



THE U.S. Civil War RULES OF PLAY

Revised June, 2021

TABLE OF CONTENTS

1. Introduction	2	16. Leader Management.....	23
2. Game Components	2	17. Special Rules.....	24
3. Sequence of Play Outline	3	18. Special Action Cards.....	25
4. Action Phases	3	19. Naval Rules.....	26
5. Movement	4	20. The End Phase and Automatic Victory	30
6. Control	6	Optional Rules	31
7. Generals	8	S1. The 1861 Scenario	32
8. Cavalry	9	S2. The 1862 Scenario	33
9. Reaction Movement	10	S3. The 1863 Scenario	33
10. Fortifications	12	S4. The Campaign Game	33
11. Battle	14	Naval Action Cost Chart (Basic Game).....	34
12. Demoralization and Rally	16	Special Hexes and Spaces	35
13. Supply	16	Map Notes	36
14. Reinforcements	20	Hints on Play.....	39
15. Strategic Movement	22	Index	40

(2.1.8) Coastal Hex: This is defined as any hex containing land, the water, and the thin black coast line.

2.2 Counters

(2.2.1) Types: There are five types of counters: SPs (2.2.3), Generals (7.0), Naval Units (21.2), Naval Batteries (21.10.4), and markers. Naval Units and Naval Batteries are only used in the Advanced Game.

(2.2.2) Definition of Force: The term “force” is used throughout the rules. Any stack containing SPs, with or without a General, is considered a force.

(2.2.3) Strength Points (SPs): Each SP represents approximately 5,000 men. SPs are interchangeable, like money. Thus, four 1 SPs may be combined into one 4 SP unit, and vice-versa. SPs may be freely combined and broken down during play at any time as long as the total strength remains the same. The number supplied in the game is not a limit; players can make more if needed. Militia (17.2) are considered SPs with a value of 0. While Forts (10.2), Coastal Forts (10.3) and Union Intrinsic Garrisons (17.4) also have a SP value of 0, they are not considered to be SPs.

(2.2.4) Stack: All of the units located in a hex or space. A stack may consist of a single unit.

(2.2.5) Units: SPs (including Militia) and Generals.

2.3 Special Action Cards

These are explained in full in rule section 18.0. Each player has 15 cards.

3. SEQUENCE OF PLAY OUTLINE

Each game turn consists of the following phases listed in the order they must be followed.

3.1 Reinforcement Phase

A. Union Reinforcement Segment (14.2)

Place the following Reinforcements:

6 SPs in the East
3 SPs in Ohio and/or Indiana
3 SPs in Illinois
2 SPs in St. Louis
Place or Upgrade one Fort for free (10.2.6)
Draw two Special Action Cards (18.2)*

B. Confederate Reinforcement Segment (14.3)

Perform this segment in the following order:

1. Upgrade one Resource Hex by 1 BP (War Industry 14.5).
2. Determine the number of Reinforcement SPs (14.3). Place 1 SP in the Trans-Mississippi Theater and then divide the remainder as evenly as possible between the East and the West Theaters. Odd-numbered SPs go to the East (14.3.5).
3. Draw two Special Action Cards (18.2).*

*In 1861 players draw only one card (S1.3.4).

C. Return Displaced Units and Place Militia

The Union player first, followed by the Confederate player, can return Displaced Units to the map. Generals, Militia, and half the SPs (rounded down) return to play (14.6).

3.2 Strategic Movement Phase (15.0)

A. Union Strategic Movement Segment

The Union player conducts the following types of Strategic Movement listed below in any order.

- Strategic Rail Movement [12 SPs] (15.2)
 - Strategic River Movement [3 SPs] (15.3)‡
 - Strategic Ocean Movement [3 SPs] (15.4)‡
 - Strategic Road Movement [1 SP per theater] (15.5)
- ‡ = For 1861 see rule S1.3.2.

B. Confederate Strategic Movement Segment

The Confederate player conducts the three types of Strategic Movement listed below in any order.

- Strategic Rail Movement [7 SPs] (15.2)
- Strategic River Movement [1 SP] (15.3)
- Strategic Road Movement [1 SP per theater] (15.5)

NOTE: The Confederate player has no Strategic Ocean Movement.

3.3 The Leader Management Phase (16.0)

In this phase the players receive and rearrange their Generals. The Union player first, followed by the Confederate player.

3.4 The Action Cycle (4.1)

This is when units move and fight. There are three Action Phases per turn in 1861 (S1.3.4) and four per turn in 1862 and onward.

3.5 End Phase (20.0)

- A. Control Segment (20.1)
- B. End Turn Rally (20.2)
- C. Check for Automatic Victory (20.3)
- D. Advance marker on TRT and start new turn

4. ACTION PHASES

4.1 The Action Cycle

(4.1.1) In General: Each turn of *The U.S. Civil War* has an Action Cycle composed of Action Phases. At the start of each Action Phase both players roll a 6-sided die and compare the results. The player who rolled the higher number goes first in that Action Phase. The difference between the two rolls determines how many Action Points the players receive for that Action Phase. Record this difference on the Dice Differential Track with the appropriate marker. When the first player has used all his Action Points, conducted all his battles and has checked Supply, the second player conducts his Action Phase using the same number of Action Points as the first player. Since both players use the same dice difference they always have the same number of Action Points to use.

EXAMPLE: If the Union player rolled a 5 and the Confederate player a 3, then the Union player would go first with 2 Action Points. After he finishes, the Confederate player would get 2 Action Points.

(4.1.2) Doubles: If both players roll the same number, then both players immediately receive a Special Action Card (18.0) then roll again. If doubles are rolled again, another Special Action Card is received—this can happen repeatedly, but neither player can have more than five Special Action Cards (18.2). Keep rolling until no doubles are rolled.

(4.1.3) Dice Difference of 1: When the dice difference is only 1, the 1 is applied to each theater of war (2.1.1). That is, 1 Action Point for the East, 1 for the West and 1 for the Trans-Mississippi. This triple effect only occurs with a difference of 1—all other dice differences are not multiplied and the Action Points may be used in any theater.

Units activated with these (theater-based) Action Points must start their movement or Transfer in the theater but may cross theater boundaries during the activation.

(4.1.4) On to Richmond!: If the dice difference is 4 or 5 and Richmond is still under Confederate control, then the Union player must use at least one Action Point to activate a force to attack or take control of a hex in Virginia (not West Virginia), Maryland, or Pennsylvania containing a Resource Hex or a Confederate SP or Fort. Failure to do so requires the Union player to immediately sacrifice **1 Action Point and remove 1 Union SP** from the map (his choice, but the SP must be in Full Supply). If no battle takes place because the Confederate units successfully Avoided Battle, then no SP needs to be removed. An Amphibious Assault (19.5) may not be used to satisfy the requirements of this rule.

(4.1.5) Phasing and non-Phasing Player: The player whose Action Phase is in progress is termed the Phasing player; his opponent is the non-Phasing player.

4.2 Sequence of an Action Phase

A. Initiative Segment: Both players roll one die and compare the difference (4.1.1). The player who rolled higher must go first.

NOTE: Objective hexes in Northern States revert to Union control if there are no Confederate SPs in the hex at the start of the Union player's Action Phase (6.6).

B. First Player Action Phase: Each Player Action Phase is conducted in the following order:

a. Movement and Combat Segment: The Phasing Player conducts as many Actions as allowed by the dice difference. Any combat that an activated General initiates is resolved immediately before the next General is activated.

The Phasing Player may also play Special Action Cards (18.3.1) before, between, during (i.e. for a battle DRM per 18.3.2) or after spending his available Action Points.

b. Supply Segment: The Phasing Player checks the supply state of all his units:

- **FORAGING MARKERS:** Units that are Out of Supply receive a Foraging marker and suffer Supply Attrition (13.5.6). Units currently marked as Foraging but are now in Supply have their Foraging marker removed (13.5.5).
- **SURRENDER:** Units, Forts, and Coastal Forts that are Isolated check for Surrender (13.6).
- **Complete/upgrade forts** commenced in the previous Reinforcement or Player Action Phase (10.2.2, 10.2.6).

C. Second Player Action Phase: This phase is identical to the First Player Action Phase except the opposing player now moves.

