

NEVER CALL RETREAT

**The American Civil War
1861 - 1865**

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 the 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's somewhat difficult 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.

The Civil War was the epochal event for an entire generation and continues to haunt the national psyche to some degree even today. Perhaps the only other people on earth that suffered a comparable event was the Soviet people during their "Great Patriotic War." After the Civil War, the time before the guns spoke began to seem a distant political golden age to many, both North and South, and the aftermath (reconstruction, ever more difficult racial relations, economic and political subjugation of an entire region) a tawdry, stained ending to a war fought for the highest ideals (freedom and Union on the North's part, States Rights and the old Constitutional principles according to the South).

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 truly decisive battle and foreshadowed the grim blood-lettings of the century to come.

In the end, the American Civil War remains America's bloodiest and saddest war; from which banners still fly in the minds of some, and hatreds still stain the lives of many. It gave the nation a tradition of glory and great leaders which is still celebrated today. Almost every American knows the name of Lee, and Grant and Sherman. And many others; Stonewall Jackson, Phil Sheridan, Nathan Bedford Forrest, Benjamin Butler - are household names, for good or ill, in many parts of the country, even if many American no longer remember why. It gave rise to one of the greatest state documents in this or any other nation's history - the Emancipation Proclamation, but failed to resolve the underlying tensions between the Black and White races - a process that continues to this day. From an economic perspective, it is only within the last 50 or so years that the old South has finally begun to recover from the damage inflicted during four years of total war. Indeed, even today, the nation's poorest, least educated, and politically most benighted states remain in the old Confederacy.

After all is said and done, America is undoubtedly a better nation today than it would have been without the Civil War, but the loss of 600,000 dead, the horrendous destruction and waste of an entire nation's wealth in four years of unrestrained blood-letting, cost this nation things that even today we are only beginning to understand.

[1.0] INTRODUCTION**[2.0] GENERAL COURSE OF PLAY****[3.0] GAME EQUIPMENT**

- [3.1] The Game Map
- [3.2] Tracks and Boxes
- [3.3] The Playing Pieces
- [3.4] Game Charts and Tables

[4.0] HOW THE GAME PLAYS

- [4.1] Sequence of Play
- [4.2] The Strategic Cycle
- [4.3] First Turn Special Rule

[5.0] COMMAND POINTS

- [5.1] Resource Allocation
- [5.2] The Action Phase

[6.0] LEADERS

- [6.1] Leaders
- [6.2] Leader Promotions
- [6.3] Leader Removal
- [6.4] Leader Losses
- [6.5] Leader Effects on Rally

[7.0] GROUND MOVEMENT

- [7.1] Ground Movement Procedure
- [7.2] Forced March
- [7.3] Leaders and Ground Movement
- [7.4] Terrain Effects on Movement
- [7.5] Terrain Effects Chart
- [7.6] Theater Boundary Effects on Movement
- [7.7] Rail Movement
- [7.8] Weather Effects

[8.0] GROUND COMBAT

- [8.1] Combat Procedure
- [8.2] How to Use the Combat Results Table
- [8.3] Manual Combat Ratio/Differential Determination
- [8.4] Leader Effects on Combat
- [8.5] Terrain Effects on Combat
- [8.6] Overrun Combat
- [8.7] Combat Results
- [8.8] Recording Casualties

[9.0] NAVAL MOVEMENT

- [9.1] Naval Force Types
- [9.2] Naval Unit Denominations
- [9.3] Naval Leaders
- [9.4] Naval/Riverine Movement
- [9.5] River Movement
- [9.6] Naval River Control
- [9.7] Ferry Movement
- [9.8] Amphibious Movement
- [9.9] Naval Bases

[10.0] NAVAL COMBAT

- [10.1] Combined Land and Naval Combat
- [10.2] Naval Combat
- [10.3] Confederate Commerce Raiders

[11.0] CAVALRY

- [11.1] Cavalry Retreat Before Combat
- [11.2] Cavalry Corps and Subordination
- [11.3] Cavalry Control of Hexes

[12.0] FORTS, FORTRESSES AND STOCKADES

- [12.1] Fortification Types
- [12.2] Effects of Fortifications
- [12.3] Capacity of Forts and Fortresses
- [12.4] Fort/Fortress Construction
- [12.5] Siege and Assault
- [12.6] Siege and Confederate Towns and Cities
- [12.7] Destruction and Capture of Forts and Fortresses
- [12.8] Supply Effects on Unmanned Fortifications

[13.0] HEADQUARTERS UNITS

- [13.1] Headquarters Display
- [13.2] Size Limit of Headquarters With Combat Units
- [13.3] Reaction Movement

[14.0] SUPPLY

- [14.1] Supply Determination and Effects
- [14.2] Tracing a Line of Supply
- [14.3] Combination Supply Lines
- [14.4] Confederate Supply
- [14.5] Union Supply

[15.0] RAILROADS

- [15.1] Rail Line Control
- [15.2] Rail Conversion
- [15.3] Destroying Railroads
- [15.4] Rail Repair
- [15.5] The B&O Railroad
- [15.6] Kentucky Railroads
- [15.7] Missouri Railroads

[16.0] PARTISANS

- [16.1] Partisan Units
- [16.2] Effect of Partisan Cadres
- [16.3] Effect of Partisan Units

[17.0] NEUTRAL STATES

- [17.1] General Rule
- [17.2] Neutral State Victory Points
- [17.3] Territorial Conversion
- [17.4] West Virginia
- [17.5] New Mexico
- [17.6] The Indian Territory
- [17.7] Missouri
- [17.8] Kentucky
- [17.9] Mexico

[18.0] STATE MOBILIZATION**[19.0] FAR WEST OPERATIONS AND SPECIAL RULES**

- [19.1] Far West Command Points
- [19.2] Tribal Indians
- [19.3] Civilized Indians and Stand Watie
- [19.4] Texas Rangers
- [19.5] Reinforcements
- [19.6] Bloody Kansas

[20.0] PRODUCTION

- [20.1] The Production Phase
- [20.2] The Production Process
- [20.3] Where Newly Produced Units Deploy

- [20.4] Production of Ironclads
- [20.5] Naval Base Deployment
- [20.6] Production Costs
- [20.7] Special Production Cases

[21.0] ADDITIONAL PRODUCTION PHASE EVENTS

- [21.1] Military Departments
- [21.2] Creation of Headquarters Units
- [21.3] Brigade Merge
- [21.4] Militia Demobilization
- [21.5] Special Confederate Replacement Rule
- [21.6] Leader Transfer

[22.0] PERSONNEL POINTS

- [22.1] The Personnel Point Display
- [22.2] How the Display Works
- [22.3] Using Personnel Points in Production
- [22.4] Manpower Progression
- [22.5] Special Manpower Calls

[23.0] VICTORY

- [23.1] Victory Points
- [23.2] Victory Determination
- [23.3] Victory Schedules

[24.0] RANDOM EVENTS

- [24.1] Procedure
- [24.2] Random Events Table and Explanation

[25.0] SCENARIOS

- [25.1] How the Game is Played
- [25.2] How to Start
- [25.3] Scenario Parameters
- [25.4] 1861 Scenario
- [25.5] 1862 Scenario
- [25.6] 1863 Scenario
- [25.7] 1864 Scenario

[26.0] OPTIONAL RULES

- [26.1] Solitaire Play
- [26.2] Untried Leaders
- [26.3] Confederate Initiative Pick
- [26.4] Lee Stays East
- [26.5] Grant Stays West
- [26.6] Entrenchments
- [26.7] Partisans
- [26.8] Special Initiative Restriction

[27.0] FURTHER OPTIONAL RULES FOR HISTORICAL LEADERS

[28.0] VARIANT LEADER LOSS RULES

- [28.1] Leader Losses
- [28.2] Leader Loss Table
- [28.3] Captured Leaders

[29.0] EXPERIMENTAL POLITICAL RULES

- [29.1] Political Point Awards

[30.0] EXPERIMENTAL RULES FOR NAVAL AND FORT COMBAT

[31.0] MORE DESIGNER COMMENTARY by Irad B. Hardy

[32.0] ADDITIONAL SCENARIOS

- [32.1] 1862 Campaign Game
- [32.2] 1863 Campaign Game

- [32.3] 1864 Campaign Game

[33.0] ADDITIONAL VARIANT RULES

- [33.1] Variant Limited Intelligence Rules
- [33.2] Cavalry Probes
- [33.3] Kentucky - Missouri Neutrality Variant

DESIGN CREDITS

This game is an amalgamation of Victory Games *Civil War* and Decision Games/SPI's *War Between the States*. Each of its predecessors offers some unique insights into the whys and wherefores of the American Civil War, and I hope by combining many of the features of the two games, players will reach a new understanding of how and why things happened during America's greatest war.

To that end, special acknowledgment is due to the design teams from all three of this game's antecedents. SPI for the original division-sized monster, which provided much of the military insight for the game, and Decision Games' team for their expert redesign, keeping within the original design objectives of *War Between the States*, yet providing better terrain analysis and fixing many of the admittedly "clunky" rules from the original. And to Victory Games' team, for creating a unique study into leadership in the Civil War and providing one of the most playable "mini-monsters" ever designed. I encourage all players to seek out those designs and play them – they are some of the finest examples of game design on the market.

As noted, this game is mostly an amalgamation of the key features of each of the earlier games, with some simplifications here and there to speed play. If I have done anything special here, it is because a pygmy standing on the shoulders of giants can always see a bit farther....

[1.0] INTRODUCTION

Never Call Retreat is an operational level simulation of the War Between the States, 1861-65. The map covers all the Theaters of war from the deserts of New Mexico to the Hudson river and from New York City to Matamoros in Mexico. The units represent the armed forces of the Union and the Confederacy. "Operational level" means the role of the 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 main emphasis of the game is on the diverse nature of combat in the various theaters of war; the East, the West, the Trans-Mississippi, and the Far West. Leadership is highlighted through the use of counters representing a good proportion of the actual major Leaders on each side during the war. Ground movement and combat are the primary activities in the game, with naval movement and combat providing an important secondary element.

Production is the primary means the players have of dictating the strategic course of the struggle – the forces they create will determine what kind of war they will fight.

Never Call Retreat is not an exceptionally complex game for its size and type, yet it does contain a great deal of detail. Nonetheless, an attempt has been made to trade off lower levels of complexity in some areas with higher levels in others. Thus, the supply rules are relatively simple, while the rules for combat are considerably more complex.

[2.0] GENERAL COURSE OF PLAY

Never Call Retreat is a two-player game. One player represents the Union, the other the Confederacy. Each player moves his units and executes attacks on enemy units in turn, attempting thereby to establish conditions of victory for his side. Periodically the players conduct a "Strategic Cycle," during which they mobilize or demobilize armies, maintain armies already existing, promote or demote commanding officers (leaders), and generally establish who is winning or losing via the political and victory conditions.

[3.0] GAME EQUIPMENT

The American Civil War was fought over an area larger than Europe. In an area this size, the lay of the land was critical to the outcome of the war. The Appalachian Mountains and the Mississippi River divided the Confederacy into three separate sections (and the sheer distances and sparse population in the Far West effectively made a fourth). In each section, the terrain is very different. Consequently, the way the war was fought in each section was different. The game map shows those features which made each area unique, such as the rivers, mountains, cities, swamps and rail lines. One of the main elements in this game is an attempt to realistically portray terrain and show its effects on the operations and strategies of both sides.

[3.1] THE GAME MAP

[3.11] The Map. The map portrays the area of the United States where the Civil War was fought in its entirety. Each hex represents approximately 20 miles from side to side. Each hex has a number specifically identifying that particular hex and no other.

The map is based on data gathered from dozens of sources, including the *Official Records of the War of the*

Rebellion, various physical atlases and numerous historical narratives.

[3.12] Terrain. The Terrain on the map is color coded as listed on the Terrain Key (see the map). The Terrain Effects Chart summarizes the effects of terrain on combat and movement. Often there is more than one type of terrain in or adjacent to a hex. The types of terrain that apply to a given situation are usually self-evident. Man-made features (cities, towns, rail lines, etc.) co-exist in the hex with the main terrain features (clear, swamp, rough, etc.).

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

[3.13] Friendly Territory. Each hex on the map is either friendly, enemy or neutral to each side. Hexes in the starting Union states begin the game friendly to the Union player. The starting Union states on the map are: New York, New Jersey, Pennsylvania, Maryland, Delaware, Ohio, Indiana, Illinois, Nebraska, Iowa and Kansas. Hexes in the starting Confederate states begin the game friendly to the Confederate player. The starting Confederate states are: Virginia, North Carolina, South Carolina, Georgia, Florida, Tennessee, Alabama, Mississippi, Louisiana, Arkansas and Texas. The following areas are considered neutral at the start, and may shift to support either side in accordance with the rules governing Neutral States (see Section 17.0): the area of Virginia that was to become West Virginia, Kentucky, Missouri, Indian Territory, and New Mexico.

Hexes in the starting territory of each player always remain friendly to its original owner, however it doesn't necessarily remain hostile to his opponent. If the opponent controls all Victory Point cities in the state at the end of a Game Turn, the state becomes *neutral* to that player, while remaining friendly to its original owner. It remains neutral to the opposing player unless the original owner manages to regain control of all Victory Point cities in the state at the end of a Game Turn, at which point it again becomes hostile to the opposing player.

For example, Tennessee will remain friendly to the South and enemy to the North until all VP cities within the state have been occupied by the North at the end of a Game Turn. At that point it becomes neutral to the Union and remains friendly to the Confederacy. It will return to being hostile to the North only if the Confederate player manages to take and hold all of its Victory Point cities at the end of a Game Turn.

[3.14] Port Boxes. Located on the map are boxes representing each Confederate port city. These show the number of Import Points that arrive through each port each Game Turn. If the Union player captures a port, he places a Union control marker on both the port itself and in its port box. If he has not captured the port, but has blockaded it, he places a Union control marker in the port's port box only. Some ports have hexes and

conditions next to them that if achieved, cause that port to be successfully blockaded and permit the Union player to place a Union control marker in its port box.

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

[3.16] Coastal Hexes. It is usually obvious which hexes are coastal hexes. There are some, however, which are less obvious. Any hex adjacent to an all-sea hex is, by definition, a coastal hex. In addition, any hex which has sea in part of the hex is also, by definition, a coastal hex. If a question arises, players should use common sense to determine which hexes are coastal hexes. Riverine units may not move from one coastal hex to another by crossing an all-sea hexside.

[3.17] New Orleans Approaches. The hexsides forming the entrance to Lake Pontchartrain (11725/11924) are considered Tidal River hexsides for the purposes of naval movement and Fort Pike (hex 11725) is considered to control those hexsides for all movement and combat purposes, thus controlling the approach to New Orleans by way of Lake Pontchartrain.

[3.18] Ft. Pickens, Ft. Pulaski, and Roanoke Island. Ft. Pickens (hex 11738) is separated from the mainland by a navigable river hexside between it and hex 11539. Ft. Pulaski (hex 9969) is separated from the mainland by navigable river hexsides, as is Roanoke Island (hex 5792). Thus, a force may move from the mainland to any one of these, and vice versa.

[3.2] TRACKS AND BOXES

[3.21] Cycle Record and Game Turn Record Tracks. Each player has a friendly Cycle Record Track which controls many of the strategic functions each player will perform during the game. Each box of the Cycle Record Track has an accompanying box immediately below it which may be used for placing reinforcements and new or returning Leaders in order to keep track of when they become available. Additionally, each player has a Game Turn Record Track which allows him to keep track of the progress of each Cycle's four Game Turns.

[3.22] Command Tracks. There is a set of Command Tracks permitting players to keep track of how many Command Points they have available to spend during a given Game Turn.

[3.23] Dice Differential Reminder Track. This track is provided as a convenience to players, and its use is not mandatory. It is used to record which side has won the Initiative during a Pulse and to record the Initiative Dice Difference. The player who wins the initiative simply places his dice difference marker on the track to

indicate both that he won, and how many Dice Difference points there are to spend.

[3.24] Table Use Track. This track is used to mark the number of times the players have used the Command Table in a single Game Turn. Listed on the track, to the right of each box, are the numbers which, if rolled, cause the Action Phase to end immediately.

[3.25] Admin Track. This track is used for several purposes: to record each player's Victory Point total; to track the Confederate player's Supply and Import situations; and to record the number of times the Command Point Table has been used in the game

[3.26] Resource Allocation Track. Each player places his Resource Allocation markers on this track to indicate his Resource Allocation for the next Game Turn.

[3.27] Personnel Point Displays. Each player keeps track of where he is in his latest Personnel call-up and uses his track to determine how many Victory Points a new call-up will cost, and how many Personnel Points he receives in a given Cycle. In addition, each player has a Personnel Points Track which he can use to track expenditures per Cycle.

[3.28] General Supply Tracks. Each player keeps track of his overall Supply Point production on this track, expending supply points to create new units and maintain existing ones.

[3.29] Casualty Tracks. Each player has a track which he can use to track total casualties suffered by his forces throughout the war. In addition, the Union player uses his track to record the number of US Merchant Ships sunk by enemy Commerce Raiders.

[3.3] THE PLAYING PIECES

The playing pieces in the game are generally divided into two main types: units, and markers. Units are subdivided into two major categories. The majority are ground combat units representing military formations (Infantry and Cavalry Divisions and Brigades). These pieces possess movement and combat abilities and are essentially the player's armies. The second group consists of support units that possess extraordinary combat and movement capabilities. Markers are placed on tracks, on counters, or on the map itself to denote specific information.

Almost all combat units are flip-defined in successive combat strength values, which permits easy assessment of combat results (which usually require a unit to lose one or more strength points as a result of combat).

- Each Strength Point in a combat unit represents roughly 1000 men. Combat units are generally considered indivisible and may only be merged or reinforced under certain specific conditions addressed later in these rules.
- Each Naval or Riverine Squadron represents approximately ten (or fewer) ships. Each Confederate Ironclad Squadron represents one Ironclad and an escort group of fewer than ten gunboats. Each Union Naval Ironclad Squadron represents one Ironclad, a tender and one or two escorting wooden steam warships. Each Union River Ironclad represents two or three Ironclads. Each Union and Confederate gunboat squadron represents approximately 10 wooden gunboats. Union and Confederate Transport Squadrons represent enough shipping to move 5000 men or 2000 cavalry troopers with horses. Each Confederate Commerce Raider represents a single ship. Naval and Riverine units are interchangeable, like money. Seven Union Naval Squadrons could combine into three Flotillas and one Squadron or any combination not totaling more than 7 Squadrons worth (e.g., 2 Flotillas and 3 Squadrons, or one Flotilla and 5 Squadrons) at the Union player's whim, as long as only the same type of unit is combined into a larger unit or results from splitting up such a unit.
- Each Indian unit represents a unit of between 200 and 1000 braves. Likewise, Texas Ranger units represent from 200 to 1000 men.
- Headquarters units represent the staff necessary to organize and use as a coherent whole a number of smaller Divisions and/or Brigades, as well as permitting more effective use of Leaders. Less than 1000 people comprise the actual Headquarters' personnel.
- Siege Trains represent large groups of superheavy guns unsuitable to normal field operations, but very much in demand to destroy enemy fortifications. Personnel wise, they probably only possess about 2500 men, but they have perhaps as many as a hundred of the ponderous siege guns and mortars used to blast enemy field works.
- Rail Repair units represent small gangs, usually only a few hundred men strong with the specialized equipment necessary to repair cut rail lines and restore them to full functionality.
- Leader units represent individual Leaders and a small staff.

[3.31] Definition of Terms

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.

Friendly Territory is delineated on the map as belonging to one player or the other: the Confederacy is friendly to the Confederate player, the Union to the

Union player. All the hexes, cities, railroads, etc., within that territory are friendly initially, and remain friendly to the owning player throughout the game, unless taken control of by the enemy player. That is, friendly territory is what you begin the game controlling. Enemy territory is everything else, plus whatever of your original territory the enemy presently controls (see Hex Control, below).

Hex Control: a player controls a hex and any city therein if his unit was the last to occupy or enter that hex. The presence of a Fort/Fortress modifies that statement (see section 12.0).

Initiative Roll: from time to time, a player is required to roll one die against a Leader's Initiative Rating in order to determine if an action may be undertaken. Initiative rolls are required for certain movement options (Reaction Movement and Forced March) and to continue land combat for more than one Round.

Phasing Player: The player whose half of the Pulse is in progress. The other player is the non-phasing player.

A **Unit** is any counter bearing a discrete combat and/or movement allowance, except a garrison point (see rule [3.33]).

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 or cross a specific hex or hexside.

Size Symbols: XXXX = Field Army; XXX = Corps; XX = Division; X = Brigade.

[3.32] 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 three. When a division loses strength due to combat or attrition, it is flipped to another divisional unit of the same type bearing the proper reduced strength. When reduced to a combat strength of two or one, a division is replaced by a brigade unit. When reduced to zero, it is eliminated. Cavalry division counters range in sequential strength from five down to two, and follow the same reduction principle. Militia units range from four down to one.

[3.33] Unit Permanence

One infantry division may never combine with another Infantry division to form a higher strength division. Nor may Cavalry do so. One division may never divide into two divisions. A single division may be replaced by a smaller strength division and one or more brigades (equaling the strength of the original unit) at the

convenience of the owning player. Brigades may never combine into a division (however see rule [21.3]). Garrison counters are shown in non-sequential strength point values. A garrison unit is any number of counters stacked in the same hex. The player may use any convenient combination of garrison counters to represent a single garrison's strength. A player may slough off brigades from a 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. If he wished, a player could extract brigades from the division before issuing a movement command but, *ipso facto*, he would then have "x" amount more units to deal with when issuing a command. The same principle applies in a combat situation; you may slough brigades before initiating combat, but not after the result is known. Finally, a player may only slough brigades during his own half of the Pulse.

Militia units may not exist in sizes greater than four Militia points, but may be considered points and treated as Garrison units for the purposes of stacking and movement except that Militia units of 3 or 4 points are considered "division-sized" and Militia units of 1 or 2 are considered "brigade-sized" for the purposes of Command Span *only*. Garrison and Militia units, may drop off points as they move.

[3.34] Naval Units. Naval units in the game may be broken down and built back up at the owner's discretion at any time. In effect they may be treated like money in that any denomination of units is acceptable at any time as long as the correct number of Naval Combat Strength Points is maintained at all times.

[3.4] GAME CHARTS AND TABLES

There are numerous Charts and Tables required to play the game. Many of these are in the text of the rules themselves, however all charts and tables can be found on a separate document entitled "Charts and Tables."

Especially important are the Command Point Cost Chart, the Terrain Effects Chart and the various Combat Results Tables as these will be the most frequently consulted.

[4.0] HOW THE GAME PLAYS

*After the fall of Fort Sumter, Jefferson Davis and Abraham Lincoln were faced with the most difficult problem a President at war can face – that of determining a national strategy. For Davis, the solution was easier: "...All we ask is to be let alone." For Lincoln the question was more formidable – the United States had overwhelming power in production and population that must somehow be brought to bear. As a player of **Never Call Retreat**, you will face these same problems.*

*Each **Game Cycle** is composed of a **Strategic Turn**, during which the players perform various*

*logistical, political and economic activities, and is followed by four successive **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.*

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

[4.1] THE SEQUENCE OF PLAY

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

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

Both players roll two dice and compare results. The player with the higher total has the initiative for the Pulse. Record the difference between the two rolls on the Dice Differential Reminder Track using the Initiative winner's Dice Difference marker. To begin the Pulse, the Initiative winner may either select a Leader arriving during the current Cycle (either due to wounds or promotion), or he may enter one point of Militia at any friendly Department. (This point of Militia costs no Supply or Personnel points to produce, and arrives immediately without the normal production delay.) If there are no Leaders available then the player with the initiative must take the Militia point. Then, the Initiative player must perform actions which use up a number of Command points equal to the dice roll difference between his Initiative dice roll, and his opponent's Initiative dice roll. Alternatively, he may bring in more Leaders, each of which uses up one point of the

Initiative Dice Roll Difference, but does not cost any Command points to enter into the game. Likewise, he may choose to enter more Militia points (which cost nothing in terms of Personnel or Supply Points), each of which also uses up one point of the Initiative Dice Roll Difference, but does not cost any Command Points to enter the game. As he expends Command points, the Initiative player marks the fact by moving his various Command Points markers down the various tracks reflecting within which theaters he has expended his Command Points. When he has expended a number of Commands equal to the Initiative Dice Roll Difference, his half of the Pulse is over and his opponent then spends Commands equal to the Dice Roll Difference. Then both players roll for initiative again, and a new Pulse is begun.

The preceding procedure is repeated indefinitely, until the end of the Action Phase is triggered. The end 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 (as an unknown Leader) 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.

[4.2] THE STRATEGIC CYCLE

Every fourth Game Turn, a Strategic Cycle intervenes and the players conduct certain activities such as production, supply attrition and so on. Each Cycle is broken down into a series of steps called Phases, which are performed in the order of the following 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 may receive a number of Leaders during a given Cycle. These Leaders will be placed in a "Leaders Available" force pool where the owning player may activate them from in accordance with the rules below.

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.

[4.3] FIRST TURN SPECIAL RULE

During the first Strategic Cycle of the game, each player skips the Supply Consumption and Attrition Phase.

[4.4] EXTENDED SEQUENCE OF PLAY (see Charts and Tables)

[5.0] COMMAND POINTS

Each activity in the game is given a cost in Command Points (frequently simply called Commands). For example, if a player wants to move a division or brigade (or 5 or fewer strength points in the case of Garrison or Militia units), then the one Command Point that must be spent, represents the time and effort necessary to organize the men and move the miles. If you have a terrible Leader in command of one of your Headquarters, then two Command Points can be spent to get rid of him, in which case the Command Point cost represents the "political" cost to remove such a highly ranked man from such an important post.

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

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

[5.1] RESOURCE ALLOCATION

[5.11] Procedure. During the Command Phase, both players decide among the three theaters – the East, West, and Trans-Mississippi – which will be their Primary, Secondary, and Tertiary theaters by placing their Resource Allocation markers in the appropriate friendly box on the Resource Allocation Track. Once the markers are placed, they may not be changed, nor may they be examined by the opposing player.

During the Command Point Phase, the resource allocations from the previous turn are revealed. Then both players roll two dice and locate their results on the Command Points Table. The Command Point results are then recorded on the Command Point Tracks using each player's CP markers. Then both players decide their resource allocation for the following turn and place their Resource Allocation markers in the appropriate boxes on the Resource Allocation Track again.

For example, if the Union player chooses the East as primary, the Trans-Mississippi as secondary, and the West as tertiary, and then rolls an "8" on the Command Points table, he would place the East CP marker at "6" on the East Track, the Trans-Mississippi CP marker at "4" on the Trans-Mississippi Track, the West CP marker at "1" on the West Track, the Discretionary CP marker at "1" on the Discretionary Track, the Naval CP marker at the "3" space on the Naval Track, and the Far West CP marker at "1" on the Far West Track.

[5.12] First Turn Allocation. On the first turn of the game, both players decide their theater choices secretly, place their Resource Allocation markers on the Resource Allocation Track, and then reveal them to determine the number of Commands they receive.

After they have received their Commands, they then place their Resource Allocation markers on the Resource Allocation Track for the next game turn. This is the only turn where players will both choose and reveal their Resource Allocation in the same turn.

[5.13] Mississippi River Control. The Confederacy loses control of the Mississippi River the instant the following cities are in Union control: New Orleans, Baton Rouge, Port Hudson, Natchez, Vicksburg, Memphis, New Madrid, Columbus, Cairo, and St. Louis. Once the Confederacy has lost control of the Mississippi, the following rules come into effect:

- The Trans-Mississippi must be the Confederate tertiary Resource Allocation choice during each Command Phase. This effect takes place during the Confederate player's next Resource Allocation decision.
- The Confederate player may not spend Discretionary Commands in the Trans-Mississippi theater.
- The Confederate player may not build Ironclad units in the Trans-Mississippi theater.
- The Confederate player may not take his "free" Militia point for winning initiative in the Trans-Mississippi theater.
- The Confederate supply net is broken into two sections and the Production and Import totals for the Trans-Mississippi are determined separately from the rest of the Confederacy.

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

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

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

- There is a Victory Determination Check to see whether or not the Confederates have won the war. The Confederate player receives 10 Victory Points if his force is in supply and not Demoralized. The Confederate player receives 5 Victory Points if his occupying force is Demoralized and/or out of supply. These Victory Points are recorded on the Admin Track using the Confederate Victory Points marker. This Victory Point award is made for *each*

Game Turn in which a Confederate force occupies Washington D.C.

- If the Confederates have not won an immediate victory, the game continues, but the Union player must remove all Naval combat units and Naval transports from his current forces. Any future Naval transports or combat units cost twice the normal cost in both Personnel and Supply to build, due to the effects of Foreign Intervention.
- As long as the Confederate player holds Washington, all Union Discretionary Commands must be spent in the East, and the East must be the Union player's primary theater during the next Resource Allocation.

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

It is doubtful whether the United States government could have prevented Foreign Intervention if the capital had fallen. Victory Point awards of this size will usually mean that the game ends immediately in a Southern victory, but not always. These awards are further discussed in the Victory Point section of the rules. Clearly it behooves the Union player to take great care to protect his capital city.

[5.15] Isolation of Washington D.C. If a continuous line of Union controlled rail hexes cannot be traced from Washington D.C. to at least 21 points of Union Victory Point cities at the end of a turn, the following effects apply:

- The Confederate player receives 1 Victory Point which is recorded on the Admin Track using the Confederate Victory Points marker.
- The East must be the Union player's primary theater during Resource Allocation.
- All Union Discretionary Commands must be spent in the Eastern theater until Washington is again able to trace a rail line to 21 Victory Points worth of cities.

Isolation of Washington is relieved the instant a line of Union controlled rail hexes may be traced to 21 VP city points. Any Victory Points scored by the Confederate player to that point are not lost; rather, they remain Confederate Victory Points for the duration of the game.

Merely cutting Washington's line of communications to the rest of the North would have caused serious problems for the Lincoln administration. If you examine the map, you will note that essentially this means the

Confederate player must cut the rail line to Baltimore, Maryland.

[5.2] THE ACTION PHASE

[5.21] Definition. Most game activities occur in the Action Phase, which comprises a varying number of Pulses. To begin a Pulse, both players roll two dice and compare totals to determine which one has the Initiative. The player with the Initiative goes first during the Pulse, and his opponent goes after he has finished. During a Pulse, both players may spend Command Points to activate forces located on the map, enter new Leaders (if any are available), enter a Point of Militia, or perform a combination of functions. A force is said to be "Activated" when Commands are expended for it to perform one of the actions listed on the Command Cost Chart. Each Action is a separate Activation; thus a force may be Activated more than once during a Pulse. However a force can never move more than once per Pulse or Action Phase. When a Pulse ends, it is followed by another Pulse. This continues indefinitely, until the end of the Action Phase.

Militia mobilization frequently involved local politics more than any strategic plan either administration had; the rules regarding entering Militia during the Action Phase help address this somewhat "spontaneous" process.

[5.22] Procedure. 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. The effects of rolling the same dice total are described in case 5.23 "How the Action Phase Ends," below.
- **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 them 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.

*For example, if you rolled a "9" and your opponent rolled a "4" during the Initiative Dice roll, there would be a Dice Difference of "5" to expend on Commands, the entry of Militia Points, and/or Leader reinforcements. The difference is recorded on the Dice Difference Reminder Track using your marker. As the Initiative winner, you would then enter one **free** Militia point (at no cost in "Dice Differential") at any friendly Military Department. You would then spend the Initiative Dice Difference of 5 to Activate forces, enter additional Militia points, enter Leaders, deploy Forts, or any other action listed on the Command Point Cost Chart. These activities include moving your forces (which may trigger combat if you enter an enemy-occupied hex), deploying Forts and more. When you have spent the Dice Difference, your half of the Pulse is over and your opponent's half begins. Your opponent expends the exact same Dice Difference, in this case, 5. When he has finished, the Pulse is over. If either of you has any Commands or undeployed Leaders remaining, then*

another Pulse is begun by rolling for Initiative again. This continues indefinitely, until the Action Phase ends.

[5.23] How the Action Phase Ends. The Action Phase may end in one of two ways. First if both of the players have used all of their Commands from the Command Point Tracks, and have picked all the Leaders from their Leaders Available force pools, then the Action Phase ends. This occurs the instant the last Leader is entered or the last Command is used. It is likely that one player or the other (quite often the Confederate player) will run out of Commands and Leaders before the other player does. When this happens play continues normally with both players rolling for Initiative even if one player has nothing he can do with the resulting Dice Difference. (Note however that even in that case, the Initiative winner still receives his free Militia point, so there is possible benefit for the player with no Commands to expend.)

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

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

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

Thus, if you each rolled a “5,” you would advance the Table Use marker to the second box on the Table Use Track, and you would each receive 5 additional Commands for your primary theater, 3 for your secondary theater, 2 for your tertiary theater, 2 for the Discretionary Track, 2 for the Far West Track, and 2 additional Naval Commands.

The second time both players roll the same Initiative Total during a turn, there is a chance the turn will end immediately. The number listed to the right of the second box in the Table Use Track is “7;” thus, if both

players rolled a “7,” then the Action Phase ends immediately. If the players rolled a result other than “7,” then both players receive additional Commands as above, the Table Use marker is advanced to the third box on the Table Use Track, and the Action Phase continues.

The third time both players roll the same Initiative Total during a turn, the Action Phase ends if the total the players rolled was “5,” “6,” “7,” “8,” or “9.” The fourth time they roll the same result, the Action Phase automatically ends; thus, “Any” is listed to the right of the fourth box on the Table Use Track as the result causing the Action Phase to end.

If the Action Phase ends due to the first cause (i.e., both players ran out of Commands and Leaders), there will be no Leaders remaining in the players' respective Leaders Available force pools and no Commands remaining on the Command Tracks. However if the Action Phase ends due to the second cause, it is possible that Commands and/or Leaders will remain. In this case, *all* Commands are lost, but all Leaders are retained. An unlimited number of Leaders may remain in the players' force pools.

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

[5.25] Command Point Maximum. The total number of Commands that a player may have in any of the three main theaters (East, West, and Trans-Mississippi) is 29. The total number on the other Command Tracks is 19. If a player's Commands on one of the three other Tracks exceeds nine, he should place the Command marker in the “10” box and then place another Command marker of the same kind on the appropriate number box on the Track; thus if the player had 14 Discretionary Commands available, he would have a Discretionary CP marker in the “10” box and a second one in the “4” box, thus indicating 14 total Discretionary Commands. Any extra Commands above the limits noted in this case are simply lost.

[5.26] Mandatory Expenditure. The Initiative Dice Differential *must be spent* by each player during each Pulse if he has the Commands and/or Leaders available to spend. If he has Commands left but does not wish to undertake any action, the Points are expended although no action is taken. Each Command Point spent always uses up one point of the Dice Difference. Commands cannot be saved from turn to turn, nor moved from one Command Track to another, nor loaned to an opponent. In other words, there is no “passing” in the game – if you have any Commands

and/or Leaders the Dice Difference must be spent on them.

[5.27] Command Point Types. Commands on the East, West, Trans-Mississippi and Far West Tracks may only be spent in the East, West, Trans-Mississippi and Far West theaters respectively. Thus Commands are spent from the Track of the theater in which the action is to occur, unless Discretionary or Naval Commands are used. Discretionary Commands can be spent on any theater, on Naval Leaders and forces, and in combination with other kinds of Commands. Naval Commands can be spent only to activate Naval Leaders, Naval (and Riverine) forces, and Ground Leaders and forces using Sea, River or Amphibious movement. Each Command Point spent, regardless of type, uses up one point of the Dice Difference.

Thus if you build a Depot in the West, you must spend two Command Points from the West Command Point Track, or two from the Discretionary Command Point Track, or one Command Point from each Track.

[5.28] Confederate Supply Problems. The Command Point cost of some Confederate Actions will increase due to the effects of loss of territory, and the Union Blockade of Southern Ports. These effects are described in the Supply Rules (Case 14.0) and additional effects are described in case 5.13 above.

[5.3] COMMAND POINTS TABLE (See Charts and Tables.)

[5.4] COMMAND POINTS COST CHART (See Charts and Tables.)

[6.0] LEADERS

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

As a player, you represent the Davis or Lincoln administrations faced with the problems those men faced historically. A basic truth is that Lincoln was served initially by a host of incompetent generals claiming to have the secret to a short and successful war. It took years for good Union leaders to emerge. When they finally did, they fought and won the world's first "total war." the Confederate government, on the other hand, had the advantage of having better leaders, of higher rank, earlier in the war. However attrition took

a more fearful toll on Confederate leadership. Worse yet, few new Confederate leaders rose to prominence, and those who did were not Shermans or Grants. The game shows these historical realities.

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

[6.1] LEADERS

Each Leader in the game is represented by one or more counters. If the Leader has only one counter, he may not be promoted or demoted. If he has more than one counter he will be promoted and may be demoted under certain conditions. Additionally, each Leader has either two or three ratings. All Leaders have Initiative and Tactical Combat Ratings (the large numbers on the bottom left and bottom right hand sides of the Leader's counter respectively). Three-star and above Leaders also have an Army Command Rating (the small number between the Initiative and Tactical Combat Ratings of the Leader's counter).

A Leader's Initiative and Tactical Combat Ratings determine how easily he may rally friendly troops, and what effect he has on combat and several other functions in the game. Leaders (regardless of their various Ratings) may also lead units out of supply.

[6.11] Leader Rank. Each Leader in the game has a rank in stars printed on his counter. The greater the number of stars, the higher the rank. Leaders of the same rank are ranked in the following priority: Infantry, then Cavalry. Naval Leaders are handled separately and may never command Ground strength points for movement or combat. For example, a two-star Infantry Leader outranks all two-star Cavalry Leaders.

[6.12] Leader Seniority. Within each rank, there are a number of Leaders (i.e., there are multiple two-star generals). Each of those Leaders has been assigned a relative "Seniority Ranking" within the larger group. This is that Leader's relative ranking within the group of Leaders with the same number of stars and from the same branch of service. Thus a two-star Leader with a seniority rating of 5 outranks a two-star Leader with a seniority rating of 6 and is, in turn, outranked by a two-star Leader with a seniority rating of 4. Of course, any two-star Leader outranks any one-star Leader regardless of their relative seniority ratings. Note that

seniority ratings appear on the unit's "Class Values" and not on the counter itself. Thus, 2-star Cavalry General Buford has a seniority among 2-star Cavalry Leaders of "3," outranking all other 2-star Cavalry Leaders except Stoneman and Pleasonton (if they are still alive when he is promoted).

[6.13] Ranking Generals. When more than one Leader is located in the same hex, there will always be one Leader who outranks all the others. He is referred to as the *ranking general*, and is *in command* of that force. This is important when determining which Leader affects a combat or commands a Headquarters.

The star ranks in the game have real 'level of authority' equivalents; a one-star is a division commander; a two-star is a Corps commander or admiral; a three-star Leader is an Army commander; and four stars indicates a theater commander. However having said that, players should note that historically, up until US Grant was made a Lieutenant General (three stars) by special act of congress, there were really only two grades of General in the US Army – Brigadier (one star) and Major General (two stars). For game purposes the rank system you see was adopted to make the game easier to play, not to reflect historical ranks.

[6.14] Command Span. Leaders have a certain number of units and/or strength points they are permitted to exercise control over. Those limits are as follows:

- One-star Leaders may control up to two combat units, only one of which may be a Division, and/or up to 10 Strength Points, whichever is greater. In addition, a one-star Leader may command a Corps Headquarters and any assigned units in that Corps Headquarters display box.
- Two-star Leaders may control up to four units, only three of which may be Divisions, and/or up to 20 Strength Points, whichever is greater. A two-star Leader may command a Corps HQ (along with any units assigned to that Corps HQ) and up to two additional one-star Leaders (and the units they command) or two additional units of any size (or some combination of the two).
- Three-star Leaders may command up to six units of any size, and/or up to 40 Strength Points, whichever is greater. A three-star Leader may command a Corps HQ (along with any assigned units) plus up to four additional one- or two-star Leaders (and the units they command) or four additional units of any size (or some combination of the two). A three-star Leader may command an Army HQ (plus 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).

- Four-star Leaders may command up to eight units of any size and/or 60 Strength Points, whichever is greater. A four-star Leader may command a Corps HQ (along with any assigned units) plus up to six additional one- or two-star Leaders (and the units they command) or six additional units of any size (or some combination of the two). A four-star Leader may command an Army HQ (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 may exercise control over up to four other three- or four-star Leaders commanding Armies (together with all their subordinate units, Leaders and HQ's) at any one time.

To summarize:

- 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.)

[6.15] Limitations to Command Span. Leaders may only exercise their command span over units stacked with the Leader, or in a hex adjacent to the hex occupied by the Leader. Additionally, a Leader's command span does *not* extend across prohibited terrain (e.g., Mountain Ridges or impassable hexsides or hexes), even if the hex is adjacent to the one occupied by the Leader. (Note that "exercising command" is different from the "Senior Leader" determination used to resolve combat situations.)

A Leader in command of a Corps HQ may never exercise Command over another Leader also in Command of a Corps HQ, regardless of their relative ranks and seniorities.

A Leader in command of a Corps HQ may never exercise command over a Leader in command of an Army HQ, regardless of their relative ranks and seniorities (however, see case 6.16).

A Leader in command of an Army HQ may never exercise Command over another Leader also in Command of an Army HQ, regardless of their relative ranks and seniorities.

A Leader not in command of a Headquarters unit may never exercise command over a Leader who is in command of a HQ unit of any kind (exception: four-star Leaders, case 6.17).

[6.16] Leaders and Headquarters. A Corps HQ may be commanded by any rank of Leader. An Army HQ may be commanded by a three- or four-star Leader.

Any time a Leader enters a hex containing a Friendly Headquarters that he is eligible to command, if he is senior to the Leader currently commanding it, he immediately assumes command of the Headquarters. Note that this is true even if he is currently commanding a lesser HQ (that is a Corps Commander may replace an Army Commander if he is senior to the current Army Commander.)

(Example: McClellan (three-star Leader, Seniority Rating of one) enters a hex containing the Army of the Potomac HQ, currently commanded by McDowell (three-star Leader, Seniority Rating of eight). He immediately replaces McDowell as the commander of the Army of the Potomac.)

If there is another HQ present in the hex, and the displaced Leader is senior to the Leader commanding that HQ, then he would replace that Leader and so on, down the line.

(Example: Also present in the hex containing the Army of the Potomac are two Corps HQ's, 1st and 2nd Corps. 1st Corps is commanded by Keyes (two-star,

seniority of 4) and 2nd Corps is commanded by Heintzelman (two-star, seniority of 3). McDowell **must** replace one of the Corps Commanders. The Union player chooses to have him replace Keyes (the junior two-star) in command of 1st Corps and Keyes becomes a "spare" Leader in the same hex.)

[6.17] Four-Star Leaders. Four-star Leaders are exempt from case 6.16. The Union player may always freely decide whether or not a four-star commander replaces another commander. Additionally, a four-star commander not in command of any HQ, may control other Leaders who do command HQ's.

However, if a four-star commander is in command of a Corps or Army HQ he may **not** command other Leaders in charge of similar or higher HQ's, despite the fact that he is a four-star Leader. The restrictions on HQ Leaders noted in case 6.15 are absolute.

[6.2] LEADER PROMOTIONS

[6.21] Starting Rank. Most Leaders in the game are represented by more than one counter. A Leader's lowest ranked counter is the first one to enter play, and his higher ranked counters enter play only through promotion. Some Leaders have only one counter and may therefore not be promoted. At the start of the game, place the Leaders in the Game Cycle in which they enter the game in order to remind you to place them in the Leaders Available Pool during the correct Cycle. (Alternatively, see Optional Rule 26.2.)

