

[4.4] EXTENDED SEQUENCE OF PLAY:

1. COMMAND PHASE

To determine how many Command Points each player receives, both players reveal their resource allocation markers. Then both players roll two dice and locate their result on the Command Points Table. Each player then records the results on the Command Point tracks. The Command Point Table Use marker is then placed in the "1" box of the Table Use Track. Then both players decide their resource allocation for next turn by placing their Resource Allocation markers on the Resource Allocation Track.

2. ACTION PHASE

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

- **Each Player Rolls Two Dice for Initiative.** The player who rolls the higher total has the Initiative for that Pulse. If both players roll the same dice total, one of two things will happen: either the Action Phase will end immediately, or both players will receive additional Commands and the Action Phase will continue.
- **Record the Initiative Dice Difference.** Subtract the lower Initiative dice roll from the higher Initiative dice roll to determine the Initiative Dice Difference. This may then be recorded on the Dice Difference Reminder Track using the player with the Initiative's marker.
- **The Initiative Player Enters One Point of Militia or a Leader.** The player with the Initiative immediately places one free point of friendly Militia, or selects a Leader from his Leaders Available pool, and places whichever he has elected to enter in any friendly Military Department. Entering this reinforcement costs no Commands nor does it expend any part of the Initiative Dice Difference.
- **Initiative Player's Half of the Pulse.** The player who has won the Initiative roll must now expend the difference between his Initiative roll and his opponent's Initiative roll in Commands, entering Points of Militia, and/or bringing in new Leaders (if any are available). Each Command spent, Militia Point entered, or Leader entered uses up one point of the Initiative Dice Difference. Command Points spent are recorded on the Command Tracks by moving the appropriate markers the necessary number of spaces down the Command Track to reflect the expenditure. His half of the Pulse ends when he has spent the Initiative Dice Difference. If the player has no more Commands or Leaders to enter, or he runs out before he has spent all the Initiative Dice Difference, then his half of the Pulse ends (there is no penalty).
- **Non-Initiative Player's Half of the Pulse.** The player who lost the Initiative roll must now spend the exact same Initiative Dice Difference in Commands, entry of Militia, and/or Leader arrivals as the player who won the Initiative, in the exact same manner as the player who won the Initiative. However, the non-Initiative player does not receive the *free* Militia point that the winner did. As he expends Commands they are recorded on the Command Tracks by moving his markers in the same manner as the Initiative winner did. When he has expended the Initiative Dice Difference, or when he has run out of Commands and/or Leaders to enter, proceed to the following step.
- **Return to the First Step, Unless the Action Phase Ends.** If either player has even a single Command left on the Command Tracks, or a Leader in his Leaders Available force pool, then the Action Phase continues and a new Pulse is begun by starting again. However if both players have expended all their Commands and entered all their Leader reinforcements, then the Action Phase ends and the players proceed to the Command Point Table Use Phase of the Sequence of Play.

The preceding procedure is repeated indefinitely, until the end of the Action Phase is triggered. The end of the Action Phase may be triggered in one of two ways. If both players have used all their Command points, and entered all their available Leaders, the Phase ends. If both players roll the same Initiative dice total, and the number that each rolled is listed next to the current box occupied by the Command Point Table Use marker on the Table Use Track, the Phase ends immediately. If both roll the same total and the number is not listed, then each player receives the additional Command Points listed for that result on the Command Points Table, the Command Point Table Use marker is advanced to the next highest numbered space on the Table Use Track, and the Action Phase continues.

3. COMMAND POINT TABLE USE PHASE

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

4. RALLY PHASE

Each Demoralized force loses from one to six Strength Points of the owning player's choice. The owning player rolls one die and the result is the number of Strength Points the owning player must eliminate. If a force is in supply, then the Demoralization marker is removed. If the force is out of supply, then it remains Demoralized. A force of only one Strength Point would be eliminated, and any Leaders stacked with it would be returned to the player's Leaders Available Force Pool for redeployment again the next Cycle.

5. END PHASE

The players advance the Game Turn marker one space on their respective Game Turn Record Tracks, and begin the next Game Turn.

THE STRATEGIC CYCLE SEQUENCE OF PLAY:

1. RANDOM EVENTS PHASE

The Union player rolls two dice. On a result of '2' through '7,' a Random Event has occurred. The Union player rolls again on the Random Events Table to determine which event occurred and which player it affects.

2. REINFORCEMENT PHASE

Reinforcements produced during the Strategic Cycle will be placed at the various Departments and/or Naval Bases that each player has deployed. From there, they can be moved in accordance with the normal movement rules and deployed to the areas the player desires. Leaders are handled differently. Each player will receive a number of Leaders during each turn. These Leaders will be placed in a "Leaders Available" force pool where the owning player may activate them from in accordance with the normal Action Phase procedures.

3. CSA COMMERCE RAIDER PHASE

For each Commerce Raider currently in the At Sea box, the Confederate player rolls two dice, dividing the result by two (and rounding fractions up). The result is the number of Federal ships sunk. These are recorded on the US Casualties/Ships Sunk Track. If the Confederate player rolls a "12," then he sinks no Union ships, and instead his Commerce Raider is eliminated. Before the Confederate player rolls, the Union player has the option to expend Naval Commands to modify the Confederate player's dice roll result. For each Union Naval Command spent, one is added to the Confederate result. If the modified result is 12 or more, then the Confederate Commerce Raider is sunk at no cost to the Union player in ships sunk.

4. BLOCKADE EFFECTS PHASE

The Confederate player counts the number of VP City and VP Site points he controls, and places his Production marker at that level on the Admin Track. In addition, he adds that many Supply Points to his General Supply Pool. Then the Confederate player determines his Port Capacity based on the number and capacity of the ports that are not automatically blockaded and which the Union player has not successfully Ship Blockaded. (The Union player rolls for ship blockade at this time.) The resulting total is the number of Imports available to the Confederate player. The Import total is indicated on the Admin Track as well, and that number of supply points are added to the Confederate General Supply Pool. If the total of Confederate Production and Imports is 149 or less, then the Confederacy will begin to feel the effects of dwindling supply.

If the Mississippi has fallen to the US player, then the Confederate player must record his Trans-Mississippi points separately, which may result in either or both totals being 149 or less with negative results for the Confederacy.

The US player enters a number of Supply Points equal to the total of his current year's Production level and his Imports onto his General Supply track.

5. SIEGE PHASE

Both players may attack any Forts or Fortresses they are besieging using the special siege procedures (see Case 12.5). If both players want to conduct sieges, the Confederate player does so first or last, at his option.

6. SUPPLY CONSUMPTION AND ATTRITION PHASE

Beginning with the Union player, each player executes the supply consumption routine, expending supply points to maintain his units in the field. Units which do not receive the requisite number of supply points undergo supply attrition to determine if any strength points are lost due to lack of supply.

7. PRODUCTION PHASE

Both players operate their respective production systems, mobilizing new combat units for future deployment, deploying combat units on the map that have completed production from prior Strategic Cycles, initiating the construction of Forts and Fortresses, etc.

[5.3] COMMAND POINTS TABLE

Dice	Primary	Secondary	Tertiary	Discretionary*	Naval
2	6	3	2	3	1
3	4	3	2	1	3
4	4	3	2	2	2
5	5	3	2	2	2
6	6	3	2	1	3
7	6	4	1	2	2
8	6	4	1	1	3
9	5	3	2	2	2
10	4	3	2	2	2
11	5	4	2	2	2
12	5	4	2	3	1

= Number of Command Points available in the indicated Theaters

*Players receive Command Points for the Far West equal to the number of Discretionary Command Points received.

To use the table, each player rolls two dice and records the indicated number of Command Points on the Command Tracks. In the event that both players roll the same number, the Action Phase may end (see Table Use Track, on map).