4.3 List of Actions

Below is a complete list of Actions allowed in the Basic Game and their Action Point cost:

Cost Action

- 1 **MOVE:** Activate one General for movement. The General may carry any number of subordinates and as many SPs as his rank allows (7.3). The General may be moved up to his MA (5.2) and conduct one or more battles (11.0). SPs and Generals may be dropped off and picked up as the stack moves. See also Cautious Generals (7.7).

- 1 **MOVE:** Activate up to 3 SPs located in the same hex for movement. No General is necessary (7.8).
- 1-3 **NAVAL TRANSPORT:** Activate one stack of up to 3 SP for Naval Transport (19.3). The activation cost is one Action Point per stack for River Transport (19.3.4) and one Action Point per SP transported for Ocean Transport (19.3.5). See S.1.3.2 for 1861 Naval Ramp Up.
- 1 **RALLY:** Recover from Demoralization (12.0) any one stack that has an LOC (13.4) to a Supply Source.
- 1 **LEADER TRANSFERS:** Reposition any **two** friendly 1-star or 2-star Generals on the map (16.6.2). 3- and 4-star Generals and Cavalry Generals may not be repositioned.
- 1 **ENTRENCH:** Place an Entrenchment marker (10.1) in any space containing a friendly Militia or SP that is located in a friendly-controlled state. Entrenching can also occur during movement by a force with **2 or more SPs**, paying **2 MPs** (10.1.2).
- 1 **TRAINING:** For every **7** Action Points committed to Training, the owning player immediately earns 1 SP (17.3).
- 0 Rearrange some, none, or all friendly Militia units (17.2).
- 0 **DISPERSE SPs:** Any number of non-Isolated (13.6.2) friendly SPs may be placed in the theater's Displaced Box (14.6).

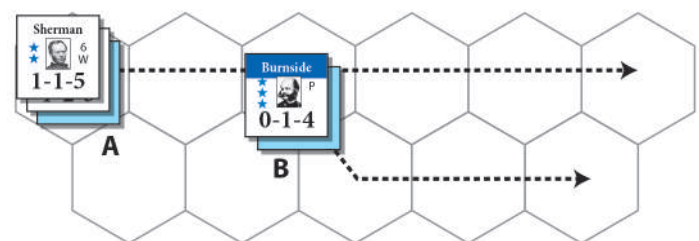
5. MOVEMENT

5.1 The Basics

(5.1.1) In General: Each unit has a Movement Allowance (MA) that is the number of Movement Points (MPs) it may expend for land movement after allowing for adjustment for foraging (13.5.5). Each hex entered costs a number of MPs, and some types of hexside crossed cost a number of additional MPs (5.3). A unit can move at least one hex even if it has insufficient MPs to do so. Movement may be made by individual units or by stack. If units with a General are moved as a stack, they move at the rate of the Commanding General. You must complete the movement of one unit or stack before starting to move another. All unused MPs are lost, they may not be accumulated.

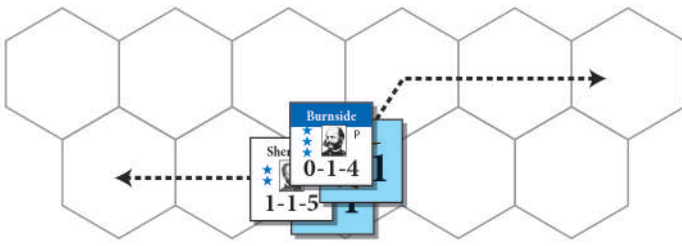
(5.1.2) One Activation per Phase: An SP or General may be activated only once per Action Phase, and no SP or General may be moved (including by Leader Transfer) more than once per Action Phase.

NOTE: Unlike for all other Actions, the Entrench Action does not involve the activation or movement of SPs. The Militia or SP that must be present for this Action to be performed can be activated for a different Action either before or after the Entrench Action is performed.



EXAMPLE: If Sherman (A) is activated and drops off a General and SPs in Burnside's hex (B), Burnside cannot move that General and those SPs when he is activated.

(5.1.3) Splitting Stacks: A stack can split up into smaller stacks and each of those may move off in a different direction, but each stack that leaves the initial hex requires a separate activation.



Burnside is moved in one direction and Sherman in another. Each requires a separate activation even though they start in the same hex.

(5.1.4) Exiting the Map: Units that move off the map or are forced off the map by a retreat are considered eliminated.

5.2 Movement Allowances

SPs moving by themselves have a MA of 3 (see 7.8). SPs and subordinates moving with a General move at the rate of the Commanding General.

5.3 List of Movement Costs

Terrain Type:	MP Cost
Clear	1
Railroads and Roads (5.4, 5.5)	1
Woods	1
Marsh (5.5)	2
Mountain (5.6)	1
Swamp (dark hexes) (5.7)	Prohibited
Hexside Terrain:	MP Cost
Minor River hexside (5.8.2)	+1
Navigable River hexside (5.8.3)	+1/+2*
Railroad Ferry hexside (5.4.4)	+1
Mountain hexside (5.6)	+1
Railroad Bridge or Gap hexside (5.4.3, 5.6)	+0
Mountain Pass hexside (5.6)	+0
Other Movement Actions:	MP Cost
Place Control marker (6.2.1)	1
Remove Control marker (6.2.2)	0 or 1**
Regroup (5.9)	1
Entrench (10.1.2)	2

*Friendly-controlled or uncontrolled Navigable Rivers cost +1 MP to cross, enemy-controlled Navigable Rivers cost +2 MPs.

**Cavalry Units pay +1 MP to remove an enemy Control marker (8.3), all other units pay 0 MPs.

5.4 Railroads and Movement

(5.4.1) Railroad MP Cost: Units that follow the path of a Railroad pay only 1 MP per hex and ignore the additional MP cost of crossing Minor Rivers, Navigable Rivers and Mountain hexsides. A Railroad that crosses a Mountain hexside is called a Railroad Gap.

§ **(5.4.2) Rail Movement Bonus:** An activated force that starts and ends its movement on a rail hex and spends its entire movement moving along a friendly-controlled railroad, may disregard its MA and move up to **12 MPs** (paying 1 MP per hex and +1 MP per Railroad Ferry [5.4.4]). A force using Rail Movement has the following restrictions:

- No more than **2 SPs** may use the Rail Movement Bonus per Action Phase. Any number of Generals may accompany the SPs.
- May not pick up SPs along the way.
- May start in the ZOI (9.1) of an enemy force, but may not *enter* one.
- May not spend any of its MPs to Entrench.

NOTE: The Rail Movement Bonus is different from Strategic Rail Movement which occurs at the start of the turn.

(5.4.3) Railroad Bridges: Railroad bridges that cross Navigable Rivers may only be used if the player has Naval Control (19.1.1) or neither player has Naval Control of that river hexside (19.1.6). If the opposing player has Naval Control then treat the Navigable River hexside as if no railroad bridge exists there.

(5.4.4) Railroad Ferries: Some railroad lines end at a Navigable River hexside and start back up on the far side. For Land Movement and Reaction (9.0) it is treated as an unbridged hexside, but for supply purposes (13.3.3), Strategic Movement (15.2), and the Rail Movement Bonus (5.4.2) the railroad is considered connected (bridged). Railroad Ferries may not be used if the opposing player has Naval Control of the Navigable River hexside (19.1.1), but may be used if neither player has Naval Control (19.1.6).



EXAMPLE: The ferry that crosses Mobile Bay between Mobile and Blakeley and the ferry that crosses the Mississippi at Simmesport may only be used if a player controls both sides of the ferry and the enemy player does not have Naval Control of the hexside it crosses. The cost to cross both ferries is +1 MP.

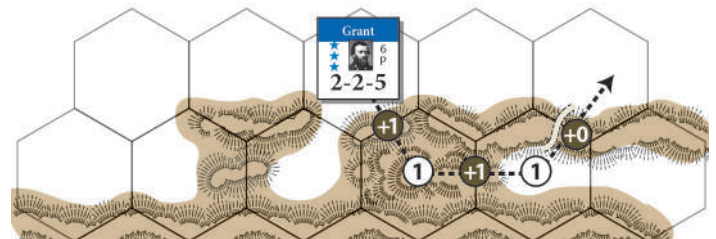
(5.4.5) New Railroads: At the beginning of the game the yellow-high-lighted dashed railroads are not yet built. At the beginning of the Winter 1864 Game Turn all of these railroads are considered built no matter which side controls them.