[6.22] Promotion Procedure. When a Leader becomes eligible for promotion, the owning player rolls one die, placing the Leader's next higher ranked counter a number of Cycles ahead on the player's Cycle Record Track equal to the die roll result (i.e., if it is Cycle 7/62 and the player rolls a 4, the Leader's promotion counter is placed four Cycles ahead on the Cycle Record Track on Cycle 11/62). When a Leader becomes eligible for promotion, his higher ranked counter **must** be placed on the Cycle Record Track. When the Cycle in which the promotion counter is placed arrives, the promotion counter is placed in the friendly Leaders Available Pool (along with any regularly arriving new Leaders or returning wounded ones). When a Leader reinforcement is picked and it turns out to be a promotion counter for a Leader already on the map, the promotion counter immediately replaces the lower ranked Leader counter in the hex currently occupied by that lower ranked Leader counter.

(This procedure is necessary because some Leaders are better at a lower rank than when promoted which simulates the reality that some Leaders are simply better at smaller unit commands.)

Picking a Leader from the friendly Leaders Available force pool costs the owner one point of his Initiative

Dice Difference; however it costs no Command Points. Furthermore, a Leader may be entered at no cost in Initiative Dice Difference when the player wins the Initiative Dice Roll.

[6.23] One-Star Promotion. A one-star general becomes eligible for promotion to two-star rank after his Tactical Combat Rating has been used in a Combat involving *at least* five friendly Combat Strength Points, and in which he was not killed, wounded, or placed in a Leader Pool, *and* in which his Casualty Roll was *eight* or more.

Example: Union one-star Leader Lyon, commanding 8 Combat Strength Points (of any type, excluding Garrison points which may not attack), attacks Confederate one-star Leader Price, commanding 4 Combat Strength Points (of any type, including Garrison). Both Leaders survive the encounter and are not wounded or placed in a Leader pool. Lyon rolls a 10 on his Casualty Roll and thus becomes eligible for promotion to two stars, but Price does not regardless of his casualty roll because he commanded too few troops to earn a promotion.

[6.24] Two-star Promotion. A two-star general becomes eligible for promotion to three-star rank in one of two ways. First, he becomes eligible in the same way as a one-star general though in the case of a two-star general he must roll a *nine* or higher on his Casualty Roll. Second, if a two-star general is in an Army, and the three-star general commanding that Army is killed or wounded and there is no other three-star Leader in that Army to take command, then the most senior un-wounded two-star Leader in that Army (that actually has a three-star counter to be promoted to) is immediately promoted to three-star rank. This promotion occurs automatically, at no cost in Command Points or Initiative Dice Difference and with no time delay.

Example: Two-star Sherman is the highest ranking two-star in a hex and is under the command of the Army led by Buell when Buell is killed. There is no other three-star general in the hex; thus, Sherman is immediately promoted to three-star rank and takes command of the Army, regardless of the number of friendly Combat Strength Points engaged or Sherman's casualty roll (unless, of course, Sherman is wounded during the battle, in which case some other two-star – if any are available and promotable – would take command).

[6.25] Three-Star Promotion. The only three-star generals eligible for promotion to four-star rank are the Union generals Grant and Sherman. They become eligible for promotion to four-star rank when they are not wounded or killed in a battle in which they are a three-star general in command of an Army. The battle must occur during or after Cycle 1/63. Before Cycle

1/63 they may not become eligible for promotion to four stars.

[6.26] Promotion Anomalies. Anomalous situations may arise due to a Leader having two counters in the Leaders Available pool at once (having his promotion counter on the track and then becoming wounded, with both counters arriving in play on the same Cycle, etc.). If a Leader has more than one counter in the Leaders Available pool and his higher ranked counter is picked first, place it on the map, and – when the lower ranked counter is picked – discard the lower ranked counter and pick again. If the lower ranked counter is picked first, place it on the map and leave the higher ranked counter in the Leaders Available pool for future selection. If a Leader's promotion counter is in the force pool and the lower ranked Leader is killed, discard the higher ranked Leader when picked and pick again. If the promotion is on the Cycle Record Track when death occurs, remove the promotion. If a promotion counter is in the force pool and the lower ranked counter is wounded, place both promotion and wounded counters a number of Cycles ahead on the Cycle Record Track equal to the wounded counter's die roll – they will both re-enter play on that Cycle.

[6.3] LEADER REMOVAL

The highest ranking three-star Leader in an Army is in command of that Army. An Army Commander must remain with his Army at all times. The only way in which an Army commander may leave his Army is if he is killed or wounded, a higher ranking (or more senior) Leader enters the hex and takes command of the Army (remember, a four-star is *not* required to take command of an Army in his hex), or the player removes him.

The most senior three-star Leader to enter an Army's hex immediately assumes command of that Army. The lower ranked Leader no longer commands that Army and may now leave the hex.

A player may also remove a Leader from command by meeting certain conditions and then expending a number of Command Points. These conditions vary for the Union and Confederate players, reflecting the differing political difficulties they faced in removing Army commanders. The restriction for removal must be met each time the Leader commands an Army; that is, if the Union player brings McClellan back to command the Army of the Potomac after having removed him once, he must meet the conditions for removal all over again. The owning player has four options for the fate of removed Leaders (see 6.34 below). One-, two-, and four-star Leaders may never be removed from command.

Either player may remove a Leader from command of a Corps at any time (no special conditions for doing so are required) by expending one Discretionary or Theater Command Point.

[6.31] Union Leader Removal. Any Union three-star Leader with an Initiative Rating of four who is in

command of an Army HQ may be removed at any time at a cost of two Command Points. In order to remove any other three-star Leader commanding an Army HQ, that Leader must have fought a battle that ended with his force being Demoralized. The Union player may then remove the Leader, paying two Commands to do so.

The restrictions on removal of a commander must be met each time a Leader returns to play before he can again be removed from command. That is, if a removed Leader is later restored to play, he must once again fight a demoralizing battle before he can be removed.

The above restriction does not apply, of course, to removing a Leader from command by moving a higher ranking Leader into the hex.

[6.32] Confederate Army Leader Removal. Any Confederate three-star Leader with an Initiative Rating of four who is in command of an Army HQ may be removed at any time at a cost of two Command Points. In order to remove any other three-star Leader commanding an Army HQ, that Leader must satisfy one of two conditions;

- The Union player occupies a Southern Victory Point city worth three or more Victory Points that was within three hexes of the Confederate Leader in question; or
- After the Confederate Leader in question is involved in a Demoralizing battle.

In either of the above cases, the Confederate player may roll for Leader removal. If the player rolls a number equal to or less than the Leader's Initiative Rating, he may remove the Leader, paying two Commands to do so.

[6.33] Confederate Seniority. Confederate Leaders ignore seniority. When a senior Leader moves into a hex containing an Army HQ commanded by a junior Leader, the junior Leader does *not* automatically give up command of the Army to the senior Leader. The only way a Confederate Army commander can be replaced is through the removal process or by being wounded or killed. *(This recreates the situation that Joe Johnston found himself in historically, where he commanded the Western Theater and oversaw the operations of Pemberton's and Bragg's Armies but was not able to replace them in command without Jefferson Davis' permission.)*

[6.34] Leader Removal Fate Options. Once a Leader has been removed from play, the owner has four options for their fate:

- The Leader can be removed to the friendly Removed Leaders force pool. Leaders in this force pool remain there indefinitely and can *only* re-enter play using the procedure outlined in Leader Losses (case 6.44 below).

- The removed Leader can be moved out of the hex occupied by the force he was commanding. It does not cost additional Command Points to move him, since the removal cost pays for movement as well.
- The removed Leader can be demoted. The removed Leader can be demoted only if the game includes a two-star counter for him. When demoted, a Leader's three-star counter is removed from play and may never return to play.
- Removed Leaders may be appointed to Theater Command (at any Military Department in the respective Theaters. For the purpose of this rule, the Far Western Theater is not counted as a Theater. If a Theater already has a Commander, the Removed Leader cannot be placed in command of that theater unless the removed commander outranks the current Theater commander or the owning player removes the existing Theater commander. A Theater commander may be removed at any time at the cost of one Command Point and either placed into the Removed Leaders pool or returned to the map at the owning player's choice. See case 6.35 below.

(Thus, if three-star Union Leaders Burnside (Seniority 12) and Hooker (Seniority 13) were both in the same Army, Burnside would be in command of the Army. The only way Hooker could take command of the Army is if Burnside were killed or wounded in a Leader Loss Check, or if the Union player removed him. Burnside cannot be moved out of the hex to allow Hooker to take command by default. If McClellan (Seniority 1) were to enter the hex, he would immediately take command since he is senior to both Burnside and Hooker.)

[6.35] Theater Commanders. A Leader may be appointed to Theater Command. Place these Leaders on top of any Military Department located in the Theater they have been placed in command of. These Leaders may allow reinforcements to be placed directly into a Headquarters "in the field." When reinforcements are placed in a particular Theater, the owning player may announce that he wishes to place a given reinforcement unit or point into a friendly Headquarters within 25 hexes of any Department's deployment hex within that Theater. One die is then rolled and compared to the Theater commander's Initiative Rating; if the die roll result is greater than the commander's Initiative Rating, that reinforcement unit or point may be placed into the chosen Headquarters. A roll equal to or less than the Leader's Initiative Rating means that the reinforcement must be placed in a Military Department hex as normal. Theaters *without* commanders may not attempt to deploy reinforcements in this manner. The Far Western Theater may *not* have a Theater Commander. No Headquarters may have units assigned to it in this manner unless it has one or more vacant "slots" available on its Headquarters Display.

*It is not required to have Theater Commanders, though it is helpful in that units can be directly funneled into Headquarters in the field **only** with their assistance. While a good Theater Commander can be of great assistance, being placed as a Theater Commander does prevent his use in a field command, and a poor Theater Commander can be a hindrance to the rapid movement of troops forward to the front (though frequently better than no Theater Commander at all).*

[6.4] LEADER LOSSES

[6.41] When Leader Checks Are Made. Leader Loss Checks are made under the following circumstances:

- A check must be made for each Leader involved in a ground combat. Checks are made for each Leader in the hex, regardless of whether or not that Leader's Tactical Rating was used in Combat.
- A Cavalry Leader who attempts to retreat before combat must make a Leader Loss Check; if he is killed or wounded, his force cannot retreat.
- Naval Leaders and Leaders being carried by Naval/Riverine forces must make a Leader Loss Check when they are in a combat, including naval combat and attacks by enemy fortifications. These are explained in more detail in the Naval Rules.

A Leader in a hex by himself, or in a hex with only other Leaders, a depot, or a Fort/Fortress is not automatically killed when an enemy force or Headquarters Reaction Zone enters the hex. Instead, a Leader Loss Check is made, and, if he is not killed or wounded, his counter is placed on the next Game Cycle box on the friendly Cycle Record Track.

If a Leader is being transported by a Naval/Riverine unit, and the Naval/Riverine unit is sunk, roll for Leader Loss and place the Leader's counter on the next Game Cycle box on the friendly Cycle Record Track if he is not wounded or killed.

A Leader Loss Check is *not* made for a force that Overruns an enemy force. Leaders in the force that is Overrun *do* make Leader Loss Checks, and if they are not wounded or killed are placed on the next Cycle box as described previously.

[6.42] Procedure. Roll two dice for each Leader involved in the combat situation, and locate the result on the Leader Loss Table. If the result lists the rank in stars for that Leader, he suffers the indicated result – either being killed or wounded. Any other result is no effect (however note that the dice roll result does affect possible promotion of the Leader – see cases 6.23 and 6.24).

When players roll for a three- or four-star Leader, the player rolling must first roll a “2” for there to be any possibility of effect; the player must re-roll the dice if he obtains a “2” the first time, and on a roll of “7” the Leader is killed; on any other result, the Leader is wounded.

For example, if you are making a Leader Loss Check for a one-star general, he is killed on a roll of “4,” wounded on a roll of “5,” and promoted (assuming he meets the other criteria for promotion) on a roll of “8” through “12.”

A killed Leader is placed in the owner's Leaders Killed force pool. If a promotion counter is picked for a Leader killed earlier in the Cycle, place it in the friendly Leaders Killed force pool and pick again.

If a Leader is wounded, the player rolls two dice and places the Leader's counter a number of Cycles further along the friendly Cycle Record Track equal to the die roll result (e.g., if the current Cycle is 4/63 and the player rolls a total of “5” on the dice, the wounded Leader is placed in the 9/63 Cycle arrival box – his wound will be healed sufficiently to permit him to return to combat in 20 weeks). If the wounded Leader will not return prior to the end of the game, simply remove his counter from play.

The amount of time it took to recover from a wound varied widely depending on the wound itself and the quality of treatment received, but if it takes longer than about a year, the wound is probably so severe the Leader will never come back, even though he technically “survived” the wound.

[6.43] Army Leader Loss. If an Army Leader is killed or wounded in a Leader Loss Check, then the most senior three-star Leader in the Army becomes its new commander (the Union player may also place a four-star Leader, if present, in command of the Army). If there is no three-star Leader, then the most senior two-star Leader capable of promotion to three stars is immediately promoted to three-star rank and placed in command of the Army HQ at no cost in Commands or Dice Differential. If there are no two-star generals present in the Army who are capable of being promoted to three-star rank, then the most senior three-star Leader on the map who is not currently in command of an Army or a Theater is immediately placed on the Army HQ and assumes command. This move does not cost Commands or expend Movement Points. If there is no three-star general on the map available to take command, then the most senior three-star general in the friendly Removed Leaders pool is immediately returned to play and takes command of the Army. If there are no Leaders in the pool, or all of them have been demoted instead of removed, then the Army HQ unit is eliminated, all assigned units are returned to the map, and the Army HQ effectively ceases to exist, “orphaning” any Corps HQ's that served as part of that Army (henceforth they operate without the benefit of overall command, at least until a new Army HQ can be created and a new general assigned or until they join another previously existing Army).

Example: Three-star Union general Thomas is killed in battle while commanding the Army of the Cumberland. No two-star generals with the Army are

capable of being promoted to three-star rank, and there are no other three-star generals present with the Army. Being the most senior three-star commander on the map not in command of an Army or Theater, McClellan is moved from his location in Virginia and immediately placed in command of Thomas' Army.

[6.44] Confederate Leader Casualties. During all Game Turns of 1861 and 1862, Confederate three-star Leaders are more susceptible to being killed or wounded. Treat them as two-star Leaders when checking for Leader Losses. The sole exception to this is *Robert E. Lee* who is always treated as a three-star Leader for purposes of Leader Loss Checks, regardless of the Game Turn of play. This case remains in effect until Game Turn 1/1/63.

[6.45] Leader Loss Table. See Charts and Tables.

[6.5] LEADER EFFECTS ON RALLY

A Demoralized force may be rallied only in one of two ways. First, a force which is in supply during the Rally Phase loses from one to six strength points (the owning player rolls one die to determine how many) of the owning player's choice and is then rallied. Second, a force which contains one or more Leaders may be rallied during the Action Phase by the owner spending a number of Commands equal to the highest ranking, most senior Leader's Initiative Rating. Forces that contain no Leaders may not be rallied by the expenditure of Commands.

Leaders are very important to rally forces. See Cases 8.72, 8.73 and 8.74) for details.

[7.0] GROUND MOVEMENT

There are two types of movement in this game; ground movement and Naval/Riverine movement. Forces moving overland may also use friendly rail lines to speed their movement. The War Between the States was one of the first wars where rail and sea/river movement were of such decisive importance.

Each hex represents roughly 20 miles of real terrain from side to side. In an area this large, it is impossible for a force the size of those in the game to influence more than the roughly 400-square-mile piece of terrain they physically occupy. Thus, there are no "Zones of Control" in the game. However forces organized into Headquarters have a somewhat greater awareness of the surrounding terrain, and do have some ability to react to enemy forces that move adjacent.

Each turn represents roughly a week, and theoretically, troops could march up to one hex a day, however for logistical and administrative reasons, movement of this length were not made normally. Long marches were made, and can be made in the game, however there is a possibility of attrition during a Forced March that should be weighed when deciding to move farther. The movement of forces is affected by supply, the location of enemy forces, the number of Commands available, and the number of Pulses in the current turn.

To move forces and fight battles, players will need to use their Leaders. They are decisively important, since it is only with them that a player can move more than one unit at a time and attack an enemy force.

[7.1] GROUND MOVEMENT PROCEDURE

[7.11] Ground Movement Definition. During a player's half of a Pulse, the player can spend Commands to move his forces. The Command costs are summarized on the Command Point Cost Chart. Command Point expenditures are recorded on the Command Point tracks by reducing the number of Commands available to the player as he activates forces or performs other tasks requiring Commands.

There are no separate Movement and Combat Phases in this game. When a player enters an enemy occupied hex, he automatically initiates combat, unless the enemy force is Cavalry which Retreats Before Combat, or an enemy Headquarters which chooses to React away in order to avoid combat.

[7.12] Movement Procedure. Forces moving by land always move from one hex into an adjacent hex: hexes cannot be "skipped." Each infantry Strength Point has a movement allowance of 4, each Cavalry SP has a movement allowance of 6, each Militia SP has a movement allowance of 3, and so on. Each hex an force enters uses up one of its Movement Points, except Swamp and Forest which use two and Rough which costs three Movement Points to enter.

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

Strength points with parenthesized combat values (Garrison points) may not enter an enemy occupied hex, even if accompanying units or strength points that are eligible to do so. Enemy units, of course, may enter a hex occupied by such points.

A force, regardless of its composition, can move in any direction or combination of directions, so long as its Movement Allowance is not exceeded (however see 7.2, Forced March, below), and it does not enter prohibited terrain or cross prohibited hexsides. A force may always move less than its Movement Allowance, and movement is never mandatory. Movement Points may not be saved from turn to turn, or from Pulse to Pulse. Nor may Movement Points be lent from one force to another.

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

A force can move only once per Action Phase, however a force may be *activated* more than once per Action Phase or even more than once per Pulse, so long as only one activation is used to move the force. The other activations can be used to rally from Demoralization, to build a Fort, or any combination of actions, other than movement, listed on the Command Point Cost Chart.

For example if both the Confederate Army of Northern Virginia, and the Union Army of the Potomac are Demoralized, it may be a good idea for the phasing player to Rally his Army and then attack the opponent's Army while it is still Demoralized.

[7.13] Stacking Limit. There is no limit to the number of units, Headquarters, Strength Points, Leaders, markers, Siege Trains, Rail Repair units or any other combination of counters that can enter and remain in a hex.

[7.14] Demoralized Movement. A Demoralized force can move and its normal Movement Allowance is unaffected, however it may not conduct force march, nor may it enter a hex occupied by an enemy force. Furthermore, a Demoralized force may not move into the Reaction Zone of an enemy Headquarters unit (because such an act may precipitate combat). A Demoralized force which enters a hex containing a friendly non-Demoralized force causes that friendly force to become Demoralized as well. Strength Points and Siege Trains are the only forces that may become Demoralized; Leaders, Naval/Riverine units, fortifications, Railroad Repair units and so forth never become Demoralized.

[7.15] Supply Effects on Movement. An unsupplied force has its Movement Allowance reduced by one Movement Point until it again begins a Pulse in supply. Confederate Movement Allowances may also be reduced due to the effects of Union Blockade and territorial occupation of the Confederate supply net (see Cases 14.4 and 14.47 for details).

[7.2] FORCED MARCH

A player may opt to force march his units. To do so, upon activating the force, the player simply declares his intent to force march, and how many extra Movement Points he plans to expend, up to three. Only units accompanied by a Leader may attempt Force March. For *each* additional movement point the player wishes to move, he must roll higher than the force's Leader's Initiative Rating on one die. If the player successfully rolls for Initiative, the player may then expend the additional movement point. If more than one Leader is present in the hex and moving with the force (a situation that can only arise due to the presence of one or more Headquarters), the highest ranking, most senior Leader's Initiative Rating must be used. Militia, Civilized Indians, Infantry and Cavalry, and Headquarters units may all be force marched. Garrison points, Partisans, Tribal Indians, Texas Rangers, Quantrill's Raiders, Jayhawks, Siege Trains and

Railroad Repair units may not be force marched. Leaders may not personally Force March (that is, add extra Movement Points to their own movement), but they may Force March with units they began the Pulse stacked with.

A forced march *does* expose the force conducting it to attrition. The player must execute the Forced March Attrition Routine either upon completion of the movement, or, if combat is initiated by the force, just prior to calculating combat odds and resolving the combat (that is, forced march attrition takes effect *before* any combat initiated by the force marching force).

A Naval Leader may not enable land units to Force March.

[7.21] Forced March Routine.

Step 1: the player notes the extent of the forced march (one, two or three extra movement points).

Step 2: the player rolls a die, comparing the result to the appropriate Leader's Initiative Rating. If the result is higher than the appropriate Leader's Initiative Rating, the owning player may move one extra Movement Point. If he wishes to move more, he must roll for again for Initiative for each additional Movement Point he wishes to expend.

Step 3: the player rolls a die, modifies the die roll according to the key on the Forced March Table (7.22), and cross-references the die roll with the appropriate description of the forced march. The player uses the column reflecting the *actual* number of extra Movement Points expended, not the intended number.

Step 4: the player applies any attrition result immediately, *before* any combat situation is resolved.

[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

[7.23] A force that wishes to undertake forced march, must be in supply when forced march movement is declared, though, it may end the movement out of supply.

[7.3] LEADERS AND GROUND MOVEMENT

Leaders had an enormous impact on the course of the war. A Sedgwick or a Longstreet had impact far beyond what one would expect of an individual Leader today. The Valley Campaign simply wouldn't have been what it was had it not been for Jackson on the one side and Banks, et al, on the other. While a player may move his units without the use or presence of Leaders, he will find it enormously more efficient when Leaders move large numbers of troops as a group. Later, when Headquarters begin to appear, Leaders become even more effective.

[7.31] Leader Movement Point Allowances. Leaders have a Movement Point Allowance of 10 when moving alone. When a Leader is used to move Strength Points, his movement allowance is reduced to that of the SP's he is moving. Players should remember that Cavalry Leaders are the only Leaders that may command Cavalry forces as a group; otherwise Cavalry must be moved as individual units, unless attached to an eligible Headquarters unit.

[7.32] Movement of Strength Points. It costs one Command to activate a Leader for movement if the Leader is going to move alone. However, Leaders can move large numbers of Strength Points/units.

Normally, units and individual strength points must be activated and moved separately, one at a time, at a cost of one Command Point per unit and/or one Command Point per five Strength Points. However SP's and/or units that are stacked with a Leader at the beginning of a Pulse (within the Command Span limits of that particular Leader, see Case 6.14) may be moved by that Leader as a group. Remember, a unit or SP may never move more than once per Action Phase; thus the unit(s) and/or SP's must *begin* the Pulse in the hex with the Leader in order to be moved by that Leader.

To move units/SP's, the owner must spend Commands equal to the Leader's Initiative Rating.

Once the necessary Commands to order the Leader to move are spent, then the Leader and his unit(s)/SP's move together as a group. As they move, the Leader may *not* "pick up" additional units or SP's; only units/SP's that begin a Pulse stacked with a Leader may be moved by that Leader. However, as they move, the Leader may "detach" units and/or SP's and leave them in hexes being entered by the force. The units/SP's being left behind may **not** continue to move. A player cannot activate a Leader and then move his unit(s)/SP's independently; the Leader must "move" the force.

Leaders may be activated separately when more than one Leader occupies the same hex (though, of

course, the senior Leader, if in command of a Headquarters, may be activated and move the entire force, including junior Leaders and any forces under their command, within the limits of the senior Leader's Command Span; in this case, the entire force must be moved in accordance with the rules noted in the paragraph above).

For example, if Sherman is in the Army of the Tennessee under Grant, Sherman can be activated separately at a cost of 2 Commands and move units/Strength Points or even a Headquarters he is assigned to command from that hex. This is true even if the Leader activated is lower ranked than the highest ranked Leader in the hex.

As a reminder, players should pay careful attention to the limits imposed by Case 6.1 on how many troops a Leader may move and when and how they may be Activated by a senior Leader.

[7.33] Headquarters and Leaders. Any Leader in the same hex with a Headquarters may be assigned to command of that Headquarters. If there is more than one Headquarters in a hex, each Headquarters must have a Leader assigned as its commander. If there is more than one Leader in a hex with a Headquarters unit, the highest ranked, most senior Leader is the one placed in command of that Headquarters. A Headquarters that does not have an assigned Leader at the beginning of a Cycle is removed from the map and must be re-created (at the full cost to do so) in a subsequent Game Turn if the player still desires to have it in play.

A general in command of a Headquarters may move that Headquarters plus any subordinate Leaders (and their forces) which he can control through his Command Span. Each Headquarters is limited in the number (and in some cases, type) of unit it can contain. These limits are depicted in the various Headquarters Tracks. Players should note that if a Leader is placed in, say, a unit box in a particular Corps Headquarters display, that Leader would only be able to lead the unit in that box.

Once appointed to command a Corps Headquarters, a Leader commands that Corps until replaced by a senior Leader, removed from command or until he enters a hex containing an Army Headquarters which either does not have an assigned Leader or whose assigned Leader he is senior to. Players may freely remove Corps commanders from command by expending one Discretionary or Theater Command at any time they like.

Once assigned to command an Army Headquarters, a Leader commands that Army until removed from command or until a senior Leader enters the hex, at which time the Senior Leader *automatically* assumes command of the Army Headquarters.

Exception: Confederate Army commanders are *not* automatically replaced by a senior Leader, though the Confederate player may choose to replace the junior Leader at his option. (*This simulates the situation where Joe Johnston was senior to all of the Army*

commanders in the west, but never took command of any of those armies until directly ordered to much later in the war.)

[7.34] Movement of Leaders Alone. Like regular SP's, a Leader may only move once per Action Phase. A Leader must always begin and end a Pulse in a hex with at least one friendly Strength Point, Naval/Riverine unit, Depot, Siege Train, Railroad Repair unit, or fortification. A player may not intentionally place a Leader such that he ends a Pulse in a hex alone (or only with other Leaders). A Leader that inadvertently ends a Pulse alone in a hex (or only with other Leaders) is immediately placed on the friendly Cycle Record Track, for the following Cycle.

A Leader moving by himself may never enter a hex occupied by any enemy unit, Depot or fortification, nor may he enter an enemy Headquarters Reaction Zone. He *may* enter an enemy Reaction Zone if the hex to be entered contains one or more friendly Strength Points.

A Leader that begins a Pulse stacked with a friendly SP, unit, depot or fortification can be moved by himself; he is not forced to remain with the SP, unit, depot or fortification. The only exception to this is for Leaders assigned to command a Headquarters, who must remain with their Headquarters at all times (until killed, wounded, removed, or replaced by another Leader).

It costs only one Command to move a Leader alone, and the Leader can spend up to 10 Movement Points. A Leader moving alone for even one hex may not move units/SP's in the same Action Phase. Leaders may move by rail freely; i.e., they do not need to begin the pulse on a rail hex, and they may use more than one rail line in a single Pulse. Leaders moved by rail do not count against a player's Rail Capacity; they may move for free. Furthermore, Leaders may be moved by sea or along navigable/tidal river hexsides without the aid of naval/riverine transport units. These different kinds of movement may be used together during the same Pulse. Leaders, like other units, may only be activated for movement once during an Action Phase.

[7.35] Cavalry Leaders. Cavalry Leaders have several advantages and drawbacks. They are the only Leaders which may command Cavalry Corps Headquarters. Cavalry under their command may use the special Cavalry rules (such as Retreat Before Combat) in Case 11.0. While Infantry generals may "command" individual Cavalry units, the Cavalry may not perform the specialized Cavalry functions noted above unless they are under a Cavalry Leader's command.

[7.4] TERRAIN EFFECTS ON MOVMENT

To enter a hex costs the moving force 1 Movement Point, except for Swamp and Forest hexes which cost two Movement Points each, and Rough hexes which cost three Movement Points each. Movement into some hexes may be restricted due to enemy naval/riverine forces or restricted terrain.

The three types of restricted terrain are Mountain hexsides, all-sea hexes, and all-sea hexsides.

Mountain hexsides are impassable at all times.

All-sea hexes may only be entered by naval units.

All-Sea hexsides may only be crossed by naval units.

Rough terrain normally costs three Movement Points to enter, unless it is crossed by a "gap." A player may only use the gap by entering from a hexside which the gap traverses and proceeding along the gap to another hexside which it traverses. Entering the rough terrain from any other (non-gap) hexside does not reduce the cost to enter the hex, even though a gap is in the hex being entered.

Gap hexes should not be confused with valley areas such as the valley in which Knoxville, Tennessee is located, or the Shenandoah Valley in which are Harper's Ferry and Staunton, Virginia.

Gaps only cost one MP to enter.

Swamp and **Forest** terrain costs two Movement Points to enter.

A force cannot enter a hex occupied by a supplied enemy Fort or Fortress (manned or unmanned) by crossing a navigable or tidal river hexside. Thus, an enemy player could not occupy Fort Jackson (in Louisiana, at the Mouth of the Passes) from any of the adjacent land hexes as long as it is in supply, regardless of whether or not it was occupied by friendly forces.

Regardless of the type of movement – ground, retreat, reaction, etc. -- all are subject to these rules. Thus, a force cannot retreat across a hexside it couldn't normally cross in movement.

[7.5] TERRAIN EFFECTS CHART (See Charts and Tables.)

[7.6] THEATER BOUNDARY EFFECTS ON MOVEMENT

The Theater Boundaries are, admittedly, a mostly arbitrary representation allowing the players to allocate resources and so on in a rapid and efficient manner. Historically, both sides used Military Departments to do this sort of thing, but in game terms most of the Departments' functions were purely administrative and are generally handled through other game mechanisms. The Theater system allows the players to make broad strategic decisions in a rapid and easy manner and then execute them efficiently. However, occasionally anomalies may arise, and those are addressed below.

To move a force, a player must spend Commands from either his Discretionary Command Track, or from the Track corresponding to the the Theater within which the force is located. Discretionary Commands may be spent regardless of the force's location. Discretionary Commands may be used in conjunction with non-Discretionary Commands. Regardless of the type of

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

If a force starts from the West, for example, moves to the East, and then builds a Fort, the Commands for the move would come from the West (or the Discretionary Track), and the Commands to build the Fort would come from the East (or, again, from the Discretionary Track).

[7.7] RAIL MOVEMENT

Railroads had an enormous impact on the American Civil War. They enabled combatants to move enormous amounts of supply and even troops rapidly, across long distances, and ensured that armies in contact with friendly rail systems could stay supplied, no matter what. One of the major factors contributing to eventual Union victory was the highly efficient Union rail system that not only moved large quantities of supplies and troops, but also was rapidly repaired and continuously improved and expanded as the war went on. By comparison, the South's poorly designed, poorly maintained, inadequate and often just plain rickety rail system (frequently involving different gauges as well) simply couldn't perform to the same level. Despite these facts, the Confederacy managed to move Longstreet's entire Corps from Northern Virginia to Tennessee in time to participate in the battle of Chickamauga, and then, subsequently back to Northern Virginia to oppose Grant's offensive there.

Both players (even the Confederate) will find their rail system of enormous value to their war effort and should take some pains to preserve it as much as possible. Not only does it broadcast the supply their land forces need to continue the war, but it also enables the rapid shift of combat strength to meet unexpected crises as they arise.

[7.71] Procedure. Units/SP's that begin their Pulse in a friendly rail hex may move by rail. To do so, the owner spends Commands as he normally would to activate the force for movement, but instead moving whatever its printed Movement Allowance is, it may move up to a maximum of 50 rail hexes in a single Action Phase.

In order to use Rail Movement, the force must first entrain, expending 10 Rail Movement Points to do so. It may then expend as many or as few Rail Movement Points remaining to it up to a maximum of 50 (keeping in mind that the force already expended 10 to entrain).

A force may remain entrained for more than one Action Phase (place an Entrained Marker on the force) and need not pay to re-Entrain each Action Phase – it is considered to be entrained until the player decides to Detrain the force. Any force that remains entrained for more than one turn **does** count against the player's Rail Capacity *again* in the next turn.

Once the player decides the force has reached its destination, he may Detrain it by paying another 10 Rail Movement Points to do so.

Entraining and Detraining costs represent the amount of time it takes to load a combat formation of several thousand men and all its gear and supplies onto trains.

Note that a force could Entrain (paying 10 Rail Movement Points), move 30 or fewer Rail Movement Points (paying one Rail Movement Point per contiguous rail hex entered), and then Detrain (paying 10 more Rail Movement Points), all in the same Pulse.

When moving by Rail Movement, a force can only move from one friendly, uncut, connected rail hex to another along the rail line. Hexes may not be skipped, nor may the moving force enter an enemy occupied hex. Hexes in the Reaction Zone of an enemy Headquarters may only be entered if they are occupied by a friendly force. To use Rail Movement, a force must begin and end its movement on a rail line hex. It may not combine rail movement with non-rail movement in the same Pulse.

Historically, there was a short gap in the rail line between Selma and Montgomery, Alabama, which was served by river boat. Rather than make a special rule for this gap, the two have simply been connected by a rail line.

Leaders moving alone may use Rail Movement also, but they may combine Rail and non-Rail Movement in the same Pulse. In addition, they need not start the Pulse in a rail line hex, do not pay entraining or detraining costs, may use more than one rail line in a Pulse and do not expend rail capacity to move by rail. For the purposes of Leader movement, each of the Leader's Movement Points may be considered the equivalent of 10 Rail Movement Points and may be spent interchangeably.

For example, Union Leader McClellan is in 3182, and wishes to move west. He moves normally to Washington D.C. (the nearest rail lines have recently been cut by a Confederate Cavalry raid), expending 4 movement points (he crosses the Rapahannock River at the Fredericksburg bridge); from there he takes the train to Lexington, Kentucky, expending 47 Rail Movement Points for a total of nine of his Movement Points (round fractions up when less than ten Rail Movement Points are expended). He now has one remaining Movement Point to expend in order to reach a friendly force.

[7.72] Rail Movement Across Rivers. Examine the map and note that rail lines are considered continuous across navigable or tidal rivers if there is a railhead on each side of the river hexside. Thus, a force that begins in Monroe, Louisiana may move by rail to the Mississippi at Vicksburg and on into the heart of the Confederacy. Crossing a river railhead in this manner costs 2 Rail Movement Points. Naval/Riverine forces exert a River Control Radius along river hexsides. A rail line crossing a river hexside via railheads is

considered interdicted by such a River Control Radius and cannot be crossed using Rail Movement.

Where a navigable river is crossed by contiguous rail hexes (i.e., no railheads), the rail line is **not** considered interdicted by any River Control Radius being exerted into the hexside, however if an enemy Naval or Riverine unit actually *occupies* the hexside, the bridge *is* interdicted.

Effectively, the railheads indicate rail ferries which are used to transport trains across the river and can thus be stopped by naval/riverine units, whereas the continuous rail lines represent bridges which are considered to be well enough protected to be able to continue moving trains across until interdicted by the steady presence of enemy Naval/Riverine combat units or is taken or cut by ground strength points.

[7.73] Rail Capacities. The number of Strength Points which may be moved by Rail Movement during a given Action Phase is limited. A player's rail movement capacity applies to those rail hexes he owns at the start of the game, together with any he converts during the course of the game. Each strength point moved, regardless of type, expends one point of the player's rail capacity. If a strength point remains entrained between Action Phases, it uses one point of Rail Capacity each Action Phase until detrained. Thus, if a Union Brigade with a strength of 2 moved by rail for three consecutive Action Phases it would expend a total of 6 Rail Capacity points to make the full move. Strength points may remain entrained between Cycles as well, expending Rail Capacity points as required from each Cycle's allotment in order to continue the move.

Siege Trains account for the equivalent of 5 points of rail capacity. A Railroad Repair unit counts as one SP of Rail Capacity when moving by rail. A Headquarters, by itself, without any units assigned, counts as 1 point of Rail Capacity, if units are assigned, they count normally against Rail Capacity and the Headquarters is moved for "free."

Rail Capacities are as follows:

- **Union:** 60 Strength Points per Cycle.
- **Confederate:**
 - 45 SP's through the end of Cycle 10/62
 - 35 SP's through the end of Cycle 8/63
 - 25 SP's through the end of Cycle 10/64
 - 15 Sp's through the remainder of the game

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

Rail Capacity points are allotted per **Cycle**. A player may expend those points in any Game Turn of that Cycle as he sees fit, using them all in one Game Turn or just a portion of them each Game Turn. If the Union player expends seven Rail Capacity points in a given

Game Turn, he has a balance of 23 Rail Capacity points to expend on additional rail movement in the same or subsequent Game Turns of that Cycle.

Unused Rail Capacity may not be accumulated from one Cycle to the next.

Players may use their Rail Capacity Tracks to keep track of how much Rail Capacity they have used each Cycle (see mapsheet).

[7.74] Rail Movement Prohibitions. Naval and Riverine units may not be moved by rail.

Naval Leaders may be moved by rail, just like any other Leader.

A unit may not detrain in a hex occupied by an enemy unit or force, nor may a force detrain within the Reaction Zone of an enemy Headquarters.

An entrained unit may never initiate combat, however it may be attacked. If an entrained unit is attacked, it defends at half strength, and is immediately considered detrained (meaning that if it wished to resume rail movement after combat, it would need to again pay the cost to entrain before moving by rail).

[7.8] WEATHER EFFECTS

Weather effects could be severe in specific tactical situations, and frequently battles turned on sudden rainstorms or banks of fog, but in a game of this scale, their effects can be summarized rather simply. All weather effects are summarized here for the convenience of the players, even though not all affect Movement.

[7.81] Weather Effects on Land Movement. The Movement Allowances of all land units, except Garrison Points are reduced by 1 Movement Point during Winter Weather. A unit's Movement Allowance may never be reduced to zero due to weather effects. Navigable and Tidal Rivers may *only* be crossed at bridge or ferry hexsides (or through Riverine Transports acting as temporary ferries). It costs one additional Movement Point to cross a Minor River hexside during Winter Weather.

[7.82] Weather Effects on Naval/Riverine Movement. All Naval/Riverine Movement Costs are doubled during Winter Weather. That is, it costs 2 MP to enter an all-sea or coastal hex, and 2 MP per river hexside entered.

[7.83] Weather Effects on Supply Attrition. Add one to each Supply Attrition die roll during Winter Weather Cycles.

[7.84] Weather Effects on Forage Values. The forage value for a given hex is halved (rounding fractions down) during Winter Weather Cycles.

[7.85] Weather Effects on Blockade. Subtract one from the die roll result when rolling on the Ship Blockade Table during Winter Weather.

[7.86] Weather Effects on Siege. Add one to the Siege Attrition die roll when rolling during Winter Weather. Subtract one from the Siege Bombardment Table die roll when rolling during Winter Weather.

[8.0] GROUND COMBAT

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

The great casualty rate of the Civil War had several causes. First, the rifled musket was a deadly weapon. It had an effective range four times greater than the previously used smoothbore musket. The tactics used with the smoothbore were still being used with the rifled weapon due to a lack of understanding on the part of the officers as to what the change to rifling meant on the battlefield. The result was carnage. The old-style Napoleonic tactics of mass and shock were proven obsolete and deadly to those who tried to use them. The final result of the rifled musket was to make the defense much more powerful than the offense, and to make all combat more bloody. The second reason the war was so destructive was the sheer number of men involved. In a large Civil War battle it was not all that uncommon to have over 100,000 men involved directly in combat in a single day.

With the large size and huge casualty rate of the Civil War battle, it was impossible for either side to win a crushing total victory. Without exception, no Civil War battle resulted in the total destruction of either side's army. Some people claim that the battle of Nashville was a crushing victory, but in fact, it was not. Hood's Army of Tennessee was not destroyed in one battle, but rather as a result of two (Franklin and Nashville), combined with a disastrous retreat over barren land in the dead of winter while closely pursued by Union Cavalry. Even so, many of the survivors regrouped in central Alabama, and given more time, supplies, and a better general, might have again become a threat to the Union forces.

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

The game reflects the realities of Civil War combat – both sides will suffer almost equal losses (though the attacker will usually suffer a bit more); both sides will

usually become Demoralized, and small battles will tend to be tactically more decisive than large ones. The army that recovers from Demoralization first has an advantage and may either continue the offensive or launch a counteroffensive. Both sides will lose strength if they are unable to rally their forces by the end of the Game Turn. This reflects the high desertion rate of both sides during the Civil War.

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

[8.1] COMBAT PROCEDURE

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

Forces are activated for movement one at a time and move separately; in addition, combats are resolved one at a time. A force must finish its movement and combat before another force can be activated. A Demoralized force may never initiate combat, though it must defend if attacked. A force composed solely of Garrison strength points may never initiate combat, whether Demoralized or not, though it may defend if attacked.

[8.12] Combat Procedure. The following outline describes the procedure used to resolve combat:

1. Movement. The Phasing player activates one of his forces through the expenditure of Commands and begins moving. If he wishes to enter the Reaction Zone of one of the non-Phasing player's Headquarters, then he must verbally announce this intention: go to step 2. If the Phasing player's force enters a hex containing one of the non-Phasing player's Cavalry forces, go to step 3. If the Phasing player's force enters a hex containing a non-Phasing player's force that is not a Headquarters or a Cavalry force, combat is initiated; go to step 4.

2. Headquarters Reaction Option. If the non-Phasing player's force is a Headquarters, then that player can roll for Headquarters Reaction when the Phasing player announces his intention to enter the Headquarters' Reaction Zone. If Reaction is successful, the non-

Phasing player's Headquarters can move one hex. If the hex entered is the one the Phasing player announced his intention to enter, then combat is initiated; go to step 4. If the Reacting Headquarters enters a different hex, then the Phasing player may continue moving his force (if he has Movement Points remaining). If it enters the non-Phasing player's Reaction Zone again, the Reaction procedure is repeated. If Reaction fails, or the non-Phasing player decides not to roll for Reaction, combat is initiated if and when the Phasing player's force enters the hex occupied by the non-Phasing player's force; go to step 4.

Players should note that in entering a hex to initiate combat, if they also enter a Headquarters' Reaction Zone, that Headquarters (and, in the case of an Army HQ, any units/Headquarters/Leaders subordinate to it) may be able to use Reaction Movement to also enter that hex and "reinforce" the force being attacked.

3. Cavalry Retreat Before Combat Option. When the Phasing player's force enters a hex containing one of the non-Phasing player's Cavalry forces (led by a Cavalry Leader – Cavalry working for an Infantry Leader may not exercise this option), the non-Phasing player has the option to Retreat Before Combat (see case 11.1). However, Retreat Before Combat may not be exercised if the Phasing player's force contains Cavalry led by a Cavalry Leader, or if the non-Phasing force is currently Demoralized. If the non-Phasing player's Cavalry force retreats, then the Phasing player must stop movement and has been successfully "screened" by the non-Phasing Cavalry. If no Retreat Before Combat is made, then combat is initiated; go to step 4.

4. Combat Ratio/Differential Determination. If forces from both players occupy the same hex, then combat is initiated. The Phasing player is always the attacker, even if the non-Phasing player used Reaction Movement to initiate combat. Consult the Combat Ratio/Differential Determination Chart (or use the manual method, see Case 8.3) and cross reference the attacker's strength in Strength Points (remember that Strength Points with a parenthesized Combat Strength may only defend) with the defender's strength in Strength Points to determine the Combat Results Table Column to be used in resolving the combat. The defender's strength consists of all the Strength Points in the hex, regardless of the presence of Leaders. Thus, if 40 Strength Points and a one-star Leader occupied the same hex and were attacked, the defense strength would be 40 and not 10 (which is the number of Strength Points the Leader would be allowed to move and thus attack with).

