polk and many other standard game ** leaders. Pemberton may <i>only</i> command the CSA Army of the West or Army of Mississippi.
Earl Van Dorn	Two ** Star infantry 2 -1. Three *** Star infantry, change seniority to 11.	Two **Star Cavalry 2 0.	Earl Van Dorn's placement among the highest ranking CSA generals is among the most anomalous and historically inaccurate mistake in the game. Van Dorn is subject to being removed for non-combat reasons. He enters as an infantry leader, but may permanently convert to cavalry for 2 CSA dice diff, but no CP. He may <i>only</i> command the CSA Army of the West or Army of Mississippi. Van Dorn is always the least senior *** CSA leader in the game. Historically, the CSA had 4 ranks of generals. Van Dorn was neither one of the 8 full generals, nor even one of the 17 CSA lieutenant generals.

Italics indicate subject to removal for non-combat reasons.

USA ADDITIONAL VARIANT LEADERS

UNION VARIANT LEADERS	TURN OF ENTRY	* RATING	** RATING	*** RATING	HISTORICAL NOTE
INFANTRY					
Darius N. Couch	4	3 0	3 +1	3 0 +1. Seniority 12B between Hooker 12 & Sherman 13.	Subject to being removed for non-combat reasons. As second in command at Chancellorsville, Couch would have commanded the Army of Potomac if the near-miss cannon shell had inflicted more than a concussion on Hooker. Couch resigned his position in disgust after the battle.
Thomas L. Crittenden	3		3 0		Subject to being removed for non-combat reasons. His good work on Day 2 of Shiloh was negated as a corps leader. He was idle at Perryville, average at Stones River, but fled the field of Chickamauga.
William B. Franklin	4		3 0		Subject to being removed for non-combat reasons. A division, corps, and wing (2 corps) commander who led 1/3 of the Army of the Potomac at Fredericksburg.
Gordon Granger	7	3 0	3 +1		Without Granger, General Thomas, "The Rock of Chickamauga," would have been pulverized.
Philip Kearny	4	2 +2	2 +2	2 +1 +2. Seniority 12C between Couch 12B & Sherman 13.	Many see Kearny in the East as similar to Lyon in the West. Killed before called to higher command, both men showed great initiative, skillful combat leadership, and restlessness with plodding superiors. Kearny served alongside Hooker and was about as likely as Hooker to get a shot at army command. Due to game balance, some players prefer allowing Kearny (& Lyon) at 3 star only with the death of Grant or Sherman.
Alexander McCook	3		3 0		Subject to being removed for non-combat reasons. McCook did good work at Day 2 of Shiloh and against Early's 1864 Raid. He was solid at Perryville, but crumbled under the forceful attacks at Stones River and Chickamauga.
William Nelson	1	3 +1	3 0		Subject to being removed for non-combat reasons. A former naval officer pulled into army duty in KY, Nelson was wrongly blamed for a defeat at Richmond, KY. Later, Nelson was murdered in a dispute with a fellow Union general just before assuming his first corps command.
Fitz John Porter	5	3 +1	4 0		Subject to being removed for non-combat reasons. More timid and passive leadership followed his strong, praiseworthy defense at Mechanicsville and Gaines Mill during the Peninsula Campaign. His court martial for actions at 2 nd Bull Run was reviewed post-war and overturned.
Dan Sickles	8	2 0	2 -2		Subject to being removed for non-combat reasons. Aggressive and willing to seize the initiative regardless of tactical realities. Sickles commanded the AoP's III Corps (13,000) during 1863.
Edwin V Sumner	4		3 0		Subject to being removed for non-combat reasons. He was a solid, hard fighting division, corps, and wing commander from the 7 Days through Fredericksburg. Died of old age en route to a new command in Missouri.
Gouverneur K Warren	11	2 +1	4 0		Subject to being removed for non-combat reasons. Warren at 1 star represents his great moment at Gettysburg. He later rose to high command and eventually led about 1/4 of the Army of the Potomac.
CAVALRY					
Hugh Judson Kilpatrick	13	2 -1			Aggressive to a fault, Sherman requested him to lead the cavalry to tear up the CSA interior. Union cavalry operations should not be impaired due to a lack of cavalry leaders. Kilpatrick may enter on the turn after the death or removal of any USA cavalry leader. Has no effect upon Army reaction rolls.
NAVAL					
Admiral Samuel Francis du Pont	Enters the turn after the death of any USA admiral.	2 0; seniority 4.			Union naval operations should not be stopped because of losses in the Admiralty. Du Pont was not as skilled as the three admirals in the original game, but he allows the USA to maintain both river and ocean operations.

Italics indicate subject to removal for non-combat reasons.

