

# **WAR BETWEEN THE STATES 1861 - 1865**

2<sup>nd</sup> Edition

2016 Revision Rules  
Updated June 8, 2016

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These living rules were extensively updated by Donald Johnson on February 14, 2014 and further modified on May 1, 2015 and Jun 8, 2016 to improve historicity in many areas: as the changes are extensive the text in multiple colors has been reset to all black again. Major recent changes or clarifications are indicated with "2016 Update".

The game system remains essentially the same, but players should simply assume that the details about any specific rule has changed, so the entire rule book should be read. All of Michael Dye's variant rules have been labeled experimental for consistency and consolidated. This primary reference for this major revision is "How the North Won" by Hattaway and Jones which deals with the strategy and operations of both sides and the Internet, especially Wikipedia. The revision design philosophy was that the map, counters and charts could be modest changes while the rules were open to more significant changes when justified.



## PREFACE

Since its founding, the United States has endured several crises, the resolutions of which have shaped the life we live today. Some of those crises - like the end of the frontier, urbanization and industrialization, and the achievement of equality (racial, sexual or whatever) - are chronic and persistent, and each generation deals with them in its own way. Others, like the Great Depression and World War II, were acute and threatened the existence of the nation itself. The Civil War belongs to the latter category. While its coming was a generation or more in gestation, and the final resolution of the problem of race has yet to be accomplished, the central issue in the war - the continued existence of one United States as one nation - was settled. It was settled so conclusively a person of today's generation can't feel or understand (except on the most intellectual basis) the kind of motivations that permitted the Civil War in the first place.

Today it is impossible to believe any American could hold an allegiance to a state or region or culture higher than that of his allegiance to the USA as a whole. Though passionate issues like Vietnam, busing, etc., can lead to bitter civil strife, riots, bombings and other forms of violence, no group - not even the most alienated - today advocates the dissolution of the nation as a solution. Change the government in office, alter the form or structure of it, yes - break up the nation, no.

A look north of the border at the on again, off again secession crisis in Canada gives us some idea of the change wrought by the US Civil War. In Canada, people seriously debate the possible secession of an entire province as a means of resolving the future of the French ethnic group.

Except for purposes of political hyperbole, no one has advocated a similar course in this country for over 150 years. During the school integration crisis in the late 1950s and early 1960s, for example, even the most extreme segregationist accepted the Federal government as the final authority in the matter. (Not that they wouldn't resist, obfuscate and frustrate that authority at every opportunity, but nobody denied its legitimacy.)

Militarily the Civil War pointed the way to the great modern wars, World Wars I and II. Building on the concept of the mass national armies first raised in the Napoleonic Wars, the Civil War showed how modern industry and technological innovation could better sustain and further improve those armies, allowing year-round extended campaigning. The railroad, the steamboat and the telegraph permitted mobilization and deployment of most of the military age male population. Those armies could then be supported by the entire national economy. It was the first of the "total wars" and, given the relatively equal national will behind each effort, it was finally decided by the regional inequalities of wealth in men and material. It was a war of attrition, not decisive battle.

The widespread use of the rifled musket meant defense became the predominant tactical form. Before the invention of radio and telephone, the nature of the rifle-dominated battlefield meant formations had to spread out and dig in to survive. Cavalry became largely useless as a combat arm. Through judicious maneuver and hard fighting it was still possible to win or lose a battle in the sense one side or the other could gain some tactical advantage such that the "loser" would feel constrained to abandon the field to avoid catastrophe, but the winner had no means to exploit and pursue a beaten

foe. The loser could almost always find room to retreat toward supply and rail borne reinforcement. Eventually the South ran out of room into which to retreat at about the same time it ran out of men with which to fight. Except for extreme circumstances, as in the battle of Nashville, it was unheard of for an army to be destroyed in one battle.

The historian, benefiting from hindsight, can see many points in the course of a given battle when a certain move by one commander or the other would have yielded a crushing and complete war-winning victory. Yet those opportunities were either unseen by the participants or, if they were seen, could not be grasped because of the inadequacies of the command apparatus. The same deficiencies that made it impossible to win decisively made it impossible to lose in that same way. The Army of the Potomac could survive a Burnside in command because his incompetence was as curtailed as Grant's ability was frustrated.

## Component Errata and Clarifications Charts and Tables

### **Terrain Effects Chart (on map)**

Villages are represented by small circles on the map.

Note that a city negates a required defender retreat result but a town does not. (Earlier errata saying a town negated a retreat has been changed.)

A rail repair unit has special rules for movement and does not use the TEC.

### **Union Cycle Turn Record Track**

On 1/62 and 3/62 change to Ldr Pick(3) from (2).

On 4/63 and 6/63 change to Ldr Pick(2) from (3).

### **Confederate Cycle Turn Record Track**

On 13/61 and 2/62 change to Ldr Pick(3) from (2).

On 6/62 and 8/62 change to Ldr Pick(1) from (2).

### **[7.26] Embarkation/Disembarkation Cost Chart**

A Rail Repair unit embarks and debarks like a Siege Gun.

The column labeled forest should be labeled forest/swamp.

Add the following note: As there is no column for rough, a unit cannot embark or disembark from a rough hex without a port, naval base, or active ferry.

### **[8.14] Combat Results Tables**

The symbol for "Defender is required to retreat (see notes)" should be an asterisk, not a bullet.

For the 901+ column on all four CRTs, when the result for the defender is 25, 40, or 50, there should also be an \* (required defender retreat). This adds 11 asterisks.

On table #4 at 401-900 odds, the result for a die roll of 5 (dot/50) should also have an \* (required defender retreat). This adds another asterisk for a total of 12 added.

Neither a retreat after combat nor an advance after combat cost any movement points, even when doing an attack from march. Units retreating after combat may split up if desired, but cannot drop off newly created brigades.

### **[8.15] Combat Attrition Table**

The result for 15% of 7 should be 1 (not 2) and 15% of 15 and 16 should be 3 (not 2). (Earlier errata changing 15% of 15 from 3 to 2 was incorrect.)

The result for 25% of 13 should be 4 (not 3) and for 25% of 17 and 18 should be 5 (not 4).

These changes mean that when the value to the right of the decimal point is .05 or less, the integer result consistently rounds down and for anything above that the integer result consistently rounds up.

### **[11.12] Naval Combat Results Table**

The result for a die roll of "two" under the 1:4 column should read "AE" instead of "AX".

An attack on the NCRT at less than 1:4 is resolved at 1:4 and an attack at more than 4:1 is resolved at 4:1.

### **[11.24] Naval Transit Combat Results Table**

Note that the title on the chart sheet has a typo.

Add the following 2 die roll modifications:

1) If the fort or fortress has a bluff hexside between between the hex the fort is in and the river, then add 1 to the die roll. An example of a bluff hexside is the north side of hex A3123.

2) If the naval unit is part of a stack that includes a naval leader, then subtract 1 from the die roll.

### **[12.12] Supply Consumption Table**

Simplified table eliminates die rolls; speeding game.

Supply Consumption	1-10	11-30	31-100	101+
Clear Hex	1	1	2	4
Non-clear Hex	1	2	3	4

### **[21.34] Confederate Supply Cities/Seaports Chart** **See the updated Supply Cities and Seaports tables.**

### **Confederate Scenario Game Turn Record/Reinforcement Track**

For the 1864 West Scenario game turn 16 the entry 3i should be an entry of (3i), indicating that 3 infantry strength points must be removed.

### **Confederate Deployment Chart** **See the updated setup charts.**

### **Union Deployment Chart** **See the updated setup charts.**

### **Maps**

A rail line should run from hex B3411 into hex B3511 (Columbus, MS).

A rail line should run from hex B1705 through hexes B1804, B1904 and into hex B2004 (Devall's Bluff). This is the western end of the incomplete Memphis & Little Rock Railroad.

The road that runs from Wytheville at C0819 to C1122 should continue through C1123, 1223, 1224 and connects to the road in C1225.

The road which runs through hex C6122 should continue through hexes C6123, A6023 and into hex A5924 where it connects with the road in that hex. The road in hex C6124 should run into hex C6123 where it connects with the road running through that hex.



Disregard the Blocked Hexside indicator which runs between hexes C2432/C2533 - C2335/C2434. Players may not move between the Wilmington Peninsula and the mainland any way except by ferry or boat.

The river that flows between the cities of Philadelphia (C3401) and Camden (C3502) is considered a tidal river up to and including the hexside between those cities.

Disregard the five hexside river that runs from C6125/26 to C0226/27; it should not be there.

There is a head of navigation between hexes C1342/C1343 on the Salkehatchie river.

There is a head of navigation between hexes C5933/C6033 on the Suwanee river.

Fort Jackson is actually in B2732, the red fort on map location B2933 is incorrect. The red forts printed on the map are for historical reference only. They have no direct effect on play although they may happen to indicate the location of fort markers.

Hex C2512 contains the village of Aquia Creek, not Aqua Creek.

Washington, DC (C2608), should have a state line on all sides of its hex, as it always acts as a Union state.

2016 Update start \*\*\*

Treat the NC Outer Banks as connected by land with only a Tidal river passage between hexsides C3527/C3427. This means the 1861 fort and garrison on C3527 (Fort Hatteras) has a purpose.

Fort Monroe (hex C3118) may only be entered by naval units friendly to the owner of the fort, as long as the fort exists. The fort may control only the hexside C3118/C3218. In game terms, C3118/C3119 is where the naval battle of Hampton Roads was fought.  
2016 Update end \*\*\*

### **Counters**

Union Rosecrans is a 2-3-1, Sherman has 5 stars and Pleasanton is a 2-2-1.

2016 Update Start \*\*\*

Union Thomas has 4 stars, but acts as a generic Union 3 star non-cavalry leader (2-2-1) until revealed.

Confederate Van Dorn is a 3 star cavalry leader, but acts as a generic Confederate 3 star non-cavalry leader (3-3-1) until revealed.  
2016 Update End \*\*\*

The Confederate Combat Chit Zero "C0" counter is missing from the counter mix. Either the CSA player can use a blank chit or the Union player secretly chooses a chit and then the CSA player verbally calls his chit.

Experimental Leader Variant counters: The variant counters should include 3-star and 4-star leader counters for CSA leader Smith. Players may use the 4-star counter included with the standard leaders, as it is the same as the variant leader. The 3-star leader should have a rating of 2-1, which is the same as the 2-star leader. Players may either make their own 3-star leader or use the two star leader, remembering he is actually a 3-star leader from the 3/62 cycle through the 9/62 cycle when playing the variant historic leader rules. The 3-star variant leader counter for CSA leader Pemberton should have a 2-1 rating not 3-1. The 2-star variant leader counter for CSA leader Bragg should be a 3-star leader.

### **Box**

The back of the box states there are 1,400 counters. The rule book is correct; there are 1,540 counters.

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#### **ORIGINAL DESIGN CREDITS**

**Game Design/Development:** Irad B. Hardy

**Physical Systems and Graphics:** Redmond A. Simonsen

**Production:** Larry Catalano, Bob Fitzpatrick, Kate Higgins, Manfred F. Milking, Bob Rye

#### **2004 REVISION CREDITS**

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**Special thanks to:** Michael A. Dye, Donald B. Johnson, Steven Cabral, and the contributors to the CONSIMWORLD War Between the States topic.

#### **2016 REVISION CREDITS**

**Editor:** Donald B. Johnson

## [1.0] INTRODUCTION

**War Between the States** is an operational-level simulation of the American Civil War from 1861 to 1865. "Operational-level" means the role of a player encompasses elements of both strategy and tactics. In some cases, he plans the overall conduct of the war (strategy), while at other times he must make decisions affecting the outcome of individual battles (tactics). The game is conducted on three map sheets that join to portray the theater of operations from Philadelphia, Pennsylvania, to Galveston, Texas and from St. Joseph, Missouri, to Jacksonville, Florida. The playing pieces represent the armed forces of the Union and the Confederacy.

**Scale:** Ground combat units are mainly divisions and brigades with a strength point being about 1000 effective soldiers. Each hex is roughly 12.5 miles across and a river hexside is about 6 miles of river.

## [2.0] GENERAL COURSE OF PLAY

**War Between the States** is basically a two player game. One player represents the Union, the other the Confederacy. During each weekly turn, each player moves his units and executes attacks on enemy units in turn, attempting thereby to establish a condition of victory for his side. At the start of every four weeks the players conduct a Monthly Strategic Turn, during which they mobilize armies, maintain armies already existing, promote or demote commanding officers (leaders), and generally establish who is winning or losing via the victory conditions.

Multiple players can play on one side in a campaign game, for example, one might play the Western forces, a second the Eastern forces and coastal defenses or coastal invasions and a third do production and make strategy allocations between the Western and Eastern fronts. The goal is to have fun.

## [3.0] GAME EQUIPMENT

### [3.1] The Game Map

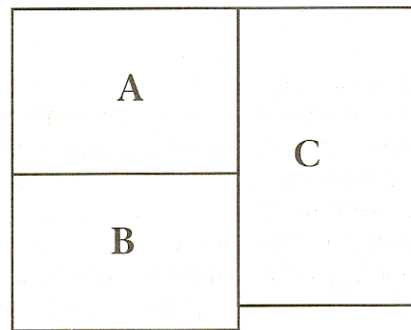
**[3.11]** The game map shows the geographic area required for play of the game. There are three map sheets, labeled A, B and C, respectively. A field of hexagons has been superimposed on each map to regularize the positioning of units. Each hex has been given a four-digit number; the first two digits of the number describe the north to south column in which a hex lies, while the last two digits describe the zigzag west to east row in which the hex lies. In addition, each hex number, when stated in the text, is preceded by its map letter code. For example, Washington, DC, is hex C2608. Boundaries of states and rivers have been adjusted to conform to the hex grid.

**[3.12]** The game map comes in three 34" x 22" map sections. On each map section is a compass rose, which should be oriented so north is in the same direction on all maps. Each map should be placed so its position relative to the other maps corresponds to the diagram. You will note on maps A and B the longer axis is west to east, while on map C the long axis is north to south. The 3 map sheets when joined form a playing surface of about 39 inches high by 55 inches long, it will fit on a 4 foot by 6 foot table with room to spare.

**[3.13]** Map A should be placed first. Then map B is laid over A so the top east-west hex row of map B (Bxx01) coincides with the 27th hex row of map A (Axx27). In effect, the top band of eight hexes on map B coincides with the bottom band of eight hexes on map A. Having placed maps A and B, map C is then placed so its westernmost column of hexes covers the easternmost column of hexes of maps A and B. Hex C0101 coincides with and covers hex A6101; hex C0140 coincides with and covers hex B6114.

**Important Note:** The half hexes along the northernmost part of Map C are playable; no other partial hexes are playable.

Once the map is assembled (and the map errata corrected), Lexan plastic sheets can be placed over the maps to protect them, force the maps to lie flat and allow writing on the Lexan to show rail cuts and bridge cuts.



### [3.2] The Playing Pieces

Playing pieces fall into three categories. The majority are ground combat units representing military formations (infantry divisions and brigades, cavalry divisions and brigades, militia units, and garrison units). Those pieces possess combat and movement abilities and are essentially the player's army. The next largest group consists of ground support units and naval units that possess special abilities. Finally, there are various markers whose roles are explained in the rules.

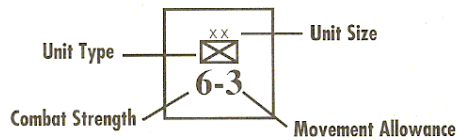
Almost all ground combat units are printed on both sides in successive combat strength values. This allows the assessment of combat results, which in most cases require a unit to lose one or more strength points, which in turn means it is either flipped over to show a lower strength or replaced by a unit of the same type but lower strength.

Units are shown in the Summary of Unit Types (see rule [3.22]). It is suggested players sort the units and markers by type and color and keep them sorted, as that greatly facilitates setting up and playing the game.

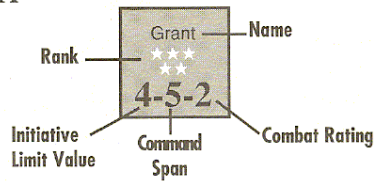


### [3.21] Sample Units

#### COMBAT UNIT



#### LEADER UNIT



### [3.22] Summary of Unit Types

#### [3.22] Summary of Unit Types

	Infantry Division (see 3.24)		Base (Naval)
	Cavalry Division (see 3.24)		Naval Leader
	Militia Points		Entrenched 1 <sup>st</sup> Game Turn
	Garrison Points		Fort/Fortress
	Partisan Cadre		Rail Repair
	Siege Train		Railhead
	Corps		Entrained Marker
	Field Army		Rail Cut/ Junction
	Military Department		Supply Level Markers
	Supply Train		Supply Markers
	Supply Depot		Initiative Chit
	River Flotilla		Combat Intensity Chit
	Naval Flotilla		
	River Transport Flotilla		
	Naval Transport Flotilla		
	Ironclad		

#### 3.22 Notes:

- 1) What is called militia points above is a militia unit with 4 strength points.
- 2) What is called a corps above is called an infantry corps in the rules. A cavalry corps looks similar but has a movement value of 4.
- 3) What is called a field army above is called an army in the rules.
- 4) What is called a fort/fortress above shows the fort side of the counter.

- 5) What is called a partisan cadre above is actually a partisan unit, its other side is a partisan cadre.
- 6) What is called a siege train above is called a siege gun in the rules, this is so the acronym SG differs from that of a supply train, ST.
- 7) Union 20-40 naval counters are ironclads, even though they do not have the double-hull graphic.
- 8) What is called supply markers above is an example of a supply point marker with a value of 5 supply points.

### [3.23] Glossary - Definition of Terms

**Broadcast Supply Path** is a path from an active department (including a notional department off map for the Union to the north by rail and to a notional department off map for the Confederates to the west by rail) to a depot, supply train or army HQ and can only be via navigable rivers and/or rail paths.

**Combat Strength** is the basic offensive or defensive power of a unit quantified in strength points. Units with a parenthesized combat strength may not attack, they may only defend.

**Combat Unit:** any counter bearing a discrete combat strength possibly with a movement allowance, except that any number of garrison points in a hex form one garrison unit. Contrast with markers.

**Consumption Supply Path** is traced from an active department, it can use any number of functioning coastal hexes or navigable river hexsides (and for the Union all Sea hexes if there is an empty naval transport at sea) and any number of uncut friendly rail hexes. At some selected coastal hex, navigable river hexside or rail hex, the final path of a consumption supply path to the unit may be composed of traversable hexes that an infantry unit could move up to 3 movement points to reach the unit to be supplied. For rail hexes and the hexes in the last 3 movement points, a friendly unit negates an enemy ZOC for supply trace purposes.

**Friendly Territory** is delineated on the map as belonging to one player or as initially neutral: initially, the Confederate states with red state names on the map are friendly to the Confederate player; the Union states with blue state names are friendly to the Union player; and Kentucky, Missouri, Kansas, and Indian Territory are initially neutral and friendly to both players.

All the hexes, cities, railroads, etc., within a friendly state are friendly initially, and remain friendly to the owning player throughout the game, unless your opponent takes control of the hex. That is, friendly territory is what you begin the game controlling minus hexes your opponent has moved through plus hexes you have moved through. Enemy territory is everything else, see Hex Control, below. Note that moving a combat unit by any method through a hex (including by rail through a neutral rail hex) converts it to friendly if it is neutral or enemy, this is important in the states which start out neutral.

What is friendly and what is enemy is important when executing a forced march and for ownership of cities and towns for supply point and political point purposes. Each player keeps track of the hexes they make friendly and which are owned by one's opponent.

**Hex Control:** a player controls a hex and any city or town therein if his unit was the last to occupy or enter that hex. The presence of a fort modifies that statement (see section [13.0]).

**In Supply:** Able to trace a Consumption supply path from an active department. Contrast with Isolated.

**Isolated:** Unable to trace a Consumption supply path from an active department. Contrast with in supply.

**Mounted Unit:** a cavalry division, cavalry brigade, partisan cavalry, leader or HQ of any type.

**Movement Allowance** is the basic movement ability of a unit quantified in movement points.

**Movement Points (MPs)** are the cost for a unit to enter a specific hex and/or cross a specific hexside.

**Phasing Player:** The player whose turn is in progress. The other player is the non-phasing player.

**Port:** A port is a city, town, or village on a coastal hex or adjacent to a (Tidal or non-Tidal) navigable river hexside. This definition is used for embarkation and disembarkation from naval transports and river transports.

**Production Supply Path** (when adding supply points to general supply) must start on an owned city or town on a rail hex, a coast hex, or a hex adjacent to a navigable river hexside and can only go over rail and/or navigable rivers or coastal hexes, but not over an all sea hex, and terminates at either (A1) one of the 16 Confederate on-map cities or (A2) via water and/or rail off-map to Houston city or (B) to a Union north map edge rail hex that goes off the map or north map edge navigable river hexside that goes off the map.

**Seaport:** One of the ten Confederate ports that have deep water harbors and can be used by ocean-going ships to import supply points. A seaport is also a port.

**Size Symbol:** XXXX = Army; XXX = Corps; XX = Division; X = Brigade.

**Stack:** A collection of units in a hex and/or hexside; if it is both, the hexside must be adjacent to the hex.

**Supply Path** has 3 versions, see details in glossary and relevant rules:

- 1) A Broadcast Supply Path sends supply points from active departments to units on the map.

- 2) A Consumption Supply Path from active departments feeds ground units from general supply to avoid supply attrition.
- 3) A Production Supply Path from towns to cites adds supply points into general supply.

**Unmounted Unit:** an infantry division or brigade, a militia unit, a garrison unit, a partisan infantry, or partisan cadre, a supply train, a siege gun, a rail repair unit or a naval base.

**Warship:** A Union Naval Flotilla, a River Flotilla or an Ironclad. A Naval unit that is not a warship is a Union Naval Transport Flotilla or a River Transport Flotilla.

### [3.24] Unit Strength Presentation

Infantry divisions are depicted by several counters with a descending sequential combat strength in one-point gradations, ranging from 10 down to 3. When a division loses strength due to combat losses or supply attrition, it is flipped over or replaced by another unit of the same type bearing the proper reduced strength. When reduced to a combat strength of 2 or 1, an infantry division is replaced by an infantry brigade. When reduced to zero, it is eliminated.

Cavalry division counters range in sequential strength from 5 down to 2, and follow the same reduction principle; when reduced to a combat strength of 1, the cavalry division is replaced by a cavalry brigade.

### [3.25] Unit Permanence

One **infantry division** may never combine with another infantry division to form a higher strength division, nor may a cavalry division do so. One division may never divide into two divisions. One specific division may be replaced by a smaller strength division or brigade and one or more brigades (equaling the strength of the original unit) at the convenience of the owning player during a phasing player's turn as specified below. Brigades may **never** combine into a division or a stronger brigade, a division may only be created by the production process in a campaign game.

A player may slough off brigades from an infantry division or cavalry division as he moves that division. By definition, the brigades would have come into existence after the movement command that triggered the division's movement and would be incapable themselves of further movement that game turn. A player may also extract brigades from the division before issuing a movement command to it but he would then have more units to deal with when issuing the command, doing this costs no movement points and so can be done by a division even when it does not have movement initiative. The same principle applies in a combat situation; you may slough brigades before initiating a specific combat, but not after the combat result is known. A player may only slough brigades during his own player turn. Note that a 2-3 infantry brigade cannot slough off a 1-3 infantry brigade, as it is not a division.

**Garrison** counters have strength point values of 1, 2, 3, 5, 10 and 20. A garrison unit is any number of garrison counters stacked in the same hex. The player may use any combination of available garrison counters to represent a single garrison unit's strength. A garrison unit may drop off garrison counters as it moves.

A **militia** unit has a strength point value of 1, 2, 3 or 4. A militia unit may slough off weaker militia units as it moves and weaker militia units may be combined to form a stronger militia unit, up to the maximum strength of 4; such actions are limited by the counter mix. The set up of militia units is given in points. Of course, each specific militia unit will take a movement command to move or an attack command to attack and combat losses are assigned to units, so it matters if you have two 2-2s or one 4-2.

**[3.26]** The counter mix is the absolute limiting factor on the number and types of units and markers a player may have in play on the map or in production at one time, except they may create new supply point markers, entrained markers, railhead markers and railcut markers as needed, although the number provided should be sufficient in most cases. It is strongly suggested purchase of a bag of translucent bingo chips in assorted colors, as these better mark rail cuts and ownership of a hex.

For all units that take step losses, the limitation to the use of the counter mix means that in some cases additional step losses may be required to be taken when step losses are taken, if the needed counters to take exact losses are in use elsewhere. A player may choose to take additional step losses whenever step losses are taken, this can free up counters to use elsewhere.

### [3.3] Game Charts and Tables

Various visual aids are provided for the players in order to simplify and illustrate certain game functions.

### [3.4] Game Equipment Inventory

A complete game of **War Between the States** should include the following parts:

- One Game Map (three sections)
- Five and a half Sheets of Die-Cut Counters (four identical; 1,540 pieces)
- One Rules Booklet
- One Confederate Production Spiral Sheet
- One Union Production Spiral Sheet
- One Confederate Track Sheet
- One Union Track Sheet
- One Confederate Deployment Chart
- One Union Deployment Chart
- Two Player Chart Sheets (identical)
- Two Dice

If any parts are missing or damaged, write to:  
Decision Games  
P.O. Box 21598

Rules questions, phrased to be answered in a one-word reply, will be answered if accompanied by a self-addressed, stamped envelope. Send questions to the address above marked "Rules Questions: War Between the States."

#### [4.0] SEQUENCE OF PLAY

Each **Game Cycle** is composed first of a **Monthly Strategic Turn**, during which the players perform various economic, logistical, and political activities, this is followed by four successive **Weekly Game Turns**, during which the players move and fight with their combat units and after which the next game cycle is begun. Each game cycle represents the passage of four weeks, with each game turn representing a week. Activity during the strategic turn and the game turns must conform to the outlines presented in rules [4.1] and [4.2].

#### [4.1] Outline of the Weekly Game Turn

**A. DETERMINATION OF THE FIRST PLAYER:** Return chits selected from previous week to cup. Each player then randomly selects a chit from the initiative chit pool. The player who selects the higher numbered chit is defined as the first player for that particular game turn. He conducts the first player turn, after which the player who selected the lower numbered chit conducts the second player turn (see rule [5.1]).

#### B. THE FIRST PLAYER TURN

##### I. Movement Phase

###### a. Command Segment (of Movement Phase)

The first player specifies the units that each leader commands for movement.

###### b. Free Initiative Segment

The first player issues his free initiatives to his leaders or individual units. Immediately upon allocating a free movement command, he may move each leader and the force under the command of that leader or the single unit commanded (see rule [5.2]).

###### c. Individual Leader Initiative Segment

Having exhausted his free initiative allocation, the first player may determine which of his remaining leaders can move on their own initiative (see rule [5.23]). He checks for initiative for each leader that has not yet moved or been checked and immediately moves the forces that receive initiative.

##### II. Combat Phase

###### a. Command Segment (of Combat Phase)

The first player specifies the units that each leader commands for combat.

###### b. Combat Initiative Segment

The first player determines which leaders (and, by inference, which units) have attack initiative.

###### c. Battle Segment

The first player may attack with units that have attack initiative to do so. Each attack must be completed before the next attack is stated and resolved (see rule [8.3]). Resolve each attack by following the combat routine (see section [8.0]).

###### d. Cleanup Segment

The first player may destroy depots and supply points and deploy militia from the production spiral to the map.

#### C. THE SECOND PLAYER TURN

Repeat I and II, as described above, but with the players' roles reversed.

#### [4.2] Outline of the Monthly Strategic Turn

**A. Siege Phase:** Both players (Union first) may attack any forts or fortresses that are in close siege using the close siege procedure (see section [13.0]).

**B. Production Phase:** Both players (Union first each segment) operate their respective production systems, producing supply points, mobilizing new combat units for future deployment, deploying combat units on the map that had been mobilized on prior strategic turns, initiating and completing the construction of forts and fortresses etc. (see rule [22.4]).

**C. Supply Phase:** Both players simultaneously execute the supply consumption routine (see sections [12.0] and [17.0]) to feed ground units. Then both players (Union first) may broadcast supply to their depots, supply trains and army headquarters.

**D. Political Phase:** Both players (Union first) may attempt to appeal to the Political Events Matrix by rolling a die..

**E. Initiative Pool Phase:** When needed, adjust the composition of the initiative pool according to table 5.13.

#### [5.0] MOVEMENT

During the movement phase of his player turn, the player may move all, some or none of his units. Because of the nature of the units, movement can be divided into two general classes: ground movement and water movement (see sections [6.0] and [7.0]). This section describes the rules common to both classes of movement.

A stack is a collection of units in a hex and/or hexside; if it is both, the hexside must be adjacent to the hex. To move a stack of units (possibly consisting of a single unit), a player moves them hex by hex through the grid on the map and/or hexside by hexside when by river. The path of movement must be continuous.

Only one stack of units can be moving at any one time, although the moving stack can pick up and drop off units as it moves and so change its composition over time. As a stack moves, each unit in it expends some

portion of its movement allowance to enter each new hex or hexside on its path. No unit can exceed its movement allowance, except by a forced march.

### **[5.1] Initiative Chits**

At the beginning of every game turn, each player blindly selects an initiative chit from the cup. His pick establishes his initiative number for that entire game turn. Note that, because the choice is made from a common pool, one player will always pick a higher number than the other. The player with the higher initiative is the first player for that game turn, that is, he executes the first player turn, the player with the lower initiative is the second player for that game turn. The initiative number chosen is also his movement command allotment (that is, the number of movement commands he may issue freely during his movement phase).

**[5.11]** The Initiative Pool Composition Chart ([5.13]) states what the chit composition of the cup should be during any given game turn. "Cup" is a representative term for any device the players select to facilitate a random, blind choice of chits. We suggest tossing them in a wide-mouth coffee mug and always shaking the mix before any pick.

**[5.12]** Players retain their initiative chits for the course of each game turn. They are returned to the cup at the beginning of each game turn.

**[5.13] Initiative Pool Composition Table** (see separate sheet)

### **[5.14] Campaign Game Free Initiative Allocation Restrictions**

When playing a Campaign game (with all 3 map sheets), if a player gets an initiative chit of **3, 4, or 5** then at least 1 free initiative must either be allocated to (west) maps A or B (or discarded) and at least 1 free initiative must be allocated to (east) map C (or discarded). If a player gets an initiative chit of **6 or more**, then at least 1 free initiative must be allocated to maps A and/or B west of the Mississippi (or discarded), at least 1 free initiative must be allocated to maps A and/or B east of the Mississippi (or discarded) and at least 2 free initiatives must be allocated to map C (or discarded). If a player gets an initiative chit of **1 or 2** he may allocate his free initiatives without any restrictions. Exception: If a player controls every city and town in a part of the map mentioned in this section, then they do not need to allocate a free initiative there, it may be allocated anywhere.

### **[5.2] Movement Command**

A player's initiative chit number equals the number of free movement commands he may issue to his forces. Basically, a force may not move unless it is issued either a movement command or the force's leader (assuming there is one) can move on his own initiative. Thus, while a player is theoretically permitted to move all his units, he can normally do so only when he has an initiative chit number sufficient to issue commands to all his forces. Rarely will that occur, and normally a player

will find himself able to move only some portion of his total force.

**[5.21]** Issuing a movement command requires the issuing player to state: "I order Gen. So-and-So and his forces to move." With that, the player executes the movement of said general and force as he sees fit (see rules [5.25] and [10.1] for the definition of a force).

**[5.22]** In lieu of issuing a movement command to a leader, a player may issue a movement command to a specific unit, saying, "I order this unit to move," and then executing that order. Such a command is inherently less efficient than ordering a leader to move, since a leader normally has several units in the force under his command and all those units may move pursuant to their leader's order. In effect, each specific ground combat unit has a notional leader that does not have a counter that has a value of 0-1-0 tightly coupled to it. A leaderless HQ may be issued such a movement command and it will also move all units attached to the HQ.

**[5.23]** After a player has exhausted the number of movement commands allotted by his initiative number, he may attempt to activate the movement of additional leaders and the forces under their commands that have not yet moved. Each leader counter has an Initiative Limit Value. To attempt to activate a leader, the player states: "I want to activate this leader," pointing to it. He then rolls a die. If the die roll result is equal to or less than the initiative limit value of the leader, that leader and the force under his command may be moved by the player, just as though the leader had been issued a free movement command. If the die roll result is greater than the printed leader initiative limit value, the attempt to activate the leader fails and that leader may not move. There are no restrictions placed on a player's attempt to activate leaders (see rule [10.1]).

**Note:** A player must exhaust his allotment of free movement commands before he attempts to activate additional leaders through their own initiative. He cannot find out who moves on his own initiative before he issues movement commands. In effect, he must expend his free movement command allotment on those leaders he feels he must move before he finds out which leaders can move on their own initiative.

**[5.24]** Each player's movement command allotment is determined anew at the beginning of each game turn, when they pick their respective initiative chits. A player is never required to issue movement commands -- he may be happy with his existing deployment. Obviously, he may not issue more free movement commands than the number of his allotment, nor may he save movement commands from one turn to the next. If he fails to use his full allotment of free movement commands, the unused balance is lost.

**[5.25]** A force is defined as that collection of leaders, headquarters and ground units under the control of one leader; that is, those he reaches with his span of command (see rule [10.1]) and/or any naval units in the



same hex or adjacent hexside that are declared as a part of that force.

**[5.26] Naval Initiative** Naval units and naval leaders do not require a leader to move or attack; on each weekly turn they always have movement initiative and attack initiative.

**[5.27]** All units except naval units (including naval leaders) and supply points (which are markers, not units) require a movement command to move. This includes supply trains, siege guns, rail repair units, and ground leaders themselves, in addition to all ground combat units. Supply points move by being transported by either an army, supply train, railroad train, river transport or naval transport and by supply broadcast in a campaign game.

**[5.28]** Movement of a ground force **must** be continuous for each ground force that gains initiative in turn, although naval units can move before, during, and/or after any stack in a ground force with initiative actually moves. Movement begins when the player assigns or attempts to obtain the initiative. A player may not determine who gets initiative and who does not before he actually moves anybody.

## **[6.0] GROUND MOVEMENT**

There is one movement phase during each weekly player turn, during which the phasing player may move some, all, or none of his units eligible to move under the provisions of rule [5.2]. Each unit is moved individually (if it has been issued a separate movement command), or as part of a stack of units moved together under the command of a single leader. A stack of units moves at the slowest movement allowance of any unit that is in that stack; however, slower units may be dropped off and the faster units continue moving. As it moves, the stack expends a portion of its movement allowance to enter each hex. That expense varies according to the terrain the unit crosses or enters to move into the hex. Unused movement points may not be accumulated from one game turn to the next, nor may they be transferred from unit to unit.

Move each unit or stack of units individually, tracing its path of movement through contiguous hexes. Once a unit has been moved and the player's hand withdrawn, that stack of units may not move again, retrace or change its path during that game turn. Naval units may move with ground units in order to coordinate, that is, naval units do not count as a separate stack. Ground units can be tilted to indicate they have already moved.