5. Combat Results Table Column Shifts. The number of Combat Results Table column shifts which will apply to the combat is determined. The column will be shifted to the left due to terrain in the combat hex,

and to the right one column if the defending force is already Demoralized. If both apply, then the Demoralization shift is subtracted from the terrain shifts to determine the final shift applied to the combat.

6. Overrun Determination. If the result from the Combat Ratio/Differential Determination Chart (or the manual method) indicates that an Overrun has occurred, then the non-Phasing force is eliminated, and the Phasing force can continue to move (it has Movement Points remaining). If there is a possibility that an Overrun will occur (that is, the result from the Chart is an "o1," "o2," "o3," or "o4"), then the column shift total is subtracted from the number appearing to the right of the "o" on the Combat Ratio/Differential Determination Chart. If the result is 1 or greater, then an Overrun occurs; if the result is zero or less, then no Overrun occurs and combat is resolved on the L column (4 to 1) of the Combat Results Table.

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

8. Both Players Roll A Die. Each player rolls one die and locates his result on the Combat Results Table under the column determined by use of the Combat Ratio/Differential Determination Chart. The Phasing player locates his result under the "Def" column to determine the damage he has done to the defender (the non-Phasing player). The non-Phasing player does likewise, but locates his result under the "Att" column. If neither player has a Leader present, then the results are applied; go to step 11. If one or both players have a Leader or Leaders present, go to step 9.

9. Leaders Without Army Headquarters. If either players' force contains an Army Headquarters, then skip this step and go to step 10. If either player has a Leader or Leaders in his force and no Corps Headquarters is present, then only the highest ranking friendly Leader affects the combat. Thus, if no Headquarters is present on either side, only a maximum of 2 Leaders – one per side – may affect combat. If a Corps Headquarters is present, the Corps commander and all his subordinate commanders, if any (i.e., those Leaders assigned to one or more of the display boxes belonging to that Corps) may affect the combat. The Command Rating of the Phasing player's eligible Leader(s) is added to his die roll from step 8; likewise the Command Rating of any of the non-Phasing player's eligible Leader(s) is added to the non-Phasing player's die roll result. However, if the Union Leader(s)' Command Rating is tinted red (in a white box), his Command Rating is added to the *Confederate* die roll; likewise if a Confederate Leader(s)' Command Rating is tinted blue (in a white box), then add his Command Rating to the *Union* player's die roll. The final die roll results are then found on the Combat Results Table,

and results are determined; go to step 11. Modified die roll results of greater than "12" are simply treated as a "12."

10. Army Combat. When an Army Headquarters is present in combat, then all the Leaders subordinate to that Army Headquarters (see Case 6.14 for a discussion of Command Span and command chains) *except* the Army commander himself use their Command Ratings to modify the combat resolution die roll. Leaders whose Command Ratings are tinted as described in step 9 add their Command Ratings to the opponent's die roll as noted in step 9 above. If the Army commander, or both Army commanders have a Command Rating of zero, then the preceding modifications are applied and are located on the Combat Results Table and players proceed to step 11. However if one or both of the Army commanders have a Command Rating of greater or less than zero, the following procedure is used.

Each Army commander's Command Points allow one of the two combat die rolls to be re-rolled. One re-roll may be made for each point of Command Rating. This is called a Re-roll Option. Army Leaders whose Command Ratings are tinted in the manner described in step 9 give their Re-roll Options to their opponent. The opponent receives the Re-roll Option even if his force does not contain an Army Headquarters. When one or both Army commanders receive one or more Re-roll Options, use the following procedure:

- If the Phasing (i.e., attacking) player has a Re-roll Option, he may have either his own or the non-Phasing player's combat resolution die roll re-rolled once. If he is satisfied with the results of step 8, he may choose to pass instead of expending one of his Re-Roll Options.
- If the non-Phasing (i.e., defending) player has a Re-roll Option, he may have either his own or the Phasing player's combat resolution die roll re-rolled once. If he is satisfied with the results of step 8, he may choose to pass instead of expending one of his Re-Roll Options.

The two players continue this procedure until one of two things occurs: either both players have expended all their Re-roll Options; or both players pass in succession. A player *must* pass if he has no Re-roll Options remaining. The final die roll results are located on the Combat Results Table, and the results are determined.

11. Combat Results Application. The attacker's (Phasing player's) final die roll result is located under the "Def" column to determine the damage he has done to the defending (non-Phasing) force. The result depends on the size of the attacking force, which is either Small (1 – 15 Strength Points), Medium (16 – 45 Strength Points), or Large (46 or more Strength Points). The defender (non-Phasing player) does likewise,

locating his result under the "Att" column next to his force size. Combat results are applied and both sides make Leader Loss Checks for any Leaders they have present in the hex.

[8.2] HOW TO USE THE COMBAT RESULTS TABLE

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

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

If the result is a dash (-), this indicates that the defender's force so greatly outnumbers the attacker's that the attacker is automatically eliminated if the attack is made, at no loss to the defender. The defender does not make Leader Loss Checks, whereas the attacker does. Unless the attacker's Leader(s) are killed or wounded, as a result of the Leader Loss Check, they are placed on the friendly Cycle Record Track for the next Cycle.

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

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

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

to 1 (L) due to the defender being Demoralized are resolved on the 4 to 1 column.

[8.22] Combat Ratio/Differential Determination Table. (See Charts and Tables.)

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

[8.24] Land Combat Results Table. (See Charts and Tables.)

[8.26] Combat Losses. Once a Combat result has been determined, the player consults the Combat Loss Table to determine how many strength points of his force were actually eliminated by the combat. Using the Loss Number (either "1," "2," or "3") he consults the Combat Loss Table by cross-referencing his Loss number with the total number of strength points in his force. If the number of strength points exceeds 25, simply consult the table again until the total number is reached (thus, if a player had 67 strength points in his force and received a Loss Number of "2," he would consult the Combat Loss Table by reading the "25" row twice, and the "17" row once for a grand total of 13 strength points eliminated. Demoralization results are applied after losses have been extracted.

[8.27] Combat Loss Table. (See Charts and Tables.)

[8.3] MANUAL COMBAT RATIO/DIFFERENTIAL DETERMINATION

In the event that combat involves more than 25 Strength Points on one or both sides (a possibility that increases in likelihood as the war goes on), use the following procedure to determine the Combat Results Table column.

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

For example, 6 Strength Points attacking 2 Strength Points would be a Combat Ratio of 3 to 1. 5 Strength Points attacking 2 would be a Combat Ratio of 2 to 1, because the fraction is rounded off in the defender's favor (i.e., 5 divided by 2 equals 2.5 to 1, rounded to 2 to 1).

2. Combat Differential Determination. To determine a Combat differential, subtract the defending strength in SP's from the attacking strength in SP's: the result is the Combat Differential.

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

[8.31] Combat Ratio Limitations. The CRT has a Combat Ratio limit of 4 to 1 and 1 to 3 on the high and low ends respectively. Combat Ratios are determined first, and then column shifts are applied. If the final modified Combat Ratio is greater than 4 to 1, but less than 8 to 1 (Overrun), use the 4 to 1 column to resolve the combat. If the final modified Combat Ratio is less than 1 to 3, then the attack results in automatic elimination for the attacker, while the defender is completely unaffected.

For example, the Combat Ratio is 5 to 1, but the defender occupies a Swamp hex; the final Combat Ratio adjusted for terrain is 3 to 1. If the final Combat Ratio is 8 to 1 or more, then the defender has been Overrun.

[8.32] Combat Differential Limitations. If the combat is resolved as a Combat Differential, use the +5 and -3 columns if the differential is greater than +5 or less than -3 respectively. However, unlike Combat Ratios, you determine the final Combat Differential *first* and *then* apply column shifts for terrain and Demoralization.

*For example, if the Differential were +7, it would be located on the +5 Differential column and **then** you would apply any column shifts, (as opposed to applying the column shifts to the raw Differential total). Note that if you are using the Combat Ratio/Differential Determination Chart, this is done for you automatically.*

As an example of a high-numbers combat calculated manually, suppose 52 Union Strength Points attack 36 Confederate Strength Points. Dividing 52 by 36 yields a Combat Ratio of 1.44 to 1. Rounding fractions down, the ratio is 1 to 1. Since the Combat Ratio is less than 2 to 1, but more than 1 to 2, the players must now determine the Combat Differential. Subtracting the Confederate Strength Point total from that of the Union, we calculate a Combat Differential of +16 for the Union player. However, Combat Differential Limitations mean that the maximum Differential is +5. The players may now modify the column (if necessary) for terrain and morale and resolve the combat.

[8.4] LEADER EFFECTS ON COMBAT

[8.41] When Leaders Affect Combat. If a Leader is in command of a moving force that enters an enemy-occupied hex, then he affects that combat. If the defending hex contains a Leader, he also affects the

combat. Only one Leader per side affects a combat unless a Headquarters is present. When a Leader is present in a hex where combat occurs, his Tactical Combat Rating *must* be used in that combat resolution. A player does not have the option to withhold a Leader if one is present. In some cases a Leader will not be able to affect a combat resolution die roll; however he is still considered involved in the combat and must make a Leader Loss check at its conclusion.

[8.42] Leaders Without Headquarters. If there are no Headquarters on either side, only the most senior Leader on each side may use his Tactical Combat Rating to affect the combat. Since Leaders may not move as a group unless they are assigned to a Headquarters, the attacking force will only contain one Leader. However the defending force may be composed of any number of Strength Points and Leaders. In this case, *only* the senior Leader in the hex affects the combat, although *all* Strength Points present in the hex defend as a group.

To resolve the combat, determine the column used on the Combat Results Table and then both players roll one die. Then the Command Ratings of the Leaders who may affect the combat are added to the appropriate die rolls. A player adds his Leader's die roll to his own result unless his Leader's Tactical Combat Rating is tinted as described in case 8.12, subparagraph 9, above. If a Union Leader's Tactical Combat Rating is tinted, it is added to the Confederate die roll, and if the Confederate Leader's Tactical Combat Rating is tinted, it is added to the Union player's die roll.

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

*For example, Confederate One-star General Jackson (2) increases the Confederate player's die roll by 2, while Confederate One-star General Buckner (-1) increases the **Union** player's result by 1.*

[8.43] Leaders With Headquarters. The Tactical Combat Rating of every Leader assigned to a particular Headquarters may be used to affect one (or both) of the Combat Resolution die rolls when that Headquarters is involved in combat. As already noted, some leaders may have their Command Ratings tinted, in which case their Ratings are added to the opponent's roll instead of the friendly roll. In a Corps Headquarters, all Leaders assigned to that Corps (i.e. in boxes on that Corps HQ display) use their Tactical Combat Ratings. In an Army Headquarters, any subordinate Corps commanders and *their* subordinates may use their Tactical Combat Ratings to influence the battle. In the case of the Army commander, however, each point of an Army commander's Army Command Rating allows one Combat Resolution Die Roll to be re-rolled. This is called the Re-roll Option, and all Army commanders whose Army Command Rating is tinted as described in Case 8.12, subparagraph 9 give their Re-roll Options to

their opponent. This is true, even if the opponent's force does not include an Army Headquarters.

To resolve a combat involving a Corps Headquarters on one or both sides, the players roll one die each adding the Tactical Command Ratings of all Leaders assigned to that Corps Headquarters (they are assigned to the Corps if they command it or are placed in one of the Corps' subordinate unit boxes on the Corps Headquarters Display on the map) are added to the appropriate die roll (depending on whether or not they are tinted). The players modify their die rolls accordingly, and locate the results on the Combat Results Table. If more than one Corps is present on either side, only the Corps belonging to the highest ranking, most senior Leader present may use its Tactical Combat Ratings in this manner. Any other Corps present does contribute its Strength Points to the battle, but does not use any of its Leaders to help fight the battle. All Leaders present, however, are checked for Leader Loss at the end of each Combat Round, even if they were not permitted to contribute their Tactical Combat Ratings to the Combat Resolution die roll.

To resolve a combat involving an Army Headquarters on one or both sides, the players roll one die each, modify their results for the Command Ratings of every Leader present within the hex who is within the Command Span of the Army Commander and his subordinate Corps commanders (if any), and locate the results on the Combat Results Table. Note that if an Army HQ is present, then *all* subordinate Corps may use their Leadership's Tactical Combat Ratings to affect the combat, not just one. Then the players begin the procedure following to determine the final Combat Resolution die rolls.

1. Attacker's Re-roll Option. If the attacker's force contains an Army Headquarters, and that Army commander has a Re-roll Option – or if the defending force contains an Army Headquarters with a commander who's Command Rating allows the *attacking* player a Re-roll Option – then the attacker must decide whether or not to expend an Option. If he spends an Option, he may re-roll his own combat die, or have his opponent re-roll his. This expends one Re-roll Option. If the attacker is satisfied with the original combat die rolls, he may pass without spending any of his Re-roll Options. Once a die has been re-rolled, the first result is lost. In other words, if you re-roll a die and achieve a worse result, that's too bad; you may not revert to the original result – it is gone forever.

2. Defender's Re-roll Option. If the defending force contains an Army Headquarters and the commander of the Army has a Command Rating of greater than "0" which is not tinted, then the defending player receives Re-roll Options equal to that Army commander's Command Rating. In addition, the defending player receives Re-roll Options if the attacking player has an Army Headquarters present with a commander whose Command Rating is tinted (thus giving Re-roll Options

to the opposing side). Assuming the defender has one or more Re-roll Options, the defender may now choose to expend one of his Re-roll Options to have his own or the attacker's Combat Resolution die roll re-rolled. If he is satisfied with the results as they are, he may pass, thus saving his Re-roll Options.

3. Re-roll Options Continue. If either player has any Re-roll Options remaining, then steps 1 and 2 are repeated. This continues until both players have expended all their Re-roll Options, or until both players have passed in succession. Passing is mandatory on the part of a player with no Re-roll Options remaining. However, if a player has Re-roll Options remaining, but chooses to pass, and his opponent also passes, then the preceding procedure is terminated, even if one or both players have Re-roll Options remaining. The final die roll results, modified by the Command Ratings of any other eligible Leaders involved in the combat are located on the CRT to determine the final result of that Round of Combat.

For example, Union General Grant and Confederate General RE Lee have Army Command Ratings of 2 and 3 respectively and each commands an Army Headquarters. Assuming that neither player passes, then if Grant were attacking Lee, Grant would have the first Re-roll Option, then Lee, then Grant, then Lee, and then Lee again. Thus Lee has a one re-roll advantage over Grant. However if Grant passed on the first Re-roll Option and Lee did not, then, when his second Option began, Grant would have two remaining, and so would Lee.

[8.44] Maximum Leader Modifications. The maximum amount a die roll may be modified is by adding 6. Additions above 6 are ignored. The same is true for Army commander's Command Ratings; the maximum number of Re-roll Options an Army commander may have in a particular combat is 6.

[8.5] TERRAIN EFFECTS ON COMBAT

The effects of terrain on combat are summarized on the Terrain Effects Chart. The terrain in the hex occupied by the defender determines the terrain effects on combat.

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

If the attacker enters the defender's hex by crossing a river or gap hexside, then the Combat Results Table is shifted a number of columns to the left.

If the attacker enters the defender's hex by crossing a Gap hexside, then the Combat Results Table is shifted two columns to the left. A force that enters a Rough hex to attack an enemy force suffers a three-column shift to the left due to the difficult nature of the

terrain. A force that *leaves* a Rough hex to attack an enemy in an adjacent hex still suffers a one column to the left shift due to the difficulty of deploying out of Rough terrain.

If the attacker enters the defender's hex by crossing an Minor River hexside, there is a one-column shift to the left in addition to any shifts caused by the terrain in the defender's hex. If the attacker enters the defender's hex by crossing a navigable river hexside, there is a two-column shift to the left in addition to any shifts caused by the terrain in the defender's hex. Furthermore, a force may never retreat across a navigable river hexside. If the only retreat route is across such a hexside, the retreating force is eliminated instead.

An attacking force may never cross a Tidal river in order to attack a defending force 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 fractions, in addition to suffering the normal effect of attacking across a navigable river hexside.

A force may never cross a Navigable or Tidal river hexside in order to enter a hex occupied by an enemy Fort or Fortress that is in supply **or** is occupied by at least one Strength Point. If out of supply *and* unmanned, such a Fort/Fortress may be occupied by a friendly force crossing a Navigable or Tidal river hexside.

[8.6] OVERRUN COMBAT

The Combat Ratio/Differential Determination Chart is used to determine whether or not an Overrun has occurred. Using the manual method, an Overrun occurs if the final Combat Ratio (after all modifications) is 8 to 1 or greater.

When an Overrun occurs, the defending force is eliminated in its entirety, and the owner must roll for Leader Loss (if he has any Leader's present). Any surviving Leaders are then placed on the friendly Cycle Record Track for the following Cycle, even if they were not wounded. The attacking force may then continue moving as if there were never an enemy force in that hex and need not check for Leader Loss. An Overrun does not cost additional Movement Points or slow down the attacking force in any way.

If an enemy supply depot is Overrun, the attacker has the option to replace it with a friendly supply depot at no cost in Commands. The attacking player must, however, provide the two Strength Points required for the depot (the enemy's two strength points are eliminated).

Overrun is not considered combat for purposes of Promotion. Thus a Leader does not become eligible for Promotion by being part of an Overrunning force. Nor is any surviving Leader in the force that was Overrun eligible for Promotion.

[8.7] COMBAT RESULTS

[8.71] Strength Point Losses. If a “1,” “2,” or “3” result is obtained on the CRT, then the receiving player must lose a certain number of Strength Points depending on the size of his force. In order to determine how many Strength Points he must lose, consult the Combat Loss Chart. If a force has more than 25 Strength Points in it, simply consult the appropriate line(s) again.

For example, the Union player has 63 strength points in his force. He consults the “25” line two times and the “13” line once (for a total of 63 strength points).

The player taking the loss reads the chart by cross referencing his “Loss Number” with the number of strength points in his force to determine the total losses of his force.

To continue the example above, the Union player suffered a Loss Number of “2” during the round of combat. He has 63 strength points, so he reads the 2 column three times; twice at 25 Strength Points and once at 13 Strength Points (for a total of 63 strength points) and determines that his total loss is 13 (5 for each time he read the 25 line and 3 for the 13 line). He must subtract 13 strength points from his force. During this battle, the Union player lost 13,000 casualties! Note that if either player received a Demoralization result, it is applied after losses have been extracted.

The player suffering the loss simply subtracts the necessary number of strength points from his various units in accordance with the rules noted below:

- Strength point losses due to battle must be allocated as evenly as possible among the units participating in the action. This rule is to be applied with common sense and reason. It is meant simply to prevent a player from distributing all his losses among his cheap formations, thereby sparing his valuable formations. For example, say a force composed of a 4-6, a 7-4, a 3-3 and two (5)-1s is required to lose six points. The player must lose a cavalry point, an infantry point, a militia point and a garrison point. That 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 the four participating units. Presumably, he would choose to lose another militia and garrison point.
- When naval and ground units are part of the same force, the rule of even distribution is applied as follows: a force of three Naval Flotillas (each worth 20 Combat Strength Points) supports three defending 10-3 infantry divisions (total defending strength 90). The loss required is nine points. Half of that loss rounded up (five points) must be distributed among the infantry divisions; the remaining loss (four points) is applied to the naval presence and is accounted for by destroying the necessary number of Naval Squadrons (each worth 10 points) to account for the loss. In this case that means one Naval Squadron is sunk and one flotilla

is reduced to a “10” Combat Strength Point Squadron. Note that if the Union force had lost 20 Strength Points, 10 would be taken from the Infantry and the other 10 from the Naval units, and still the Naval force would have only lost one Squadron.

To describe the loss process another way: units take losses equally, and no unit may take more than one loss until all involved units take at least one loss, and so on with two losses, three losses, etc. Any losses against naval units may be combined, however the player absorbing the loss must be rounded up to the nearest whole unit (had the Union player had two flotillas of Ironclads in the above example, he still would have had to lose an Ironclad Squadron, even though the total loss absorbed would have been “15” instead of the required “4”).

[8.72] Causes of Demoralization. If the CRT indicates that a force is Demoralized, then place a Demoralization marker of the appropriate nationality on that force. A force that is out of supply at the instant of combat is automatically Demoralized at the conclusion of the combat, regardless of the outcome of the battle. Only ground combat units/Strength Points are Demoralized. Naval/Riverine units, Leaders, Forts/Fortresses, Siege Trains, Railroad Repair units and Depots are never Demoralized.

[8.73] Effects of Demoralization.

- A Demoralized force may never enter an enemy occupied hex, and thus may never attack.
- The CRT is shifted one column to the right if the defender is Demoralized. The Demoralized force still receives column shifts for terrain. The Demoralization shift is subtracted from any terrain shifts to yield a final shift total.
- A Demoralized force uses a single unmodified die roll to resolve combat. A Demoralized force *cannot* receive any Tactical Combat Rating benefits (even from an enemy Leader) to adjust its Combat Resolution die roll, nor may it receive any Re-roll Options while Demoralized.
- When a Demoralized force is attacked, all the attackers' Tactical Combat Rating modifications and Re-roll Options are **doubled**. This includes Ratings of the Demoralized force that would normally help the opponent. The attacking force automatically receives a minimum die roll addition of 1 and 1 Re-roll Option, even if he would normally receive none. The extra die roll modification and Re-roll Option are added to any the attacking player would normally receive.
- A Demoralized force that enters the hex of an un-Demoralized friendly force immediately causes that force to become Demoralized. Likewise, any force entering a friendly Demoralized force's hex is immediately and automatically Demoralized.

- A Demoralized Headquarters has one subtracted from its Reaction die roll.
- A Demoralized force may not conduct an Amphibious Landing, though it may be transported by sea or riverine movement.
- A Headquarters may not be created in a hex containing a Demoralized force.
- A Demoralized Cavalry force loses its ability to Retreat Before Combat.
- A Demoralized force of the player who's Pulse is in progress may not move into the Reaction Zone of an enemy Headquarters. This is due to the fact that if an enemy Headquarters successfully Reacted, it could force combat with the Demoralized force as the attacker, and a Demoralized force may never attack.

[8.74] Rally From Demoralization. A force may be rallied only if it is in supply. There are two ways to Rally a force. First, during the Rally Phase any force that is currently Demoralized loses from 1 to 6 strength points (the owning player rolls one die, subtracting the resulting number of strength points from the rallying force in accordance with the guidelines laid down in Case 8.71). Forces that are in supply are then Rallied, out of supply forces remain Demoralized. Second, a player can Rally a force during the Action Phase by spending a number of Commands equal to the Initiative Rating of the senior Leader in the hex, however the force must be in supply at the instant it is rallied.

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

1. If one side is totally eliminated, then the other side remains in the hex; no retreat.
2. If no result is achieved by either side (either loss or Demoralization), then the attacker must retreat.
3. A defender occupying (that is, inside) a Fort or Fortress is never forced to retreat from it, regardless of the combat result.
4. If a defender is already Demoralized before the attacker enters his hex, then any additional Demoralization result will cause the defender to retreat.
5. If the combat Demoralizes one force, but not the other, the Demoralized force is required to retreat.

6. If both forces suffer Demoralization, or neither force does, but one loses more Strength Points than the other, then the force with the greater Strength Point loss must retreat.

7. If both forces suffer Demoralization or neither does, and both sides lose the same number of strength points, but one side's **Loss Number** is higher than the other's, the force with the higher Loss Number must retreat.

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

[8.76] Retreat Procedure. A retreating force is subject to the same rules of terrain effects on movement as any other force. If the attacker retreats, he must retreat back into the hex from which he entered the defender's hex. The defender must retreat into one of the three hexes adjacent to the combat hex, but not adjacent to the hex from which the enemy Army Headquarters (or force, if no Army Headquarters) entered the combat hex. In other words, the defender must retreat such that there is at least one hex between himself and the hex occupied by the attacker before he entered the defender's hex.

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

A force can retreat into an enemy-occupied hex only if the enemy force in the hex can be Overrun. In other words, you cannot retreat into an enemy-occupied hex unless you can Overrun the enemy.

A force cannot retreat into the Reaction Zone of an enemy Headquarters, unless there is no other hex to enter. A force entering the Reaction Zone of a Headquarters other than the one that caused the retreat does *not* trigger that Headquarters' Reaction.

A force may retreat across a navigable or tidal river hexside (including Cavalry Retreat Before Combat). However, if required to do so, the owning player must roll *two* dice if the river is Navigable and *four* dice if the river is Tidal, subtracting that number of additional strength points as losses due to the difficulty of making such a retreat.

A force that is unable to retreat due to restricted terrain or the presence of enemy forces is completely eliminated. In such a case Leader Loss checks are made for the force, and any surviving Leaders are placed on the friendly Cycle Record Track on the following Cycle.

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

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

[8.8] RECORDING CASUALTIES

Each player is required to track his total land force casualties from all causes (including battle, supply attrition, forced march attrition, and siege attrition). When Victory is determined, each player receives Victory Points (see Case 23.1) based on the number of enemy casualties suffered over the course of the war. Each point lost to any of the above causes is recorded by moving the Casualty markers provided higher along the friendly Casualty Track.

[9.0] NAVAL MOVEMENT

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

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

Both sides have naval forces in the game, but the Confederates are limited to mostly riverine units, a few costly Ironclads, and Commerce Raiders. The Union player, on the other hand, has the opportunity to create a powerful array of Ironclads, transports, gunboats and regular wooden warships. For the Union player to win the game, he must make creative use of this powerful weapon.

[9.1] NAVAL FORCE TYPES

There are seven types of naval units in the game. For the Union player they are, Ocean-going Ironclads, regular Ocean-going wooden warships, Ocean-going Transports, Riverine Ironclads, Riverine Gunboats, and River transports; for the Confederate player they are Commerce Raiders, Ocean-going transports, Riverine Ironclads, Riverine Gunboats, and Riverine transports.

Riverine units may move only along tidal and navigable river hexsides or into coastal hexes; they may

not enter all-sea hexes or cross all-sea hexsides. All Confederate Ironclads are riverine types, while the Union has both ocean-going and riverine ironclads. Ocean-going (hereafter Naval) units may only move in all-sea, and coastal hexes, and along tidal river hexsides; they may not move in Navigable rivers. Confederate Commerce Raiders always remain in the "At Sea" box, once they enter play.

For the purposes of the following rules, the following terms will be used; Naval will refer to all Ocean-going vessels, whether Ironclad, Commerce Raider, Naval warship or Naval Transport (these are the units that have dark colored ships on their counter; Riverine will refer to any vessel primarily intended to operate on rivers, whether Ironclad, Gunboat or Transport (these are the units that have light colored ships on their counters); and the term "naval" (with a lower-case "n") will refer to anything that floats.

[9.2] NAVAL UNIT DENOMINATIONS

Naval and Riverine units represent nothing more than a collection of various ships of a certain type and "nationality." Like money, they are completely interchangeable so long as their type and total value remains the same. Two Union Naval warship units, each worth 10 combat points, are the equal of one Union Naval warship unit, worth 20 combat points. Both represent a force of 20 combat strength points and are equal in every way. Players may alter the composition and denominations of Naval and Riverine units in a given hex at any time, so long as the combat strength point total and type of Naval or Riverine unit remains constant. Transport units function in precisely the same way, only instead of paying attention to the combat strength of such units, players must pay attention to the lift capacity (represented by the number in the upper right hand corner of each Transport unit counter). Again, players may alter the composition and denominations of Naval and Riverine Transport units in a given hex at any time, so long as the total lift capacity and type of Transport unit (either Naval or Riverine) remains constant. Commerce Raiders operate under special rules.

Two Squadrons make up one Flotilla.

[9.3] NAVAL LEADERS

There are a total of only eight Naval Leaders in the game; six Union, and two Confederate. Naval Leaders can command up to 6 individual Naval or Riverine Flotillas, or 12 Squadrons. In addition, Naval or Riverine Transports under the Naval Leader's command may carry ground Strength Points and ground Leaders freely (i.e., transported Strength Points and/or Leaders do not count against the 6/12 unit limit the Naval Leader may command).

Thus, Union Flag Officer Farragut could command a force of 6 Naval Transport Flotillas to move as many as 60 strength points of Infantry, Militia or Garrison troops, or 30 Cavalry strength points, or some combination of

the two, plus Leaders, all at the cost of two Command Points – his Initiative Rating.

A Naval Leader uses his Tactical Combat Rating when conducting combat against enemy Naval and/or Riverine units, when conducting combined land and naval combat, and in Amphibious Invasions.

Naval Leaders check for Leader Loss at the end of each combat; however only one check is made per combat. When a naval force is involved in more than one Round of combat at a time, either by passing a Fort/Fortress or by engaging in more than one Round of naval combat, only one Leader Loss Check is made per Leader, per combat, not one per Leader, per Round. *(This reflects the fact that most naval combat situations were over in a matter of a few hours at most as opposed to possibly going on for days.)*

Thus, the Leader of a naval force that is attacked as it enters each hexside adjacent to an enemy Fort along a river only makes one Leader Loss Check for that particular Fort.

Naval Leaders cannot command land units or Strength Points and have no effect on land combat, even when stacked in a hex that is attacked by enemy land forces. Naval Leaders may move overland, and by rail, by themselves, just like any other Leader.

[9.4] NAVAL/RIVERINE MOVEMENT

Naval forces have a Movement Allowance of 50 naval Movement Points, with the exception of Union Naval Ironclads which only have a Movement Allowance of 40 Movement Points; and Riverine forces have a Movement Allowance of 40 naval Movement Points. The following rules apply to all types of naval/riverine movement and naval/riverine forces.

- Naval/Riverine units may never enter non-navigable/tidal river hexsides, cross land hexsides, or enter all-land hexes.
- Naval/Riverine units that enter coastal hexes ignore the land there unless a hex contains an enemy Fort or Fortress. A Naval/Riverine unit that enters such a hex is subject to attack by that fortification.
- If a coastal hex contains one or more enemy Naval/Riverine unit(s), then combat is initiated when the hex is entered unless the hex *also* contains an enemy Fort or Fortress in which case the enemy can opt to “shelter beneath the guns” of the fortification and thus avoid combat. However, if the Fort/Fortress is attacked by the friendly Naval/Riverine units, then the enemy Naval/Riverine units must also fight at that time.
- The terrain types and enemy land strength points in a coastal hex are used to determine the outcome of an Amphibious Invasion.
- Naval/Riverine units, must be moved one Squadron at a time (and must be broken down from Flotillas in order to do so), unless they are commanded by a Leader. Naval Leaders *and* non-Naval Leaders can command Naval/Riverine units.

It costs one Naval or Discretionary Command to move one Squadron of Naval/Riverine units of any kind.

- Friendly naval units may not enter a hex or hexside containing enemy ironclads, riverine or naval units, except to engage in naval combat. (see case 10.2). Friendly naval units may freely enter and leave a hex or hexside containing only enemy transports.
- Friendly river or naval transports may not enter a hex or hexside containing enemy river, naval or ironclad flotillas, unless in conjunction with friendly warships that will fight the enemy warships.

[9.5] RIVER MOVEMENT

[9.51] Riverine Movement Restrictions. Riverine units may never enter all-sea hexes or cross all-sea hexsides. Riverine units may operate in coastal hexes (as long as the do not cross an all-sea hexside, even between adjacent coastal hexes), and along Tidal and Navigable River hexsides. Naval units may operate in all-sea hexes, cross all-sea hexsides and move along Tidal River hexsides (only).

[9.52] River Movement Procedure. Naval/Riverine units located on rivers occupy a river *hexside*, not a hex. A naval unit moves from one hexside into another at the cost of one Movement Point per hexside.

Players should note which hexside their Naval/Riverine units are on by using the facing indicators in the game to reflect the specific hexside.

When moving along rivers, naval units may freely pass through or come to rest on enemy land Strength Points since they are traversing the river hexsides and not actually physically occupying the land hex. The counter itself may be located on either side of the river.

A naval unit may not end its movement in a hexside controlled by an enemy Fort/Fortress. It must either move past the fortification, be destroyed by the fortification, or aid in the successful capture of the fortification by Amphibious Invasion or by combined land and naval attack. If a combined land/naval attack or Amphibious landing is unsuccessful, the attacking naval units must retreat into the hex or hexside from which they *began* that movement. This may mean re-passing Forts/Fortresses along the same river. For this reason, bypassing Forts/Fortresses can be dangerous if the combined attack or Amphibious landing is unsuccessful.

[9.53] Naval/Riverine Transport. A transport Squadron (either Naval or Riverine) may transport up to five Strength Points of Infantry-type units (or two and one half Cavalry Strength Points) if the transport begins the Pulse in a Tidal or Navigable river hexside bordering the hex occupied by the Strength Points to be transported, or in a coastal hex occupied by the Strength Points to be transported. The location of the transport in a given hex does not matter so long as it is in a hexside bordering the hex where the Strength

Points to be transported are located or is in the coastal hex with such Strength Points. (Players may find it very helpful, though, to try and stack transport units with the forces they are intended to transport.) The owning player then pays one Naval or Discretionary Command Point to activate the Squadron. No commands are spent to activate the Strength Point(s) being transported. The Strength Points are then placed under the transport counter to indicate they are being transported and the two are then moved together along the river or through a series of contiguous all-sea or coastal hexes.

While aboard a transport, ground units are passengers of the transporting unit and, as such, move with the transporting unit subject to the rules of water movement.

Embarkation and debarkation each cost the naval transports 10 naval Movement Points. Embarkation and debarkation occur in the coastal hex, or it occurs at the interface of a river hexside and at the two hexes composing the hexside. In other words, the ground unit embarks onto the bordering hexside and debarks into one of two adjacent hexes.

Players should note that normally they will not be transporting single Strength Points, instead moving units such as Brigades and Divisions by naval transport. In order to move a unit, sufficient transport units must be available to move the desired unit as a whole (though Divisions can be broken down into Brigades for movement if the owning player desires, though he should keep in mind that they can only be reassembled through the Brigade Merge procedure; see case 21.3).

A Headquarters, if transported by sea, must have sufficient Transport units to carry all of its subordinate units together as one force (though during previous Action Phases, the owning player may detach units from the Headquarters as he sees fit). A Headquarters being transported by itself (without assigned units) is the equivalent of one Infantry Strength Point in size.

A unit that is being transported may only be debarked onto a hex *not* controlled by an enemy force or in the Reaction Zone of an enemy Headquarters, *unless* the transported unit is accompanied by either a Naval or Land Leader. If a Leader is present, either ground or naval, the unit can debark onto an enemy-occupied hex. If this occurs, it is an Amphibious Invasion. A land unit that is transported is considered to have moved during that Action Phase, and may not move again during the same Action Phase.

[9.54] Leader Effects on Naval/Riverine Transport.

A naval Leader may command up to 6 Flotillas at one time, plus the land units being carried, plus any other Leaders in the force. The combined land/naval force is then activated by paying a number of Naval or Discretionary Commands equal to the Initiative Rating of the Naval Leader.

For example, if Leader Farragut and 2 Riverine Transport Flotillas begin a Pulse adjacent to a hex containing 7 Union Infantry Divisions, each of 5

Strength Points, and two Union land Leaders, then 4 of those divisions (20 Strength Points worth) and both Leaders could be transported by Farragut and his transports at a cost of only 2 Commands.

A non-Naval Leader may command a number of Naval or Riverine Transport (only) Flotillas equal in *transport capacity* to the number of land Strength Points his rank allows him to command normally (Headquarters command excluded). However Strength Points being transported *also* count against this amount. In addition, other Leaders may not be transported with that force.

Thus, a one-star general theoretically can command one Transport Flotilla (up to ten transport points of capacity), but, assuming he actually wished to transport troops, could only actually command a maximum of one Transport Squadron (the smallest unit available) of five transport points, five Infantry, Militia or Garrison Strength Points, or two Cavalry Strength Points (fractions are rounded down), or some other combination not exceeding a total of 10 Strength Points plus Transport capacity points.

[9.6] NAVAL RIVER CONTROL

[9.61] Hexside Control Definition. A Naval or Riverine combat unit controls the hexside it occupies. In addition it controls all tidal or navigable river hexsides within a five hexside radius of the hexside it occupies.

A naval river control radius never extends into or past a hexside bordering a hex occupied by an enemy Fort/Fortress that is in supply *or* manned. Forts/Fortresses always control the river hexsides bordering the hex they occupy with one exception. Unmanned Forts/Fortresses that are also out of supply do not control their hexsides and have no effect on the game at all.

This represents the fact that even when not garrisoned, Forts and Fortresses were manned by their artillery crews; a force that usually amounted to less than 1000 men, but was fully capable of "fighting" the Fort's/Fortresses' guns in the event of an attempt to run ships by the fortification.

Enemy and friendly naval combat units may exert river hexside control into the same hexside. These are called "contested hexsides," and both players are affected as if the enemy had control of the hexside. However each player's combat units have control of the hexside they occupy and those on the side away from the enemy's naval combat units.

Naval/Riverine combat units located on rivers are very powerful in so far as they control more than one hexside; this simulates the fact that naval power is very flexible and can move in a fraction of the time a comparable land force would require to move.

[9.62] River Control Effects. Forces moving by land cannot cross a navigable or tidal river hexside that is controlled by an enemy naval combat unit unless the

hex they are entering contains a friendly Fort/Fortress that is in supply or manned, one or more friendly Strength Points, or a friendly supply depot. In the case of a Tidal River, it must also be an permanent or temporary ferry hexside (see 9.7 below).

A rail line that crosses a navigable or tidal river hexside via a ferry connection is cut if that hexside is controlled by an enemy naval combat unit. A rail line that crosses a navigable or tidal river hexside via a continuous rail connection is cut if that hexside is physically occupied by an enemy naval combat unit.

A supply line may not be traced across a navigable or tidal river hexside controlled by an enemy naval combat unit, *regardless* of the presence of one or more friendly Strength Points, or a friendly supply depot on the other side. A supply path *may* be traced across an otherwise eligible river hexside if a friendly Fort/Fortress that is in supply or manned is present in a hex bordering the hexside to be used. (The Fort/Fortress negates enemy control of the hexside per case 9.61.)

A Headquarters Reaction Zone never extends across a Tidal River hexside, nor does it extend across an enemy-controlled navigable river hexside.

[9.7] FERRY MOVEMENT

Certain hexsides along various rivers, estuaries, and inlets 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 (see the Terrain Effects Chart). 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 *Flotilla* (ten units) is used as a ferry. Placement of a Transport Flotilla within the appropriate hex or hexside creates temporary ferry crossing points with all the properties of those printed on the map.

To operate as a temporary ferry, a Transport Flotilla (only) must be in place for the duration of an Action Phase. Transport Squadrons may not create a temporary 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. Players should mark such Flotillas with a "Ferry" marker.

A Transport Flotilla may not create or act as a ferry in the presence of an enemy occupied Fort or Fortress.

[9.8] AMPHIBIOUS MOVEMENT

[9.81] Amphibious Movement Prerequisites. A player may move friendly Infantry Divisions/Brigades by sea or river and then land them in an enemy-controlled hex, by using Amphibious Movement. To qualify to make an Amphibious Move, the Infantry units may not be Demoralized. The units and their Leader(s) must begin the Pulse in the same hex as, or along an adjacent hexside with, the Transports and Naval

Leaders which will carry them to their destination. Each Infantry Strength Point requires one Transport capacity point to carry it.

Cavalry may not conduct an Amphibious Landing.

[9.82] Amphibious Movement Procedure.

1. The Phasing player spends the necessary number of Naval or Discretionary Commands to activate the Naval Leader for amphibious movement.

2. The Naval Leader, The ground Leader (s), the unit(s), and the necessary number of Transport units are moved to the desired location and the invasion is resolved.

3. If the invasion hex contains enemy naval combat units, a Round of naval combat is resolved. The Naval Combat Results Table is used, both players roll a die and find their result. Results are applied immediately.

4. If the invasion hex contains and enemy Fort/Fortress that is in supply or manned, the fortification performs a naval combat against the force. The Naval Combat Results Table is used. The non-Phasing player rolls one die and the results are applied immediately. The Phasing player does not get a roll.

5. If there is still an enemy naval combat unit in the hex, steps 3 and 4 are repeated as necessary. If there are no enemy naval combat units, proceed to step 6.

6. The Phasing player determines his Invasion Strength. First, he totals the number of Infantry Strength Points participating in the attack. Naval combat units with the invading force contribute their combat Strength to this total. Once the total has been determined, the Phasing player divides the total by 2, rounding fractions down.

7. The non-Phasing player determines his Defense strength. A hex being invaded has a strength composed of the following, which are added together to obtain a cumulative defense strength. A hex has an intrinsic defense strength of "5" against invasion, regardless of the terrain type; to this is added the number of non-Phasing strength points (of any and all kinds) present in the hex, plus "2" if the hex contains a town, or plus "5" if the hex contains a city; plus "5" more if it contains a Fort, or "10" more if it contains a Fortress. The column shifts a force would normally receive for the terrain in a hex *are ignored* for the purposes of amphibious invasion. These effects are accounted for in the strength of the hex determined above. A summary of the strength additions is listed below:

- 5: Intrinsic value;
- 1: for each Strength Point in the hex;
- 2: if the hex contains a town;
- 5: if the hex contains a city;
- 5: if the hex contains a Fort;
- 10: if the hex contains a Fortress.

8. The invasion is resolved using the Combat Ratio/Differential Determination Chart and the Combat Results Table with the invading (Phasing) player as the attacker. Column shifts for terrain are *ignored*.

Other than ignoring the terrain in the hex, the normal ground combat procedure is used to resolve the invasion. Leaders in the non-Phasing force modify the combat die roll as in ground combat. Leaders in the Phasing force are addressed in the following cases. Results are applied to each side as they would be in ground combat, with the following exceptions:

Non-Phasing player losses must be taken first from the Strength Points in the hex. If there are no strength points in the hex, then even a single SP loss is considered to eliminate the non-Phasing player's force and the Phasing player may occupy the hex. If forced to retreat from a hex containing a friendly Fort or Fortress, the non-Phasing player has the option to retreat a number of Strength Points up to the capacity of the fortification *into* any Fort/Fortress present in the hex. Any remaining Strength Points must vacate the hex. If all non-Phasing Strength Points are either inside any Fort/Fortress present in the hex, or have vacated the hex, the Phasing player may land his landing force and occupy the invasion hex.

If the Phasing player is forced to retreat, he must roll a die, promptly eliminating the resulting number of *extra* strength points from his force (i.e., in addition to any normal combat losses he suffered), and then withdraw the force to their original embarkation hex, undergoing possible further attacks from any supplied or manned Forts/Fortresses belonging to the non-Phasing player along the path of retreat.

Invasion combat may only be fought for one Round. There are no multiple Rounds in an Invasion combat situation.

[9.83] Amphibious Movement With Non-Naval Leaders. The number of Strength Points and naval units a non-Naval Leader may command may not exceed the number permitted by his Command Span. This total may consist of a combination of Strength Points, transport capacity points and naval combat strength points. The Leader's Initiative Rating is used to determine the Command Point cost of the movement. Furthermore, only the one Leader may be used, other Leaders may not be part of the force.

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

For example, two-star general Burnside could command up to 10 Strength Points of Infantry, and 10

Transport points worth of capacity or some other combination of Strength Points, Transport capacity, and naval combat strength points not exceeding 20 in number.

[9.84] Amphibious Movement With Naval Leaders.

Naval Leaders may command up to 6 naval or riverine Flotillas. Land units and Leaders being transported do *not* count against the Naval Leader's command ability; they are transported for "free." The Initiative Rating of Naval Leader is used to determine the Command Points cost of the movement.

The Tactical Combat Rating of the highest ranked Naval Leader *plus* the Tactical Combat Rating of the highest ranking ground Leader (if one is present) are used to resolve the invasion combat.