5.5 Roads and Marshes

Roads only exist through Marsh terrain. Units that follow the path of a Road (or rail) through a Marsh hex pay only 1 MP instead of 2 MPs.

5.6 Mountain Hexes and Hexsides

Entering a Mountain hex costs 1 MP. Crossing a Mountain hexside costs +1 MP. Units that cross a Mountain hexside using a Pass or Railroad Gap ignore the +1 MP cost.



EXAMPLE: Grant moves across the mountains paying 1 MP per Clear and Mountain hex, plus 1 MP for each Mountain hexside. There is no additional cost to cross a Pass hexside.

5.7 Non-Playable Terrain



Some hexes have part or all of their land terrain indicated as non-playable; in this case Land Movement into and out of the hex is prohibited across the non-playable portion unless a railroad line or Ferry exists at that hexside (see Galveston, TX and Simmesport, LA). Land units are prohibited from entering hexes that are completely non-playable unless they are using Naval Transport (19.3) to move through them; Naval Units may enter such hexes.

5.8 Rivers and Movement

(5.8.1) Types: There are two main types of rivers in this game:

- Minor Rivers (5.8.2)
- Navigable Rivers (5.8.3).*

**Navigable Rivers are further sub-classified into two subtypes: Type 2 Navigable Rivers (the Mississippi and Ohio Rivers) and Type 1 Navigable Rivers (all other Navigable Rivers). This sub-classification only affects Naval Control (19.1.4). For movement and combat purposes the two types of Navigable Rivers are identical and are collectively called Navigable Rivers.*

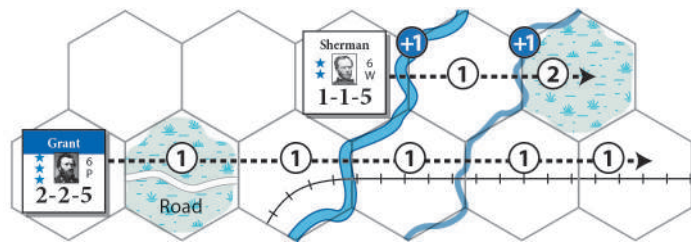
(5.8.2) Minor Rivers: Crossing a Minor River hexside without a bridge costs +1 MP; crossing at a bridge has no extra cost (+0 MPs). Bridges exist wherever a Road or Railroad crosses a river.

(5.8.3) Navigable Rivers: The cost to cross a Navigable River hexside depends on whether the enemy player has Naval Control over that hexside:

- **Enemy-Controlled:** It costs +2 MPs to cross a Navigable River hexside where your opponent has Naval Control (19.1). Furthermore, no more than 1 SP (and any number of Generals) may cross such a hexside per Activation.

DESIGN NOTE: Enemy-controlled Navigable Rivers are formidable barriers except to 1 SP forces.

- **Friendly-Controlled or Uncontrolled:** It costs +1 MP to cross a Navigable River hexside where the moving player has Naval Control or if neither player has Naval Control (see 19.1).
- See also 11.5 for attacking across a Navigable River.



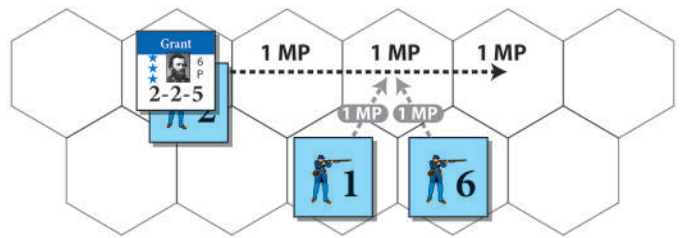
EXAMPLES: Assume the Navigable River in this example is Union controlled. Sherman moves across a Navigable River and a Minor River paying +1 MP for each. Entering the Marsh costs 2 MPs. Grant uses the Road through the Marsh hex paying only 1 MP, and uses the Railroad to avoid paying the river crossing cost.



(5.8.4) Rivers Inside Hexes: Ignore Minor Rivers that flow through the middle of a hex — the importance of the river as a barrier to movement is canceled by the Marsh terrain or Town in the hex. Navigable Rivers that flow through the middle of a hex (e.g., New Madrid and Arkansas Post) can also be ignored by land units (for both movement and combat purposes) but can be used by Naval units.

5.9 Regroup Movement

At the cost of 1 MP an activated 2, 3 or 4-star General can order friendly troops in an *adjacent* hex to move to the General's hex. Each Regroup Command can bring in up to 6 SPs plus any Generals with the SPs that can become subordinates (7.2.3). The SPs all must be in the same adjacent hex, must be within 1 MP of the General's hex, and must not have moved yet that Action Phase. A General can move before and after Regrouping as long as he has the necessary MPs remaining.



EXAMPLE: Grant moves two hexes and calls in (Regroups) the two adjacent hexes containing SPs paying 1 MP for each, then moves another hex for a total of 5 MPs.

6. CONTROL

6.1 Control of States

(6.1.1) In General: The Union player controls all Northern States, the Confederate player controls all Southern States. The only states that can change sides are the Border States (17.1).

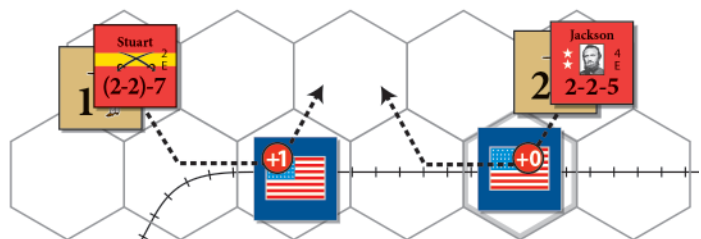
(6.1.2) Benefits: If a player controls a state, then he controls all Town, City, and Port hexes in the state that are free of enemy SPs, Forts, and Control markers. It is not necessary for the player who controls the state to place *any* Control markers in that state—only the enemy player is required to do so.

6.2 Control Markers

(6.2.1) Placing Control Markers: There are three methods to place a Control marker in an enemy-controlled state:

- During movement an activated General with **2 or more SPs** may spend 1 MP to place a Control marker in its hex.
- During the End Phase place a Control marker in all uncontrolled hexes that contain **1 or more SPs**.
- A Control marker is placed immediately after a successful Amphibious Assault against a Coastal Fort or Island (19.5.3).

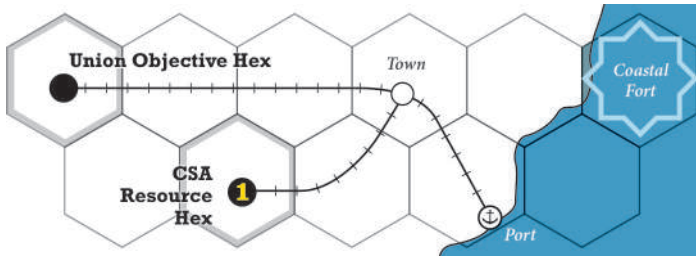
(6.2.2) Removing Control Markers: It costs a Cavalry Unit +1 MP to remove a Control marker (exception 8.3); it costs all other activated forces no additional MPs to remove enemy Control markers. A force can remove Control markers in every hex it moves through that is free of enemy units.



EXAMPLE: Stuart with only 1 SP must pay 1 MP to remove the Union Control marker. Jackson with 2 SPs removes it by just entering the hex.

(6.2.3) Restrictions on Placement: Control markers can only be placed in the hexes listed below. All other hexes in the state (including the salt hex in 4909) are only controlled by the presence of friendly units.

- Town hexes
- Objective Hexes (2.1.4)
- Confederate Resource Hexes (2.1.4)
- Port or Coastal Fort hexes
- Island spaces (19.1.4)



EXAMPLE: The diagram above shows five of the six locations that can have a Control marker (Island is not shown). Note that a Control marker cannot be placed on the railroad lines between locations.