### **[6.1] Ground Movement Restrictions**

**[6.11]** In one movement phase a stack may not expend more movement points than the slowest printed movement allowance of any units that make up the stack unless the stack does a force march. For example, an infantry division has a movement allowance of three movement points. It must expend one movement point to enter a clear terrain hex. It could move through three successive clear terrain hexes, but it could not enter a fourth hex (without force

marching) since that would cause it to exceed its movement allowance.

**[6.12]** A unit may not enter a hex or cross a hexside if the Terrain Effects Chart (see map) prohibits such movement.

**[6.13]** A friendly unit may not enter a hex containing an enemy unit except under the provisions of a close siege of a fort or fortress.

**[6.14]** A unit does **not** have the right to move at least one hex; if it does not have the needed movement points, it cannot move.

For example, an infantry division has a printed movement allowance of three MP. It costs four movement points for it to cross a river into a forest or swamp hex. An infantry division cannot cross a river into a forest or swamp hex unless the player force marches it. By the same reasoning, a garrison unit can never cross a river and enter a forest or swamp, since even a force march will not give it sufficient movement points to do so.

2016 Update Start \*\*\*

**[6.15]** A militia unit may **not** cross a state border except when commanded by a leader starting with it in the same hex and moving across the state border with it.

Historical Note: Militia were called up by the governor of a state as a temporary emergency self-defense force; as such they were not normally expected to leave their state, but they could be commandeered by a leader representing the Union or the Confederacy.

2016 Update End \*\*\*

### **[6.2] Effect of Enemy Units on Friendly Movement**

**[6.21]** A non-mounted unit is an infantry division or brigade, a militia unit, a garrison unit, a partisan infantry or partisan cadre, a supply train, a siege gun, a rail repair unit, or a naval base. Whenever a friendly non-mounted unit enters a hex in any type of an enemy zone of control (either infantry or cavalry), it must stop moving and may not continue moving during the current game turn except to execute an attack from march.

A mounted unit is a cavalry division or brigade, a partisan cavalry, a leader, or an HQ of any type. Whenever a friendly mounted unit enters a hex in an enemy cavalry zone of control, it must stop moving except to execute an attack from march, but it may continue to move if it enters only an enemy infantry zone of control.

Whenever an enemy stack enters a hex with any mounted units or enter a hexside next to a hex with any mounted units, the friendly mounted units may choose to retreat one hex if either (A) there is some unit with combat strength remaining in the hex being retreated from or (B) there is a cavalry unit (either normal or partisan) retreating with the mounted units; this might happen if the enemy stack is doing an attack from

march or entering a hex or hexside with an enemy fortification. (Mounted units being more mobile were difficult to trap and often escaped when outnumbered to fight another day.)

**[6.22]** A friendly unit may always leave a hex in an enemy zone of control. It must again stop when it enters an enemy zone of control that affects it.

**[6.23] Zones of Control** (see section [9.0])

**[6.24]** A unit may leave an enemy zone of control at the start of its movement and may move directly to an adjacent enemy controlled hex, where it must stop moving. When you start in a zone, you may leave; when you enter a zone, you must stop.

### **[6.3] Force March**

A player may choose to force march a stack of units. He declares, upon initiating the movement of those units, that he is adding either one or two movement points to their movement allowance, recall that a stack moves at the rate of the slowest unit in the stack. The movement point addition is automatic and the player executes the move, all the units are assumed to enter the final hex. For example, an infantry division with a movement allowance of three is performing a two-point forced march; the player can therefore expend a total of five movement points in moving that unit.

A forced march, however, also exposes the stack of units performing it to a chance of attrition (a percentage loss of the total strength of all the units making the forced march), as the player must execute the forced march routine upon completion of the movement. A supply train may force march, but adds 1 to the total strength of the force marching stack for the purpose of force march attrition. A **rail repair unit or siege gun** may not force march. An HQ with no combat units attached may force march but will not suffer any step losses as it has none to lose.

### **[6.31] Forced March Routine**

- 1) the player notes the extent of the forced march (one or two extra movement points) for the moving stack, and whether the termination point of the forced march is a hex that is currently friendly or enemy.
- 2) the player rolls a die and cross-references the die roll with the appropriate description of the forced march.
- 3) the player applies any attrition result, losses are applied to the units in the force marching stack as desired by the owning player.

Note: As the owning player decides how force march losses are taken, it is expected that the slower and/or cheaper units in the stack will usually take the attrition losses; this is intentional. Also, it can make a lot of sense to protect a supply train that is doing a force march by stacking it with another unit that will take any attrition losses; this is also intentional.

**[6.32] Forced March Attrition Table** (see separate sheet)

**[6.33]** All things being equal, a stack will experience fewer losses making a forced march through its own country than it will experience marching through enemy territory. For simplicity's sake, the test in the game is merely: where does the march end, in what is currently my territory or not in my territory? That test throws the players on the mercy of [3.23] (Friendly Territory, Hex Control). Note that hexes that are initially neutral in 1861 are friendly to both sides, whichever side moves a combat unit through a neutral hex by any means (including by rail) converts it to friendly from neutral and therefore enemy to one's opponent.

Note: The force march ending hex might have been made friendly just before the force march by a previously moved stack, this is intentional and allows cavalry (for example) to convert hexes to reduce losses for force marching infantry.

**[6.34]** A player may reduce the effects of force march on a stack by expending 1 on-map supply point from an adjacent hex or the same hex as the moving stack before moving the stack. The effect is that one is subtracted from the die roll for the forced march attrition table.

Note: A stack with 1 strength point that does a force march of 1 MP to a friendly hex after spending a supply point will not take any attrition losses; this is intentional.

### **[6.4] Multiple Unit Movement (Stacking)**

There is no limit to the number of units a player may stack together in a single hex or hexside.

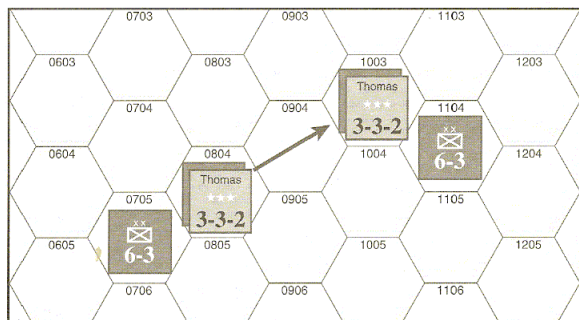
**[6.41]** A player may move a force of more than one unit (that is, a stack of units) just as though it were one unit, as long as all the units in the stack are under the direct command of a single leader. That is a consequence of the rules for leaders (see section [10.0]) and initiative (see section [5.0]). There are 4 reasons to move as a stack: to give the player a choice on how to allocate losses from a forced march, to execute an attack from march with the stack, when naval or river transports carry ground units, and for the ease of the player. As only one stack can be moving at any one time, one can avoid needless complexity during movement by ensuring at least one of those reasons apply.

**[6.42]** Units under common leadership may create and dissolve a stack of units along a common path of movement as long as no involved unit violates its movement allowance in doing so.

**[6.43]** All of the units of a ground force with movement initiative must be moved as desired before another ground force is given initiative or checked for initiative, although naval forces can be moved as desired as long as only one stack (in a hex and/or hexside) is moved at one time. A player need not keep a force with movement initiative together. Once a force has movement initiative, he may move the units making up the force in different directions. Naturally, if they diverge far enough from each other, they will not be together on

the next turn, but that is the player's choice. In effect, when a player gives or rolls for a movement command for a force, he activates all units in the force, and he may then move them together or separately or whatever.

**Example:** The Union infantry division and the 10th Corps are under Thomas' command and Thomas is given a free movement command. The Union player force marches the division into hex 1104. Then the corps moves to hex 1003. This is all done with just one movement command for Thomas.



#### [6.44] Stacking Order

The rules specify some requirements for stacking, other than meeting these requirements, a player is free to stack units and markers as they wish in a hex:

- 1) The commander of an HQ **must** be placed directly on top of that HQ; this implies that a leader that is NOT the commander of an HQ **must not** be placed directly on top of that HQ.
- 2) If an HQ is in a hex, then it **must** be second from top (commander on top) in the following order: army, if no army then cavalry corps, if no cavalry corps then infantry corps.
- 3) Units that are being carried by another unit **must** be placed directly below the carrying unit; this implies that if one unit is not being carried by another unit, it **must not** be placed directly below that potentially-carrying unit. This is true for supply points being carried by a supply train or army and units or supply points being carried by a naval transport, river transport, or railroad train.
- 4) A stack inside a fort or fortress **must** be placed below the fort or fortress; this implies that a unit that is not in a fort or fortress **must not** be placed below a fort or fortress. The stack inside the fort has the same rules for stacking order as if it were not in a fort.

#### [6.5] Rail Movement

The Cycle Turn Record Track provides a chronological list of rail transport points (RTPs) available to each player during each cycle of the game. In each game turn 1 rail transport point has the capacity to carry 1 combat strength point or 1 supply point, and the RTP can spend 5 rail movement points in so doing. Note there is no marker or counter to portray a rail transport point; when used, it exists in the minds of the players.

To use rail movement, a unit entrains. When it does so, it must expend one movement point. Simultaneously the imaginary rail transport point expends one rail movement point. With the unit now entrained, it is

moved along the path of the railroad — ignoring other terrain — by the rail transport point expending one rail movement point to move each 10 hexes or fraction thereof along the railroad. At the termination of the rail movement, the unit expends one movement point to detrain and the hypothetical rail transport point spends 1 rail movement point. Note: the ground unit does not expend any of its movement points while it is in rail transit.

**Example:** In a given game turn, a Union infantry division with a strength of seven starts the movement phase on a rail line in hex A. It entrains (expending one movement point) and proceeds 27 hexes along the rail line to hex B, where it detrains (expending a second movement point). The division has not expended its third movement point, and could do so in exiting hex B. The Union player has expended seven rail transport points in executing that movement. (One rail transport point for each strength point.) Together, each rail transport point expended one rail movement point to entrain, three rail movement points to carry the unit 27 hexes, and its fifth and last point to detrain the unit.

**[6.51]** Rail transport points are allotted per monthly cycle. A player may expend those points during the monthly strategic turn or any weekly game turn of that cycle as he sees fit, using them all at once or just a portion of them each time. Presume the example described in rule [6.5] occurred in the first game turn of a cycle in which the Union player was allotted 30 rail transport points. The example showed the Union player expending seven rail transport points, leaving the Union player a balance of 23 rail transport points to expend on additional rail movement in the same or subsequent game turns of that cycle.

**[6.52]** Unused rail transport points cannot be accumulated from one month to the next. Use them or lose them.

**[6.53]** A number of entrained markers are provided so a player can keep units entrained from one game turn to another. In the example discussed in rule [6.5], assume the Union unit entrained in Game Turn 1 of the cycle. It could then move up to 40 rail hexes and end the game turn still entrained. On Game Turn 2 it could move 50 rail hexes remaining entrained and, finally, on Game Turn 3 it could move up to another 40 hexes and detrain (expending one movement point in so doing, with two movement points remaining for normal movement). Note the Union player would have expended seven rail transport points in each of the three game turns, a total of 21, leaving a balance of nine in his cycle allotment of 30. A player may only keep a unit entrained if he has, or will have, a sufficient remaining balance of rail transport points left to expend on the next game turn; the penalty for not following this rule is to lose steps of the entrained unit until the cost in RTPs for what remains can be fully paid.

**[6.54]** Units and supply markers can only entrain or detrain in a rail hex and the path of rail movement must be along contiguous uncut friendly (including neutral) rail hexes. The only exception to this is at ferry crossing points, where a river interrupts the continuous path of a

railroad. A rail transport point may ferry across a river at a ferry crossing point for an expenditure of one additional rail movement point (that is, 10 rail hexes).

**[6.55]** During a given weekly game turn, no more than **10 combat strength points may be transported on a common path between origin and destination**. For example, if the Union player wants to move units totaling 20 strength points from hex A to hex B by rail during the same game turn, he would require two different routes that at no point shared the same path between A and B — though they may intersect or cross at some point, they could not share the same rail line even if it were only for one hex.

**[6.56]** Rail movement occurs during the player's movement phase and, as the examples have illustrated, in some circumstances a given unit can combine rail movement with normal movement. Except for the ability of units using rail movement to ignore intervening terrain, a unit moving by rail is bound by all the limits and restrictions of normal movement. A unit must be issued a movement command on the game turn it entrains and initiates rail movement. An already entrained unit, however, having initiated rail movement during an earlier game turn, continues its rail movement under the movement command issued on the turn it began the journey, but a player needs to write down the destination, route and ETA, showing it to his opponent when completed. To change this written order takes a movement command, either free or obtained by a leader obtaining initiative.

**[6.57]** Supply trains, siege guns, and rail repair units may move by rail. Each costs one combat strength point for purposes of rail movement. An empty headquarters unit (one having no combat units attached to it) may move by rail and water as leaders do (see rule [10.31]). Supply points may be moved by rail during a game turn. Each supply point costs 1 combat strength point. To show the supply points are loaded on the train, place an entrained marker on top of the supply points. Supply points may be loaded to or unloaded from a train anywhere along a railroad at the cost of 1 rail movement point. If a hex with a train is attacked any supply with the train is immediately unloaded.

**[6.58]** Units may entrain and detrain in an enemy zone of control with no special restriction or cost. Just apply rule [6.2]. An entrained unit itself has no zone of control. An attacked entrained unit automatically detrains and its strength is halved. An entrained unit may not attack.

**[6.59]** If any given unit's rail or water movement takes more than one turn, a final destination hex may be specified at that move's start by writing it down in order to avoid otherwise needing to give another movement command to the unit for the additional turn's movement. Show the note to your opponent when the move is complete. Changing the destination while en route always takes a movement initiative, which may be a free initiative or due to the leader passing his initiative die roll.

## **[6.6] Road Movement**

When a unit travels through contiguous road hexsides, it is presumed to be using the road for movement. A unit moving along a road ignores the terrain through which the road passes, and it expends only the movement cost for moving along a road (see the Terrain Effects Chart).

In some places on the map, roads cross rivers without interruption, indicating the presence of a **road bridge**. A moving stack may use an intact road bridge when neither hex forming the bridge is enemy controlled, that is, both hexes must be friendly (which includes hexes neutral at the start of the 1861 campaign game until they are converted to one side or the other), note that an occupied enemy fort in one of the hexes that faces a bridge also controls the bridge.

A stack moving using a road bridge may ignore any river the road crosses in that manner when moving along the road. In other cases, a river interrupts the path of a road; a stack moving along a road in such a case may not ignore the presence of the river when crossing that hexside; it must pay the indicated additional cost to cross the river (see the Terrain Effects Chart).

A **rail bridge** acts similar to a road bridge in that it costs no additional movement points to cross a river at a rail bridge, but there is no reduced cost for moving along a road.

A road bridge or a rail bridge may be destroyed and cut by any ground combat unit at a cost of 1 movement point and 1 supply point when the unit is next to the bridge to be destroyed and the supply is next to the unit or with it, a destroyed bridge may not be used for any purpose. It may also be destroyed during the combat phase by a warship by spending one supply point; if the hexside has both, both may be destroyed for two supply points.

An infantry unit or cavalry unit may repair a destroyed bridge for 1 movement point and 2 supply points when both are next to the bridge to be repaired and both hexes defining the bridge hexside are friendly.

## **[7.0] WATER MOVEMENT**

The Union player has units representing flotillas of ocean warships, river gunboats, ocean going merchant vessels, riverboats and ironclads; the Confederate player lacks ocean going ships, but have the 3 others. Those craft are presumed to operate on the rivers and oceans portrayed on the map, primarily to carry supply, transport ground units, and — in certain special circumstances — to join in combat, assisting ground units. For convenience, we will use the term naval unit to describe the entire class of units that operate on water. As might be expected, the rules for naval unit operations differ in some respects from those governing ground unit operations. To a degree, that distinction is the result of the way the rivers are portrayed on the map.

During a friendly movement phase, a player may move his naval units. Each naval unit has a printed movement allowance of either 40 or 50 movement points. To enter an all-sea or coastal hex, a naval unit expends one movement point. To enter a river hexside, a naval unit expends one movement point. When operating on a river, a naval unit is considered to be located on a river hexside. When operating on the ocean, the naval unit is considered to be located within the sea or coastal hex in which it is placed.

A naval unit may also be in a port, which is any city, town, village, or Union naval base adjacent to a navigable river or in a coastal hex. A naval unit in a port is ignored by enemy naval units and may not be attacked by enemy naval units, but is destroyed if the city, town, village is occupied by enemy land units or when the Union naval base is destroyed. A naval or river unit in a port acts as a "fleet in being" in that it has the potential to be put in water during the player's movement phase. To show that a naval unit is in a port, point the arrow to a land hexside.

### **Procedure for River Hexside Movement**

Every naval unit has an indicator printed on its face. The player should position the naval unit so the indicator points to the river hexside in which the naval unit is located. Movement then proceeds river hexside by connected river hexside. While actually moving the unit, the player should hold it on edge or by a corner for purposes of tracing the movement path. That procedure is nothing more than a mechanism to assist players in accurately locating the river position of their naval units. Some players may find it more convenient to center the naval unit on the river hexside straddling the river. It is not important what approach a player uses as long as he can accurately show on which river hexside his naval unit is located.

### **[7.1] Water Movement Restrictions**

**[7.11]** Naval units may not cross all land hexsides, nor may they enter a hex prohibited to water movement.

**[7.12]** A Head of Navigation is a black bar crossing a river hexside on the map. Naval units may not move upstream past those points (see the Terrain Effects Chart).

**[7.13]** Union naval flotillas and naval transport flotillas may operate on tidal river hexsides, on coastal hexes and on all-sea hexes. River flotillas, river transports and ironclads may operate on navigable river hexsides (both tidal and non-tidal) and on coastal hexes. **Union ironclads** (only) can also enter an all-sea hex at a risk of sinking: roll 2 dice for each all-sea hex that each Union ironclad enters, it sinks on a roll of 11 or 12; otherwise, it may enter the all-sea hex.

**[7.14]** If a stack of friendly naval units enters a hex or hexside containing an enemy ironclad, river flotilla or naval flotilla, it must stop and engage in naval combat in the combat phase, unless the enemy warships take protection from a enemy fort. (see section [11.0]).

Friendly naval units may freely enter and leave a hex or hexside containing only enemy transports.

**[7.15]** Friendly naval units may freely enter and exit a hex containing enemy ground units (and the reverse) with no interaction (but see rule [11.2]).

**[7.16]** Friendly river or naval transports may not enter a hex or hexside containing an enemy river, naval or ironclad flotilla, even in conjunction with friendly warships that will fight the enemy warships.

### **[7.2] Water Transport of Ground Units and Supply Points**

River transport flotillas and naval transport flotillas have the ability to lift and carry ground units and supply points. Each transport flotilla can carry up to 10 points each of which can be either a strength point of a ground unit or a supply point. Ground units and supply points being carried are placed underneath each transporting unit.

**[7.21]** To embark aboard a transport, a ground unit expends one or more movement points while the transporting unit expends 10 or more movement points (see rule [7.26]). To disembark requires a similar expenditure. As there is no column for a rough hex, a unit may **not** embark from or disembark onto a rough hex without a port, naval base or active ferry.

**[7.22]** Each supply point weighs 1 combat strength point but have no movement points and so there are no movement point costs for the supply point to load or unload, nor does a supply marker need movement initiative. To show the supply points are loaded on the transport, place the transport on top of the supply points. Supply points may be loaded to or unloaded from a transport at any coastal hex or any hex adjacent to a navigable river. To load or unload the supply points, the transporting unit must pay the number of movement points equal to the terrain cost in the Embarkation/Disembarkation Cost Chart, see [7.26]. This can be in conjunction with transporting a land unit. (Also, see section [17.0] for supply broadcast by river.)

**[7.23]** While aboard a transport the ground units and/or supply points are passengers of the transporting unit and, as such, move with the transporting unit subject to the rules of water movement. Embarkation and disembarkation occurs in the same coastal hex as the transporting unit, or it occurs at the interface of a river hexside and one of the two hexes composing the hexside that the transporting unit is on. In other words, the ground unit embarks onto the bordering hexside and debarks into one of two adjacent hexes.

**Note:** A port is a city, town or village on a coastal hex or a hex adjacent to a navigable river.

### **[7.24] Opposed Amphibious Assault**

**Infantry units (only)** may amphibiously assault an enemy-occupied hex that they may disembark onto from water in the same hex or in an adjacent hexside. Units that execute an opposed amphibious assault



**must** be in position at the start of the phasing player's movement phase, that is, they cannot move at all in the current movement phase. A ground leader with an initiative of at least 1 **must** be present and he must roll successfully for combat initiative; exception: if this is a mandatory amphibious assault (see below), then the defender may decide that the amphibious assault successfully achieved combat initiative.

The attacker's strength is halved. If the defenders vacate the hex, presumably because they are forced to, or if they retreat into a fortification in the hex, the attacking units may land in the hex and other combat units and supply trains may land with them. If the defender does **not** vacate the hex nor retreat into a fort, then attacking losses are **tripled** and the survivors remain aboard their transport. Combat supply must be on the naval units involved, it cannot be ashore. Note that amphibiously assaulting a city or entrenchment is a grim task, as the defender is not required to retreat and, unless the attack eliminates them all, losses could be heavy for no gain. Note that units can never disembark onto a rough hex without a port or ferry, so they may also never amphibiously assault such a hex.

#### [7.25] Unopposed Amphibious Assault

\*\*\* 2016 Update Start

The player may either use (A) the opposed amphibious assault method of waiting a weekly turn either in the coastal hex or a river hexside adjacent to the hex to be invaded and then invading the unopposed hex on the next week or (B) he may amphibiously assault an unopposed hex on this weekly turn that already contains a friendly warship either in the coastal hex or in an adjacent river hexside to the hex to be invaded that must already be in place and did not move on the weekly turn of invasion. (This represents the warship landing marines to prepare the landing zone.)

\*\*\* 2016 Update End

Combat units that include **at least one infantry unit** of any strength may be disembarked from naval or river transports directly and immediately onto an enemy controlled but unoccupied port at the port disembarkation cost and on other unoccupied hexes at their cost, and they do not need to be in place at the start of the weekly turn; however a ground leader **must** be present on the transports; he may have any initiative value (even zero, so Butler can make an unopposed landing at New Orleans as happened in history) and is not required to have achieved initiative for combat but he lands with the troops. A supply train may join the combat units in landing. Naval and river transports may embark units or supply points from, or disembark units or supply points into, a besieged fort or fortress; to stop this capability needs a friendly warship in the hex or hexside of the enemy fort and/or a friendly occupied fort to inhibit the ability of enemy transports to be able to get to the enemy fort.

[7.26] Embarkation/Disembarkation Cost Chart (see separate sheet)

#### [7.27] Multiple Turn Transport

If any given unit's water movement will take more than one turn, a movement order with a final destination hex must be specified along with an planned time of arrival, which must be strictly adhered to. The destination and time of arrival may be changed while the units are en route, but doing so requires the use of a new movement command. The player must write down those orders that take more than one turn and keep them secret from the opposing player during the movement to prevent the opposing player from knowing his plans, revealing the orders on completion of the movement. Note that if the destination hex is occupied by an enemy ground unit at the end of movement, then this becomes a mandatory amphibious assault unless the destination hex is changed; in a mandatory amphibious assault, the attacker may **not** select a battle intensity chit of zero.

\*\*\* 2016 Update Start

#### [7.27] Restrictions after Water Transport

After a stack successfully conducts moves by water transport or amphibious assault, place a marker on it to indicate this, a coin or bingo chip of a specific color. The marker is removed when a unit that did not move by water enters the hex of a marked stack. Such marked units have the following restrictions:

- 1) A marked stack may **not** be given a free movement command.
- 2) A marked stack may **never** move into a hex where it is no longer in supply. If a marked stack is cut off from supply, then it cannot move while it remains marked and isolated.

Recall that the invaded coastal hex or hex adjacent to a river hexside has an infantry movement point cost on the disembarkation table that is used for the supply path trace. In all scenarios, all coastal enclaves have water transport markers on them.

(The coordination between the army and navy for both sides was poor. The only large advance after troops amphibiously invaded was after New Orleans the Union moved north along the Mississippi to attack Port Hudson and then the Red River.)

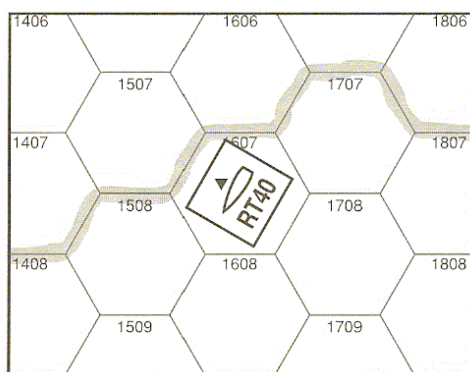
\*\*\* 2016 Update End

#### [7.3] Ferry Operation

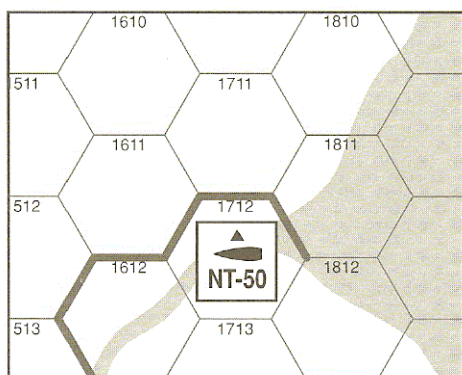
Certain hexsides along various rivers, coastal inlets, and estuaries are denoted as ferry hexsides (in addition to their other properties). Ground units may cross rivers at those hexsides as part of normal ground or rail movement for a certain movement point expenditure. Additionally, ground units may cross non-tidal rivers as part of normal ground movement.

Tidal rivers, estuaries and coastal inlets may not, however, be crossed by ground units at non-ferry hexsides except when a transport unit is used as a ferry. (For example, this is how Grant crossed the Mississippi river near Grand Gulf.) Placement of a transport unit that does not move that turn within the appropriate hexside creates a temporary ferry crossing point with all the properties of those printed on the map; flip the transport unit to its blank side to show that it cannot move when it is used as a ferry.

## EXAMPLES



1. By positioning a river transport unit as shown, the Union player has created a ferry crossing over the river between hexes 1507 and 1607.



2. By positioning a naval transport unit as shown, the Union player has created a ferry crossing over the river between hexes 1711 and 1712.

**[7.31]** To operate as a temporary ferry, a transport unit must be already in place for the entire duration of a movement phase, that is, it cannot have moved this phase. To flip the marker to show that it cannot move while operating as a ferry. Assuming that condition is met, there is no limit to the number of ground units that may ferry across it in a game turn.

**[7.32]** A transport unit may not act as a ferry in the presence of an enemy occupied fort or fortress.

### **[7.4] Movement Around Florida**

Only Union naval flotillas, Union naval transports, and Union ironclads may move around Florida. Units that begin a friendly movement phase in an all-sea hex on the south map edge in the Atlantic Ocean may be transferred to an all sea hex on the south map edge in the Gulf of Mexico, and the reverse. Such a move consumes the entire movement allowance of the force involved. Note the force involved must begin the movement phase on an all sea map edge hex. Note that a Union ironclad will need to make at least 2 successful entries into an all sea hex to move around Florida.

River flotillas and river transports of both sides and Confederate ironclads may **not** go around Florida in

either direction. This implies that all Confederate naval forces and Union river forces are split in two by Florida.

### **[7.5] Map Water Anomalies**

**[7.51]** The Tennessee River has two heads of navigation, between hexes B4206/B4306 near Decatur, AL, and the other between hexes A5226/B5201 a few hexes upstream of Chattanooga, TN. Ships may cross the downstream head only during weekly game turns of the fourth cycle of any year (roughly April), when high water permits them to cross the shoals, after which they can operate in the river between the two heads. If for any reason river units are upstream of the shoals on the fifth cycle of any year, they are destroyed.

**[7.52]** Several river bayous in the Mississippi delta are blocked at their outlet to the sea by heads of navigation (in this case sandbars). They may not be crossed, though the upstream portion may be accessed from the main channel of the Mississippi.

**[7.53]** Union Naval flotillas and naval transports may **not** enter Lake Pontchartrain (with easternmost hexes B2628 (New Orleans) and B2728 (noted as red Fort Pike on map)). Ironclads, river flotillas and river transports may enter Lake Pontchartrain as the land hexes with water are coastal hexes.

**[7.54]** Units in Galveston may go around the head of Galveston Bay by spending one game turn off the map and reentering at hex B0129 and also may do the reverse. This can be done by either normal movement or rail movement. Units off the map because of this rule have automatic movement initiative to come back on the map.

**[7.55]** An enemy occupied Fort Sumter in hex C1641 controls not only that hex, but also the water portion of hex C1640. An enemy naval unit entering hex C1640 must stop as if it were entering any other fort controlled hex. The naval unit may not move further, nor may it embark or disembark ground units until it has either successfully passed the fort using either of the Naval Transit Combat Results Tables or engaged the fort in combat and eliminated the fort's garrison. Likewise, an enemy naval unit leaving the city of Charleston would have to again stop and engage the enemy occupied fort prior to leaving hex C1640. **Note:** Fort Sumter sits in the middle of Charleston Harbor. Any naval unit attempting to get to Charleston would first have to pass the fort.

### **[7.6] Trans-Mississippi Theater River System Variants**

Players wishing a more accurate depiction of the river system in the Trans-Mississippi theater may apply the following rules. They will, in general, ease the difficult supply situation in this theater.

#### **[7.61] White River**

Disregard the head of navigation at hexside B2207/2308. Instead, consider it located at hexside B2004/2104.

### [7.62] Arkansas River

Add a second head of navigation on the north hexside of hex B0601 (Fort Smith). The Arkansas River is navigable between Little Rock and Fort Smith from the second through seventh cycle of each year.

### [7.63] Ouachita River

Disregard the head of navigation at hexside B1721/1821. Instead, place heads of navigation on the following hexsides: B1819/B1820, B1615/B1716, B1813/B1814, B1712/B1812, and B1207/B1307. The Ouachita River is navigable year round up to Monroe, LA. It is navigable between Monroe and Arkadelphia, AK from the second through fifth cycle of each year.

### [7.64] Red River

The Red River has two heads of navigation, one near Alexandria, LA, at hexside B1321/B1420 and the other set of heads of navigation at Shreveport, LA. Ships may cross the downstream head only during game turns of the third through fifth monthly cycle of each year, when high water permits them to cross the Alexandria Falls, after which they can operate in the river between the two heads.

## [8.0] GROUND COMBAT

Ground combat may occur between opposing adjacent ground units at the initiative of the phasing player, who is now further specified as the attacker. The non-phasing player is now further specified as the defender. The attacker begins his combat phase by determining which of his leaders are in receipt of an attack command and are thus permitted to direct the forces under their command to attack. The phasing player may scurry about and find out which of his leaders have attack initiative. Having made that determination for all the leaders he cares to check, the attacker then uses the combat procedure to resolve each battle he initiates. Note: it is possible for a player to be unable to make any attacks at all because none of his leaders receives an attack command.

To make an attack (initiate a battle), the attacker states: "I am using these units [identifying them] to attack the defenders in this hex [identifying it]." Unlike movement, a player finds out which leaders (and by extension, which units) can attack before he begins to resolve any given combat.

### Battle Routine

**Step 1:** The attacker totals the combat strengths of all the ground units in the force he has directed to attack, making any necessary modification required by terrain (rule [8.4]) to the total. Naval units may only attack other naval units or fort garrisons (rules [11.1], [11.23]).

**Step 2:** The defender totals the combat strengths of all his ground units in the hex attacked. All must be attacked together. Units occupying forts are ignored except for rule [13.3]. Naval units are ignored except for rule [11.3].

**Step 3:** The attacker states his total attacking strength as a percentage of the defending strength, rounding down any remainder to the nearest

whole percentage point. Example: an attacking strength of 73 points versus a defending strength of 56 points is  $73/56 = 1.303 = 130$  percent. That percentage is the "combat ratio."

**Step 4:** Both players secretly and simultaneously select a battle intensity chit and then simultaneously reveal to each other the numerical values of those chits. The total of those chits determines which Combat Results Table is used to resolve the combat.

**Step 5:** Both players execute the combat supply routine (see section [12.0]), expending supply or making any required modification to their combat strengths. Recalculate the combat ratio if necessary.

**Step 6:** The attacker rolls a die, refers to the CRT selected above, and cross-references the die roll with the combat ratio of the opposing forces. Apply the results immediately.

### [8.1] Restrictions on Combat

**[8.11]** Ground units may attack only a stack of adjacent enemy ground units or, in the special cases of (A) close siege of a fortification or (B) partisans, units in the same hex. If a stack with only zero strength units is attacked, the 901+ column of the CRT is used.

**[8.12]** No unit may attack more than once per movement phase and once per combat phase. The same unit can attack once during its movement phase (attack from march, amphibious assault or naval attack on a fort garrison) and once during its combat phase (ground attack or naval vs. naval attack).

**[8.13]** A player's units may attack only during his player turn. (Exception: retreat as a result of combat; see rule [26.1]).

**[8.14] Combat Results Tables** (see separate sheet)

**[8.15] Combat Attrition Table** (see separate sheet)

### [8.16] Retreating and Advancing

Even when a force's combat units are totally eliminated, HQs and leaders remaining in the combat hex may retreat after combat (assuming there is an allowed hex to retreat into). This may or may not help the owner in keeping the HQs from being destroyed and the leaders from being captured.

Units may **not** retreat across an unbridged river hexside during **winter** turns (that is, unbridged river hexsides are "prohibited terrain" during winter). For the purposes of this rule, a "bridge" is where a road or uncut railroad crosses a river or where an on-map ferry or transport acting as a ferry exists.

An enemy occupied fort also controls any road or rail in this hex and so controls any bridge. An enemy warship negates a friendly ferry hexside, as does an enemy

occupied fort or fortress occupied by an enemy combat unit that controls a ferry hexside.

**[8.17]** Attacking forces may advance after combat into the defender's hex if it is now vacant. If a supply train is with an advancing stack, it may advance with it, assuming the route of advance is through terrain though which the supply train can move (note that this changes between summer and winter). Siege guns and rail repair units **cannot** advance after combat.

#### **[8.18] Allocation of Losses**

**Ground unit strength point losses must be allocated as evenly as possible** among the ground units participating in the action. **Naval unit strength point losses may be concentrated** so that as few naval units are lost as possible in order to suffer all required naval strength point losses. When both naval units and ground units are part of the same force, **half of any strength point loss rounded up must be applied to the ground force; the remaining strength point loss is applied to the naval force.**

For example, say a ground force composed of a 4-4 cavalry division, a 7-3 infantry division, a 3-2 militia unit and two (5)-1s (forming one 10 strength point garrison unit) is attacked, this force defends with a total strength of 24, assume it receives a 25% loss result and is therefore required to lose 6 strength points. The player must first lose a cavalry strength point, an infantry point, a militia point and a garrison point, this evenly distributes four of the six points to be lost. (Remember, the two garrison counters are treated as one unit.) He may then take the remaining two point loss from among any two of the four participating units. Presumably, he would choose to lose another militia point and another garrison point.