[9.85] Amphibious Combat Losses. When a landing force suffers losses, they are distributed evenly among the participating combat units (to include naval combat units). Naval units are the only ones which will suffer losses during any naval combat called for by the invasion procedure described in case 9.82. Demoralization results against the invading force apply only to land units, not the Naval/Riverine units.

Each Leader in the invasion hex, both Phasing and non-Phasing, must make one Leader Loss Check.

[9.9] NAVAL BASES

Ships remaining at sea (i.e., in an all-sea or coastal hexside) through a Strategic Cycle must be within 25 hexes of a friendly Naval Base or unblockaded port. If a ship is not within 25 hexes of a friendly Naval Base or unblockaded port at the beginning of a Strategic Cycle, it is removed from play and considered destroyed. Ships may freely remain at sea between individual Game Turns with no adverse effects.

Naval Bases, in effect, turn any hex into a port for the purposes of Naval sustainment.

Riverine units are not subject to this restriction, since they are assumed to be able to reach any friendly port or Depot along a river for sustainment purposes.

Commerce Raiders are not subject to this restriction.

[10.0] NAVAL COMBAT

[10.1] COMBINED LAND AND NAVAL COMBAT

One of the great Union advantages during the Civil War was the ability of the Navy to assist in projecting combat power into coastal or riverine areas more or less at will. The capture of Forts Henry and Donelson by combined attack completely unhinged the Confederate defense in Tennessee (besides making Ulysses S. Grant a household name in the North). The Confederacy never had this capability (though it is remotely possible they could have, were they willing to field a smaller Army in order to allow a larger Navy – another decision the Southern player must consider),

and were pretty much at the Union's mercy in coastal areas and along unfortified rivers.

[10.11] Prerequisites. Naval combat units and land units may make combined attacks, such as the historical attack on Forts Henry and Donelson. Naval combat units commanded by a Naval Leader which begin a Pulse in a hexside adjacent to a hex containing ground units and a ground Leader may move and attack together. This is not an Amphibious Landing, because the land units move overland and the naval combat units support the attack. Land units may not be transported by naval units and participate in a combined attack in the same Action Phase. The two forces need not follow the same movement path so long as they both begin and end the movement in/along the same beginning and ending hexes. Commands are spent from either the Discretionary or Theater Tracks for the ground commander, and from either the Discretionary or Naval Tracks for the Naval Leader.

[10.12] Procedure. The subsequent joint attack is resolved in the following order:

1. Naval Force Movement and Combat. First, the naval force moves and fights any naval battles made necessary by its movement path into hexsides controlled by enemy naval combat units, Forts or Fortresses. Then the naval force enters the first hexside shared by the hex occupied by the target of the combined attack. If the hexside contains a non-Phasing naval combat unit, naval combat is resolved. Naval combat continues until the non-Phasing naval combat unit(s) is/are sunk; furthermore, if the target hex contains a non-Phasing Fort or Fortress, it gets to attack the Phasing naval force each Round of naval combat until the non-Phasing naval combat units are eliminated. Once any such Fort or Fortress has its final shot after the elimination of all non-Phasing naval combat units, that combat is over and the Combined Attack is resolved.

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

3. Combat Resolution. The combat is resolved as a normal ground combat using the combat strength of any defending forces as modified by fortifications *and* using any column shifts for terrain. The attack strength of the Phasing force is increased by any surviving friendly naval combat units of the jointly attacking naval force. In addition, the Tactical Combat Rating of the Naval Leader is added to the Phasing player's Combat Resolution die roll (in addition to any eligible ground Leaders' Tactical Combat Ratings). The number of combat strength points that may be added to the Phasing player's force in this way may not exceed the number of combat strength points available to the ground force itself (in other words, if ten strength points

attack the enemy, no more than 10 combat strength points of naval power may be added to the total, even if there is a greater number of naval combat strength points available in or adjacent to the target hex). Ignore excess naval combat strength points for purposes of the computation (though they still suffer the results of the combat).

[10.13] Combined Attack Losses. All Leaders, both ground and Naval must make Leader Loss Checks. Only one check is made per Naval Leader, even though they may have been attacked by enemy naval combat units, Forts, Fortresses, or some combination of forces.

Losses for the attacking force must be distributed evenly between land and naval forces. Demoralization results apply only to the land force. The defender takes his losses as described on the CRT.

If the attack results in the defender having to retreat (either into a friendly fortification in the hex, or completely from the hex), then the attacking ground force occupies the hex. If the attacking force has to retreat, the naval units must retreat back the hex from which they began movement (possibly undergoing attacks from enemy Forts or Fortresses that they passed on the way to the target hex), while the land force retreats normally.

[10.14] Effect of Naval/Riverine Combat Units on Defense of a Hex. Naval/Riverine combat units stacked with friendly ground combat units may contribute to the defense of that hex against enemy ground combat units. Naval/Riverine combat units in that situation are subject to any combat result. Losses inflicted on a force that includes naval combat units participating in the defense of the hex must be distributed proportionally between the land combat units and the naval combat units.

[10.2] NAVAL COMBAT

[10.21] Definition of Naval Combat. Naval combat occurs between a Fort/Fortress and a naval force or between two naval forces. The Naval Combat Results Table is used to resolve naval combats. Naval combat occurs between the naval force in an Amphibious Landing or a Combined Attack if the attack is made against an enemy Fort/Fortress, or if the force moves past a Fort/Fortress in such a way as to trigger combat, or if the invasion hex contains an enemy naval force in it or along one of its hexsides. Naval combats are resolved before the Combined Attack or Amphibious Landing are resolved. Naval combat occurs between two naval combat forces when one enters the other's hex. Naval combat is not required if one naval force or the other is composed entirely of Transports.

[10.22] Procedure. If the Naval combat is to between two groups of ships, then 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..

Once each player's units are deployed against one another, they begin firing at each other using the Naval Combat Results Table to determine their effect. Naval combat occurs simultaneously, each side firing at the other before any combat results are applied. Results of the Confederate rolls are applied to the Union units, and results of the Union rolls are applied to the Confederate units. After each round of combat, sunk and damaged units are removed and each player may redeploy his units against the surviving units on the other side. This process continues until all units on one or both sides have been sunk or damaged.

[10.23] Naval Combat Results Table. The Naval Combat Results Table (hereafter the NCRT) is used to resolve all naval combats. To use the Table, locate the type Naval/Riverine unit or of Fort/Fortress on the NCRT, roll a die and read the result.

Each combat die roll may be modified by the Tactical Combat Ratings of any Naval Leaders present. Ground Leaders have no effect on the NCRT.

[10.24] Naval Combat Results. There are two results on the Naval Combat Results Table – “Damaged” and “Sunk.” A “Sunk” result causes the permanent loss of the affected ship. A “Damaged” result has the following effects. If the owning player is Union, he rolls one die placing the damaged ship that many Cycles ahead on the USA Cycle Record Track. If the owning player is Confederate, he rolls two dice, placing the damaged ship that many Cycles ahead on the CSA Cycle Record Track. (This reflects the generally greater difficulty the CSA had repairing ships.) When the Cycle box they are located on is reached, they arrive just like normal naval reinforcements.

If a transport is sunk and is transporting one or more land Strength Points, those Strength Points are lost. If there are more transports present than land Strength Points being transported, the owning player may assume empty transports are sunk first. If a Transport is Damaged, any land Strength Point it was transporting is returned to the original embarkation hex.

[10.25] Naval Combat by a Fort/Fortress. There are three types of combat between naval forces and fortifications. First, a Fort/Fortress may attack an enemy naval force when an Amphibious Landing is made against its hex. Second, a Fort/Fortress may attack an enemy naval force that enters one or more of its hexsides in an attempt to move past the fortification along a river. Third, a Fort/Fortress may attack an

enemy naval force as part of a Combined Land/Naval Combat.

Combat between naval forces and fortifications involves the fortification shooting at the entire force at one time, not at each naval unit individually.

Only one Round of naval combat is conducted by a Fort/Fortress against a naval force conducting an Amphibious Invasion of its hex, unless there are friendly naval combat units present, in which case the Fort/Fortress may attack after each Round of ship-to-ship combat.

Naval combat also occurs when naval units try to “run” enemy Forts/Fortresses. Each running force is attacked once per Fort/Fortress hexside it enters. If a running force enters a hexside occupied by enemy naval combat units, then the naval combat between the two forces is resolved before the Fort/Fortress attack for that hexside. If the running force survives the naval combat, it may continue moving into another river hexside.

[10.26] Naval Combat Results Table. (See Charts and Tables.)

[10.3] CONFEDERATE COMMERCE RAIDERS

Confederate Commerce Raiders are placed in the “At Sea” box when they enter play. Then, during the CSA Commerce Raider Phase, the Confederate player rolls two dice for each Raider in the box. The resulting total is the number of US Merchant Ships sunk on the high seas. These ships are not represented by counters, rather the US Ships Sunk markers are used on the USA Casualties/Ships Sunk Track to keep a running total of the number of ships sunk.

A Confederate Commerce Raider is sunk if the Confederate player rolls a two-dice total of “12” for that Raider. The Raider sinks no ships, and is instead sunk. Before the Confederate player rolls, the Union player may spend Naval Commands to increase the Confederate player's dice roll total. The Confederate dice roll result is increased by “1” for each Union Naval Command spent to influence the dice roll. If the final modified roll is “12” or more, then the Raider is sunk. If the modified dice total is less than “12,” then the modified total of US Merchant Ships are sunk instead. If there are two or more Raiders at sea at the same time, the Union Naval Commands spent affect the dice roll for *each* Raider.

[11.0] CAVALRY

By the time of the Civil War, the Napoleonic style Cavalry charge against Infantry with rifled muskets was plain suicide. The British learned this lesson during the Crimean War with the charge of the Light Brigade, and Americans learned it in the first few battles of the Civil War. Cavalry in the Civil War was far from obsolete. In fact, it became more important strategically than Cavalry was during the Napoleonic Wars. Cavalry became the “eyes of the army” and was the single best

source of accurate intelligence on enemy troop movements. Lee was without his Cavalry in Pennsylvania in 1863, and this had a profound effect on the conduct of that campaign. One of the great "what ifs" of the Civil War is "What if Lee had his Cavalry at Gettysburg?" He still might not have won, but the battle would certainly have been different.

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

[11.1] CAVALRY RETREAT BEFORE COMBAT

A Cavalry force (regardless of whether or not it accompanies Infantry) led by a Cavalry Leader may attempt to Retreat Before Combat.

Cavalry without a Cavalry Leader may never attempt to Retreat Before Combat.

A Demoralized Cavalry force may never Retreat Before Combat.

A Cavalry force (with a Cavalry Leader) always has the option to retreat before combat if the force entering the Cavalry's hex is composed entirely of Infantry (Infantry, in this case, includes Militia). No Initiative Check is required.

If the force entering the Cavalry force's hex includes both Infantry and Cavalry, the friendly Cavalry Leader must make an Initiative Check to determine whether or not his Cavalry force may Retreat Before Combat.

If the force entering the Cavalry force's hex is composed *entirely* of enemy Cavalry, then the Cavalry force may *not* Retreat Before Combat.

If the Cavalry force is allowed to Retreat Before Combat, then it is retreated one hex in accordance with the normal rules governing retreat. If a Cavalry force does successfully Retreat Before Combat, then the Phasing player's force must halt movement in the hex the Cavalry force retreated from and may move no further; it is said to have been "screened" by the non-Phasing Cavalry force. Leader Loss Checks are not made for any Leaders since major combat was avoided.

[11.2] CAVALRY CORPS AND SUBORDINATION

Only Cavalry units may exist under a Cavalry Corps Headquarters. Only Cavalry Leaders may command a Cavalry Corps.

Cavalry may not be assigned to (that is be placed in the Corps display for) a regular Army Corps Headquarters. Cavalry units *may* be assigned to a Leader who also commands an Army Corps (as his "extra" unit), but they may not be placed in the Corps' display. If a Corps commander is not entitled to any extra unit, then he may not add a Cavalry unit to his force.

Such Cavalry units must be stacked under the Corps commander at all times in order to indicate they belong to him. If they are detached, or are not stacked under him for some reason, he may no longer control them.

The commander of an Army Corps may not issue commands to any Cavalry unit not physically stacked under him.

Cavalry units may be assigned directly to an Army Headquarters. An Army commander may activate Cavalry without restriction (other than the restrictions inherent in his Command Span).

An Infantry Leader *not* assigned to or commanding an Army Corps may "lead" cavalry directly at no loss in effectiveness (e.g., Robert E. Lee could lead up to five Confederate Cavalry Divisions at no penalty – other than his inability to use the Retreat Before Combat Option). However note that only a *Cavalry Leader* may lead an organized Cavalry Corps or use the Cavalry Retreat Before Combat option. An Infantry Leader may do neither of these things.

[11.3] CAVALRY CONTROL OF HEXES

Cavalry forces must spend an extra Movement Point in a hex to gain control of it; this includes converting the enemy rail lines and gaining control of any town in the hex. However, a Cavalry force can never gain "control" of an enemy-controlled city. A city in a Neutral State (see Case 17.1) may be controlled at the cost of one extra Movement Point.

[12.0] FORTS, FORTRESSES AND STOCKADES

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

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

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

[12.1] FORTIFICATION TYPES

There are three types of fortifications; Forts, Fortresses, and Stockades. Stockades are printed on the map, as are many Forts and Fortresses. Forts and Fortresses also have counters which may be placed on the map when constructed. Stockades may not be built during play. Forts and Fortresses may be built and destroyed during the game.

Forts and Fortresses are created (built) during the Strategic Cycle and deployed during any Game Turn once completed. Upon completion and deployment, they offer advantages to defending forces. Units are said to be occupying the Fort/Fortress if they are stacked beneath it.

[12.2] EFFECTS OF FORTIFICATIONS

[12.21] The strength of units defending in a Fort or Fortress is multiplied (see case 12.52 and the Terrain Effects Chart). Defenders are not required to retreat from an intact fort or fortress.

[12.22] Units may freely enter (move under) a Fort/Fortress or exit (move to the top of) a Fort or Fortress at no movement cost while in the same hex (exception: see case 12.5).

[12.23] Units on top of a Fort or Fortress (i.e., not occupying it) gain no benefit from it. Its presence is ignored.

[12.24] Besieged units may (with a Leader present) attack from march their besiegers. Ignore terrain in the hex. If successful, the besieged unit causes the besiegers to retreat, and they may then exit their Fort/Fortress.

[12.25] 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 unoccupied enemy Fort/Fortress and either remove it from the map or replace it with a friendly Fort at no cost in Commands (presuming there are no enemy units on top of the Fort/Fortress). Note that even if the unit occupies an enemy Fortress, he may only replace it with a friendly Fort, and *not* a friendly Fortress.

[12.26] Forts/Fortresses may affect enemy Naval/Riverine movement and combat. See Cases 9.5 and 10.2 for details.

[12.3] CAPACITY OF FORTS AND FORTRESSES

[12.31] A Fort may effectively 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 in occupation of, or garrisoning, the Fort.

[12.32] A Fortress may shelter up to 100 combat strength points.

[12.33] Because of bombardment by Siege Train, 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: Cases 12.33, 12.54 and 12.56 should be read in succession. For example, say a large Union force with two Siege Trains 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 and force a retreat, at which time case 12.56 is applied.

[12.4] FORT/FORTRESS CONSTRUCTION

[12.41] Fort Construction. Forts are created during the Fortification segment of the Production Phase. They are deployed during a Pulse by expending two Commands to complete and emplace them. After the Fort has been “paid” for and successfully created, a Fort Construction marker is placed in the hex where the Fort is to be deployed as a reminder to the owning player where the fort must be deployed. A player is not required to “deploy” the Fort during any particular Game Turn or Pulse, however until he pays the two Commands, the Fort is not considered functional and the Fort Construction marker has no effect on combat.

A Fort may be built only in a hex that is in supply, has at least three friendly ground combat strength points (the CSPs *may* be parenthesized), and is not occupied by an enemy ground combat unit. The constructing player expends at least a minimum number of supply points in constructing the Fort. The procedure is as follows:

Step 1: The player states where he is building the Fort, states the number of supply points he is expending on the construction, and expends 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 Construction marker in the designated hex. If it fails, he may not place one. (He has in effect wasted the expended supply.)

Step 3: Upon expending two Commands during a friendly Pulse, the owning player converts the Fort Construction marker into a Fort marker.

A Fort built on a river is considered to be placed so that it's guns overlook any river hexsides along the hex. (This is an abstraction, but since many times a force would not only build a simple Fort, but also emplace batteries to control other areas, it may be considered a reasonable one.) This allows the Fort to command the river(s).

Once built, a Fort marker remains in the hex until it is destroyed, captured, or upgraded to a Fortress. A player may never build more than one Fort/Fortress per hex. A Fort may be built in a hex containing a Stockade, and, as long as there is not an existing Fort or Fortress in the hex, in a hex printed with the Fort/Fortress symbol (in effect such Forts/Fortresses may be rebuilt after being destroyed).

[12.42] Where the Supply for Construction

Originates. If the potential fort site is in a hex from which the occupying combat units could draw on general supply for their own supply (see case 14.1), the constructing player may expend supply points from his general supply to construct the fort. If, however, the hex does not lie on a path traceable to general supply, the supply points for construction must come from expending a Depot on the Fort construction site. If a Depot is expended to build a Fort, the constructing player rolls on the Fortification Construction Table as if he expended 40 Supply Points to initiate construction.

[12.43] Fort Construction Restrictions. A player may attempt to construct any number of Forts each Strategic Cycle within the limits of his available supply. The limit is one Fort per hex.

[12.44] When a Fort is constructed and deployed, the player may locate units existing in the hex inside or outside of the Fort at his option.

[12.45] Fortress Construction. A Fortress may be built on any hex containing a friendly occupied Fort. The player expends supply as in case 12.41 and rolls the die. If successful, he places a Fort Construction marker on top of the existing Fort. During any subsequent friendly Pulse, he may expend three Commands and replace the Fort and the Fort Construction marker with a Fortress marker.

[12.46] Fortress Construction Restrictions. A player may attempt to build *one* Fortress per strategic turn. The Confederate player may never have more than 10 Fortresses on the map during any one Game Turn or Strategic Cycle (however, see Case 24.2).

A Player may not build both a Fort and Fortress in the same hex in the same Strategic Cycle. It requires, at a minimum, two Strategic Cycles to build a Fortress.

[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.

[12.5] SIEGE AND ASSAULT

Enemy units may enter a hex occupied by a friendly Fort/Fortress and be placed on top of it. When that is done, that force is said to be besieging the friendly Fort/Fortress. Once that condition exists, the Fort/Fortress and the units in it may no longer leave it. Other friendly units may not enter the fort hex from outside. Each turn that the besieging force remains on top of the The besieging enemy units have three options:

- Do nothing and let attrition eventually eliminate the garrison;
- Attack ("Storm") the Fort/Fortress during a normal Action Phase (see case 12.53); or
- Wage siege bombardment or assault against the Fort/Fortress, which is a special form of combat occurring only during the Strategic Cycle.

[12.51] Siege Procedure. When a full, uninterrupted, Strategic Cycle has passed with a enemy force in the same hex as an occupied friendly Fort/Fortress, the enemy player may place a "Besieged" marker on the hex. If the siege is interrupted for any reason (that is, the besieging forces move off of the besieged Fort/Fortress) then the process must begin over.

At the conclusion of each Siege Phase in the Strategic Cycle, any player who has a Fort/Fortress being besieged by the enemy player must roll for attrition for his garrison. This roll occurs regardless of whether or not the Fort/Fortress has undergone siege bombardment or assault during the previous phase. In order to determine the attrition result, the owning player rolls one die adding "1" to the die roll if the hex is under a "Besieged" marker. The player then refers to the Supply Attrition table (Case 14.19) to determine the number of Strength Points lost to attrition this Cycle. This Siege Attrition roll *replaces* the normal Supply Attrition die roll for unsupplied forces (i.e., the owning player is *not* required to roll for both Supply and Siege attrition).

If there is a friendly depot in the besieged fortification, the owning player has two choices; first, he may subtract one from the Siege Attrition die roll; second, he may expend the Depot and avoid the Siege Attrition die roll entirely for that Cycle.

Players should keep in mind that it is entirely possible that both the besiegers and the besieged will suffer Supply/Siege Attrition during the siege. In that case, it becomes a race as to which force will become incapable of the continuing the fight first.

[12.52] Siege Combat (Strategic Turn)

If a besieging player has a Siege Train present in the besieged hex, he may elect to bombard that Fort or Fortress. A successful bombardment reduces the Fort/Fortress (see the Siege Bombardment Table). If he cannot or does not elect to bombard, he may attack the Fort or Fortress with any besieging combat units. If he does so, the Fort/Fortress garrison is doubled or tripled, depending on the existence of the Fort or Fortress marker, but the attacker's losses are *not* multiplied. Any terrain in the hex, except the Fort/Fortress itself, is ignored. Note that the Assaulting player may receive dice roll modifiers in his favor based on the number of Cycles the Fort/Fortress has been continuously besieged.

A Fort/Fortress may be attacked by more than one Siege Train per cycle, thus rolling more than once on the Siege Bombardment Table. A Siege Train may attack a Fort or Fortress only if the place is under siege (that is, with besieging units on top of the marker).

[12.53] Storm

During a regular game turn an attacking player may elect to attack a Fort/Fortress and its garrison with besieging units. 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 or tripling the defender for the fortification and executing the combat supply routine for both sides. As in siege, other terrain is ignored. In addition, any strength point losses to the attacker are doubled. Units conducting a "Storm" attempt do *not* receive any benefit from the Siege dice roll modifier.

[12.54] 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 (are not doubled and are required to retreat if defeated in battle.)

[12.55] 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 the bombardment results.

[12.56] Besieged defenders who are deprived of a Fort or Fortress marker may be required to retreat by a normal combat result, regardless of the underlying terrain. 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.

[12.57] Siege Bombardment Table

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

"-": No Effect. R: Fortification Reduced.

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

Subtract one from the Siege Bombardment die roll during Winter Weather Cycles.

[12.58] Forts/Fortresses may not be attacked from march, nor may they be amphibiously assaulted. (That is, the Fort/Fortress and its garrison; any force on top *can* be attacked from march or amphibiously assaulted.) A Fort/Fortress can be stormed during the combat phase of the game turn and/or attacked by siege combat during the strategic turn. They also may be attacked by naval units during the Action Phase.

[12.59] Players should understand there are several ways to try to weaken a Fort/Fortress:

- Siege bombardment
- Combat to reduce strength
- Supply attrition

The last is less obvious, and so should be specially noted.

[12.6] SIEGE AND CONFEDERATE CITIES/TOWNS

Important: Besieged Confederate cities/towns do not function for Confederate supply production. If a city/town is besieged then it can do nothing toward production, not even draw supply, even if a department is located there.

Confederate cities/towns may become besieged via siege (see 12.5). Additionally, Confederate cities/towns may be considered besieged for production purposes if the Union player meets all the following requirements:

- Occupies with ground combat units every rail line leading from the city/town to all other Confederate supply cities or towns.
- Has naval units in place, as necessary, to prevent supply from reaching the city/town from any other Confederate supply city or town via naval/riverine transport.
- Has ground combat units adjacent to the city/town.

The effects of Confederate cities/towns being besieged include:

- Cities are prohibited from generating supply via the supply rules (see 14.4),
- Other cities are prohibited from contributing supply via rules 14.2 and 14.3, and,
- Reinforcements are prohibited from being placed in besieged city/town hexes even if a Military Department is present.

Players should note that Cities/Towns that are *not* also Forts/Fortifications are only “besieged” for production purposes and are not subject to Siege Bombardment or Assault or Storm provisions. Effectively the only things that happen in such a case, is that the occupants are subject to supply attrition and the City, if capable of producing supply normally is no longer capable of doing so until the “siege” is lifted. Obviously, if the City/Town is also a Fort/Fortress, then all the normal rules of siege warfare also apply, in addition to the effects noted above.

[12.7] DESTRUCTION AND CAPTURE OF FORTS/FORTRESSES

[12.71] Demolishing Fortifications. At the start of the fortification segment of the Strategic Cycle, the owning player may remove existing fortifications from the map. Presumably, the only reason to do so is to prevent their falling into hostile hands, or, in the case of the Confederate player, to free up a Fortress marker for construction elsewhere. There are no other benefits.

[12.72] Forts. A Fort remains on the map until one of two events occurs. First, the owner may voluntarily remove an unbesieged Fort during his fortification segment at no cost in Commands. He may not destroy besieged Forts. Second, a Fort is always eliminated (however, see 12.25) when occupied by an enemy combat strength point. If the enemy combat strength point enters the Fort hex to engage in combat, the Fort is only destroyed if the enemy combat strength point

wins the combat and occupies the hex as a result of the combat.

[12.73] Fortresses. A Fortress remains on the map until one of two events occurs. During his fortification segment, a player may voluntarily destroy (remove from the map) any of the Fortresses he owns that are not besieged at no cost in Commands. He may not destroy besieged Fortresses. Second, a Fortress is always eliminated (however, see 12.25) when occupied by an enemy combat strength point. If the enemy combat strength point enters the Fortress hex to engage in combat, the Fortress is only destroyed if the enemy combat strength point wins the combat and occupies the hex as a result of the combat.

[12.74] Capturing Fortifications. A Fort/Fortress is captured by the mechanism in rule 12.25, or a Fort/Fortress is considered “captured” whenever its former position is finally taken at the conclusion of a siege.

[12.8] SUPPLY EFFECTS ON UNMANNED FORTIFICATIONS

Unmanned Forts and Fortresses control river hexsides and the hexes they occupy for purposes of Naval/Riverine movement and amphibious landing. However an unmanned Fort or Fortress that is also out of supply has no effect on the game whatsoever. It is not eliminated due to being out of supply; rather it is simply ignored for the purposes of Naval/Riverine movement and amphibious landing. Players should note that an unmanned Fort/Fortress is highly vulnerable to capture by the opposing player, whether it is in supply or out of supply.

[13.0] HEADQUARTERS UNITS

The Civil War army was a huge conglomeration of men, horses and wagons. Photographs from the period often show fields full of wagons to provide transportation for the supplies and baggage of armies and corps. Because of their size and composition, Armies and Corps had various benefits and drawbacks. An Army or a Corps was a slow moving beast, but it was often the only way to efficiently move large numbers of troops.

In game terms the biggest advantages of the headquarters are that they allow large numbers of troops to be moved with fewer commands expended, and in combat they allow all subordinate leaders to participate in combat – a huge advantage when good leaders are available. The Administrative advantages to organizing Corps and Army Headquarters are thus self-evident.

Headquarters may even move during the opponent's half of the pulse. This is called a Reaction move. This allows an Army or Corps to fall back before the enemy, reinforce a threatened friendly force, or

even to force a battle. This simulates the better staff work available through an Army Headquarters. The catch is, Reaction movement is not automatic.

Each player is provided with a mix of field army, army corps and cavalry corps HQ units. He may use them, or not, as he sees fit (though the game is virtually unplayable if he does not use them). They are collectively called "headquarters units." They serve three main functions in the game:

- They represent on the map infantry or cavalry units assigned to them;
- They amplify a leader's command span; and
- They enable a force to respond more effectively under certain conditions to enemy moves and attacks.

[13.1] HEADQUARTERS DISPLAY

Each player has a headquarters display (or "roster"). On the display are labels for each possible corps the player can create. Next to each HQ label are two or three boxes with either an "i," a "c," or an "i/c" (in the case of Army HQs) depicting what kind of combat units may be assigned to each such box in a given HQ's roster. When not in use, HQ units are placed in the appropriate force pool. When in use, HQ units are deployed on the map, and the combat units assigned to such headquarters are put in the boxes on the display next to the HQ label.

[13.11] Combat units in an HQ box 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.

[13.12] 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.

[13.13] 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.

[13.14] Union Headquarters Display (see map)

[13.15] Confederate Headquarters Display (see map)

[13.2] SIZE LIMIT OF HEADQUARTERS WITH COMBAT UNITS

The term "infantry" used in the rules below refers generically to any non-cavalry ground combat unit, including militia, garrison, and siege trains. Such units can be placed under an HQ roster if the player desires; however, rule [13.12] applies with all rigor. If, for example, a Corps HQ has rostered militia, it has to move at militia speed.

[13.21] An army Corps may have a maximum of three infantry combat units assigned to it.

[13.22] A Cavalry Corps may have a maximum of three cavalry combat units assigned to it.

[13.23] A field Army may have a maximum of two combat units (either cavalry, infantry or one of each) assigned to it. They must be either divisions or brigades. An Army HQ may not directly control a corps (that is, may not have it placed in its subordinate boxes on the Headquarters Display).

[13.24] HQ units have a combat strength of zero. By themselves, with no underlying assigned combat units, they have no combat power. If they are alone in a hex and an enemy combat unit enters that hex, they are automatically eliminated.

[13.3] REACTION MOVEMENT

Each Corps and Army has a "Reaction Zone" comprising the hex it occupies and the six adjacent hexes. Only Headquarters units have a Reaction Zone. A Reaction Zone never extends into the following:

- Across a Mountain hexside;
- Across a navigable or tidal river hexside controlled by an enemy Naval or Riverine combat unit. A Naval or Riverine combat unit controls river hexsides and the reaction zone of an Army or Corps never extends across such a controlled hexside;
- Into an all-sea hex;
- Across an all-sea hexside; and
- Into a hex occupied by an enemy force. A reaction zone does not extend into a hex occupied by an enemy force, however it does extend into a hex occupied by a friendly force, thus a reaction zone attempt is not triggered by entering a hex adjacent to an enemy headquarters if that hex is already occupied by a friendly force.

[13.31] Headquarters that May React. Reaction movement may be made only by Headquarters of the player whose half of the pulse is *not* in progress. The Headquarters of the player whose half of the pulse is in progress may not move by reaction movement.

[13.32] Reaction Procedure. The player whose half of the pulse is in progress is termed the “phasing player;” his opponent is termed the “non-phasing player” for the purposes of the following rules.

The phasing player must verbally announce his intention to enter the Reaction Zone of an enemy Headquarters. Then the Headquarters' owner (the non-phasing player) has the option to roll for Reaction. If he declines to roll for Reaction, then the force that triggered the Reaction situation *must* enter the hex announced by its owner. If the non-phasing player decides to roll for Reaction, then follow the procedure below.

The non-phasing player rolls one die; if the result is greater than the Headquarters commander's Initiative Rating, the Headquarters may use Reaction Movement. If the die roll is equal to or less than the commander's Initiative Rating, then the Headquarters may not use Reaction Movement.

A Headquarters that has successfully rolled for Reaction has the option of moving one hex. Movement is not mandatory. Reaction Movement does not cost Commands or expend Movement Points, but is subject to the same rules for terrain as it is when moving normally.

[13.32] Reaction Movement Inhibitions and Prohibitions. A Reacting Headquarters may move into the hex the phasing player announced he was entering. The phasing player's force *must* move into the announced hex, therefore combat is initiated, however the non-phasing player's reacting Headquarters is the **defender** in the combat and the phasing player's force is the attacker, regardless of the fact that the Reacting force also moved during the phasing player's half of the pulse.

A Reacting Headquarters may also move into a hex other than the one the phasing player announced he was entering within the following limitations.

If the phasing force that triggered the Reaction is also a Headquarters, the Reacting Headquarters may not enter a hex in that phasing Headquarters' Reaction Zone; the only exception being the hex the phasing player announced the Headquarters was entering (as already noted above). The Reaction Zone of the phasing force is judged from the hex it was in *before* entering the announced hex. The Reaction Zones of other Headquarters belonging to the phasing player have no effect and may be freely entered by the Reacting Headquarters.

Thus, the non-phasing player may choose to React away from the opposing player's force, in which case the phasing player may continue to move his force assuming he still has Movement Points remaining. If the moving force enters the non-phasing player's Reaction Zone again, he may roll for Reaction again. If successful, the non-phasing player may make another Reaction Move with his Headquarters. A Headquarters may use Reaction Movement as many times in a pulse as Reaction is triggered and successfully rolled for.

A Reacting Headquarters may only React into a hex occupied by another of the phasing player's forces if the Reacting Headquarters can Overrun that force and the Reacting Headquarters is not already Demoralized. If Overrun is not possible, then the hex cannot be entered via Reaction Movement.

[13.33] Army Headquarters and Reaction Movement. An Army Headquarters may React not only for itself, but for any Corps Headquarters stacked with or adjacent to it (e.g., within its Reaction Zone). In such a case, if the Army Commander successfully rolls for Reaction, no further rolls are necessary for the Corps within the Army's Reaction Zone. Corps Headquarters not within the Army Headquarters' Reaction Zone may not React with it even if the owning player considers such Headquarters to be “assigned” to that Army. All other rules regarding Reaction Movement apply to any such “collaterally” Reacting Corps.

[13.34] Combat Reaction. Any force, regardless of whether or not it includes a Headquarters, stacked with a Leader within a friendly Army Headquarters' Reaction Zone may attempt to React between each round of combat in order to march to the “sound of the guns.” If a such a force successfully Reacts in such a case it may only move towards or into the hex where combat is occurring. Upon entering the combat hex, its strength and leader(s)' tactical rating(s) are added normally to the combat in the next round. This is the only situation in which the *phasing player's* forces may React, and the only case in which a non-Headquarters force may React.

[13.35] Reaction Die Roll Modifiers. A Demoralized force subtracts 1 from its Reaction die roll. A force eligible to React that contains one or more Cavalry Leaders, adds the Tactical Rating of the highest ranked Cavalry Leader stacked with the force to the force's Reaction die roll. If both of these modifiers apply to the same Reaction attempt, subtract one from the other to determine the final die roll modifier.

[13.36] Partial Reaction Movement. When a Headquarters rolls successfully for Reaction, the owner has the option of moving the entire force, or just part of it. If he chooses to move only part of it, he must use one of the Leaders from the Headquarters to command the part being moved. The SPs being moved are subject to the command limit of the moving Leader. Using Partial Reaction Movement is a way to intercept a moving enemy without displacing the entire force assigned to a particular Headquarters. Likewise, when a Headquarters Reacts, the owner may choose to leave a force behind in the hex. The force to be left behind need not have a Leader present and any number of SPs may be left behind.

[13.37] Reaction Into a Friendly Occupied Hex. A Headquarters' Reaction Zone extends into hexes

occupied by another friendly force. Thus, a Headquarters may React into an adjacent hex containing another friendly force or Headquarters.

[13.38] Reaction Zone Effect on Leader Movement.

A Leader moving by himself may not enter an enemy-occupied hex or the Reaction Zone of an enemy Headquarters. If an enemy force enters his hex, or an enemy Headquarters moves such that it places his hex within its Reaction Zone, the Leader is immediately removed from the map, a Leader Loss check is made, and if he survives, his counter is placed on the next Strategic Cycle box on the player's Cycle Record Track. This case applies only to Leaders present in a hex without any friendly combat strength points.

[13.4] Leaders and Headquarters Command. As previously noted, once assigned to a Headquarters, Leaders remain in command of that Headquarters until wounded, killed, replaced or removed. As a general rule, the highest ranking, most senior Leader in a hex automatically assumes command of any HQ he is eligible to command in the hex. However player should exercise common sense in the spirit of the rules defining this process (see cases 6.16, 6.3, 6.4 and 7.33). For example, if there are four Corps HQ's in a hex, each commanded by a two-star Leader, and fifth Corps HQ, commanded by a three-star Leader enters the hex, there is no need to shuffle the Leaders around between Corps. If a three-star Leader not in command of any Corps or Army HQ entered the hex, then he would indeed take over one of the Corps (and was presumably sent to that hex for that purpose) and one of the two-star generals (the most junior one) would find himself either in command of a Division on one of the Corps displays or in command of nothing at all.

Likewise, players must exercise common sense with regard to which Headquarters an eligible Leader takes command of. If there were two vacant Corps HQ's and a vacant Army HQ in a hex, and a Corps commanded by a three-star general entered the hex, the three-star would immediately take command of the Army HQ, and there would now be three vacant Corps HQ's in the hex. However if a three-star entering a hex were in command of an Army HQ instead and there were two vacant Corps HQ's in the hex, the Army commander would remain in command of his Army and would not be "demoted" to Corps command simply because he was eligible to command the vacant Corps HQ's.

[14.0] SUPPLY

Supply was one of the most critical problems in the Civil War. Each side had its own set of woes. The South's main problem was a lack of heavy industry, which caused critical shortages of shot, shell and weapons, and limited their ability to build heavy cannon, construct an ironclad fleet, and maintain their factories. The Confederacy was an agrarian nation, and as such, food problems should have been minimal. This was not the

case. The prime cash crop was cotton, and this was grown even in time of war when people were hungry for bread. The arteries of Confederate supply – the rail lines – broke down quickly and were so badly managed that the Confederate armies suffered continual and severe food problems. The Union blockade and the capture of Southern ports eventually became decisive factors in the Southern defeat. The South, unable to provide for itself or import what it needed, died on the vine after 1863.

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

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

The Union blockade will continually strengthen, since the South cannot effectively oppose the Union deep-water fleet. As time goes on, the Southern player will begin to feel the effects of the blockade on his supply networks and production, although it was only through the occupation of Southern ports, in addition to the blockade, that the blockade itself eventually proved decisive.

[14.1] SUPPLY DETERMINATION AND EFFECTS

[14.11] Affected Forces. Supply affects both Union and Confederate forces. Only strength points (including Corps and Armies), Siege Train and Railroad Repair units, forts, and fortresses are affected by supply and trace supply lines. Leaders and Naval units are unaffected by supply.

[14.12] Movement Supply. The supply status of a force must be determined before it is activated for movement. If a force begins movement in supply, it remains in supply while moving, even if it enters a hex which would place it out of supply. The reverse is also true. If a unit begins movement out of supply, it remains out of supply even if it moves into supply. A force that is activated for movement while out of supply has its movement allowance reduced by 1 movement point.

[14.13] Combat Supply. Combat supply for the *attacking* force is determined when it is activated for movement, as defined in "Movement Supply," above. Combat supply for the *defender* is defined just before the attacking force enters the defender's hex. The defender's path of supply is traced from the defender's hex to his source of supply and may not enter any hex occupied by the enemy, or any hex adjacent to enemy cavalry unless that adjacent hex is occupied by friendly combat units. A force that is out of supply for combat automatically suffers Demoralization, *regardless* of the result of the combat. This Demoralization occurs after the combat is resolved and has no effect on the combat or the results of that combat. In other words, the combat is resolved normally, and then a Demoralization Marker is placed on the out-of-supply force. If the out-of-supply force is already Demoralized, or suffers a Demoralization as a result of the combat, there is no additional effect for being out of supply.

[14.14] Rally Supply. To rally a Demoralized force, in either the Rally Phase, or during a pulse, the friendly player must be able to trace a valid line of supply at the instant of rally. A Demoralized force that is out of supply may not rally.

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

[14.16] Reinforcement Placement. Leaders, Naval units, Siege Trains, Rail Repair units, and land Strength Points may only be placed in Military Departments that are in supply at the moment placement occurs. Army and Corps Headquarters units may only be organized in Military Departments that are in supply at the moment of creation.

[14.17] Supply Consumption. During each Strategic Cycle, each player must supply his units if possible. Supply is consumed at the following rates:

- 1 Supply Point for every 2 Infantry, Militia, or Garrison Point;
- 2 Supply Points for every Siege Train or Railroad Repair unit;
- 1 Supply Point for every Naval or Riverine unit (regardless of type); and,
- 1 Supply Point for each Cavalry Strength Point.

Fractions are rounded up. Thus, if the Union player had a total of 253 Infantry, Militia and Garrison Points,

he would be required to expend 127 supply points to supply them.

Only Units/Strength Points that can actually trace a valid line of supply may receive supply in this manner. Any strength points or units that are out of supply are subject to supply attrition. A Naval or Riverine unit is always considered to be "in supply" for the purposes of receiving supply during the Strategic Cycle.

If a player has insufficient supply points to supply all of his forces, he must expend what supply he has, and then roll for attrition for any units/Strength Points that he was unable to supply. Any unsupplied Siege Trains, Railroad Repair units, or Naval or Riverine units are removed from the game.

Partisan, Texas Ranger, Jayhawk, and Tribal Indian units do not require supply and are not subject to supply attrition.

[14.18] Supply Attrition. Any forces that are out of supply during the Supply Consumption and Attrition Phase of the Strategic Cycle are subject to attrition. Players roll on the Supply Attrition Table to determine losses due to lack of supply.

[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.

During Winter Weather Cycles, add one to the die roll.

[14.2] TRACING A SUPPLY LINE

[14.21] Procedure. A force is required to trace a supply line at various times during the turn. The supply line procedure remains the same, regardless of when supply is determined. To determine whether or not a hex is in supply, a path of hexes is counted from that hex to a supply source, or to a supply conduit that leads to a supply source. The hex to be supplied is *not counted*, but the hex occupied by the supply source or conduit *is* counted. The number of hexes counted depends on the supply source or conduit to which the supply line is traced. There are only three sources of supply:

- Twelve points of Victory Point cities in friendly territory connected by uncut friendly rail lines;
- A friendly Supply Depot, or;
- for the Union only, a friendly uncut rail line leading off the north edge of the map.

[14.22] Connected Victory Point Cities. A supply line may be traced three hexes to an uncut friendly rail line. The hex is then in supply if a series of uncut, connected, friendly-controlled rail hexes can be traced to 12 points of Victory Point cities located in friendly territory. Victory Point cities in enemy or neutral territory do not provide their points for supply. The rail line connection may be of any length, subject only to rules for terrain and the presence of enemy forces. If the friendly force tracing supply is unable to trace a supply line to 12 or more points worth of Victory Point cities, then the force is out of supply.

Players should note that unblockaded friendly ports *do* contribute their import value to the city point total for purposes of supply source qualification. Thus, if Charleston is blockaded, it is worth 3 supply points, if unblockaded, it is worth 7 supply points towards the required 12 point total.

[14.23] Supply Depots. A supply line may be traced five hexes to a friendly supply depot. A supply depot may be used as a supply source, or as a supply conduit for a supply line leading to another supply source.

A supply depot that is used as a supply source for combat is expended and removed from the game. (The owning player receives 2 Garrison Points in the hex the depot occupied at the time it was expended.) Supply for the attacking player is judged when his force begins movement, but if the movement results in combat, then the supply depot is expended.

Supply for the defender is judged just before the attacker enters the defender's hex. Depots used to provide supply for combat are eliminated (and replaced with 2 Garrison Strength Points) at the conclusion of the combat, regardless of the combat's outcome. A supply depot is not eliminated if the combat is an Overrun or if the defending force is Cavalry which Retreats Before Combat. A supply depot may only serve as the source of supply for one round of a single combat situation and is then eliminated.

A supply depot used as a source of supply for Fort/Fortress construction is eliminated. A given supply depot may only be used as a source of supply for construction of a single Fort or Fortress and is then immediately expended. Players are not required to expend a depot in order to build a Fort/Fortress – they may instead use some other source of supply.

A supply depot used as a source of supply for movement (which does not result in combat), rally, or reinforcement placement is not eliminated. Furthermore, a single supply depot can supply any number of strength points performing these functions.

[14.24] Creation of Supply Depots. Each depot requires two land strength points (of any type), 20 Supply Points, and two Commands to build. A depot may only be built in a friendly-controlled hex containing a stockade, Fort, Fortress, city, town or connected friendly rail line. A depot may be built in any such hex, even if the hex is itself out of supply. Players may never place more than one depot per hex. Once built a depot remains on the game map until expended in combat or Fort/Fortress construction or until destroyed by the owning Player or the Enemy.

Players should note that while any kind of land strength points may be used to create a depot, when it is expended or destroyed by the owning player, the owning player receives 2 *Garrison Points* regardless of what kind of land strength points were used to create it. If a depot is destroyed by the Enemy player, the owning player receives no Garrison Points.