[5.4] COMMAND POINT COST CHART

Activity	Cost	Notes
Move 1 to 5 Strength Points	1	May use Discretionary CP or one from the Strength Point(s)' Theater location. Any SP may only move once per Action Phase, though it may be activated more than once per Action Phase.
Move one unit (Division or Brigade)	1	May use Discretionary CP or one from the unit's Theater location. Any unit may only move once per Action Phase, though it may be activated more than once per Action Phase.
Move 1 Naval/Riverine unit (Squadron or Flotilla)	1	May use Discretionary or Naval CP only. A Naval unit may only be activated once per Action Phase. When a Naval/Riverine Transport unit moves a land Strength Point, there is no cost to activate the land Strength Point; the Naval/Riverine activation cost includes the land Strength Point activation in this case.
Move Tribal Indian Unit	1	May use Discretionary or Far West Command.
Change Tribal Indian Allegiance	1	A player may spend a Discretionary or Far West Command to attempt to gain control of an enemy Tribal Indian. He spends a Command and rolls a die. On a roll 1 through 4, there is no effect. On a roll of 5 or 6, the Tribal Indian unit changes allegiance. A player may make only one attempt per Action Phase for a given Tribal Indian unit.
Move Texas Ranger	1	May use Discretionary or Far West Command.
Move Civilized Indian	1	May use Discretionary or Trans-Mississippi Command.
Move Quantrill's Raiders	1	May use Discretionary or Trans-Mississippi Command.
Move Jayhawks	1	May use Discretionary or Trans-Mississippi Command.
Move Leader	1	May use Discretionary CP or one from the Leader's Theater location. However Naval Leaders may only be activated with Discretionary or Naval CP's. The Leader may then move up to 10 Movement Points by himself. The Leader must end his movement in a hex containing at least one friendly Strength Point, unit or depot. He may not end in a hex by himself or containing only Leaders. Like a Strength Point or unit, a Leader may only move once per Action Phase, although he may be part of a force that is activated more than once per Action Phase.
Use Leader to move a force (land or naval)	Leader's Initiative Rating	May use Discretionary CP's or CP's from the Leader's Theater location. However Naval Leaders may only be activated with Discretionary or Naval CP's. The Leader may then move a number of SP's and/or units as defined by that Leader's Command Span (see case 6.11) that begin the Pulse stacked with that Leader. He may not "pick up" SP's or units as he moves. The Leader must move with the SP's or units for the duration of the move, however, he may "drop off" SP's/units as he moves.
Pick Leader	0	Entering a Leader as a reinforcement never costs Commands. If the reinforcement Leader enters as a result of winning an Initiative dice roll, there is no cost in Initiative Dice Difference, if entered during a Pulse, there is a cost of one point of Initiative Dice Difference.
Remove Leader	1 or 2	A player can use Discretionary CP's or CP's from the Leader's Theater location. When removed, a Leader may be moved (at no further CP cost), placed in the Removed Leaders pool, demoted (if eligible), or placed in command of a vacant Theater (at any Military Department in the Theater). It costs one Command to remove a Corps Commander, and two Commands to remove an Army Commander.
Deploy Military Department	3	May use Theater or Discretionary Command Points to deploy a new Military Department in a hex. No more than one Military Department may ever be located in a single State at any time. No more than one new Military Department may be deployed in a single Cycle. Requires the expenditure of 30 Supply points at the moment of deployment.
Relocate Military Department	1	May use Theater or Discretionary Commands to relocate an existing Military Department. No more than one Department may be relocated in a single Cycle, and a Military Department may not be relocated in the same Cycle in which a new Department is deployed. No more than one Military Department may ever be located within a single State.

Deploy Army Headquarters	2	May be built in any hex that is in supply, not in an enemy Reaction Zone, contains a Leader and at least one land combat Strength Point. The hex may not contain a Demoralized force. The player may use either Discretionary or Theater Command Points. Requires the expenditure of 10 Supply points at the moment of creation.
Deploy Corps Headquarters	1	May be built in any hex that is in supply, not in an enemy Reaction Zone, contains a Leader and at least one land combat Strength Point. The hex may not contain a Demoralized force. The player may use either Discretionary or Theater Command Points. Requires the expenditure of 5 Supply points at the moment of creation.
Create Depot	2	May be built in any hex that will be in supply upon completion of the Depot and which contains two or more land Strength Points of any kind. A maximum of one Depot may be in a single hex. The building player must remove two land Strength Points from the hex when he places the Depot. May use Discretionary or Theater Command Points. Requires the expenditure of 20 Supply points at the moment of creation.
Deploy Fort	3	A Fort must be purchased during the Strategic Cycle. A Fort may be built in any hex that is in supply and contains at least 3 friendly, un-Demoralized land combat Strength Points. A maximum of one Fort may occupy a hex. Once purchased, it is placed on the map "under construction." Any time after it enters the map it may be "deployed" (i.e., complete construction) by the expenditure of Command Points. May use Discretionary or Theater Command Points.
Deploy Fortress	3	A Fortress must be purchased during the Strategic Cycle. A Fortress may be built in any hex that is in supply and contains a friendly Fort with at least 1 friendly, un-Demoralized land combat Strength Point. A maximum of one Fort may occupy a hex. Once purchased, an "under construction" marker is placed on top of the existing Fort. Any time after it enters the map it may be "deployed" (i.e., complete construction) by the expenditure of Command Points. May use Discretionary or Theater Command Points.
Enter Militia Point	0	Entering a Militia Point as a Reinforcement never costs Commands. If the Militia Point enters as a result of winning an Initiative dice roll, there is no cost in Initiative Dice Difference, if entered during a Pulse, there is a cost of one point of Initiative Dice Difference.
Recovery from Demoralization (Rally)	Leader's Initiative Rating	A force that is in supply and stacked with a ground Leader can be rallied by expending a certain number of Commands depending on that Leader's Initiative Rating in Discretionary or Theater Command Points. If there is more than one Leader present, the player must use the highest ranking, most senior Leader's Initiative Rating to rally the force.
Combined Land/Naval Combat	Both Leaders' Initiative Ratings	To make a combined land/naval attack, both forces must occupy the same hex/hexside. Commands must be spent to activate each of the Leaders, using Discretionary or Naval Commands for the Naval Leader, and Discretionary or Theater Commands for the ground Leader.
Special Unit Reinforcements	1	The following units each required 1 Discretionary or Theater Command to place on the map: Tribal Indians, Civilized Indians, Texas Rangers, Quantrill's Raiders, Jayhawks, Union Partisan Cavalry, Confederate Partisan Cadres.
Important: Regardless of type, each Command Point spent uses up one point of the Dice Difference for the player spending the Command.		

[6.45] Leader Loss Table

Dice:	Result:
2	*** or ****: Roll again; on a re-roll of 7, the Leader is killed; on any other roll, the Leader is wounded.
3	** : Killed.
4	** : Wounded; * : Killed.
5	* : Wounded.
6-12	No effect.
(8-12)	* : Promoted (if meets other criteria)
(9-12)	** : Promoted (if meets other criteria)

Notes: Roll two dice for each Leader in the combat (regardless of whether or not his Tactical Rating was used) and locate the result above. If the Leader is of the rank indicated for that dice result, he suffers the appropriate indisposition. Killed Leaders are placed in the friendly Leaders Killed force pool; wounded Leaders are placed on the Cycle Record Track a number of cycles in the future equal to the result of another two dice roll (i.e., they may be placed from 2 to 12 Cycles in the future).

Promotions: Leaders of the indicated rank may be promoted if they used their Tactical Combat Ratings in a combat event *and* there were more than five friendly Strength Points present that were used by the player in that combat event (see 6.23 and 6.24).