Example combining a ground force and a naval force: a force of three Union naval flotillas (20-50 each) supports three defending 10-3 infantry divisions (total defending strength 90). The loss required is 10 percent, or nine strength points, 5 strength points are allocated to ground units (and these must be assigned as evenly as possible to the 3 land units, resulting in 2 8-3's and a 9-3 remaining) and 4 strength points are allocated to the naval units, which is accounted for by destroying one naval flotilla, which is a 20 points loss (such is war).

To describe the loss process another way: no ground unit may be assigned more than one loss until all involved ground units take one loss, and so on with two losses, three losses, etc. Any losses against naval units may be combined so the player loses as few naval units as possible, since naval units do not have step reduction.

For all units that take step losses, the limitation to the use of the counter mix means that in some cases additional step losses will need to be taken whenever step losses are taken, if the needed counters to take exact losses are in use elsewhere. It is also allowed to voluntarily assign extra losses to your own units whenever step losses are taken; for example, in order

to preserve lower-strength units in the force pool for another purpose or to return a unit to the force pool.

**[8.19]** The defending player may, at his option, withhold any units that only have a (parenthesized) defensive strength from being counted as part of a defending force (presuming, of course, the presence of other combat units in the hex), garrison points may be split up so that some defend and some are withheld. A rail repair unit or siege gun is always withheld from combat, as they have zero strength. The withheld units do not count as part of the defending force, and any losses are not distributed among those units, except if all other defending units are totally eliminated, in which case all the withheld units are also eliminated.

If the defending units are required to retreat, a supply train or siege gun may retreat and a rail repair unit may retreat along a contiguous rail line but a depot is replaced by its constituent units (default is 2 garrison points) and any supply in the depot are placed on the map and a naval base is replaced with 1 garrison point and any ironclads attempting the final stage of production at that naval base are destroyed, but naval units (including completed ironclads) escape to the water, either a navigable river hexside or a coastal hex.

When a depot is a part of a defending force and takes a single step loss, the depot is removed and it may be replaced by its constituent units (the default is 2 garrison points) which then take a loss and all the supply in the depot is placed on the map. When a depot takes 2 step losses, the depot is removed and placed back in the force pool (along with any constituent units) and all the supply in the depot is placed on the map.

When a naval base is a part of a defending force and takes a step loss, it is eliminated. Any ironclads awaiting completion at that base are also eliminated. If a hex with a port has no remaining defending units, any naval forces go to water, either a navigable river hexside or a coastal hex. Any ironclads awaiting completion at that port are eliminated.

#### **[8.2] Multi-Unit and Multi-hex Combat**

**[8.21]** Units may combine their strengths in an attack only if they are stacked together or are in two adjacent hexes and under the command of a common leader. The attacker units can be in at most 2 adjacent hexes and/or one hexside and if partisans are used, in addition the same hex as the defender.

**[8.22]** Units in two different hexes may not be the object of a single attack. To attack two different hexes requires two separate attacks. The defending units are always in only one hex or hexside.

**[8.23]** A unit **may** be attacked several times during the same combat phase, though this would require several different attacking units. A unit can retreat from one enemy controlled hex to another; thus it could be the object of an attack in hex A, retreat to hex B, where it could be attacked again (by different units), and so on.

### **[8.3] Initiative to Attack**

During a friendly combat phase, no friendly unit may attack unless it is under the command of a leader who has receipt of an attack command. To determine which leaders have receipt of attack commands, the attacker rolls a die. If the result is equal to or less than a leader's initiative value, the force under his command (including possibly other leaders) may attack. (He has receipt of an attack command.) If the result is greater than his initiative value, the force under his command did not receive an attack command. Note that because of HQs your leader in command for a combat might be one or more hexes away from the attackers or the defender.

While there are some similarities between movement command and attack command, there are also differences. During movement, unless a player is unlucky enough to choose a zero initiative chit, he will always be able to move at least one force or unit regardless of how unlucky he is in activating his leaders on an individual basis. The initiative chit pick means nothing for combat; it is dependent on each individual leader's initiative value. Simply because a leader and his force were able to move during movement does not guarantee he can attack during the combat phase. The opposite also holds true. A player may have been unable to move a leader but later finds he can attack.

### **[8.31] Defending Leader for Battle Intensity Chit**

The command hierarchy of a defending force was declared at setup or during a player's previous Movement Phase or Combat Phase Command segment, it cannot be changed during an opponent's turn. The initiative limit value of any leader in the HQ hierarchy (if any) can be used to determine the range allowed for the battle intensity chit that will be selected. Because of HQs, the chosen defending leader might not be in the same hex as the defender.

### **[8.4] Effects of Terrain on Combat**

Terrain, as well as the presence of river or ferry hexsides between attacking and defending units, has an effect on combat. Terrain effects are summarized on the Terrain Effects Chart (see map C) and are explained in detail below.

### **[8.41] Rivers**

Units attacking across a river hexside have their combat strength halved, rounding any remainder up to the next whole number. The presence of roads, railroads or ferry crossing points in no way lessens the river penalty on attackers.

Example: if a force of units with a total combat strength of 21 points attacks a hex across a river, the strength of the force is computed at  $21/2=10.5$ , rounded up to 11. The fact that other units of the attacking player may attack the same hex without a river intervening during the same combat phase — or even as part of the same

attack — does not negate the penalty on the units that are attacking across the river.

### **[8.42] Tidal Rivers and Estuary Hexsides**

Units may **not** attack across a tidal river or estuary hexside except at a ferry crossing. The ferry crossing may be one permanently depicted on the map or one created by the presence of a transport in the intervening hexside. If such an attack across a ferry is made, the attacking units total combat strength is halved, rounding up any remainder.

### **[8.43] Rough and City Hexes**

Defending units in a rough or city hex may ignore that part of a combat result that requires them to retreat. At his option, the defender may allow some or all units defending in such terrain to retreat, but he is not obligated to do so. Attacking units gain no benefit from such terrain and must retreat whenever they receive a result requiring them to do so.

### **[9.0] ZONE OF CONTROL AND NAVAL ZONE OF INTERDICTION**

An infantry corps HQ, a cavalry corps HQ or an army HQ **may** have a zone of control in the hex it occupies and the six adjacent hexes, see the rules on HQs. A division or brigade, militia unit or a parenthesized strength unit (garrison, supply train, depot, or naval base) **only** controls the hex it occupies. A friendly zone of control inhibits enemy movement and supply broadcast, and may also inhibit enemy retreat after combat.

### **[9.1] Effect of Terrain on Zones of Control**

A zone of control does **not** extend across a river, all sea, or mountain hexside, regardless of the presence of roads, railroads, or ferry crossings (either permanent on the map or temporary via an immobile river or naval transport).

### **[9.2] Effect on ZOC of Forts and Fortresses**

Units occupying a fort do **not** have a zone of control, not even in the hex they occupy. Units on top of a fort may have a zone of control.

Important Note: The fort and its garrison control any city or town, road, and/or railroad in that hex and prohibit enemy movement or command across the river hexside the fort points to that would use a road or railroad bridge or ferry (permanent on map or temporary created by an immobile river or naval transport) and prohibit enemy combat across a ferry. Friendly units may freely enter and transit a hex with an enemy-occupied fort, but they may not use road or rail movement into or out of that hex (also see rule [11.2]); they also are not considered to be in any city or town in the hex and so derive no benefits of a city or town.

### **[9.3] Effect of ZOC on Combat**

**[9.31]** A unit is not required to attack simply because it is in an enemy controlled hex. Attacking is always voluntary.



**[9.32]** A unit may not retreat into an enemy **occupied** hex. A unit may retreat into a hex in an enemy zone of control, except a retreat may **not** cross a river into an enemy zone of control (of either type).

#### **[9.4] Effect of ZOC on Supply Paths**

A supply path may **not** be traced by rail or ground path through an enemy ZOC (of either type) unless the hex is occupied by a friendly ground combat unit.

#### **[9.5] Naval Zone of Control**

Ironclads, naval flotillas and river flotillas (warships) control the water portion of the hex or hexside they occupy. Naval and river transports control nothing. A player may not trace a supply path or ferry ground units, through or across a hex or hexside containing an enemy warship. In other words, an enemy warship owns the water in which it floats, and the friendly player may not use that water. Transports may not embark or disembark or ferry in a hex, or across a hexside, containing an enemy warship, regardless of the presence of friendly warships. Note that friendly and enemy ships may coexist in the same water temporarily until occupation is settled during the Combat Phase.

#### **[9.6] Effects of Zone of Control on Movement**

- 1) A stack composed of only mounted units (leaders, HQs (if an army it can carry supply point markers), normal cavalry and partisan cavalry) may ignore an enemy infantry zone of control, but cannot ignore an enemy cavalry zone of control.
- 2) A moving stack may always leave an enemy ZOC but must stop when it enters an enemy ZOC that affects it, except that it may execute an attack from march.

#### **[9.7] Naval Zone of Interdiction**

A Union naval flotilla, an ironclad and a river flotilla each has a **zone of interdiction of 10 movement points** in any direction from its location on water that it can move on, except that the zone of interdiction cannot go past a enemy-occupied fort or enemy warship. This zone of interdiction prohibits ground movement (except by road bridge or rail bridge) over an navigable river hexside that is interdicted, unless there is an infantry or cavalry unit on both hexes that defines a river hexside at the start of the stack's movement. (This latter simulates using artillery to control a section of a river to allow passage when warships are nearby.)

#### **[10.0] LEADERS**

Leaders initiate the movement of ground units during a player's movement phase and they initiate attacks during a player's combat phase. There are a limited number of leaders on each side and if a leader dies, he is removed from play and put into the Dead Leader pool.

#### **DEFINITIONS:**

##### **2016 Update Start \*\*\***

**Rank:** each leader has a three, four or five star rank printed on his counter. Parentheses around the 3 stars indicate a cavalry leader; otherwise it is non-cavalry.

A **three star non-cavalry leader** may command an infantry corps HQ (only) with no loss in effectiveness. If he commands either a cavalry corps HQ or an army HQ, then his initiative limit value and command span are each reduced by one, to a minimum of one each.

A **three star cavalry leader** may command a cavalry corps HQ or an infantry corps HQ with no loss in effectiveness. If he commands an army HQ, then his initiative limit value and command span are each reduced by one, to a minimum of one each.

A **four star leader** may command an army HQ, a cavalry corps HQ, or an infantry corps HQ with no loss in effectiveness.

A **five star leader** may command multiple army HQs and/or infantry corps HQs and/or cavalry corps HQs up to his command span with no loss in effectiveness.

##### **2016 Update End \*\*\***

**Initiative Limit Value:** this number (which ranges from 0 to 4, with 4 being best) expresses the ability of a leader to initiate movement or combat on his own (see rules [5.23] and [8.3]). A way to interpret the initiative limit value is as follows: a great leader has a 4, a good leader has a 3, an average leader has a 2, a poor leader has a 1, and an incompetent leader has a 0.

**Command Span:** this value (which ranges from 1 to 5, with 5 being best) is the number of units or subordinate leaders to which a leader may direct commands to move and/or attack. Understand that the specific units commanded by a leader may change on each player's Movement Phase and on each player's Combat Phase, but if changed from his previous allocation that fact needs to be specified at the start of the phase. Also, if an army leader is activated for combat, any army or corps leaders under him are also activated and may choose to attack separately.

**Combat Rating:** this number (which ranges from 0 to 3, with 3 being best) reflects a leader's ability to intervene in combat (see optional rule [26.2]).

**Naval Leaders** have only a combat rating (of 1 or 2) and are discussed in optional rule [26.24]. They always have movement initiative and combat initiative and can command any number of naval units, but they cannot command ground combat units.

#### **[10.1] Command Span**

When a leader is stacked directly on top of a headquarters unit, he is said to command that headquarters and any combat units controlled by it (see section [16.0]). In addition, the leader may command other combat units in the same or adjacent hexes, or subordinate leaders in the same or adjacent hexes, up to the number of units not exceeding his "command span."

The command span for each leader is defined by the player at the beginning of his Movement Phase during the Command segment, before any free initiatives are distributed. That command span holds for the duration of his Movement Phase. Then, at the beginning of his Combat Phase, the player may make another statement

of command span, redefining who belongs to whom. Thus, a leader might move his corps and extra units A, B and C during the movement phase, yet attack with his corps and extra units X, Y and Z during the combat phase. Furthermore, the combat units in his corps may change.

A leader may be voluntarily placed in command of an HQ **only** during the monthly strategic turn's leader pick segment of the production phase. Thereafter he, and only he, can command that specific HQ until he is replaced by another leader during a later strategic turn's leader pick segment. He commands by sitting on top of it. If he wanders away, the HQ has no commander, even if some other leader is present (until the strategic turn and a change is made). An HQ without a commander may only move with a free movement command. An HQ without a commander (and the units included in it) cannot attack. If an HQ is without a commander, the units covered by the HQ may be removed from the HQ display and placed on the map; where some other commander may control them.

**Example:** Gen. Burnside is stacked on top of the IX Corps, which has three infantry divisions in it. Lying about in adjacent hexes are four other infantry divisions. Burnside's command span is two. Therefore he commands IX Corps (and the three divisions in that corps) and any two of the four other infantry divisions in the adjacent hexes at the option of the Union player. Command span, then, is defined as the number of combat units or subordinate commanders a leader controls in addition to the headquarters (with units) with which he is stacked.

**Example:** Gen. Meade is stacked on the Army of the Potomac HQ (that is, he is in command of it). The army HQ has one infantry division directly subordinate to it on its roster. The HQs of the I, II, III, V and VI Corps — commanded by Gens. Reynolds, Hancock, Sickles, Sykes and Sedgwick, respectively — are stacked with or adjacent to the HQ of the Army of the Potomac. Meade's command span is four. He therefore commands the Army of the Potomac HQ (and the division directly attached to it), and he may also command any four of the five subordinate corps commanders at the choice of the Union player. In turn, the corps commanders would control the combat units of their respective corps as in the example of Gen. Burnside above. That is Meade's "force."

**Example:** As above, except Hooker is in command of the Army of the Potomac. Since Hooker is a three star general, his command span (normally three) would be reduced to two, and he could extend command to only two of the adjacent corps.

**[10.11]** A leader's command span may not extend across a mountain hexside, or an estuary or river (of any type) unless there is an uncut crossing. A river crossing is: a road bridge, a rail bridge, an on-map ferry or a transport ferry. In other words, to again use the example above, if V Corps were across a river without a crossing from Gen. Meade, he could not command it. Generally speaking, command span is limited by terrain in the same fashion as zones of control, with the

exception that an uncut road or railroad bridge or active ferry crossing permits command span to extend across terrain barriers.

A road bridge is cut by an enemy occupied fort. A rail bridge is cut by an enemy occupied fort or when either (or both) of the rail lines in the hexes adjacent to the rail bridge is cut. A ferry is made inactive by an enemy warship in the hexside or an enemy-occupied fort on one side of the ferry.

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**[10.12]** A headquarters unit acts to amplify and extend the command span of its leader. A leader **must** be stacked directly on top of an headquarters in order to (A) for a leader on a hex to extend command to adjacent hexes and/or adjacent river hexsides and (B) for a leader on a navigable river hexside to extend command to an adjacent hex. If a leader is not in command of a headquarters, he may not command units in adjacent hexes or hexsides; he may not command other leaders at all, and his command span is limited to combat units occupying the hex or hexside with him.

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In the Burnside example, assume IX Corps HQ was not stacked with him, that he was stacked "naked" on top of the three infantry divisions (heretofore controlled by the IX Corps). He could command two of those three divisions at the choice of the Union player.

**[10.13]** Corps commanders may not extend command to other corps commanders. (A corps commander is one who is in command of a corps headquarters regardless of his rank.) An army commander may extend command to corps commanders, but not to other army commanders unless the leader who is extending command is of five star rank.

**[10.14]** If an army commander receives initiative to attack, all leaders under his command also have initiative to attack. For example, if McClellan, who has an initiative of one, succeeds in initiating for attack, he could order one of his corps commanders (for this example assume a corps commander with an initiative rating of three) to carry out the attack using the forces under command of the corps commander. The corps commander could then conduct the attack with his corps only and any other units he commands, and he could select a battle intensity chit from zero through three. The corps commander could not command McClellan's whole force or other corps of that force during the attack. If the player wishes McClellan's whole force, or multiple corps from that force, to conduct the attack, McClellan himself must affect the possible range of the battle intensity chit pick and the attacker could only select either zero or one.

Note: It is important for subordination to be clear at the start of a movement or combat phase because when you activate a leader, you automatically activate any subordinate units and leaders under the activated leader. It makes sense to roll for the most superior leader first, because if he activates, all subordinate

leaders to him also activate; if he fails, you can check each subordinate leader separately.

Note that any activated leader can be chosen to initiate an attack. For example, say 5-star Halleck (1-2-0) is on an army and next to 4-star Meade (3-4-1) also on an army. Halleck can command Meade but not vice versa, so try to activate Halleck first, if he rolls a one, Meade is also activated and can attack. If he fails, Meade can try to activate by himself. This is a way to increase the chances of successfully activating Meade for combat. Meade by himself has a 3/6 chance of activation (50%), but Meade led by Halleck means BOTH must fail activation for Meade to not be able to attack, which is a 5/12 chance (that is,  $(5/6)(1/2)$ ) for a success chance of 7/12 (58%) which is larger than 50%.

As another example, Jackson as an infantry corps commander has a 2/3 (66%) chance of combat activation by himself, which is good but not great. Led by 4-star Beauregard and 5-star Lee each on an army, Jackson's activation becomes almost certain; all three failing is a 1/18 chance  $((1/3)(1/2)(1/3))$  for a 17/18 (94%) chance of activation for combat. (But notice that even for Jackson, it is never a sure thing; that is, sometimes it will, in effect, be a Sunday and he cannot be convinced to attack on that day.)

**[10.15]** If an army commander fails to receive initiative, the player may attempt to provide initiative to his corps commanders. Naturally, it is more efficient to attempt to activate your army commander first. If he fails to move or fight, you can roll for your individual corps commanders. Go back to the example of Meade in command of the Army of the Potomac, with his mix of adjacent corps and commanders. Assuming he received initiative to move (and he would make a good recipient of a free initiative), both he and those four corps leaders, etc., would all be activated to move. Now assume it was time to fight. If Meade rolls lucky, the whole mob can attack. (Not necessarily together in a single combat, since that would require them all to be together on two adjacent hexes.) If Meade is not lucky, the Union player could roll for each corps commander. Those who got initiative can attack, but in this case units under different commanders could not combine.

**[10.16]** A corps commander may not extend command to another commander of an HQ.

**[10.17]** An HQ commander, even if he only has three stars, can command a three, four or five star general if the latter is not in command of an HQ (that is, the other leader is along for the ride). Such a leader can be seen as being on staff and may be used for the optional leader combat shifts if they qualify. Leaders on staff move with the leader for which they are on staff. Leaders on staff can be placed off map on the HQ display.

Without an HQ, a leader that is commanding forces in the hex may have on staff a leader with an equal or lower number of stars or the player may divide the forces in the hex as desired into independent

commands, place the leaders on top of each force that it leads.

### **[10.2] Cavalry Leaders**

Each player has generals with 3 stars in parentheses who are identified as cavalry leaders (Jeb, Phil, Nathan, etc.).

### **[10.3] Lone Leaders**

Normally a leader is in command of a headquarters and combat units, and normally he moves with those units (almost always with his headquarters), as in the example given in [6.42]. Leaders are, however, given an intrinsic movement allowance of seven movement points; they may **not** force march beyond this, in effect, this is already incorporated in their movement allowance. Leaders may be moved independently of headquarters and combat units, paying terrain costs as though they were cavalry. Leaders may also move independently by rail or water.

### **[10.31] Rail or Water Movement of Leaders**

A leader counter represents the historic personage so named and a small personal staff. When traveling alone by rail, they would use a special or normally scheduled passenger service, by water a swift dispatch boat or small ship. In other words, they would not make a noticeable impact on a player's rail or water transport capacity. Therefore, they may move by rail just as though the player had allocated a rail transport point for their use (but without actually having to do so). They may also move by water as though the player had put a river or naval transport flotilla at their disposal (again, without the player actually having to do so).

**[10.32]** Moving by himself, a leader may not enter an enemy controlled hex unless that hex is already occupied by friendly combat units.

**[10.33]** A leader alone has no zone of control, combat strength, etc., and as such can not impede or affect in any way the movement of enemy units. If an enemy combat unit enters the hex of a lone leader, the enemy player **captures** him, which means he is put in the Captured Leader Pool. At a later date the enemy player may exchange the captured friendly leader or parole him (see rule [22.5]). That last option can be grim for the owning player. The moral is to try not to let your leaders be captured. Opposing lone leaders ignore each other.

**[10.34]** If a leader and his headquarters find themselves alone in hex as a result of combat (the units underneath having been eliminated), they have the ability to retreat one hex. That may or may not keep the HQ from being destroyed or the leader from being captured by the other player when he next moves.

## **[11.0] NAVAL COMBAT**

### **[11.1] Ship to Ship Combat**

**[11.11]** A friendly naval unit entering a hex or hexside containing an enemy ironclad, river or naval flotilla must stop, unless the enemy ships (including possibly

transports) decide to hide under the cover of a enemy occupied fort, if they hide put them under the fort counter. A friendly naval unit entering a hex or hexside containing only enemy transports is only required to stop if it will engage the transports in combat during the combat phase. A friendly naval unit may freely enter and leave a hex or hexside containing only enemy transports if no combat occurs.

In the subsequent Combat phase at some point chosen by the phasing player, all the friendly naval units **must** attack all the enemy naval units (that are not hiding) in one combat using the Naval Combat Results Table, with the total attacker's combat strength expressed as a ratio to total defender's strength, with any fraction dropped in favor of the defender.

#### Important Exceptions:

1) Naval units may hide in the effective hexside of a friendly fortification with at least 1 strength point in the fort, they are not required to fight, they can hide under the fort's guns. If they hide they do not block the movement of opposing naval units.

2) Each ironclad from both sides in a naval combat makes a SNAFU die roll to simulate the possibility of mechanical breakdown and/or being rammed and/or running aground. A die roll of 5 or 6 means something bad happened and the ironclad is ineffective and treated as a normal river unit, not an ironclad. A naval leader in the stack affects this die roll by subtracting one from the die roll, at no risk of leader loss. If the ironclad passes its SNAFU die roll, then that ironclad is effective for the upcoming combat and **never** takes a loss unless it is engaged by an enemy naval force that includes an effective enemy ironclad, but the enemy force without an effective ironclad takes losses as if the effective ironclad did take losses when called for on the Naval CRT.

Example simulating the action just before USS Monitor versus CSS Virginia (AKA Merrimack): The South has Buchanan and an ironclad at Norfolk which is opposed by 2 Union NF (20-50) and no leader, which declines to hide under the guns of Fortress Monroe as then the ironclad might escape. Buchanan and the ironclad go after them in their movement phase and in their combat phase pass their SNAFU die roll (only a die roll of 1 would fail) and attack at 1:2 on the NCRT. Such an attack would normally mean the attacker is always destroyed (possibly taking something with it), but as the ironclad is effective, a die roll of 3 means the North loses an NF and the ironclad remains afloat.

Example simulating the historical battle of USS Monitor versus CSS Virginia: After the above battle, the Union ironclad (with no naval leader) moves into the battle, the Confederate ironclad die roll is 2 meaning the ironclad is effective but the Union ironclad die roll is 5 so it is ineffective and does not act like an ironclad for the battle, the combat is 2:1 on the NCRT with a DE result which is ignored. During the following week the Confederates go back to port at Norfolk as they are out of shells. More importantly, they then decide that more naval combat is too risky at 1:2 odds now that a Union ironclad is there so they stay in port at Norfolk, where

they remain a threat in being. The Union decides to keep both the 20-50 and the 20-40 in place to prevent a breakout of the CSS Virginia.

**[11.12] Naval Combat Results Table** (see separate sheet) Note: Odds of less than 1:4 are resolved as 1:4 and odds greater than 4:1 are resolved at 4:1.

**[11.13]** Naval transport and river transport units have zero combat strength. If alone and attacked by an ironclad, naval flotilla or river flotilla, they are automatically eliminated. If in company with friendly warships, their survival depends on the survival of those warships. The fact they underwent and survived naval combat earlier in a combat phase does not stop naval units from contributing to the defense of friendly ground units later in that same combat phase.

#### **[11.2] Naval Units and a Fort**

[11.21] If a fort is placed on a **coastal hex** and the fort is occupied by a friendly combat unit, then that coastal hex is controlled for naval purposes, it restricts movement of enemy naval units, and prohibits any enemy supply path through that coastal hex.

If a fortification is placed so the "x" (see Sample Counters) side of the counter aligns with a **river hexside**, that fortification is considered to lie on the river and when occupied by a friendly combat unit restricts movement of enemy naval units and prohibits any enemy supply path trace along the river past the fort, as well as cutting any (road or rail) bridge on that hexside. Note that a coastal inlet or estuary is not a river for this purpose, it is a just a coastal hex unless there is an actual river hexside. Example: Hexside C2608/C2609 is a river; but hexside C2609/C2709 is a coastal inlet. Note that enemy supply trace can be **into** a hexside controlled by a fort along a river, it just **cannot go past** the fort hexside.

It is possible to place a fort in some cases so that both the river hexside effect and the coastal effect apply.

**[11.22]** A friendly naval stack entering a coastal hex or river hexside on which an enemy-occupied fortification lies (see rule [11.21]) means the naval stack may not leave that hex or hexside until it undergoes a naval transit attack and is allowed to move by the Naval Transit Attack Table. If the naval stack has no naval leader, then the stack **must stop** moving the week it enters that hexside, it may continue to move next week; if the naval stack has a naval leader, then the stack may continue to try to move past the fort that week ("Damn the torpedoes, full speed ahead!" - paraphrase of Farragut at Mobile Bay).

If the friendly naval unit does not wish to leave the hex, it need not undergo a naval transit attack, but note that such a friendly naval stack can conduct naval combat against the fort garrison, trying to reduce or eliminate the garrison of the fort; therefore, a friendly occupied fort can provide a haven for friendly naval units as enemy naval units cannot attack them until they eliminate the fort garrison.

**[11.23]** A stack of naval units in a hex or hexside controlled by an enemy occupied fortification may attack the fortification garrison once during a friendly movement phase. Both sides reveal their units, the naval attacking strength points are totaled and compared with the doubled strength of the fort garrison or tripled strength of the fortress garrison, and the attack is resolved on Combat Results Table 1. Attacking ironclads each make a SNAFU die roll as in naval combat, an effective ironclad does not take any combat losses. The attacker may commit a naval leader to affect the die roll and the defender may commit a ground leader to affect the die roll. The defender may also commit warships to the fortification's defense that are hiding under the guns of the fort.

Losses are taken per the normal fort rules for both sides, including doubling the attacker's step loss indicated on the CRT. Note that any attacker losses will result in the elimination of at least one naval unit. The fort defenders may choose to ignore a defender retreat result; attacking naval units suffering an attacker retreat result must each immediately suffer a naval transit attack. If the resulting naval transit attack does not permit the naval unit to leave the hex or hexside, it is destroyed.

Note: A fort is never destroyed by naval attack, even if its garrison is eliminated; however, if its entire garrison is eliminated then the fort has no effect on enemy units until it again has a garrison and may be captured just by entering its hex. During the same friendly movement phase, a different stack of naval units may make a subsequent attack on the fortification garrison, to try to further reduce the fort garrison. If the fort garrison is eliminated, then friendly warships may attack any enemy ships in that hex or hexside that were hiding under the fort's gun in the combat phase.

**[11.24] Naval Transit Combat Results Table** (see separate sheet)

NTCRT Die Roll Modifications:

1. If the fort or fortress has a bluff hexside between between the hex the fort is in and the river, then add 1 to the die roll. An example of a bluff hexside is the north side of hex A3123.
2. If the naval unit is part of a stack that includes a naval leader, then subtract 1 from the die roll, but do not roll for leader loss.

The supply for a naval transit attack by a fort is assumed to be incorporated in the supply that keeps the fort garrison from supply attrition. If the fort garrison dies from supply attrition (or combat), then the fort can no longer make a naval transit attack.

**[11.3] Friendly Unit Support**

Naval units stacked with or on a hexside with or next to friendly ground combat units may contribute to the defense of that hex against enemy ground combat units. Naval units in that situation are subject to any combat result. If a naval unit is used in a fort assault or in a defensive support (including fort defense), it is

exposed to complete destruction if the CRT calls for the loss of even one naval point.

Assume the Union player supports two 6-3 infantry divisions with two river flotillas during a Confederate attack. The total defending strength is 32. The combat result calls for the defense to lose 5% which is 2 strength points, this divides to 1 land loss and 1 naval loss. One 6-3 must drop to a 5-3, but an entire river flotilla is destroyed because it must lose one point, and with naval units, it is all or nothing.

**[12.0] SUPPLY POINTS**

Supply points are generated during the production segment of the monthly strategic turn (see section [21.0]), and are added to each player's general supply pool. Thereafter they are expended to produce new units, feed existing units on the map, reduce the effects of a force march, execute combat in supply, provide ammunition for warships and (for the Union) repair cut rails. Supply points in the general supply pool are available at any active military department, but are **not** considered to be on the map.

During the Supply phase of the strategic turn, supply points in a player's general supply pool may be used to supply units needing to consume supply by the supply maintenance routine and may be transferred via a broadcast supply path to stock depots, supply trains, and Army HQs. During a combat phase, whenever an attack is made, the possibility exists that either player's forces will need to expend on-map supply points according to the combat supply routine.

Supply points are neutral. They belong to, and may be used by, the player who owns them. Obviously, a player owns supply if it is on tap in his general supply pool, with a depot or army HQ, or in a supply train. If, however, it is left littered around the map, either deliberately or because a supply train or depot was eliminated, that supply belongs to the last player to control it; indicate supply marker ownership by placing the marker so it can be read normally by someone sitting on the North side of the map for Union ownership and the reverse for Confederate ownership. At the conclusion of his combat phase, a player may voluntarily destroy supply points in his possession, at other times he may only consume them.

**[12.1] Supply Consumption Routine**

**[12.11]** Each hex occupied by friendly ground combat units will need supply points expended during the Supply Consumption routine each month, this is done in an interleaved manner for both players during the Supply Consumption segment, starting from the northwest-most hex on the map and following the alphabetical ordering of the hexes in order to ensure that no hex is missed. Each player uses the Supply Consumption Table ([12.12]) to determine for all the units in each hex in turn its supply point requirement. The player may expend it from his general supply for those units on the **consumption supply path**, this is the normal way to supply units and such consumption is voluntary. Any losses are considered to be simultaneous and to occur at the end of the supply

consumption routine, so friendly units cut off by enemy units that are destroyed by supply attrition are still cut off. When units have a consumption supply path, they are said to be **in supply**.

If the units are **not** on a consumption supply path or the player choose not to spend the needed supply points, the units are said to be **isolated**, then the player must expend supply points stacked with or adjacent to those isolated units, if adjacent then the unit must be able to move across that hexside. Any combat units in a hex that is not able to supply with the full supply point amount needed are exposed to supply attrition, for which the player uses the Supply Attrition Table ([12.13]).

In any case, this possible use of the on-map supply process may only be done for one month, the very next month those isolated combat units **must** be on a consumption supply path or they automatically **surrender** (that is, all isolated combat units are destroyed, any besieging units can move into a fort hex at the end of the Supply Consumption phase as a special movement capturing any enemy leaders and may capture the fort or destroy it) if (1) they are surrounded by enemy zones of control and/or enemy units and/or hexsides they cannot cross (including being under close siege) and (2) have been attacked on the [8.14] CRT (e.g., ground combat, storm of a fort, siege ground combat or naval units against a fort) and the defending stack took at least one step loss while isolated; if (1) they are not surrounded by enemy zones of control and enemy units and hexsides they cannot cross or (2) have not been attacked and taken a step loss while isolated, then they **must** suffer supply attrition; if they do not get back on a consumption supply path, these 2 possibilities repeat each month, until all combat units are destroyed. Note that the surrounding by enemy units, etc. does not necessarily need to be adjacent to the isolated units; if they cannot trace a line of communications of any length to an active department then they are surrounded.

When a stack is determined to be isolated, it should be marked with a spare marker on top, such as a coin or bingo chip, until the stack can trace a consumption supply path. Note that Union units in a coastal hex may be put in a close siege but cannot be isolated as long as the Union can trace ocean supply to the hex.

Historical Note: The siege of Vicksburg lasted about 6 weeks and the defenders surrendered when there was no food left to eat after they had stripped the area bare of food in their retreat into the Vicksburg fortifications, but they had plenty of ammunition left. The siege of Port Hudson lasted about 7 weeks when they were running out of food and heard of the surrender of Vicksburg. Once Grant cut the last rail line into Petersburg, Lee retreated from Richmond along his last working rail supply line running from Richmond to Danville as his alternative was to soon surrender in Richmond after being cut off due to lack of food, this movement westward did delay the surrender of his army for a few weeks, but abandoned Richmond. While this isolation rule may seem harsh, it is actually somewhat milder

than actual history, as supply consumption is checked only once a month.

#### [12.12] Supply Consumption Table

Supply Consumption	1-10	11-30	31-100	101+
Clear Hex	1	1	2	4
Non-clear Hex	1	2	3	4

This table can be easily memorized by noticing the non-clear hexes cost is 1, 2, 3, 4 by size and then noticing for clear hexes that the lowest and highest side cost is the same, but there is a one point discount for the middle two sizes.

#### [12.13] Supply Attrition Table (see separate sheet)

**Note:** The key to the Supply Attrition Table means exactly what it says. The number read is the number of combat strength points that must be lost due to attrition; not — repeat, not — a percentage of the force.

[12.14] Naval units, HQs, leaders, siege guns, and railway repair units do not require supply for maintenance. Combat units on an HQ roster do require supply. If a ground unit has a combat strength, parenthesized or not, it requires supply. If a unit floats or does not have a combat strength, it does not require supply. Combat units on board a transport require supply.

#### [12.2] Ground Combat Supply Routine

Having revealed and totaled the combat strengths of the units involved in a given battle, and having selected and revealed the battle intensity chits, each player consults the Combat Supply Table ([12.24]), rolling a die to determine if his units require supply. If they do, he must expend the required amount from points available in the same or an adjacent hex to at least one of the units involved in the battle. Failure to provide supply to units that need it means they fight the combat unsupplied. The attacker may not call off an attack if it is found that his units are unsupplied.

[12.21] Supply for combat **must be on the map**; it **cannot come from general supply** even if the fight occurs next to a department. If it comes from an adjacent hex, the hexside between the consuming unit and the supply must be traversable by the unit. For example, it cannot cross a tidal river except at an active ferry, etc.

[12.22] Combat supply may **not** be voluntarily withheld if conditions exist to provide it, even if the total amount needed is not available.

[12.23] A force that is unsupplied for combat has its combat strength **halved, rounding down** any remainder. Further, any step losses such a force incurs are **doubled** and it may **not** advance after combat.