[14.25] Destroying Supply Depots. A player who owns a supply depot may destroy it at any time without expending any Commands by simply removing it from the map. In return, he receives two Garrison Points in the hex where the depot was deployed.

If an enemy player enters a hex occupied by a friendly supply depot with sufficient strength to achieve an Overrun against the depot (and any other friendly forces in the hex), then the enemy player has the option of either destroying the depot, or removing two land strength points (of any kind) from his force and replacing the depot with one friendly to himself. This “conversion” costs no Commands to achieve. If combat other than Overrun occurs in a hex occupied by a depot, the depot is eliminated if the attacking player wins the battle and occupies the hex (of course, the depot may contribute its two defensive strength points to the fight). In such a situation, the depot's defensive strength *does* serve to satisfy two of the strength points the defender is required to lose as casualties. If the attacker loses the battle and fails to occupy the hex, the depot is only eliminated if the defending player used it as a supply source for the combat (and, of course, the defending player would receive his two Garrison Points when eliminating the depot). In such a case, the depot's garrison may *not* be used to satisfy any of the losses incurred by the defender.

[14.26] Union Off-Map Supply. The Union Player may trace a supply line three hexes to an uncut, Union controlled rail line, then from there off the Northern edge of the map by a series of connected Union-controlled rail hexes. The Northern map edge may supply an unlimited number of forces in this way.

[14.27] Military Departments. Military Departments function as supply depots for all supply purposes, however they are not expended or eliminated under any circumstances unless the hex they occupy is physically occupied by an enemy force. In effect, a Military

Department serves as a “permanent” supply depot at all times, in addition to its other functions.

[14.3] COMBINATION SUPPLY LINES

[14.31] Definition. A supply path may be traced in several ways so long as the final path leads to a friendly supply source. A supply path may be traced through hexes of a supply conduit. There are four types of supply conduits:

- Rail hexes;
- Supply depots;
- Riverine Transport units in navigable or tidal river hexes; or
- Naval Transport units in all-sea or tidal river hexes.

A supply line may use any number of different conduits so long as the supply line is legal in each of its conduit segments and leads ultimately to a source of supply.

[14.32] Depot Combinations. A depot is the only supply source that is also a supply conduit. A supply line may be traced five hexes to a supply depot, and that depot may trace a supply path of five hexes to another friendly supply depot, and so on, thus forming a chain of supply depots. The supply depots must be within eight hexes of each other (that is, there may be a maximum of seven hexes intervening). There is no limit to the number of depots which may form such a chain. When tracing combat supply, the owning player would have the choice of eliminating either the first depot in the chain, or another depot further down the supply chain.

[14.33] Depot and Rail Combinations. A supply line may be traced eight hexes to a supply depot and, if that depot occupies a friendly controlled, connected rail hex, then the supply line may continue to be traced along the rail line to a friendly supply source. The rail line must be connected through a series of friendly-controlled, uncut rail hexes to a qualifying source of friendly supply (see 14.2). The depot is a supply conduit and is *not* eliminated if that supply line is used to provide combat supply. Furthermore, the depot on the rail hex may be part of a supply depot chain, in which case none of the depots along the chain are eliminated to provide combat supply as long as the supply chain ultimately connects to a valid supply source.

A supply line can also be traced four hexes to a connected, friendly-controlled rail hex, and if that rail hex is connected to a rail line that leads to a friendly supply depot, then the depot could be used as a source of supply. If the rail line was used to provide combat supply, then the depot in this case would be expended. The supply line must be traced along the rail line once it has entered the rail hex. It may not be traced partly by

rail and then in part overland again after using a rail line.

Tracing supply by rail *never* expends any friendly rail capacity (it is factored in).

[14.34] Tracing Supply by River. A force adjacent to a navigable or tidal river hexside may trace a supply line along that river. The river line may be of any length, but at some point it must lead to a hex adjacent to the river line that contains a friendly depot, uncut rail line, or an all-sea hex. The depot may then be connected to a chain of depots, or to a rail line as described above, or the rail line may be connected to a supply source, or the supply line may be traced via naval transport to such a depot or rail line.

In order for a river supply line to exist, the player must have a friendly river (or, in the case of tidal rivers, naval) transport unit somewhere along the length of river through which the player wishes to trace supply (this shows that the player has boats plying the river). A river supply line may not be traced into an enemy-controlled river hexside (i.e., a river hexside adjacent to an enemy combat force of one or more strength points). Siege Trains *do* serve to cut a river supply line, but Rail Repair units *do not*.

Supply lines may be traced eight hexes to a friendly supply depot, then if the supply depot is adjacent to a navigable or tidal river hexside, and if the player has a friendly riverine (or naval, in the case of tidal river hexsides) transport unit along the stretch of river the player wishes to use, the supply line may continue down the river to another source of supply.

Players should note that simply because they have a suitable transport unit somewhere along the same river does not mean they may trace supply along the river section they wish to. If the eligible transport is separated from the force tracing supply by an enemy-controlled river hexside, then the player will be unable to trace supply along that particular section of the river line until the enemy-controlled river hexside is no longer controlled by the enemy, or he builds a suitable transport along the desired section of the river.

[14.35] Tracing Supply Across Rivers. Supply lines may freely be traced across navigable river hexsides that are not controlled by enemy naval combat units. If a hexside is controlled by an enemy naval combat unit, supply lines may not be traced regardless of the presence of friendly strength points or depots on the other side of the river.

Supply lines may only be traced across Tidal rivers at ferry points; furthermore, if those ferry hexsides are controlled by enemy naval combat units, supply may not be traced across them regardless of the presence of friendly strength points or depots on the opposite side of the river.

A supply path *may* be traced across an otherwise eligible river hexside if a friendly Fort/Fortress that is in supply or manned is present in a hex bordering the

hexside to be used. (The Fort/Fortress negates enemy control of the hexside per case 9.61.)

[14.36] Tracing Supply by Sea. Players may trace supply over the high seas. Any unit in a coastal hex within 25 hexes of a friendly naval base or port which also has a naval transport unit present in the naval base or port, it is automatically in supply.

If the unit in question is a Union unit, no supply line is traced if these conditions are met since the Union historically provided supply from many northern ports. If the unit in question is Confederate, the naval base/port must be connected to a supply source as defined in section 14.1.

The Union player may prevent Confederate sea supply if it places a Union Naval unit within five hexes of the unit seeking to trace sea supply. The unit may be "at large" and need not be co-located with a friendly ground unit or Fort/Fortress.

A supply line may, of course, be traced to a coastal hex via the normal supply depot chain/rail/river connections outlined in the cases above.

[14.4] CONFEDERATE SUPPLY

[14.41] Definition. The Confederate player uses the Administrative Track to record his total production and imports. Over the course of the game, loss of territory and the Union blockade may reduce these to the point where the Confederate player may begin to feel the effects of diminishing supply.

[14.42] Production Procedure. The Confederate Production marker is placed on the 142 space of the Admin track at the beginning of Game Turn 1. For each Confederate Victory Point city or location that becomes Union controlled, the marker is moved down the track a number of squares equal to the VP value of the city or site. If the Confederate player retakes a city or site, the marker is advanced up the track. Likewise, if the Confederate player takes a Union Victory Point city, then the Confederate Production marker is advanced up the track a number of squares equal to the value of the Victory Point city that becomes Confederate controlled. If the Union player subsequently retakes such a city, then the marker is moved back down the track accordingly.

During the Blockade Effects Phase, the Confederate Player double-checks his Production total to make sure it reflects the actual number of VP city and site points he controls. If Kentucky or Missouri joins the Confederacy, any VP cities not occupied by Union forces automatically become Confederate controlled.

[14.43] Confederate Victory Point Totals. For the convenience of the players, the following list of Victory Points by state is provided. Players should keep in mind that at the beginning of the game, the Union player controls Key West, Florida and Wheeling,

Parkersburg, Grafton, and Charleston, West Virginia, while the Confederate player controls New Madrid, Missouri.

Tennessee:	20
Georgia:	20
Virginia	18
North Carolina:	13
Alabama:	12
Mississippi:	12
Louisiana:	11
Texas:	11
Florida:	9
Arkansas:	8
South Carolina:	8
West Virginia:	7

If Kentucky or Missouri join the Confederacy, they are worth the following:

Kentucky:	8
Missouri:	8

The Confederate player may use the above list to speedily figure out which VP areas are under occupation and thus quickly determine his VP total for production purposes.

[14.44] Blockade Procedure. *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 ships, the skill and quality of the blockade runners, and the nature of the port. In the early years of the war, the Union lacked sufficient numbers of suitable ships, and almost any kind of ship 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 point 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 that the best answer to blockade running was to either seize the seaport or establish a fort, the guns of which could dominate the entrance to the port and support close-in small patrol vessels.*

After the Confederate player has determined his Production total, he determines the effect of the Union blockade. Each Confederate port has an import value

listed in its respective port box. On Game Turn 1, the Confederate Import marker is placed in the "55" box of the Admin track. It starts there because Pensacola, Norfolk and Petersburg begin the game blockaded due to the presence of Union-occupied Forts or Fortresses, and Key West begins the game occupied by Union troops.

During the Blockade Effects Phase, the Confederate player determines the total number of port points in his control and not blockaded either by the presence of Union ground forces and Forts/Fortresses and/or the effects of Union Ship Blockade. This number is the number of extra supply points he may add to his General Supply track during the Game Turn.

Confederate Port Points may be reduced in several ways. A port is always lost if the Union player gains control of the port hex. In addition, many port hexes can be shut down by Union control of nearby hexes and the construction of Forts/Fortresses in those hexes (see 14.45, Characteristics of Confederate Ports for more details). Finally, the Union can station Naval units (not Naval Transports) off of the port and attempt to prevent imports via Ship Blockade.

[14.45] Characteristics of Confederate Ports. Each port has one or more hex numbers adjacent to its port box. This number indicates which hexes, if occupied by Union forces, will automatically blockade the port in question. In addition, each specific port is discussed below.

Petersburg (hex 4583): Petersburg has access to the sea via hex 4589. An occupied Union Fort or Fortress in hex 4589 means Petersburg is automatically blockaded and may not import supply. Since the Union begins the game with control of Fortress Monroe in hex 4589, and is unlikely to abandon or lose that position, Petersburg is effectively blockaded from the beginning of the game.

Norfolk (hex 4789): Norfolk has access to the sea via hex 4589. An occupied Union Fort or Fortress in hex 4589 means Norfolk is automatically blockaded and may not import supply. Since the Union begins the game with control of Fortress Monroe in hex 4589, and is unlikely to abandon or lose that position, Norfolk is effectively blockaded from the beginning of the game.

Elizabeth City (hex 5590): Elizabeth City has access to the sea via 5593 and/or via Pamlico and Albemarle Sounds. A Union Fort or Fortress in hex 5593 and five Naval units "at large" in Albemarle or Pamlico Sounds means Elizabeth City is automatically blockaded and unable to import supply.*

Plymouth (hex 5787): Plymouth has access to the sea via 5593 and/or via Pamlico and Albemarle Sounds. A Union Fort or Fortress in hex 5593 and five Naval units "at large" in Albemarle or Pamlico Sounds means

Plymouth is automatically blockaded and unable to import supply.*

New Berne (hex 6786): New Berne is automatically blockaded if the Union player occupies a Fort/Fortress in hex 6393 and has five Naval units at large in Pamlico Sound. Since the Confederate player begins the game in occupation of Forts Hatteras and Clark, the Union player will need to take that Fort if they wish to impose a blockade on New Berne by means short of occupying the city or using Ship Blockade.*

* Players should note that the Union player may use the same five Naval units to blockade *both* Elizabeth City and Plymouth at the same time, however the same Naval units may not be used to blockade Elizabeth City, Plymouth *and* New Berne. Thus, in order to effectively blockade all three ports, the Union Player will need a Fort/Fortress each in hexes 5593 and 6393 and ten Naval units at large in Pamlico and Albemarle Sounds.

Morehead City (hex 6988): Morehead City may not be automatically blockaded by a nearby Fort/Fortress. The Union Player must seize the port or take his chances on Ship blockade.

Wilmington (hex 7583): Wilmington is automatically blockaded by a Union occupied Fort/fortress at either hex 7782, 7783, or 7982.

Charleston (hex 9174): Union occupation of Fort Sumter (hex 9374) automatically blockades this port.

Beaufort (hex 9569): Beaufort may be automatically blockaded by a Fort/Fortress in hex 9770.

Savannah (hex 9968): Union occupation of Fort Pulaski (hex 9969) automatically blockades this port.

Brunswick (hex 10966): A Union occupied Fort/Fortress at hex 11166 automatically blockades this port.

St. Mary's (hex 11366): St. Mary's may not be automatically blockaded by a nearby Fort/Fortress. The Union Player must seize the port or take his chances on Ship blockade.

Fernandia (hex 11566): Fernandia may not be automatically blockaded by a nearby Fort/Fortress. The Union Player must seize the port or take his chances on Ship blockade.

Jacksonville (hex 11765): A Union occupied Fort/Fortress in hex 11966 automatically blockades Jacksonville.

St. Augustine (hex 12167): St. Augustine may not be automatically blockaded by a nearby Fort/Fortress. The Union Player must seize the port or take his chances on Ship blockade.

Miami (hex 16772): Miami may not be automatically blockaded by a nearby Fort/Fortress. The Union Player must seize the port or take his chances on Ship blockade.

Key West (hex 17766): Key West may not be automatically blockaded by a nearby Fort/Fortress. However, the Union player controls Key West at the beginning of the game and is unlikely to abandon or lose it and so it is effectively blockaded from the beginning of the game.

Fort Meyers (hex 15964): Fort Meyers may be automatically blockaded by a Union controlled Fort/Fortress in hex 15764.

Tampa (hex 14361): Tampa may be automatically blockaded by a Union controlled Fort/Fortress in hex 14561.

St. Mark's (hex 11953): St. Marks may not be automatically blockaded by a nearby Fort/Fortress. The Union Player must seize the port or take his chances on Ship blockade.

St. Joseph (hex 12347): St. Joseph may not be automatically blockaded by a nearby Fort/Fortress. The Union Player must seize the port or take his chances on Ship blockade.

Pensacola (hex 11538): As long as the Union player occupies Fort Pickens (which he does from the start), Pensacola is automatically blockaded.

Mobile (hex 11334): A union controlled Fort/Fortress in hex 11734 (Fort Morgan) automatically blockades Mobile.

Biloxi (hex 11730): A Union controlled Fort/Fortress in hex 11731 (Cat Island) and a Naval unit within five hexes of Biloxi automatically blockades Biloxi.

New Orleans (hex 11924), Proctorsville (hex 12126), and Brashear (hex 12318): These three ports lie in the delta of the Mississippi with dozens of possible routes of access. Only by placing a Union controlled Fort/Fortress in each adjacent land hex can these ports be considered to be automatically blockaded.

Sabine City (hex 12104): Sabine City may not be automatically blockaded by a nearby Fort/Fortress. The Union Player must seize the port or take his chances on Ship blockade.

Galveston (hex 12499): Galveston may not be automatically blockaded by a nearby Fort/Fortress. The Union Player must seize the port or take his chances on Ship blockade.

Columbia (hex 12696): Columbia is automatically blockaded by a Union controlled Fort/fortress in either hex 12896 or 12697.

Matagorda (hex 13294): Matagorda may not be automatically blockaded by a nearby Fort/Fortress. The Union Player must seize the port or take his chances on Ship blockade.

Lavaca (hex 13688): Lavaca may not be automatically blockaded by a nearby Fort/Fortress. The Union Player must seize the port or take his chances on Ship blockade.

Corpus Christi (hex 15084): A Union controlled Fort/Fortress in hex 14887 will automatically blockade Corpus Christi.

Brownsville (hex 16485): A Union controlled Fort/Fortress in hex 16486 will automatically blockade Brownsville.

Matamoros (hex 16685): Matamoros is a city in Mexico that nonetheless serves as a port for the Confederacy. The Union player may never physically occupy the port. However Matamoros may be automatically blockaded by a Union controlled Fort/Fortress in hex 16485 (Brownsville). The Union player *may* use Ship Blockade against Matamoros.

[14.46] Ship Blockade. A seaport is blockaded if:

- The Union Player meets the criteria for that port (see Case 14.45), or;
- The Union Player successfully executes the Ship Blockade Routine for the port.

Ship Blockade Routine: The Union Player totals the number of Naval Squadrons within two hexes of the port in question and rolls a die, consulting the Ship Blockade Table. The result is a number indicating how many Import Points were blockaded at that port for the current Game Cycle. During Winter Cycles, the Union player subtracts "1" from the die roll.

[14.46] Ship Blockade Table.

	2	3

		<p>Supply Loss Schedule (following) begin to take effect. The effects of Confederate Supply Loss are cumulative.</p> <p>[14.48] Supply Loss Schedule. As the Confederate supply total is reduced to the following levels, the indicated effects occur (all effects are cumulative):</p> <ul style="list-style-type: none"> ● 149 to 135: Command Point Cost to build a depot, Fort, or to upgrade a Fort to a Fortress is increased by 1. ● 134 to 120: Activating Naval forces and Leaders costs 2 Commands per 5 Naval/Riverine units and two times the Naval Leader's Initiative Rating.
-		<p>-</p> <ul style="list-style-type: none"> ● 119 to 105: Upgrading a Fort to a Fortress costs five commands (the cost to build a Fort remains at four commands).
-		<p>-</p> <ul style="list-style-type: none"> ● 104 to 75: A supply line may only be traced four hexes to a depot instead of the normal five hexes.
-		<ul style="list-style-type: none"> ● 74 to 60: A supply line may only be traced two hexes to a rail line instead of three hexes. B ● 59 to 45: The Movement Point Allowance for all units is reduced by one Movement Point. B ● 44 to 30: Activating Naval forces and Leaders costs 3 Commands per 5 Naval/Riverine units and three times the Naval Leader's Initiative Rating. B
B		<ul style="list-style-type: none"> ● 29 to 15: No Confederate Naval or Riverine units may enter play as reinforcements.
B		<ul style="list-style-type: none"> ● 14 to 0: The Movement Allowance of all units is reduced by a second Movement Point (thus infantry can only move two hexes and Cavalry four). B <p>(See Charts and Tables for a copy of this information.)</p> <p>[14.49] Loss of the Mississippi. If the Confederacy is cut in half by the loss of the Mississippi River, then it is divided into two "countries" as mentioned in Resource Allocation. This has a profound and dramatic effect on Confederate supply. The Confederate player must reduce the Confederate Production and Import totals by the number of Production and Import points isolated in the Trans-Mississippi region, then places the Trans-Mississippi Production and Import markers in the appropriate boxes on the Admin track. Thereafter, the Confederate player must keep track of the two sets of markers separately. Thus the two areas will suffer separate, usually different, effects due to Supply Loss. The Confederate player determines supply totals and effects for each region separately during the Blockade</p>

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.

[14.47] Supply Loss Effects. Confederate supply effects are determined in the Blockade Effects Phase and last for the duration of that Game Turn. When the Confederate supply total of Production plus Imports is reduced to 150 or less, then the effects listed on the

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

[14.5] UNION SUPPLY

[14.51] Union Supply Generation. The Union player generates a specific number of supply points each Game Turn. The amount generated varies by year in accordance with the following:

- **1861:** 250
- **1862:** 350
- **1863:** 450
- **1864/65:** 500

In addition, the Union player receives 150 supply points per Game Turn from Imports.

[14.52] The Union player need never roll for blockade or calculate the number of production cities – his supplies are automatically generated each turn.

[15.0] RAILROADS

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

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

Both players will quickly see the need for Railroad Repair units and will find them very useful throughout the game. The Union player will find his rail lines in the West in constant danger of being cut by the likes of John Morgan, Joe Wheeler, and Nathan Bedford Forrest. Garrisoning of rail lines will sap Union strength and should be a constant headache if the Confederate

player plays well. On the other hand, the Union player can move sizable forces by rail each turn and can alter his strategic options by such movement.

*Remember that rail connections between 12 points of Victory Point cities is the primary source of supply for both sides. Thus, control of a continuous line of rails between your cities is **very** important. Remember also that enemy Naval and riverine units (not transports) can cut rail lines that cross navigable and Tidal river hexsides. For the Confederate especially, preservation of a good rail net is critical.*

[15.1] RAIL LINE CONTROL

At the start of the game, each player possesses those railroads that lie in his country (exception: see 15.5). The rail lines in Missouri are "neutral," and may be used by both players. The rail lines in Kentucky eventually will go to the North (unless he invades Kentucky for some reason) and will remain Northern controlled unless and until converted by the Confederates. During the course of play, rail lines may change hands, be destroyed and repaired.

[15.2] RAIL CONVERSION

[15.21] Normal Conversion. Each time a player moves a ground unit of any kind (combat unit (however see 15.22 below for restrictions on cavalry units), Rail Repair or Siege Train) into a hex containing an enemy rail line, the moving player gains control of that rail line. Thus, a player is said to have "converted" the rail line to his own use. A moving unit converts any rail hex it enters to friendly control, so a moving unit may convert as many rail hexes as it enters during a given movement pulse. If the enemy player later re-enters one of the converted hexes, he re-converts it back to his own control. Leaders and Naval/Riverine units may never change the control of a rail line.

The rail lines on the map are permanent features; only ownership may change. Players use railhead markers to designate the limits of their usable rail net. Players move their railhead markers accordingly to show the expansion of the friendly rail net. At the same time, enemy rail head markers are moved to reflect the change in the enemy's rail net status. Railhead markers show the end of a usable rail net, however any rail hex lying within the rail net may be thought of as a railhead.

[15.22] Cavalry Conversion. Cavalry are a special case. Cavalry units must spend an extra movement point in order to convert an enemy rail hex to a friendly rail hex. A cavalry force never converts a hex automatically, even if it ends its movement stacked in an unconverted hex. However, the enemy player may not use the rail in that hex as long as the friendly cavalry occupies it. If the cavalry force moves away from the hex before converting it, then the owning player may freely use it again.

Cavalry by itself may never gain control of an enemy-controlled Victory Point city, thus a cavalry force cannot convert a rail line located in such a hex.

[15.23] Conversion by State Control. When a player converts a neutral state by either occupying all of its Victory Point cities at the end of a given turn or by Political Appeal, he also gains control of all the rail lines in the state. When an enemy state is occupied and converted to a neutral state, the rail lines remain enemy controlled unit converted by infantry or cavalry in accordance with cases 15.21 and 15.22 above.

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

[15.3] DESTROYING RAILROADS

During friendly movement, a player may elect to destroy rail hexes currently occupied by friendly ground combat units. To do so, he expends the number of commands necessary to activate the unit to do the destruction (or the leader controlling that unit) and simply states that he is using a particular unit to destroy the rail line in that hex. Whereupon he places a "Rail Cut" marker on the hex in question.

[15.31] A combat unit of any non-parenthesized strength may execute rail destruction (Siege Trains are not eligible). The unit expends one movement point to destroy the rail line, and it may execute normal ground movement before or after executing the destruction. Rail destruction is therefore considered a form of movement, whether or not the executing unit stirs from the hex and, accordingly, a unit must receive a movement command to execute rail destruction.

[15.32] Destruction of a rail hex requires a conscious act. The mere passage or presence of a friendly ground combat unit in itself does not eliminate rails, though it may cause a change in ownership (see 15.1), or curtail the use of the railroad.

[15.4] RAIL REPAIR

During a Strategic Cycle, each player may mobilize and deploy Rail Repair units. The function of such units is to repair destroyed rail lines. To do so, they enter a destroyed hex, displacing or removing the "Rail Cut" marker to indicate their repairs.

[15.41] A given Union Rail Repair unit may repair three rail hexes per Action Phase (hence they have a movement allowance of three). A given Confederate Rail Repair unit may repair one rail hex per Action Phase (hence they have a movement allowance of one). Rail Repair units are considered automatically

"entrained" and "detrained" at the owning players whim (simply place or remove an "Entrained" marker) and thus may always move 50 rail movement Points by rail in a given Game Turn.

[15.42] A Rail Repair unit may not move by conventional ground movement, except for its movement into a destroyed rail hex in the act of repairing it. To get from place to place, a Rail Repair unit must move either by rail movement or by water movement.

[15.43] A Rail Repair unit may not enter an enemy controlled hex regardless of the presence of friendly units.

[15.44] When a Rail Repair unit moves by water and disembarks onto a rail hex, the act of disembarkation creates a friendly rail head in that hex. A marker should be placed accordingly. That is one means by which the Union player could establish a railhead at, for instance, Memphis.

[15.5] THE B&O RAILROAD

The Baltimore and Ohio Railroad runs from Baltimore through Harper's Ferry to Grafton and then splits, one branch running to Parkersburg and the other to Wheeling in what is now West Virginia. At the beginning of the game, all of that railroad, including the parts in Virginia is possessed by the Union player.

In point of fact, the management of the railroad raised a private army in the winter of 1860-61 to protect its property from all comers. 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.

[15.6] KENTUCKY RAILROADS

The railroads of Kentucky may be used by both players to broadcast supply while that state remains neutral. Players may even broadcast supply over the same railroad line in the same Game Turn. Neither player may transport troops over Kentucky railroads while Kentucky remains neutral. When Kentucky's neutrality is ended, there is a two-thirds chance its railroads will fall into the possession of (become part of the rail net of) the Union player, and a one-third chance they will deed to the Confederate player. Roll a die to see who gets them.

[15.7] MISSOURI RAILROADS

Missouri railroads may be used by both players to broadcast supply and move troops as long as Missouri is neutral. (That is correct; Missouri can remain neutral even though both players have forces within the state.) When Missouri's neutrality ends, the railroads automatically fall into the possession of the Union player, regardless of the allegiance of Missouri.

[16.0] PARTISANS

During the war many "irregular" outfits fought on both sides; Moseby and Morgan and Quantrill for the Confederates, and the Kansas Jayhawks and the "Red Legs" for the Union. All of these forces tended to specialize in "bushwhacking" and ambush and were generally what would be called Partisans or Guerrillas in today's world. They didn't contribute much to the war effort, other than to increase the frightfulness and civilian casualties, but occasionally did manage to interrupt supply lines or divert groups of regular troops to try and deal with them. These rules allow the players to simulate them.

[16.1] PARTISAN UNITS

Both players have Partisan units. The Southern player potentially has a large number, while the Union may create substantially fewer.

Each player creates Partisan units differently.

During the production phase of any strategic Cycle of 1862 and thereafter, the Confederate player may place one Partisan cadre in any clear terrain hex of a Confederate or neutral state that is not occupied by Union units up to a maximum of 30 such units on the map at any given time. The cadre has a parenthesized strength of (5) and may not move. On all following even-numbered Cycles, he may attempt to create one Partisan unit from some existing Partisan cadre by rolling one die. He must roll a "1" on the die. If he does so, it permits him to flip the cadre over to its 1-3 (Infantry) or 1-5 (Cavalry) face.

There are two types of Confederate 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).

Players should note that a Partisan Cadre is really just an abstraction of the potential for guerrilla warfare by bypassed Confederate troops and/or enraged civilians and as such is difficult to attack and root out (thus the (5) defense strength) until such time as it activates and becomes a full-fledged Partisan unit of one type or another.

The Union player may create a Partisan cavalry unit any time during or after the first Game Turn in 1862 at any friendly Stockade in Kansas by expending one Discretionary or one Trans-Mississippi Command. He may similarly create a Partisan Cavalry unit at any friendly stockade in New Mexico during or after the first Game Turn of 1862 by expending a Discretionary or a Far West Command. The Union player may never have more than five Partisan Cavalry units in play at any one time.

[16.2] EFFECT OF PARTISAN CADRES

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, but only a "d3" result kills them.

[16.3] EFFECT OF PARTISAN UNITS

The partisan is a real unit. It may fight and move with or without a Leader. Enemy units may enter its hex and it may do the same in a hex occupied by an enemy unit, except it may not enter an enemy-controlled city hex. The partisan unit automatically destroys any supply depot *alone* in a hex it enters (without combat), and it automatically cuts any enemy rail line in its hex (this is an exception to the rule requiring Cavalry to expend an extra Movement Point to cut a rail line). The presence of enemy forces in a non-city hex in no way inhibits the ability of Partisans to enter or leave that hex.

Partisan Cavalry may always opt to Retreat Before Combat with or without a Cavalry Leader being present, nor need they roll for Initiative in order to do so.

Partisan units do not need supply.

[17.0] NEUTRAL STATES

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

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

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

West Virginia was actually part of Virginia until the Civil War. Then, ironically, it seceded from Virginia to

become a separate state, which ultimately joined the Union in 1863.

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

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

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

This, then, is the situation the two players are confronted with at the start of the game. How they handle the circumstances, and how their luck runs will have as much to do with winning or losing the game as any other situation they will confront at any time in the game.

[17.1] GENERAL RULE

In the game, the control of Neutrals is very important for victory purposes. The following states and areas begin the game in neutral status: New Mexico Territory, Indian Territory, Missouri, Kentucky, and West Virginia.

[17.2] NEUTRAL STATE VICTORY POINTS

[17.21] Victory Point Cities. A Victory Point City in a neutral state is worth its VP value to whichever side controls it. Control of the city may pass from one player to another during the course of the game. Likewise, whichever player controls the city, also receives the supply point production from that city and may count it as part of his supply production network if it can connect by rail, river, and/or chain of depots to his main supply network.

[17.22] State Allegiance Victory Points. When a state *joins* one side or the other, that player receives an immediate Victory Point award equal to the value of the VP Cities in the state.

For example, if Missouri joins the Union, then the Union player receives 8 Victory Points. These Victory Points may only be lost if the state joins the Confederate side later in the game, which is highly unlikely. In addition, the Union receives the Victory Points for each Victory Point city in the state that he controls. Thus, Missouri is worth a total of 16 Victory Points; 8 for joining, and 8 for the VP cities there.

[17.3] TERRITORIAL CONVERSION

Each neutral state is considered neutral territory until it joins one side or the other. Once it joins, it immediately becomes friendly territory to the side it joins and hostile territory to the other. Once a state joins one side, it remains part of that player's friendly territory, even if control of some of its VP cities is lost. The only way a neutral state which has joined one side will switch sides is if all its VP cities are in control of the enemy player at the end of a turn. Victory Point Sites have no effect on conversion; thus, the Union player need not have control of the Ironworks in order to convert Tennessee.

Thus, if Kentucky joins the Union, the Confederacy will have to take all of its VP cities in order for Kentucky to join the Confederacy.

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

[17.4] WEST VIRGINIA

West Virginia joins whichever side occupies all five of its VP cities at the end of a turn. It is worth 7 Victory Points for joining and 7 for its VP cities. The rail hexes in West Virginia are controlled by the Union player at the start of the game. They remain Union controlled until converted by the Confederacy or until the state joins the Confederacy, if ever.

[17.5] NEW MEXICO

New Mexico begins the game neutral to both sides due to events which occurred there prior to the beginning of the game. New Mexico joins the side which controls Santa Fe (4640), the town of Valverde (6234), and El Paso (8831) at the end of turn. Even though El Paso is located in Texas, it is used to

determine the control of New Mexico due to its location along the Rio Grande. New Mexico has only one VP city (the capital, Santa Fe), but is worth 2 Victory Points for joining.

[17.6] THE INDIAN TERRITORY

The Indian Territory is always neutral to both sides. There are no VP cities in Indian Territory, and thus no VP's to award there during the course of the game. However, the player that controls both Boggy Depot (6697) and Ft. Gibson (5699) at the *end of the game* receives 2 Victory Points. No Victory Points are awarded if neither player controls both. Civilized Indian tribal borders are included for historical interest – they have no effect on play.

[17.7] MISSOURI

The Union begins the game in control of all Missouri rail lines. Control of the rail lines is lost only if they are converted by the Confederate player or if the state joins the Confederacy. St. Louis is a Union controlled VP City and is considered friendly to the Union player (not neutral). St. Louis becomes friendly to the Confederacy only if Missouri joins the Confederacy.

Both sides may freely move units and forces through Missouri without “violating” its neutrality.

Missouri is worth 8 Victory Points for joining and 8 for its VP cities.

Note that each side receives varying numbers of personnel points from Missouri as soon as it joins one side or the other. In the event that Missouri subsequently is converted to the other side, the number of personnel points being received by each side changes to conform with the new allegiance. Players should note, however, that the personnel points available in Missouri should be treated like any other personnel point call (see cases 22.2 and 22.5) and is not “re-started” simply because the state's allegiance changes; the number of personnel points received steadily declines until it reaches a permanent minimum, regardless of who receives what amount.

[17.8] KENTUCKY

If either player enters Kentucky prior to the end of Cycle 12/61, the state immediately joins the other side and is enemy territory to the entering player. Both players may use the navigable rivers bordering the state without triggering hostilities.

Beginning with Cycle 13/61, the Union player rolls one die, subtracting one for each Cycle after 13/61 (thus, he would subtract one on Cycle 1/62, two on/62 and so on) until he rolls a natural or modified Result of “1.” When the Union player rolls a “1” the following effects occur: the rail lines of Kentucky become Union controlled and the state may be freely entered by either side without causing the state to join the other side. Beginning with the first Game Turn following a roll of “1,” Kentucky joins whichever side controls all of its VP cities. A Union Strength Point, moving by rail through

Kentucky during or after the Game Turn in which Kentucky becomes traversable, *does* gain control of any VP cities it enters. Place a Union control marker in the hex.

Note that each side receives varying numbers of personnel points from Kentucky as soon as it joins one side or the other. The number of personnel points received varies depending on how Kentucky joins one side or the other. See the Personnel Point Display on the map for details. In the event that Kentucky subsequently is converted to the other side, the number of personnel points being received by each side changes to conform with the new allegiance. Players should note, however, that the personnel points available in Kentucky should be treated like any other personnel point call (see cases 22.2 and 22.5) and is not “re-started” simply because the state's allegiance changes; the number of personnel points received steadily declines until it reaches a permanent minimum, regardless of who receives what amount. Note also that if Kentucky joins one side due to invasion (and that side begins receiving personnel points from the “Invasion” track) and the state is subsequently converted to the other side, the new owner begins receiving personnel points from the “Conversion” track of his own personnel display (and the previous owner would convert over to the “hostile” track of *his* personnel point display) at the current Cycle after the call-up began. If the state were later converted back to its previous allegiance, the new owner would also use the “conversion” track of his personnel display, despite the fact the state originally joined him due to invasion. (*This reflects the confused state that local loyalties would inevitably be in after a series of allegiance changes.*)

[17.9] MEXICO

Mexico may never be entered by the forces of either player. However, the Mexican port of Matamoros does add its Port Value to the Confederate Import Total. These Imports are lost if the Union player occupies Brownsville, Texas (16485). (Note that Matamoros may *never* be closed by Ship Blockade.)

[18.0] STATE MILITIA MOBILIZATION

Each state had a small militia force which it could call to arms when enemy forces threatened the state. These forces usually amounted to no more than a few thousand men, since many of the people that would, in other times, have answered the call, were already in the service.

Each state has a number of Militia strength points which it may call up in the event of invasion. To determine the number of Militia points available, roll one die and add 4 to the result (this will yield a result of from 5 to 10 strength points). State Militia may only be mobilized once per game. Neutral states and territories have no state Militia; it is considered to already have been called up or is otherwise unavailable.

Mobilized Militia may be placed at the owning player's discretion in any VP cities in the state *after* an enemy force enters a hex in the state (i.e., during either the friendly half of the Pulse, or during the next Pulse if a friendly force has already moved during the Pulse being played) . If the state has no VP city on the map, its Militia may be placed on any town in the state. Militia may *not* be deployed in a hex occupied by an enemy force, or in a Reaction Zone of an enemy Headquarters.

Militia mobilization is not triggered by enemy naval forces alone. Mobilization *is* triggered by an Amphibious Invasion or Combined Land/Sea Attack.

For example, if Militia mobilization is triggered by a Union Amphibious Invasion, then the Militia is only placed after the invasion is resolved.

Militia mobilization is *not* triggered by any Union forces in Fortress Monroe (4589), Fort Pickens (11738), Fort Jefferson (17761), or Key West, Florida (17766), unless those forces move into another hex in their respective states.

[19.0] FAR WEST OPERATIONS AND SPECIAL RULES

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

These rules should provide the players with a glimpse of the kind of warfare that occurred on the Indian Frontier, from the Rio Grande to the Canadian border. The games' time and distance scales are too large to render in detail the small but vicious combat that raged along the frontier, however hopefully these rules will give some idea of just how successful the plains Indians were in pushing the Texas frontier back over 150 miles to its pre-1850 border.

Counters have been included for the various Indian tribes that were active in Texas during the war and the Mescaleros, representing various Mexican raiders who crossed the Rio Grande to raid Texas during the war. This is not to be confused with the Mescalero Apaches who are labeled as Apaches.

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

Frontier settlements were located near frontier forts to provide some security for the populace. During the Civil War, the Confederates were unable to provide troops to garrison these forts. Thus, when the Indian raids became fierce, the forts were abandoned and the people moved further towards the Texas coast and

away from the marauding tribes. Thus, when an Indian tribe makes a raid during the game, it does not represent a single cataclysmic raid, but instead a series of small raids forcing the abandonment of the settlements and villages around the stockade or town/city, and thus the abandonment of the stockade or town/city as well.

[19.1] FAR WEST COMMAND POINTS

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

Far West Commands may only be spent to perform actions in the Far West theater. Discretionary Commands may be used in the Far West.

[19.2] TRIBAL INDIANS

The Tribal Indians didn't really pay much attention to or even understand that there was an American Civil War going on, but when the US Army ceased to be present in its usual force (whether due to withdrawals to fight the war, or due to defections to the Southern cause), the Tribal Indians saw a great opportunity to regain much they had lost.

[19.21] Movement. A player must expend one Far Western or Discretionary Command to activate a strength point of Indian Cavalry for movement. Each strength point of Tribal Indian Cavalry must move separately. Thus a player may never use one of his Leaders to command Tribal Indian Cavalry. Up to 14 different units of Tribal Indians may be active at any one time (see case 19.51).

Tribal Indians never trace supply lines and are always considered in supply for all game purposes. They are completely unaffected by the Confederate Supply Loss effects on the Confederate Supply Loss Chart. They are completely unaffected by territorial issues and may freely enter any player's terrain or neutral terrain at will. However a Tribal Indian unit may never enter any of the following:

- A hex containing a Depot, regardless of who owns the Depot;
- A hex containing a Strength Point, regardless of who owns the Strength Point;
- A hex containing a Civilized Indian unit, regardless of who controls the Civilized Indian unit;
- A hex containing a Texas Ranger;
- any hex in Louisiana, Arkansas, Missouri, or Iowa.

[19.22] Retreat Before Combat. A Tribal Indian may Retreat Before Combat using a procedure similar to that used by regular Cavalry. When a Texas Ranger, Civilized Indian, or a regular Strength Point enters a hex occupied by a Tribal Indian as a result of movement or

Texas Ranger Interception, then the player controlling the Tribal Indian has the option of rolling for Retreat Before Combat. A Tribal Indian unit may make a Retreat Before Combat roll each time a force attempts to enter its hex. If he decides to attempt a Retreat, he rolls one die; on a roll of "1" through "4," the Tribal Indian unit *cannot* retreat. On a result of "5" or "6," the Tribal Indian unit may retreat one hex toward its set-up hex (printed on the map). If two or more hexes are equidistant from the set-up hex, the owning player has his choice of which hex the Tribal Indian unit retreats into. A Tribal Indian unit that is unable to retreat, suffers the consequences of being attacked by the force that enters its hex.

[19.23] Tribal Indian Combat. A Tribal Indian unit may *never* initiate combat. They initiate Raids instead. Combat is not allowed since the Indian unit is not allowed to enter a hex occupied by a Texas Ranger, Civilized Indian or regular Strength Point. However a Tribal Indian unit is never allowed to initiate combat, even against another Tribal Indian unit, even if that unit is controlled by the enemy player. The two opposing player's Tribal Indian units may occupy the same hex, but no combat is permitted.

Regular Strength Points, Texas Rangers, and Civilized Indians may attack Tribal Indians. When a regular Strength Point enters a Tribal Indian unit's hex, even if that Tribal Indian is friendly to the Strength Point, the Tribal Indian unit is immediately eliminated and placed on the next Cycle on the friendly Cycle Record Track. When the Tribal Indian unit becomes deployable, it is returned to the Undeployed Tribal Indians force pool for redeployment. The Strength Point does not require supply for combat against Tribal Indians; thus, no supply line is traced.

If a Texas Ranger or a Civilized Indian force enters a Tribal Indian unit's hex, use the normal combat procedure to determine the outcome. Any units eliminated as a result of the combat are placed on the next Cycle on the friendly Cycle Record Track, and, when available are placed back into their respective force pools for future deployment.

Any force containing a Strength Point, regardless of whether or not it also contains a Texas Ranger or a Civilized Indian unit is considered to be a regular Strength Point for the purposes of this case.

[19.24] Indian Raids. A Tribal Indian may make a raid against a Stockade, town or city hex that contains no Strength Points, Texas Rangers, Depots, or Civilized Indian units.

Each Stockade, town, and city has an Indian Raid Alert Radius consisting of all the hexes within a three hex radius of the Stockade, town or city. When a Tribal Indian enters a hex within this radius, the Stockade, town or city owner may roll one die to alert the Stockade, town or city. The die roll necessary for alert depends on the distance between the hex the Tribal Indian enters and the Stockade, town, or city. If the

distance is 3 hexes, the Stockade/town/city owner must roll a "1;" if the distance is 2 hexes, the owner must roll a "1" or "2;" of the distance is 1 hex (adjacent to the Stockade, town, or city), the owner must roll a "1," "2," or "3." The owning player rolls once for each hex the Tribal Indian enters. If the hex being entered is within the Alert Radius of more than one Stockade, town or city, then a separate roll is made for each.

When a Stockade/town/city owner rolls successfully for Alert, place an Alert marker on the Stockade, town or city. If there is a Texas Ranger in the hex, it may immediately make an interception attempt against the Tribal Indian. Once placed, Alert markers remain on the map until the Supply Consumption and Attrition Phase of the next Strategic Cycle. They are then removed if there is no Tribal Indian unit within their Alert Radius. If a Tribal Indian occupies a hex within the Alerted Stockade's, town's or city's Alert Radius, the Alert marker remains on the map through the end of the next Cycle.

When a Tribal Indian unit occupies a hex containing a Stockade, town or city, and Indian Raid is resolved using the Indian Raid Table. The player controlling the Tribal Indian unit rolls one die and finds his result on the Table. One is subtracted from the die roll if the Stockade/town/city has an Alert marker on it, and one is added to the die roll if the Stockade/town/city has no Alert marker on it. Die rolls of less than "1" or more than "6" are considered "1" and "6" respectively. Resolving a Raid ends that Tribal Indian's movement for that Action Phase. The Tribal Indian unit may not be activated again in that Action Phase (although it may still roll for Retreat Before Combat). Note that a destroyed Stockade/town/city is considered eliminated from the map, and the Destruction marker remains on the map for the duration of the game (see Raid Table Results).

Any time a Tribal Indian unit is called upon to return to its set-up hex as a result of an Indian Raid, and the set-up hex is occupied by a unit that prohibits the tribe from entering that hex, the tribe is placed adjacent to the set-up hex.

[19.25] Indian Allegiance. Tribal Indian units may switch their allegiance at any time. The player who originally activates a Tribal Indian unit as a reinforcement places his color unit on its set-up hex. It remains under his control until it is eliminated, a side-change is mandated as a result of a Raid, or until the enemy player successfully wins control. A player may, during his half of a Pulse attempt to gain control of a Tribal Indian unit from his opponent. To do so, a player expends one Far West or Discretionary Command and rolls one die; on a "1" through "4," there is no result (except that the Command Point is spent); on a "5" or "6," the player gains control of the Tribal Indian unit, flipping it to his color to indicate the change in control. The Indian unit remains in the hex it occupies regardless of the result.