6.3 Hex Control

The presence of friendly SPs, Entrenchments, and Forts also indicates control of a hex; Control markers are only necessary for destroying the BP value of a Resource Hex (6.4), and to maintain control after the SPs have left. Specifically, a player controls a hex if:

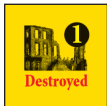
- It contains a friendly Control marker.
- He has a completed Fortification (10.0), Militia, or at least 1 SP in that hex. When both players have SPs in the hex during a battle, the defender always controls the hex until that battle, and any retreat resulting from that battle, is resolved.
- It is a Town, City, Port, Coastal Fort, Island, or Objective/Resource Hex in a *friendly* state that the enemy player does not control.

When a friendly force leaves a space during movement **and** it will result in that space reverting to enemy control, the space being left does not revert to enemy control until after the activated force completes its movement including any combat (and retreat) triggered by that movement.

6.4 Capturing Confederate Resource Hexes

(6.4.1) Procedure: When the Union player has control of a Confederate Resource Hex the Confederate player loses those BPs—adjust the BP marker down on the Status Track immediately. When the Union player places a Control marker or completed Fortification on a Resource Hex it destroys any Arsenal markers (14.5) located in that hex.

PLAY NOTE: A stack containing only 1 SP can take “control” of a Resource Hex but cannot place a control marker in the hex until the Control Segment at the end of the turn (20.1). So a Cavalry General with 1 SP cannot zip around removing Arsensals. A force containing two or more SPs CAN place a control marker while moving (6.2.1).



(6.4.2) Destruction of Confederate Cities: Starting in 1863 (Turn 9), if the Resource Hex is located within the Confederate Heartland (the states of Mississippi, Alabama, Georgia and South Carolina) and valued at 2 or more, the Union player destroys the hex when he places a Control marker or completed Fortification. When this happens place a Destroyed marker in the hex. Resource Hexes with a value of 1 cannot be destroyed—only Arsenal markers located within them can be destroyed. The Union player may not destroy a Resource Hex in the Confederate Heartland that already contains a Union Control marker or a completed Union Fortification.

DESIGN NOTE: Prior to the Emancipation Proclamation and the entrance of Union forces into the Confederate Heartland in 1863, the Union tended to absorb and expand, rather than destroy, captured Confederate infrastructure. Resource Hexes valued at 1 represent resources of livestock, crops, and population, rather than industry related to the Confederate war effort.

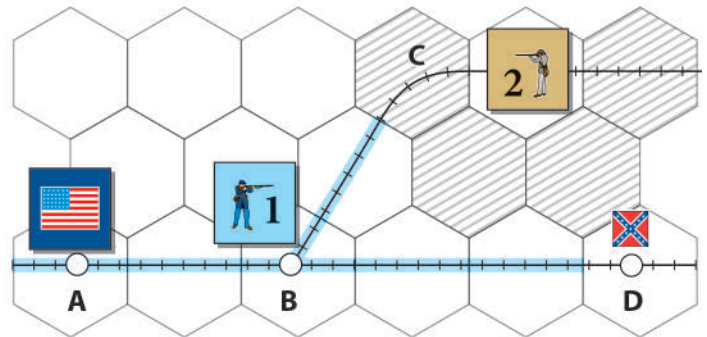
(6.4.3) Recapturing Resource Hexes: If the Confederate player regains control of a Resource Hex that does not contain a Destroyed marker, he may use that hex immediately at the BP value for it printed on the map. If the Confederate player regains control of a Resource Hex that contains a Destroyed marker he may use that hex immediately at its reduced BP value of 1.

PLAY NOTE: The reduced value may be increased by building War Industry (14.5) in the hex in a later turn. Keep the Destroyed marker in the hex to remind players to ignore the printed value of the hex.

6.5 Railroad Control

(6.5.1) Procedure: Do not use Control markers for rail hexes unless a Town or City is in the hex. A player controls any railroad line as long as the railroad line is connected by a contiguous line of Railroad hexes to either an Objective/Resource Hex or a port. The Objective/Resource Hex or port must be friendly-controlled and in Full Supply. The railroad line back to the Objective/Resource Hex or port may not:

- Use a railroad bridge over a Navigable River hexside controlled by the enemy (5.4.3).
- Enter an enemy-controlled hex (6.3).
- Enter a hex in the ZOI (9.1) of an enemy unit.



EXAMPLE: The blue railroad lines indicate Union controlled railroads. The Control marker and Union SP in hexes A and B allow Union Railroad Control to extend into and through the hex. Union Railway control stops at the Confederate SP's ZOI at C and the Confederate controlled Town at D.

PLAY NOTE: Both players can use a railroad in an enemy state even if that railroad is not connected to their home base in the North or South. All that is required is the railroad is connected to an Objective/Resource Hex or port they control that is in Full Supply.

(6.5.2) Contested Railway Lines: When Union Railway Control meets Confederate Railway Control, Union control will always trump Confederate control and push it back until stopped by a Confederate SP, Confederate ZOI, or Confederate controlled Town/City hex. As between Town hexes B and D in the example above.

6.6 Union Objective Hexes

Objectives hexes in Union states revert to Union control if there are no Confederate SPs in the hex at the start of the Union player's Action Phase (17.4). If there is a Confederate Fort in the hex, it is Captured (10.2.5).

7. GENERALS

7.1 Purpose and Arrival



Generals are used to efficiently move SPs during movement and to allow stacks to Avoid Battle (9.3) and Intercept (9.2). They can also provide a DRM to an attack or defense. Generals enter play during the Leader Management Phase based on a fixed schedule printed on the Turn Record Track.

7.2 Rank and Commanding General

(7.2.1) Rank: The rank of a General is determined by the number of stars on the counter—the more stars the higher the rank.

(7.2.2) Commanding General: When there is more than one General in a space, the highest ranking General must be designated the Commanding General. All other Generals in the same space are considered subordinates. Place the Commanding General on top of the stack. If there is more than one high-ranking General, then the owning player may choose, between those, who will command.

(7.2.3) Subordinates: All Generals in a stack below the Commanding General are subordinates. They freely move with the Commanding General when he moves and may be dropped off or left behind as the owning player wishes (exception: 7.5.3). A subordinate that has not yet moved in the Action Phase can be activated and moved with any number of SPs and subordinates that his rank allows and he then becomes the Commanding General of his stack.

(7.2.4) Changing Commander: The owning player may switch the Commanding General of a stack each time a stack is activated as long as rank is observed. Once the General is activated as the Commanding General, then he must remain the Commanding General throughout his activation, unless one of the following two things occurs:

- 1) He picks up or ends his move with a higher-ranking General, in which case the higher-ranking General takes command (7.5.2).
- 2) He ends his move in a hex with another Commanding General of equal rank, in which case the owning player can decide which of the two will be the Commanding General of the combined stack. Subordinates are ineligible to be made the Commanding General when two stacks combine.

ENEMY ACTION PHASE: If due to Retreat, Interception, or Avoid Battle two or more Commanding Generals of equal rank combine, then the owning player may pick which will be the Commanding General of the combined stack.

7.3 Command Limit

When a General moves he may take with him any number of subordinate Generals plus a number of SPs allowed by his rank:

General	# of SPs he may carry
1-star	3 SPs (1 SP for Cavalry Generals)
2-stars	6 SPs
3- & 4-stars	18 SPs

If a stack has no General, see Intrinsic Generals 7.8.

PLAY NOTE: Subordinate Generals do not increase the number of SPs a Commanding General may carry.

7.4 Three- and Four-Star Generals

(7.4.1) 3-Star: Three-star Generals represent the Army Commander plus the army infrastructure (baggage, artillery train and supporting services). The following restrictions apply to 3-star Generals:

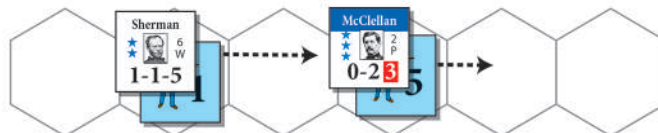
- They may never be a subordinate, except under the 4-star general Grant (7.4.2) or when defending in battle (11.3).
- Unless activated as a subordinate to the 4-star general Grant, when there is more than one 3-star General in a hex, each must be activated separately, and each must complete its movement and battles before the next one is activated.
- May not be transferred (16.6) even if they currently have no SPs.

(7.4.2) 4-Star: Grant is the only 4-star General. All capabilities and restrictions that apply to a 3-star General also apply to 4-star Grant with one exception: he may have 3-star Generals as subordinates.