#### [12.24] Combat Supply Table (see separate sheet)

### [12.25] Naval Combat Supply

Supply points representing shells are carried on each warship. A Union naval flotilla (20-50) may carry up to 10 supply points, a river flotilla (10-40) may carry up to 5 supply points, and an ironclad (20-40) may carry up to 2 supply points. When a warship comes off the production chart, it has 2 supply points included when it deploys on the map. When a warship sinks, its cargo of supply points also sinks.

#### \*\*\* 2016 Update Start

A warship loads supply points just like a transport, paying the same movement points costs; once a supply point is on a warship, it may only be used by that warship or the Union may transfer shells to another warship that is stacked with it at a movement point cost of 10 for both the originating and receiving ship. **Important:** A Confederate warship may **only** load shells when it is either (1) on a hex that may produce it or (2) in an adjacent hexside to a hex that may produce it.

#### \*\*\* 2016 Update End

Each time a warship engages in naval combat, combat against defenders in a fortification, or supports ground defenders in combat, it costs 1 supply point; if it does not have the supply point, then it cannot fire and adds nothing to a naval combat, but suffers any result. It cost no supply points to destroy a road bridge or rail bridge but the firing unit must have at least 1 shell supply point.

### [13.0] FORTS AND FORTRESSES

Forts and fortresses are created during the monthly strategic turn. Upon completion and deployment on the map, they offer advantages to a player's units occupying them. Units occupy a fort or fortress by being placed underneath the fort or fortress counter. Units that are not in a fort or fortress are placed on top of the fort or fortress counter.

#### [13.1] Effect of Forts and Fortresses

[13.11] The strength of units defending in a fort or fortress is multiplied (see rules [13.31] and [13.32]). Defenders are **not required to retreat** from an intact fort or fortress.

[13.12] During a friendly movement phase, units may freely enter (move under) a fort or exit (move to the top of) a fort or fortress at no movement cost while in the same hex, as long as the fort is not under close siege. As this takes no movement point cost, the units do **not** need initiative to move to do this.

[13.13] Units on top of a fort or fortress (that is, not occupying it) gain no direct benefit from it. Its presence is ignored.

[13.14] Units with a leader that is under close siege **cannot** attack during the combat phase but may do an attack from march against their besiegers if their leader can move. Ignore any terrain in the hex for this attack from march. If the besieged stack causes the besiegers

to either retreat or be eliminated, they may then exit their fort.

[13.15] An empty enemy fort or fortress (one that is not garrisoned) has no effect on friendly movement or combat. A friendly force may simply enter an enemy fort hex and capture it and either remove the enemy fort from the map or replace it with a friendly fort (presuming there are no enemy units on top of the fort).

#### [13.2] Capacity of Forts and Fortresses

[13.21] A fort may shelter up to 10 combat strength points. That is also the maximum number of combat strength points that may be placed under a fort marker and said to be garrisoning the fort. This implies that the maximum defense strength of a fort and the units in it is 20, as a fort doubles the normal defense strength of units in it.

[13.22] A fortress may shelter up to 100 combat strength points. This implies that the maximum defense strength of a fortress and the units in it is 300, as a fortress triples the normal defense strength of units in it.

[13.23] A fort or fortress may shelter any number of supply points.

[13.24] Because of bombardment by a siege gun, a fort or fortress may be reduced in status, or even eliminated, after the original siege has begun. Such a reduction does not affect the capacity of the fort to go on sheltering the original number of units besieged in it.

**Note:** rules [13.24] and [13.35] should be read in succession. For example, say a large Union force with two siege guns attacks the fortress of Vicksburg, which has a garrison of 30 points. Within two strategic turns, the big guns succeed in peeling away first the fortress and then the fort marker. That leaves the garrison sitting under a large force of Yanks, a physical juxtaposition that could never happen in normal combat and movement, but which is permitted here because the Rebels started out in a fortress. The Rebels can stay underneath the Yanks until the Yanks attack them. Note that while the defending units are no longer in the destroyed fort, they still occupy any city or town that may be in the hex.

#### [13.3] Close Siege

A fort and fortress and the units occupying it have no zone of control, not even in the hex occupied by the fort. Enemy units may enter a hex occupied by a friendly fort and be placed on top of the fort. When that is done, that enemy force is said to be in a close siege of the fort. Once that condition exists, the fort and the units in it may not leave it by ground movement except by doing an attack from march and getting the besieging units to retreat. Sea transport into or out of a besieged fort depends on the availability of friendly transport ships and the position of enemy warships and enemy forts. Other friendly units may not enter the fort hex from outside by ground movement without the besieging units moving off or a result of attack from march being either retreat or elimination. Just because



a stack in a fort is under close siege does not necessarily mean it is isolated by not being on a consumption supply path.

The besieging enemy units have three options:

- Do nothing and let isolation effects eventually eliminate the garrison;
- Attack the fort during a normal combat phase (see rule [13.32]; or
- Wage siege combat against the fort, which is a special form of combat occurring only during the monthly strategic turn.

### [13.31] Siege Combat (Monthly Strategic Turn)

Only the Union can produce siege guns, they have a maximum of four that may be built. If a besieging player has one or more siege guns present in the besieged hex, he may elect to bombard that fort or fortress, any siege guns are automatically activated during siege combat, each can choose to fire against either the fortification or against the troops inside. Each attack using a siege gun costs 1 supply point that must be in the besieged hex with the siege gun.

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If a siege gun fires on the fortification, a successful bombardment reduces the fort, see the Siege Bombardment Table. If a siege gun fires on the troops inside the fort, it is always successful which reduces the forces inside by 1 strength point; note that unless the fort is attacked by ground combat or naval combat, what troops remain inside the fort (if any) will be unknown to the attacker.

A fort may be attacked by more than one siege gun per monthly strategic turn, thus rolling more than once on the Siege Bombardment Table. A siege gun may attack a fort or fortress only if the fortification is under close siege (that is, with besieging units on top of the marker). A siege gun has zero strength, it adds nothing to an attack or defense and may **not** advance after combat. If a stack with only zero strength units is attacked, the 901+ column of the CRT is used.

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If a player either cannot or does not elect to bombard with a siege gun, he may attack the fort or fortress with any besieging combat units commanded by a leader, the entire besieging force is considered activated for this special siege combat. If he does so, the strength of the fort garrison is doubled (or for a fortress tripled), but the attacker's losses are **not** doubled. Any terrain in the hex, except the fort itself, is ignored. That is, siege combat acts like normal fort combat, except that

- (1) it may only happen during the monthly strategic turn,
- (2) all besieging units including leaders are automatically activated to attack, and
- (3) the attacker does not take doubled losses.

### [13.32] Storm of a Fort

During a weekly game turn an attacking player may elect to attack by storm a fort and its garrison with

besieging units that are activated for combat in the normal way. Note that besieging units are those in the same hex with the position being attacked, he cannot use units from adjacent hexes. This type of attack on a fort or fortress is called a storm. Normal combat procedure is used, doubling the defender's strength for a fort or tripling the defender's strength for a fortress and executing the combat supply routine for both sides. As in a siege, other terrain in the hex is ignored. In addition, any strength point losses to the attacker are **doubled**, that is, the step losses for the attacker are figured out as if it was a normal attack and then this attacker step loss result is doubled.

[13.33] If a fortress is reduced to a fort, the defenders may remain in place (the defender is not required to eliminate points to reach the fort shelter limit. However, he may consider a maximum of only 10 of those points as doubled for defense. If a fort is eliminated, the defenders may remain in place, but they receive no benefit from the erstwhile fort.

[13.34] Bombardment effects are progressive. A fortress may be reduced to a fort, and that fort eliminated, on the same or subsequent siege phases according to bombardment results.

[13.35] Besieged defenders who are deprived of a fort or fortress marker may be required to retreat by a normal combat result. To retreat, they must be able to move into an adjacent hex containing a friendly combat unit. If no such hex exists, the defending units are eliminated.

[13.36] **Siege Bombardment Table** (see separate sheet)

[13.37] Forts may **not** be attacked from march and they may **not** be amphibiously assaulted, that is, the fort and its garrison; any force on top can be attacked. A fort can be stormed during the combat phase of the weekly game turn and/or attacked by siege combat during the monthly strategic turn. A fort can also be attacked in a movement phase by a stack of naval units once each movement phase to try to reduce the fort's garrison and different stacks of naval units can each do this in succession to try to reduce the garrison further.

[13.38] Players should understand there are several ways to try to weaken a fort's defenses:

- Siege gun to reduce the fort or garrison strength
- Combat to reduce garrison strength
- Combat to reduce supply

### [13.39] Siege of City or Town

**Important:** A besieged city or town does not function for production. If a city or town is besieged then it can do nothing towards production, not even draw supply, even if a department is there.

A city or town may be besieged via a close siege (see 13.3). Additionally, a city or town may be considered to

be under an extended siege (besieged for all production purposes) if the opposing player meets the following 2 requirements: (1) Prevents rail and water supply path so that the city or town cannot trace to 2 other cities or towns. (2) Has at least one opposing ground combat unit adjacent to the city or town.

The effects of a city or town being under extended siege include:

- A major city is prohibited from producing supply via the major city supply rules (see 21.31 and 21.35),
- A non-major city or town is prohibited from producing supply via rules 21.32 and 21.33,
- Reinforcements are prohibited from being placed in a besieged city or town even when a department is present as the department is inactive and,
- Units in a major city, city or town hex under extended siege must live off of on-map supply but can only do this for one month. Supply may not be broadcast to the hex during the strategic turn even if there is a depot or department present.

#### **[13.4] Destruction and Capture of Forts**

During his fortification segment, a player may voluntarily destroy (remove from the map) any of the forts or fortresses he owns that are not under close siege. A fort is captured by the mechanism in rule [13.15], or a fort is considered captured whenever its former position is finally taken at the conclusion of a siege.

#### **[14.0] ATTACK FROM MARCH**

Attack from march combines characteristics of movement and combat. It occurs in the movement phase during the course of movement of a force under the command of a leader. It permits units stacked with and under the command of that leader to attack an enemy occupied hex in the path of movement of the friendly stack.

To attack from march, the phasing player simply states: "My stack is unable to move because of the presence of enemy units in this hex. I declare an attack from march." The player then executes an attack against the enemy units in the designated hex, as follows:

- 1) He uses the combat routine given in section [8.0],
- 2) Combat supply is **not** required for either defender or attacker, and
- 3) In addition to any other modifications, the total infantry and militia combat strength of the attacking units is **halved, rounding up** any remainder to the next whole number (however, see rule [15.21]), cavalry combat strength is **not** halved.

#### **[14.1] Restriction on Attack from March**

**[14.11]** The leader for each side is determined in the same way as a normal combat, but a player may only select a **battle intensity chit of at most one**, so the attack will be resolved on CRT 0, 1 or 2.

**[14.12]** Attack from march may **not** be used to storm a fort or fortress.

**[14.13]** Units may attack from march only if they pay the movement point cost to **enter the hex** under attack at the moment the attack is declared. If this involves a forced march, execute forced march attrition before resolving the attack from march.

**[14.14]** Leaderless units may **not** attack from march.

**[14.15]** Attack from march occurs during movement. The leader of the attacking force does not roll for combat initiative, as he would be required to do in the combat phase. The fact he is capable of moving is sufficient initiative for attack from march.

#### **[14.2] Action After Attack from March**

An attack from march may result in the defending units being eliminated or being required to retreat or cavalry retreating before combat leaving the hex empty. If any of these occurs, the attacking units may enter the vacated hex and/or choose to remain in place. In any event, they may make no further movement during that movement phase.

#### **[15.0] CAVALRY**

Cavalry units have a higher movement allowance than infantry. Additionally, there are differences in their use and benefits *vis a vis* infantry.

#### **[15.1] Cavalry Corps and Subordination**

Only cavalry divisions and cavalry brigades may be put under a cavalry corps HQ.

**[15.11]** The commander of a cavalry corps **may** issue commands to any type of unit.

**[15.12]** Cavalry may exist under an army HQ. An army commander may issue commands to any type of unit, including cavalry.

**[15.13]** Rules [15.1], [15.11], and [10.2] are literally true. They mean exactly what they say. For example, R. E. Lee could sit on top of five cavalry units and command all of them.

#### **[15.2] Cavalry in Combat**

**[15.21]** Cavalry units are **not** halved in combat strength when making an attack from march.

**[15.22]** If attacked by a force with **no declared cavalry**, defending mounted units (defending cavalry units, partisan cavalry, HQs, and leaders) may retreat **before** that combat is resolved, at the option of the defending player. If an attacker declares cavalry to stop mounted units from retreating before combat when he reveals his attacking units, then a cavalry step **must** be the first loss from attacking ground combat units if any losses are taken, but note that defending combat units take losses normally.

**[15.23]** Mounted units (cavalry units, partisan cavalry, HQs, and leaders) may **ignore** an infantry zone of control, but not a cavalry zone of control.

#### **[16.0] HEADQUARTERS UNITS**

Each player is provided with a limited number of army HQ, infantry corps HQ and cavalry corps HQ units. An HQ may be destroyed and then it is removed from play for the remainder of the game. A player may use them (or not) as he sees fit. They are collectively called headquarters units. They serve two main functions in the game: (A) An HQ represents on the map the infantry or cavalry units assigned to them on the roster; and (B) An HQ amplifies a leader's command span.

##### **[16.1] Headquarters Display**

Each player has a headquarters display (or "roster"). On the display are boxes picturing each HQ unit. Next to each HQ box is a slot labeled "Corps (or Army) Combat Units." When not in use, HQ units are placed in their boxes on the player's display. When in use, HQ units are deployed on the map, and the combat units assigned to such headquarters are put in the slot on the display next to the HQ box.

**[16.11]** Combat units in an HQ slot on the display are considered to be under the HQ unit on the map. For instance, instead of having the Union III Corps HQ physically on top of the three infantry divisions that compose the corps, only the corps HQ is deployed on the map, with its three infantry divisions kept on the HQ display.

**[16.12]** Movement of a corps or army HQ represents movement of the combat units assigned to that HQ. The corps or army is composed of the HQ on the map and the units in its display. If a corps or army attacks or defends, its strength is the strength of the combat units on its display.

**[16.13]** This roster mechanism is primarily a device to speed and ease play. If they wish, players may do without it by keeping combat units on the map under their controlling HQ units. That can, however, lead to horrendous stacking, movement and combat problems, particularly in a large battle where losses are to be apportioned among many units. It is easier to do that off map, where there is also much less chance of error.

**[16.14] Union Headquarters Display** (see separate sheet)

**[16.15] Confederate Headquarters Display** (see separate sheet)

**[16.16]** A player may switch units from the HQ roster to the map during a Command segment at no movement point cost. Units can be assigned to a corps or assigned out of an HQ at will. For example, a player has a corps with three weak divisions on its roster stacked in a hex with three strong divisions. He could, at his pleasure, switch the three strong divisions onto

the roster and put the weak divisions on the map. By switching units around in such a way, a player alters the organization of his army. Care must be taken such alterations do not conflict with the rules or permit any unit to act illegally. For example, the player is moving a weak corps and moves into a hex containing strong divisions. He could not switch units in the corps and continue moving the corps, since that would violate various movement and command span rules.

##### **[16.2] HQ and ZOCs**

**[16.21]** An infantry corps may have up to three infantry divisions or infantry brigades assigned to it and only infantry divisions or infantry brigades may be assigned to an infantry corps. An infantry corps has an **infantry zone of control** if it has **3 infantry divisions** assigned to it and has a leader in command of it.

The commander of an infantry corps may also command other units using his command span, but none of them may be cavalry unless (A) he has 3 stars and an initiative of 4 or (B) he has 4 or 5 stars and an initiative of 3 or 4, then he may command 1 cavalry unit. Note that if a leader that is not in command of an HQ is commanding both cavalry and non-cavalry units then putting him in command of an infantry corps may mean he is not able to command the cavalry any longer.

**Examples:** A 3 star general with a 4 initiative (like Jackson) may command 1 cavalry unit when he is an infantry corps commander. A 4 star general with a 3 initiative (like Beauregard) may command 1 cavalry unit when he is an infantry corps commander. Both of these examples happened in history.

**[16.22]** A cavalry corps may have up to three cavalry divisions or cavalry brigades assigned to it and only cavalry divisions or brigades may be assigned to a cavalry corps. A cavalry corps has a **cavalry zone of control** if it has at least **2 cavalry divisions** assigned to it and has a leader in command of it. The commander of a cavalry corps may also command other units using his command span and they may be any type of unit. If a three star non-cavalry leader commands a cavalry corps, then his initiative value and command span are each reduced by one to a minimum value of one each.

**[16.23]** An army may have a up to two combat units of any type that can move assigned to its roster, but may not have a corps or army on its roster. An army has a cavalry zone of control if it has two cavalry divisions assigned to it and a leader in command of it. An army has an infantry zone of control if it has 2 infantry divisions assigned to it and in addition the commander of the army has another division (either infantry or cavalry) in the HQ hex that is under his span of command. The commander of an army may also command other units or corps using his command span and they may be any type of unit, except that the commander must have 5 stars to command another army.

**[16.24]** HQ units have a combat strength of zero. By themselves, with no underlying assigned combat units,

they have no zones of control. If they are alone in a hex and an enemy combat unit enters that hex or attacks that hex, they are eliminated.

The movement allowance of an HQ is only used when the infantry HQ or cavalry HQ is empty or for an army HQ when it is carrying only supply or is empty. When combat units are assigned to the HQ, the HQ counter assumes the movement allowance of the slowest combat unit assigned to it (this allows an army to move at the speed of cavalry).

### **[16.3] Army HQ Supply**

Each army HQ has the ability to carry 2 supply points, for which there is a supply slot on the display. Those supply points may be expended for any purpose as on-map supply points. They may be replenished during the supply broadcast phase of the strategic turn or from an existing supply depot or supply train during the course of a game turn.

### **[16.4] HQ Loss**

When an enemy combat unit enters the hex or (former) fort location of a friendly HQ and the HQ cannot retreat, then that HQ is permanently lost.

### **[17.0] CONSUMPTION SUPPLY PATH**

During the Supply phase of each strategic turn, a player determines the supply needs of each force he has deployed on the map and may then expend supply to meet those needs from his general supply pool for all units that lie on a consumption supply path. A consumption supply path is defined as a continuous path of connecting hexes and hexsides stretching from an active military department to the consuming unit.

From the active military department, the consumption supply path can use any number of functioning coastal hexes or navigable river hexsides (and for the Union all Sea hexes if there is an empty naval transport at sea) and any number of uncut friendly rail hexes. Where a water path and a rail path join together, there must be a port or a permanent (on-map) ferry. As a final step, at some selected coastal hex, navigable river hexside or rail hex, the final path of a consumption supply path to the unit may be composed of traversable hexes that an infantry unit could move up to 3 movement points to reach the unit to be supplied. If a coastal hex without an active rail line is selected in the final step, then the disembarkation cost for the coastal hex is assessed against the 3 movement points. For rail hexes and the hexes in the last 3 movement points, a friendly unit negates an enemy ZOC for supply trace purposes.

In other words, the non-rail, non-water portion of a consumption supply path could consist of up to three clear terrain hexes, or six road hexes, or one forest (or swamp) and two road hexes, or one forest (or swamp) and one clear hex, etc.

The Union may also trace a consumption supply path via rail off the north edge of the map, this includes all cities and towns on the north edge as if a notional

active department existed off map, this capability may be used when checking Union units to avoid supply attrition and isolation and also to broadcast supply points, but not to enter units.

The Confederate player may also trace a consumption supply path via rail (only) from the western edge of the map in South Texas as if a notional active department existed off map (in Houston city), this capability may be used when checking Confederate units to see if they are in consumption supply (to avoid supply attrition and isolation) and also to broadcast supply points, but not to enter units. The Union may stop this special Texas supply path by occupying or cutting the rail lines in hexes B0129 and B0132. This special capability can also be used to extend communications, so that a leader's initiative and command span are not reduced for being isolated.

Either player may trace a consumption supply path from a friendly Springfield, MO (A1318) or a friendly Fayetteville, AR (A0823) as if a notional department existed there, but this capability may only be used when checking units to avoid supply attrition and isolation, supply points used for other purposes must be moved into the area over land. Also, the Confederate player (only) may trace a consumption supply path from a friendly Neosho, MO (A0819). These hexes can also be used to extend communications, so that a leader's initiative and command span are not reduced for being isolated.

The Confederate player (only) may trace a consumption supply path from a friendly Staunton, VA (C1813) or a friendly New Market, VA (C2010) as if a notional department existed there until it is burned. Note that these towns are also Union sympathetic (see below) and so need to have a Confederate unit occupying them to be friendly. (The Shenandoah Valley acted as an invasion route for the South but much less so for the North.)

East Tennessee had many Union sympathizers and was agriculturally rich, the Union player may trace a consumption supply path (only) from a Union-controlled Knoxville, TN (A5624) and/or Bristol, TN (C0323) as if a notional department existed there, but this capability may only be used when checking Union units to avoid supply attrition and isolation, supply points used for other purposes must be moved into the area over land and it may not be used if the city or town is burned. This special capability may only be traced 3 movement points from these two locations, trace along railroads cannot be used. Note that these two hexes are Union sympathetic, so the only way the Confederate may stop this special Union East Tennessee supply trace is by occupying Knoxville and Bristol with a land unit. Knoxville and Bristol may not be used by the Union to extend communications, so leaders will still have their initiative and command span reduced for being out of communication if they cannot trace a normal consumption supply path.

One Confederate unit can trace consumption supply to an owned or neutral village in Indian Territory. This unit

represents Confederate Civilized Indian forces, in history cavalry.

The **production supply path** when producing supply points must start on an owned city or town on a rail hex, a coast hex, or a hex adjacent to a navigable river hexside and can only go over rail and/or navigable rivers or coastal hexes, but not over an all sea hex, and terminates at either (A1) one of the 16 Confederate on-map cities or (A2) via water and/or rail off-map to Houston city or (B) to a Union north map edge rail hex that goes off the map or north map edge navigable river hexside that goes off the map.

The following supply cities and towns are in the Union sympathetic area and must each be occupied by a Confederate land unit to contribute to Confederate supply or be a militia placement hex: Knoxville, TN; Chattanooga, TN; Bristol, TN; Cleveland, TN; Dalton, GA; Huntsville, AL; Greenville, SC; Staunton, VA; Winchester, VA. The following non-supply towns and villages are also in this area and must be occupied to be a militia placement hex: Stevenson, AL; Saltville, VA; Marion, VA; Wytheville, VA; New Market, VA; Strasbourg, VA; and Front Royal, VA. All of these may be marked with a blue bingo chip or a blue mark on the map to indicate this. If any of the above are not occupied by a Confederate unit, they revert to being Union sympathetic.

#### **[17.1] Tracing Water Supply Paths**

**[17.11]** To trace a supply path via a river hexside, either a friendly city or town or a friendly empty river transport flotilla or naval transport flotilla must lie in some river hexside or coastal hex or (for the Union) an all sea hex on a path of navigable river hexsides or coastal hexes (no matter how long and convoluted) or sea hexes being used for the supply trace.

A water supply path cannot pass an enemy-occupied fort or fortress controlling a coastal hex or a navigable river hexside, an enemy warship on a coastal hex or navigable river hexside, a head of navigation on a navigable river, or (for the South) off-map South Florida.

The transport flotilla may not be carrying passengers in addition to serving to validate a river supply path (it must be empty). The sole test is whether the boat is empty during the monthly strategic turn; it does not matter what it did on prior weekly game turns.

**[17.12]** An empty Union naval transport may validate a path across all sea hexes. An empty Union naval transport may validate a river supply path on tidal river hexes, but not non-tidal river hexsides. An empty river transport may validate a river supply path on navigable rivers (either tidal or non-tidal). Either an empty naval transport or an empty river transport may validate a supply path on a coastal hex.

**[17.13]** The Union player (**only**) may trace a consumption supply path over a path of all-sea hexes, including off-map South Florida when he has one **empty naval transport** flotilla on an **all-sea hex**

somewhere on the map. Note: It only needs to be empty and at sea during the monthly strategic turn, it may have carried something during the weekly turns between months; the Union may never trace a broadcast supply path or a production supply path by this method.

Example: Assume the Union has a corps in Fort Pickens, near Pensacola, other units in a base on the Carolina coast, and assorted units at the mouth of the Mississippi. For them to draw supply from an active department in Baltimore, he would have to have an empty naval transport flotilla someplace at sea — Atlantic or the Gulf, it does not matter — which he could point to and say, "This (empty) naval transport is used for consumption supply by sea."

#### **[17.2] Railroad Supply Paths**

To move one supply point along a railroad when being broadcast from an active department to a consuming unit causes the expenditure of one rail transport point, regardless of the length of the presumed haul. A railroad supply path may not enter (1) a railcut or (2) an enemy unit or (3) an enemy ZOC that is not occupied by a friendly unit.

**Note:** A player should form his supply paths to take advantage of water routes as much as possible. If he uses a railroad to broadcast supply, it will reduce his rail capacity available for other purposes.

#### **[17.3] Broadcast Supply Path**

After all the troops have been fed (or not fed, as the case may be), a player may replenish his depots, supply trains and army HQs (only) via a broadcast supply path. A **broadcast supply path** is defined as a path from an active department (including a notional department off map for the Union to the north by rail and to a notional department off map for the Confederates to the west by rail) to a depot, supply train or army HQ and can **only** be via navigable rivers and/or rail paths. Note that a broadcast supply path is more restrictive than a consumption supply path.

**[17.31]** Replenishment may only take place via a rail and/or water route. In other words, the depot, train or HQ must lie on a navigable river, coastal hex or railroad in order to be replenished during supply broadcast.

**[17.32]** Supply points transmitted via rail at any point or points in the path require the expenditure of one rail transport point (from this month's allocation) for each supply point transmitted.

**[17.33]** At most 10 supply points may be broadcast to each depot in each monthly strategic turn, at most 10 to each supply train and at most 2 to each army.

**[17.34]** A player may broadcast an unlimited number of supply points via water.

#### **[17.4] Supply Trains**

Each supply train may carry up to **10 supply points**. To show the points are loaded on the supply train, place

the supply train directly on top of the supply points. The supply train then carries the points until it unloads them. Each side is limited to their counter pool of 10 supply trains.

**[17.41]** During the Command segment of a Movement phase of a player's game turn, a supply train can load supply points at a supply depot (reduce the supply points at the depot and place them under the supply train).

**[17.42]** A supply train may also be loaded with supply via supply broadcast (see rule [17.3]), which can occur only during a monthly strategic turn.

**[17.43]** A supply train may unload supply anywhere. To do so it just moves out of the hex, leaving behind the supply points.

**[17.44]** A ground unit or naval unit may draw supply points from a supply train in the same or an adjacent hex (see section [12.0]).

**[17.45]** Whenever a supply train (only) enters a forest, swamp or rough hex via non-rail ground movement, retreat after combat, or advance after combat; it **must** expend one supply point from the load it is carrying, assuming it has one to lose. This is true even though it must be moving along a road. Note: An Army HQ carrying supply does **not** expend supply points in this way.

**[17.46]** **Winter** impact on supply trains: A supply train conducting ground movement may **only** move by road [6.6] (including ferries) or by rail movement [6.5]; further, a supply train embarking onto or disembarking from a river/naval transport may **only** do so only at a port, active ferry or naval base. A supply train which begins a winter turn in any other type of hex cannot move until the next summer turn; it may provide supply normally, but it may not receive supply broadcast [17.3]. A supply train which is forced to retreat along any path other than contiguous road hexsides (including an active ferry) is destroyed instead.

### **[17.5] Supply Depots**

A supply depot is some number of supply points in a hex with a garrison of two strength points. Each side is limited to their counter pool of 10 supply depots.

#### **[17.51] Creating a Supply Depot**

A supply depot can be created during the Command segment of a Movement phase in a player's weekly turn or during the Supply phase of a monthly strategic turn in any hex that by exchanging two ground combat strength points from garrison, militia, infantry or cavalry in any combination for the depot. The two ground combat strength points may be from two units or one unit. There may be more than one depot in a hex. Each side is limited to the counter mix of 10 depots.

If any of the ground combat strength points are not garrison points, the player may place the units making

up the 2 points on the depot chart; they will return when the depot is disbanded or takes losses; the player **must** do this when using militia points and the depot will count as militia points for militia demobilization. When a depot disbands or is destroyed, the default is that it was composed of 2 garrison points unless there are other units kept off map on the depot track.

#### **[17.52] Depot Capacity**

A depot may contain up to **99 supply points**. Each depot is numbered, and on the Depot Display there is a numbered track for each depot. Supply points in a depot are accounted for by adjusting the depot's supply level markers. Though not physically present, such points are considered to be on the map.

#### **[17.53] How a Depot Receives Supply Points**

A depot may receive supply points during the Supply phase of a monthly strategic turn (see rule [17.3]) or it may receive supply points from a supply train that transports them to it.

#### **[17.54] How a Depot Dispenses Supply Points**

A depot may dispense supply points during the Supply phase to adjacent consuming ground or naval units (though that would be rare, since normally, if a consuming unit is adjacent to a depot, it can also trace beyond the depot back to an active department). A depot can dispense combat supply to adjacent units (see section [12.0]), which means battle is occurring close to the depot. And lastly, a depot is where a supply train or naval unit would normally load up on supply points.

#### **[17.55] Removing a Depot**

During the Supply phase of a strategic turn, the player may remove a depot from the map. Any supply points in the depot may be placed on the map, reverse-broadcast into his general supply level (assuming the depot is located on a water or railroad route tracing back to an active department), and/or eliminated (wiping clean the depot supply track). The player may return the two strength points of the depot to the map from the constituent unit(s) with the default being 2 garrison points.

A depot may also be removed, along with all supply on hand there, during the Cleanup segment of a player's Combat phase, also returning the constituting unit(s) to the map. Presumably, a player would only do this to prevent the supply from falling into enemy hands.

Lastly, a depot may be destroyed by enemy attack. Should the enemy capture a hex containing a depot, or reduce its garrison below two points, the depot is considered destroyed. An enemy player capturing a supply depot hex decide whether to destroy supply points in the hex or leave them there for later use.

Note: Players should give some thought to the positioning of depots. They should be deployed on a rail hex or next to a river so supply can be broadcast to them from the rear. The hex should also be part of the

road net so supply trains may use it throughout the year. It is almost useless if the depot is in a non-road forest, swamp, or rough hex, since a supply train cannot get to it. And last, the depot should if feasible be in a city or rough hex or in a fort as this will offer some protection against raids, since any defenders can not then be required to retreat in combat and will need to be destroyed to capture the depot supply points.

**[17.56] Union Supply Display** (see separate sheet)

**[17.57] Confederate Supply Display** (see separate sheet)

### **Consumption Supply Path Example**

*Tinted units are Confederate units.*

Ignore for the moment the presence of Confederate forts. For the XV Corps, one starts at the Department of Ohio at Cairo down the Mississippi to 2927 and then can trace two road terrain hexes from 2927 to 3028

(one movement point). The XV Corps can be supplied from the Union player's supply pool. The IX Corps can trace four road terrain hexes from 2927 to 3227. The XIII Corps can from from 2927 4 road hexes to 3227 and then one clear hex. The Army of the Mississippi can trace five road hexes from 2927. The II Cavalry Corps lies on the Tennessee River, from which it can trace supply by water from Cairo.

Now assume the presence of the Confederate occupied forts positioned as shown. Since their presence negates a consumption supply path in the river hexside they control (see rule [11.21]), the Union units must trace alternate paths. In this case the IX and XV Corps can trace from Cairo down the Mississippi to 3025 and then by road to their hex. The Army of the Mississippi can trace from Cairo down the Mississippi to Columbus (3221), then by rail to the railhead and then can trace six road hexes to the army. The XIII Corps is out of luck. It cannot reach either a railroad or river from which it could trace from Cairo. The II Cavalry Corps can trace from the Department in Cincinnati down the Tennessee river to the railhead at 3823 to the Corps.





## [18.0] RAILROADS

At the beginning of the game, each player possesses those railroads that lie in his country (exception: see rule [18.4]). The rail lines in Kentucky, Missouri and Kansas start out neutral (as those states start out neutral) and may be used by either player, the side that first enters a hex using a combat unit by movement (including by rail) owns it. During the course of play, rail lines may change hands, be destroyed and be repaired.

### [18.1] The Rail Net

Players use railhead markers to designate the limits of their usable rail net. During a movement phase, when a player's ground combat unit moves from an existing friendly railhead marker and travels continuously down a path of intact rail hexes, that unit extends that player's rail net, and the player's railhead marker is moved accordingly to show the expansion. At the

same time, enemy railhead markers are moved as necessary to reflect the change in the enemy's rail net status. A railhead marker shows the end of a usable rail net. Any rail hex lying within the rail net may be thought of as a railhead.

### [18.2] Destroying Railroads

During his movement phase, a player may elect to destroy rail hexes occupied by his ground combat units. To do so, he states: "This unit destroys the railroad." Whereupon he places a rail junction/rail cut marker to note the destruction.

**[18.21]** Only land combat units (cavalry, infantry, militia and garrison units) may destroy and cut the rail line in a hex. The unit expends **one movement point** to destroy the rail line, and it may execute normal ground movement before or after executing the rail destruction. Rail destruction is therefore considered

movement, whether or not the unit stirs from its hex and, accordingly, a unit must receive a movement command to execute rail destruction.

**[18.22]** Destruction of a rail hex requires a conscious act. The passage or presence of a friendly ground combat unit in itself does not eliminate rails, though it may cause a change in ownership (see rule [18.1]), or curtail the use of the railroad.

### **[18.3] Rail Repair**

During a monthly strategic turn, each player may build and deploy rail repair units. The main function of such units is to repair cut rail lines. To do so, they enter a rail cut hex, displacing or removing the rail junction/rail cut marker to indicate their repairs. New rail lines may NOT be created.

**[18.31]** A given rail repair unit may repair up to two rail hexes per movement phase (hence they have a movement allowance of two). A rail repair unit may not force march, but may always repair **2 rail hexes** per movement phase regardless of the terrain. To repair 1 rail hex costs 1 supply point assigned to the rail repair unit and to repair 2 rail hexes costs 2 supply points assigned to the rail repair unit. A rail repair unit may have a maximum of 2 supply points assigned to it at a time. Supply points assigned to a rail repair unit may only be used to repair a cut rail line, they may not be used for any other purpose, place the assigned supply points directly under the rail repair unit; if they ever exist without a rail repair unit, the assigned supply points are immediately destroyed.

### **\*\*\* 2016 Update Start**

This process may be reversed to destroy the rails in 1 or 2 hexes and produce 1 or 2 supply points assigned to the rail unit; this is the **only way the Confederates** can assign supply points to a rail repair unit for use in rail repair, the Union may use this method or assign supply points directly to the rail repair unit. (The Union advantage is due to the United States Military Rail Road (USMRR) and Union steelworks. The Confederates had a severe iron shortage and did not produce any new rails needed for railroad repair; rather they ripped up less important rails (for example, in Florida) in order to reuse them to repair more critical locations. Some rail line hexes in the Confederacy start the 1861 Campaign game cut (they were not yet built), they may be repaired normally, but see the rail construction rules variant for a better simulation of this.)