A player may attempt to gain control of a particular Tribal Indian unit only once per Action Phase. A player

may, however, attempt to gain control of more than one Tribal Indian unit in a single Action Phase, but each is resolved as a separate attempt, and each costs one Far West or Discretionary Command Point. The allegiance of a Tribal unit may change several times in an Action Phase with no additional effects on the unit itself.

[19.26] Indian Raid Table. (See Charts and Tables.)

[19.27] Indian Massacre Table. (See Charts and Tables.)

[19.3] CIVILIZED INDIANS AND STAND WATIE

Stand Watie was one of the more interesting figures in the American Civil War – a Cherokee, he was one of only two Indians to rise to the rank of Brigadier General during the war (the other being Ely Parker, a member of General Grant's staff). He led Cherokee cavalry initially, and later a mixed band from most of the civilized tribes. He was the last Confederate general to surrender after the war.

The Civilized Indian Tribes had a difficult time of it during the war; initially supporting the Confederacy, they became more and more disillusioned and more and more of them began to fight on the Union side as the war went on. In the end, the internecine struggle between the various Civilized Tribes, though it had little to do with the issues the war was fought over among Whites, was every bit as bitter and vicious as the fighting elsewhere, albeit on a smaller scale.

[19.31] Movement. A player must expend one Trans-Mississippi or Discretionary Command to activate a Civilized Indian unit for movement. Up to a total of three Civilized Indian Cavalry units may be activated and up to nine strength points of Civilized Indian Infantry may be activated. Like Militia, Civilized Indian Infantry may form units based on the number of points available, but no more than four points may be in a single unit. Such units may be activated by a single Command. Civilized Indian units are subject to the usual supply rules and restrictions, including the effects of Southern Supply Loss.

Civilized Indian units *may* be commanded by Leaders, including the Confederate Indian Cavalry Leader, Stand Watie. Watie may command Civilized Indians under control of the Confederate player. Stand Watie *never* command Confederate regular Strength Points; he may command only Civilized Indians.

Civilized Indians ignore who owns what terrain however they are not permitted to enter Texas, Arkansas, Iowa or Missouri unless accompanied by or commanded directly by Stand Watie. If Civilized Indian units are in any of those states with Watie, and Watie is killed or wounded, the Civilized Indian unit is immediately removed from the map and placed on the next Cycle of the Confederate Cycle Record Track.

Civilized Indian Cavalry may Retreat Before Combat as do Tribal Indian Cavalry units. Civilized Indian Infantry units, of course, cannot.

[19.32] Combat. Combat between opposing Civilized Indian forces is resolved normally. Any Leaders present in the combat must make the usual Leader Loss Checks (including Stand Watie).

Combat between Civilized Indians and regular Strength Points is allowed, and is conducted in accordance with the normal rules governing combat, however, before combat begins, regardless of who is attacking and who is defending, each player must roll one die for each Civilized Indian Strength Point present in his force. On a die roll of "1" through "5," the Civilized Indian Strength Point is eliminated before combat is resolved. If the result is "6," that Civilized Indian Strength Point remains in the hex and may participate normally in combat. If Stand Watie is present in the hex, the Confederate player may add one to each of his die rolls, however if all the Civilized Indian Strength Points are eliminated, Stand Watie is eliminated too.

Once it has been determined which Civilized Indian Strength Points are to participate, the combat is resolved using the Combat Results Table and the standard combat procedure. If Stand Watie is in the hex, the Confederate player may add 1 to his Combat Resolution die roll for Stand Watie's Tactical Rating, in addition to the effects of any other eligible Confederate Leaders in the hex. The Combat Results are determined and applied. However any Civilized Indian Strength Points present in the hex must be lost first as casualties if any casualties are suffered by the force containing them. If Watie is present and all Confederate Civilized Indians Strength Points are eliminated, then Watie is eliminated too, after making a Leader Loss Check.

A Demoralized Civilized Indian unit may be rallied by a Leader belonging to the same side using the standard Rally procedure. If unable to Rally at the end of the Rally phase, the usual penalties apply.

Eliminated Civilized Indian Strength Points are always placed on the controlling player's Cycle Record Track in the next Cycle. When they become available for deployment again, they are then placed in the Civilized Indians Available force pool for re-entry onto the map. If Watie is eliminated, unless he is killed or wounded in a Leader Loss Check (if wounded, he enters the Confederate Leaders Available pool on the Cycle he re-enters play), he is placed on the Confederate Cycle Record Track one Cycle in the future and may be re-entered into play just like any other returning Leader.

For example, the historical battle of Pea Ridge was fought in Arkansas in hex 5308. The Confederate "Army of the West" under Van Dorn attacked the Union "Army of the Southwest" under Curtis. In game terms the Confederates had 15 regular Confederate strength points and one strength point of Cherokee warriors under Stand Watie. Curtis had 11 Union strength points. Historically, the Civilized Indian Strength Point

failed to roll a "6," and thus had no effect on the battle. The Confederates lost the fight and were forced to retreat.

[19.4] TEXAS RANGERS

The Texas Rangers of legend were mostly absent during this period on the frontier – serving with Hood's Texas Brigade in the Army of Northern Virginia, or in the many Texas Regiments in the western armies, however a small nucleus of them and a larger force of mostly poor quality Texas Home Guardsmen did their best along the frontier during the war.

[19.41] Movement. The Confederate player must expend one Far West or Discretionary Command to activate a Texas Ranger unit for movement. Once activated it functions as a Cavalry Strength Point in most ways, however each Texas Ranger unit must move separately and may not be commanded by a Confederate Leader. Texas Rangers, like Tribal Indians, never trace supply lines, are not affected by Confederate Supply Loss, and are always in supply for game purposes.

Texas Rangers must remain in the state of Texas and in the Far Western theater at all times. In addition, a Texas Ranger unit may not enter the following hexes:

- A hex occupied by a Union Strength Point. If a Union Strength Point enters a hex containing a Texas Ranger, then the Ranger is immediately eliminated and placed on the next Cycle box of the Confederate Cycle Record Track for possible re-entry then. The Union Strength Point does not require supply for such an attack, and may continue to move if it has Movement Points remaining;
- A hex occupied by a Union Depot, Fort, or Fortress; and,
- A hex occupied by a Confederate Strength Point.

The Confederate player may never have more than 8 Texas Ranger units in play at any time.

[19.42] Texas Ranger Combat and Interception. A Texas Ranger may initiate combat against *only* Tribal Indian units. Combat is initiated by the Ranger entering the Indian's hex by movement or interception. Combat may be initiated by the Texas Ranger being activated for movement, and then successfully entering the Tribal Indian unit's hex. The Tribal Indian unit may attempt Retreat Before Combat when the Texas Ranger unit enters its hex; if the retreat attempt is unsuccessful, combat is resolved.

Interception occurs if the Ranger unit occupies a Stockade, town, or city at the instant that the Stockade, town or city makes a successful Alert Check. Interception may *only* be triggered at this time (the moment the Stockade, town, or city successfully makes its Alert Check) – it cannot be triggered later in the

Pulse, or in some other Turn, even if the Alert marker remains in the hex. When Interception is triggered, the Ranger is immediately placed in the Indian's hex. The Indian may then roll for Retreat Before Combat; if successful, the Indian is retreated a hex and the Ranger returns to the Stockade, town, or city it occupied when Interception was triggered. If the Retreat attempt is unsuccessful, combat is resolved.

To resolve combat, both players roll one die. The high roller wins and the defeated unit is placed on the next Cycle of the Union player's Cycle Record Track when it will again be available for deployment.

[19.5] REINFORCEMENTS

Most reinforcements in the Far West represent bodies of men smaller than the thousand or so that each normal Strength Point represents. Additionally, they come from sources that don't require the kind of equipment and supply support that the regular soldiers of both sides do. However, the number in action at any one time was generally pretty small, even if, when destroyed, there were enough new recruits to make good the losses almost immediately. Likewise, most of the Indian tribes represented didn't really send that many Braves out on any one raiding expedition and if dispersed they tended to trickle back to the home area over time.

For that reason, the minor units described above generally are limited in the numbers that may be deployed, and likewise are never permanently destroyed.

[19.51] Entry Procedure. Far West reinforcements arrive according to the following schedule:

- **7/61:** 2x Mescalero, 2x Kiowa, 2x Commanche
- **10/61:** 2x Apache, 1x Civilized Indian Infantry
- **13/61:** 2x Lippan, 2x Texas Ranger, 1x Civilized Indian Cavalry, 3x Civilized Indian Infantry
- **3/62:** 2x Kiowa
- **6/62:** 2x Commanche, 2x Texas Ranger
- **9/62:** 2x Texas Ranger
- **5/63:** 2x Texas Ranger

Once a unit is eligible for deployment it is moved to the appropriate availability pool where it remains until one player or the other spends a Far Western or Discretionary Command to activate the unit and bring it into play. In addition, eliminated units, once the Cycle on which they are placed is begun, are moved back to the appropriate availability pool for re-entry in exactly the same manner as a new unit. Stand Watie, if eliminated, or wounded, once the Cycle on which he was placed is begun, is moved back to the Confederate Leaders Available pool for re-entry in exactly the same manner as any other Leader. Tribal and Civilized Indian units may be entered by either player. Texas Ranger units and Stand Watie may only be entered by the Confederate player.

[19.52] Additional Far Western Reinforcements Chart. (See Charts and Tables.)

[19.53] Placement. Counters are placed according to the following restrictions:

- **Tribal Indians**

The player who expends a Command to enter a Tribal Indian unit places the friendly version of that unit on its set-up hex. If the set-up hex is occupied by a non-Tribal Indian unit, place the Indian in an adjacent hex using a die roll to determine exactly which hex (a result of "1" is the hex due north of the placement hex, with each other result proceeding in a clock-wise manner through the other adjacent hexes).

- **Civilized Indians**

The player who expends a Command to enter a Civilized Indian unit places the friendly version of that unit in any hex in Indian Territory not currently occupied by any other unit, friendly or enemy. The hex may contain a Stockade, but only if it is unoccupied.

- **Stand Watie**

The Confederate player may place Stand Watie on any hex in Indian Territory containing a Confederate Civilized Indian unit. Note that Stand Watie's counter is a different color from other Confederate Leaders, indicating his ability to only lead Civilized Indian units. He is the only Leader in the game that begins as a "known" Leader.

- **Texas Rangers**

The Confederate player, upon expending a Command to enter a Texas Ranger unit, may only place his Texas Ranger units in hexes in Texas, in the Far Western theater, containing an undestroyed Stockade, town, or city.

[19.6] BLOODY KANSAS

During the 1850's Kansas was a battleground where "free soil" and "pro-slavery" forces fought it out in a series of low-level guerrilla or terrorist actions frequently involving random murders, rapes and pillaging. Needless to say, the advent of the Civil War didn't lessen the intensity of these feelings, and Kansas continued to be a brutal battlefield given over to the worst sort of irregular combat.

During Cycle 3/63 the players each receive one specialized Partisan Cavalry unit. For the Confederates, this represents Quantrill's Raiders; for the Yankees it represents the "Jayhawks." While there were many more irregular bands supporting both sides in the area, these two counters will serve to represent them all.

Each unit costs one Trans-Mississippi or Discretionary Command to activate. They must appear

in friendly controlled hexes in Kansas (for the Union Jayhawks) and Arkansas (for the Confederate Quantrill). Quantrill's Raiders acts exactly as does a Far West Tribal Indian unit, operating under exactly the same restrictions and rules with the following exceptions. He conducts raids using the Indian Raid Table. If the raid results in a Return/Change Side result, Quantrill's Raiders are eliminated and may return the next Cycle. Quantrill may move in Kansas, Missouri, Arkansas, and the Indian Territory. Quantrill may attempt to raid a hex containing a Union Depot, but must add +1 to the raid result.

The Jayhawks may not raid, but are used to combat Quantrill, per the rules for Texas Rangers. They operate precisely as Texas Rangers do, with all the same restrictions and rules, except as noted. The Jayhawks may operate in Kansas and Missouri.

Victory Points are awarded to the Confederate player for burned Stockades, towns and cities just as if Tribal Indians had done so.

[20.0] PRODUCTION

The exact number of men who fought in the American Civil War will never be known. In fact, estimates vary a great deal, especially on the strength of the Confederate armies. The number of combat strength points the players may create in this game will vary somewhat from the generally accepted totals given the players' inclinations with regard to manpower call-ups and how they choose to manage their production, but generally they will find that they produce roughly the same proportion of troops as their historical counterparts did.

[20.1] THE PRODUCTION PHASE

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

1. New Unit Initiation Segment

Each player creates new units, expending personnel points and supply points in the process, and places the newly created units on his Cycle Record Track.

2. Existing Unit Augmentation Segment

Each player may take existing units from the map, expend personnel and supply points, adding strength to them and placing them on his Cycle Record Track.

3. Produced Unit Deployment Segment

Each player removes produced units from his Cycle Record Track and deploys them on the map.

4. Brigade Merge Segment

If they wish, the players may merge brigades of infantry and cavalry with existing infantry and cavalry divisions.

5. Fort Construction and Deployment Preparation Segment

Both players may attempt to create Forts and/or Fortresses. If a Fort/Fortress is successfully created, a construction marker is placed in the hex where it is to be deployed.

6. Department Deployment Segment

Players may deploy a new Military Department or relocate an existing Department.

7. Headquarters Deployment Segment

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

8. Confederate Replacement Segment

The Confederate player may apply the special rule permitting him to amalgamate garrison points with infantry divisions.

9. Militia Demobilization

If it is an even numbered Cycle, Militia is demobilized (returned to unused units). Also, partisan units may be activated concurrently.

10. Leader Transfer

Each Player selects the indicated number of new, Untried Leaders and places them in the friendly Leaders Available Pool for entry into the game during the next four Game Turns.

Most of the preceding activities may be executed secretly to one degree or another. To the extent the players trust one another'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 staff organization to process the information available into a coherent, usable form.

[20.2] THE PRODUCTION PROCESS

Fundamentally, the Production Process involves three components and requires each player to expend personnel points and supply points in order to purchase specific units and points which will increase their forces and permit them to execute their strategies. The third component in production is time. Each item to be produced requires a certain number of Cycles to complete production and become available for deployment on the map. This requires the player to plan ahead and develop some kind of long-range plan for both production and what they want to do with the forces they produce.

[20.21] New Unit Production. The most basic form of production is the creation of new units. In this case, the players refer to their respective Production Cost Charts and determine how many Personnel and Supply points they will need to expend to create the unit they desire. Once they have determined the cost, they spend the required points and then place the newly purchased unit on the friendly Cycle Record Track a number of boxes in the future equal to the time required to complete construction.

(Example: During Cycle 1/62, the Confederate player desires to produce an 8-4 Infantry division. Multiplying the cost of a strength point of Infantry by eight, he determines he will need to expend 24 personnel points and 16 supply points to build the division, and it will take four Cycles to complete. He spends the necessary points and places the 8-4 Infantry Division in the box located below the 5/62 Cycle box (four Cycles ahead of the current one). When the Cycle marker reaches the 5/62 box, the Confederate player may deploy his new 8-4 Infantry Division on the map in accordance with the rules for deploying reinforcements.)

Players must produce their forces as complete units whenever possible (i.e., they must produce them as complete divisions and brigades, though a player could produce 20 points of Infantry as 20 separate 1-4 Infantry Brigades if he so chose). Militia and Garrison forces are produced as points instead of units.

[20.22] Existing Unit Augmentation. During this segment of the production phase, a player may remove an existing infantry or cavalry division from the map, exchange it for a new unit of higher strength, pay the costs for augmentation in Personnel and Supply points, and place that new unit ahead on the friendly Cycle Record Track. The unit removed must be located on an unbesieged Department at the time it is removed. No more than one division per Military Department per strategic Cycle may be removed. In effect, this process simulates sending a veteran unit home to recruit and train replacements. In terms of personnel point costs, this is the cheapest way to gain strength.

(Example: a Union 3-4 infantry division could be withdrawn in this fashion, exchanged for a 10-4, and returned as a new unit (10-4) four cycles later, a gain in strength of seven points for the cost of seven personnel points. If the Union player had created a 7-4 out of nothing, it would cost him 21 personnel points. Supply cost is 21 supply points in both cases.)

[20.23] Militia and Garrison Conversion. During the new unit initiation segment, existing militia and garrison units on an unbesieged department may be converted into Infantry divisions. To do so, the player removes the militia or garrison unit, expends the proper amount of supply and personnel points for the conversion privilege, and in effect creates new Infantry divisions of

a strength equal to the militia or garrison points he removed, placing those divisions ahead in time on the Production Spiral. Militia and garrison units may *not* be both converted to Infantry divisions *and* augmented to a stronger division in the same event.

As a “play note,” the Confederate player would be fairly foolish to convert Garrison to Infantry points since he has the Special Confederate Replacement rule which permits him to directly absorb garrison points into Infantry units at no expense in personnel or supply, however a cost to convert is provided in the event he is sufficiently confused to decide to do so.

[20.24] Naval and Riverine Unit Production. Most Naval and Riverine units of both sides are purchased as Flotillas (10 unit groups). This is because the manpower cost to purchase individual ships cannot be correctly depicted. Therefore, the production costs depicted in each player's Production Cost Chart is for the purchase of 10-unit group of ships. Once deployed, that flotilla may be broken down into its component parts at the owning player's discretion.

The one exception to this is the Confederate Commerce Raiders which are made expensive in personnel points since in many cases they would operate without ever seeing the Confederate coast again once they departed to begin their raiding careers, and therefore needed large crews and overseas support systems that effectively did cost a certain amount more in terms of both personnel and money.

[20.25] Siege Train and Rail Repair Unit Production. These units are built in accordance with the regular procedure and require no special handling. They may be deployed in any eligible Department upon completion of production.

[20.3] WHERE NEWLY PRODUCED UNITS DEPLOY

Historically, both sides divided their areas of responsibility up into Military Departments which were used to control large areas administratively. They were the higher Headquarters used to dictate general movements and objectives and so on, and among other responsibilities, they were where reinforcements were assembled before being moved forward to the “front.”

While Military Departments have been replaced with Theaters to govern overall strategy, they have been retained as a supply facilitator and the place where Reinforcements generally appear.

[20.31] Union Deployment. Union ground combat units, rail repair units and siege trains may only be placed on a hex containing a Union Military Department from which the Union player is able to trace a continuous path of rail hexes (uncut and unoccupied by Confederate units) leading off the north edge of the map. To allow deployment, the Union Department must be unbesieged.

Union Naval Transport, Naval Flotillas and Naval Ironclad Flotillas are placed in Philadelphia (hex 1392) or New York (hex 397).

Union River transports, River gunboats and River Ironclads may be placed in hex Philadelphia (hex 1392) or New York (hex 397); or in St. Louis (hex 3325), Cincinnati (hex 2751), or Pittsburgh (hex 1372).

Union Siege Trains and Rail Repair units may be deployed in any eligible Military Department at the Union player's discretion.

[20.32] Confederate Deployment. Confederate ground combat units and rail repair units may only be placed on a hex containing a Confederate Military Department. The Department must be unbesieged, and the Confederate player must be able to trace a valid supply line leading from it to 12 VP's worth of Confederate-controlled cities. That path must be free of Union units.

Confederate river transport and river flotillas may be placed on any Confederate city in a coastal hex or touching on a tidal river or on an existing Naval Base.

Confederate ironclad units may only be placed in Norfolk (hex 4789), Charleston (hex 9174), or New Orleans (hex 11924), or on an existing Naval Base.

Confederate Rail Repair units may be deployed in any eligible Military Department at the Southern player's discretion.

[20.33] Deployment Restrictions. When deploying ground combat units, the player must spread the units of a given type as evenly as possible among the existing 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 10-4, and the other six all 1-4s.) Naval and river units may be deployed unevenly.

[20.4] PRODUCTION OF IRONCLADS

[20.41] Confederate Ironclads. When a Confederate ironclad Flotilla comes off the Cycle Record Track, the Confederate player must break it down into its constituent units and place each of them individually in accordance with case 20.32. Of course, if he chooses, he may place them all in the same hex. Each Ironclad unit is placed as a “Rvr Ironclad Building” marker, signifying construction is not finished. On every strategic Cycle thereafter, the Confederate player should roll the die once for each ironclad unit, until at some time he rolls a “1.” When he rolls a “1,” he may flip the subject Ironclad unit to its functional side, signifying that it is completed and available for use. While “building,” an ironclad merely exists for the future. It has no value in the game. Uncompleted Ironclads are

destroyed if the base or city in which they are being constructed is captured by enemy ground troops.

[20.42] Union Ironclads. The process is the same as for Confederate Ironclads, except the die roll range for completion is “1” or “2” for Naval Ironclads, and “1,” “2,” or “3” for Riverine Ironclads.

[20.5] NAVAL BASE DEPLOYMENT

[20.51] Union Naval Base Deployment. Union naval bases are produced upon expenditure of the necessary personnel and supply points. Upon completion of production (one Cycle), they may be immediately deployed on any coastal hex occupied by five or more Union infantry points. The Union player may also build Naval Bases on the Mississippi.

[20.52] Confederate Naval Base Deployment. Confederate bases may be deployed in any Confederate seaport or in any city that touches on a navigable river hexside.

[20.53] Effects of Naval Bases. A given base functions for a player as an aid to the embarkation and debarkation of units and for supply of naval units “on station” for long periods of time. Naval units may remain “on station” (that is, at sea) for more than four consecutive Game Turns as long as they are within 25 hexes of a friendly Naval Base. In addition to the above functions, for the Confederate player, Naval Bases serve as ironclad construction sites. They have no other purposes.

[20.6] PRODUCTION COSTS

[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)			

[20.62] Confederate Production Cost Chart.

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).			

[20.7] SPECIAL PRODUCTION CASES

[20.71] Confederate. The Confederate player may, during any strategic Cycle, build a Fort in the city of Richmond, free of supply point cost. During any later strategic Cycle, the Confederate player may convert the Fort into a Fortress, also free of supply point cost.

[20.72] Union. The Union player may, during any strategic Cycle, build a Fort in the city of Washington, free of supply point cost. During any later strategic Cycle, the Union player may convert the Fort into a Fortress, also free of supply point cost.

[21.0] ADDITIONAL PRODUCTION PHASE EVENTS

Numerous other strategically significant events are depicted during the Cycles since that is the easiest way to simulate their impact on the operational campaigns that will take up most of the players' attention during the game. Despite the fact these events are only intermittently occurring, they can have enormous impact on the players and the course of the war.

[21.1] MILITARY DEPARTMENTS

Clear up to the Second World War, the military administered military activities in the Continental United States via Military Departments. This system was fundamental to the way the War Department worked, and was adopted without debate by the Confederate government as well (after all, Jefferson Davis was a former Secretary of War, and thus intimately familiar with the way the system worked). Both players will find the decisions they make regarding the placement of their Military Departments can have considerable impact on the course of the war.

[21.11] Definition. 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 Military Department Deployment Segment of the strategic Cycle of odd numbered Cycles (excluding Cycle 7/61), a player may deploy new Departments, and/or relocate existing Departments on the map. All things being equal, the more Departments a player has, the more flexibility he will have in play.

[21.12] Department Deployment. During each odd numbered Cycle (excluding Cycle 7/61), the player may deploy one new Military Department onto the map or relocate an existing Department into a new hex.

[21.13] Restrictions on Union Departments. Union Military Departments can only deploy in city hexes, which must also be in rail and/or water communications with the north edge of the map. (The path must be uncut and free of Confederate units). No more than

one Department may be located within the same state at the same time. Washington, DC, is the equivalent of a separate "state" for purposes of this rule. No Department may deploy in a Confederate state unless every city in that state is occupied by Union ground units. St Louis is a special case for the Union. A Union Military Department may be placed for Missouri in St. Louis even if all other cities have not been occupied.

[21.14] Restrictions on Confederate Departments. A Confederate Military Department may deploy in any Confederate city unoccupied by Union units. No more than one Department may be located in any one state. No more than two Departments may be located west of the Mississippi River.

[21.15] Effects of Military Departments. As long as departments meet the criteria set down in cases 21.13 and 21.14 for their respective deployments, they may function as permanent Supply Depots and serve as a deployment site for units (see case 20.3 for additional deployment restrictions). If they fail to meet the criteria, or if they are besieged, they do not function. Departments cannot be destroyed; rather, they are simply neutralized by enemy occupation or restricting presence. A neutralized (non-functioning) Department merely sits on the map doing no one any good or any harm until such time as the owning player relocates it to a site where it will function. Note that Union Departments are more sensitive to Confederate presence than Confederate Departments are to Union presence. Confederate Departments provide supply and serve as a source of reinforcements as long as they are unbesieged or unoccupied, whereas Union Departments must have a rail connection to the north edge of the map in addition.

[21.2] CREATION OF HEADQUARTERS UNITS

Headquarters are created during the Headquarters Creation Segment of the Production Phase of even numbered Strategic Cycles. During 1861, 1862 and part of 1863, this creation is subject to a luck factor. Starting with the 10/63 Cycle, players may freely create Headquarters each Strategic Cycle up to the counter mix limits.

[21.21] Headquarters Deployment. When created, Headquarters are placed on any existing Military Department at the player's option.

[21.22] Creation Procedure. During every other even-numbered Strategic Cycles, beginning with Cycle 8/61, players may attempt to deploy Army or Corps Headquarters. (So, in 1861, players may attempt to create Headquarters during Cycle 8/61, and again on Cycle 12/61. In 1862, they may attempt to create Headquarters on 4/62, 8/62, and again on 12/62, and so on.)

To deploy an Army Headquarters, a player rolls the die. If he rolls a "1," he may deploy one Army

Headquarters. To deploy Corps Headquarters, a player rolls the die. If he rolls a "1," he rolls a second time and deploys the same number of corps headquarters as the second die roll. If he first rolls a "2" through "6" in *either* of the above attempts, he fails to deploy *any* Headquarters.

Starting with Production Cycle 4/62, the Union player may create headquarters on a die roll of "1" to "3," instead of just "1," and the Confederate player may create Headquarters on a die roll of "1" to "2," instead of just "1."

Players' Note: *Headquarters are a tremendous benefit to moving and fighting. Their random introduction into play is meant to simulate the historically slow and frequently peripatetic evolution of the command structure on both sides.*

[21.3] BRIGADE MERGE

Neither side's replacement system was terribly effective, especially in the early days of the war. The Union never really fixed theirs since, as it was, it provided too many opportunities for political patronage by the state governors. The result was that the way the Union increased the strength of its divisions most of the time was to keep adding new brigades to the mix. By contrast, the Confederacy did eventually create a more effective replacement system (see case 21.5), but even so, and especially in the early days of the war, it was frequently easier to simply merge a brigade in with a division to keep it up to strength.

During this segment of the production phase, a player may merge one brigade with one division of the same type if they exist in the same hex. For example, say three Union 4-4 infantry divisions are stacked in hex 2982 with four 2-4 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 6-4 divisions and one 2-4 brigade. Note this is the only time in the course of a Cycle a brigade can be integrated or combined into an infantry division. Note also two brigades may *not* merge to create a division. Brigades may only be merged with already existing divisions.

[21.4] MILITIA DEMOBILIZATION

Militia units were usually activated for some special crisis once the initial mobilization surge was over, and even in the initial mobilization surge were only enlisted for relatively brief periods ("90 day men"). The upshot is that unless Militia are "federalized," as the Union referred to it, and converted to Infantry fairly quickly, there is a distinct possibility that their enlistments will expire and they will return home.

During any even-numbered Cycle (beginning with Cycle 8/61), a player's Militia force is exposed to demobilization. During such a Cycle, the player rolls a

die. If he rolls a "1" or "2," he must immediately eliminate **50 percent** of his Militia on the map, losing any fraction as a full point. The player may choose where to eliminate points. Militia Points on the Cycle Record Track (i.e., "in production") are not affected by Militia Demobilization.

[21.5] SPECIAL CONFEDERATE REPLACEMENT RULE

During this segment of the Production Phase, the Confederate player may merge Garrison points with existing Infantry divisions, at the maximum rate of two Garrison points being added to each Infantry division. The Infantry divisions 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 three, in the same hex with 10 Garrison points. He could, if he wished, exchange the four infantry 3-4s for four 5-4s and reduce the Garrison strength to two points. Note that, unlike unit augmentation or conversion, no personnel or supply points expended in this process, and it occurs instantaneously. This rule may only be applied beginning with Cycle 1/63.

Players' Note: *This rule simulates the 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 battalions.*

[21.6] LEADER TRANSFER

During each Cycle, each player receives a number of new Leaders as "available" for Deployment. The number of Leaders available to each player varies as the game goes on.

[21.61] Procedure. Each Cycle, each player determines how many new Leaders he may add to his Leaders Available pool by checking the Cycle number against the tables below in cases 20.62 and 20.63 and adding any Leaders appearing on the Cycle Record Track (returning from wounds, or having been dispersed by an enemy Overrun, etc.). The returning Leaders may or may not be Untried (depending on how, when and why they were placed on the Cycle Record Track), but all newly available Leaders are always Untried.

Newly appearing Leaders are selected randomly from the New Leaders pool and moved to the Leaders Available pool. Leaders removed from the Cycle Record Track are simply placed in the Leaders Available pool. During the course of the regular Game Turns, the owning player may introduce Leaders from the Leaders Available pool as a means of expending part of the Dice Roll Differential during his half of a Pulse. When a Leader is to be placed on the map from the Leaders Available pool, the Phasing player selects

randomly from the pool and places the chosen Leader on the map at any friendly, functioning, Military Department.

A player is never required to place a Leader from his Leaders Available pool – they may remain in the pool indefinitely.

[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

[22.0] PERSONNEL POINTS

Between the attack on Fort Sumter and the time the 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 result of that initial call up is 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 the first few Cycles. Once the call up dwindles to the minimum personnel point rate per Cycle, a player must either live with that minimum or make another call up on his nation. The next call up can be either a volunteer call or a draft round. Either will produce a given number of personnel points over a period of Cycles, but either choice gives the player's opponent Victory Points.

[22.1] THE PERSONNEL POINT DISPLAY

Each player has a Personnel Point Display composed of several tracks. The track furthest to the left on the display is labeled the "Initial Volunteer Call," and is composed of a series of boxes, each containing a specific number. The tracks to the right of this display are labeled in order: "Second Volunteer Call," "Third and successive Volunteer Calls," "First Draft," "Second Draft," and "Third and Successive Drafts." The top box on each track has a single digit number in red. This is

the number of Victory Points the player will lose by initiating a particular call. The number in each box below the top box (in blue on the Union track, and gray on the Confederate track) is the number of personnel points available to the player on the Cycle in play for him to expend in unit production. Additionally there are tracks labeled "Black," "Missouri," and "Kentucky" that include extra personnel points that may become available depending on specific political events (see Case 22.5).

[22.11] Union Personnel Point Call Display. (See mapsheet.)

[22.12] Confederate Personnel Point Call Display. (See mapsheet.)

[22.2] HOW THE DISPLAY WORKS

The "Initial Call" track is the track in play at the beginning of the game. It contains the number of personnel points available to the player during that strategic 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 track is the "minimum," and represents the number of personnel points the player receives in the 13/61 Cycle, and all succeeding Cycles until such time as the player declares a new call or draft.

Example: Assume the Union player refrains from a new call until 8/62, at which time he makes the second volunteer call (see case 22.1). 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 call.

[22.3] USING PERSONNEL POINTS IN PRODUCTION

During the production phase of a given strategic Cycle, 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. Personnel Points may not be saved if they are not used at the time they become available. (The Personnel Point Tracks are provided for the players' convenience in tracking expenditure and are *not* intended as a "pool" in which unused personnel points may be saved.)

Example: assume the Union player has 40 personnel points available on 2/64, because it is the third month of the second draft call. He may use up to 40 points in

producing some combination of units. Unlike supply points, which may be stored in the general supply point pool, unexpended personnel points are lost. If the Union player does not use all 40 points in the 2/64 Production Stage, he loses the unexpended portion. They do not carry over to the following Cycles.

[22.4] MANPOWER PROGRESSION

Once a player resorts to the draft (presumably because he needs that big shot of manpower offered in the first draft call), he may no longer resort to volunteer calls. Unused Volunteer Calls are simply ignored.

[22.5] SPECIAL MANPOWER CALLS

From time to time during the war, special situations arose which offered additional manpower to the embattled factions. The two most obvious are the situations with regard to Kentucky and Missouri. Depending on which side they join and how they join it, they offer varying amounts of Personnel to each side.

Another source of manpower, primarily for the Union, is the freed slaves. As the war went on there was more and more interest in using the ex-slaves to fight for their own freedom – particularly as casualty rolls continued to lengthen. The corollary to this was that as the Union mobilized Blacks to fight against the South, a certain percentage of Southern Whites that had previously been disinclined to enter the army, became more motivated to do so. Historically, the Union fielded well over one hundred thousand Black soldiers by the end of the Civil War.

Each of the special personnel calls is a one-time event, beginning with the Cycle in which it is activated and continuing until its minimum is reached. Once the minimum is reached, that call will continue to produce that number of Personnel Points until the game ends. Special Manpower Calls run concurrently with regular Personnel call-ups.

The Kentucky and Missouri calls are entirely predicated on when those states join one side or the other. If the state's allegiance is reversed, the manpower call continues its course, though who is receiving which manpower points will, of course, change. However, the call is not re-started, it simply continues with new totals going to the different sides.

The Black call may only be initiated by the Union player. The earliest it may be initiated is 13 Cycles after the Emancipation Proclamation has been issued, and it costs 7 Victory Points to initiate. In addition to the personnel points provided to the Union player, the Confederate player also receives additional personnel points in response to the Union player's enlistment of Black troops.

[23.0] VICTORY

The Civil War was a war with two possible outcomes: independence for the South, or utter destruction of the Southern Confederacy. Historically,

both sides expected a short, victorious war – the magnitude and length of the war was totally unexpected and unplanned for. The Northern victory, though it seems inevitable today, was anything but a foregone conclusion in 1861.

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

These rules attempt to be both balanced and to reflect history, and to that end tend to emphasize the importance of the 1864 elections while de-emphasizing the importance of foreign intervention, since it is more of a fantasy/nightmare than a real possibility given even marginally competent Union play. Finally, even if the South is completely destroyed, as they were historically, there is still a chance that the Confederate player may "win" the game by not losing the war as badly as was the case historically.

[23.1] VICTORY POINTS

[22.11] Victory Definition. Victory is determined through the accumulation of Victory Points. Victory Points are awarded for the control of VP cities, conversion of territory, sinking Union merchant ships, for cutting off Washington D.C., for use of the Command Point table, and for Volunteer and Draft Personnel call-ups.

[23.12] Victory Point Accumulation. During play, Victory Points are recorded on the Admin Track with the Victory Point markers provided. A player gains Victory Points for control of enemy and neutral VP cities, sites, territorial conversions and so on. A player does not gain or lose Victory Points for control of his own original territory, however his opponent does. Thus, the Confederate player does not gain or lose Victory Points for control or loss of original Confederate hexes, but the Union player does gain Victory Points for those hexes.

The original territory of the Union includes the states of New York, New Jersey, Pennsylvania, Maryland, Delaware, the District of Columbia, Ohio, Indiana, Illinois, Iowa, Kansas and Nebraska.

The original territory of the Confederacy includes the states of Virginia, North Carolina, South Carolina, Georgia, Florida, Tennessee, Alabama, Mississippi, Louisiana, Arkansas, and Texas.

Both players gain Victory Points for control of VP cities and conversions of Neutral States (see rule 17.0 for details on each neutral state). Players record each VP they gain by moving their VP marker on the Admin

Track. If they subsequently lose VP's they have gained, then they record that loss as well.

*For example, if the Union player controls New Madrid, Missouri, he records one VP for control of the city. If the Confederate player later takes New Madrid from the Union, the Union player would record the loss of one VP and the Southern player would record the gain of one VP. If, on the other hand, the Confederate player were to take Cairo, Illinois, the Union player would **not** record the loss of two VP's, but the Confederate player **would** record the gain of two VP's.*

[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 and 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.

[23.2] VICTORY DETERMINATION

Victory is determined at three different points during the game: at the end of the last Turn of the Game; at the end of each Turn in which the Confederates occupy Washington; and at the end of Game Turn 4/11/64, the 1864 election. Regardless of when Victory is determined, the procedure remains the same. Both players total their Victory Points and the Confederate total is subtracted from the Union total to yield a final total. If Victory is triggered by the Confederates taking Washington, D.C., and the Confederate VP total is greater than the Union total, then the game ends immediately in a Confederate victory. If the Confederate total is less than the Union total, then the game continues. Victory is determined again at the end of the next Turn if the Confederates still occupy Washington (meanwhile the Confederates have racked up another 5 or 10 VP's to help them towards final victory).

If victory determination occurs at the end of the game or at the end of Game Turn 4/11/64, then the final Victory Point total is located on the appropriate schedule following to determine the victor.

[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

[24.0] RANDOM EVENTS

Most of the time during a war (or anything else), it is the imponderables and the unknowns that create the

most confusion and difficulty. The unexpected death, the unplanned political event, the sudden surprise from some wholly unexpected quarter – these are the things that make war even more difficult and dangerous than is inherently the case.

The American Civil War was even more beset by these kinds of events than most wars are. Not only was it treading entirely new ground politically, but it was also the war that was reinventing warfare as the western world knew it, even as it was occurring.

The following rules are an attempt to recreate a bit of that uncertainty for both players.

[24.1] PROCEDURE

During the Random Events Phase of each Strategic Cycle, the Union player rolls two dice. On a result of “2” through “7,” a Random Event has occurred. The Union player then rolls two dice, consulting the Random Events Table to determine which events occurred and to which player.

[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).

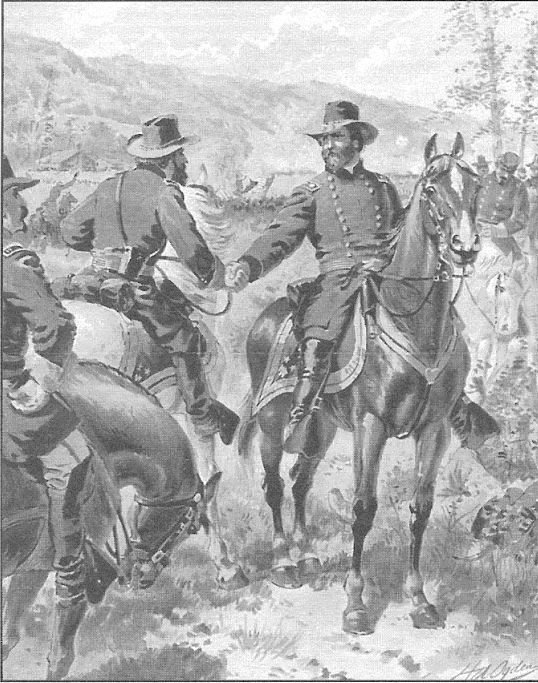
The effects of the Proclamation are as follows: the Confederate player may never benefit from Foreign Intervention, even if he occupies Washington, D.C. The Union player does not lose all of his naval units in such a case, nor is the cost to build them doubled; the Confederacy simply will not be actively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



[25.0] SCENARIOS

The game may be started and ended at various points, allowing for a shorter game, at the expense of a complete historical overview, which only the campaign game allows. Play balance varies from one scenario to the next, but they are as balanced as possible under the circumstances.

The Union player has more decisions to make and more rules to remember, so if players are not of equal skill, the more experienced player should play the Union. If players are of equal skill, the Confederate player should remember he has the easier side to play.

[25.1] HOW THE GAME IS PLAYED.

Never Call Retreat can be played either as a full campaign game – beginning with the start of organized warfare in the summer of 1861, with play continuing until one side or the other wins – or as one of three shorter games beginning later in the war (1862, 1863 and 1864).

The campaign game begins on Game Turn 1/7/61 and continues through the entire course of the war, giving the players by far the most complex and complete understanding of the war. It also requires the most time to complete, though victory could conceivably be achieved by one side or the other at an earlier time than the mandatory end of play at the conclusion of Game Turn 4/6/65.

[25.2] HOW TO START

To begin the game, the players choose sides and decide which scenario will be played. There are four starting set-ups, listed below – 1861 (Game Turn

1/7/61); 1862 (Game Turn 1/4/62); 1863 (Game Turn 1/6/63); and 1864 (Game Turn 1/4/64). Additionally, the players may choose to end the game early, by selecting one of the periods listed in case 23.3 as an ending turn. The four turns that may be selected are 4/2/62, 4/2/63, 4/2/64, or, the normal ending turn, 4/6/65.

For example, if the players wanted a fairly short game, they could choose to begin on Game Turn 1/7/61 and determine Victory on Game Turn 4/2/62, for a game length of 36 Game Turns (9 Cycles).

Players should note that the number of Victory Points listed for the Confederate player in the 1862, 1863 and 1864 scenarios are chosen because of play balance and do not reflect the historical Victory Point totals achieved by the Confederacy up to that point.

[25.3] SCENARIO PARAMETERS

Set up the game by placing the counters and markers as listed on the Scenario set-ups and in the Summary of Playing Pieces, which indicates the various tracks and markers used in conjunction with one another. Note that various “.ops” files have been created for the game that already have the units and markers set up as noted below. As an historical note of possible interest, in each player's set-up instructions, the names of the Generals historically deployed are listed in parentheses after the rank of the Leader is given.)

[25.4] 1861 SCENARIO:

The first Game Turn of the Scenario is 1/7/61. Players should begin by performing the 7/61 Strategic Cycle.