7.5 Picking Up and Dropping Off SPs and Subordinates

(7.5.1) In General: A General may freely pick up and drop off SPs during its move as long as there are never more than the maximum allowable SPs moving with the General at a given time. Subordinates may be dropped off and picked up like SPs, but the General used to activate the move may not be dropped off. Any General in a space may be activated, not necessarily the Commanding General, but all additional Generals that move with the activated General must have an equal or lower rank than the activated General.

(7.5.2) Picking Up Higher-Ranking Generals: A General, including an intrinsic General (7.8), may pick up a higher-ranking General during his move but the higher-ranking General immediately takes command for the remainder of the move. If the two Generals have different MAs then always use the rate of the slower General.



EXAMPLE: Sherman is moved two hexes (2 MPs) and picks up McClellan who immediately takes command and his MA of 3 must be used. He can be moved one more hex.

(7.5.3) At Least 1 SP: You may not leave behind or drop off subordinates, or pick up SPs from a stack if that would leave a General in the hex with less than 1 SP. A General that starts stacked with at least 1 SP may move without SPs provided he ends his moved stacked with at least 1 SP.

7.6 Generals Without SPs

Players may never intentionally leave a General without at least 1 SP. If due to a costly victory (11.2.4) or Attrition (13.5.6) a General loses its last SP, it may remain on the map or be placed in the Displaced Box (14.6). If activated, that General may not enter an enemy ZOI (9.1) and must end its move at a friendly-controlled Fort, Coastal Fort or with other friendly SPs (including Militia). Generals by themselves may Intercept* (9.2) and Avoid Battle (9.3) as if they exerted a ZOI (9.1). If an enemy force moves into a hex occupied by one or more Generals without SPs, the Generals are placed in that theater's Displaced Box (14.6).

**A General by himself would only want to intercept if he was reinforcing a hex containing friendly SPs.*

7.7 Cautious Generals



(7.7.1) In General: Generals with their MA in a red box are Cautious Generals. They require an expenditure of at least two Action Points (or one Special Action Card) if they wish to attack or move into a ZOI (9.1) during their activation. This applies even if the attack is an Automatic Displacement (11.1.2). This cost is paid only once per activation and allows the General to attack and move into any number of hexes in an enemy ZOI. If a Cautious General does not move into an enemy ZOI, then it costs only 1 Action Point to activate such a General.



EXAMPLE: The Union player wishes to activate McClellan who is a Cautious General. If he takes path A it would require two Action Points to activate him since that takes him into Lee's ZOI. If Lee does not intercept at A1, McClellan could be moved to hex A2 without any additional Action Point cost—the initial cost covers the entire activation, it is not a cost paid per enemy ZOI entered. If McClellan was moved on path B it would require only 1 Action Point since no enemy ZOI is entered.

(7.7.2) Cautious Generals and Ocean Transport: The cost of Ocean Transport actions involving stacks of 2 or 3 SPs are unaffected by the Cautious General rule since they already cost two or more Action Points (or a single Special Action Card) to perform.

§ (7.7.3) Cautious Generals during Northern Invasions: When the Confederate player occupies an Objective Hex in a Northern state with at least 1 SP, all Cautious Generals in that theater are exempt from the Cautious Generals rule (7.7.1) as long as each hex they enter is within a Union controlled state.

7.8 Intrinsic Generals

Every force is considered to have an intrinsic 1-star General with a rating of 0-0-3. This allows up to 3 SPs (the Command Limit of a 1-star General [7.3]) to move as a stack and enter enemy-controlled/occupied spaces. An Intrinsic General can drop off an SP but cannot pick up any SPs once it starts moving. In the same manner as a General, Intrinsic Generals can place Control Markers, build Entrenchments and benefit from the play of Special Action Cards (18.1). Intrinsic Generals may not have Subordinates (7.2.3). An Intrinsic General may pickup a General provided the General that was picked up immediately takes command for the remainder of the move (7.5.2). Intrinsic Generals may not be used to Avoid Battle or Intercept. Under no circumstances can four or more SPs ever move as a stack unless commanded by a General.

8. CAVALRY

8.1 Cavalry Generals



A Cavalry General can only command 1 SP. A Cavalry General and the 1 SP under his command are referred to as a Cavalry Unit. If a Cavalry General is a subordinate in a stack, it is not necessary to indicate which SP the Cavalry General commands. Cavalry Generals may never be repositioned in a Transfer Action.

8.2 Benefits of Cavalry Generals

When operating as a Cavalry Unit, or when stacked with other units, a Cavalry General provides the following benefits:

- +2 DRM to all Interception and Avoid Battle attempts.
- If intercepted, after the intercepting player has moved the intercepting force into the hex where the interception has occurred, the Cavalry General and the stack it is moving with may decline the battle by backing up one hex (returning to the last hex it entered) and ending its movement.

8.3 Cavalry Movement

If moving alone, a Cavalry Unit moves at the rate of the Cavalry General's MA. A Cavalry General may only pick up SPs at the start of its movement. Since Cavalry Generals can carry only 1 SP, they cannot spend MPs to place Control markers (6.2.1) or build Entrenchments (10.1.2). **Cavalry Units must spend one additional MP to remove an enemy Control marker unless they end their move in the hex with the Control marker, in which case it is removed immediately.**

8.4 Cavalry Rank

All non-Cavalry Generals, except Intrinsic Generals, outrank Cavalry Generals. A Cavalry General may never be the Commanding General unless the only Generals in the hex, other than the Intrinsic General, are Cavalry Generals.

8.5 Limited Battle Ratings

When acting as a subordinate, a Cavalry General is limited to providing a maximum +1 battle DRM. To remind players of this, Cavalry Generals with battle ratings greater than one have their ratings in parentheses.

DESIGN NOTE: When attached to an army the cavalry served as scouts and flank protection, and had little effect in the main battle.

8.6 Sheridan, Van Dorn, and Price



When Sheridan, Van Dorn, and Price are promoted they become a 2-star General with intrinsic cavalry. Such a unit has all the properties of a 2-star General plus has the benefits of a Cavalry General (8.2). As with other Cavalry Generals, they cannot be Transferred (16.6). Unlike Cavalry Generals, they are not limited to providing a maximum +1 battle DRM when acting as a subordinate (8.5).

§ 8.7 Cavalry 1-Turn Delay if OOS

If a Cavalry General (including Sheridan, Van Dorn and Price once they have intrinsic cavalry) is **Out of Supply (13.1)** or **only has Fortress Supply (13.2.3)** when it is sent to the Displaced Box, then it must spend the remainder of the turn, and the entire next turn, out of play. Supply status for this rule should be checked prior to removing any friendly Fort or friendly SPs that are being simultaneously eliminated or Displaced.

Cavalry Generals that are in Supply when Displaced do not suffer this extra penalty and return to play in the next Reinforcement Phase.

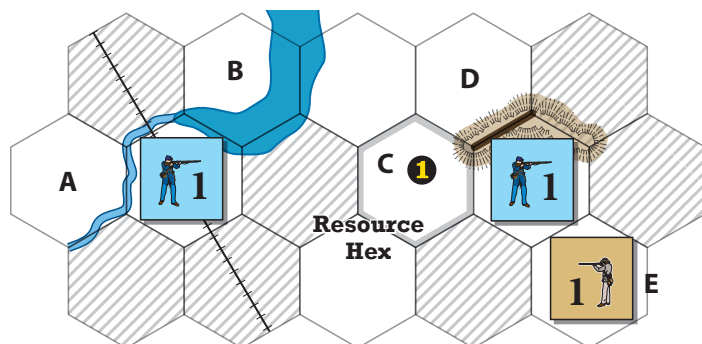
9. REACTION MOVEMENT

Important: Only the non-Phasing player may conduct Reaction Movement. This type of movement does not cost Action Points or expend MPs.

9.1 Zone of Influence

Every Fort, Militia, or SP has a Zone of Influence (ZOI). This zone extends into all six adjacent hexes except:

- Across unbridged Navigable River hexsides.
- Across impassable hexsides.
- Into an enemy-controlled Resource/Objective Hex (even if vacant).
- Into hexes that contain non-moving enemy SPs or Forts.