### **\*\*\* 2016 Update End**

**[18.32]** A rail repair unit may move by rail or it may move in repair mode. When moving by rail, it expends movement points per [6.5]. When moving in repair mode, it may spend a MP to move along a rail and/or repair the rail in a hex, that is, it may do either or both, until its 2 MPs are used up. This allows a rail repair unit to move through uncut rail hexes, as well as repair a rail in its hex without moving (which can happen after a rail repair unit is moved by water).

There is no additional cost to cross a river, but it must be crossed at a active bridge formed by a rail line or an active ferry on the map.

**[18.33]** A rail repair unit has zero strength, it cannot attack and adds nothing to a defense. If it must retreat, it must retreat along a rail line. If a hex with only zero strength units is attacked, the 901+ column of the CRT is used.

**[18.34]** A Rail Repair unit embarks and debarks like a Siege Gun. A rail repair unit moves by water and disembarks onto a rail hex, but a railhead is not created until a supply point is spent along with a movement point of the rail repair unit. That is one means by which the Union player could establish a railhead at, for instance, Memphis or Aquia Creek.

### **[18.4] The B&O Railroad**

The Baltimore and Ohio Railroad runs from Baltimore, MD through Harper's Ferry, WV to Grafton, WV and then splits, one branch running to Parkersburg, WV and the other to Wheeling, WV.

Note: The management of the B&O railroad raised a private army in the winter of 1860-61 to protect its property. The management was pro-Union, and maintained its right of way in Virginia in defiance of Confederate civil authority until the Confederates fielded an effective army. This is one reason that West Virginia is assessed as a Union state (and not neutral) at the start of the 1861 scenarios.

### **[18.5] Kentucky Railroads**

Kentucky starts the 1861 scenario as neutral. As long as Kentucky remains neutral, the railroads in Kentucky may be used by both players to move supply (only) for supply point generation, supply consumption, supply broadcast, and supply marker movement. Both players may even use the same railroad line in the same monthly strategic turn or weekly turn. Neither player may transport their troops over Kentucky railroads while Kentucky remains neutral, nor use them for any other use besides supply. Face any supply markers moved into Kentucky to show their ownership.

If Kentucky's neutrality is ended due to invasion by either side, roll a die: if the die roll result is 1 to 4 then all Kentucky neutral rail hexes go Union and if a 5 or 6 then all neutral go Confederate (not including any rail hexes occupied by opposing militia). If Kentucky joins a side by a Political Table use or by control of all cities and towns, then all neutral rail hexes join that side. Besides the above, as soon as one side moves a ground unit through a rail hex, the hex converts to being friendly for that side, this is the normal rail conversion process.

### **[18.6] Missouri Railroads**

Missouri railroads may be used while neutral by both players to broadcast supply. (That is correct; Missouri

can remain neutral even though both players have forces inside the state.) As soon as one side moves a ground unit through a rail hex (including by rail) it converts to being friendly for that side and enemy for the other side. When Missouri's neutrality ends by any method, any remaining **neutral** rail hexes in Missouri always fall to the possession of the Union player regardless of the allegiance of Missouri, rail in owned cities and towns and converted rail remain converted to the side that converted them.

### Rail Net Status Example

*Tinted units are Confederate units.*

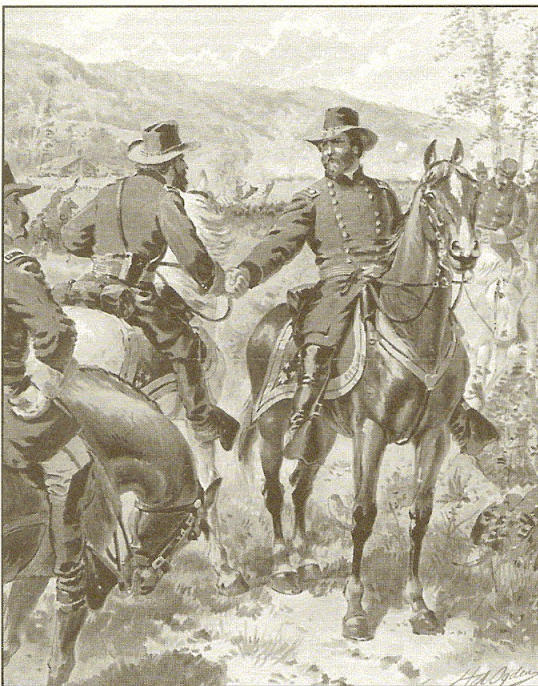
By luck of the roll, Kentucky railroads fell to the Rebels after a Confederate invasion. Some time afterward, a Union rail repair unit landed at Columbus (3221), and created a Union railhead. On subsequent game turns, the Union infantry division marched down the intact rail line to hex 3229, where the Union railhead is presently located. While that was going on, a Union cavalry division marched from Cincinnati (off map to the northeast), bringing another railhead to hex 3823. During all that, the Confederate army destroyed the railroad between hexes 3425 and 3724, inclusive. The Union rail repair unit is positioned to begin repairing that stretch. The rail line between 3322 and Paducah is still Confederate, though the Union division may move out of Union City on the next game turn and begin to put that line in the Union net.

### [18.7] Kansas Railroads

The 2 Kansas rail hexes work just like Missouri rail hexes, except that Kansas always remains neutral.







## [19.0] SCENARIOS

### [19.1] *How the Game is Played*

**War Between the States** can be played either as a campaign game on all three maps with play continuing until one side or the other wins—or as one of six scenarios on either the western two maps or the eastern map. The campaign game uses the complete package of rules and thus includes the production phase of the strategic turn. The campaign game simulates the entire course of the war and, by its very nature, can take a varying length of time to complete, ending as it does when one side or the other wins. The scenarios, on the other hand, are more limited engagements, restricted in the number of game turns to be played, restricted in the rules applied (the production phase is not used), limited with respect to forces and area of play (at most two maps are used), and with limited objectives to determine the victor.

### [19.2] *Force Deployment*

There are four deployments listed in the Yearly Set up sheets — one for each year: 1861, 1862, 1863, and 1864. The 1861 deployment is used to start the full campaign game. The other deployments are used in the appropriate 1 map or 2 map scenarios and to start a campaign game during 1862, 1863 or 1864. One can even set up all 4 campaign scenarios in order to see snapshots of how the war progressed as a learning tool.

### [19.3] *Scenario Format*

#### [19.31] *Map to be Used*

Eastern scenarios are always played on map C. Western scenarios are played on the combined surfaces of maps A and B. It is possible to play “Scenario West 62” on map A alone, and “Scenario West 64” on map B alone, in that the objectives and the majority of forces available to either player are

located on those maps, if the players can imagine the existence of the other map forces.

### [19.32] *Forces Available and Initial Setup*

Each player deploys his own forces according to the listing of the on-map deployment section for the map or maps in play for the chosen scenario. For example, if the scenario chosen is “East 1863,” both players would refer to the 1863 deployment and locate all units, leaders, markers, etc., listed for map C hexes (listings for maps A and B would be ignored), and place them in the hexes indicated.

During setup, militia points are converted to militia units but the militia units created that have a deployment hex in a city (only, not a town) may be redeployed one militia unit (consisting of from 1 to 4 militia points) per hex through friendly (not neutral or enemy) hexes into any friendly hex of that city's state behind the front lines; in order to stack they would need to set up in the specified city hex. After all units on both sides are setup, first the Union player may redeploy his militia that can do this, then the Confederate player does this. Note that VA militia cannot redeploy in WV as it is Union. Recall that DC acts like its own one hex state so militia there cannot redeploy. Recall that most of the hexes in Missouri are neutral in 1861 so the militia in St. Louis cannot redeploy.

During setup, every HQ that is setup on the map must have a commander assigned from the available leaders set up in the same hex. The commander of an HQ is indicated by placing it directly on top of the HQ. The command hierarchy (which leader commands what units and HQs) must also be specified.

During setup, divisions may slough off brigades as desired, but divisions may not be built up. Combat units may be reduced or destroyed rather than set up if desired, but forts may **not** be destroyed until the monthly strategic turn.

### [19.33] *Scenario Length*

The number of weekly game turns for each scenario will be stated, every 4 weekly turns is a monthly strategic turn. That limit is also shown on the Game Turn Record Track.

### [19.34] *Special Rules and Restrictions*

Any special rules and restrictions pertaining to a scenario will be detailed in this section.

- The Production phase of the strategic turn is not used in playing a scenario. The effects of production are simulated by providing the player with reinforcements at the conclusion of each fourth, eighth, 12th, etc., game turn, which he then deploys, as noted on the Turn Record, at the beginning of the following player turn.
- The Political Interaction phase is not used in the scenarios. Rather, specific victory conditions are noted (see rule [19.36] and the scenarios themselves).

- The Siege phase is used and may be conducted at the conclusion of every fourth, eighth, 12th, etc., game turn.

### [19.35] Initiative Pool Composition

The initiative pools for each scenario are as follows:

Scenario	Pool Composition
West 1862	0, (1), 2, 3
East 1862	0, 1, (2), 3
West 1863	2, (3), 4
East 1863	1, (2), 3
West 1864	2, (3), 4, 5
East 1864	1, 2, (3), 4

**Note:** See rule [26.3] on the option of allowing the parenthesized number to be selected by the Confederate player.

### [19.36] Victory Conditions

Here the objectives for each player in the scenario are described and their values in victory points are assessed. In brief, this section tells the player how he can win the scenario. In some scenarios, the Confederate player receives victory points for being in control of or adjacent to Union cities or towns. Those points are awarded only for cities and towns actually in Union states, not for cities and towns in Confederate territory held by the Union.

### [19.37] Scenario Supply

Each player receives various depots, supply trains, and supply points located on map as part of his initial deployment. That is his total allocation of on-map supply points for the entire scenario. It is all he gets. At the conclusion of each fourth, eighth, twelfth, etc., game turn, and before starting the fifth, ninth, etc., game turn, each player will perform a supply routine as if he has a general supply level sufficient to broadcast supply to all units in the field. In other words, those units that trace a supply path from a friendly active department are considered supplied. Those that cannot do so must subsist with on-map supply or suffer attrition.

### [19.38] Scenario Rail Capacity

Unlike the campaign game, in a scenario each player's rail capacity is constant per game month throughout the scenario, according to the following chart:

Scenario	Union Capacity	Confederate Capacity
West 1862	12	12
East 1862	8	8
West 1863	16	12
East 1863	12	8
West 1864	20	8
East 1864	16	12

### [19.4] SCENARIO WEST 1862

[19.41] Use maps A and B.

[19.42] Use forces for maps A and B under 1862 Deployment (see separate sheet).

[19.43] Scenario length is 18 weekly game turns.

### [19.44] Special Rules and Restrictions

#### Union Army and Infantry Corps Formation

At the beginning of Game Turn 5, the Union player may create an infantry corps and, if he does, he must place Buell in command of it. At the beginning of Game Turn 9, the Union player must create an army in the same hex as Grant. Grant may not, however, command that army; only Halleck may command it.

#### Confederate Army and Infantry Corps Formation

At the beginning of Game Turn 5, the Confederate player may create an army in the same hex with A. Johnston, who must command it. At the beginning of Game Turn 9, the Confederate player may create three infantry corps in any hexes with existing leaders to whom command may be distributed (suggest Polk, Hardee and Bragg).

#### Subordination of Grant

Starting with Game Turn 9, Grant and his corps must remain stacked with the Union army created on that turn for the remainder of the scenario. That army may only move and fight with Halleck, and Grant can only move and fight with Halleck. (Grant's subordination to Halleck means he may not roll for his own initiative, either for movement or combat.)

#### Death of Johnston

If A. Johnston is killed, he is replaced by Beauregard.

#### Weather

The first eight game turns are winter weather. Supply train ground movement is restricted to roads. No unit may cross a river except by road or by ferry action of river transport.

### [19.45] Victory Conditions

Union immediate objectives in this campaign were to secure the states of Missouri and Kentucky, with the hope ultimately of opening the Mississippi River to Union use and control. The Confederate objectives were to hold what they had and, above all, to maintain control of the Mississippi. As it turned out, the Union discovered a winner in Grant, who shattered the center of the Confederate front at Fort Donelson and masterminded a campaign that cost the South middle and western Tennessee.

#### Union Victory Points

The Union player is awarded victory points for controlling the following localities at the conclusion of the scenario, if at that time he can demonstrate a supply path from them leading to a Union department.

- New Madrid (A3201) 1 point
- Columbus (A3221) 2 points
- Bowling Green (A4420) 3 points
- Nashville (A4825) 25 points
- Memphis (A2828/B2802) 25 points
- Chattanooga (A5130/B5104) 50 points
- Vicksburg (B2317) 100 points

At the end of the scenario, he receives one victory point for each Confederate strength point besieged at that time. And, in addition to all the above, he receives one victory point for each Confederate strength point eliminated over the course of the scenario.

### Confederate Victory Points

The Confederate player is awarded victory points for controlling the following localities at the conclusion of the scenario, if at that time he can demonstrate a supply path leading to them from any unbesieged department.

- Columbus (A3221) 10 points
- Bowling Green (A4420) 15 points
- Nashville (A4825) 20 points
- Memphis (A2828) 25 points

At the conclusion of any Union player turn, the Confederate player receives one victory point for each Confederate strength point adjacent to Paducah (A3419), St. Louis (A2712), and/or any other Union city. In addition to all the above, he receives one victory point for each Union strength point eliminated over the course of the scenario.

### Victory Determination

The Union player must score at least 50 victory points or he loses, regardless of the Confederate score. Assuming that condition is met, the winner of the scenario is the player with the most points. If a player scores twice as many or more points than his opponent, he may consider himself a decisive winner.

### [19.5] SCENARIO EAST 1862

[19.51] Use map C.

[19.52] Use Forces given for map C under the 1862 Deployment (see separate sheet).

[19.53] Scenario length is 22 weekly game turns.

### [19.54] Special Rules and Restrictions

#### Union Infantry Corps Formation

At the beginning of Game Turn 5, the Union player may create four infantry corps, placing them in the same hex as the army of the Potomac Headquarters. At the same time, combat units in that hex may be distributed among those corps and existing leaders assigned as corps commanders. At the beginning of Game Turn 16, the Union player may create two more infantry corps, placing them in the same hex as the Army Of the Potomac HQ, and at the same time

Porter and Franklin may be put in play as new corps commanders.

### Confederate Corps Formation

At the beginning of Game Turn 3, the Confederate player may create one infantry corps in the same hex as Jackson, who presumably will command it. On Game Turn 7, a second infantry corps may be created in the same hex as the Army of N. Virginia HQ, with any existing leader assigned to command it.

### Arrival of Lee

On Game Turn 17, the Confederate player may replace J. Johnston with Lee.

### Weather

The first eight game turns are winter weather. Supply train movement is restricted to roads. No unit may cross a river except by road or river transport ferry.

### [19.55] Victory Conditions

The objective of the Union in this campaign was nothing less than the capture of Richmond, presumably with the coincidental destruction of the main rebel army in the process. Historically, of course, neither of those objectives was realized. On the contrary, the main Union forces were defeated at the gates of Richmond.

The Confederate objective was simply to repel all Yankee invasions, preserving their armies in the field, and retaining a hold on as much Southern territory as possible.

### Union Victory Points

The Union player is awarded victory points if he controls the following localities at the conclusion of the scenario.

- Morehead City (C3029) 5 points
- New Bern (C2828) 10 points
- Norfolk (C3119) 15 points
- Lynchburg (C1717) 20 points
- Richmond (C2516) 100 points

If he is besieging Richmond at the conclusion of the scenario, he receives 50 victory points. In addition to the awards above, the Union player receives one victory point for each Confederate strength point eliminated over the course of the scenario.

### Confederate Victory Points

The Confederate player is awarded victory points if he controls the following localities at the conclusion of the scenario.

- Harper's Ferry (C2206) 25 points
- Fortress Monroe (C3118) 50 points
- Wilmington (C2533) 5 points
- Charleston (C1640) 5 points
- Savannah (C1044) 5 points

If the Confederate player controls any Union city at the conclusion of any Union player turn, he receives 20 victory points.

If the Confederate player is besieging Washington at the conclusion of any Union player turn, he receives 100 victory points.

At the conclusion of any Union player turn after Game Turn 10 that there are Confederate units adjacent to Washington, the Confederate player receives one victory point for each such Confederate strength point.

In addition to all the above, the Confederate player receives 1.5 victory points for each Union strength point eliminated over the course of the scenario.

### **Victory Determination**

The Union player must score at least 50 victory points or he loses, regardless of the number scored by the Confederate player. Assuming that condition is met, the winner of the scenario is the player with the most points. If a player scores twice as many points as his opponent, he can consider himself a decisive winner.

### **[19.6] SCENARIO WEST 1863**

**[19.61]** Use maps A and B.

**[19.62]** Use forces given for maps A and B under 1863 Deployment (see separate sheet).

**[19.63]** Scenario length is 20 weekly game turns.

### **[19.64] Special Rules and Restrictions**

#### **Union Siege of Vicksburg, Port Hudson**

Union forces that start the scenario within five hexes of Port Hudson and Vicksburg, respectively, may not move more than five hexes away from those points until they are captured by the Union. Confederate forces that begin the scenario in the state of Mississippi may not leave it until after Vicksburg falls to the Union.

#### **Rosecrans Somnolent**

The Union player may not freely allocate command to Rosecrans during the first 12 game turns. In order to move, Rosecrans must succeed in rolling for his initiative.

#### **After Vicksburg Falls**

Union forces in the states of Arkansas, Louisiana and Mississippi at the time of the fall of Vicksburg may not leave those states until Game Turn 17.

### **[19.65] Victory Conditions**

The Union objectives in the west were to secure the Mississippi Valley via the reduction of Vicksburg and Port Hudson, capture Little Rock, open the gates to Atlanta and secure Knoxville. Confederate objectives were to relieve Vicksburg (a forlorn hope) or, failing that, limit Union advances as much as possible.

### **Union Victory Points**

The Union player is awarded victory points if he controls the following localities at the end of the scenario, provided he can demonstrate a supply path leading to them from a Union department.

- |                             |           |
|-----------------------------|-----------|
| • Vicksburg (B2317)         | 10 points |
| • P. Hudson (B2125)         | 10 points |
| • Knoxville (A5624)         | 15 points |
| • Chattanooga (A5130/B5104) | 25 points |
| • Little Rock (B1705)       | 10 points |
| • Atlanta (B5410)           | 50 points |
| • Mobile (B3625)            | 25 points |

In addition to the above, the Union player receives one victory point for each Confederate strength point eliminated over the course of the scenario.

### **Confederate Victory Points**

The Confederate player is awarded victory points if he controls the following localities at the end of the scenario conclusion, provided an intact rail line leads from the locality to the eastern map edge (must be free of cuts and Union units).

- |                             |           |
|-----------------------------|-----------|
| • Knoxville (A5624)         | 15 points |
| • Chattanooga (A5130/B5104) | 15 points |

The Confederate player receives one victory point for each Confederate strength point adjacent to Nashville (A4825) at the conclusion of a Union player turn on any date after Game Turn 6.

The Confederate player receives one victory point for each Union strength point eliminated over the course of the scenario.

### **Victory Determination**

The Union player must score 100 victory points or he loses. Assuming the Union minimum is met, the Union player wins if he has a ratio of three or more victory points for every two Confederate victory points; otherwise, he loses and the Confederate player wins.

### **[19.7] SCENARIO EAST 1863**

**[19.71]** Use map C.

**[19.72]** Use forces given for map C under 1863 Deployment (see separate sheet).

**[19.73]** Scenario length is eight weekly game turns.

### **[19.74] Special Rules and Restrictions**

#### **Hooker Replaced**

At the beginning of Game Turn 5, Meade replaces Hooker in command of the Army of the Potomac. Sykes is placed in command of V infantry corps. (Hooker is then no longer in the scenario.)



### Union Movement Restriction

Union units and leaders that begin the scenario on or north of the xx12 hex row may not move south of there at any time during the scenario. (Hooker wanted to pounce on Richmond as soon as he figured out Lee was moving north around his flank. Lincoln quashed that idea because he had faith in Lee's ability to leap on Washington before Hooker could grab Richmond.) The Union movement restriction holds true as long as R. E. Lee remains above the xx12 hex row.

### [19.75] Victory Conditions

Faced with the imminent fall of Vicksburg in the west, and confident of his superiority over the recently embarrassed (at Chancellorsville) Army of the Potomac, Lee decided to launch an offensive into the North. His objective was apparently to run amok in Maryland and Pennsylvania, drawing the Army of the Potomac into battle, hoping to win big and thereby threaten Washington, Baltimore, etc., so Grant would be pulled away from Vicksburg with a large force to relieve the East. The plan did not work.

### Confederate Victory Points

The Confederate player receives victory points for controlling the following localities at the conclusion of the scenario, if he has supply points in the locality. (Which probably means a supply train would have to have moved into one of these towns sometime during the course of play.)

- Philadelphia (C3401), Baltimore (C2806), or Washington (C2608) 200 points
- Any other Union city 20 points
- Any initial Union fort hex 30 points

The Confederate player receives 100 victory points if the Union player does not have rail communication with Washington at the end of the scenario. The Union player must be able to trace a path of rail hexes from Philadelphia to Washington such that he could move a hypothetical unit by rail from Philly to DC; that is, the line has to be free of cuts and Confederates.

The Confederate player receives two victory points for each Union strength point besieged at the end of the scenario.

In addition to all the above, the Confederate player receives one victory point for each Union strength point destroyed in action.

### Union Victory Points

The Union player receives victory points for controlling the following localities at the end of the scenario.

- Charlestown (C1640) 50 points
- Richmond (C2516) 200 points

The Union player receives 50 victory points if he is besieging Richmond at the end of the scenario.

The Union player receives one victory point for each Confederate strength point in Union territory at end of the scenario that can not trace a path at least one hex to a road that, in turn, traces free of Union units to some Confederate department. In other words, if the Confederates wall themselves in some place in the north, they concede points if they fail to secure their road communications south.

Finally, the Union player receives one victory point for each Confederate strength point eliminated over the course of the scenario.

### Victory Determination

The Confederate player must score at least 30 victory points or he loses. The Union player must score at least 20 victory points or he loses. Theoretically, both players can lose. Assuming both players score their minimums, the player with the most points wins.

### [19.8] SCENARIO WEST 1864

[19.81] Use maps A and B.

[19.82] Use forces for maps A and B under 1864 Deployment (see separate sheet).

[19.83] Scenario length is 24 weekly game turns.

### [19.84] Special Rules and Restrictions

#### Red River Campaign

Union forces located in Mississippi, Louisiana and Arkansas may not leave that three-state area until Shreveport is captured or until Game Turn 7, whichever comes first.

#### Weather

Winter weather prevails through the end of Game Turn 4. Supply trains may only move by road, rail or water. Units may only cross rivers at roads or by river transport ferry. Starting with Game Turn 5, the Union player rolls a die at the beginning of his player turn. If he rolls a one, two or three, any river transport or flotillas on the non-tidal portion of the Red River are stranded by low water and may not move or attack that turn.

### [19.85] Victory Conditions

The Union objectives in the West were, first, the destruction of the main Confederate armies (Johnston's and Polk's), to be coincidentally realized with the captures of Atlanta and Mobile, it being felt the Confederates would have to fight to defend those vital positions. Prior to the main campaign, however, Lincoln and Halleck had planned operations in the Trans-Mississippi, opening the way to the Texas interior and indirectly influencing the French in Mexico to curtail their operations. The Confederate objectives were to hold on and deny the Yankees a significant victory, preserving their armies and retaining Atlanta at all costs, and hopefully Mobile. They felt the Northern electorate would vote Lincoln out in November if no dramatic event occurred by then.

### Union Victory Points

The Union player is awarded victory points if he controls the following localities at the end of the scenario:

- Shreveport (80815) 5 points
- Mobile (B3625) 10 points
- Atlanta (B5410) 25 points

Those awards are doubled if the Union player can trace a supply path to those localities from any Union department.

If the Union player captures Shreveport (BO815) by the conclusion of Game Turn 7, he receives 25 victory points.

The Union player receives three victory points for each besieged Confederate strength point at the end of the scenario.

The Union player receives two victory points for each Confederate strength point eliminated over the course of the scenario.

### Confederate Victory Points

The Confederate player is awarded victory points if he controls the following localities unbesieged at the end of the scenario:

- Shreveport (B0815) 10 points
- Mobile (83625) 20 points
- Atlanta (B5410) 50 points

If the Union Player fails to capture Shreveport by the end of Game Turn 7, the Confederate player receives 15 victory points.

The Confederate player receives three victory points for each Union strength point eliminated over the course of the scenario.

### Victory Determination

The Union player must score at least 50 victory points or he loses. Assuming he scores the minimum, he wins if he has a ratio of two to one or more in victory points over the Confederate player; otherwise, he cannot win. The Confederate player wins if the Union player does not score his minimum, or if the Confederate player scores more points than the Union player. If the Union player scores more points than the Confederate, but does not have at least twice as many, the game is a tie.

### [19.9] SCENARIO EAST 1864

[19.91] Use map C.

[19.92] Use forces for map C under 1864 Deployment (see separate sheet).

[19.93] Scenario length is 16 weekly game turns.

### [19.94] Special Rules and Restrictions

#### Weather

The first four game turns are winter. Supply trains are restricted to roads. Units can only cross rivers at roads and by river transport ferry.

### [19.95] Victory Conditions

Grant's objective was to threaten Richmond, forcing Lee to fight him, fight him, fight him. If, in the process, he could destroy Lee's army, fine; if he could take Richmond, so much the better - but above all he wanted to deprive Lee of freedom of action and prevent him from sending reinforcement to Johnston at Atlanta.

As in the west, the Confederate objective was to preserve as much as they could of what they had, preventing significant Union success.

### Union Victory Points

The Union player is awarded victory points if he controls the following localities at the end of the scenario.

- Savannah (C1044) 10 points
- Charleston (C1640) 15 points
- Wilmington (C2533) 15 points
- Goldsboro (C2426) 15 points
- Petersburg (C2518) 20 points
- Richmond (C2516) 100 points

If the Union player is besieging Richmond at the end of the scenario, he receives 25 victory points.

The Union player receives three victory points for each Confederate strength point eliminated over the course of the scenario.

### Confederate Victory Points

The Confederate player is awarded 25 victory points if he controls Richmond at the end of the scenario, provided he can trace a rail line, uncut and free of Union units, leading from Richmond to any non-Virginian Confederate town.

The Confederate player receives 10 victory points for controlling any Union town at the conclusion of any Union player turn.

The Confederate player receives two victory points for each Union strength point eliminated over the course of the scenario.

The Confederate player receives one victory point for each Confederate strength point sent west (exiting the map below hex 0132) before the end of Turn 12.

## Victory Determination

The Union player must score at least 60 victory points or he loses. Assuming he scores the minimum, he wins if he has a ratio of two to one or more in victory points over the Confederate player; otherwise, he cannot win. The Confederate player wins if the Union player does not score his minimum, or if the Confederate player scores more points than the Union player. If the Union player scores more points than the Confederate — but does not have at least twice as many — the game is a tie.

## [20.0] CAMPAIGN GAME SCENARIOS

The campaign game uses several rules not used in the scenarios: Production Phase (Section [21.0]), Additional Production Phase Events (section [22.0]), Personnel Points (section [23.0]), and Blockade (section [24.0]). Victory conditions for the campaign game are also different from those used in the scenarios (see section [25.0]). Finally, several optional rules are provided (section [26.0]) that will add considerably to the flavor of the game while also adding complexity.

The campaign game calls for all three maps — A, B, and C. The length of a campaign game scenario varies according to how quickly one of the victory conditions is met. A specific play of the game might possibly end after only 1 month or last all 50 months or something in between.

A player may wish to place spare departments, initiative chits, entrenchments, partisans and leaders on the month track when they arrive as reminders.

### [20.1] 1861 Campaign Game Scenario

Use the 1861 scenario setups. 1861 in the West saw Missouri and Kentucky become Union; in the East a Union invasion was repulsed at Bull Run creek while the Union secured the Fort Hatteras area opening up the entire Confederate east coast to possible invasion.

The 1861 campaign game simulates the entire course of the American Civil War, beginning on 0/07/61 (about June 23, 1861) to its conclusion — whenever one side manages to meet the victory conditions.

For calendar comparison purposes, the battle of First Bull Run/First Manassas was fought on July 21, 1861, which is on 1/08/61 in game terms, due to a game year having 13 months of 4 weeks each.

### [20.2] 1862 Campaign Game Scenario

Use the 1862 scenario setups. 1862 in the West saw the fall of Forts Henry and Donelson, followed by the Union capture of Nashville and Memphis and the amphibious invasion of New Orleans and in the East this saw the Monitor and Virginia ironclads battle at Hampton Roads near Fort Monroe, the Peninsular Campaign trying to take Richmond, Second Manassas and Antietam. The game begins with the 1/03/62 weekly turn (March 2, 1862), do not perform the 3/62 monthly Strategic turn.

The Political Point level is at (+2). The Confederacy has made three failing political appeals and the Union has made two failing appeals (one to make the special appeal to convert Missouri to Union). Both sides have made their Second Volunteer Call.

### [20.3] 1863 Campaign Game Scenario

Use the 1863 scenario setups. 1863 in the West saw the Union siege and capture of Vicksburg and Port Hudson cutting off the Trans-Mississippi Confederates and also the Chattanooga campaign; in the East there was Chancellorsville followed by Gettysburg. The game begins with the 1/06/63 weekly turn (May 24, in the middle of the siege of Vicksburg), do not perform the 6/63 Strategic Turn.

Kentucky and Missouri are Union States. The Emancipation Proclamation has been issued. The Political Point level is at (+3). The Confederacy has made four (4) failing political appeals and the Union has made two (2) failing political appeals.

## Political Point Summary

### Union

• Capture CSA Fort:	1
• Captured CSA Major Cities:	6
• CSA Calls and Drafts:	6
• CSA Political Appeals:	7
Total	20

### CSA

• Union Calls and Drafts:	6
• Union Political Appeals:	1
• Emancipation Proclamation:	5
• Replacement of Leaders, East: (McClellan, Burnside)	4
• Replacement of Leaders, West: (Buell)	1
Total	17

### [20.4] 1864 Campaign Game Scenario

Use the 1864 scenario setups. 1864 in the West saw Sherman's capture of Atlanta and then Savannah while in the East Grant did the Wilderness and Overland Campaigns to keep Lee from sending troops elsewhere resulting in the siege of Petersburg and the reelection of Lincoln and then Richmond fell and Lee and others surrendered.

The Political Point level is at (+10), as follows:

### Union

Capture CSA Fort: (Fort Henry)	01
Captured CSA Major Cities: (Nashville, Memphis, New Orleans)	06
CSA Calls and Drafts: (1 Vol, 2 Vol, 3 Vol, 1 Draft, 2 Draft)	10
CSA Political Appeals: (4 failing political appeals)	07
Replacement of Leader: (Bragg)	01
Control of Mississippi River (0/08/62 to 0/04/64)	09
Destroy 8 Inf Corps HQ (at Vicksburg)	01
Total:	35

## CSA

Union Calls and Drafts:	10
(1 Vol, 2 Vol, 3 Vol, 1 Draft, 2 Draft)	
Union Political Appeals:	01
(2 failing political appeals)	
Emancipation Proclamation:	05
Replacement of Leaders:	06
(East: McClellan Burnside, Hooker)	
Replacement of Leaders:	03
(West: Buell, Rosecrans)	
Total	25

### [21.0] PRODUCTION PHASE (Campaign Game)

The production phase of the strategic turn consists of the following segments:

#### 1. Supply Point Generation Segment

Each player calculates the number of supply points generated this turn and adds that amount to his general supply pool.

#### 2. New Unit Initiation Segment

At the start of this segment, a player may voluntarily destroy any unit on the map or production spiral that is able to be produced. He might want to do this to be able to produce the unit in another place or produce it faster, as there is a strict counter limit that may not be exceeded.

Each player then generates personnel points for this month, produces new units, expending personnel points and/or supply points in the process, and places the newly produced units on his Production Spiral.

#### 3. Division Augmentation Segment

Each player may take existing divisions from the map, expend personnel and supply points, adding strength to them to augment their strength and places them on his Production Spiral.

#### 4. Produced Unit Deployment Segment

Each player removes produced units from his Production Spiral and deploys them on the map.

#### 5. Brigade Merge Segment

The players may merge brigades with divisions of the same type.

#### 6. Fort Construction and Deployment Segment

Both players may destroy and attempt to create forts and fortresses.

#### 7. Department Deployment Segment

Players may deploy a new military department or relocate an existing department.

#### 8. Headquarters Deployment Segment

New army, infantry corps and cavalry corps may be deployed.

#### 9. Leader Pick Segment

New leaders are picked blindly from the existing pool of leaders for one side.

#### 10. Confederate Replacement Segment

The Confederate player (only) may apply the special rule permitting him to amalgamate garrison points with infantry divisions and partisan units (not cadre) with infantry or cavalry divisions.

#### 11. Militia Demobilization

Militia is possibly demobilized (returned to production spiral).

These production activities are executed secretly. To the extent the players trust the other player's competence or honesty, such secrecy can be fun. Of course, the actual war was fought with little regard for security considerations. Each side's plans and activities were reported in great detail by newspapers. There was never any secret about how many regiments were being formed in, say, Massachusetts, or ships being fitted out in Baltimore. But neither side possessed the general staff organization to process the information available into a coherent, usable form.

#### [21.1] The Production Spiral

The Production Spiral is a display permitting one-step production decisions. It is divided into 13 slices and 13 spiral arms emanating from a center circle. Each Spiral arm is composed of five slots (formed as a result of the intersection of slices and spiral arms), and each slot is located in a slice progressively farther away from the center. Viewing time as progressing clockwise from slice to slice, the display is a form of clock to record the passage of strategic cycles (13 of which compose a full year).

Each slot on any given spiral arm has pictures of various types of units within it. During the course of the production stage of a given strategic turn, a player will have occasion to create new units, placing them as he does so in the appropriately pictured slot of the spiral arm emanating from the turn in progress. That placement has the effect of positioning the units ahead in time. Then, with the passage of one or more cycles, time will advance to a slice containing units placed during prior production stages. Those units are then available to be deployed onto the map.

Note: The first ironclad produced at the naval base at Norfolk, VA (**only**) costs 1 personnel point and **20 supply points**, not 60, as CSS Virginia was built on the surviving hull of the partially burned USS Merrimack. In history, it was ordered on July 11, 1861, which is the month covered by 61/07/0, the start of the 1861 campaign game. If the naval base is destroyed, so is the Merrimack.

**Example:** It is the strategic turn of cycle number one of year 1862. The Confederate player desires to create an infantry division with a strength of 8 points. He expends 24 personnel and 16 supply points (see rule [21.9]), obtains the unit desired from the force

pool, and traces along the spiral arm emanating from Cycle 1 to the slot picturing a “new” infantry unit, placing the unit in that slot. Note the slot falls in the cycle number 5 slice. When play progresses to the strategic turn of Cycle 5, the Confederate player can remove the infantry division from the display and deploy it on the map.