[6.16] Command Span Summary:

- A one-star Leader, not in command of any HQ, may command up to two unit, only one of which may be a Division, or up to ten Strength Points, whichever is greater.
- A one-star Leader in command of a Corps HQ may only command that Corps and any units assigned to it.
- A two-star Leader not in command of any HQ may control up to four units, only three of which may be Divisions, or up to 20 Strength Points, whichever is greater.
- A two-star Leader in command of a Corps HQ may command that Corps HQ (and any assigned units) *plus* up to two additional one-star Leaders (and their assigned units), or two additional units of any size, or some combination of the above.
- A three-star Leader not in command of any HQ may control up to six units of any size, or 40 Strength Points, whichever is greater.
- A three-star Leader in command of a Corps HQ may command that Corps HQ (and any assigned units) *plus* up to four additional one- or two-star Leaders (and their assigned units), or four additional units of any size, or some combination of the above.
- A three-star Leader in command of an Army HQ may command that Army (and any assigned units) *plus* up to six subordinate Leaders (and any units/Corps HQ's they may command), or up to six additional units of any size, or some combination of the two.
- A four-star Leader not in command of any HQ may command up to eight units of any size, or 60 Strength Points, whichever is greater.
- A four-star Leader in command of a Corps HQ may command that Corps (and any assigned units) *plus* up to six additional one- or two-star Leaders (and their assigned units), or six additional units of any size, or some combination of the above.
- A four-star Leader in command of an Army HQ may command that Army (plus any assigned units) *plus* up to eight subordinate Leaders (and any units/Corps HQ's they may command), or up to eight additional units of any size, or some combination of the two.
- A four-star Leader not in command of any HQ may command up to four subordinate three- or four-star Leaders in command of Army HQ's (together with all their subordinate units, Leaders and Corps HQ's). (In effect, he becomes an "Army Group" Commander.)

[7.22] Forced March Attrition Table

Die Roll	Number of Extra Movement Points		
	1	2	3
1	0	0	0
2	0	0	0
3	0	0	1
4	0	1	1
5	0	1	2
6	1	2	3
Notes: # = Number of Strength Points eliminated. Die Roll Modifiers: +1 if the force ends movement out of supply; +1 if the forced march is conducted in a Winter Cycle			

[7.5] TERRAIN EFFECTS CHART

Terrain Type	Ground Movement Point Cost	Amphibious Defense Strength	CRT Column Shifts to the Left	Other Effects
Clear Hex	1	5	-	-
Forest Hex	1	5	1	-
Swamp Hex	2	5	2	-
Rough Hex	3	-	3[1]	-
All-Sea Hex	na [2]	-	-	-
All-Sea Hexsides	na [3]	-	-	-
Coastal Hex	oth [4]	oth	oth	-
Mountain Ridge	na	-	-	-
Mountain Gap	1	-	2	-
Small Islands	[5]	oth	oth	-
Tidal River	+2 [6]	- [7]	na [8]	-
Navigable River	+2 [9]	- [10]	+2 [11]	-
Minor River	+1	-	+1 [12]	-
City [13]	na	na	na	-
VP City	oth	5	+1	-
Capital City	oth	5	+1	-
Resource	oth	-	-	-
Town [14]	oth	2	-	-
Port	oth	-	-	-
Fort	oth	5	- [15]	Defender doubled
Fortress	oth	10	- [15]	Defender tripled
Stockade [16]	oth	-	-	-
Tribal Indian Deployment Hex	oth	-	-	-
Ferry	+1 [17]	-	-	-
Rail Line	[18]	-	- [19]	-
Railhead [20]	+2 Rail Movement Points to Cross	-	-	Also Functions as a Ferry
State Border [21]	-	-	-	-
West Virginia Border [21]	-	-	-	-
Mexican Border [22]	-	-	-	-
Indian Nation Boundaries [23]	-	-	-	-
Theater Boundary [24]	-	-	-	-

NOTES: na = Not Allowed; - = No Effect or Not Applicable; oth = Other Terrain in Hex; [] = see numbered note, following.
Ground Movement Point Cost: Number of Movement Points a force moving by land must expend to enter the hex or, if a +#, additional Movement Points the force must expend to cross the hexside. **Amphibious Defense Strength:** The defense strength for a hex that is being Amphibiously invaded is determined by adding together all the strengths for terrain in the hex. Thus, a swamp hex with a Fort has a defense strength of 10; 5 for the swamp and 5 for the Fort. These figures are used *instead* of the column shifts used in regular combat. **CRT Column Shifts to the Left:** These column shift modifiers are used to determine which column on the Combat Results Table is used to resolve combat. Column shifts are cumulative, but there is a maximum of four column shifts per combat.

[1]: There is a one-column shift to the left when a force attacks another force after *leaving* a rough hex.

[2]: May be entered only by Naval units, or by ground units on board Naval Transport units.

[3]: May be crossed only by Naval units, or by ground units on board Naval Transport units.

[4]: May be entered by ground units if not crossing all-sea hexsides to enter; may be entered by both Naval and Riverine units. Riverine units may only enter from an adjacent coastal hexside that contains some water (in other words, riverine units may neither cross all-sea hexsides, nor all-land hexsides in order to enter a coastal hex).

[5]: Small Islands may be occupied, and the other terrain in the hex indicates what effects the hex has on combat, but players may not move from one small island hex to another; thus there is no land Movement Point cost for the hex – the only way to enter or leave is via amphibious movement.

[6]: A tidal river may only be crossed at a Ferry or Railhead hexside when moving by land; however the presence of an enemy force, Depot or supplied or manned Fort or Fortress prevents a friendly force from crossing at that Ferry/Railhead hexside. Note that Naval or Riverine Transport Flotillas may function as a temporary Ferry.

[7]: A Tidal River hexside may be used as a movement path for Naval and Riverine units, including for Amphibious Landings and transport.

[8]: A force may not attack across a Tidal River.

[9]: A force may not cross a Navigable River Hexside that is controlled by an enemy Riverine combat unit, unless the hex to be entered contains a friendly strength point, depot or Fort or Fortress. Nor may a force cross a Navigable River hexside into a hex containing an enemy Fort/Fortress, manned or unmanned.

[10]: A Navigable River hexside may be used as a movement path for Riverine units, including for Amphibious Landings and transport.

[11]: Effect applies if the attacking force enters the defender's hex by crossing the river hexside. A retreating force may not retreat across a Navigable River hexside.

[12]: Effect applies if the attacking force enters the defender's hex by crossing the river hexside.

[13]: Matamoros is the only non-VP city on the map and, by definition may not be entered by either player since it is located in Mexico.

[14]: While Towns do provide some assistance against Amphibious Invasion, for the most part they are included simply to provide the players with more historical events. Likewise, certain placenames on the map, not associated with any town or city are to provide the players with locations where major combat events happened in the Civil War.

[15]: A force defending inside a Fort or Fortress is not required to retreat regardless of the combat result. Combat results, including retreats, apply normally to forces in the hex that are *not* "inside" the Fort or Fortress. Forts and Fortresses may undergo siege.

[16]: Stockades serve primarily to hamper Tribal Indian attacks.

[17]: The cost to cross a Ferry hexside *replaces* the normal cost to cross a Navigable or Tidal River hexside.

[18]: Players may use Rail Movement if moving along contiguous rail hexes – see case 7.6.

[19]: Players using Rail Movement may not attack an enemy force while entrained. They may not detrain in an enemy occupied hex, or within the Reaction Zone of an enemy Headquarters. If attacked while entrained, a unit or force defends at half strength.

[20]: A Railhead functions precisely as a Ferry does for units and forces that are not entrained. When entrained, units pay 2 Rail Movement Points to cross a Railhead hexside, and may do so without detraining.

[21]: Generally speaking, Borders and Boundaries have no tangible effects on land or sea movement and combat. State Borders enable players to better define friendly and enemy territory and also to determine when they control a state. West Virginia's border defines which part of Virginia has to potential to actually convert to Union friendly territory.

[22]: No unit may move across the border with Mexico at any time.

[23]: Indian Nation boundaries have absolutely no effect on the game and are merely provided for historical interest.

[24]: Theater boundaries define where which kind of Commands may be spent to activate forces and Leaders and perform other game functions. Theater Boundaries have no effect on movement, and do not prohibit forces from one theater from entering another at the owning player's discretion.