EXAMPLES: The shaded hexes indicate the ZOI of the two Union units. The ZOI does not extend into hexes A-E.

9.2 Interception

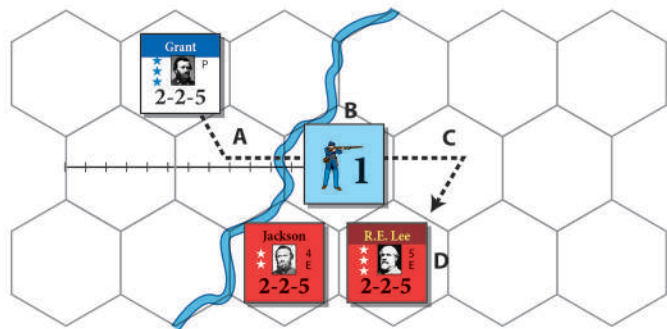
(9.2.1) Who May Intercept: An Interception can occur whenever an active force is about to enter or attack a hex in the ZOI of an enemy force containing a General (not an intrinsic 0-0-3 General, 7.8).

(9.2.2) Procedure: The Interception attempt is successful if the Interception dice roll (use two dice) is **equal to or greater than 9** after applying modifiers (9.4). A successful Interception allows a General, and any number of SPs and subordinates as his rank allows, to be placed in the space before the enemy force enters the space, causing an immediate battle. There are two types of Interception:

- Into a hex already containing friendly units, thereby reinforcing them before the battle.
- Into a vacant hex that the activated force is about to enter.

PLAY NOTE: Retreats and Cavalry Backups (8.2) are not subject to Interception.

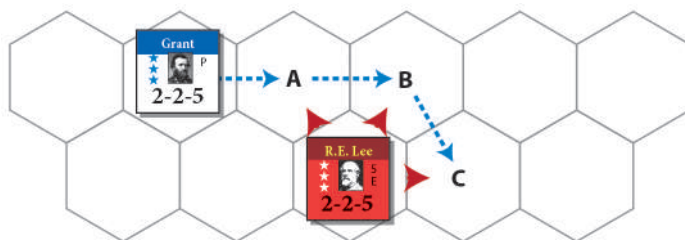
PLAY NOTE: During Turn 1 (only) J. Johnson may conduct a 2 hex Railroad Interception (SI.3.5).



EXAMPLE: Grant moves to attack Lee. Jackson cannot Intercept Grant at A because Interceptions are not allowed across unbridged Navigable Rivers. Neither Jackson or Lee can intercept into hex B

because of the non-moving Union SP there. Lee could intercept into hex C but decides not to. If Grant enters hex D, Jackson could intercept into hex D to reinforce Lee.

(9.2.3) Multiple Interceptions: If more than one force is eligible to intercept into the same hex, then all eligible forces can attempt to intercept. All must be pre-designated before any are resolved, and none can be canceled after seeing the result of another. A stack cannot be split up to make multiple Interceptions in the hope that at least one will work—each stack is limited to one Interception attempt for each hex the moving force enters. A failed Interception attempt does not prevent the stack from trying again in the next hex the enemy force enters.

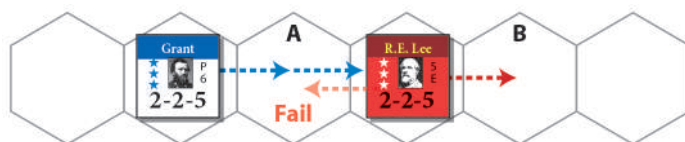


EXAMPLE: Lee could try an Interception at C even if he failed at A and B.

(9.2.4) Partial Interceptions: When a player rolls successfully for an Interception he may react with the entire stack (if rank allows) or just part of it. An intercepting stack may leave behind any number of SPs and Generals. If one or more Generals are left behind, then at least 1 SP must also be left behind (7.5.3). Although it's the Commanding General's Defense Rating that is used as the Interception modifier, the non-Phasing Player may send just a subordinate and any number of SPs that his rank allows to conduct the Interception.

9.3 Avoid Battle

(9.3.1) Who May Avoid: Any stack with a General (not an intrinsic 0-0-3 General, 7.8) may attempt to Avoid Battle if an active enemy force enters its hex. A stack may Avoid Battle even if it failed an Interception in the same Action Phase.



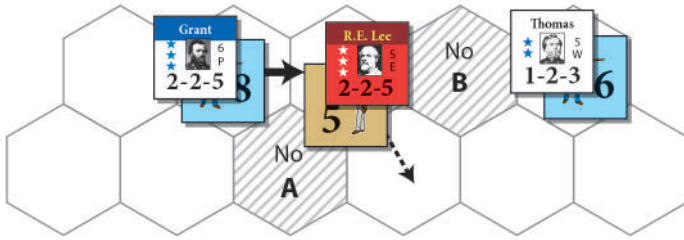
EXAMPLE: If Lee's Interception into A fails, he may still try to Avoid Battle to B if Grant enters his hex.

(9.3.2) Procedure: Resolve the Avoid Battle attempt in the same manner as an Interception—a dice roll of **9 or higher** is necessary for success. A successful Avoid Battle allows the defender to move his **entire force** (regardless of the rank of the Commanding General—no SPs or Generals may be left behind) to any adjacent hex that qualifies under the following restrictions:

- The Avoid Battle cannot be across an unbridged Navigable River hexside or an impassable hexside.
- The Avoid Battle cannot be into an enemy-controlled Objective Hex or Resource Hex (even if vacant).
- The hex may not be in the ZOI of your opponent's currently active force, judged from the hex it occupies before it enters the hex your force is leaving.
- The hex must be either clear of enemy SPs and Forts, or the number of enemy SPs in the hex are outnumbered by the avoiding force by a margin of at least 7-1 (or 4-0). The outnumbered enemy force

is Displaced (11.1.2) and any enemy Entrenchments or Forts are removed or Captured (10.1.3 and 10.2.5).

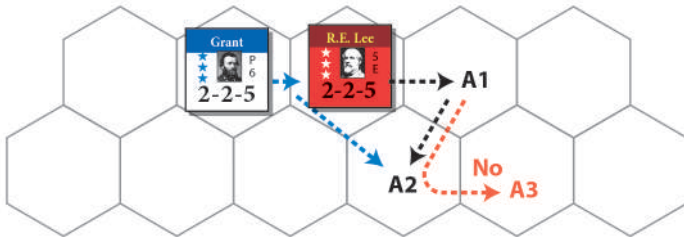
- The hex may not be in the ZOI of a non-moving enemy force if the number of enemy SPs in that force equals or exceeds the number of SPs in the Avoiding Battle stack. Never combine two or more hexes of non-moving enemy SPs when determining this strength ratio.



EXAMPLE: Lee may not Avoid Battle to A or B due to Grant's and Thomas' ZOI. If Thomas had less than 5 SPs Lee could Avoid Battle to B.

(9.3.3) Penalty for Failure: If a stack fails its Avoid Battle attempt then it may not benefit from Fortifications or terrain in the upcoming battle.

(9.3.4) Interception and Avoid Battle: A successful Avoid Battle does not prevent the stack from conducting an Interception later on. A stack may never conduct an Avoid Battle immediately after an Interception in the hope of moving two hexes in one Reaction.



EXAMPLE: Lee could Avoid Battle to A1 and then intercept into A2 if Grant tries to move around him. Lee cannot intercept into A2 and then immediately Avoid Battle to A3.

SEQUENCE: If the non-Phasing Player is considering both Interceptions and Avoid Battle in response to the same triggering hex entry, he must declare and resolve all Interceptions before the Avoid Battle is attempted. He may see the results of the Interception attempts before declaring the Avoid Battle. However, once there is a successful Interception, Avoid Battle may no longer be attempted.

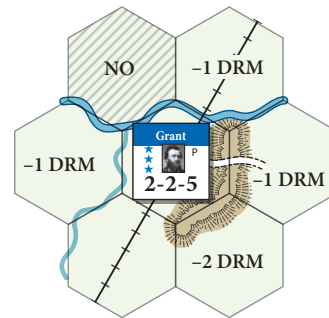


EXAMPLE: The Confederate player can first see if Lee's Interception (A) is successful before he decides on Jackson's Avoid Battle (B).