### [21.2] Union Supply Point Generation

The Union Strategic Cycle Record Track lists a variable number of supply points (from 125 to 300) that the Union player receives on a given monthly cycle. From this monthly base is subtracted 5 supply points for each **town** in a Union state (with its state name in blue on the map) that cannot trace a **production supply path** by rail and/or navigable river and/or coastal hexes (not by sea) off the **north edge of the map**. Also subtract the value for Richmond in supply points for the current year for each Union **city** that cannot trace a **production supply path** off the north edge of the map.

The Union player receives the Confederate supply multiple rounded down for each Union-owned Confederate or originally neutral city or town as the Confederate player would receive, this includes major city supply (but not import supply); but he needs to trace a production supply path off the northern edge of the map.

All generated supply points go into the Union General Supply Pool, which can hold a maximum of 999 supply points, any excess points are lost.

### [21.21] Union Supply Cities (see separate sheet)

### [21.3] Confederate Supply Point Generation

The Confederate player receives supply points from four sources:

- Confederate major cities
- Confederate seaports
- Confederate non-major cities and towns
- Any initially neutral or Union towns or cities that are captured at the month's city supply rate. The supply points may be placed at that town or city or if a production supply path exists to a Confederate city, then they may be placed in the general supply pool.

All generated supply points go into the Confederate General Supply Pool, which can hold a maximum of 999 supply points, any excess points are lost.

### [21.31] Confederate Major Cities

The five Confederate major cities of **Atlanta, Memphis, Nashville, New Orleans, and Richmond** are the backbone of the Southern economy. On their own, held by the Confederate player, they each produce varying amounts of supply points (from 5 to 40) each monthly cycle as shown on Schedule [21.35] except when they are besieged.

### [21.32] Confederate Non-Major Cities and Towns

The Confederate city supply multiple is printed for each cycle on the Cycle Record Track and ranges from 0 to 5 and which is the number of supply points each eligible Confederate non-major city or town contributes to the Confederate general supply during a Strategic Month. Note if the number is 0, one can skip this substep, so this should be checked first.

To be eligible to contribute, the Confederate player must be able to trace a **production supply path** free of Union units from the specific city or town to a **Confederate city** using only rail and/or navigable rivers and/or coastal hexes. The South Supply Cities chart lists every Confederate city and town that can possibly meet this criterion. The Neutral Supply Cities chart lists all the cities and towns in Missouri and Kentucky that are neutral until taken by one side. Note that it is much easier to keep a running total of qualifying cities and towns than to calculate this for each month, the North, Neutral, and South Cities and Towns charts can be used to keep track of who owns what. RTPs are not spent for this.

The Confederate player receives the **full number** of supply points per Confederate-owned Union or originally neutral city or town as the Confederate player would receive, this includes Confederate-owned Union city supply equal to the value for Richmond for that month; but he must trace a production supply path to a Confederate city.

### [21.33] Confederate Seaports

There are ten Confederate seaports, see the seaport playaid. Printed on the Confederate Strategic Cycle Record Track for each cycle is the Confederate import supply multiple, which ranges from 1 to 9 and which is the number of supply points each functioning Confederate seaport adds to the Confederate general supply during the monthly strategic turn of a cycle. A functioning seaport is defined as one of the ten seaports that can trace a **production supply path** by rail and/or navigable rivers and/or coastal hexes to a **Confederate city** and that seaport is not being successfully blockaded. The South Seaports chart can be used to keep track of the status of each seaport as it changes. RTPs are not spent for this.

### [21.34] Confederate Supply Cities (see separate sheet)

### [21.35] Neutral Supply Cities (see separate sheet)

### [21.36] Confederate Seaports (see separate sheet)

### [21.37] Confederate Major Cities Supply Point Schedule (see separate sheet)

### [21.4] Division Augmentation

During this segment of the production phase, a player may remove an infantry division or a cavalry division on an active department from the map, exchange

them for stronger division of higher strength, and place this new unit ahead on the Production Spiral.

Each division removed must be located on an **active department** at the time it is removed. No more than **one division per active department** per monthly strategic turn may be augmented; this means at most 6 Confederate divisions and 9 Union divisions may be augmented each month. This process simulates sending a veteran unit home to recruit and train replacements. In terms of personnel point costs, this is a cheaper way to gain combat strength points.

**Example:** a Union 3-3 infantry division could be withdrawn in this fashion, exchanged for a 10-3, and returned as a new unit (10-3) four cycles later, a gain in strength of seven points for the cost of seven personnel points. If the Union player had created a 7-3 out of nothing, it would cost him 21 personnel points. Supply cost is 21 supply points in both cases.

### **[21.5] Militia and Garrison Conversion**

During the new unit initiation segment, a militia unit (containing 1 to 4 militia points) or a garrison unit (consisting of 1 to 10 garrison points) on an active department (in any state) may be converted into an infantry division or brigade. A player may first form a militia unit or garrison unit of any desired strength from the strength points available in a hex within counter limits. If 1 or 2 strength points are converted, the converted unit is an infantry brigade; if 3 to 10 strength points are converted, the converted unit is an infantry division. There is no limit to the number of militia units or garrison units that may do this on one specific department.

To do so, the player removes the militia unit or the garrison unit, expends the needed amount of supply and personnel points for the conversion, and creates a new infantry division or brigade of a strength equal to the militia or garrison points he removed, placing that division or brigade ahead in time on the Production Spiral.

A militia unit or garrison unit may **not** be both converted to an infantry division and augmented to a stronger division in the same month.

### **[21.6] Where Newly Produced Units Deploy**

#### **[21.61] Union Deployment**

**Union infantry, cavalry and garrison units, supply trains, rail repair units and siege guns** may only be placed on a city or town hex containing a Union **active department**. To be an active department, the Union player must be able to (1) trace a continuous path of **uncut rail** hexes that are also unoccupied by Confederate units from the **north edge** of the map to the department and (2) the Union department must **not** be besieged, via either the normal (in hex) or extended methods. The railroad is considered to cross a river at an on-map ferry, unless the ferry hexside is controlled by an enemy fort or warship. Note that a Union department on a north edge hex will

always meet condition (1) unless the hex is occupied by a Confederate ground unit.

If the department is not active, flip the department counter to indicate this; it remains flipped until the department marker is moved or it again meets the requirements to be active.

2016 Update Start \*\*\*

A **Union militia unit** is kept on the production spiral for later deployment during a weekly turn. Missouri and Kentucky have their own rules for militia deployment specified later, militia from the production spiral cannot be placed in MO or KY.

A **Union naval base** is produced instantaneously (with no time delay) upon expenditure of the needed personnel points and supply points. It may be immediately deployed on any coastal hex or hex adjacent to a tidal river hexside of the Mississippi occupied by at least **five Union infantry points that are in supply**. A Union naval base functions as (A) a ground unit with a defense strength of 5 with a single step and (B) as an aid for the embarkation and disembarkation of units, see the [7.26] Embarkation/Disembarkation Cost Chart; the latter function is different from a Confederate naval base.

**Union naval transports and naval flotillas** are always placed in hex C3901.

**Union river transports, river flotillas, and ironclads** may be placed in hex C3901 or in the cities of St. Louis, MO; Cincinnati, OH; or Pittsburgh, PA as long as the city is in supply.

2016 Update End \*\*\*

**Note:** A Confederate naval unit may never occupy hex C3901, but a Confederate ground unit or fort may.

### **[21.62] Confederate Deployment**

**Confederate infantry, cavalry and garrison units, supply trains, and rail repair units** may only be placed on a town or city hex containing a Confederate **active department**. To be an active department the Confederate player must be (1) able to trace a path of rail hexes and/or road hexes and/or river hexsides and/or coastal hexes leading from the proposed city or town with the department to 2 other cities or towns without departments (including Houston off-map in south Texas); (2) at least one of these 3 cities or towns must be in a Confederate state and (3) none of the three city or town hexes may be besieged, either by close siege or an extended siege. The rail portion may be cut and, for purposes of this trace, a road or rail line is considered to cross rivers at ferry points unless an enemy fort or warship controls the ferry hexside. The path may not enter an enemy occupied hex.

If the department is not active, flip the department counter to indicate this; an inactive department is ignored for all purposes. It remains flipped in the hex until the department marker is moved to another hex or it again meets the requirements to be active.

2016 Update Start \*\*\*

A **Confederate militia unit** is kept on the production spiral for later deployment during a weekly turn. Missouri and Kentucky have their own rules for militia deployment specified later, militia from the production spiral cannot be placed in MO or KY.

A Confederate **naval base** may be deployed in a Confederate city or town on the ocean or in a city or town adjacent to a navigable river hexside. The location must be in supply. A Confederate naval base functions as (A) a ground unit with a defense strength of 5 with a single step and (B) as an river flotilla and river transport deployment site and an ironclad construction site; the latter function is different from a Union naval base.

Confederate **river transport and river flotillas** may **only** be placed in the tidal river port cities of Memphis, TN; Vicksburg, MS; or Baton Rouge, LA; or the seaport cities of New Orleans, LA; Mobile, AL; or Charleston, SC; or on a port city or town with an existing naval base. The location must be in supply.

Confederate **ironclad units** may **only** be placed in the tidal river cities of Memphis, TN or New Orleans, LA; the seaport city of Charleston, SC; or on a port city or town with an existing naval base (such as Norfolk, VA in 1861). The location must be in supply.  
2016 Update End \*\*\*

When playing with the optional Confederate **Partisans**, this segment is when partisan cadres try to flip to partisan units and then a partisan cadre is deployed.

**[21.63]** When deploying infantry and cavalry units, the player **must** assign the units of each given type as evenly as possible among his active departments. For example, if he has seven infantry units to deploy among six eligible departments, he must deploy at least one unit on each department, with one department of his choice receiving two units. In so deploying, he need not concern himself with the strength of the units deployed, but only their number in terms of counters. (One of the seven could be a 10-3, and the other six all 1-3s.) Naval and river units as well as garrison points, supply trains, siege guns and rail repair units may be deployed unevenly.

**[21.64]** Produced units except militia **must** be deployed when their production time is completed, they may not be kept on the production track; the only exception are militia units, which are kept on the production spiral for later deployment during a weekly turn. When the time comes for any unit besides a militia unit to deploy, if there is no legal hex for the unit to deploy, the unit is eliminated instead.

2016 Update Start \*\*\*

**[21.65]** Produced militia units are kept on the production spiral. During the Cleanup segment of a friendly Combat phase of a weekly turn, a player may place 2 militia strength points in each state friendly in

1861, as long as there are less than 12 militia points anywhere in that state, militia on a transport on a river between 2 states can be assigned to either state for this purpose. This deployment can be a new militia unit with a strength of 1 or 2 or it may add to the strength of an existing militia unit. On the fourth week, after placing any militia desired, push any militia remaining on the production spiral to the next month.  
2016 Update End \*\*\*

Militia may deploy on any unbesieged friendly named city, town, or village or unbesieged existing fort or fortress in a state that was friendly in 1861. Militia from the Union or Confederate production spiral may not deploy in MO or KY, which have their own special rules for militia deployment.

Note: Militia were minimally trained troops that were called out on a temporary basis by the governor of a state, mostly for emergency use. The militia rules have generic restrictions that try to avoid getting into the complexity of how many militia were available for each state, how long they could serve, etc.

### **[21.7] Production of Confederate Ironclads**

When a Confederate ironclad comes off the Production Spiral it is placed as noted in rule [21.62]; however, it is placed face down signifying construction is not finished. On every strategic turn thereafter, the Confederate player should roll the die once for each ironclad, until at some time he rolls a one. Uncompleted Confederate ironclads are destroyed if the city or base where they are finishing construction is captured by enemy ground troops.

### **[21.8] Production of Union Ironclads**

The process for a Union ironclad is the same as for Confederate ironclad, except the die roll range for completion is one or two.

### **[21.9] Production Costs**

**[21.91] Union Production Cost Chart** (see separate sheet)

**[21.92] Confederate Production Cost Chart** (see separate sheet)

**[21.93] Union Production Spiral** (see separate sheet)

**[21.94] Confederate Production Spiral** (see separate sheet)

## **[22.0] ADDITIONAL PRODUCTION PHASE EVENTS (Campaign Game)**

### **[22.1] Military Departments**

**Military Departments** are the administrative and logistical framework of the player's armed forces. They have zero strength and no normal movement ability. Instead, their position establishes the lines of supply to combat forces and regulates the arrival and



departure of reinforcements, new units, conversions, etc. Each player begins the game with a limited number of departments in place on the map. Thereafter, during the department deployment segment of the strategic turns of certain specified cycles, a player may deploy new departments, and/or relocate old departments, on the map. All things being equal, the more departments a player has the more flexibility he will have in play.

#### [22.11] Department Deployment

Whenever the Cycle Record Track signifies, the player may deploy one new department onto the map or relocate an existing department into a new hex.

#### [22.12] Restrictions on Union Departments

Union departments can only deploy in a city or town, which must also be in rail communications with the **north edge** of the map. The communications path must be free of railroad cuts and free of Confederate units. **At most one** department may be located within one specific state; Washington, DC is a state for purposes of this rule. No department may deploy or be active in a Confederate or neutral state unless every city and town in that state is **occupied** by Union ground units, except that St. Louis, MO is a special case for the Union; a Union military department may be in St. Louis, MO or be deployed there even if all other cities and towns in Missouri are occupied by Confederate units.

#### [22.13] Restrictions on Confederate Departments

A Confederate department may deploy and be active in any city or town in a Confederate state if the city or town is unoccupied by Union units at the time of deployment or in a city or town in a neutral state if all cities and towns in the state are occupied by Confederate units. A Confederate department may **not** deploy in a Union state. At most one department may be located in any one state. The Confederate Trans-Mississippi department **must** be deployed west of the Mississippi River and it is the only one that can do so. The Confederate state of Louisiana is on both sides of the Mississippi, so these two restrictions can interact.

The Confederate player may distribute supply points (only) via rail from the western edge of the map in South Texas (Houston) as if a notional department existed off map. The notional department does not exist for unit production purposes, but does exist for supply broadcast purposes; also the notional South Texas department does not interfere with locating the Trans-Miss department in a town in Texas.

[22.14] As long as departments meet the criteria set down in rules [22.12] and [22.13] for their respective deployments, they may function to provide supply and to serve as a deployment site for units (see also rules [21.61 and 21.62] for additional deployment restrictions). If they fail to meet the criteria, they do not function. Departments cannot be destroyed; rather, they are simply neutralized by enemy occupation or restricting presence. An inactive department merely sits on the map inverted doing no

one any good or any harm until such time as the owning player relocates it to a site where it can become active. Note that Union departments are more sensitive to Confederate presence than Confederate departments are to Union presence, this is intentional.

#### [22.2] Creation of Headquarters Units

Headquarters may be created during the Headquarters Creation segment of the production phase of strategic turns designated on the Cycle Record Track. During 1861, 1862 and part of 1863, this creation is subject to chance. Starting with the 9/63 monthly Cycle, players may freely create headquarters each monthly strategic turn up to the counter limits.

[22.21] When created, a headquarters unit is placed on any active department, more than one may be placed at any active department.

[22.22] The Cycle Turn Record Track states when a player may attempt to deploy one army headquarters or corps headquarters. To attempt to deploy an army headquarters, the player rolls a die. If he rolls a one, he may deploy one army headquarters. To deploy corps headquarters, a player rolls the die. If he rolls a one, he rolls a second time and deploys the same number of corps headquarters as the second die roll. If he first rolls a two through six in either of the above attempts, he fails to deploy any HQ. When deploying corps headquarters, they may be either infantry corps or cavalry corps up to the counter limits.

Starting with Production Cycle 4/62, the Union player may create headquarters on a first die roll of **one to four**, instead of just one; and the Confederate player may create headquarters on a first die roll of **one to three**, instead of just one. The second die roll for the number of corps HQ created remains the same.

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Placement of corps HQs has no restrictions, any number that are available may be placed on any active department.

When an army HQ becomes available, it **must** be assigned to an active department where there is a leader. The first choice is a 4 star or 5 star leader that is not in command of an HQ. The second choice is to promote a 4 star or 5 star leader commanding a corps to army command. The third choice is a 3 star leader not in command of an HQ, but this option is only possible if all 4 star and 5 star leaders on the map already are commanding an HQ of any type. These 3 choices are to be done in priority order, see if the first choice applies, only if it does not see if the second choice applies, etc. If there is no available leader on a department to command the army HQ using these three options, then the army HQ does **not** arrive.

#### 2016 Update End \*\*\*

**Note:** Headquarters are a huge benefit to moving and fighting as well as potentially having a zone of control.

Their random introduction into play is meant to simulate the uncertainty in the historical evolution of the command structure on both sides.

### [22.3] *Brigade Merge*

During this segment of the production phase, a player may merge one brigade with one division of the same type (infantry or cavalry) if they exist in the same hex. For example, say three Union 4-3 infantry divisions are stacked in hex C2804 with four 2-3 infantry brigades. The Union player could, if he wished, combine three of the brigades with the three divisions, yielding a force in the hex of three 6-3 divisions and one 2-3 brigade. Note this is the **only** time in the course of a month that a brigade can be merged into a division.

A 1-4 cavalry brigade may be merged with a 2-4 or higher cavalry division. A 1-3 or 2-3 infantry brigade may be merged with a 3-3 or higher infantry division. Note that two brigades may **not** be merged to create a division nor a stronger infantry brigade.

### [22.4] *Fortifications*

#### [22.41] *Fort Destruction*

At the start of the fortification segment of the monthly strategic turn (only), the owning player may destroy any number of unbesieged fortifications on the map. Possible reasons to do this include avoiding losing a political point for the first capture of a fort, stopping the fort from being captured by one's opponent, or recovering the fort marker for use elsewhere.

#### [22.42] *Fort Construction*

Forts are constructed during the fortification segment of the production phase of the monthly strategic turn. Any hex may be fortified if it contains at least 3 friendly ground combat strength points with **at least 1 of these 3 strength points being infantry** (to represent the engineers needed for construction) and is not occupied by an enemy ground combat unit (this means one cannot construct a fort in a hex with an occupied enemy fort or when enemy forces remain in the hex when a fort is destroyed by a siege gun). The constructing player spends at least 10 supply points in attempting to construct the fort. The procedure is as follows.

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**Step 1:** The player states where he is building the fort, states the number of supply points he is spending on the construction, and spends them.

**Step 2:** He rolls the die and consults the Fortification Construction Table, which tells him whether the construction succeeds. If it does, he may place a fort marker in the designated hex. If it fails, he may not place a marker but the supply points spent are noted on paper to be at that hex and will apply for future fort construction attempts; when more supply points are spent to reach a higher level of the construction table, then another attempt at construction may be made in another month.

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A fort built on a river may be placed so as the "x" faces a hexside so that it controls that hexside when occupied. Any units in the hex when a fort is constructed may be immediately placed inside and/or outside the fort.

A fortress may be built on any hex containing a friendly occupied fort that also contains at least 3 friendly strength points with at least 1 strength point being infantry, they do not need to be in the fort. The player expends supply as in rule [22.4] and rolls the die. If successful, he flips the existing fort marker over so its fortress side shows. If it fails, he again notes the number of supply points spent and when he adds more to reach a higher level, may attempt another attempt at construction, but not the restriction in rule 22.44.

2016 Update Start \*\*\*

Examples: 1) A player decides he must have a fort at a certain hex built this month, he spends 60 supply points and constructs it. 2) A player decides he has 6 months to build a fort, he spends 10 supply points each month and is sure of building it on the sixth month for 60 total supply points, but if lucky might build it earlier for less cost. 3) A player decides he has 3 months before he must have a fort at a specific location, so he spends 20 supply points each month and may get lucky and finish it sooner and cheaper.

2016 Update End \*\*\*

#### [22.43] *Where Supply for Construction Originates*

If the potential fort site is in a hex to which **broadcast supply** from an active department to a hypothetical depot in the hex could be sent, then the constructing player may expend supply points from his general supply to construct the fort. If, however, the hex does not lie on a broadcast supply path traceable from an active military department, the supply points for construction must come from supply points existing on the hex of the potential fort site.

#### [22.44] *Construction Restrictions*

Each player may attempt to construct any number of forts each monthly strategic turn, up to his counter limit of 16. Six forts may be built on one specific hex, each one may face a different hexside. A player may attempt to upgrade **only one** fort to a fortress each monthly strategic turn.

[22.45] When a fort or fortress is constructed and deployed, the player may locate units existing in the hex outside or inside the fort at his option, up to the limits of the fort (10 strength points) or fortress (100 strength points). They may put any number of supply points in the hex into the fort.

[22.46] **Fort/Fortress Construction Table** (see separate sheet)

#### [22.47] *National Capital Fortifications*

Once per 1861 campaign game on 61/10 or later, the Confederate player may, during any Fortification

segment, build a fort in the national capital city of Richmond, VA, free of supply point cost. Once per 1861 campaign game on 62/02 or later, during a Fortification segment after a fort is built there, the Confederate player may convert the fort in Richmond, VA, into a fortress, also free of supply point cost.

Once per 1861 campaign game on 61/10 or later, the Union player may, during any Fortification segment, build a fort in the national capital city of Washington, DC, free of supply point cost. Once per 1861 campaign game on 62/02 or later, during a Fortification segment after a fort is built there, the Union player may convert the fort in Washington, DC, into a fortress, also free of supply point cost.

All other requirements to build a fort or fortress apply, it is just that the supply point cost is free in these special cases. In campaign games that start after 1861, the national capital fort and fortress has already been constructed for both sides.

### **[22.5] Leader Pick, Promotion, Demotion, and Parole**

There are 4 leader pools for each player: the future leader pool, the army leader pool, the dead leader pool, and the captured leader pool.

On any given monthly strategic turn, one player or the other blindly picks one or more leaders from his future leader pool according to the notation on the Cycle Record Track. Near the end of the game, the future leader pool will become empty for each side, when that happens add back all dead leaders to the future leader pool, these represent other leaders that are not otherwise specifically in the game, such leaders have none of the restrictions of the leader named on the counter, as they represent another leader that is not otherwise named. If the future leader pool remains empty, then the leader pick is ignored.

The army leader pool may contain up to two leaders with either 4 stars or 5 stars that are considered to be on staff to the President and therefore available for immediate deployment when needed. When an army leader is killed or wounded in combat, a leader in the army leader pool may be immediately allocated to command the army, assuming there is a consumption supply path to the army. (For example, this allows Lee to immediately replace a wounded J. Johnston, which happened in history.)

### **[22.51] Deployment of Newly Picked Leaders**

A newly selected leader must be (1) placed on an active department, (2) placed in command of an existing army or corps headquarters commanded by another leader that can trace a consumption supply path, or (3) placed in the army leader pool if the leader has four or five stars.

When picking a leader from the pool, pick the counter so that you can **only see** what is on the back. If the counter has 4 or 5 stars, flip it over to reveal the leader's values, but if it has only 3 stars keep it inverted (unseen) on its back when deploying it. A 3

star leader is flipped over and revealed during his first ground combat on CRT 1 or above; before then all unrevealed Union 3 star leaders use a default median value of **2-2-1** and all unrevealed Confederate 3 star leaders use a default median value of **3-3-1**. Note that the revealed leader may be better or worse than the default values, if worse then some units that were able to be commanded by the use of the default leader values may find themselves unable to be commanded by that leader. Also note that it may be possible in some cases to figure out some unrevealed leader's values depending on what has been revealed before, but this does not matter, the leader still uses the median values until his first real combat.

Leaders returning from being wounded are placed as if just selected from the future leader pool, except their values are always known. Leaders killed in combat are put in the Dead Leaders pool.

### **[22.52] Promotion and Demotion of Leaders**

During the Leader Pick segment, a player may:

A) Replace an existing commander of an HQ with another leader that is already stacked in the same hex. If the HQ is an army, the opposing player gains 2 political points; but if the HQ is a corps, this costs no political points.

B) Demote (remove) a leader from command of an HQ via exercise of option (2) above (rule [22.51]), replacing an old commander with a newly selected leader (or a leader returning from being wounded). If the HQ is an army, the opposing player gains 1 political point; but if the HQ is a corps, this costs no political points.

In both (A) and (B) the demoted leader may be put into the army leader pool (if he has 4 stars or 5 stars), the dead leader pool, or left in the game.

C) Place a leader in command of an HQ (stack him directly on top), where the HQ is without a commander and the leader is stacked in the same hex; this costs **no** political points.

If the leader of an HQ dies or is wounded, any leader on staff in the HQ chain may be placed in charge of that HQ immediately, this is a battlefield promotion and costs no political points. For example, as the battle of Shiloh, Beauregard was on staff to A. Johnston, so when A. Johnston died, Beauregard immediately took over.

If the leader of an army dies or is wounded, any leader in the army leader pool to that leader may be placed in charge of the army at the beginning of that player's movement phase at no political point cost if there is a consumption supply path to the army, but this placement is not required and costs no political points.

These two possibilities can be one reason to commit an army leader to affect a battle even when his combat rating is 0. This effect is deliberate.

### **[22.53] Captured Leaders and Parole**

A leader is captured when an opposing combat unit enters the hex with a leader and there are no defending combat units. When a leader is captured, the capturing player places the leader in his Captured Leader Pool.

If both players have captured leaders, then they **must** be exchanged one for one during the leader pick segment of a monthly strategic turn; they return as if they have recovered from being wounded. If a player has more captured leaders than his opponent, then he can decide which ones get exchanged; note that a ground leader may be exchanged for a naval leader.

Other than through the mandatory exchange process above, a captured leader may remain in the Captured Leader Pool for the entire game. However, a player with a captured ground leader **may** choose to intervene in his opponent's deployment of a ground leader on an HQ by voluntarily paroling and then substituting the captured leader for the leader that has just been placed in a command of an HQ on the map. Leaders replaced by paroled leaders are moved to the nearest active department. (This is a way that Hooker or Burnside could end up in command of the Army of the Potomac, despite the Union player's wishes.)

#### [22.54] Historical Leader Pools

Leaders are added to the future leader pool approximately according to their historical availability when they became either corps or army commanders. Each player **must** add to the leader pool on each specified date (including the initial pool) those leaders in that section and **may** add later consecutive sections, when the latter is done then those dates to add more are skipped. If a player desires, he can add all leaders at the start and so play the game with a totally random future leader pool. If adding the groups as specified without any combining of groups, every leader will show up approximately when he first led a corps or army level of forces (but not necessarily with a corps or army HQ as HQs arrive by a different method).

When first playing a campaign game, it is suggested that historical leader pools with no changes be used. In any case, both players should agree with how much variation from historical leader pools for each side will be allowed in a specific game, they might be different for each side. Please do not blame the game developer if Lee or Grant shows up in 1865 and you allowed it to happen.

#### CONFEDERATE HISTORICAL LEADER POOL

1861 Campaign on Map: Price, Polk, Magruder, J. Johnston, Beauregard.

Initial Pool 7/61: Hardee, A. Johnston, Van Dorn, Stuart, Jackson, Longstreet, Floyd, Buckner, Bragg.

Add to Pool 2/62: Lee, D. Hill, A. Hill, Breckenridge, Hindman, Huger.

2/62 Buchanan (naval leader) enters game.

Add to Pool 8/62: Wheeler, Forrest, Holmes, Smith, Taylor.

Add to Pool 1/63: Ewell, Pemberton, Gardner, Hood, Walker.

Add to Pool 11/63: S. D. Lee, Hampton, Stewart, Early.

Add to Pool 6/64: Gordon, Cleburne, Cheatham.

#### UNION HISTORICAL LEADER POOL

1861 Campaign on map: Lyon, McClellan, McDowell, Butler, Porter (naval).

Initial Pool 7/61: Halleck, Buell, Burnside, Banks.

Add to Pool 12/61: Grant, Sumner, Keyes, Curtis, Crittenden, McClernand, Thomas, Pope, Heintzelman.

13/61- Farragut (naval leader) enters game.

Add to Pool 5/62: Rosecrans, Porter (land), Franklin, Hooker, McCook, Pleasanton.

Add to Pool 11/62: Reynolds, Sedgwick, Sherman, Meade, McPherson, Slocum, Couch, Sickles, Howard.

2/63- Dahlgren (naval leader) enters game.

Add to Pool 4/63: Ord, Granger, Hancock, Sykes.

Add to Pool 8/63: Warren, Steale, Stoneman.

Add to Pool 1/64: Smith, Wright, Schofield, Sheridan, Wilson.

#### [22.6] Militia Demobilization

2016 Update Start \*\*\*

During any cycle marked with a "Militia Dmb," a player's militia force is exposed to demobilization. On a cycle so marked, the player rolls a die **for each state** on the map in which he has militia. Militia on water are assigned to the closest state for this purpose and if equidistant to more than one state may choose which state before rolling for any of them. If he rolls a one or two, he must immediately remove half (rounded up) of his militia currently in that state (including militia used for depots but **not** militia on the production chart) and place the removed militia units **12 months ahead** on the production chart and/or destroy them (so they can be rebuilt sooner). The owning player may choose which militia strength points in a state to remove. A player may always choose to demobilize a militia unit if they want to return it to the production spiral or eliminate it so it can be used in another way. If a depot loses militia, only steps in the hex may be immediately assigned to the depot to keep it on the map.

2016 Update End \*\*\*

### **[22.7] Special Confederate Replacements**

Starting in 1863, during the Confederate Replacement segment of the production phase, the Confederate player may merge garrison points with existing infantry divisions, at the maximum rate of 2 garrison points added to each infantry division. The infantry division and the garrison points must be stacked in the same hex. For example, assume the Confederate player had four infantry divisions, each with a strength of 3, in the same hex with 10 garrison points. He could, if he wished, exchange the four infantry 3 -3s for four 5-3s and reduce the garrison strength to two points. Note that, unlike division augmentation or unit conversion, there are no personnel points or supply points expended in this process. The division may also have had a brigade merged with it during the Brigade Merge segment.

**Players' Note:** This rule simulates more effective Confederate manpower allocation. Starting in 1863, they rarely created new regiments; instead, they used new recruits to strengthen existing units at or near the front. The Confederate player may, in effect, treat garrison points as replacement infantry brigades.

### **[23.0] PERSONNEL POINTS (Campaign Game)**

Between the attack on Fort Sumter and the time this game begins, both the Confederate and Union governments called for hundreds of thousands of volunteers to enlist and fight the war. The response was enthusiastic, and most state quotas were over-fulfilled. The results of those initial volunteer calls are built into the starting forces available to both players, the forces in production, and the initial schedule of personnel points available to the players in 1861 in the first volunteer call.

Once the first volunteer call dwindles to the minimum personnel point rate per cycle, a player must either live with that minimum or make another call on his nation. It is not required to make a second volunteer call or a first draft call, but if desired he next call can be either a volunteer call or a draft call. Either will produce a given number of personnel points over a period of cycles, but either choice gives the player's opponent political points. First the Union player publicly declares if he is making any volunteer call or draft call or not this month, then the Confederate player does the same.

In game terms, in history both sides did their first, second, and third volunteer calls and then did first, second, and third draft calls with the South resorting to a draft first; but these decisions and timing thereof are left up to the players. Note that if the Union fails to issue the Emancipation Proclamation by 1863 then this will likely result in a reduction in Union personnel points received, see those rules. The number of personnel points received for a specific month by the Union has a range from 100 to 3 and for the Confederates a range from 80 to 2.

### **[23.1] Personnel Point Display**

Each player has a Personnel Point Display composed of several tracks. The top track on the display is labeled the "Initial Volunteer Call," and is composed of a series of boxes, each containing a definite cycle date and a specific number. The tracks underneath this display are labeled in order: "Second Volunteer Call," "Third and successive Volunteer Calls," "First Draft," "Second Draft," "Third and Successive Drafts." The number in each box is the number of personnel points available to the player on the monthly cycle in play for him to expend in unit production.

It is not required to run the Personnel Points track down to its lowest level before making a new call. The only limitation on making a new call is the political point cost. If a player wishes, he could conceivably make a new manpower call every month.

**[23.11] Union Personnel Point Call Display** (see separate sheet)

**[23.12] Confederate Personnel Point Call Display** (see separate sheet)

### **[23.2] How the Display Works**

The top "Initial Call" track has specific dates in each box. The first box, labeled 7/61, contains the number of personnel points available to the player on the strategic turn of that cycle. In other words, the Union player has 100 points available to him at the beginning of the game with which to execute his first cycle's production. There are lesser amounts on each successive cycle until Cycle 13/61 is reached. That last box in the top track is labeled "minimum," and represents the number of personnel points the player receives on the 0/13/61 Cycle and all succeeding cycles until such time as the player declares a new call, either a volunteer call or a draft.

**Example:** The Union player refrains from a new call until 0/8/62, at which time he makes the second volunteer call. At that time he receives the stated number of personnel points in box number 1 of the second volunteer call track, with successively diminishing numbers of points given on succeeding boxes for the succeeding cycles until a new minimum is reached in box number 6 of the track. That minimum would apply for the sixth cycle of the second call and all succeeding cycles until such time as the player made either a third volunteer call or a first draft.

**Note:** Players may use a blank counter or a coin to mark the progress and position of a call.

### **[23.3] Using Personnel Points in Production**

During the production phase of a given strategic turn, a player may use all, some or none of the personnel points available to him that cycle, expending them in the production, augmentation and conversion of units. Unlike supply points, which may be stored in the general supply pool or on the map, unspent personnel

points are lost, they do **not** carry over to the following cycles.

All Union personnel point volunteer calls and drafts except the (repeating) minimum for each call are reduced by 10 personnel points each month starting on 0/01/63 unless the Emancipation Proclamation has been made. In history, it had been made.

**Example:** The Union player has 40 personnel points available on 0/2/64, because it is the third month of the second draft call and he has issued the Emancipation Proclamation. He may use up to 40 points in producing some combination of units. If the Union player does not use all 40 points in the 0/2/64 Production Stage, he loses the unspent portion.

#### [23.4] First Draft

If and when a player makes his first draft call (presumably because he needs that big shot of manpower), he may **no longer** make volunteer calls.

**Historical Note:** Relatively few men were actually drafted, what happened was the draft increased the supply of volunteers, as being drafted was seen as shameful.

#### [23.41] Union Draft Riots

If the Union makes his first draft, he must rail an infantry division of at least 4 strength points off the north edge of the map by the sixth week after his decision and do a force march die roll as if force marching it 2 hexes onto a friendly hex. (It went to New York City to quell the draft riots there.) The division can return to the game on the seventh week or after, by using a special free initiative to move it back onto the map, stopping in Philadelphia.

#### [24.0] BLOCKADE (Campaign Game)

During the war, Confederate seaports were subjected to Union naval blockade. In its most basic form, that comprised stationing warships on patrol off the entrance of each port blockaded. The warships would stop and search each vessel entering or leaving port for contraband, the list of which grew to encompass every useful commodity or manufacture. All things being equal, the effectiveness of the blockade depended on the number of blockading ships, their ability to find and intercept vessels, the skill and quality of the blockade runners, and the nature of the port. In the early years of the war, the Union lacked numbers of suitable ships, and almost any kind of vessel stood a reasonable chance of running the blockade. As the war progressed and the number of seaports blockaded dwindled, the number of blockaders at any port increased as did their quality. Blockade running then became a chancy business. Still, in the days before radar, specially built speedy, shallow draft ships, taking advantage of night and bad weather, could usually slip through. The Union found the best answer to blockade running was to either seize the seaport or establish a fort where the guns of the fort could dominate the entrance to the port and support close-in small patrol boats.