CSA ADDITIONAL VARIANT LEADERS

CONFEDERATE VARIANT LEADERS	TURN OF ENTRY	* RATING	** RATING	*** RATING	HISTORICAL NOTE
Richard Herron Anderson	6	3 +1	3 +1		The highest ranking of “Lee’s Lieutenants” not in the game, Anderson rose to corps command as one of the CSA’s 17 lieutenant generals.
Simon Bolivar Buckner	3	3 +1	3 0		Buckner, as division, corps, and department commander, rose to be a lieutenant general.
<i>Benjamin Franklin Cheatham</i>	4	3 0	3 +1		Subject to being removed for non-combat reasons. Victor over Grant at Belmont, Cheatham later rose to corps command. Accusations about drinking almost removed him.
<i>George Bibb Crittenden</i>	1	3 0	3 -1		Subject to being removed for non-combat reasons. Lost at Mill Springs then lost corps command to the bottle.
<i>Theophilus Hunter Holmes</i>	3	3 -1	3 0		Subject to being removed for non-combat reasons. Holmes became a lieutenant general by Oct. 1862. He spent most of the war commanding the Trans-Miss and the District of Arkansas.
Lafayette McLaws	5	3 +1			Subject to being removed for non-combat reasons. McLaws skillfully led at least a division from mid-1862 until the end. Longstreet wrongly blamed him for failures, but a CSA inquiry cleared him.
Gustavus Woodson Smith	2		3 0	4 -2 0. Seniority 5B below Bragg.	Subject to being removed for non-combat reasons. In the months after Manassas, the triumvirate of JE Johnston, Beauregard, and GW Smith drafted war plans with Davis. When Johnston fell in battle, Smith led the Army for a day, but he suffered a mental breakdown. Smith also served as CSA Secretary of War...for a few days.
Alexander Peter Stewart	10	3 +1	3 0		Stewart rose to corps command and was one of the CSA’s 17 Lieutenant-Generals. Good at division command but only passable in higher positions.
CAVALRY					
Wade Hampton	Enters the turn after the death of any CSA cavalry leader.		2 +1		Hampton commanded the AoNV cavalry after the death of Stuart and became a lieutenant general. Critical CSA cavalry operations require Hampton as a replacement leader.

Italics indicate subject to removal for non-combat reasons

COMBAT RESULTS TABLE

ATTACKER/DEFENDER COMBAT RATIO/DIFFERENTIAL

Use the Combat Ratio/Differential Determination Chart to determine the column to be used to resolve a combat on the Combat Results Table. Then both players roll one die and locate their results under that column. The attacker locates his result under the **Def** side of the column next to the size code (**S, M, L**) of the attacking force. The defender does likewise by using the **Att** column to determine the damage he did to the attacker. For instance, the combat uses the **J** column (2 to 1) and the attacker rolls a **5**; looking under the **Def** column, we find three results corresponding to the size of the attacking force. If the attacking force is small (1 to 3 SP's), then the defender suffers a **d1** result; if medium size (4 to 9 SP's), then the defender suffers a **d2** result, and if large (10 or more SP's), then the defender suffers a **d2** result as well. The defender locates his die result to find the damage he does to the attacker by referring to the **Att** column; if the defending force consisted of 4 SP's (medium size) and the defending player rolled a **2**, the result against the attacker would be •, or no effect. Leaders in a combat may alter the die roll of one or both players.

COMBAT RESULTS		Column Shift Summary
•	No effect.	The Terrain Effects Chart lists the effects of terrain on combat. Column shift effects are listed below.
1, 2, or 3	Number of SP's eliminated.	All applicable column shifts are combined to yield a final total. The Combat Results Table may not be shifted more than four columns.
d	Demoralized. Place a Demoralization marker on the affected force. A force that is out of supply when it is involved in combat, as attacker or defender, is automatically Demoralized at the conclusion of the combat, regardless of any other result.	
FORCE SIZE		Column Shifts to the Left Column Shifts to the Right
Small	1 to 3 SP's	1: Forest Hex 1: Fort 1: Un-Navigable River Hexside
Medium	4 to 9 SP's	2: Swamp Hex 2: Fortress 2: Navigable River Hexside
Large	10 SP's or more	2: Gap/Road Hexside

Navigable River Summary:

- 1) A force cannot retreat across a navigable river.
- 2) A force may react across a navigable river which it could otherwise move across.
- 3) Enemy NSP's controlling navigable river hexsides block movement and supply.
- 4) A force may cross an enemy controlled navigable river hexside into a hex occupied by a friendly force or depot, but supply remains blocked.
- 5) A friendly fortification negates the control of enemy NSP's, and restores movement across and supply.

Supply Summary:

- 1) If out of supply, movement reduced by 1; demoralized after combat.
- 2) Cannot rally, build fortifications, or add new leaders or reinforcements if out of supply.
- 3) An unoccupied fortification that is out of supply has no effect on the game.
- 4) Supply sources: connected, controlled rail hexes traced to 9 Victory Points of cities in friendly territory.
- 5) Union may trace supply off the Northern map edge.
- 6) Friendly depot supplies forces within 4 hexes. Depots may serve as conduits.
- 7) A supply line can be traced two hexes to a controlled rail line, which traces to a supply source.
- 8) A Union force adjacent to a navigable river hexside may trace supply along that river.
- 9) A Union force occupying a coastal hex is generally in supply.