[7.73] RAIL CAPACITIES:

- **Union:** 30 Strength Points per Cycle.
- **Confederate:**
 - 20 SP's through the end of Cycle 10/62
 - 15 SP's through the end of Cycle 8/63
 - 10 SP's through the end of Cycle 10/64
 - 5 Sp's through the remainder of the game

[8.22] COMBAT RATIO/DIFFERENTIAL DETERMINATION CHART

Attacker Strength	Defender Strength																								
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
1	E	B	A	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	J	E	D	B	A	A	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
3	K	F	E	D	D	B	A	A	A	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
4	L	J	F	E	D	D	C	B	A	A	A	A	-	-	-	-	-	-	-	-	-	-	-	-	-
5	L2	J	F	F	E	D	D	C	C	B	A	A	A	A	A	-	-	-	-	-	-	-	-	-	-
6	L3	K	J	F	F	E	D	D	C	C	B	B	A	A	A	A	A	A	-	-	-	-	-	-	-
7	L4	K	J	G	F	F	E	D	D	C	C	B	B	B	A	A	A	A	A	A	A	-	-	-	-
8	o1	L	J	J	G	F	F	E	D	D	C	C	B	B	B	B	A	A	A	A	A	A	A	A	-
9	o2	L	K	J	G	G	F	F	E	D	D	C	C	B	B	B	B	B	A	A	A	A	A	A	A
10	o3	L2	K	J	J	G	G	F	F	E	D	D	C	C	B	B	B	B	B	B	A	A	A	A	A
11	o4	L2	K	J	J	H	G	G	F	F	E	D	D	C	C	B	B	B	B	B	B	B	A	A	A
12	o	L3	L	K	J	J	H	G	G	F	F	E	D	D	C	C	B	B	B	B	B	B	B	B	A
13	o	L3	L	K	J	J	H	H	G	G	F	F	E	D	D	C	C	B	B	B	B	B	B	B	B
14	o	L4	L	K	J	J	H	H	G	G	F	F	E	D	D	C	C	B	B	B	B	B	B	B	B
15	o	L4	L2	K	K	J	J	H	H	H	G	G	F	F	E	D	D	C	C	B	B	B	B	B	B
16	o	o1	L2	L	K	J	J	J	H	H	H	G	G	F	F	E	D	D	C	C	B	B	B	B	B
17	o	o1	L2	L	K	J	J	J	H	H	H	H	G	G	F	F	E	D	D	C	C	B	B	B	B
18	o	o2	L3	L	K	K	J	J	J	H	H	H	H	G	G	F	F	E	D	D	C	C	B	B	B
19	o	o2	L3	L	K	K	J	J	J	H	H	H	H	H	G	G	F	F	E	D	D	C	C	B	B
20	o	o3	L3	L2	L	K	J	J	J	J	H	H	H	H	H	G	G	F	F	E	D	D	C	C	B
21	o	o3	L4	L2	L	K	K	J	J	J	H	H	H	H	H	H	G	G	F	F	E	D	D	C	C
22	o	o4	L4	L2	L	K	K	J	J	J	J	H	H	H	H	H	H	G	G	F	F	E	D	D	C
23	o	o4	L4	L2	L	K	K	J	J	J	J	H	H	H	H	H	H	H	G	G	F	F	E	D	D
24	o	o	o1	L3	L	L	K	K	J	J	J	J	H	H	H	H	H	H	H	G	G	F	F	E	D
25	o	o	o1	L3	L2	L	K	K	J	J	J	J	H	H	H	H	H	H	H	H	G	G	F	F	E

To determine which is the appropriate Combat Results Table column to use in resolving a combat, cross-index the Defender's total combat strength with the Attacker's total combat strength to arrive at a letter code. These codes (A through L, excluding I) correspond to the 11 ratio/differential columns on the Combat Results Table. Once a column has been determined, refer to the Combat Results Table and apply any applicable column shift modifiers. For example, if an attacking strength of 4 were attacking a defending strength of 3, the letter code of the Combat Ratio/Differential Determination Chart would be "F" (the +1, +2 column); if the defender occupied a Forest hex, he would receive a 1 column shift to the left, and the combat would be resolved on the "E" column (the 0 column).

The "-" indicates that if the attacker makes the attack, his force will be eliminated, and the defender will be completely unaffected.

The codes "L2," "L3," "L4" indicate the number of defensive shifts (to the left) that are required to reduce the ratio to less than "4 to 1" (the L column, on the far right of the CRT). For instance, if 21 combat strength points attack 4 combat strength points occupying a Swamp hex, the result from the Combat Ratio/Differential Determination Chart is L2, which indicates that the L column (4 to 1) will be used unless the defender receives at least 2 column shifts. The column shift for Swamp is 2, therefore the combat is resolved on the K column (3 to 1). If the attacker had crossed a Minor River hexside to enter the defender's hex, the columns shift would have been 3 and the combat would have been resolved on the J column (2 to 1).

The code "o" indicates that no matter how many shifts are applied, the attack will be an Overrun.

The "o1," "o2," "o3," "o4" indicate how many shifts are necessary to prevent the attack from being an Overrun. If the shifts are available, then the combat is resolved on the L column (4 to 1). For instance, 9 combat strength points attack 1 combat strength point; the result from the above table is o2. Thus, if the 1 strength point occupies a Swamp hex, the combat is resolved on the L column (4 to 1). If at least 2 shifts are not available, the combat is resolved as an Overrun.