#### [24.1] Southern Seaports and Blockade

This list of 10 seaports starts at the westernmost seaport in the Gulf and goes east and then north up the coast.

**New Orleans, LA:** may **not** be blockaded by a nearby fort.

**Mobile, AL:** a Union occupied Fort Morgan in hex B3627 blockades this port.

**Pensacola, FL:** a Union occupied Fort Pickens in hex B4027 (which they occupy at the start) blockades this port.

**Jacksonville, FL:** a Union occupied fort in hex C0853 blockades this port.

**Fernandina, FL:** may **not** be blockaded by a nearby fort.

**Savannah, GA:** a Union occupied Fort Pulaski in hex C1145 blockades this port.

**Charleston, SC:** a Union occupied Fort Sumter in hex C1641 blockades this port.

**Wilmington, NC:** a Union occupied fort in hex C2534 (Fort Fisher), C2434 or C2433 blockades this port.

**New Berne, NC** is blockaded if the Union player occupies a fort in hex C3328 and has a naval flotilla at large in Pamlico Sound.

**Norfolk, VA** has access to the sea through hex C3118 and through the gap C3217/C3218. A Union occupied fort in hex C3118 Fort Monroe (which they occupy at the start) blockades this port.

#### [24.2] Ship Blockade

A seaport is blockaded for a given strategic turn if:

- The Union player meets the criteria for that port (see rule [24.1]); or
- If he successfully executes the ship blockade routine for the port.

#### [24.21] Blockade Routine

The Union player totals the number of naval flotilla units and ironclads **within two hexes** of the port in question and rolls a die, consulting the Blockade Table. The result is either a successful blockade — meaning the Confederate player may not import supply points through that port during that strategic turn — or the result is “no blockade” — meaning the Confederate player can import.

A Confederate ironclad is said to be in a seaport when it is within 3 coastal hexes of a seaport, each ironclad that qualifies affects the Union blockade die roll.

#### [24.22] Blockade Table (see separate sheet)

**[24.23]** The fact there is no notation for Union blockade in S/61 means the Union player may not do ship blockade during the summer months of 1861.

**[24.24]** Recall that the seaport also needs to have a production supply path back to a Confederate major city for the seaport to produce supply points.

### **[25.0] VICTORY (Campaign Game)**

The Union player is trying to conquer all the states in the Confederacy and the Confederate player is trying to stop them. There are two types of victory: Historical Victory and Player Victory; either one concludes the game. A **Player Victory** is won by a player successfully appealing to the Political Events Matrix. An **Historical Victory** is determined by whether the North takes all 5 Southern major cities while losing no Northern cities by the end of the game. A player may also concede a **Player Victory** to his opponent at any time; for example, if the Confederates take Washington, D.C., the Union player can concede rather than play it out if he thinks his chances to prevail are now essentially nil. There are **no draws** as the objectives of each side were directly opposed.

An historical victory is achieved by the Union by doing as well as the Union did on the ground in history and by the Confederates by doing better on the ground than the Confederates did in history. Union forces entered Richmond on April 3, 1865; in game terms this means the Union in history controlled all 5 Confederate major cities during weekly turn 2/04/65 (weekly turn 198) before the final week of the game, which is turn 200. A player victory is achieved by the Union by convincing the Confederate population or player in their minds that they cannot win or vice versa.

Either type of victory is a victory, this is because the way to take cities is by using your army which is built using manpower which costs political points; therefore the two ways to win are connected in a tension. In a general sense, if a player makes one type of victory more likely, then this often leads to making the other type of victory less likely. The goal is to win by one method while not letting your opponent have a path to victory by the other method.

### **[25.1] Historical Victory**

If, at any moment before the end of the game, the Union player currently occupies all five major Confederate cities simultaneously and no Union city (including St. Louis, MO) nor Kentucky city (towns do not matter) is currently occupied by Confederate units, then the Union player wins an Historical Victory. Note that the exact timing of the end of the game depends on whether foreign intervention is in effect and whether Lincoln is re-elected (see below), but the game always ends after turn 200. If the game ends for any reason and the Union does not meet any of his victory conditions, then the Confederates win an Historical Victory.

### **[25.2] Player Victory**

The chance of a player succeeding in a political events appeal increases with the number of political points he has in relation to the number his opponent has. An appeal to the political events table may only be made once during each monthly strategic turn and one possible final appeal after the game ends by any method (foreign intervention, Lincoln not getting re-elected or completion of weekly turn 200).

### **[25.3] Political Point Awards**

#### **[25.31] Union Player**

The Union player receives political points for achieving the following results:

The following awards are made only once per game:

- The first time the Union destroys or captures a Confederate fort: one point (see rule [25.33]).
- Occupy a Confederate major city:  
Nashville, TN: 1 point  
Memphis, TN: 2 points  
New Orleans, LA: 3 points  
Atlanta, GA: 4 points  
Richmond, VA: 10 points  
If a city is recaptured by Confederate forces, then the points are lost until taken again by the Union.

The following awards are made as they occur:

- The Union player receives one political point on each strategic turn that the Mississippi "runs unvexed to the sea" which means there are no Confederate fortifications, river flotillas or ironclads on the Mississippi River; and all Missouri, Kentucky and Confederate cities and towns adjacent to the **Mississippi River (14 total)** are **Union occupied**.
- The Union player receives one political point each time he destroys a Confederate HQ of any type. This represent a decisive battle victory.
- The Union player also receives political points as per rules [22.5] Emancipation Proclamation, [23.0] Personnel Calls, and [25.4] Political Appeals.

#### **[25.32] Confederate Player**

The Confederate Player receives political points for achieving the following results:

The following awards are made only once per game:

- The first time the Confederacy destroys or captures a Union fort: one point (see rule [25.33]).

- Occupy a Union city at any point in time (once per city):
  - Washington, DC: 50 points
  - Baltimore, MD: 10 points
  - Philadelphia, PA: 10 points
  - Harrisburg, PA: 10 points
  - Pittsburgh, PA: 10 points
  - Cincinnati, OH: 10 points
  - Indianapolis, IN: 10 points
  - Springfield, IL: 10 points
  - St. Louis, MO: 10 points

Note that St. Louis is considered a Union city even though it is in Missouri which starts out in 1861 as a neutral. Note also that recapture of a Union city by the Union does not result in the Union gaining any Political points.

The following awards are made as they occur:

- The Confederate player receives one political point on each strategic monthly turn one or more of the above named cities is unable to trace a path of rail hexes free from Confederate units leading off the north edge of the map. Note that if any of the above cities is occupied by enemy units, then this condition will be met.
- The Confederate player receives one political point each time he destroys a Union HQ of any type. This represents a decisive victory in battle.
- The Confederate player also receives political points as per rules [22.5] Emancipation Proclamation, [23.0] Personnel Calls, and [25.4] Political Appeals.

### [25.33] Enemy Destruction of Fort

To be eligible for the one point award, a fort or fortress must be captured or destroyed involuntarily and removed from the map. A player destroying his own fort voluntarily does not count, nor does a reduction of a fortress to a fort count.

### [25.4] Political Appeals

[25.41] Each player may make one free appeal to the Political Events Matrix, attempting thereby to win the game with a player victory (a Cor U result). Such an appeal takes place during the victory determination phase of any strategic turn. If the free appeal fails, the player may make further appeals on subsequent strategic turns, but if such appeals fail to win the game, he must concede increasing numbers of political points to his opponent according to the following schedule:

<i>Number of Failing Appeals</i>	<i>Political Points</i>
First	0
Second	1
Third	2
Fourth	4
Fifth	8
Sixth and Subsequent	16

### [25.42] Political Events Matrix (see separate sheet)

### [25.43] Foreign Intervention

The Confederate player may achieve a secondary result by appeal to the Political Events Matrix, and that result is F for foreign intervention. If such a result occurs, the Confederacy is deemed to have received official recognition as a nation by Great Britain and France. In game terms that result means:

- 1) Confederate seaport supply imports are doubled and
- 2) The game ends in exactly 26 more monthly cycles (2 years).

If the Union player does not win either an historical victory or a player victory in that 2 year time, the Confederate player wins an historical victory. Note: an "F" result is still a failure within the meaning of rule [25.41].

The Union player may declare the Emancipation Proclamation in order to reverse these two effects of foreign intervention, see those rules.

### [25.44] Kentucky Neutrality

"I hope to have God on my side, but I must have Kentucky!" - Abraham Lincoln in 1861

Kentucky is neutral in the 1861 scenario and Union in the 1862, 1863, and 1864 scenarios. In the 1861 scenario, Kentucky remains neutral until (1) Kentucky's neutrality is violated by either player or (2) an appeal to the Political Matrix yields a result placing Kentucky on one side or (3) all 6 cities and towns in Kentucky are controlled by one side. When Kentucky joins a side by a Political Appeal, then all unoccupied cities and towns join that side, occupied cities and towns continue to be owned by the occupier.

Note: In history, Kentucky joined the Union after Confederate General Polk invaded near Columbus on September 4, 1861 (turn 3/09/61), so Kentucky's neutrality lasted about 11 game weeks from the 1861 campaign game start. The state remained contested after joining the Union.

Either Player may use the Kentucky rivers without violating Kentucky neutrality; this includes ground troops aboard river transport. Violation of Kentucky neutrality occurs only when players put ground troops on a land hex inside Kentucky.

Neutrality is violated when a player moves the first ground unit into a ground hex in Kentucky. The state immediately becomes friendly to the other player and all non-rail hexes become friendly to the other player, but recall that a die roll is made for control of Kentucky rail hexes (not including any rail hexes occupied by opposing militia).



### Neutral Kentucky Political Process

The cities and towns of Louisville, Frankfort, and Lexington form the Union core. The towns of Columbus, Paducah and Bowling Green form the Confederate core. Militia units are used to show political status of the cities and towns; militia units are generated normally per the table below and must be supplied normally, but are used politically and not militarily until Kentucky actually joins one side. Militia counters are used to represent Kentucky militia units and Kentucky home guard units.

A city or town in the Union core is treated as Union owned (friendly to the Union) if no opposing militia unit occupies it and likewise a town in the Confederate core is treated as Confederate owned if no Union militia unit occupies it; but occupation by a militia unit automatically determines ownership.

During the Monthly Production phase, first Missouri does its special militia process (see below) and then Kentucky does its special militia process.

In Kentucky, 2 militia points may be placed each month in 1861 and 1862, 1 in 1863 and none in 1864 and 1865. Roll two dice for each militia point to be placed to identify the location for a 1-2 militia counter to be created. The first die is before the slash and after the slash is the second die range; for example, if the first die is 2 and the second die is 4, then Lexington is selected as a location. Once a militia counter is placed, it may not be moved until the state is no longer neutral.

When Kentucky is neutral, each side must at first occupy all 3 of its own core cities and towns with militia; if a core city is already occupied with a previously generated militia unit, then the newly generated militia may be placed at another core city or town until all three are occupied, at that point it may be placed on any hex in Kentucky. Once placed, a militia unit may not be moved as long as Kentucky is neutral; it is not subject to militia demobilization but does need supply during the monthly supply phase to avoid supply attrition.

While Kentucky is neutral, militia units may engage in political combat, not normal combat. Political combat is simple, a militia strength point committed to the same hex as an enemy militia strength point means both are eliminated, an empty hex can later be occupied normally.

Once Kentucky joins a side, this militia generation process changes to be whichever side owns that location gets 1 militia point which can be placed at any owned city or town in Kentucky connected by friendly hexes to the town or city selected by the dice roll. The placement may be a militia unit of 1 strength point or it may augment an existing militia unit. There is no limit on the number of militia that may be placed in Kentucky, placing militia simulates the personnel Kentucky contributed to both sides as it can be converted to infantry. However, note that all previously

placed militia continue to exist on the map and now can have combat normally.

City/Town	Hex	Militia Dice	Core?
1. Columbus, KY	A3221	1/1-3	C
2. Paducah, KY	A3419	1/4-6	C
3. Bowling Green, KY	A4420	2/1-3	C
4. Louisville, KY	A4714	3,4/1-6	U
5. Frankfort, KY	A5115	5,6/1-6	U
6. Lexington, KY	A5315	2/4-6	U

The first 2 months of the 1861 Campaign game are normalized so that the Union gets 3 militia points and the Confederates get 1 militia point, that is, roll normally and place normally, but when either the Confederates get 1 KY militia point or the Union gets 3 KY militia points, then the remainder for the 2 month period is determined. (This simulates Lincoln's superior political maneuvering behind the scenes.)

Each player may only consider a neutral Kentucky city or town for supply point generation when the hex is occupied by friendly militia.

When Kentucky joins one side by any method, then a Political Matrix result that would normally have Kentucky join that side means that Missouri (instead) joins that side, so that there is a cascading effect. For example, say Kentucky joins the Union because the South invades it, then on the Political Matrix, a KU result acts like an MU result.

Historical Note: The politics of neutral Kentucky were complex, these political process rules provide a simple way to show an expected gradual swing of Kentucky towards the Union in approximately the historical time frame.

### [25.45] Missouri Neutrality

Missouri is neutral at the start of the 1861 scenario and Union at the start of 1862, 1863 and 1864 scenarios. Units of both sides may move and have combat in Missouri even when it is neutral. (In history in game terms, Missouri neutrality lasted about 4 weeks as Missouri joined the Union on July 22, 1861 when a vote was taken in the state capital of Jefferson City, which was controlled by the Union.) The state remained contested after joining the Union.

Missouri remains neutral until (1) an appeal to the Political Matrix yields a result placing Missouri on one side (for normal political appeal costs), (2) when both St. Louis and Jefferson City are occupied by units of the same side on 0/08/61 or later and a special Missouri-only political appeal is made (for normal political appeal costs), or (3) all 8 towns and cities in Missouri are controlled by one side, then Missouri joins that side (for no political appeal cost).

(Note that the Union starts the 1861 Campaign game on 0/07/61 occupying both St. Louis and Jefferson City, so if the Confederates want to challenge this situation, they will need to act quickly.)

When Missouri joins a side by a Political Appeal, then all unoccupied cities and towns join that side, occupied cities and towns continue to be owned by the occupier. Each player may only consider a neutral Missouri city or town for supply point generation when the hex is occupied by friendly units.

Militia counters are used to represent Missouri militia units and Missouri home guard units. Both sides have called out the Missouri militia and home guard at the start of the 1861 scenario, besides the militia already on the map, this consists of a 1-2 militia counter (assuming such exists in the force pool) that is deployed each month as follows:

Supply City/Town	Hex	Militia Dice	Start?
1. St. Joseph, MO	A0805	1/1-3	-
2. Springfield, MO	A1318	1/4-6	C
3. Jefferson City, MO	A1811	2/1-6	U
4. Rolla, MO	A2014	3/1-3	C
5. Hannibal, MO	A2206	3/4-6	-
6. Ironton, MO	A2517	4/1-3	-
7. St. Louis, MO	A2712	5,6/1-6	U
8. New Madrid, MO	A3021	4/4-6	C

1 militia point is placed each month in 1861 and 1862, 1 every even numbered month in 1863 and none in 1864 and 1865. Two dice are rolled to determine the creation of a 1-2 militia unit as appropriate, the first die roll is before the slash and the second (after the slash) gives a range; for example if the first die is a 1 and the second die is a 2, then St. Joseph is indicated. If a city or town is owned by a player, then place a 1-2 militia unit in any city or town owned by the player that owns that city or town and that can trace via neutral or friendly hexes to the city or town selected by the dice roll; if a city or town is neutral, then do not place any militia unit. There is no limit on the number of militia that may be placed in Missouri, placing militia simulates the personnel Missouri contributed to both sides as it can be converted to infantry.

When Missouri joins one side by any method, then a Political Matrix result that normally means that Missouri joins that side means that Kentucky (instead) joins that side, so that there is a cascading effect. For example, say Missouri joins the Union by having all 8 city and town hexes occupied by Union units at one time; then on the Political Matrix, an MU result now acts like a KU result.

#### **[25.45] Kansas Neutrality**

Kansas is always neutral, but note that Confederate partisan cadres may be placed there.

#### **[25.46] Indian Territory Neutrality**

Indian Territory is always neutral, but not that Confederate partisan cadres may be placed there and

that one Confederate ground unit may be put in consumption supply from a friendly or neutral village in Indian Territory.

#### **[25.5] Emancipation Proclamation**

If the Union player has **more** political points than the Confederate player, the Union player may issue the Emancipation Proclamation. He simply gazes up and says, "I free the slaves."

There are four results, as follows:

- (1) The Confederate player gains **5** political points;
- (2) If Missouri and/or Kentucky are neutral, each joins the Confederacy;
- (3) Any Foreign Intervention is eliminated if in effect and is forbidden in the future; and
- (4) All Union personnel point volunteer calls and drafts except the (repeating) minimum for each call are reduced by 10 personnel points each month starting on 0/01/63 **unless** the Emancipation Proclamation has been made.

Note: This accounts for the Union enlistment of blacks. By the end of the war, Union forces were about 12% black, this happened due to the effects of the Emancipation Proclamation.

#### **[25.6] November 1864 Election**

On 0/12/64 (recall there are 13 game months in a game year), the USA Federal election is held and all the following are checked:

- 1) the Union player **must** hold at least four of the five Confederate major cities,
- 2) the Confederate player **must not have ever** held any Union cities (only cities count (including St. Louis, MO but not KY cities), towns do not count for this) and
- 3) the net political point total at that time **must** be at least +12 for the Union.

If any of these 3 conditions are not true then the game ends after weekly turn 1/03/65 (March 4, 1865) with the inauguration of the candidate of the Democratic party; that is, the Union needs to win in some form by the end of 1/03/65 (instead of 4/04/65) to win; otherwise the Confederates win an historical victory.

Note: If the Union currently holds all five Confederate major cities and currently holds all Union cities and Kentucky cities, then he has already won, see 25.1.

#### **[26.0] OPTIONAL RULES**

These rules reflect further refinements to the basic play of the game. The optional rules may be used individually or in any combination at the players' option. **All are recommended** to be used but if only some are used it is suggested that Lee Stays East be paired with Grant and Sherman Stay West and either both used together or neither used unless wanting to give an advantage to one side.

### **[26.1] Retreat After Combat Attack from March**

When forced to retreat after combat, units cannot move to a hex occupied by enemy units (that is, they must move to some adjacent vacant hex or one occupied by friendly units). If no such hex exists (because the retreating unit is totally surrounded by enemy units or prohibitive terrain), then the retreating units are deemed to have initiative to make one special attack from march on any of the surrounding hexes. That attack from march **must** succeed in either retreating or eliminating all enemy units in the hex, thus permitting the retreat into the now vacated hex, or the originally retreating units are destroyed. Only units under a leader's command are permitted this option.

### **[26.2] Leader Effect on Combat Die Roll**

Leaders affect combat by gaining combat initiative or failing to gain it and affecting the potential values of both player's combat intensity chits. With this optional rule, a leader may also be committed to modify the combat die roll when the leader is in the **same hex** as an attacking stack or a defending stack. Note: A combat rating is never modified, either up or down, for any reason.

Just before the combat die roll, both players secretly and simultaneously indicate whether they commit a leader to affect the die roll. For the attacker, the leader must either be (A) in the attacking stack or (B) in one of the two adjacent attacking stacks; for the defender, the leader must be in the defending stack, note that in both case this leader may differ from the leader used for the battle intensity chit selection.

One way to commit secretly is to alphabetize by last name the leaders that might be committed and to put a die on the table hidden by one hand with a number face up that indicates the order of the leader in the alphabetized list; then to simultaneously remove the players' hands revealing each selection. In this example, a 6 on the die would indicate no leader was committed. One can use more dice if needed.

This leader commitment to combat is **voluntary except** when a **3-star leader with a combat rating of zero** is in one of the battle hexes, then some leader in the combat on that side **must** be committed, it may be that 3-star leader with a zero combat rating or some other qualifying leader. (The Union has 4 such leaders that force commitment to battle and the Confederate has 3.)

When a leader is committed to affect the combat die roll, then he can modify the die roll result **after** it is rolled in **either direction up to his combat rating**. Note that when a leader with a combat rating of 0 is committed to affect the combat die roll, there will be no actual effect on the combat die roll.

Example: Assume an attacking leader with a combat rating of 2 is committed to affect the combat die roll and the defender has no leader. The die roll result is 3. The attacker may then inspect the CRT and select

any result as if the die roll was 1, 2, 3, 4, or 5, and pick any one of those 5 possible results as the result for the battle.

### **[26.21] Multiple Leaders**

If a player has more than one leader that could affect the combat die roll, he may select **only one** (his choice) to affect the die roll.

### **[26.22] Opposing Leaders**

If both players have leaders present, the player with the higher combat rating leader is allowed to alter the die roll by the numerical difference between his leader and the enemy leader.

### **[26.23] Risk of Leader Death or Wound**

After the battle is over, a player owning a leader that was committed to affect the combat die roll must roll the die for that leader. If he rolls a one the leader dies and is placed in the Dead Leader pool; if he rolls a two the leader is wounded, make another die roll for how many months the leader is wounded until he returns to the game, this will be from 1 to 6 months, and place him on the month track on the appropriate month he returns to play. Any other die result has no effect.

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If he is wounded he needs to trace a line of communications of any length back to his supply grid; if he cannot, then the leader is both captured and wounded, place him on your opponents month chart for the length of time he is wounded, after which he is put into your opponent's Captured Leaders pool. Captured wounded leaders may be exchanged.

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### **[26.24] Naval Leaders**

Naval leaders function in all respects as ground leaders, with the following exceptions:

A) They are always activated for initiative but may never command ground units, they only command naval units.

B) They are always put on top of any naval units in the stack and when all naval units in the stack are eliminated, then so is the naval leader.

C) They have only a combat rating that may be used when stacked with naval units involved in combat against enemy naval units or when attacking the garrison of an enemy fortification. A naval leader that is committed to affect either of these combats has the same effects and risks as a ground leader does when affecting a ground combat.

D) A stack of naval units **must** have a leader with it to attempt to run past a fort in one weekly turn, that is, to enter a fort's controlled river hexside and then leave it the same week.

### [26.25] Battlefield Promotion

- 1) If a leader dies or is wounded in combat, another leader in the same hex that is not already in command of another HQ may immediately take over his command of the HQ at no political point cost.
- 2) A leader in the army leader pool may be immediately put in command of an army when it loses its leader by either being killed or wounded, assuming the army can trace a consumption supply path at that time and the leader is able to get to the HQ with 7 movement points (including rail movement) from their capital, (DC or Richmond) at no political point cost.

These are the only two exceptions to the general rule about putting a leader in command of an HQ during the strategic monthly turn.

(Historical Note: The former is what happened at Shiloh, when A. Johnston was killed the first day of Shiloh, Beauregard took over as he was second in command; the latter is what happened when J. Johnston was wounded at Seven Pines, Lee took over from being the military adviser to Davis.)

### [26.3] Confederate Initiative Pick

One number in any given initiative pool composition series is shown as boldface and parenthesized. The Confederate player **may automatically select** that **boldface chit**, rather than risk a random pick.

### [26.4] Lee Stays East

In history, Lee consistently declined to command forces in the West, even when it might have been in the best interests of the Confederacy.

Confederate General R. E. Lee **must** deploy on map C and cannot leave map C for the entire game unless (A) the Confederates have occupied a Union city (including St. Louis, MO; but a town does not count) anywhere on the map at some point in the game and (B) the current Political Point difference is at least 1 in favor of the Confederates whenever Lee moves in a westerly direction (that is, to a NW or SW hex from where he is) and ends up on maps A or B.

### [26.5] Grant and Sherman Stay West

1) Grant may **not** deploy on or enter map C until 1864 or until all 4 Confederate major cities on maps A and B have been captured by the Union at some point in time. Sherman may **not** deploy or enter map C until all 4 Confederate major cities on maps A and B have been captured by the Union at some point in time, regardless of who owns them now.

2) Grant may always command a corps but may **not** command an army until he is free from being required to get initiative from Halleck, see below. Sherman may always command a corps but may **not** command an army until the Mississippi river is Union controlled.

3) When Halleck is picked, he must be employed in the West (maps A and B). On 0/05/62 if Halleck has not yet been picked, he must be picked at that time as one of the leader picks, simply find him in the leader cup. Starting on 1/05/62 the only way Grant can receive initiative is through Halleck, so the Union player should strive to put Halleck on top of Grant or have Halleck in command of an army HQ adjacent to Grant. Once Halleck commands Grant, Grant must remain with Halleck for **15 continuous weekly game turns**, receiving both movement and attack initiative only from Halleck (this means that Halleck may be a good choice to receive a free movement initiative). If Grant gets attack initiative from Halleck he may choose any combat intensity from 0 to 4 as is normal. If Grant is a corps commander, Halleck does not need to be an army commander to lead him, this is an exception to the normal rules. Halleck may be moved anywhere on the map after Grant serves under him.

### [26.6] Entrenchments

[26.61] Each player has four entrenchment markers. That is deliberate, as it represents the maximum number of entrenched hexes the player can have in play at any one point.

Beginning in 1864, a force with at least 10 infantry strength points that occupies a hex for one friendly movement phase and has movement initiative but does not move may entrench. The player places an entrenched marker in the hex. If on a later friendly movement phase the force with at least 10 infantry strength points remains in place and is activated but does not move, the entrenched marker is flipped over to the second side. The hex is said to be "first game-turn entrenched" or "second game-turn entrenched."

### [26.62] Effect of Entrenchments

- **1st Game-Turn Entrenched:** units are **tripled** in defense. Defenders are **not** required to retreat.
- **2nd Game-Turn Entrenched:** units are **quadrupled** on defense. Defenders are **not** required to retreat. Attacker's step loss is **doubled**, that is, the step losses for the attacker are figured out as if it was a normal attack and then this attacker step loss result is doubled.

### [26.7] Confederate Partisans

Confederate partisans were very effective at capturing supplies, cutting unguarded rail lines and taking unguarded locations, but they were not controlled from Richmond, being more a local phenomenon. When used in conjunction with cavalry raids, they were able to stymie Union operational plans many times.

There are two types of partisan units: infantry and cavalry. The player picks a cadre at random and places it without examining what type it is (that is, place it cadre side up initially, and the Confederate player may not examine it until he flips it over).

In the 1861 campaign scenario, partisans start to arrive in month 1/62 by placing all 12 partisan counters in the partisan cup. In the 1862 campaign scenario, he may deploy 3 partisan cadres from the cup, so that 9 remain in the partisan cup. In the 1863 or 1864 campaign scenarios, the Confederate player may deploy 9 partisan cadres from the cup as part of the setup. All partisan cadres set up by being picked randomly from the partisan cadre cup being careful to not reveal the side that shows a partisan unit. In all campaign scenarios, 2/3 of the selected partisan cadres go on the west maps A and B and 1/3 go on the east map C.

During the Produced Unit Deployment segment of the Production phase of any monthly strategic turn starting 1/62, the Confederate player may do the following in order: (1) try to convert partisan cadres already on the map into partisan units; (2) voluntarily remove a partisan cadre or partisan unit placing it back in the partisan cup; and (3) randomly select and place an available partisan cadre, as long as at least 3 partisan counters remain in the partisan cup at all times. As there are a total of 12 partisan counters, this means there will be a maximum of 9 partisan counters (cadres and units) on the map at any one time.

(1a) The Confederate player may attempt to create (A) 1 partisan unit from a partisan cadre on the west maps A and B **west of the Mississippi** (e.g. Quantrill), (B) 1 partisan unit from a partisan cadre on the west maps A and B **east of the Mississippi** (e.g., Ferguson), and (C) 1 partisan unit from a partisan cadre on **east map C** (e.g., Mosby), assuming the partisan cadres exist on the map sections. He must roll a 1 on the die to create the partisan unit from a partisan cadre which permits him to flip the cadre over on to its 1-2 or 1-3 side.

(1b) Then any Confederate leader in command of a cavalry corps HQ with at least 2 cavalry divisions on its roster may also attempt to create a partisan unit from a partisan cadre that is in the same hex during the monthly strategic turn. A roll of 1 is needed to create the partisan unit, except for **Forrest** who needs a 1, 2 or 3. If more than one leader with an appropriate HQ is in the hex, each can roll to try to convert a cadre. (Partisans were more prone to come out when cavalry raiders were around, Forrest especially was known to often return with more men after a raid than when he started.)

(2) During the production phase of any strategic turn of 1/62 and thereafter, the Confederate player may choose to voluntarily remove one partisan cadre or partisan unit on the map and place it in the partisan cadre cup..

(3) Then if there are at least 4 partisan counters in the partisan cadre cup, he may draw one partisan cadre from the partisan cadre cup and without looking to see what type of partisan unit it represents place it partisan cadre side up in a **clear terrain hex** of a state that was Confederate or neutral in 1861 that is not currently occupied by Union units. The cadre has

a parenthesized strength of (5) and may not move. Note that there **must** always be at least 3 partisan counters in the partisan cadre cup at all times.

#### [26.71] Effect of a Partisan Cadre

There is none: cadres may be ignored by both players for every purpose and event in the game. They just exist waiting to give birth to a partisan unit. The Union player may attack a cadre by attacking it with units in the same hex, but only a "Defender Eliminated" result affects them.

#### [26.72] Effect of a Partisan Unit

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The partisan is a combat unit, a 1-2 partisan is considered infantry and a 1-3 partisan is considered cavalry in every way. In addition, a partisan unit or stack of only partisan units can **always be given a free initiative for movement**, even if it cannot trace a consumption supply path as long as it is in a state that was **Confederate or neutral** at the start of the 1861 campaign game or is in **West Virginia, Maryland or Delaware** (slave states that became Union or remained Union but had many Confederate sympathizers). If not in one of those states, then a partisan can only move with a leader. A partisan unit **always has attack initiative**.

Partisan units do not need supply if they are in a hex in a state that in 1861 was Confederate or neutral or is West Virginia, Maryland, or Delaware, they are supplied by the local population with both food and ammunition. This includes the ability to cut bridges and rails if they are not in a Union-occupied hex.

Union units may enter a hex containing a partisan unit and partisan units may enter a hex occupied by a Union unit, except that a partisan unit may **not** move inside a fort occupied by either side **nor** enter an enemy-occupied city. A partisan may move into a hex with a city with an enemy-occupied or friendly-occupied fort, as the fort controls the city.

A partisan unit automatically destroys any enemy-owned supply points in a hex it enters except supply under a fort/fortress counter, and it automatically destroys any supply that attempts to move through the hex it occupies (either by supply train, army, or broadcast). The presence of Union forces in a hex without a city or fort in no way inhibits the ability of Confederate partisan units to destroy Union supply points in that hex. A partisan unit may cut the rail line in a hex for one movement point, but only when the hex does not contain any Union combat units. A partisan unit in a state where cadre may be placed may flip to its cadre side during a combat cleanup phase, this represents dispersing the unit among the population and is a way to get a partisan cadre into a forest, swamp, or rough hex.

Combat with a partisan unit is in the same hex only. A partisan may attack from march or attack during a Confederate combat phase and it may be attacked from march or be attacked during a Union combat phase. If a force has only partisan strength points and

no leader, it may only choose a battle intensity of zero or one.

During the Confederate Special Replacement segment of the Production phase of the Monthly Strategic turn, an infantry division of strength 3 to 9 led by a leader that is stacked with a partisan unit (of either type) may absorb one partisan unit and increase in strength by one. A cavalry division of strength 2 to 4 led by a leader that is stacked with a cavalry partisan unit may absorb that partisan unit and increase in strength by one and if stacked with **Forrest** may instead absorb an infantry partisan. Place the absorbed partisan unit in the partisan cup for possible later cadre placement. Partisan cadre cannot be absorbed.  
2016 Update End \*\*\*

### **[26.8] Special Initiative Restriction**

In a general way, leaders that do not lie on a consumption supply path (as defined in section [17.0]), are out of communication with the high command, this is called being isolated; they are less able to do the bidding of the player.

- 1) An **isolated non-cavalry unit** without a leader may **not** be given a free movement initiative.
- 2) An **isolated cavalry unit without a leader** may be given a free movement initiative, but it must move closer to a consumption supply path after it has moved than from where it started and can only spend movement points to move (including attack from march), but it may **not** cut rails. (This allows an unled cavalry unit to know it can return to supply from a short raid.)
- 3) An **isolated leader** may be given a free movement initiative, but then all of his commanded units **must** end up in hexes that are closer to a consumption supply path than their starting hexes; the units can only spend movement points to move (including attack from march), but they may **not** cut rails; and
- 4) The initiative limit value of an **isolated leader** is reduced by one to a minimum of 0, this is after any reduction for commanding a HQ, if any. If an isolated leader passes the initiative check die roll, then it may spend movement points in any way the player wishes, its force may move deeper into isolation and a combat unit may cut rails. (If an isolated led force wants to move further away from a supply line or cut rails, then it **cannot** do this using free initiatives, it **must** pass its reduced initiative check die roll.)

**Note:** This rule should be the first optional rule used; of all optional rules, this one is the most important to use. In terms of history, Grant was affected by this rule in the Vicksburg campaign when he crossed the Mississippi below Grand Gulf and abandoned his supply line and Sherman was affected by this rule when he abandoned his supply line when he marched from Atlanta to Savannah. The unled cavalry exception allows for cavalry raids that happened in history, such as the raid by Grierson's division.

### **[26.9] Limited Intelligence**

A) A player may **never** examine their opponent's production spiral, personnel point display, headquarters display, or off-map supply point display.

B) A moving stack must stop when entering a hex in an enemy unit's ZOC that affects it. Whenever the phasing player moves a stack into a hex which may be in an enemy unit's ZOC (that is, a hex adjacent to an enemy stack without a fort on top that does not have a river, mountain or all sea hexside on the adjacent hexside), the non-phasing player must state for the hex just entered whether his adjacent stack has a cavalry ZOC, an infantry ZOC, or no ZOC (short form is: cav, inf, none). If there is no ZOC, then the moving stack may continue moving. If the adjacent stack has an infantry ZOC, then mounted units may continue moving.

C) When trying to trace a supply path next to an enemy stack the opposing player states whether the stack has a ZOC (which might be either cavalry or infantry) or no ZOC.

D) Players may **not** examine stacks of enemy players units, and the enemy player is not required to reveal the contents of any stack of units except under the following conditions:

- 1) Players may always observe the **top unit** in a stack. Entrenchment markers and supply markers that are on the map and not in a depot, supply train, or army must be on top and are not a unit and so can be looked under. If the top unit is a leader, then the next unit may also be examined to see if it is a headquarters which may have a ZOC.
- 2) When there is combat (including attack from march) between opposing forces (including combat with a battle intensity of 0) both players must reveal all units involved in the combat.
- 3) All combat units in a fortification are only revealed when they are attacked, when the units are revealed as a part of combat. When a fortification conducts a naval transit attack, only reveal one ground unit to show that it is occupied.
- 4) The composition of a naval stack (but not the passengers) is revealed when an opposing naval stack enters the coastal hex or river hexside or when opposing ground combat units enter the coastal hex or is adjacent to the river hexside.