[25.41] CONFEDERATE SET-UP:

El Paso (8831):	4x Militia, 1x 1-6 Cav Bde, 1x Depot
Bonham (7697):	2x Militia, 1x Depot
San Antonio (12279):	West Military Dept, 4x Militia, 1 x 1-6 Cav Bde
Brownsville (16485):	2x Militia
Corpus Christi (15084):	1x Militia
Matagorda (13294):	1x Militia
Galveston (12499):	3x Militia
Ft. Gibson (5699):	Watie (*), 1x Civilized Indian Cav, 3x Civilized Indian Inf, 1x Depot
Fayetteville (5706):	1x Depot
Neosho (4906):	Price (*), 10x Militia, 1x 2-6 Cav Div
New Madrid (5328):	2x Militia, Confederate Control
Little Rock (7115):	Trans-Mississippi Military Department; 6 x Militia
5724:	3x Militia

Madison (6922): 1x Depot
Memphis (6726): Polk (**), Kentucky/
Tennessee Military Dept, 1x
2-6 Cav Div, 2x 3-4 Inf Div,
1x Fort, 2x RT-40 Squadron

Dover (5535): 4x Militia, 1 x Fort
5528: Pillow (*), 4x Militia
Clarksville (5538): 1x Depot
Nashville (5941): A Johnston (***), 2x Militia
Ft. Jackson (12727): 1x Fort
Ft. Pike (11725): 1x Fort
New Orleans (11924): 2x Militia, 1x Garrison,
2x RT-40 Squadron, 1x
NT-50 Squadron

Ft. Morgan (11734): 1x Garrison, 1x Fort
Mobile (11334): 3x Militia
Pensacola (11538): Bragg (**), 4x Militia
Ft. Gadsden (11949): 1x Fort
Ft. Pulaski (9969): 1x Garrison, 1x Fort
Ft. Sumter (9374): 2x 3-4 Inf Div, 1x Garrison,
1x Fort

Charleston (9174): S. Carolina/Georgia/Florida
Military Dept

Ft. Fisher (7783): 1x Fort
Wilmington (7583): 1x Militia
Raleigh (5978): S. Virginia/N. Carolina
Military Dept, 1x 3-4 Inf Div

New Berne (6786): 1x NT-50 Squadron
Fts. Hatteras & Clark (6393): 1x Garrison, 1x Fort
Norfolk (4789): Huger (*), 4x Militia
Yorktown (5387): Magruder(*), 1x 3-4 Inf Div,
3x Militia

Richmond (4183): N. Virginia Military Dept, 8x
Militia

Acquia Creek (3383): 4x Militia
Manassas (2982): Beauregard (***), 1st Corps
HQ, 1x 4-4 Inf Div, 2x 3-4 Inf
Div, 5x 2-4 Inf Bde, 1x 1-6
Cav Bde

Winchester (2579): J Johnston (***), 1x 4-4 Inf
Div, 3x 2-4 Inf Bde

Romney (2976): 2x Militia
Gauley Bridge (3766): 2x Militia
Clarksburg (2569): Floyd (*), 4x Militia
Charleston (3564): Confederate Control
Grafton (2371): Confederate Control

Confederate Summary of Playing Pieces:

Confederate Victory Points: 4
(For Victory Point Cities in Missouri and West Virginia)
Command Point Table Use Marker: 0
Confederate Production Marker: 127
Confederate Imports Marker: 56 (183)
US Ships Sunk: 0

Trans-Mississippi Production Marker: Not set up
Trans-Mississippi Import Marker: Not set up
Confederate Leader Pool: None
Confederate Dead Leaders: None
Confederate Removed Leaders: None
Commerce Raiders at Sea: 0
Eliminated: 0
General Supply Pool: 200
CSA Casualties: 0
CSA Personnel: 1st Box, 1st
Volunteer Call
45

CSA Railcap: 45

CSA Production:Arriving:	Item:
7/61:	8x Militia, 1x Commerce Raider (<i>Nashville</i>)
8/61:	15x Garrison
9/61:	15x Infantry, 6x Cavalry
10/61:	1x 10-40 Gunboat Flotilla

[25.42] UNION SET-UP:

Ft. Craig (6033): 4x Militia, 1x 1-6 Cav Bde
Albuquerque (5035): 1x Depot
Santa Fe (4640): 1x Depot
Valverde (6234): Union Control
Ft. Stanton (6843): Union Control
Ft. Thorn (7430): Union Control
Ft. Fillmore (8032): Union Control
Ft. Scott (3705): 2x Civilized Indian Inf, 1x
Civilized Indian Cav, 1x
Depot

Jefferson City (3316): Lyon (*), 2x 3-4 Inf Div, 10x
Militia

St. Louis (3325): Fremont (***), Missouri
Military Dept, 1x 1-6 Cav
Bde, 1x 3-4 Inf Div, 16x
Militia, 1x RT-40 Flotilla

Springfield (2128): 10x Militia
Cairo (4729): 4x Militia
Evansville (3937): 6x Militia
New Albany (3545): Nelson (*), 6x Militia
Indianapolis (2143): 8x Militia
Ft. Pickens (11738): 1x Garrison, 1x Fort, 1x
10-50 Naval Squadron

Cincinnati (2751): Ohio Military Dept, 12x
Militia, 1x RT-40 Flotilla

Columbus (1958): 8x Militia
Parkersburg (2764): McClellan (***), 1x 4-4 Inf
Div, 12x Militia, Union
Control

Wheeling (1768): 1x 4-4 Inf Div, 4x Militia, Union Control

Pittsburgh (1372): 6x Militia

Harper's Ferry (2380): Patterson (*), 2x 6-4 Inf Div, 1x 2-4 Inf Bde

Alexandria (2984): 1x 5-4 Inf Div

Harrisburg (1384): 6x Militia

Washington D.C. (2784): McDowell (***), Hunter (*), 1x 9-4 Inf Div, 2x 6-4 Inf Div, 1x 3-4 Inf Div, 1x 1-4 Inf Bde, 4x Militia, 2x Garrison, 1x Depot

Baltimore (2386): Butler (***), Middle Military Dept, 6x Militia, 1x NT-50 Flotilla

Annapolis (2586): 2x Militia

Ft. Monroe (4589): Wool (*), Dahlgren (**) (N), 9x Militia, 2x Garrison, 2x 20-50 Naval Flotilla, 1x Fortress

Philadelphia (1392): East Military Dept, 1x 1-4 Inf Bde, 1x Garrison, 4x Militia, 1x NT-50 Squadron

New York (397): 4x Militia, 1x NT-50 Squadron

Ft. Jefferson (17761): 1x Garrison, 1x Fortress

Key West (17766): 1x Garrison, 1x 10-50 Naval Squadron, 1x NT-50 Squadron, Union Control

Union Summary of Playing Pieces:

Union Victory Points Marker: 11
(For Victory Point Cities in New Mexico, Missouri, West Virginia and Florida)

Union Production: 250
 Union Imports: 150 (400)
 Blockaded Ports: Pensacola, Norfolk, Petersburg, Key West

Union Leader Pool: None

Union Dead Leaders: None

Union Removed Leaders: None

Eliminated: None

General Supply Pool: 350

USA Casualties: 0

USA Personnel: 1st Box, 1st Volunteer Call

USA Railcap: 60

USA Production:Arriving: **Item:**

7/61:	10x Militia
8/61:	20x Garrison
9/61:	20x Infantry, 1x 10-40 Gunboat Flotilla

10/61: 5x Cavalry, 1x 20-50 Naval Flotilla

[25.5] 1862 SCENARIO

The first Game Turn of the Scenario is 1/3/62. The 3/62 Strategic Cycle has already been completed.

[25.51] CONFEDERATE SET-UP:

Ft. Thorn (7430): Sibley(*), 1x 2-6 Cav Div, 1x 2-4 Inf Bde

El Paso (8831): 1x 1-4 Inf Bde, 1x Depot

10253: 1x Lippan Cav

5471: 1x Kiowa Cav

Ft. Worth (8291): 1st Texas Ranger Cav

Ft. Gibson (5699): Watie, 1x Civilized Indian Cav, 3x Civilized Indian Inf, 1x Depot

Ft. Fillmore (8032): Confederate Control

Bonham (7697): 1x Depot

San Antonio (12279): West Military Dept, 1x 2-4 Inf Bde

Brownsville (16485): 2x Garrison

Corpus Christi (15084): 1x Garrison

Matagorda (13294): 1x Garrison

Indianola (13490): 1x Garrison

Galveston (12499): 2x Garrison

4908: Price (*), 1x 3-6 Cav Div, 1x 5-4 Inf Div

Springfield (4511): Confederate Control

New Madrid (5328): Confederate Control

Little Rock (7115): Trans-Mississippi Military Department; (Van Dorn (***), 1x 2-6 Cav Div, 1x 7-4 Inf Div, 1x 2-4 Inf Bde

Madison (6922): 1x Depot

Ft. Pillow (6327): 1x Garrison, 1x Fort

5528: 1x Garrison, 1x Fort

Memphis (6726): A Johnston (***), Beauregard (***), Breckinridge (*), Crittenden (*), Kentucky/Tennessee Military Dept, 1x 2-6 Cav Div, 1x 2-4 Inf Bde, 1x Fort, 1x RT-40 Flotilla

Columbus (5330): Polk (**), 1x 1-6 Cav Bde, 3x 4-4 Inf Div, 1x 10-40 Gunboat Flotilla, 1x Depot, Confederate Control

Madisonville (4936): 1x 1-4 Inf Bde

5335: 1x Garrison, 1x Fort

Dover (5535): Floyd (*), Pillow (*), 1x 3-4 Inf Div, 1x Garrison, 1x Fort

Clarksville (5538): 1x 1-6 Cav Bde, 1x 1-4 Inf Bde, 1x Depot

Bowling Green (5142): Hardee (*), Buckner (*), 2x 8-4 Inf Div, 1x 4-4 Inf Div, 1x 3-4 Inf Div, CSA Railhead, Confederate Control

Carthage (5743): 1x 2-4 Inf Bde

Nashville (5941): 4x Militia, 1x Depot

Vicksburg (9521): Mississippi/Alabama/E. Louisiana Military Dept, 2x Garrison

Natchez (10318): 1x RT-40 Flotilla

Baton Rouge (11319): 2x Militia

New Orleans (11924): 3x Militia, 1x (5) Naval Base, 1x 10-40 Gunboat Flotilla, 1x NT-50 Squadron

Ft. Jackson (12727): 1x Garrison, 1x Fort

Ft. Pike (11725): 1x Fort

10728: 2x Garrison

Ft. Morgan (11734): 1x Garrison, 1x Fort

Mobile (11334): Bragg (**), 2x 5-4 Inf Div, 4x Militia, 1x 10-40 Gunboat Flotilla, 1x RT-40 Flotilla

Pensacola (11538): 4x Militia

Ft. Gadsden (11949): 1x Fort

Tallahasee (11752): 2x Militia

Jacksonville (11765): 2x Militia

Ocala (12963): 2x Militia

Brunswick (10966): 1x Garrison

Ft. Pulaski (9969): 1x Garrison, 1x Fort

Savannah (9968): 1x 4-4 Inf Div

9369: 1x 2-6 Cav Div

Fort Gaines (10349): 1x RT-40 Flotilla

Atlanta (8352): 1x Railroad Repair Unit

Ft. Sumter (9374): 2x Garrison, 1x Fort

Charleston (9174): Pemberton (*), S. Carolina/Georgia/Florida Military Dept, 1x 5-4 Inf Div, 1x 2-4 Inf Bde

Ft. Fisher (7783): 1x Fort

Wilmington (7583): 1x 2-4 Inf Bde

Raleigh (5978): S. Virginia/N. Carolina Military Dept

New Berne (6786): 1x 2-4 Inf Bde

Goldsboro (6382): 1x 5-4 Inf Div

Plymouth (5787): 1x NT-50 Squadron

Roanoke Island (5792): 1x Garrison, 1x Fort, 1x 10-40 Gunboat Flotilla

Chattanooga (6949): Holmes (*), 1x 5-4 Inf Div, 1x 2-6 Cav Div, 1x Garrison

5553: 1x 3-4 Inf Div

5155: E Smith (*), 1x 3-4 Inf Div

3574: 1x 3-4 Inf Div

Winchester (2579): Jackson (*), 1x 1-6 Cav Bde, 1x 4-4 Inf Div

2580: Confederate Railhead

Manassas (2982): J Johnston (***), G Smith (***), Longstreet (*), AP Hill (*), DH Hill (*), D Jones (*), J Jones (*), Walker (*), Stuart (*) (C), Army of Northern Virginia HQ, 1st Corps HQ, 1x 4-6 Cav Div, 2x 8-4 Div, 2x 6-4 Inf Div, 1x

Inf Depot

2783: Confederate Railhead

Fredericksburg (3582): 1x 6-4 Inf Div, 1x Depot

Richmond (4183): N. Virginia Military Dept, 2x 3-4 Inf Div, 4x Garrison, 1x Fortress

4384: 1x 10-40 Gunboat Flotilla

Yorktown (5387): Magruder (*), 1x 10-4 Inf Div, 1x 3-4 Inf Div, 1x Fort

Norfolk (4789): Huger (*), Buchanan (**), (N), 1x 9-4 Inf Div, 1x (5) Naval Base, 1x 30-40 Ironclad Flotilla (*Virginia*), 1x Fort

Petersburg (4583): 1x 6-4 Inf Div

Confederate Summary of Playing Pieces:

Confederate Victory Points:	16
Command Point Table Use Marker:	28
Confederate Production Marker:	127
Confederate Imports Marker:	51 (178)
US Ships Sunk:	5
Trans-Mississippi Production Marker:	Not set up
Trans-Mississippi Import Marker:	Not set up
Confederate Leader Pool:	Price (**)
Confederate Dead Leaders:	None
Confederate Removed Leaders:	0
Commerce Raiders at Sea:	0
Eliminated:	1x Commerce Raider (<i>Nashville</i>)
General Supply Pool:	90
CSA Casualties:	8
CSA Personnel:	3 rd Box, 2 nd Volunteer Call Minimum Box, Kentucky pro-Union
CSA Railcap:	35
CSA Production:Arriving:	Item:
4/62:	12x Militia, 4x Garrison
5/62:	6x Infantry, 5x Garrison
6/62:	16x Infantry, 13x Cavalry

[25.52] UNION SET-UP:

Ft. Craig (6033): Canby (*), 1x 3-4 Inf Div, 1x 2-6 Cav Div

Albuquerque (5035): 1x Depot

Santa Fe (4640): Southwest Military Dept

Valverde (6234): Union Control

Ft. Stanton (6843): Union Control

Ft. Chadbourne (9268): 1x Comanche Cav

Ft. Phantom Hill (8474): 1x Apache Cav

Ft. Wayne (5304): 3x Civilized Indian Inf

Ft. Scott (3705): 1x Civilized Indian Cav, 1x Depot

Sedalia (3112): Curtis (*), Sigel (*), 1x 3-6 Cav Div, 2x 6-4 Inf Div

Hannibal (2320): 2x Militia

Rolla (3918): 1x 3-6 Cav Div, 2x 4-4 Inf Div, 1x Depot

St. Louis (3325): Halleck (***), Pope (**), Missouri Military Dept, 1x 1-6 Cav Bde, 2x 8-4 Inf Div, 12x Militia, 3x Garrison, 1x Fort, 1x RT-40 Flotilla

4529: 1x Railroad Repair Unit

Cairo (4729): Grant (**), 15th Corps HQ, 1x 6-4 Inf Div, 2x Garrison, 1x Depot, 1x Fort

4730: Foote (**) (N), 2x 10-40 Gunboat Flotilla, 1x RT-40 Flotilla

Paducah (4932): 1x 6-4 Inf Div, Union Control

4733: McClernand (**), 1x 6-4 Inf Div

4338: Crittenden (*), 1x 5-4 Inf Div

Louisville (3745): 1x Depot, Union Control

4145: 1x 10-4 Inf Div, US Railhead

4345: 1x 8-4 Inf Div

4545: 1x 8-4 Inf Div

Frankfort (3749): Union Control

Lexington (3951): Union Control

4155: Thomas (*), 1x 10-4 Inf Div, 1x 3-4 Inf Div

2951: 1x Fort, 1x RT-40 Flotilla

Cincinnati (2751): Buell (***), Rosecrans (**), Ohio Military Dept

Charleston (3564): 1x Depot

3171: 1x 1-4 Inf Bde

3174: 1x 1-4 Inf Bde

2775: 1x 1-4 Inf Bde

Romney (2576): 1x 1-4 Inf Bde

Beverly (3172): Fremont (***), Hunter (*), 1x 6-4 Inf Div, 1x 5-4 Inf Div

Harper's Ferry (2380): Banks (***), Shields (*), 1x 1-6 Cav Bde, 1x 10-4 Inf Div, 1x 8-4 Inf Div, 1x 4-4 Inf Div

2179: US Railhead

2181: US Railroad Repair unit, US Railhead

Washington D.C. (2784): Dahlgren (**), Virginia Military Dept, 1x 5-6 Cav Div, 2x 8-4 Inf Div, 20x Garrison, 1x Fortress

Annapolis (2586): Burnside (**), 1x 5-4 Inf Div, 2x 4-4 Inf Div, 2x NT-50 Flotilla

Alexandria (2984): McClellan (***), McDowell (***), Heintzelman (**), Keyes (**), Sumner (**), Kearney (*), Hooker (*), Reno (*), Couch (*), Sedgwick (*), Mansfield (*), Stoneman (*) (C), Army of the Potomac HQ, 14x 10-4 Inf Div, 1x Fort, US Railhead

Baltimore (2386): Middle Military Dept

Ft. Monroe (4589): Butler (***), Wool (*), 2x 5-4 Inf Div, 1x 4-4 Inf Div, 1x 3-4 Inf Div, 1x 2-4 Inf Bde, 2x Garrison, 1x Depot, 1x 20-50 Naval Flotilla, 1x 30-40 Naval Ironclad Flotilla, 2x NT-50 Flotillas, 1x Fortress

Philadelphia (1392): East Military Dept

Fts. Hatteras & Clark (6393): 2x Garrison, 1x Fort

6592: 1x (5) Naval Base, 1x 20-50 Naval Flotilla

9770: Farragut (**) (N), 1x 1-6 Cav Bde, 2x 5-4 Inf Div, 2x Garrison, 1x Depot, 1x (5) Naval Base, 1x Fort, 1x 20-50 Naval Flotilla

St. Augustine (12167): 1x 4-4 Inf Div, 1x Depot, 1x Fort, Union Control

Ft. Jefferson (17761): 2x Garrison, 1x Fortress

Key West (17766): 2x Garrison, 1x 20-50 Naval Flotilla, Union Control

Ft. Pickens (11738): 2x Garrison, 1x Fort, 1x 20-50 Naval Flotilla

Ship Island (11729): Porter (**) (N), 1x 20-50 Naval Flotilla

Union Summary of Playing Pieces:

Union Victory Points Marker: 38

(7 VP for Control of West Virginia, plus 7 VP for VP cities in West Virginia, 8 VP for Kentucky joining the Union due to Confederate invasion, one for the Confederate 2nd Volunteer call, the remaining 15 for Victory Point Cities in New Mexico, Missouri, Kentucky and Florida)

Union Production: 350

Union Imports: 150 (500)

Blockaded Ports:	Pensacola, Norfolk, Petersburg, Key West, St. Augustine, New Berne, Beaufort
Union Leader Pool:	Thomas (**),
Union Dead Leaders:	Lyon
Union Removed Leaders:	None
Eliminated:	None
General Supply Pool:	175
USA Casualties:	10
USA Personnel:	4 th Box, 2 nd Volunteer Call Minimum Box, Kentucky pro-Union by Invasion
USA Railcap:	60
USA Production:Arriving:	Item:
4/62:	10x Militia, 1x Siege Train
5/62:	10x Garrison
6/62:	28x Infantry
7/62:	10x Cavalry

[25.53] Destroyed Stockades/Towns/Cities:

Ft. Leaton (12048):	<i>Destroyed</i>
Ft. Stockton (10859):	<i>Destroyed</i>
Ft. Chadbourne (9268):	<i>Destroyed</i>
Ft. Phantom Hill (8474):	<i>Destroyed</i>

[25.54] Rail Cuts:

Hexes 4943, 4944, 4745, 4545, 4345, 4145 (Kentucky),
2380 (Virginia)

[25.55] Far West Unit Arrivals:

Arriving 4/62: 1x 1-6 Mescalero, 2x Civilized Indian Inf

[25.6] 1863 SCENARIO:

The first Game Turn of the Scenario is 1/6/63. Do
not perform the 6/63 Strategic Cycle since it is already
considered complete.

[25.61] CONFEDERATE SET-UP:

9256:	1x 1-6 Mescalero
7258:	1x 1-6 Comanche
Ft. Lincoln (12475):	1x 1-6 3 rd Texas Rangers
Ft. Croghan (11280):	1x 1-6 2 nd Texas Rangers
Ft. Worth (8291):	1x 1-6 1 st Texas Rangers
Ft. Quitman (9837):	Watie (*) (C), 2x 1-6 Civilized Indian Cav
Ft. Thorn (7430):	Confederate Control

Ft. Fillmore (8032):	1-star Sibley, 1x 1-6 Cav Bde, 1x 2-4 Inf Bde
El Paso (8831):	1x Depot
Bonham (7697):	1x Depot
San Antonio (12279):	Far West Military Dept, 2x Garrison
Brownsville (16485):	2x Garrison
Corpus Christi (15084):	1x Garrison
Matagorda (13294):	1x Garrison
Indianola (13490):	1x Garrison
Houston (12095):	Huger (*), 1x 2-4 Inf Bde, 1x Depot
12498:	Magruder (*), 1x 2-6 Cav Div, 1x 6-4 Inf Div
12099:	1x RT-40 Flotilla
6105:	1x 2-6 Cav Div
6118:	Hindman (*), 1x 2-4 Inf Bde
Washington (8108):	1x Depot
Little Rock (7115):	Trans-Mississippi Military Department; Price (**), Army of the West HQ, 9 th Corps HQ, 1x 3-6 Cav Div, 2x 4-4 Inf Div
9317:	1x 3-4 Inf Div
Alexandria (10512):	Taylor (**), 10 th Corps HQ, 1x 6-4 Inf Div, 1x Depot, 1x 10-40 Gunboat Flotilla, 1x RT-40 Flotilla
Shreveport (9306):	E Smith (***), 1x Depot
Grand Ecore (10110):	1x Depot
Vicksburg (9521):	Pemberton (***), Crittenden (*), Army of Mississippi HQ, 8 th Corps HQ, 2x 6-4 Inf Div, 2x 4-4 Inf Div, 3x Garrison, 1x Depot, 1x Fortress (Besieged)
Port Hudson (11119):	Gardner (**), 1x 2-6 Cav Div, 5x Garrison, 1x Fort (Besieged)
11523:	Confederate Railhead
8722:	1x Fort
Jackson (9724):	J Johnston (***), Holmes (*), 7 th Corps HQ, 1x 3-6 Cav Div, 3x 7-4 Inf Div, 2x Militia
Meridian (9531):	Mississippi/Alabama/E. Louisiana Military Dept
9527:	Confederate Railhead
Biloxi (11730):	2x Militia
Ft. Morgan (11734):	2x Garrison, 1x Fort
Mobile (11334):	Buchanon (**) (N), 1x 4-4 Inf Div, 1x 10-40 Gunboat Flotilla, 1x RT-40 Flotilla
Ft. Gadsden (11949):	1x Fort
Columbus (8333):	1x 3-4 Inf Div
Tupelo (7731):	1x 3-6 Cav Div, Confederate Railhead

Columbia (6540): Forrest (**) (C), 3rd Cavalry Corps HQ, 2x 4-6 Cav Div, Confederate Railhead

Tulahoma (6543): 1x Depot

6143: Bragg (***), Polk (**), Hardee (**), Breckinridge (*), Cleburne (*), Army of Tennessee HQ, 4th Corps HQ, 5th Corps HQ, 3x 6-4 Inf Div, 3x 4-4 Inf Div, 2x 2-4 Inf Bde

5944: Wheeler (*) (C), 2nd Cavalry Corps HQ, 2x 3-6 Cav Div

Sparta (5947): 1x 2-4 Inf Bde

6946: 1x 4-4 Inf Div

6343: Morgan (*) (C), 1x 5-6 Cav Div

Chattanooga (6949): Kentucky/Tennessee Military Dept, 4x Militia

Knoxville (5954): Buckner (**), 6th Corps HQ, 2x 5-4 Inf Div

5155: 1x 2-4 Inf Bde

Mill Springs (4953): 1x 2-6 Cav Div, Confederate Control

Savannah (9968): 1x 6-4 Inf Div, 2x Garrison, 1x (5) Naval Base, 1x Fort

9369: 1x 2-6 Cav Div, 1x 2-4 Inf Bde

Ft. Sumter (9374): 3x Garrison, 1x Fort

Charleston (9174): Beauregard (***), S. Carolina/Georgia/Florida Military Dept, 13th Corps HQ, 1x 4-4 Inf Div, 2x Garrison, 1x (5) Naval Base, 1x Fort, 1x 30-40 Ironclad Flotilla (*Palmetto State, Chicora*)

Ft. Fisher (7783): 4x Garrison, 1x Fort

Wilmington (7583): 1x Fort

7383: 1x 3-4 Inf Div, 3x Garrison

6383: DH Hill (**), 12th Corps HQ, 1x 5-4 Inf Div

5785: 1x 2-4 Inf Bde

5186: 1x 4-4 Inf Div

5185: Confederate Railhead

4786: 1x 4-4 Inf Div, Confederate Railhead

4784: 1x Fort

Raleigh (5978): S. Virginia/N. Carolina Military Dept, 1x 2-4 Inf Bde

Petersburg (4583): 1x 4-4 Inf Div

4384 (Seven Pines): 1x Fort, Confederate Railhead, 1x 10-40 Gunboat Flotilla, 1x RT-40 Flotilla

Richmond (4183): N. Virginia Military Dept, 1x 3-4 Inf Div, 5x Garrison, 1x Fortress

Saltville (5163): 1x 2-4 Inf Bde

Wytheville (4966): 1x 3-6 Cav Div

3969: 1x 3-4 Inf Div

Gordonsville (3579): 1x Depot, Confederate Railhead

Culpepper C.H. (3380): Ewell (**), Early (*), Johnson (*), Rodes (*), 2nd Corps HQ, 1x 8-4 Inf Div, 2x 6-4 Inf Div

3381: RE Lee (***), AP Hill (**), Pender (*), Anderson (*), Stuart (**) (C), Hampton (*) (C), F Lee (*) (C), Army of Northern Virginia HQ, Cavalry Corps HQ, 1st Corps HQ, 2x 4-6 Cav Div, 2x 2-6 Cav Div, 2x 7-4 Inf Div, 1x 6-4 Inf Div, 1x 4-4 Inf Div

Fredericksburg (3582): Longstreet (**), Hood (*), McLaws (*), 3rd Corps HQ, 1x 7-4 Inf Div, 1x 6-4 Inf Div

3583: 1x 6-4 Inf Div

Confederate Summary of Playing Pieces:

Confederate Victory Points: 16 (*As a reminder, Confederate VP totals are used as a game balance device in each scenario after 1861*)

Command Point Table Use Marker: 72

Confederate Production Marker: 79

Confederate Imports Marker: 22 (101)

US Ships Sunk: 14

Trans-Mississippi Production Marker: 20

Trans-Mississippi Import Marker: 13 (33)

Confederate Leader Pool: Hood (**)

Confederate Dead Leaders: A Johnston, Van Dorn, Winder, D Jones, Jackson

Confederate Removed Leaders: Floyd, J Jones, G Smith, Pillow

Commerce Raiders at Sea: 2 (*Florida, Alabama*)

Eliminated: 1 Commerce Raider (*Nashville*), 1x Ironclad Flotilla (*Virginia*)

General Supply Pool: 85

CSA Casualties: 168

CSA Personnel: 4th Box, 1st Draft Call; Minimum Box, Kentucky (pro-Union); Minimum Box, Missouri (pro-Union)

CSA Railcap: 25

CSA Production:Arriving:	Item:
7/63:	5x Infantry, 3x Cavalry, 4x Garrison
8/63:	10x Infantry, 4x Cavalry
9/63:	6x Infantry, 4x Garrison
10/63:	4x Infantry, 2x Cavalry

[25.62] UNION SET-UP:

Ft. Craig (6033):	Canby (*), 1x 3-4 Inf Div, 1x 2-6 Cav Div, Union Control
Albuquerque (5035):	1x Depot
Santa Fe (4640):	Far West Military Dept
Valverde (6234):	Union Control
Ft. Stanton (6843):	Union Control
11261:	1x 1-6 Lippan
5471:	1x 1-6 Kiowa
6281:	1x 1-6 Kiowa
7479:	1x 1-6 Apache
Ft. Gibson (5699):	Blunt (*), 1x 5-4 Inf Div, 4x Civilized Indian Inf
Ft. Wayne (5304):	1x Depot
Ft. Scott (3705):	1x Depot
Jefferson City (3316):	1x 3-4 Inf Div
St. Louis (3325):	Missouri Military Dept, 1x 5-4 Inf Div, 2x Garrison, 1x Fort, Union Control
Springfield (4511):	1x 2-6 Cav Div, 1x 2-4 Inf Bde, 1x Depot, Union Control
Lexington (2509):	1x Depot, Union Control
St Joseph (2106):	Union Control
New Madrid (5328):	Union Control
Rolla (3918):	Curtis (***), Schofield (*), Army of the Arkansas HQ, 1x 8-4 Inf Div
Ironton (4323):	1x 3-4 Inf Div
Cairo (4729):	Cumberland Military Dept, 2x Garrison, 1x Fort
4529:	1x 10-40 Gunboat Flotilla, 1x RT-40 Flotilla
Columbus (5330):	1x 5-4 Inf Div
Dover (5535):	3x Garrison
Nashville (5941):	Rosecrans (***), Thomas (**), McCook (**), Crittenden (**), Sheridan (*) (C), Dodge (*), Army of the Cumberland HQ, 14 th Corps HQ, 20 th Corps HQ, 21 st Corps HQ, 2x 5-6 Cav Div, 4x 6-4 Inf

Bowling Green (5142):	Div, 4x 5-4 Inf Div, 4x 4-4 Inf Div, 2x 2-4 Inf Bde, 10x Garrison, 1x US Railroad Repair unit, 1x Depot, Union Railhead, Union Control
Columbia (4947):	Terry (*), 2x 5-4 Inf Div, Union Control
Louisville (3745):	1x 2-6 Cav Div
Lexington (3951):	Burnside (***), Army of the Ohio HQ, 9 th Corps HQ, 1x 4-6 Cav Div, 1x 3-4 Inf Div, Union Control
Cincinnati (2751):	Ferrero (*), 2x 4-4 Inf Div
2951:	Ohio Military Dept
Columbus (1958):	1x Fort
Jackson (6331):	2x 2-4 Inf Bde
6732:	1x 6-4 Inf Div
Grand Junction (6930):	Grierson (*) (C), 1x 4-6 Cav Div
Memphis (6726):	1x 2-6 Cav Div, 1x 4-4 Inf Div
HQ,	Steele (**), 16 th Corps
Garrison,	1x 8-4 Inf Div, 4x
Repair units,	2x US Railroad
Corinth (7132):	1x Depot
7328:	Union Railhead, Union Control
Hernando (7126):	Union Railhead
Madison (6922):	1x 1-6 Cav Bde, Union Control
Helena (7322):	1x 8-4 Inf Div, 1x 10-40 Gunboat Flotilla, 1x RT-40 Flotilla
9522 (Chickasaw Bluffs):	Grant (***), McClelland (**), Sherman (**), Logan (*), Army of the Tennessee HQ, 13 th Corps HQ, 15 th Corps HQ, 1x 4-6 Cav Div, 8x 5-4 Inf Div
Vicksburg (9521):	McPherson (**), 17 th Corps HQ, 4x 6-4 Inf Div (Besieging Vicksburg)
9520:	1x 5-4 Inf Div
Grand Gulf (9920):	Farragut (**) (N), 1x 2-4 Inf Bde, 1x 10-40 Gunboat Flotilla, 1x 20-40 Ironclad Flotilla, 2x RT-40 Flotilla
11318:	Porter (**) (N), 2x 20-50 Naval Flotilla
Baton Rouge (11319):	1x 10-40 Gunboat Flotilla, 2x RT-40 Flotilla
Port Hudson (11119):	Banks (***), Gillmore (*), 19 th Corps HQ, 4x 3-4 Inf Div (Besieging Port Hudson)
Brashear (12318):	1x 3-4 Inf Div, Union Control
Proctorsville (12126):	Union Control

New Orleans (11924): 3x Garrison, 1x Depot, 1x NT-50 Flotilla, Union Control

Ft. Jackson (12727): 1x Fort

Ft. Pike (11725): 2x Garrison, 1x Fort

Galveston (12499): 2x Garrison

Ft. Pickens (11738): 1x Garrison, 1x Fort

Pensacola (11538): 3x Garrison, Union Control

Ft. Jefferson (17761): 1x Garrison, 1x Fortress

Key West (17766): 2x Garrison, Union Control

St. Augustine (12167): 3x Garrison, 1x Fort

Ft. Pulaski (9969): 1x 3-4 Inf Div, 2x Garrison, 1x Fort

9770: Buell (**), 10th Corps HQ, 1x 4-4 Inf Div, 2x Garrison, 1x Depot, 1x (5) Naval Base, 1x Fort, 2x 20-50 Naval Flotilla, 1x NT-50 Flotilla

10168: 1x 3-4 Inf Div, 1x (5) Naval Base, 1x Fort

Morehead City (6988): 2x Garrison, Union Control

New Berne (6786): McDowell (**), 18th Corps HQ, 1x 2-6 Cav Div, 1x 3-4 Inf Div, 1x 1-4 Inf Bde, 3x Garrison, Union Control

6386: 2x Garrison

5988: 1x 2-4 Inf Bde

Plymouth (5787): Union Control

5390: 1x 1-4 Inf Bde

Elizabeth City (5590): Union Control

4988: 1x 3-4 Inf Div

Norfolk (4789): 1x 2-4 Inf Bde, Union Control

Yorktown (4387): Keyes (**), 4th Corps HQ, 2x 5-4 Inf Div

Fortress Monroe (4589): Ord (**), Dahlgren (**) (N), 7th Corps HQ, 2x 5-4 Inf Div, 2x Garrison, 1x Depot, 1x Fortress, 1x 20-50 Naval Flotilla

3966: 1x 5-4 Inf Div

Parkersburg (2764): 5x Garrison, Union Control

Grafton (2371): 1x 3-6 Cav Div, Union Control

Wheeling (1768): 1x Garrison, Union Control

Charleston (3564): Union Control

Pittsburgh (1372): 1x Garrison

Harrisburg (1384): Couch (**), 1x 1-4 Inf Bde

Philadelphia (1392): East Military Dept

Baltimore (2386): Heintzelman (**), Middle Military Dept, 8th Corps HQ, 1x 3-4 Inf Div, 5x Garrison, 2x NT-50 Flotilla

Annapolis (2586): 3x Garrison

Washington D.C. (2784): Halleck (**), Virginia Military Dept, 1x 5-6 Cav

Alexandria (2984): Div, 1x 3-4 Inf Div, 20x Garrison, 1x Fortress

Harper's Ferry (2380): 1x 4-4 Inf Div, 5x Garrison, 1x Fort

Winchester (2579): 1x 10-4 Inf Div, 1x 2-4 Inf Bde

Manassas (2982): 1x 8-4 Inf Div, Union Railroad

3183: Union Railroad

3183: Hooker (**), Reynolds (**), Hancock (**), Sickles (**), Howard (**), Slocum (**), Doubleday (*), Gibbon (*), Wadsworth (*), Army of the Potomac HQ, 1st Corps HQ, 2nd Corps HQ, 3rd Corps HQ, 11th Corps HQ, 12th Corps HQ, 1x 2-6 Cav Div, 2x 5-4 Inf Div, 8x 4-4 Inf Div, 4x 3-4 Inf Div, 1x 1-4 Inf Bde

Acquia Creek (3383): Sedgwick (*), 6th Corps HQ, 2x 5-4 Inf Div, 1x Depot, Union Railroad

3382: Meade (**), Sykes (**), Wright (*), French (*), 5th Corps HQ, 2x 4-4 Inf Div, 1x 3-4 Inf Div

3181: Pleasonton (**) (C), Buford (*) (C), Gregg (*) (C), Kilpatrick (*) (C), Cavalry Corps HQ, 1x 4-6 Cav Div, 2x 3-6 Cav Div

Union Summary of Playing Pieces:

Union Victory Points Marker: 79

(7 VP for Control of West Virginia, plus 7 VP for VP cities in West Virginia, 8 VP for Kentucky joining the Union due to Confederate invasion, 8 VP for Control of Missouri, 8 VP for the VP Cities in Missouri, plus 4 VP's for Confederate Personnel Calls; the remaining 37 VP's for Victory Point Cities in New Mexico, Kentucky Tennessee, Texas, Louisiana, Virginia, North Carolina, and Florida)

Union Production: 450

Union Imports: 150 (600)

Blockaded Ports: Pensacola, Norfolk, Petersburg, Elizabeth City, Plymouth, New Berne, Morehead City, Key West, St. Augustine, Beaufort, Savannah, Galveston, New Orleans, Proctorsville, Brashear

Union Leader Pool: Butler (**), Sigel (**)

Union Dead Leaders: Lyon, Richardson, Reno, Sumner, Mansfield, Nelson, Kearny, Foote

Union Removed Leaders: Pope, Fremont, McClellan, FJ Porter, Wool, Patterson, Hunter, Shields, Stoneman, S Smith, Averell

Eliminated: 1x Ironclad Flotilla (*Monitor*)

General Supply Pool: 325

USA Casualties: 185

USA Personnel: 2nd Box, 1st Draft Call; Minimum Box, Kentucky (pro-Union by Invasion); Minimum Box, Missouri (pro-Union by conversion)

USA Railcap: 60

USA Production:Arriving:

	Item:
7/63:	28x Militia
8/63:	5x Cavalry, 5x Garrison
9/63:	10x Infantry
10/63:	5x Cavalry

[25.63] Destroyed Stockades/Towns/Cities:

Ft. Leaton (12048): *Destroyed*

Ft. Stockton (10859): *Destroyed*

Ft. Lancaster (11064): *Destroyed*

Ft. Chadbourne (9268): *Destroyed*

Ft. Phantom Hill (8474): *Destroyed*

[25.64] Rail Cuts:

Hexes 7133, 7334, 9923, 9723, 9724, 9525, 9726 (Mississippi), 7135, 7336, 7337, 7338, 7339 (Alabama)

[25.65] Far West Unit Arrivals:

Arriving 7/63: 1x 1-6 Comanche, 2x Civilized Indian Inf, 1x Civilized Indian Cav

[25.7] 1864 SCENARIO

The first Game Turn of the scenario is 1/4/64. Do not perform the 4/64 Strategic Cycle as it is already considered complete.

[25.71] CONFEDERATE SET-UP:

El Paso (8831): Sibley (*), 1x 1-6 Cav Bde, 1x 2-4 Inf Bde, 1x Depot

9256: 1x 1-6 Mescalero

8264: 1x 1-6 Comanche

Ft. Lincoln (12475): 1x 1-6 4th Texas Rangers

Ft. Graham (9290): 1x 1-6 3rd Texas Rangers

San Antonio (12279): Far West Military Dept, 2x Garrison

Bonham (7697): 1x Depot

Marshall (9103): 1x Depot

Corpus Christi (15084): 1x 4-4 Inf Div, 1x Garrison, 1x Depot

Matagorda (13294): 1x Garrison

Lavaca (13688): 1x Garrison

Galveston (12499): 1x 2-4 Inf Bde, 2x Garrison

Boggy Depot (6697): Watie (*) (C), 2x Civilized Indian Inf, 2x Civilized Indian Cav, Quantrill's Raiders, 1x 3-4 Inf Div, 1x 1-6 Cav Bde

Columbia (12696): 1x Garrison

Houston (12096): Huger (*), 1x 2-6 Cav Div, 1x 2-4 Inf Bde

Orange (11505): Magruder (*), 1x 2-4 Inf Bde

Vermillionville (11714): Taylor (**), 10th Corps HQ, 2x 4-4 Inf Div

Shreveport (9306): E Smith (***), Buckner (**), Trans-Mississippi Military Dept, Army of the West HQ, 1x 4-6 Cav Div, 1x 4-4 Inf Div

Alexandria (10512): 1x 10-40 Gunboat Flotilla

10515: 1x Garrison, 1x Fort

10715: 1x 3-6 Cav Div

Camden (8312): Price (**), 9th Corps HQ, 2x 4-6 Cav Div, 1x Depot

Biloxi (11730): 2x Militia

Ft. Morgan (11734): 3x Garrison, 1x Fort, 1x 10-40 Gunboat Flotilla, 1x RT-40 Flotilla

Mobile (11334): 1x 4-4 Inf Div, 1x Fort

11137: Confederate Railhead

9731: Confederate Railhead

Demopolis (9535): Polk (**), Stewart (**), Army of Mississippi HQ, 7th Corps HQ, 2x 7-4 Inf Div

Selma (9539): Buchanan (**), (N), SD Lee (**), Gardner (**), Mississippi/Alabama/E. Louisiana Military Dept, 1x 5-6 Cav Div, 1x 6-4 Inf Div, 1x (5) Naval Base, 1x 30-40 Ironclad Flotilla (*Tennessee, Nashville*)

Tupelo (7731): Forrest (**), (C), 3rd Cavalry Corps HQ, 1x 5-6 Cav Div

7548: 1x 2-6 Cav Div

7349: 1x 2-6 Cav Div

Dalton (7350): J Johnston (***), Hood (**), Hardee (**), Cleburne (*), Hindman (*), Cheatham(*), Army of Tennessee HQ, 4th Corps HQ, 5th Corps HQ, 2x 7-4 Inf Div, 2x 6-4 Inf Div, 2x 5-4 Inf Div, 2x 2-4 Inf Bde, Confederate Railhead

7150: Wheeler (*), 2nd Cav Corps HQ, 1x 3-6 Cav Div

6752: 1x 2-6 Cav Div

Atlanta (8352): Kentucky/Tennessee Military Dept, 1x 2-6 Cav Div, 1x 2-4 Inf Bde, 4x Militia, 3x Garrison, 1x CS Railroad Repair Unit, 1x Fortress

Bristol (5561): 1x 2-4 Inf Bde

Saltville (5163): Morgan (*) (C), 1x 4-6 Cav Div

Ft. Gadsden (11949): 1x Fort

Savannah (9968): 3x Garrison, 1x Fort

Ft. Sumter (9374): 3x Garrison, 1x Fort

Charleston (9174): Beauregard (***), S. Carolina/Georgia/Florida Military Dept, Army of the Atlantic HQ, 1x 6-4 Inf Div, 2x Militia, 1x (5) Naval Base, 1x Fort, 1x 30-40 Ironclad Flotilla (*Chicora, Charleston*)

Ft. Fisher (7783): 1x 2-4 Inf Bde, 3x Garrison, 1x Fort

Wilmington (7583): 4x Militia, 1x Depot, 1x Fort

6383: Confederate Railhead

Raleigh (5978): S. Virginia/N. Carolina Military Dept, 1x 4-4 Inf Div

Plymouth (5787): DH Hill (**), 12th Corps HQ, 1x 4-4 Inf Div, 1x 30-40 Ironclad Flotilla (*Albemarle, Neuse*)

5185: Confederate Railhead

4786: 1x 5-4 Inf Div, 2x Militia

4585: Confederate Railhead

Petersburg (4583): Bragg (***), Army of the South HQ, 1x 1-6 Cav Bde, 1x 5-4 Inf Div, 1x Fort

Richmond (4183): Holmes (**), N. Virginia Military Dept, 13th Corps HQ, 1x 5-4 Inf Div, 4x Garrison, 1x CS Railroad Repair unit, 1x Fortress

4384 (Seven Pines): 1x 1-6 Cav Bde, 1x 4-4 Inf Div, 1x Fort, 1x 10-40 Gunboat Flotilla, 1x RT-40 Flotilla

Lynchburg (4375): Longstreet (**), McLaws (*), Johnson (*), 1st Corps HQ, 2x 5-4 Inf Div

Wytheville (4966): Breckinridge (**), 6th Corps HQ, 1x 3-4 Inf Div

3576: 1x 2-6 Cav Div

3379: F Lee (*) (C), 1x 3-6 Cav Div

3580: Ewell (**), Gordon (*), 2nd Corps HQ, 1x 7-4 Inf Div

3581: Stuart (**) (C), Cavalry Corps HQ, 1x 3-6 Cav Div

Fredericksburg (3582): Hampton (*) (C), 1x 3-6 Cav Div, Confederate Railhead

Gordonsville (3579): RE Lee (***), AP Hill (**), Anderson (**), Early (*), Rodes (*), Army of Northern Virginia HQ, 3rd Corps HQ, 1x 8-4 Inf Div, 1x 7-4 Inf Div, 1x 4-4 Inf Div, 1x 2-4 Inf Bde, 1x Depot, CS Railhead

Confederate Summary of Playing Pieces:

Confederate Victory Points: 17

Command Point Table Use Marker: 112

Confederate Production Marker: 77

Confederate Imports Marker: 22 (99)

US Ships Sunk: 67

Trans-Mississippi Production Marker: 15

Trans-Mississippi Import Marker: 9 (24)

Confederate Leader Pool: Early (**)

Confederate Dead Leaders: AS Johnston, Van Dorn, Walker, Winder, Jackson, Pender, D Jones

Confederate Removed Leaders: Floyd, Pillow, J Jones

Commerce Raiders at Sea: 2 (*Florida, Alabama*)