[8.24] LAND COMBAT RESULTS TABLE

Die Roll	Attacker/Defender Combat Ratio/Differential										
	1 to 3 Att A Def	1 to 2 Att B Def	-3, -4 Att C Def	-2, -1 Att D Def	0 Att E Def	+1, +2 Att F Def	+3, +4 Att G Def	+5 Att H Def	2 to 1 Att J Def	3 to 1 Att K Def	4 to 1 Att L Def
1	d S n d1 M n d2 L n	d S n d1 M n d1 L n	n S n 1 M n 1 L n	n S n 1 M n 1 L 1	n S n 1 M n 1 L 1	n S n n M n 1 L 1	n S n n M n 1 L 1	n S n n M n n L 1	n S n n M 1 n L 1	n S n n M 1 n L 1	n S d n M d1 n L d1
2	d1 S n d2 M n d2 L n	d S n d1 M n d2 L 1	d S n d1 M n d1 L 1	d S n d1 M n d1 L 1	n S n 1 M 1 1 L 1	n S n 1 M 1 1 L 1	n S n n M 1 1 L 1	n S n n M 1 1 L 1	n S d n M d1 1 L d1	n S d n M d1 1 L d1	n S d n M d1 n L d2
3	d1 S n d2 M n d2 L 1	d1 S n d2 M n d2 L 1	d S n d1 M n d2 L 1	d S n d1 M 1 d1 L 1	d S n d1 M 1 d1 L 1	d S n d1 M 1 d1 L 1	n S n 1 M 1 1 L 1	n S d 1 M d1 1 L d1	n S d n M d1 1 L d2	n S d n M d1 1 L d2	n S d1 n M d2 1 L d2
4	d1 S n d2 M n d3 L 1	d1 S n d2 M n d2 L 1	d S n d1 M 1 d2 L 1	d S n d1 M 1 d2 L 1	d S d d1 M d1 d1 L d1	d S d d1 M d1 d1 L d1	d S d d1 M d1 d1 L d1	d S d d1 M d1 d1 L d2	n S d 1 M d1 1 L d2	n S d1 n M d2 1 L d2	n S d1 n M d2 1 L d2
5	d1 S n d2 M n d3 L 1	d1 S n d2 M 1 d3 L 1	d1 S n d2 M 1 d2 L 1	d S d d1 M d1 d2 L d1	d S d d1 M d1 d2 L d1	d S d d1 M d1 d1 L d1	d S d d1 M d1 d1 L d2	d S d d1 M d1 d1 L d2	d S d1 d1 M d2 d1 L d2	n S d1 1 M d2 1 L d2	n S d1 n M d2 1 L d3
6	d2 S n d3 M n d3 L 1	d1 S n d2 M 1 d3 L 1	d1 S d d2 M d1 d2 L d1	d1 S d d2 M d1 d2 L d1	d S d d1 M d1 d2 L d2	d S d d1 M d1 d2 L d2	d S d d1 M d1 d2 L d2	d S d1 d1 M d2 d2 L d2	d S d1 d1 M d2 d1 L d2	n S d1 1 M d2 1 L d3	n S d2 1 M d3 1 L d3
7	d2 S n d3 M 1 d3 L 1	d2 S n d3 M 1 d3 L 1	d1 S d d2 M d1 d3 L d1	d1 S d d2 M d1 d2 L d2	d1 S d d2 M d1 d2 L d2	d1 S d1 d2 M d2 d2 L d2	d1 S d1 d2 M d2 d2 L d2	d S d1 d1 M d2 d2 L d2	d1 S d1 d1 M d2 d2 L d3	d S d1 d1 M d2 d1 L d3	n S d2 1 M d3 1 L d3
8	d2 S n d3 M 1 d3 L 1	d2 S d d3 M d1 d3 L d1	d1 S d d2 M d1 d3 L d2	d1 S d d2 M d1 d2 L d2	d1 S d1 d2 M d2 d2 L d2	d1 S d1 d2 M d2 d2 L d2	d1 S d1 d2 M d2 d2 L d2	d S d1 d1 M d2 d2 L d3	d S d1 d1 M d2 d2 L d3	d S d1 d1 M d2 d1 L d3	n S d2 1 M d3 1 L d3
9	d2 S n d3 M 1 d3 L 1	d2 S d d3 M d1 d3 L d1	d2 S d d3 M d1 d3 L d2	d1 S d1 d2 M d2 d3 L d2	d1 S d1 d2 M d2 d3 L d2	d1 S d1 d2 M d2 d3 L d3	d1 S d1 d2 M d2 d2 L d3	d1 S d1 d2 M d2 d2 L d3	d1 S d1 d2 M d2 d2 L d3	d S d2 d1 M d3 d2 L d3	d S d2 d1 M d3 d1 L d3
10	d2 S d d3 M d1 d3 L d1	d2 S d d3 M d1 d3 L d2	d2 S d d3 M d1 d3 L d2	d2 S d1 d3 M d2 d3 L d2	d1 S d1 d2 M d2 d3 L d3	d1 S d1 d2 M d2 d3 L d3	d1 S d1 d2 M d2 d3 L d3	d1 S d1 d2 M d2 d3 L d3	d1 S d2 d2 M d3 d3 L d3	d1 S d2 d2 M d3 d2 L d3	d S d2 d1 M d3 d2 L d3
11	d2 S d d3 M d1 d3 L d2	d2 S d d3 M d1 d3 L d2	d2 S d1 d3 M d2 d3 L d2	d2 S d1 d3 M d2 d3 L d3	d2 S d1 d3 M d2 d3 L d3	d2 S d2 d3 M d3 d3 L d3	d2 S d2 d3 M d3 d3 L d3	d2 S d2 d3 M d3 d3 L d3	d1 S d2 d2 M d3 d3 L d3	d1 S d2 d2 M d3 d3 L d3	d1 S d2 d2 M d3 d2 L d3
12	d2 S d1 d3 M d2 d3 L d2	d2 S d1 d3 M d2 d3 L d2	d2 S d1 d3 M d2 d3 L d2	d2 S d1 d3 M d2 d3 L d3	d2 S d2 d3 M d3 d3 L d3	d2 S d2 d3 M d3 d3 L d3	d2 S d2 d3 M d3 d3 L d3	d2 S d2 d3 M d3 d3 L d3	d2 S d2 d3 M d3 d3 L d3	d2 S d2 d3 M d3 d3 L d3	d1 S d2 d2 M d3 d3 L d3

d = Demoralized; place a Demoralization marker on the affected force. A force that is out of supply when it is involved in combat, as attacker or defender, is automatically Demoralized at the conclusion of combat, regardless of any other result.

= Loss Number (see Combat Loss Chart to determine actual number of strength points lost);

n = No Effect.

Use the Combat Ratio/Differential Determination Table to determine the column to be used to resolve a combat on the Ground Combat Results Table. Then both players roll one die and locate their results under that column. The attacker locates his result under the “**Def**” side of the column next to the Size Code (**S**, **M**, **L**) of the attacking force. The defender does likewise, using the “**Att**” side of the column to determine how much damage he did to the attacking force. For instance, the combat uses the “**J**” column (2 to 1), and the attacker rolls a “**5**,” looking under the “**Def**” column, we find three results corresponding to the size of the attacking force. If the attacking force is small (1 to 15 Combat Strength Points), then the defender suffers a “**d1**” result; if medium size (16 to 45 Combat Strength Points) then the defender suffers a “**d2**” result; and, if large (46 or more Combat Strength Points), then the defender suffers a “**d2**” result as well. The defender locates his die result to find the damage he does to the attacker by referring to the “**Att**” side of the column; If the defending force (for example) consisted of 20 combat Strength Points (remember, parenthesized Combat Strength Points count for the defender, but not for the attacker), or medium size, and the defending player rolled a “**2**,” the result against the attacker would be “**n**,” or no effect. Leaders in combat may modify the die rolls of one or both players.

Force Size:

Small: 1-15 Strength Points

Medium: 16-45 Strength Points

Large: 46 or more Strength Points

Column Shift Summary:

The terrain effects chart lists the effects of terrain on combat. Column shift effects are listed below. All applicable column shifts are combined to find a final total. The Combat Result Table may not be shifted more than *four* columns.

Column Shifts to the Left:

1: Forest hex

1: Attacking *out* of a Rough hex (i.e., the hex the attacker left in order to attack the defender was Rough terrain)

1: Minor River hexside

2: Swamp hex

2: Navigable River hexside

2: Mountain Gap hexside

3: Rough hex

Column Shifts to the Right:

1: If defender is Demoralized

[8.27] COMBAT LOSS TABLE

Number of Strength Points in Force	Combat Result (Loss Number)		
	1	2	3
1	0	0	0
2	0	0	1
3	0	1	1
4	0	1	1
5	0	1	1
6	1	1	2
7	1	1	2
8	1	2	2
9	1	2	3
10	1	2	3
11	1	2	3
12	1	2	4
13	1	3	4
14	1	3	4
15	1	3	4
16	2	3	5
17	2	3	5
18	2	4	5
19	2	4	6
20	2	4	6
21	2	4	6
22	2	4	7
23	2	5	7
24	2	5	7
25	2	5	7

In order to use the Combat Loss Table, simply cross-reference the Loss Number obtained on the Combat Results Table with the number of Strength Points in the force taking the casualties. If the number of Strength Points his greater than 25, simply read the chart as many times as necessary. For example, if the defender received a Loss Number of “2” from the combat and had 67 Strength Points present in the combat hex, the defending player would would read the “25” row twice, and the “17” row once (receiving a total loss of 13 strength points). Remember that in some cases, multiple rounds of combat may be fought (up to three) and that the players could suffer some very significant casualties in such a battle.

[10.26] NAVAL COMBAT RESULTS TABLE

Die Roll	Fortification Type/Naval/Riverine Force Size			
	Unmanned Fort/ Gunboat Squadron	Unmanned Fortress/ Gunboat Flotilla/ Naval Squadron/ River Ironclad Squadron	Manned Fort/ Naval Flotilla/ River Ironclad Flotilla/ Naval Ironclad Sqdrn	Manned Fortress/ Naval Ironclad Flotilla
1-3	n	n	n	n
4	n	n	n	Damaged
5	n	Damaged	Damaged	Damaged
6	Damaged	Damaged	Sunk	Sunk

n: No Effect. **Sunk:** the Naval/Riverine unit is permanently eliminated. **Damaged:** if Confederate, the player rolls two dice, placing the damaged unit a number of Cycle in the future on his Cycle Record Track equal to the result. The Union player only rolls one die for his damaged units. Damaged units that have completed repairs re-enter the game like any other naval unit.