### **[26.10] "War is Hell"**

In 1861, the Union tried to use a mostly conciliatory policy in regards to civilians and economic infrastructure, but by 1864, they decided this was not working and changed to a more punishing policy, to try to convince the South that continuing the war was not worth the cost. This allows players to simulate Sherman's march to the sea and Sheridan in the Shenandoah as well as the Early's burning of Chambersburg, PA and other destruction by the South to prevent resources falling into Union hands.

Starting in 1864, any occupied city or town may be burned by the player by spending 20 strength-movement points (for example, 10 strength points that spend 2 movement points each or 20 strength points that spend 1 movement point each or any combination that adds up to 20); it then permanently ceases to provide any supply points to either side and ceases to exist for production purposes. Partisans count as 10 strength points for this purpose only. As normal, any rail lines in the hex may be cut for one movement point (additional). Record burned cities and towns on paper or use a special marker.

If the Confederates burn a Confederate city or town, then it always counts as Union occupied for all political points and victory conditions. The Union may burn Atlanta and it still counts as Union occupied for victory conditions even if a Confederate ground unit occupies it.

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Rather than burning a Union (not neutral) city or town, the Confederate may ransom it which results in on map supply points during the monthly turn, but then the city or town may not be burned that calendar year.

2016 Update End \*\*\*

#### **[26.11] Random Selection without Replacement Variant**

Some game functions are subject to the potential of extremely bad luck, this variant tries to contain such luck within bounds. This variant allows either player to require the use of random selection without replacement rather than random selection with replacement when a die roll is made for any of the following: ironclad completion, blockade table, siege bombardment table, HQ deployment, and enemy supply attrition table.

The way this is done is to record the die roll for an action associated with a hex (or completing ironclad, HQ deployment, or enemy supply attrition) when the result is a 0 or no effect and disallow that specific die roll until a non-zero or effective result occurs; this effect is cumulative. This will tend to reduce the effects of a string of very bad die rolls, in other words, reduce the effects of very bad luck on the game, at the cost of some record keeping.

For example, when the Union rolls to finish an ironclad it will take a maximum of 5 months and for the South 6 months, it is not possible to never get an HQ before they automatically arrive, etc.

#### **[26.12] Attacker Wiggle**

With the standard combat rules, there is an anomaly where it can be better from the attacker to be facing very weak enemy forces rather than none at all. This variant addresses this possible concern by allowing ground units with attack initiative that are not next to an enemy ground unit to attack a hex with no enemy ground forces in it and advance after combat into this hex. This will sometimes allow a stack with a leader that did not receive movement initiative to move one hex.

#### **[26.13] Union Army Leaders Special Rules**

The Union has four 5-star leaders: McClellan, Halleck,

Grant and Sherman. In order to act as a 5-star leader and command other armies, the leader **must** be in command of an army HQ himself. Historically, the General-in-Chief was first Scott (not represented in game as he could not take the field), then McClellan, then Halleck, and finally Grant. At first, only one Union leader at a time was able to command multiple armies, so the following rules apply:

A) During any one particular month until 03/64, at most one of either McClellan or Halleck may act as the Union five star leader (and command other army leaders). The selection of which leader is acting as the five star leader can only be made during the leader pick segment of the monthly strategic turn and lasts for that month.

B) Halleck can always act as a Union five star leader once he is in the game and can do so anywhere on the map, but note his restrictions when using the 26.5 Grant Stays West variant. Starting on 0/03/64 Halleck may act as a five star leader on staff with either Grant or Sherman, for game purposes he does this by either directly commanding Grant or Sherman or being directly commanded by one of them. Halleck on staff always moves with either Grant or Sherman when they move.

C) McClellan can only act as a Union five star leader when he is on map C in a hex that is north of Virginia. If he sits on or moves onto a hex on maps A or B or in the Confederacy or in Missouri or Kentucky (originally neutral), he temporarily loses his ability to act as a five star leader even when he was given this ability at the start of a month. He can be given this ability even when he cannot use it, presumably because he might at some point use it that month. McClellan may only be the Union commander-in-chief once, once Halleck or Grant is declared to be commander-in-chief after McClellan was, then McClellan may never again be declared commander-in-chief and command multiple armies. Furthermore, once McClellan commands an army, if he ever is not in command of an army, including being wounded, he quits and goes to the Dead Leaders Pool.

D) Grant can only act as a Union five star leader on 0/03/64 and later; he can do so anywhere on the map.

E) Sherman can only act as a Union five star leader on 0/03/64 and later, to do so he must remain on maps A and B until all 4 Confederate major cities on maps A and B have been captured by the Union (not necessarily by him), then he can enter map C.

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F) Buell must arrive at an active department when picked. He must be assigned the second strongest infantry unit and the second strongest cavalry produced each month while on an active department and they must remain in that hex as long as he is there. He must absorb the strongest cavalry and then infantry units that he can up to his command span limit. He cannot move until he commands an army. Buell cannot voluntarily release units that he commands for movement by another leader unless a stronger unit of the same type is substituted, although he can temporarily allow another leader to command

them for combat. Once Buell is in command of an army HQ, if he ever is not in command of it for any reason including being wounded while in the supply grid, he quits and is placed in the Dead Leaders pool.

#### **[26.14] Confederate Rail Construction**

There were 3 signification connecting line that the Confederate planned and funded, as follows:

- 1) The Danville-Greensboro line may be built by repairing the 4 hexes normally, the 2 end points and the 2 middle hexes. This line was built and is able to be used in the 1864 scenario.
- 2) The Selma-Meridian line may be built by repairing 8 hexes normally and constructing a rail bridge over the river using an infantry division for 10 supply points. This line was partially built but was abandoned after New Orleans fell.
- 3) The Rome-Blue Mountain line may be built by repairing 5 hexes and constructing a rail bridge over the river. This line was not built.

The Union may build the Danville-Greensboro line but not the other two.

2016 Update End \*\*\*

\*\*\* End of non-experiment rules. \*\*\*

#### **[27.0] EXPERIMENTAL HISTORICAL LEADERS**

The following experimental rules are meant to take the place of the leader pool rules. When using these rules, leader pools and picks will no longer be used; rather, leaders will enter at a time when they historically attained a status equal to their entry date. Entry dates are equal to corresponding cycles in the Cycle/Turn Record Track.

Along with these rules, players should reduce the number of large divisions available to them. It is suggested each player reduce the number of 10-3 and 9-3 infantry divisions available to four of each, and the number of 8-3 and 7-3 infantry divisions to eight of each.

Below are the leaders, their entry dates, rank at entry, their promotion dates, and values for each rank. Note there a few special cases, such as Van Dorn for the CSA, who (may) be demoted to cavalry command; Sheridan for the USA, who starts as an infantry commander and is promoted to cavalry command; and Hooker, who gets demoted from a four-star leader to a three-star leader. Each side also has a few extra leaders who were not included in the original game.

Two-star leaders may command one division plus one brigade. Two-star leaders may not normally command corps headquarters. Should a three-star leader in command of a corps headquarters become a casualty and there are no other three-star leaders in the hex to take command of the headquarters, then a two-star leader who is in that hex may take temporary command of the headquarters until the owning player

can move a new three-star leader to take command of it. The owning player must move a new three-star leader to take command of the headquarters as soon as possible.

Three-star leaders may command corps headquarters. Three-star leaders not in command of a headquarters may command up to two divisions. Three-star leaders in command of headquarters may command up to four divisions (three with the headquarters plus one additional). Exception: Longstreet and Jackson for the CSA may command up to five divisions (three with the headquarters plus two additional). Three-star leaders may command an army headquarters at a reduction in effectiveness. Should a three-star leader be placed in command of an army headquarters, reduce both his initiative and combat values by one. The span of command of a three-star leader in command of an army headquarters is one. Also, only cavalry leaders may command cavalry headquarters.

Four-star leaders may command either army or corps headquarters. Four-star leaders in command of corps headquarters operate the same as three-star leaders in command of corps headquarters. Four-star leaders in command of army headquarters may command, in addition to the units attached directly to that headquarters, a number of subordinate units equal to their command span (the center number). Those subordinate units may be two-star leaders, three-star leaders (in command or not in command of corps headquarters), or additional divisions or brigades not directly commanded by other leaders. Four-star leaders not in command of a headquarters may command a number of divisions equal to their command span (the center number), but may not command other leaders.

Five-star leaders command in the same manner as in the original rules.

To summarize:

- A two star leader, not in command of any HQ may command up to two units, of which only one may be an infantry or cavalry division. (May not command other leaders)
- A three star leader, not in command of any HQ may command up to two units of any size. (May not command other leaders)
- A three star leader in command of a Corps HQ may command up to four units, three with the HQ, plus one additional. Exception: CSA Leaders Longstreet and Jackson may command up to five units. (May command a two or three star leader not in command of an HQ)
- A three star leader in command of an Army HQ may command one additional unit. (May command another leader who may or may not be in command of a Corps HQ)
- A four star leader not in command of an HQ may command any number of units up to their command span. (May not command other leaders)
- A four star leader in command of a Corps HQ functions the same as a three star leader.



- A four star leader in command of an Army HQ may command any units attached directly to the HQ plus any number of additional units up to their command span. (May command other leaders who may or may not be in command of a Corps HQ)
- A five star leader functions the same as in the original rules.

### LEADERS RATINGS

Two- and three-Star Leaders: the first number is the initiative limit value, and the second number is the combat value.

Four- and five-Star Leaders: the first number is the initiative limit value; the second number is the command span, and the third number is the combat value.

### CSA

#### Starting Leaders

J. Johnston	4 Star (3-3-1)
Beauregard	4 Star (3-3-1)
Magruder	2 Star (3-1)
Polk	3 Star (2-1)
Price	3 Star (2-1)

#### Reinforcements

##### 8/61

A. S. Johnston	4 Star (2-3-1)
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##### 9/61

Bragg	3 Star (2-0) Promote to 4 Star (2-3-0) 4/62
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Huger	2 Star (1-0)
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(Stuart)	2 Star (3-2) Promote to 3 Star (3-2) 7/62
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##### 10/61

Longstreet	3 Star (3-2)
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Buckner	2 Star (2-1) Promote to 3 Star (2-1) 5/63
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Van Dorn	2 Star (2-1) Promote to 4 Star (2-2-1) 3/62. Allow optional demotion to 3 Star Cavalry Commander (3-1) anytime after 10/62. May not be re-promoted after demotion.
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Smith	2 Star (2-1) Promote to 3 Star (2-1) 3/62. Promote to 4 Star (2-2-1) 10/62. (Note: use the 2 star leader counter and note that he is a 3 star leader from 3/62 through the 9/62 cycle
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when playing the variant historic leader rules).

Hardee	2 Star (3-1) Promote to 3 Star (3-1) 4/62
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##### 11/61

Jackson	3 Star (4-2)
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##### 1/62

Floyd	2 Star (1-0)
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##### 2/62

Ewell	2 Star (3-1) Promote to 3 Star (2-1) 6/63
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Buchanan	naval leader
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##### 3/62

Cheatham	2 Star (3-1) Promote to 3 Star (3-1) 10/64
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D. H. Hill	2 Star (3-1) Promote to 3 Star (3-1) 7/63
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Pemberton	2 Star (2-1) Promote to 3 Star (2-1) 10/62
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##### 4/62

Breckenridge	2 Star (2-1)
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Hindman	2 Star (3-1)
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##### 5/62

A. P. Hill	2 Star (3-2) Promote to 3 Star (3-1) 6/63
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##### 6/62

Holmes	2 Star (1-0)
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R. E. Lee	5 Star (4-5-3)
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Hood	2 Star (4-2) Promote to 3 Star (3-1) 9/63 Promote to 4 Star (3-2-0) 6/64
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##### 7/62

(Forrest)	2 Star (4-2) Promote to 3 Star (4-2) 6/63
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Taylor	2 Star (3-2) Promote to 3 Star (3-2) 4/64
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##### 9/62

Early	2 Star (3-1) Promote to 3 Star (3-1) 5/64
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##### 10/62

(Wheeler) 2 Star (3-2)  
Promote to 3 Star (3-2) 12/62

**12/62**

Cleburne 2 Star (4-2)

Gardner 2 Star (2-1)

**5/63**

Walker 2 Star (2-1)  
Promote to 3 Star (2-1) 9/63

**9/63**

Stewart 2 Star (3-1)  
Promote to 3 Star (3-1) 6/64

**5/64**

Gordon 2 Star (3-1)  
Promote to 3 Star (3-1) 12/64

(Hampton) 3 Star (3-1)

**6/64**

S. D. Lee 3 Star (3-1)

**USA**

**Starting Leaders**

Butler 4 Star (0-1-0)

Lyon 2 Star (4-2)

McClellan 5 Star (1-5-2)

McDowell 3 Star (2-0)

**Reinforcements:**

**7/61**

Heintzelman 2 Star (2-1)  
Promote to 3 Star (2-1) 3/62

**8/61**

Banks 2 Star (1-1)  
Promote to 3 Star (1-1) 3/62  
Promote to 4 Star (1-2-0) 12/62

Halleck 5 Star (1-2-0)

(Stoneman) 2 Star (2-1)  
Promote to 3 Star (2-1) 11/62

**10/61**

Hooker 2 Star (3-1)  
Promote to 3 star (3-1) 9/62  
Promote to 4 Star (3-3-0) 1/63.  
Demote back to 3 Star 7/63

Pope 2 Star (2-1)  
Promote to 3 Star (1-0) 2/62  
Promote to 4 Star (1-2-0) 6/62.

**11/61**

Buell 4 Star (1-3-1)

**12/61**

Burnside 3 Star (2-1)

Thomas 2 Star (3-2)  
Promote to 3 Star (3-2) 11/62  
Promote to 4 Star (3-3-2) 9/64

**13/61**

Farragut naval leader

**1/62**

Curtis 3 Star (2-1)

**2/62**

Grant 4 Star (4-5-2)  
Promote to 5 Star (4-5-2) 3/64

McClelland 2 Star (2-1)  
Promote to 3 star (2-1) 12/62

Sedgwick 2 Star (3-1)  
Promote to 3 Star (3-1) 12/62

**3/62**

Keyes 3 Star (2-1)

Sherman 2 Star (3-1)  
Promote to 3 Star (3-2) 12/62  
Promote to 4 Star (4-5-2) 10/63

Sumner 3 Star (1-1)

Sykes 2 Star (2-1)  
Promote to 3 Star (2-1) 6/63

Smith 2 Star (2-1)  
Promote to 3 Star (2-1) 11/62

**4/62**

Couch 2 Star (3-1)  
Promote to 3 Star (3-1) 11/62

Crittenden 2 Star (2-1)  
Promote to 3 Star (2-1) 7/62)

McCook 2 Star (2-1)  
Promote to 3 Star (2-1) 7/62

Porter 3 Star (3-1)

**5/62**

Franklin 3 Star (2-0)

Ord 2 Star (2-1)  
Promote to 3 Star (2-1) 6/63

Rosecrans 4 Star (1-3-1)

**7/62**

(Pleasanton) 3 Star (1-1)

Slocum	2 Star (3-1) Promote to 3 Star (2-1) 10/62
<b>9/62</b>	
Hancock	2 Star (3-2) Promote to 3 Star (3-2) 5/63
Meade	2 Star (3-1) Promote to 3 Star (3-1) 12/62 Promote to 4 star (3-4-1) 7/63
Reynolds	3 Star (3-1)
(Sheridan)	2 Star Infantry Commander (3-2) Promote to 3 Star Cavalry Commander (4-2) 4/64
Sickles	2 Star (2-0) Promote to 3 Star (2-0) 2/63
<b>11/62</b>	
Howard	2 Star (2-1) Promote to 3 Star (2-1) 1/63
<b>12/62</b>	
McPherson	3 Star (3-2)
Steele	2 Star (2-1) Promote to 3 Star (2-1) 8/63
<b>3/63</b>	
Wright	2 Star (3-1) Promote to 3 Star (3-1) 5/64
<b>6/63</b>	
Granger	3 Star (3-1)
<b>7/63</b>	
Dahlgren	naval leader
<b>8/63</b>	
Warren	3 Star (2-1)
<b>2/64</b>	
Schofield	3 Star (2-1)
<b>5/64</b>	
(Wilson)	2 Star (3-2) Promote to 3 Star (3-2) 12/64

**1862 scenario changes:** For those wishing to use the Experimental Historical Leaders rule [27.0], make the following leader changes to the 1862 setup.

#### Union

- Replace the five star Grant counter with the four star Grant counter.
- Replace the three star McClelland counter with the two star McClelland counter.
- Replace the three star Crittenden counter with the two star Crittenden counter.

- Replace the three star Thomas counter with the two star Thomas counter.
- Add the 2 star Cavalry leader Stoneman to the setup in hex C2608.
- Add the 2 star leader Hooker to the setup in hex C2609.
- Add the 2 star leader Sedgwick to the setup in hex C2609.
- Add the 2 star leader Sherman to the setup in hex A3419.

#### CSA

- Replace the three star Buckner counter with the two star Buckner counter.
- Replace the three star Hardee counter with the two star Hardee counter.
- Replace the four star Bragg counter with the three star Bragg counter.
- Replace the three star A. Hill counter with the two star A. Hill counter.
- Replace the three star D. Hill counter with the two star D. Hill counter.
- Replace the three star Stuart counter with the two star Stuart counter.
- Replace the three star Magruder counter with the two star Magruder counter.
- Replace the three star Huger counter with the two star Huger counter.
- Add the three star leader Smith to the setup in hex A5721.
- Add the two star leader Floyd to the setup in hex A3723.
- Add the two star leader Ewell to the setup in hex C2409.
- Add the two star leader Cheatham to the setup in hex A3221.
- Add the two star leader Pemberton to the setup in hex C1640.

Allow the Hardee and Buckner leaders to each command two of the infantry units they begin stacked with, dividing the forces up as evenly as possible until Hardee is promoted on the 4/62 Strategic Turn. Also allow Bragg to command the units he begins stacked with until he is promoted on the 4/62 strategic turn.

**1863 scenario changes:** For those wishing to use the Experimental Historical Leader rule, make the following leader changes to the 1863 setup.

#### Union

- Replace the three star Banks counter with the four star Banks counter.
- Replace the three star Hooker counter with the four star Hooker counter.
- Replace the five star Grant counter with the four star Grant counter.
- Replace the four star Sherman counter with the three star Sherman counter.
- Replace the four star Meade counter with the three star Meade counter.
- Add the two star leader Sheridan to the setup in hex A4325.
- Add the two star leader Steele to the setup in hex B2416.

- Add the three star leader Sykes to the setup in hex C2411.
- Add the two star leader Wright to the setup in hex C2512.

#### Confederate

- Replace the three star Magruder counter with the two star Magruder counter.
- Add the two star leader Cheatham to the setup in hex A4526.
- Add the two star leader Hindman to the setup in hex A4526.
- Add the two star leader Cleburne to the setup in hex A4526.
- Add the two star leader Walker to the setup in hex B2617.
- Add the two star leader Early to the setup in hex C2211.
- Add the two star leader Hood to the setup in hex C2312.

**1864 scenario changes:** For those wishing to use the Experimental Historical Leader variant rule, make the following leader changes to the 1864 setup.

#### Union

- Replace the three star Banks counter with the four star Banks counter.
- Add the two star leader Wright to the setup in hex C2210.

#### Confederate

- Replace the three star Magruder counter with the two star Magruder counter.
- Add the two star leader Cheatham to the setup in hex B3717.
- Add the two star leader Hindman to the setup in hex B5205.
- Add the two star leader Cleburne to the setup in hex B5205.
- Replace three star Early with two star Early in hex C2212.
- The three star leader Buckner enters play on the 6/64 Strategic Turn in the same hex as CSA leader Smith.

#### [28.0] EXPERIMENTAL LEADER LOSS

These rules are experimental. Some players may not put good leaders in combat when using rule [26.23] because they consider the risks are too high that the leader may be killed or wounded.

**Note:** These rules can be used in conjunction with section [27.0] or separately from it. Replace rule [26.23] with the following rules.

#### [28.1] Leader Losses

**[28.11]** Any time a combat occurs and there is a leader or leaders in any of the hexes involved in that combat, roll once for each leader in each hex involved and apply the results from the following table. When a leader is wounded, roll two dice again to see how many strategic turns he is out of action and place him ahead on the Cycle Turn Record Track the number of

strategic turns equal to the dice roll. The leader becomes available for re-entry into the game on that Strategic Turn. When a leader re-enters play, he may either be placed:

- In command of an existing army or corps headquarters, if he is a three, four or five star leader; or
- On a department

The owning player must follow the rules for leader pick, promotion, demotion and parole (rule [22.5]).

**Example:** A leader is wounded on the third game turn of the 4/62 cycle. A die roll of six indicates he is out of action until the sixth strategic turn following his being wounded. Place the leader on the 10/62 turn on the Cycle Turn Record Track. The leader becomes available to return to play on the 10/62 Strategic Turn.

**[28.12]** If the death or wounding of a leader results in an headquarters becoming leaderless, the player affected may immediately place in temporary command of that headquarters any leader in the hex who is not currently in command of a similar headquarters to prevent it from becoming Leaderless. A leader in command of a corps headquarters could not take command of another corps headquarters, but could take command of a vacated army headquarters. The leader taking temporary command of the headquarters must be at least of the same rank as the leader he is replacing if available. If no leader of at least the same rank is available, then the next lower rank leader may be used. The player must state he is placing a leader in temporary command of a headquarters at the time this occurs. The player then has four game turns to move another leader to the headquarters to take permanent command of it. If the player has not moved another leader to take command of the headquarters within four turns, then the leader in temporary command becomes the permanent commander of the Headquarters and all rules for leader pick, promotion, demotion, and parole [22.5] apply.

**Exception:** two-star leaders may not permanently command headquarters and must be replaced within four game turns.

#### [28.2] Leader Loss Table

Roll 2d6 and consult the table below:

##### Dice Result

- |   |  |
|---|--|
| 2 | Four or five star leader or any leader in command of an army headquarters: roll again. On a roll of 2-5 the leader is killed; On a roll of 9-12 the leader is wounded; On a roll of 6-8 there is no effect. If the leader is wounded, roll two dice again to see how many strategic turns the leader is out of action. |
| 3 | Three star leader or any leader in command of a corps headquarters: roll again. On a roll  |

- of 2-6, the leader is Killed; on a roll of 7-12 there is no effect.
- 4 Three star leader or any leader in command of a corps headquarters: roll again. On a roll of 2-6, the leader is wounded; on a roll of 7-12, there is no effect. Two star leader not in command of a headquarters: roll again. On a roll of 2-6, the leader is killed; on a roll of 7-12, the leader is wounded. If the leader is wounded, roll two dice again to see how many strategic turns he is out of action.
- 5-12 No effect.

### [28.3] Captured Leaders

Leaders can become captured in one of two ways. First they can be captured as a lone leader, per rule [10.33]. Secondly they can be captured as part of a surrendering force in a besieged fort or fortress or as part of an eliminated force which is completely surrounded by enemy units or prohibitive terrain (see rule [26.1]). A leader who is first wounded in combat while in these circumstances is still considered captured when the force is eliminated and is placed on the enemy Players Cycle Turn Record Track. The enemy player may parole the leader at any time per the rules for leader parole (rule [22.53]), except the leader is not available to return to play until the strategic turn he is available to return from being wounded.

### [29.0] EXPERIMENTAL POLITICAL RULES

**Commentary:** The following rules give each of the players several other options for obtaining political points, besides those already included in the game. Several additional southern cities have been given political point values and the north has been given a schedule for capturing political point cities or risk war weariness due to the fact that they are not keeping up with their historical rate of advance. If the Union fails to gain control of the Mississippi River in a timely manner, the Confederate player is now awarded political points, also due to war weariness. There is now also a political point reason for each player to fight for the Trans-Mississippi Theater. The Union player may gain political points by occupying and/or destroying certain assets of the Confederacy, and the Confederacy may gain political points for capturing northern cities other than those listed in the original rules. Last, each side can gain political points for winning major battles, capturing or destroying enemy army headquarters and inflicting casualties on the enemy.

### [29.1] Political Point Awards

#### [29.11] Union Player

The Union Player receives political points for achieving the following:

<u>Condition</u>	<u>Number of Points</u>
Destroy or capture a Confederate fort	1 (see rule [29.13])

Occupying the following cities:

• Charleston, SC	1
• Chattanooga	1
• Corinth, MS	1
• Knoxville	1
• Mobile	1
• Nashville	1
• Vicksburg	1
• Memphis	2
• New Orleans	3
• Atlanta	4
• Richmond	10

*The above awards are made only once per game.*

*Exception: if the Union player loses control of a previously occupied city or town, he loses the political point value of that city or town. Upon re-occupying said city or town, he will regain the political point value of the city or town.*

Occupying all of the following cities or towns simultaneously gives the Union player two (2) political points:

- Alexandria, LA
- Little Rock, AK
- Brashear, LA
- Sabine City, TX
- Galveston, TX
- Shreveport, LA

*The above award is made only once per game.*

*Exception: if the Union player loses control of one or more of the above cities, after having previously, simultaneously occupied all of them, he loses two political points. Upon re-occupying all of the cities, he will regain those two lost political points.*

The Union player also receives one (1) political point for each of the following:

- For occupying both of the towns of Saltville, C0521, and Wytheville, C0819. The Union player is not required to continue to occupy those two locations; however, he must end at least one ground combat unit's movement for a turn in each of them to fulfill the requirements for occupying them. Those locations represent the Confederate lead and salt mines of southwest Virginia, and ending movement on each of them represents the time necessary to destroy them.
- On each strategic turn there are no Confederate fortifications, river flotillas and ironclads on the Mississippi River, and all cities touching on the Mississippi River are Union occupied.
- If he cuts and/or occupies the rail line that runs from Lynchburg, VA, through Bristol and Knoxville and into Cleveland, TN, anywhere between Lynchburg and Cleveland. If the Confederate player restores rail service along the entire route,

the political point gained by the Union player for cutting and/or occupying said route will be lost until such time as the Union player once again cuts and/or occupies the route.

- Each time he forces a Confederate force containing an army or corps headquarters to retreat via combat and the Confederate force receives 20 percent or greater casualties.
- For every 75 strength points of Confederate ground combat units eliminated by any method.
- For each Confederate army headquarters captured or eliminated from 1861 through 1864.

The Union player also receives political points as per cases [22.5], [23.0], and [25.4].

**1862 losses:** Union losses at the beginning of the game are 10 strength points (= 0 political points), and Confederate losses are 8 strength points (= 0 political points).

**1863 losses:** Union losses at the beginning of the game are 185 strength points (= 2 political points), and Confederate losses are 168 strength points (= 2 political points).

**1864 losses:** Union losses at the beginning of the game are 260 strength points (= 3 political points), and Confederate losses are 245 strength points (= 3 political points).

#### [29.12] Confederate Player

The Confederate player receives political points for achieving the following results:

<u>Condition</u>	<u>Number of Points</u>
Destroy or capture a Union fort	1 (see rule [29.13])

Occupy the following cities:

- Washington 50
- Baltimore 10
- Cincinnati 10
- St. Louis 10

*The above awards are made only once per game.*

The Confederate player also receives one (1) political point on each strategic turn that any one or more of the above named cities is unable to trace a path of rail hexes free from Confederate units leading off the north edge of the map.

Beginning with the 1/62 Strategic Turn, the Confederate player also receives one (1) political point on each strategic turn he has ground combat units occupying any at-start Union city or town other

than those listed above. The Confederate player must be able to trace a path via road and/or Confederate controlled railroad hexes free of Union units from the city or town to a Confederate department. The Confederate player receives only one political point each strategic turn no matter how many Union cities he currently occupies.

Beginning with the 8/62 Strategic Turn, the Confederate player also receives one (1) political point on each strategic turn the Union player has not captured at least four Confederate political point cities east of the Mississippi River.

Beginning with the 10/63 Strategic Turn, the Confederate player also receives one (1) political point on each strategic turn the Union player has not captured at least seven Confederate political point cities east of the Mississippi River.

Beginning with the 10/64 Strategic Turn, the Confederate player also receives one (1) political point on each strategic turn the Union player has not captured at least eight Confederate political point cities east of the Mississippi River.

The Confederate player also receives two (2) political points if the Union player fails to occupy all of the Confederate political point cities west of the Mississippi River simultaneously by the 6/64 Strategic Turn.

The Confederate player also receives one (1) political point for each of the following:

- Each time he forces a Union force containing an army or corps headquarters to retreat via combat and the Union force receives 20 percent or greater casualties.
- For every 75 strength points of Union ground combat units eliminated by any method.
- For each Union army headquarters captured or eliminated.

The Confederate player also receives five (5) political points any time the Union player issues the Emancipation Proclamation.

The Confederate player also receives political points as per cases [22.5], [23.0], and [25.4].

**1862 losses:** Union losses at the beginning of the game are 10 strength points (= 0 political points), and Confederate losses are 8 strength points (= 0 political points).

**1863 losses:** Union losses at the beginning of the game are 185 strength points (= 2 political points), and Confederate losses are 168 strength points (= 2 political points).

**1864 losses:** Union losses at the beginning of the game are 260 strength points (= 3 political points), and Confederate losses are 245 strength points (= 3 political points).

#### **[29.13] Destruction or Capture of Fort**

To be eligible for the one point award, a fort must be captured or destroyed involuntarily and removed from the map. A Player receives one political point for capturing a fort the first time it happens, he does not get any more political points for capturing subsequent forts.

#### **[30.0] EXPERIMENTAL NAVAL AND FORT COMBAT**

The purposes of the following rules are threefold. First, they are an attempt to make the naval combat rules more detailed. Second, they are intended to simulate the likelihood that, early in the war, naval units were more likely to engage forts and fortresses in combat rather than attempting to run past them. And third, they are meant to take make better use of the bluffs and naval leaders being introduced in this redesign of **War Between the States (WBTS)**.

In the standard **WBTS**, naval units that enter a hex or hexside controlled by a fort or fortress can sit under the guns of that installation for an indefinite period without having to fear any adverse effect, at least until the naval unit moved away from the place, at which time it would have to undergo a naval transit attack. Further, the original game allowed naval units to attack the garrison inside the fort or fortress, instead of the fort or fortress itself, and made forts and fortresses themselves completely invulnerable to naval attack. The following rules are designed to address this issue and accomplish the above goals.

**[30.1]** Change rule [11.22] to read as follows: A naval unit entering a hex or hex side on which an enemy fortification lies (see rule [11.21]) must either immediately attack it using the Naval/Fort Combat Results Table, or attempt to pass the fortification undergoing a naval transit attack on the Naval Transit Combat Results Table. A naval unit entering a hex or hexside on which an enemy fortification lies may only stop there if that installation's guns have been suppressed or destroyed, or to engage an enemy naval unit in the same hex or hexside after having successfully engaged the fortification via naval/fort combat, or successfully passing the fortification via naval transit combat. Naval units stopping to engage enemy naval units in this manner, assuming they survive the naval combat, may freely move out of the hex or hex side controlled by the fortification on the next game turn as long as the naval unit continues in the same direction it was originally traveling. Should the naval unit return in the direction from which it came, it would again have to engage the fortification in naval/fort or naval transit combat. That simulates the naval unit again passing the fortification's guns in the opposite direction.

**[30.2]** Naval units may not attempt to pass fortifications using the Naval Transit Combat Results

Table until the 5/62 cycle, and must use the Naval/Fort Combat Results Table prior to that time. Beginning with the 5/62 cycle, naval units may use either table at the owning player's option. Note: this restriction simulates the Union's fear of attempting to pass forts early in the war.

**[30.3]** Change rule [11.23] to read as follows: fortifications that have had their guns suppressed or destroyed as a result of naval/fort combat still provide a strength modifier to garrisons within when attacked by other ground combat units. Only the ability of the fortification to control the water portion of the hex/hexside is affected. The player owning a fortification whose guns have been destroyed may repair the destroyed guns in any strategic turn following that destruction by spending 10 supply points during the fort construction phase.

### [30.4] Modified Naval Transit Combat Results Table

Fort vs:		Die Roll	Fortress vs:	
Naval/River Transport	Naval/River Flotilla, Ironclad		Naval/River Transport	Naval/River Flotilla, Ironclad
M	M	1	M	M
M	M	2	M	M
M	M	3	M	M
M	M	4	M	M
M	M	5	W	M
D	M	6	D	W
D	D	7+	D	D

#### Key:

**M** = Naval unit may continue to move in the direction it was traveling and leave the hex or hex side controlled by the fort or fortress.

**W** = Naval unit must withdraw one hex or hex side in the direction from which it came and may not move any farther that turn.

**D** = Naval unit (and any passengers) are destroyed.

#### Die Roll Modifiers:

+1 Fort/Fortress is on a bluff

+1 Naval unit is traveling up-stream

### [30.5] Naval and Fort Combat Results Table

Fort vs:	Die Roll	Fortress vs:
Naval/River Flotilla, Ironclad		Naval/River Flotilla, Ironclad
A	0	A
A	1	A
W	2	W
M	3	W
M	4	M
S	5	M
X	6	S
X	7	X

#### Key:

**A** = Attacking naval unit is destroyed.

**W** = Attacking naval unit must withdraw one hex or hex side in the direction from which it came and may not move any farther that turn.

**M** = No damage to either naval unit or fort/fortress. Attacking naval unit may continue to move in the direction desired by owning player.

**S** = Fort/fortress guns are suppressed for the remainder of the game turn. Additional naval units may freely move past the fort/fortress without engaging it in combat for the remainder of the game turn.

**X** = Fort/fortress guns are destroyed. Naval units may freely move past it, without having to engage it in combat, until repaired.

#### Die Roll Modifiers:

-1 Fort/Fortress is on a bluff.

+1 Naval leader stacked with naval unit

**NOTE:** If there is a naval unit friendly to the fort/fortress in the hex or hex side protected by the fort at the time an enemy naval unit attacks the fort, the enemy naval unit must first attack the fort/fortress. If the attacking naval unit survives the attack on the fort/fortress, it may then attack the friendly naval unit in the hex/hex side using naval combat (see rule [11.11]). The friendly naval unit is, in effect, pulling back behind the fort/fortress, forcing the attacker to first attack the fort/fortress in the hope the fort/fortress stops the attacking naval unit.

### 31.0] DESIGNER COMMENTARY

#### Winter/Summer

The time of the year has no direct effect on combat. The general effects of the seasons are contained on the Blockade Table, the contents of the Initiative Pool and are built into each cycle's Confederate supply per city or town. Winter means siege guns and supply trains have to remain on roads and units can only cross rivers by road or ferry including during retreat after combat and that is about it. I realize that is not much for the devotees of Pluvius (AKA Jupiter), but it is all I wanted. You can get into such things as ice on the northern rivers, lack of forage for cavalry in the early spring, fever in the coastal swamps in summer, etc., but not me.