9.4 Interception and Avoid Battle DRMs

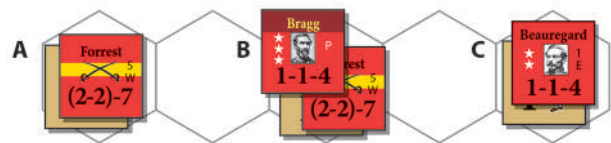
(9.4.1) Modifiers: The following modifiers are used by the non-Phasing Player to modify his Interception and Avoid Battle attempt dice roll. All modifiers are cumulative with the exception that Picket Line is not cumulative with Cavalry.

- +? the Commanding General's *Defense Rating*.
- +2 CAVALRY: If a Cavalry Unit is making the Interception/Avoid Battle or if a Cavalry General is present in the force, or
- +2 § PICKET LINE: The Interception attempt is into a hex already containing a friendly SP or Fort. This modifier is *not* cumulative with the +2 DRM for cavalry and *applies to Interceptions only*.
- +1 § MOMENTUM: If the stack is Demoralized or has previously successfully Avoided Battle during the current Activation. *Applies to an Avoid Battle only*.
- 1 RIVERS: If the attempt is across an unbridged Minor River or a bridged Navigable River.
- 1/-2 MOUNTAIN HEXSIDES: -1 if the attempt is across a Mountain hexside via a Mountain Pass or Rail Gap; -2 if there is no Mountain Pass or Rail Gap.



A visualization of the River and Mountain Interception DRMs.

In the case of an Avoid Battle, the owning player may roll the dice before deciding which hex to move to. If the result would force a player to move the stack to a hex he does not desire, the player may instead choose to treat the result as a failed attempt to Avoid Battle.



CAVALRY DRM EXAMPLES: The Reaction modifier at A is +4 (Forrest's Defense Rating and +2 for cavalry), at B: +3 (Bragg's Defense Rating and cavalry), and C: +1 (Beauregard's Defense Rating).

(9.4.2) Coastal Forts and Reaction Movement: Interception and Avoid Battle are automatically successful between a Coastal Fort and its associated port (10.3.2).

10. FORTIFICATIONS

There are three types of Fortifications in the game: Entrenchments, Forts, and Coastal Forts.



10.1 Entrenchments

(10.1.1) In General: Entrenchments are earthworks built by soldiers or laborers. Entrenchments have the following properties:

- Units defending in an Entrenchment modify their CRT die (or dice) roll by +2.
- Act as a Control marker in all respects (6.3).
- Block enemy Naval Control on all Navigable Rivers except the Mississippi and Ohio (19.1.4).

(10.1.2) How to Build: There are two methods to building an Entrenchment—with an Action Point or by spending 2 MPs. An Entrenchment may be built in any space other than on a Coastal Fort. The Entrenchment is completed immediately. Supply is not necessary for construction. There is no limit to the number of Entrenchments a player may build.

- **1 Action Point:** This method may only be used in spaces in *friendly-controlled states* which contain an SP (including 0 SP Militia). Construction can occur even if the SPs (or Militia) in the space have already been, or will later be, activated in the current Action Phase.
- During movement an activated force with **2 or more SPs** may spend **2 MPs** to build an Entrenchment. The 2 MPs may be spent at any point in the force's movement.

(10.1.3) Removal: An Entrenchment is removed under the following conditions:

- If all units in the hex are displaced or forced to retreat (11.1.2, 11.6).
- If the hex contains no friendly SPs at the end of any Player Action Phase (enemy or friendly); a 0 SP Militia unit can maintain an Entrenchment but Union Intrinsic Garrisons (17.4) may not.

If the space is a Town, City, Port or Island in an enemy state, the Entrenchment is replaced with a friendly Control marker.

PLAY NOTE: There is no need to have a Control marker in a hex with an Entrenchment or Fort counter.

10.2 Forts



(10.2.1) In General: An F1 Fort represents one or two forts. F2 and F3 Forts represent a large number of forts, redoubts, and prepared batteries guarding an important town or city. All types share the following characteristics:

- Require a Special Action card (18.1) to build or upgrade (exception: 10.2.6).
- Exert Naval Control (19.1) in the hex they occupy plus any of its Navigable hexsides.
- Are considered to have a 0 SP garrisoning the Fort if no other friendly SPs are present.
- Give defending units in a completed Fort a DRM according to the type of Fort: +2 DRM for F1, +4 for F2, and +6 for F3.
- Reduce the battle losses of defending units in a Fort by 1 SP **if the attacker does not win the battle**. This reduction occurs after determining which side wins the battle. *Example: If the land battle result was 1/1, then the battle would be considered a tie and the attacker would lose 1 SP and the defender 0 SPs.*

(10.2.2) Building an F1 Fort: An F1 Fort may be built in any friendly-controlled space (including on an Island) that is in Full Supply. Place the F1 Fort on its under-construction side. No Action Point is expended but the owning player *must* spend a Special Action Card of the appropriate theater to start the construction of the Fort. The Fort is automatically completed at the end of the next friendly Action Phase (no additional Action Points or cards are required to complete a Fort). An under-construction Fort is not considered to be a Fort for any purpose. An under-construction Fort is immediately removed if it is ever found alone in the same space as an enemy force. Full or Limited Supply is not necessary to complete the Fort—only to start it. Once the Fort is completed, any Control Marker or Entrenchment in the hex must be removed.

EXAMPLE: If the Union player starts a Fort in the 3rd Action Phase, it would be completed at the end of the Union portion of the 4th Action Phase of that same turn.

(10.2.3) Upgrading Forts: An F1 Fort can be upgraded to an F2 Fort and an F2 can be upgraded to an F3. These upgrades may only be made in Objective or Resource Hexes. Upgrades are built in the same way as an F1 Fort; they require a Special Action Card (exception: 10.2.6), Full Supply, and take one Action Phase to complete.

(10.2.4) Building Limits: There can never be more than one completed Fortification in a hex. Players cannot build more Forts than there are markers supplied in the counter mix.

(10.2.5) Captured Forts: F2 and F3 Forts are immediately downgraded one level if captured and then replaced with a friendly completed Fort marker of that same type. Captured F1 Forts are removed. At any time during the Phasing Player's Action Phase a Fort can be voluntarily removed or degraded to a lower level at no cost by the Phasing Player. When a Fort is voluntarily removed, it is replaced with a Control marker of the Phasing Player if the Fort was located in an eligible space (not all spaces can have control markers [6.2.3]) within an enemy state. When an F1 Fort is removed due to being captured, it is replaced with a Control marker of the capturing player if the Fort was located in an eligible space within a state that is enemy to the capturing player. Forts that are removed are available to be re-used immediately.

(10.2.6) Free Union Fort Build: Each Reinforcement Phase the Union player may build an F1 Fort, or upgrade an existing F1 or F2 Fort to the next level. All restrictions in 10.2.2 and 10.2.3 apply except no Special Action Card is required. The Fort or upgrade is completed at the end of the Union player's 1st Action Phase.

§(10.2.7) Adjacent and Opposing Forts: If each side has a Fort facing the same Navigable River hexside, then treat that Navigable River hexside as enemy controlled to both players. The same applies to the body of water between a Coastal Fort (10.3.2) and its associated Port (except at New Orleans and Mobile) if the associated Port contains a Fort. It also applies to the body of water between Fort St. Philip/Jackson and Hex 5015. See also 11.5.3 (Attacks Across Enemy-Controlled Navigable Rivers) and 19.1.5 (Naval Power Face Off).

10.3 Coastal Forts

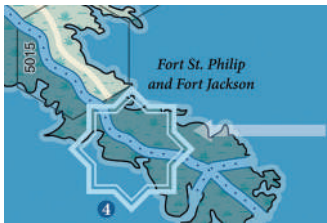


(10.3.1) Purpose: Coastal Forts protect Confederate ports—the Union player may only conduct an Amphibious Assault against a port protected by a Coastal Fort if he has control of the Coastal Fort protecting that port (see notes in Coastal Fort Information Box on p.37).

Once the Union player captures the Coastal Fort, the Confederate player may no longer use the port for Blockade Running (14.4).