The Naval Combat Results Table (NCRT) is used to resolve combat between Naval/Riverine units or between Naval/Riverine units and a Fort or Fortress. Combat between Naval/Riverine forces is initiated when opposing Naval/Riverine forces occupy the same hex or hexside. Each player places each of his naval units on a flat surface in a line. He may freely break Flotillas down into Squadrons, or combine Squadrons into Flotillas as he sees fit. If one player has more combat units than the other, he may double up units as soon as each enemy unit has a friendly one opposite, and if he still has more ships remaining when each enemy unit is faced by two friendly units, he may begin tripling up against the enemy and so on until all of his units are deployed. Both players find each unit's type at the top of the table, each at the column applicable to his unit. Then both players roll one die and apply the results to the enemy unit. If a Naval Leader is present, the owning player adds his Tactical Combat Rating to each of his combat resolution die rolls (results of more than "6" are treated as "6"). If both players have Naval/Riverine combat units remaining, another round is fought – and rounds continue until one or both sides is completely eliminated.

A Fort or Fortress may attack an enemy naval force that occupies its hex, or one that occupies a Tidal or Navigable River hexside adjacent to its hex. The Naval/Riverine force may not attack the Fort/Fortress, however. To resolve the combat, locate the fortification type and condition (either manned or unmanned) at the top of the Table. The owning player then rolls one die and applies the result to the enemy naval force. There are no modifiers for Leaders. The results from both types of combat are the same.

[12.47] Fort/Fortress Construction Table.

Fortification Type	Supply Expended				
Fortress	100	150	200	250	300
Fort	20	30	40	50	60
Die Roll	Result				
1	-	-	-	-	-
2	-	-	-	-	B
3	-	-	-	B	B
4	-	-	B	B	B
5	-	B	B	B	B
6	B	B	B	B	B

B: The fortification is built. **"-":** The fortification is not built and the supply points expended are lost.

[12.57] Siege Bombardment Table

Die Roll	Bombardment Target	
	Fort	Fortress
1	-	-
2	-	-
3	-	-
4	R	-
5	R	-
6	R	R

“-”: No Effect. **R**: Fortification Reduced.

When reduced, a Fortress is reduced to a Fort and Fort is eliminated.

[14.19] Supply Attrition Table.

Die Roll	Strength Points in Hex							
	1-3	4-7	8-13	14-19	20-26	27-34	35-43	44+
1	-	-	-	-	-	2	3	3
2	-	-	-	-	1	3	3	4
3	-	-	-	1	2	3	4	4
4	-	-	1	2	3	4	4	5
5	-	1	2	2	3	4	5	6
6	1	2	2	3	4	5	6	7

= Number of Strength Points lost to attrition.

[14.46] Ship Blockade Table.

Number of Squadrons	Ship Blockade Die Roll					
	1	2	3	4	5	6
1, 2	-	-	-	-	-	B
3, 4	-	-	-	-	B	B
5, 6	-	-	-	B	B	B
7, 8	-	-	B	B	B	B
9, 10	-	B	B	B	B	B
11 or more	B	B	B	B	B	B

B = The port is blockaded. "-" = The port is not blockaded.

Determine the current number of Union Naval Squadrons within two hexes of the port in question and roll one die.

During Winter Cycles, subtract one from the die roll.

[14.48] CONFEDERATE SUPPLY LOSS SCHEDULE

CSA Production Plus Imports	Effect
149 - 135	Command Point Cost to build a depot, Fort, or to upgrade a Fort to a Fortress is increased by 1.
134 - 120	Activating Naval forces and Leaders costs 2 Commands per 5 Naval/Riverine units and two times the Naval Leader's Initiative Rating.
119 - 105	Upgrading a Fort to a Fortress costs five commands (the cost to build a Fort remains at four commands).
104 - 75	A supply line may only be traced four hexes to a depot instead of the normal five hexes.
74 - 60	A supply line may only be traced two hexes to a rail line instead of three hexes.
59 - 45	The Movement Point Allowance for all units is reduced by one Movement Point.
45 - 30	Activating Naval forces and Leaders costs 3 Commands per 5 Naval/Riverine units and three times the Naval Leader's Initiative Rating.
29 - 15	No Confederate Naval or Riverine units may enter play as reinforcements.
14 - 0	The Movement Allowance of all units is reduced by a second Movement Point (thus infantry can only move two hexes and Cavalry four).

During the Blockade Effects Phase, the Confederate Import/Production total is cross-referenced with the above chart if the total is less than 150. The listed results apply only to the Confederacy. In addition, all results are *cumulative*. If the Union has control of the Mississippi (see case 5.13), the Confederacy is divided into two Import/Production totals, *each* of which is subject to the above effects – one for the Trans-Mississippi and the other for the rest of the Confederacy.

[19.26] INDIAN RAID TABLE

Die Roll	Comanche Apache Kiowa Quantrill	Lippan	Mescalero
1	Eliminated	Eliminated	Eliminated
2	Return/Change Side	Return/Change Side	Eliminated
3	Return	Return	Return/Change Side
4	Massacre	Return	Return
5	Massacre	Massacre	Return
6	Massacre	Massacre	Massacre

Subtract 1 from the die roll if Stockade/town/city is alert; add 1 to the die roll if Stockade/town/city is not alert.

Massacre: The Raid has been successful; the town, city or stockade is destroyed. Place a Destroyed marker on the hex and then the Raiding player rolls on the Massacre Table, rolling one die (no modifications for alert).

Return: No damage is done to the town, city or Stockade and the Raiding Indian unit is returned to its Set-Up hex, but the Indian unit remains in the control of its present owner.

Return/Change Side: No damage is done to the town, city or Stockade and the Raiding Indian unit is returned to its Set-Up hex and flipped to its reverse side to indicate the other player now controls it.

Eliminated: The Tribal Indian unit is eliminated and placed on the next Cycle on the controlling player's Cycle Record Track to indicate when it may be placed in the Tribal Indians Available pool for redeployment. No damage is done to the town, city or Stockade.

[19.27] INDIAN MASSACRE TABLE

Die Roll	Result
1	Massacre/Return/Change Sides: The town, city or Stockade is destroyed, the Indian unit is immediately returned to its Set-Up hex and flipped over to its reverse side indicating the change in ownership.
2-3	Massacre/Return: The town, city or Stockade is destroyed and the Indian unit is immediately returned to its Set-Up hex.
4-5	Massacre: The town, city or Stockade is destroyed and the Indian unit remains in the hex.
6	Infamous Massacre: The town, city or Stockade is destroyed. Additionally, another town, city or Stockade within 4 hexes is also destroyed. If there are two or more towns, cities, or Stockades within 4 hexes, the <i>Raided</i> player has his choice of which one will be destroyed. However a town, city, or Stockade containing a Strength Point, Texas Ranger, Civilized Indian or Depot cannot be destroyed. If there are no other towns, cities or Stockades within 4 hexes, then treat as a normal "Massacre."

[19.52] Additional Far West Reinforcements.

- **7/61:** 1x Mescalero, 1x Kiowa, 1x Commanche
- **10/61:** 1x Apache, 1x Civilized Indian Infantry
- **13/61:** 1x Lippan, 1x Texas Ranger, 1x Civilized Indian Cavalry, 3x Civilized Indian Infantry
- **3/62:** 1x Kiowa
- **6/62:** 1x Commanche, 1x Texas Ranger
- **9/62:** 1x Texas Ranger
- **5/63:** 1x Texas Ranger

[20.61] Union Production Cost Chart.