Eliminated: 0

General Supply Pool: 25

CSA Casualties: 245

CSA Personnel: 5th Box, 2nd Draft Call; Minimum Box, Kentucky (pro-Union); Minimum Box, Missouri (pro-Union), Minimum Box, US Black Call-up

CSA Railcap: 15

CSA Production:Arriving: 5/64: **Item:** 8x Militia

6/64: 4x Infantry, 6x Garrison, 1x Ironclad Squadron
 7/64: 4x Infantry, 8x Cavalry, 1x Ironclad Squadron

[25.72] UNION SET-UP:

Ft. Fillmore (8032): Canby (**), 1x 4-4 Inf Div, 1x 2-6 Cav Div, Union Control
Ft. Craig (6033): Union Control
Ft. Lancaster (11064): 1x 1-6 Lippan
5471: 1x 1-6 Kiowa
7070: 1x 1-6 Apache
Albuquerque (5035): 1x Depot
Santa Fe (4640): Far West Military Dept
Valverde (6234): Union Control
Ft. Stanton (6843): Union Control
Ft. Thorn (7430): Union Control
14885: Ferrero (*), 1x 5-4 Inf Div, 1x 20-50 Naval Flotilla, 1x NT-50 Flotilla
Brownsville (16485): 1x 4-4 Inf Div, 2x Garrison, 1x Depot, 1x Fort, Union Control
Indianola (13490): 3x Garrison, 1x Depot, 1x (5) Naval Base, 1x Fort
13292: McClernand (**), 1x 6-4 Inf Div
Ft. Gibson (5699): 3x Civilized Indian Inf, 2x Civilized Indian Cav, Union Control
Ft. Smith (6504): Blunt (*), 1x 4-4 Inf Div, Union Control
Ft. Scott (3705): Jayhawks
Jefferson City (3316): 1x 2-4 Inf Bde
St. Louis (3325): Missouri Military Dept, 5x Garrison, 1x Fort
Springfield (4511): 1x Depot
Rolla (3918): 1x 2-4 Inf Bde
Ironton (4323): 1x 1-6 Cav Bde
Cairo (4729): Cumberland Military Dept, 1x 1-4 Inf Bde, 1x Fort, 1x 10-40 Gunboat Flotilla, 1x 20-40 River Ironclad Flotilla (*Neosho, Choctaw*), 1x RT-40 Flotilla
Paducah (4932): 1x 2-4 Inf Bde
Columbus (5330): 1x 2-4 Inf Bde
Lexington (3951): 1x 10-4 Inf Div
Cincinnati (2751): Ohio Military Dept
Waverly (5936): 1x 1-4 Inf Bde
Nashville (5941): Sherman (***), Hooker (**), Schofield (**), 20th Corps

HQ, 1x 4-6 Cav Div, 1x 7-4 Inf Div, 1x 5-4 Inf Div, 1x 2-4 Inf Bde, 1x S2 Siege Train, 1x US Railroad Repair unit, 1x Depot, 1x Fort
6143: Dodge (*), 1x 7-4 Inf Div
Columbia (6540): 1x 1-6 Cav Bde
Pulaski (6740): 1x 2-6 Cav Div
Memphis (6726): Grierson (*) (C), Mississippi Military Dept, 1x 5-6 Cav Div, 1x 3-6 Cav Div, 1x 2-4 Inf Bde, 5x Garrison, 1x Fort, 1x 10-40 Gunboat Flotilla, 1x RT-40 Flotilla
Helena (7322): 1x 1-4 Inf Bde
7526: Union Railhead
7328: Union Railhead
7332: Union Railhead
Decatur (7339): McPherson (***), Couch (**), Army of the Mississippi HQ, 15th Corps HQ, 4x 3-4 Inf Div, Union Control
Huntsville (7141): 1x 1-6 Cav Bde, Union Control
Florence (7136): Union Control
Stevenson (7145): 1x 3-4 Inf Div
6745: 1x 7-4 Inf Div
7148: McCook (**), Terry (*), 16th Corps HQ, 2x 6-4 Inf Div
7149: Crittenden (**), 14th Corps HQ, 1x 8-4 Inf Div, 2x 7-4 Inf Div
Chattanooga (6949): 1x Depot, Union Control
6154: Granger (*), Stoneman (**), (C), 1x 3-6 Cav Div, 1x 4-4 Inf Div, 2x 3-4 Inf Div
Cleveland (6950): Thomas (***), Howard (**). Pleasanton (**) (C), Army of the Cumberland HQ, 2nd Cavalry Corps HQ, 4th Corps HQ, 2x 2-6 Cav Div, 1x 5-6 Cav Div, 1x 6-4 Inf Div, 2x 7-4 Inf Div, 1x Fort
Knoxville (5954): Rosecrans (***), Willcox (*), Army of the Ohio HQ, 1x 5-4 Inf Div, 1x 4-4 Inf Div, 2x 3-4 Inf Div, 1x Fort, US Railhead, Union Control
Little Rock (7115): Steele (**), Army of the Arkansas HQ, 1x 3-6 Cav Div, 1x 2-6 Cav Div, 2x 4-4 Inf Div
Arkansas Post (7719): Union Control
Dover (6311): Union Control
Fayetteville (5706): Union Control
Vicksburg (9521): Slocum (**), 17th Corps HQ, 1x 4-6 Cav Div, 2x 5-4 Inf

Div, 1x 4-4 Inf Div, 2x 3-4 Inf Div, 1x 2-4 Inf Bde, 1x Depot, 1x Fort, 1x 20-40 Riverine Ironclad Flotilla (*Milwaukee, Winnebago*), 1x 10-40 Gunboat Flotilla, 1x RT-40 Flotilla

9523 (Champion Hill): Union Railhead

Brashear (12318): 1x 5-6 Cav Div, Union Railhead

Port Hudson (11119): Union Control

Proctorsville (12126): Union Control

Ft. Pike (11725): 2x Garrison, 1x Fort

Ft. Jackson (12727): 1x Fort

Baton Rouge (11319): Heintzelman (**), 13th Corps HQ, 1x 3-4 Inf Div, 1x 2-4 Inf Bde, 1x RT-40 Flotilla

New Orleans (11924): Banks (***), Franklin (**), Porter (**) (N), Army of the Southwest HQ, 19th Corps HQ, 1x 6-4 Inf Div, 1x 5-4 Inf Div, 1x 2-4 Inf Bde, 1x US Railroad Repair unit, 1x Depot, 1x 10-40 Riverine Ironclad Squadron (*Mound City*), 2x 20-40 Riverine Ironclad Flotilla (*Ozark, Carondelet, Pittsburgh, Chickasaw*), 2x 10-40 Gunboat Flotilla, 2x RT-40 Flotilla

Pensacola (11538): 1x 2-4 Inf Bde, Union Control

Ft. Pickens (11738): 2x Garrison, 1x Fort, 1x 20-50 Flotilla, 1x NT-50 Flotilla

Ft. Jefferson (17761): 1x Garrison, 1x Fortress

Key West (17766): 2x Garrison, Union Control

St. Augustine (12167): 3x Garrison, 1x Fort

Ft. Pulaski (9969): 2x Garrison, 1x Fort

9770: Farragut (**) (N), 1x 4-4 Inf Div, 2x Garrison, 1x Depot, 1x (5) Naval Base, 1x Fort, 2x 30-40 Naval Ironclad Flotilla (*New Ironsides, Passaic, Keokuk, Weehawken*), 1x 20-50 Naval Flotilla

9373: 4x Garrison, 1x Fort

New Berne (6786): 1x 3-4 Inf Div

5792 (Roanoke Island): Dahlgren (**) (N), 2x Garrison, 1x Fort, 1x 20-50 Naval Flotilla

4593: 2x NT-50 Flotilla

4988: Gillmore (**), 10th Corps HQ, 1x 3-6 Cav Div, 3x 3-4 Inf Div

Norfolk (4789): 2x Garrison, Union Control

Fortress Monroe (4589): Butler (***), Ord (***), Smith (**), Army of the James HQ, 18th Corps HQ, 3x 4-4 Inf Div, 1x 2-4 Inf Bde, 5x Garrison, 1x Depot, 1x Fortress, 2x 20-50 Naval Flotilla

3968: Hunter (*), 1x 5-4 Inf Div

Grafton (2371): 1x 3-4 Inf Div

Romney (2576): 1x 2-4 Inf Bde

Winchester (2579): Sigel (*), 1x 1-6 Cav Bde, 1x 4-4 Inf Div, 1x 2-4 Inf Bde, 1x Depot, Union Railhead

Baltimore (2386): Burnside (**), Middle Military Dept, 9th Corps HQ, 3x Garrison, 1x 20-50 Naval Flotilla, 2x NT-50 Flotilla

Washington D.C. (2784): Grant (****), Halleck (***), Wadsworth (*), Virginia Military Dept, 3x 5-4 Inf Div, 20x Garrison, 2x S2 Siege Train, 1x US Railroad Repair, 1x Fortress

Philadelphia (1392): East Military Dept

Alexandria (2984): 1x Fort

2981: Doubleday (*), 1x 4-4 Inf Div

3180: Sedgwick (**), Wright (*), Mower (*), 6th Corps HQ, 3x 7-4 Inf Div

Culpepper C. H. (3380): Meade (***), Warren (**), Gibbon (*), Mott (*), Army of the Potomac HQ, 5th Corps HQ, 1x 8-4 Inf Div, 4x 6-4 Inf Div, 1x 5-4 Inf Div, 1x Depot

3381: Hancock (**), Sheridan (**) (C), Emory (*), French (*), Wilson (*) (C), Gamble (*) (C), 2nd Corps HQ, Cavalry Corps HQ, 2x 4-6 Cav Div, 2x 7-4 Inf Div, 2x 6-4 Inf Div

3181: Union Railhead

Union Summary of Playing Pieces:

Union Victory Points Marker: 100
 (7 VP for Control of West Virginia, plus 7 VP for VP cities in West Virginia, 8 VP for Kentucky joining the Union due to Confederate invasion, plus 8 VPs for the VP cities in Kentucky, 8 VP for Control of Missouri, 8 VP for the VP Cities in Missouri, plus 8 VPs for Personnel Calls; the remaining 46 VP's for Victory Point Cities in New Mexico, Arkansas, Alabama, Mississippi, Tennessee, Texas, Louisiana, Virginia, North Carolina, and Florida)

Union Production: 500
 Union Imports: 150 (650)

Blockaded Ports:	Pensacola, Norfolk, Petersburg, Key West, St. Augustine, New Berne
Union Leader Pool:	3-star Butler, 1-star Sigel, 2-star Hancock, Slocum, Sickles
Union Dead Leaders:	Lyon, Richardson, Reno, Sumner, Franklin, Nelson, Kearny, Hurlbut, Foote, Buford, Reynolds
Union Removed Leaders:	Pope, Fremont, McClellan, FJ Porter, Wool, Patterson, Shields, Prentiss, Sykes
Eliminated:	None
General Supply Pool:	500
USA Casualties:	260
USA Personnel:	4 th Box, 2 nd Draft Call; Minimum Box, Kentucky (pro-Union by Invasion); Minimum Box, Missouri (pro-Union by conversion), Minimum Box, Black Call-up
USA Railcap:	60
USA Production:Arriving:	Item:
	5/64: 10x Infantry
	6/64: 20x Infantry, 5x Cavalry
	7/64: 10x Infantry

[25.73] Destroyed Stockades/Towns/Cities:

Ft. Leaton (12048):	<i>Destroyed</i>
Ft. Stockton (10859):	<i>Destroyed</i>
Ft. Lancaster (11064):	<i>Destroyed</i>
Ft. Chadbourne (9268):	<i>Destroyed</i>
Ft. Phantom Hill (8474):	<i>Destroyed</i>
Ft. McKavett (10468):	<i>Destroyed</i>
Ft. Belknap (7883):	<i>Destroyed</i>

[25.74] Rail Cuts:

Hexes 7133, 7334, 9923, 9723, 9724, 9525, 9726 (Mississippi), 7135, 7336, 7337, 7338, 7339 (Alabama)

[26.0] OPTIONAL RULES

[26.1] SOLITAIRE PLAY

Never Call Retreat may be played solitaire by simply trying to do a good job for each side using the standard rules. Playing this way will be satisfying to many people, but for others the following may help. You still play both sides to the best of your ability, but the following table is used to determine Confederate Resource Allocation on Game Turn 2 and thereafter. On Game Turn 1, the Confederacy uses its historical Resource Allocation: East (Primary), Trans-Mississippi (Secondary), and West (Tertiary).

Confederate Resource Allocation Table

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

[26.2] UNTRIED LEADERS (For 1861 Campaign Game Only)

The Leadership system is critical to the game. It is also easily exploited in an ahistorical manner. In actuality, neither Lincoln nor Davis had as much control over their Leaders as the players do by default. In order to offset these advantages, all Leaders are unknown ("Untried") at the beginning of the game and will be revealed through combat only, with the sole exception of Confederate Leader Stand Watie. All newly arriving Leaders will enter as "Untried" Leaders as well, until revealed in combat.

Each Untried Leader has an Initiative Rating of "4," and in the event it becomes necessary for Untried three-star Leaders, an Army Command Rating of "0." The poor ratings are designed to give some incentive to the Players to seek out combat (as did their historical namesakes) rather than avoid it.

Leaders may activate, move units and stacks, command Headquarters, react, rally, etc., performing all of these acts with their provisional ratings, until the moment of combat. At the moment of combat, each player rolls one die prior to combat resolution. The number rolled is the number of Leaders the player must reveal (replace with a named, known Leader counter), drawing at random from the appropriate Leader pool. Leaders are revealed beginning with the highest rank (owning player's choice if there are several of the same rank) including cavalry Leaders.

Once revealed in combat, Leaders are eligible for promotion. Only known, revealed Leaders are eligible for promotion. Untried Leaders may never be promoted. A Leader may *not* be promoted as a result of the same combat in which he is revealed (his "initial"

combat). All Leaders must check for casualties after a battle, even Untried Leaders. If a Leader dies before becoming known, too bad. If a Leader is wounded in his initial combat (i.e., the one in which he is “revealed”), return the named Leader to the appropriate pool and place his Untried counter on the Cycle Record Track (roll one die and place the counter that many Cycles ahead).

Van Dorn is not provided with an Untried two-star Cavalry Leader marker in as much as he is the only starting two-star Cavalry Leader in the game. Instead use a one-star Cavalry Leader for him and place his “revealed” counter in with the Confederate one-star Leaders for possible draw.

This rule is recommended for use with the 1861 Campaign Game only since the later scenarios are set up based on known events and Leaders.

Example: In the First Battle of Nashville, the Union player has one three-star Leader, one two-star Leader, three one-star Leaders and one one-star Cavalry Leader. Prior to final combat resolution, he rolls one die. He rolls a three. He must reveal the three-star Leader, the two-star Leader and one one-star Leader (he chooses the Cavalry Leader over the three one-star Infantry Leaders). He draws McClellan from the three-star pool, Pope from the two-star pool, and Kilpatrick from the one-star Cavalry Leader pool. They are now known Leaders who will affect the Combat Roll. They remain “known” until they die or are removed from the game. They are also eligible, during any subsequent combats, for promotion. After the combat is resolved, the Union player must check each of his Leaders present at the combat for casualties, even the unknown ones. Were, say, Pope, to be wounded in this, his “initial” combat, his known Leader would be returned to the Union two-star force pool, and his Untried counter would be placed the appropriate number of Cycles ahead on the Union Cycle Record Track (based on the die roll for how long he was wounded for) and he would need to be “revealed” again at a later date.

[26.3] LIST OF SHIP NAMES

The following are provided for both historical interest and to permit players to name their ship units during the game if they so desire.

[26.31] Confederate River Ironclads. Only the most powerful ships have been listed below; there were in fact some 15 additional “Ironclads” which were unsuccessful due either to weak armor and armament or to weak machinery which meant they couldn’t even steam against the current of the rivers they were on.

CSS Manassas
CSS Virginia
CSS Virginia II
CSS Texas
CSS Albemarle
CSS Neuse

CSS Wilmington
CSS Palmetto State
CSS Chicora
CSS Charleston
CSS Georgia
CSS Atlanta
CSS Tennessee
CSS Nashville
CSS Louisiana
CSS Mississippi
CSS Missouri
CSS Arkansas

[26.32] Confederate Commerce Raiders. Again, only the main Commerce Raiders are listed below – this does not include ships intended for the role that were never able to undertake it (most famously perhaps being the *CSS Rappahannock*; effectively “interned” by the French for most of the war), or prizes of other Raiders which briefly conducted raiding cruises of their own.

CSS Nashville
CSS Sumter
CSS Alabama
CSS Florida
CSS Georgia
CSS Chickamauga
CSS Tallahassee
CSS Shenandoah

[26.33] Union Naval Ironclads. These ships were mostly classed as “coastal” vessels due to their general lack of seaworthiness. Nonetheless, unlike their riverine brethren, they could sail the high seas, assuming they were calm.... This list does not include ships authorized and constructed during the war that for whatever reason did not actually participate in the hostilities.

USS Monitor
USS Galena
USS New Ironsides
USS Passaic
USS Petapsco
USS Nahant
USS Montauk
USS Sangamon
USS Weehawken
USS Nantucket
USS Catskill
USS Lehigh
USS Camanche (yes, it's spelled right)
USS Keokuk

USS Roanoke
 USS Onondaga
 USS Canonicus
 USS Tecumseh
 USS Manhattan
 USS Saugus
 USS Catawba
 USS Mahopac
 USS Monadnock
 USS Dictator

[26.34] Union River Ironclads. This list does not include ships authorized and constructed during the war that for whatever reason did not actually participate in the hostilities, nor does it include the so-called "Tin-Clads" which are treated as regular Gunboats in this game.

USS Essex
 USS Cairo
 USS Carondelet
 USS Cincinnati
 USS Louisville
 USS Mound City
 USS Pittsburgh
 USS St. Louis
 USS Benton
 USS Eastport
 USS Chillicothe
 USS Indianola
 USS Tuscumbia
 USS Lafayette
 USS Choctaw
 USS Neosho
 USS Osage
 USS Ozark
 USS Winnebago
 USS Chickasaw
 USS Kickapoo
 USS Milwaukee

[26.4] LEADERS

The following is a listing of the approximate date each Leader became available historically. Players may use this listing to enter their Leaders or they may choose to enter them randomly, in which case simply randomly select a number of Leaders equal to the number indicated for each Cycle. Each Leader's ratings are listed as (Initiative – Army Command – Tactical Combat) in the case of three-star Leaders or as (Initiative – Tactical Combat) for one- and two-star Leaders. A (number) indicates a "negative" rating for that particular rating.

[26.41] Confederate Leaders.

At Start:

Starting Leaders

J. Johnston	3 Star	(3-1-1)
Beauregard	3 Star	(3-0-1)
Polk	2 Star	(3-1))
Pillow	1 Star	(4-(2))
Magruder	1 Star	(3-1)
Price	1 Star	(3-0)
Watie (C)	1 Star	(2-1)

Reinforcements

8/61

A Johnston	3 Star	(3-0-0)
------------	--------	---------

9/61

Bragg	2 Star	(3-0)
Huger	1 Star	(4-(2))
Stuart (C)	1 Star	(2-1)

10/61

Van Dorn	3 Star	(2-(2)-(1))
Longstreet	1 Star	(3-2)
Buckner	1 Star	(3-(1))
E. Smith	1 Star	(3-1)
Hardee	1 Star	(3-1)

11/61

Jackson	1 Star	(2-2)
Crittenden	1 Star	(3-(1))

12/61

Sibley	1 Star	(3-0)
--------	--------	-------

1/62

Floyd	1 Star	(4-(2))
-------	--------	---------

2/62

G Smith	3 Star	(4-(2)-(1))
Ewell	1 Star	(3-1)
Buchanan (N)	2 Star	(2-0)

3/62

Cheatham	1 Star	(2-1)
D. H. Hill	1 Star	(2-1)
Pemberton	1 Star	(3-0)

4/62

Breckenridge	1 Star	(3-0)
Hindman	1 Star	(3-1)
D Jones	1 Star	(3-1)

J Jones 1 Star (3-(1))

5/62

A. P. Hill 1 Star (2-2)

Winder 1 Star (2-1)

6/62

RE Lee 3 Star (2-3-1)

Holmes 1 Star (3-0)

Hood 1 Star (2-2)

7/62

Forrest (C) 1 Star (2-2)

Taylor 1 Star (3-1)

9/62

Early 1 Star (2-1)

McLaws 1 Star (3-1)

10/62

Wheeler (C) 1 Star (2-1)

Anderson 1 Star (2-1)

12/62

Cleburne 1 Star (3-2)

Gardner 1 Star (3-1)

13/62

Morgan (C) 1 Star (2-0)

Rodes 1 Star (3-1)

5/63

Walker 1 Star (2-1)

Pender 1 Star (3-1)

Johnson 1 Star (3-1)

9/63

Stewart 1 Star (2-1)

5/64

Gordon 1 Star (3-1)

Hampton (C) 1 Star (2-1)

6/64

S. D. Lee 1 Star (3-0)

7/64

F Lee (C) 1 Star (2-1)

1/65

Semmes (N) 2 star (2-1)

Purely for player interest, the full names of each Leader are provided below:

Anderson -

Beauregard -

Bragg -

Breckinridge -

Buchanon -

Buckner -

Cheatham -

Cleburne -

Crittenden -

Early -

Ewell -

Floyd -

Forrest -

Gardner -

Gordon -

Hampton -

Hardee -

AP Hill -

DH Hill -

Hindman -

Holmes -

Hood -

Huger -

Jackson -

Johnson -

A Johnston -

J Johnston -

D Jones -

J Jones -

F Lee -

RE Lee -

SD Lee -

Longsteet -

Magruder -

McLaws -

Morgan -

Pemberton -

Pender -

Pillow -

Polk -

Price -

Rodes -

Semmes -

Sibley -

E Smith -

G Smith -

Stewart -

Stuart -

Taylor -

Van Dorn -

Watie -

Wheeler -

Richard H. Anderson

P. G. T. Beauregard

Braxton Bragg

John C. Breckinridge

Franklin Buchanon (N)

Simon Bolivar Buckner

Benjamin F. Cheatham

Patrick Cleburne

George Bibb Crittenden

Jubal Anderson Early

Richard S. Ewell

John B. Floyd

Nathan Bedford Forrest (C)

Franklin Gardner

John Brown Gordon

Wade Hampton (C)

William Joseph Hardee

Ambrose Powell Hill

Daniel Harvey Hill

Thomas C. Hindman

Theophilus c. Holmes

John Bell Hood

Benjamin Huger

Thomas J. "Stonewall" Jackson

Edward "Allegheny" Johnson

Albert Sidney Johnston

Joseph Eggleston Johnston

David R. Jones

John R. Jones

Fitzhugh Lee (C)

Robert Edward Lee

Stephen D. Lee

James Longstreet

John B. Magruder

Lafayette McLaws

John Hunt Morgan (C)

John C. Pemberton

Dorsey Pender

Gideon J. Pillow

Leonidas Polk

Sterling Price

Robert E. Rodes

Raphael B. Semmes (N)

Harry Hopkins Sibley

Edmund Kirby Smith

Gustavus Woodson Smith

Alexander P. Stewart

J. E. B. Stuart (C)

Richard Taylor

Earl Van Dorn

Stand Watie (C)

Joseph Wheeler (C)

Winder - Charles S. Winder

[26.42] Union Leaders.

Starting Leaders

Butler	3 Star	(4-(2)-(2))
Fremont	3 Star	(4-(3)-(2))
McClellan	3 Star	(3-(1)-0)
McDowell	3 Star	(3-(1)-(1))
Dahlgren (N)	2 Star	(3-1)
Hunter	1 Star	(4-(1))
Lyon	1 Star	(2-2)
Nelson	1 Star	(3-(1))
Patterson	1 Star	(3-(1))
Wool	1 Star	(4-(1))

Reinforcements:

7/61

Heintzelman	2 Star	(3-(1))
-------------	--------	---------

8/61

Banks	3 Star	(3-(2)-(2))
Halleck	3 Star	(4-(2)-(1))
Stoneman (C)	1 Star	(3-0)
Grant	1 Star	(2-1)

10/61

Hooker	1 Star	(3-2)
Pope	2 Star	(3-0)

11/61

Buell	3 Star	(3-(2)-(1))
Rosecrans	2 Star	(3-0)
Shields	1 Star	(3-(1))

12/61

Du Pont (N)	2 Star	(2-0)
Burnside	2 Star	(3-(1))
Thomas	1 Star	(3-1)
Sigel	1 Star	(3-(2))

13/61

Farragut (N)	2 Star	(2-2)
Kearny	1 Star	(3-2)
Mansfield	1 Star	(3-0)

1/62

Porter (N)	2 Star	(2-1)
Curtis	1 Star	(3-0)

2/62

Foote (N)	2 Star	(2-1)
McClelland	2 Star	(4-(1))
Sedgewick	1 Star	(3-0)

3/62

Keyes	2 Star	(3-(1))
Sumner	2 Star	(3-0)
Sherman	1 Star	(2-0)
Canby	1 Star	(3-0)

4/62

Porter	2 Star	(3-1)
Couch	1 Star	(3-1)
Reno	1 Star	(3-1)
Mitchel	1 Star	(3-0)
Crittenden	1 Star	(3-1)
McCook	1 Star	(3-0)

5/62

Franklin	2 Star	(3-0)
Ord	1 Star	(3-0)
Blunt	1 Star	(3-0)

6/62

Terry	1 Star	(3-1)
-------	--------	-------

7/62

Pleasanton (C)	1 Star	(3-1)
Sykes	1 Star	(3-0)

8/62

Logan	1 Star	(3-1)
Ferrero	1 Star	(3-0)

9/62

Averell (C)	1 Star	(3-0)
Sheridan (C)	1 Star	(2-1)
Hancock	1 Star	(3-1)
Richardson	1 Star	(3-1)
Meade	1 Star	(3-1)
Sickles	1 Star	(3-0)

10/62

Blair	1 Star	(3-0)
Dodge	1 Star	(3-1)

11/62

Howard	1 Star	(3-(1))
Reynolds	1 Star	(3-1)
Slocum	1 Star	(3-0)

12/62

Kilpatrick (C)	1 Star	(3-(1))
McPherson	1 Star	(3-1)
Steele	1 Star	(3-0)
Doubleday	1 Star	(3-0)

1/63

Buford (C)	1 Star	(2-1)
Gibbon	1 Star	(3-1)

2/63

Schofield	1 Star	(3-0)
French	1 Star	(3-1)

3/63

Merritt (C)	1 Star	(2-1)
Wright	1 Star	(3-1)

5/63

Gregg (C)	1 Star	(2-0)
S Smith (C)	1 Star	(3-0)
Wadsworth	1 Star	(3-1)

6/63

Granger	1 Star	(3-1)
---------	--------	-------

7/63

Lee (N)	2 Star	(2-0)
Crook (C)	1 Star	(2-1)
Smith	1 Star	(3-0)

8/63

Warren	2 Star	(4-0)
--------	--------	-------

10/63

Gillmore	1 Star	(3-0)
----------	--------	-------

1/64

Gamble (C)	1 Star	(2-1)
Ledlie	1 Star	(4-(2))

2/64

Emory	1 Star	(3-1)
Mower	1 Star	(3-1)

5/64

Wilson (C)	1 Star	(2-1)
Mott	1 Star	(3-1)

Purely for player interest, the full names of each Leader are provided below:

Averell -	William W. Averell
Banks -	Nathaniel Prentiss Banks
Blair -	Francis Preston Blair
Blunt -	James G. Blunt
Buford -	John Buford, Jr. (C)
Burnside -	Ambrose Everett Burnside
Butler -	Benjamin Franklin Butler
Canby -	Edward Richard Sprigg Canby
Couch -	Darius Nash Couch
Crittenden -	Thomas Leonidas Crittenden
Crook -	George Crook

Curtis -	Samuel Ryan Curtis
Dahlgren -	John A. Dahlgren (N)
Doubleday -	Abner Doubleday
Dodge -	Grenville M. Dodge
Du Pont -	Samuel Francis Du Pont (N)
Emory -	William H. Emory
Farragut -	David G. Farragut (N)
Ferrero -	Edward Ferrero
Franklin -	William B. Franklin
French -	William H. French
Fremont -	John C. Fremont
Foote -	Andrew Hull Foote (N)
Gamble -	William Gamble (C)
Gibbon -	John Gibbon
Gillmore -	Quincey Adams Gillmore
Granger -	Gordon Granger
Grant -	Ulysses Simpson Grant
Grierson -	Benjamin Grierson (C)
Halleck -	Henry Wager Halleck
Hancock -	Winfield Scott Hancock
Heintzelman -	Samuel P. Heintzelman
Hooker -	Joseph Hooker
Howard -	Oliver Otis Howard
Hunter -	David Hunter
Kearny -	Phillip Kearny
Keyes -	Erasmus D. Keyes
Kilpatrick -	Judson Kilpatrick (C)
Ledlie -	James H. Ledlie
Lee -	Samuel Phillips Lee (N)
Logan -	John A. Logan
Lyon -	Nathaniel Lyon
Mansfield -	Joseph K. Mansfield
McClellan -	George Brinton McClellan
McClernand -	John Alexander McClernand
McCook -	Alexander McDowell McCook
McDowell -	Irvin McDowell
McPherson -	James B. McPherson
Meade -	George Gordon Meade
Mitchel -	Ormsby M. Mitchel
Mott -	Gersham Mott
Mower -	Joseph A. Mower
Merritt -	Wesley Merritt (C)
Nelson -	William Nelson
Ord -	Edward O. C. Ord
Patterson -	Francis Engle Patterson
Pleasanton -	Alfred Pleasanton (C)
Pope -	John Pope
Porter -	Fitz John Porter
Porter -	David Dixon Porter (N)
Reno -	Jesse L. Reno
Reynolds -	John Fulton Reynolds
Richardson -	Israel B. Richardson

Ricketts -	James B. Ricketts
Rosecrans -	William S. Rosecrans
Schofield -	John Schofield
Sedgwick -	John Sedgwick
Shields -	James Shields
Sheridan -	Phillip Sheridan (C)
Sherman -	William Tecumseh Sherman
Sickles -	Daniel Sickles
Sigel -	Franz Sigel
Slocum -	Henry Warner Slocum
Smith -	William Farrar Smith
Steele -	Frederick Steele
Stoneman -	George Stoneman (C)
Sumner -	Edwin Vose Sumner
Sykes -	George Sykes
Terry -	Alfred Terry
Thomas -	George Henry Thomas
Wadsworth -	James S. Wadsworth
Warren -	Gouverneur K. Warren
Wilson -	James H. Wilson (C)
Wool -	John E. Wool
Wright -	Horatio Wright
Willcox -	Orlando Bolivar Willcox

[27.0] DESIGNERS NOTES

One of the things that always bothered me about SPI's *War Between the States*, was the Leadership rules. Even under the DG refit, they still seemed less, well, "flexible" than they could have been, and less reflective of the realities of Civil War command on the highest level. On the other hand, VG's *Civil War* had the leadership aspect nailed, but the points system for combat units failed to give the feel of how the armies were structured. While both games were fun, and showed differing aspects of the Civil War, neither, to me, presented the full picture.

So, many years ago, I experimented with combining the two – using the leadership, initiative and "command" rules from VG's *Civil War*, with the units, corps, armies and fleets of SPI's *War Between the States*. It provided a much more satisfying game experience and even seemed to replicate the uncertainties of the early battles in Missouri very well.

The naval rules for both games were married inescapably to their ground systems, and since I was using *War Between the States* for the basic ground combat system (with some modifications), I pretty much went with it's naval system with one minor variation. Since the naval points system in *Civil War* was more flexible, I decided to allow Naval Flotillas to "break down" to Squadrons to increase the flexibility Players had in committing naval resources to a particular action. It seemed to work well in playtest. Another nice feature was the Commerce Raider system in *Civil War*, so I added it in as well to provide the Confederate Player with at least the appearance of having some impact on the naval war.

The Far West theater was a feature of *Civil War* that had no parallel in *War Between the States* and was just too much fun to leave out. So I added it (and the maps) to allow the players to enjoy it as much as I did. Frankly, the game can be played without it, but it certainly shows an aspect of the war that isn't really addressed by any other game.

Supply in *War Between the States* was a complex process of moving Supply Points from tracks to Depots and back again, and then "broadcasting" supply from the Depot along Supply Lines. In addition, there were supply units that "carried" supply points along with them to supply the armies, and finally, actual Army Headquarters could also carry a limited amount of supply with them. The upshot was that supply often got ignored or was misplayed and at times the game tended to become much more a logistical exercise than it was a wargame. While we all know that logistics is the true heart of the profession, most of the players really don't want to deal with it in too much detail – which is probably the reason that *Campaign for North Africa* has never, to my knowledge, actually been played all the way through. *Civil War*, by contrast had a simply system of supply broadcast through the medium of Supply Depots. All things considered, it seemed to work far more easily while still giving the players a feel for what *Civil War* logistics were all about. The problem was that *War Between the States* used Supply Points to create new units – and I definitely wanted to use production in this game in order to provide the players with some strategic choices. So the system you see here is a hybrid. The players still have Supply Points, but rather than physically moving them on the map, they broadcast them through their supply system expending enough of them to supply their forces, and suffering attrition if they fail to do so. Whatever is left over can be used to produce new units. Thus players are left with the headache of structuring a supply system to keep everyone in beans and bullets, but without having to deal with the day-to-day minutia of physically moving ten supply points here or 25 over there. It's simpler, still provides the desired effects, and lets the players get on with the business at hand, namely, killing each other's troops. It also shows how the Union's steadily growing war economy will eventually provide the material resources to overwhelm the Confederacy (if the Union Player can figure out how to use them properly).

Victory conditions were another problem that I, at least, had with *War Between the States*. In that game, if the Confederacy doesn't get very lucky (or isn't facing a very poor Union Player), he is going to lose and lose big. Really, there's almost no point to playing the game through to a conclusion if the Mississippi is cut before the end of 1863. *Civil War*, on the other hand, allows the South to try for victory throughout the game, and even at the bitter end, permits the southern player to deny the Union Player the satisfaction that absolute victory should bring – not unlike the actual event, really. As a result, I adopted the *Civil War* victory system pretty much intact – which also led to some revisions on how supply points and production is generated in the game,

but which still worked nicely and does allow the players to see why certain campaigns were undertaken at certain times.

The Random Events system was taken from an unofficial variant for *Civil War* available on the ever-useful Webgroggnards website. While unnecessary to the game per se, it certainly does add some extra suspense to the game, and one of the keys to the way the war was fought was the uncertainty that the participants felt right up to the very end.

For me production was an absolute must.. In a game of this nature, which shows the full strategic scope of the war, production is a key element dictating the course of that war. What players produce goes a long way to mandating the course and nature of future campaigns. *War Between the States* features production, and does an excellent job of it, whereas, unfortunately, *Civil War* simply brings in reinforcements. As a result, *Civil War* loses something and the game becomes much more easily predicted than would otherwise be the case. Based on the above, I generally adopted the *War Between the States* production model, adapting it somewhat to the new supply rules. Again, the changes worked very well in playtesting.

All-in-all, the game manages to retain the best parts of both games and blends them together in such a way that the players should find the experience of *Never Call Retreat* both educational and entertaining. The strategic problems they must solve remain the same, and the tools they have to do the job are different and complex enough to give each player multiple opportunities to win and develop the war in unique and interesting ways.

[28.0] PLAYERS NOTES

GENERAL: The Combat procedures and Combat Results Table reflect the realities of the Civil War. Infantry units armed with a rifled musket completely dominated the battlefield. Cavalry was eliminated as a battlefield arm and even as a force for decisive pursuit. Artillery, the decisive arm in Napoleon's battles (and even as recently as the Mexican-American War or the Crimean War), was forced to engage at a range in which its contemporary shells and fire control was ineffective in supporting attacking infantry. Battles became very bloody and usually indecisive in and of themselves. Shiloh, Gettysburg, the Wilderness, and Chickamauga were two and three day slugfests which left the winners as exhausted as the losers and incapable of completely destroying the beaten foe.

Most battles resulted in approximately equal casualties to each side. In *Never Call Retreat*, you should not expect to destroy an Enemy force in battle unless you are prepared to lose an equal or greater number of strength points yourself.

Cavalry is useful primarily in scouting and raiding, and as such should never be underestimated. The early Confederate superiority in this arm is a priceless advantage in the early stages of the game, though

eventually the Union Player will build enough Cavalry (and gain enough useful leaders) to render the Confederates inferior.

The Naval war was much more a Union show than a Confederate one. The Confederates may be able to build some ironclads and a few commerce raiders, but in the end the Confederate Navy is no more than a nuisance to the overwhelming power of the Union fleet.

Forts and fortresses were vital in protecting key areas and blocking enemy access – especially along river lines. Both sides will find them useful, though expensive, and should carefully consider where to place them. In certain cases (i.e., the sea ports), the confederacy begins with an already well developed set of Fortresses which, if properly manned and defended will take a great deal of killing by the Union Player and help to preserve the Confederacy's ability to gain supplies from overseas for some time.

UNION: The Union Player is confronted by the enormous and difficult task of conquering a vast and poorly developed country roughly the size of Western Europe. Fortunately, you have the resources (eventually, and if you can mobilize them efficiently) to do just that.

To do this, the Union Player will need to build both large armies and a large Navy – especially since you'll want to begin blockading (and then seizing) Confederate Ports as soon as possible to further reduce their available supplies. While you can do both of these with no real difficulty, the problem lies in the leadership available to you. The problem is, much of it is very bad. And getting rid of the bad ones will involve some very careful timing on the part of the Union Player.

The Union Player should move quickly to fortify key areas in your country to prevent possible Southern victory point gains from neglect. At a minimum, Washington (and probably Annapolis and Baltimore), Cairo, and Cincinnati should be fortified to permit their use as secure bases.

The Union Player should attack anywhere you can throughout 1861 and 1862. These preliminary attacks will help wear down the Confederacy during the early "good" years for the Confederates, as well as helping promote leaders from both sides – something that tends to benefit the Union more than the Confederacy. It may also lead to useful attrition among Rebel Leaders – something the Union Player is less vulnerable to given the much larger number of leaders you will receive over the course of the war.

Once Kentucky enters the war, the Union Player should seek to quickly smash any Confederate forts on the upper Mississippi, Tennessee and Cumberland rivers and occupy as much of Kentucky and Tennessee as possible. This has the two-fold advantage of wrecking one of the Confederacy's most productive states and will allow Union Riverine units free run of the river network in the west which will serve to canalize Confederate movement and supply. It may also lay open key objectives deeper in the Confederate interior

to sudden attack or raid. After all, the Confederacy can't be strong everywhere. If at all possible, avoid being the Player that violates Kentucky neutrality, but either way, if Kentucky hasn't entered the war by mid-1862, it's time to end that situation, even if it does involve a Union invasion.

By 1863, the Union should be ready to drive on one or more of the three main strategic axes of the Confederacy; the Mississippi, Nashville-Savannah, or Richmond-Wilmington. Take what the Reb will give you and run. By late 1863 the Union should be concentrating towards the state of Georgia. This means driving on and seizing Chattanooga at the very least.

At some point, before the weight of numbers becomes too one-sided, the Rebel Player may decide to strike north at Washington or along the Bowling Green axis in order to disrupt your plans, garner possible victory points, and, if the Emancipation Proclamation has not yet been delivered, even gain Foreign Recognition. The Union player's best defense is a good offense involving steady and growing pressure on a number of fronts which also serve to block any Confederate avenues of attack. As a general rule, once the initial fortifications are built, the Union Player won't need to build too many more, though you should take care to fortify key river junctions and VP cities such as Paducah, Memphis, Nashville and the like.

In the Far West, the Union Player should generally try to minimize the size of the force he commits to battle. There isn't too much that either side can win out here, and his only real objective is to preserve New Mexico and tie down as many Confederate forces as possible out there, away from the main theaters. Use the Indians to push the Confederacy back, and expect most of your fighting in Texas to occur along the coast as you capture the port cities by amphibious assault. The only exception to this is the Indian Territory and Kansas. These two areas, while not perhaps requiring enormous force, should be carefully monitored as a success there by the Confederacy can unhinge the Missouri-Arkansas line and cause problems that may necessitate moving a larger force there than you really want to. As always, an ounce of prevention is worth a pound of cure.

CONFEDERATE: The Confederate strategy is defensive. Normally you will gain little by invading the north except a lot of grief. During the first few cycles, the Confederate should concentrate on turning western Tennessee into a maginot line of forts and fortresses along the river lines and railroads and in the key cities. At a minimum you must fortify Memphis and Nashville and hexes 5528 or 5529 and 5535 are a must in order to control access to the river lines. If possible a mobile field army, or better still, two, should be raised in order to support the river forts and ensure the Union is punished if they make any mistakes.

In the east, fortify Fredericksburg, Richmond, Petersburg and Norfolk at a minimum and strive to keep

your field army in being. Keeping a force in the Shenandoah to at least contest control for as long as possible is also strongly advised. In West Virginia, it's important to at least delay the Union conquest for as long as possible, but don't let too many troops get tied up doing so – the terrain is poor enough that it is very difficult for the Union to advance anywhere once they've taken it. The primary reason for fighting there is to deny the Union the Victory Points they'll get for fully controlling it for as long as possible.

Along the coast, the Confederate should fortify every port he possibly can, but especially take steps to protect New Orleans, Wilmington, Charleston, Savannah and Mobile. Fortunately, most of those cities already have at least some protection from pre-existing fortresses. Garrisoning them is vital, however. Most of the time, the Confederate will lack the strength to put yet another mobile army along the coast, but remember to pay attention to the area – having a powerful Federal force descend on a major Coastal city and then leaving it free to rampage through the Confederate interior is a sure recipe for disaster. So you take your chances.

Above all, you don't want to leave a clear alley to the deep South open to any material Yankee force with a leader. Once he gets a sizable force into Alabama and Georgia, even if unsupplied, it will still take a lot of killing. It rarely pays the Rebel to launch a major attack, incurring heavy casualties, unless you need to in order to recapture key supply cities and rail links.

GRAND STRATEGY (Both Players): The heartland of the Confederacy consists of South Carolina, Georgia, Alabama and Mississippi. In 1864 and 1865, these areas, if tied together by an intact rail network, provide sufficient supply and victory points to make it very difficult for the Union to win a victory. Obviously, the Rebel must hold areas outside this heartland earlier in the game to stay alive. Two things the Southern Player must remember. First, the relative balance of forces will steadily deteriorate relative to the Confederacy, so any land he gives away early in the game is unlikely to be recaptured later, and second, if the Southern Player lets a Union force get loose on his interior Rail grid, he might as well burn a hole in the map. So he fights long and hard in Tennessee and along the Atlantic coast, if for no other reason than to keep the Union out of the heartland for as long as possible.

Railways are pretty much what the strategy of the whole war is about. The Rebel Player has two main east-west routes. One is obvious: the Lynchburg-Chattanooga-Decatur-Memphis line. This route, while obvious, is also vulnerable, and the Southern Player will probably lose it by 1863. The other is much more tortuous: Vicksburg-Meridian-Mobile-Atlanta-Columbia-etc. This one is reasonably safe, but vulnerable to amphibious incursion in the Mobile area, so be guided accordingly.

Eastern Virginia is a theater within which the South can profitably delay the North. It offers easily defensible terrain which can restrict the movement of the largest Northern armies. The Southern Player

must beware, however, of tying up excessive strength in the east while permitting the Union to run wild in the west. In the end, as the Southern Player, you must be prepared to give up Richmond, your Capital, and retreat with your forces largely intact toward the heartland. The mission of the Southern Player, after all, is to survive; you don't win any kudos for holding Richmond until you surrender.