Unit	Personnel	Supply	Cycles
Production Costs:			
Militia	2	1	1
Garrison	1	2	2
Infantry	3	3	4
Cavalry	6	5	5
RR Unit	3	50	3
Siege Train	5	60	5
Naval Base	5	40	1
River Ironclad*	2	25	4
Gunboat	1	10	3
River Transport	1	5	1
Naval Ironclad*	2	30	5
Naval Warship	2	20	3
Naval Transport	1	15	2
Augmentation Costs:			
Augment Infantry	1	3	4
Augment Cavalry	4	5	5
Conversion Costs:			
Convert Militia - Infantry	1	2	3
Convert Garrison - Infantry	2	1	2
Notes: Ground combat unit production costs are per point. Naval construction costs are per Squadron. Asterisked units must “complete building” before they are functional (see case 19.42)			

Unit	Personnel	Supply	Cycles
Production Costs:			
Militia	2	1	1
Garrison	1	2	2
Infantry	3	2	4
Cavalry	3	4	4
RR Unit	3	40	4
Naval Base	5	50	5
River Ironclad*	3	30	5
Gunboat	1	15	4
River Transport	1	10	2
Commerce Raider	1	25	4
Naval Transport	1	20	3
Augmentation Costs:			
Augment Infantry	1	2	4
Augment Cavalry	2	4	4
Conversion Costs:			
Convert Militia - Infantry	1	1	3
Convert Garrison - Infantry	2	0	2
Notes: Ground combat unit production costs are per point. Naval construction costs are per Squadron, except for Commerce Raiders which are paid for individually. Asterisked units must "complete building" before they are functional (see case 19.41).			

[21.62] Union Leader Availability. During each Cycle, the Union player may add new Leaders to his Leaders Available pool in accordance with the following schedule:

- **1861:** 3 per Cycle (beginning with Cycle 7/61)
- **1862:** 3 per Cycle
- **1863:** 2 per Cycle
- **1864:** 1 per Cycle
- **1865:** 1 per Cycle

[21.63] Confederate Leader Availability. During each Cycle, the Confederate player may add new Leaders to his Leaders Available pool in accordance with the following schedule:

- **1861:** 2 per Cycle (beginning with Cycle 7/61)
- **1862:** 2 per Cycle
- **1863:** 1 per Cycle
- **1864:** 1 per even-numbered Cycle
- **1865:** None

[23.13] Victory Point Awards. Victory Points are awarded for the following:

1. The CSA Receives 1 VP per CP Table Use

During the Command Point Table Use Phase of each Game Turn, record on the Admin Track the number of times the Command Point Table was used during that Game Turn. It will always be used once per Turn and may be used as many as four times. When Victory Determination is made, the Confederate player receives 1 VP for each CP Table Use.

2. Each Player Receives the VP Value for Enemy or Neutral VP Cities They Control

Both players receive Victory Points for controlling enemy and neutral VP cities. Thus, when the Union player takes a Confederate VP city, he should move his Victory Points marker up that number of spaces on the Admin Track. If the Confederate player then retakes that city, the VP's are lost to the Union and should be subtracted from his current VP total.

3. The USA Receives 1 VP per CSA VP Site

There are three Confederate Resource Sites not located in cities; the Salt Mine (hex 5163), the Lead Mine (hex 5164), and the Ironworks (hex 5538). Each site is worth 1 VP to the Union player if he controls them.

4. Each Player Receives VP's Equal to the VP City Value for State Conversion

A player receives VP's for control of VP cities in neutral states just as he does for enemy VP cities. In addition, when a neutral state joins his side, he receives VP's equal to the VP city point total for that state. These VP's are in addition to those he received for the cities themselves. Thus Missouri is worth 8 Victory Points for joining, and 8 for the cities themselves. When a player has control of all VP cities in an enemy state at the end of a Game Turn, that state is converted to being neutral towards him. In addition, he receives VP's equal to the VP city total for this conversion. Thus, Tennessee is worth 37 Victory Points to the Union player: 19 for its VP cities and sites, and 18 for its conversion (the Ironworks is not a VP city and thus does not give a second VP for conversion). Victory Points awarded for gaining control of a neutral state or converting an enemy state are only lost if the enemy manages to gain control and hold of all the VP cities in that state at the end of a Game Turn. Simply retaking one or two VP cities will not cause conversion points to be lost (although VP's for the cities themselves do change hands).

5. The CSA Receives 1 VP per 25 US Merchant Ships Sunk

The Confederate player receives 1 Victory Point for every 25 Merchant Ships his Commerce Raiders sink. During Victory Determination, divide US ships sunk by 25 to determine the number of Victory Points the Confederate player receives. However, fractions are lost, so if there were 65 ships sunk, the Confederate player would still only receive 2 VP's.

6. The CSA Receives 1 VP per Turn for Isolating Washington, D.C. from the Rest of the Eastern Theater.

If, at the end of a Game Turn, a continuous line of Union rail hexes cannot be traced from Washington, D.C. to 21 Victory Points worth of Union cities in the Eastern Theater, then the Confederate player receives 1 permanent Victory Point. The Confederate player continues to receive 1 Victory Point per Game Turn as long as he continues to isolate Washington. These VP's are *not* lost if the Union manages to restore communications with 21 VP's worth of VP cities.

7. The CSA Receives 10 VP's for Control of Washington, D.C.; if the CSA Force is Demoralized or Out of Supply, the CSA Receives 5 VP's

If, at the end of a Game Turn, the Confederate player occupies Washington, D.C. with a force that is in supply and not Demoralized, then the Confederate player receives 10 permanent VP's. If the force is Demoralized or out of supply, then the award is only 5 permanent VP's. Regardless of the VP's awarded, a Victory Determination is immediately made, the Union player must immediately eliminate all units of Naval Transports, all units of Naval Warships, and all units of Naval Ironclads, and the East must be the Union Primary Theater during Resource Allocation until Washington is retaken. Additionally, all Union Discretionary Commands must be spent in the Eastern Theater until Washington is retaken. Even if Washington is retaken, the Naval units are permanently lost and all future Union Naval unit construction is *doubled* in Personnel and Supply Point cost.

8. Each Player Receives 1 VP Each Time an Enemy Fort is Destroyed or Captured

In order for this VP to be awarded, the Fort must be involuntarily destroyed by enemy action. Victory Points are awarded if an unmanned Fort is occupied by the enemy.

9. Each Player Receives 2 VP's Each Time an Enemy Fortress is Destroyed or Captured

In order for these VP's to be awarded, the Fortress must be involuntarily destroyed by enemy action. Victory Points are awarded if an unmanned Fortress is occupied by the enemy.

10. The Union Player Receives 1 VP for Each Ironclad or Commerce Raider Destroyed

The Union player receives 1 VP for each Confederate Ironclad unit and each Commerce Raider unit destroyed. These VP's are awarded permanently and immediately when such units are eliminated.

11. Each Player Receives 1 VP per 75 Enemy Land Strength Points Lost as Casualties

Each player receives 1 VP for every 75 enemy land strength points destroyed in battle or lost due to attrition (of any kind). Players track their casualties on their respective Casualty Tracks (see Case 8.8). These Victory Points are awarded during Victory Determination.

12. Each Player Receives 1 VP for Every 2 Stockades, Towns, or Cities Destroyed by Indian Raids

Each Player receives 1 VP for every two enemy-controlled Stockades, towns, or cities destroyed by Indian Raids. In addition, the player who destroys an enemy VP city receives any VP's due for that city. Players ignore fractions.

13. Whichever Player Controls both Ft. Gibson and Boggy Depot at the End of the Game Receives 2 VP

Whichever player controls *both* Ft. Gibson *and* Boggy Depot in Indian Territory at the end of the game receives 2 VP's. If neither player controls both, the VP are not awarded.

[23.3] VICTORY SCHEDULES:

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

From the Beginning of the Game Through the End of Cycle 2/62:

27 or more:	Union Substantial Victory
19 – 26:	Union Marginal Victory
15 – 18:	Confederate Marginal Victory
17 or Less:	Confederate Substantial Victory

From Cycle 3/62 Through the End of Cycle 2/63:

61 or more:	Union Substantial Victory
45 – 60:	Union Marginal Victory
36 – 44:	Confederate Marginal Victory
35 or Less:	Confederate Substantial Victory

From Cycle 3/63 Through the End of Cycle 2/64:

76 or more:	Union Substantial Victory
60 – 75:	Union Marginal Victory
45 – 59:	Confederate Marginal Victory
44 or Less:	Confederate Substantial Victory

The End of Cycle 11/64 (The Election of 1864):

Victory is determined at the end of 11/64 when the game is being played through the end of the war. If the Victory Point total is 75 or more, Lincoln has won re-election and the game continues. If the Victory Point total is 74 or less, Lincoln has lost and the game ends in Confederate victory.

The End of Cycle 6/65:

If the game continues until the end of the last turn, then it can be assumed that the Union will ultimately win. However, the following schedule is used to determine the winner in game terms:

135 or more:	Union Substantial Victory
110 – 134:	Union Marginal Victory
95 – 109:	Confederate Marginal Victory
94 or Less:	Confederate Substantial Victory

[24.2] RANDOM EVENTS TABLE AND EXPLANATION

2 – CSA Submarine Attack: The Confederate player chooses a Confederate port currently under Ship Blockade or that has Union Naval units within two hexes of the port. He rolls one die; on a result of “5” or “6,” one Union Naval combat unit is sunk. On any other result there is no effect. If there is no Confederate controlled port that meets the above criteria, treat as a non-event.

3 – Better Rail Management: The Confederate player may increase his Rail Capacity by 10 for the current Cycle only.

4 – Leader Removal: Random Leader Removal due to uncontrollable circumstances. The Union player rolls one die; on a result of 1-3, the Confederate player must remove a Leader, on a 4-6, the Union player must remove a Leader. The affected player rolls again on the table below to determine the affected theater:

If USA		If CSA	
Die Roll	Theater	Die Roll	Theater
1-3	East	1-2	East
4-5	West	3-5	West
6	Trans-Mississippi	6	Trans-Mississippi

Once the Theater is determined, the affected player “randomizes” all of his Leaders (place all of the vulnerable Leaders in the Leader Removal force pool and randomly select one) in the theater *except* the highest ranking, most senior 3-star, if any. The randomly selected Leader is permanently removed from play.

If the players desire, they may roll again on one die to determine a reason:

- 1: Has been Courtmartialed
- 2-3: Died of disease
- 4: Has resigned his commission
- 5: Refused to serve
- 6: Was shot by an irate husband or during a quarrel

Examples (for historical fun): FJ Porter (Courtmartialed and Cashiered for events during Second Bull Run); Edwin V. Sumner, John Buford (both died of disease during the war); Winfield S. Hancock (resigned his commission in 1865 when his Gettysburg wound wouldn’t heal and he was no longer able to lead troops); Darius N. Couch (Refused to serve under Joe Hooker any longer and eventually resigned his commission); Earl Van Dorn (shot and killed by an irate husband who believed Van Dorn to be “trifling” with his wife) and William F. “Bull” Nelson (shot and killed by a subordinate with whom he quarreled).

5 – Missouri: Unrest in the state of Missouri. May only occur through Cycle 2/63. Add one non-controlling Partisan Cavalry unit to any VP city or town (in that order) not garrisoned by the player with whom Missouri is aligned. If Missouri is still Neutral, add one Partisan Cavalry unit for *each* player to any friendly controlled VP city or town (in that order). Only one Partisan Cavalry unit may arrive regardless of how many un-garrisoned cities or towns there are, or how many are friendly.

6 – “Home Guards:” A Confederate state calls for more of its own troops to protect the state from Yankee depredations. The Union player selects one Southern state that has not yet been converted and which has at least one Union unparenthesized land combat strength point within its state borders. The Confederate Headquarters closest to that state (but not actually in it) must immediately transfer 1 to 6 unparenthesized land combat strength points (roll a die to determine how many) to the Capital city of that state (simply place them there). If the capital is occupied, then any other Confederate controlled VP City or town (in that order) may receive the strength point(s). The transferred strength points must remain within the borders of the specified state for the entire Cycle (the next four Game Turns), but after that may move freely anywhere the Confederate player wishes to move them.

7 – “On to Richmond:” Northern Newspapers agitate for immediate action by the Army of the Potomac against Richmond. The Union player must do one of the following within the next four Game Turns:

- 1) Move the Army of the Potomac (including any subordinate units and Corps) into Confederate territory placing it at least one hex closer to Richmond than it was at the beginning of the Cycle;

- 2) Remove the current Army of the Potomac commander (paying the appropriate Command Point cost to do so); or
- 3) Lose 2 Victory Points

8 – Diplomatic Success: The Confederate player rolls one die:

On a roll of 1-4, the Confederate player was able to purchase a new Ironclad or Commerce Raider. The Confederate player chooses a unit and places it on any friendly port or naval base (if an Ironclad) or in the At Sea box (if a Commerce Raider).

On a 5, the Union player loses 3 Victory Points for the Slidell Mission debacle (but only once per game).

On a 6, the Confederate player has improved Arms procurement and may either add one to the number of Fortresses he may have on the map at any one time, or may immediately add 100 Supply Points to his Supply Point Pool.

9 – Kentucky: The Kentucky Legislature declares for the Confederacy. This event may only occur not later than Cycle 4/62. The Confederate player receives VP's as if Kentucky were converted. The Union still controls the rail lines (at least until they are converted) and retains control of any VP cities he actually occupies (not merely controls). All other VP cities immediately become Confederate controlled, whether occupied or not by Confederate units. If Kentucky is already converted to the Union, or it is Cycle 5/62 or later, treat as a non-event.

10 – Emancipation Proclamation: This event may only occur on Cycle 9/62 or thereafter. Lincoln issues the Emancipation Proclamation. (The Union player should take this opportunity to gaze beatifically at the heavens and announce; "I free the slaves!"). Once this event is rolled, the Union player may issue the Proclamation at *any* time thereafter that he meets the qualification necessary to issue the Proclamation (he need not roll it again if he cannot issue it at the time this event is rolled).

The Union player may *not* issue the Proclamation if any Confederate Headquarters occupies a hex in Maryland, Pennsylvania, Ohio or Illinois. Nor may he issue it if the current total of Victory Points as recorded on the Admin Track is a negative number (i.e., the Confederate player has more Victory Points on the Track than the Union player does).

The effects of the Proclamation are as follows: the Confederate player may never benefit from Foreign Intervention, even if he occupies Washington, D.C. The Union player does not lose all of his naval units in such a case, nor is the cost to build them doubled; the Confederacy simply will not be actively supported by any foreign power.

This event only occurs once per game. After it is rolled, this event is treated as a non-event any time it is rolled in the future.

As a reminder, 13 Cycles after the Emancipation Proclamation is issued, the Union player may issue the Black Personnel Call....

11 – NYC Draft Riots: May only occur during the first six Cycles of the first Union Draft Call. Draft riots force the deployment of Union forces into the City. During the Cycle this event occurs, the Union player must immediately move 2 to 12 unparenthesized land combat strength points to New York City (he may simply place them there). The Union player rolls two dice to determine how many strength points must move there. The strength points must remain in New York for one entire Cycle (four Game Turns). After a full Cycle, they may move freely (though another Draft Riot could always break out during the period of the first Draft Call). If this event is rolled during any other period than the first six Cycles of the First Union Draft Call, it is treated as a non-event.

12 – Improved Recruiting: Roll another die; on a 1-2, this event affects the Union player; on a 3-6 it affects the Confederate player. The affected player receives 10 extra Personnel Points during this Cycle only. This event may occur as many times as it is rolled.

Die	East	West	Trans-Miss
1	Secondary	Primary	Tertiary
2	Secondary	Primary	Tertiary
3	Primary	Secondary	Tertiary
4	Primary	Secondary	Tertiary
5	Primary	Secondary	Tertiary
6	Roll Again and Locate Result Below		
1-3	Primary	Tertiary	Secondary
4-6	Secondary	Tertiary	Primary