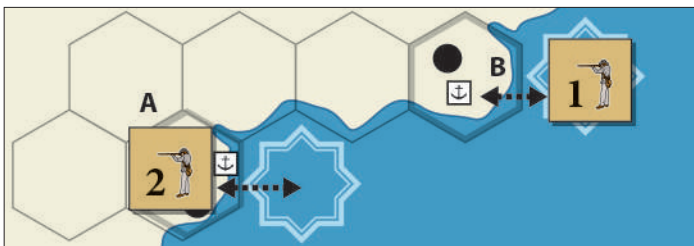
(10.3.2) Properties: There are no Coastal Fort counters—the Forts are printed on the map. Coastal Forts are never destroyed, they just change sides. Coastal Forts have the following properties:

- **ASSOCIATION:** Most Coastal Forts are associated with an Ocean Port (identified on the map in parentheses). This is important for movement, Reaction, Supply, and Blockade Running.
- **LAND MOVEMENT:** In most cases, land movement to and from a Coastal Fort is only allowed via their associated Ocean Port. There are two exceptions—Fort Morgan (where such movement is allowed between it and either Mobile or Blakely), and Fort St. Philip/Jackson whose connection hex is 5015. Land movement between the Coastal Fort and the associated port (or hex 5015) always costs 1 MP whether coming or going, whether the destination is friendly or enemy occupied, and regardless of who controls the body of water between the two.



EXAMPLE: Movement between hex 5015 and Fort St. Philip/Jackson costs only 1 MP.

- **STACKING:** Both sides are limited to stacking 3 SPs in each Coastal Fort.
- **REACTION:** If the non-Phasing Player controls both the Coastal Fort and its associated port, then Interception and Avoid Battle is automatically successful between the two spaces and does not require a General or a dice roll (9.0).



EXAMPLES: At both A and B the SPs can intercept into the associated Coastal Fort (A) or Ocean Port (B) if that location is attacked; or Avoid Battle from their location if the SPs are attacked.

- **PORTS:** All Coastal Forts are considered Ocean Ports.
- **COMBAT:** Same as a F1 Fort (+2 DRM and reduce battle losses of defending units by 1 SP if attacker does not win the battle [10.2.1]). Every Coastal Fort is separated from land by a body of water similar to a Navigable River, and if attacked by land the defender always receives the +1 River DRM. The defender does not receive this +1 DRM in an Amphibious Assault (9.5).
- **SUPPLY:** Confederate units inside Fort Morgan or Fort St. Philip/Jackson are in supply as long as they can trace a Line of Communication (13.5) to a Supply Source. In all other cases,

Confederate units inside a Coastal Fort are in supply as long as the associated Ocean Port is also in supply.

- **ISOLATED COASTAL FORTS:** A Confederate controlled Coastal Fort that is Isolated must roll for surrender (13.6). Union controlled Coastal Forts are never Isolated.

(10.3.3) Attacking a Coastal Fort by Sea: See 19.5, Amphibious Assaults.

(10.3.4) Attacking a Coastal Fort from Land: Most Coastal Forts can be attacked from their associated Ocean Port. There are two exceptions—Fort Morgan, which can only be attacked by Amphibious Assault (19.5), and Fort St. Philip/Jackson which can be attacked by land from hex 5015.

PROCEDURE: The procedure for attacking a Coastal Fort from a land hex is effectively identical to attacking across an *enemy* controlled Navigable River—a maximum of 1 SP may attack (11.5.3) and the defender receives +2 DRM for the Fort, +1 DRM for the river, and +? for his Commanding General's Defense Rating (if any).



EXAMPLE: The Confederate player surprises the Union player with an attack on Ft. Monroe using Jackson and 1 SP. The cost to enter each hex and cross the James River is shown. Since the Union player has Naval Control over the water separating the Coastal Fort from the land no more than 1 SP may attack the Coastal Fort. Movement between Hampton and Ft. Monroe cost only 1 MP (there is no extra cost to cross the body of water separating Coastal Fort from the mainland). The defender receives +2 DRM for the Fort and +1 DRM because the attacker is attacking across a river (total +3 DRM). The attacker receives +2 for Jackson. Both sides use the 1 column on the CRT.

(10.3.5) Attacking an Ocean Port (or hex 5015) from a Coastal Fort: This is identical to 10.3.4 except in this case the attacker (if Union) will usually have Naval Control of the body of water separating the Coastal Fort from land and as a result be able to attack with up to 3 SPs. The defender would get the +1 DRM for the attacker attacking across a river. Note this rule does not apply to Fort Morgan.



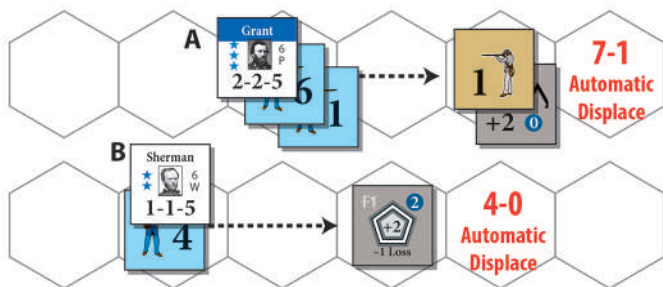
EXAMPLE: Sherman uses 1 AP to attack Savannah with 3 SPs from the Coastal Fort. The Confederate player uses the 1 column on the CRT and modifies his roll by +2 (river and General). The Union player uses the 3 column with a +1 DRM for Sherman.

11. BATTLE

11.1 In General

(11.1.1) How a Battle is Initiated: A battle is initiated when the moving player moves a force into a hex containing an enemy Fort, Coastal Fort or SPs and those enemy SPs do not, cannot, or fail to Avoid Battle. The movement of the active force is suspended and a battle is resolved immediately. The moving (activated) force is always the attacker and the non-moving force is always the defender, regardless of Interceptions or the overall strategic situation.

(11.1.2) Automatic Displacement: If the attacker has at least 7:1 odds against the defender, then no battle takes place and the defender's SPs and Generals are placed in that theater's Displaced Box (14.6) and any Forts are Captured (10.2.5) and any Entrenchments are removed (10.1.3). The attacker may continue moving if the stack has any MPs remaining. If the defender's force consist of only a 0 SP Militia and/or an unoccupied Fort or Coastal Fort, then only 4 SPs is required to achieve 7:1 odds. Do not count DRMs when calculating Automatic Displacement but do take into consideration Navigable River SP attack limits (11.5.3).



EXAMPLE: At A, Grant with 7 SPs displaces the 1 SP in the Entrenchment. At B, the Confederate Fort is captured by Sherman's 4 SPs without a battle.

11.2 Battle Resolution

(11.2.1) Procedure:

STEP 1: Each player counts up the number of SPs in their force and finds the column on the CRT that corresponds to that amount. The column on the CRT also determines how many dice that player uses.

STEP 2: Players then determine their DRMs (11.4).

STEP 3: Each player rolls a die (or dice), modifies it as calculated in Step 2, and then consults the CRT. The CRT indicates the number of SPs the opponent's force loses in the battle.

STEP 4: Each side removes the specified number of SPs.

STEP 5: The loser of the battle is Demoralized (12.2) and must retreat (11.6).

NOTE: Forces that suffer Heavy Losses (12.3) or are Tied in a battle without Full Supply (13.5.4), also become demoralized (12.2).

STEP 6: If the attacker had at least twice as many SPs as the defender and wins the battle then the attacker can continue moving (11.7).

(11.2.2) Determine Who Won the Battle: The side that took the most losses on the CRT (not those actually taken) loses the battle; the other player wins the battle. CRT Results with an asterisk or diamond "♦" will beat the same number without the asterisk or diamond, with the asterisk ranking higher than a diamond. For example a 1* beats a 1♦, and a 1♦ beats a 1.

TIES: In the case where both sides rolled the same result, neither side wins, but the attacker must back up to the space it entered the battle from. See 13.5.4 for the effects of supply in Tied Battles.

(11.2.3) If the Winner is Eliminated: The elimination of the winner does not change who won. If the attacker wins but is eliminated, the defender is still required to retreat. Likewise, if the defender in the battle wins but is totally eliminated, the attacker still retreats.

(11.2.4) Displacement of Generals: If all the SPs in a *defeated* force are eliminated in battle, all Generals in the defeated stack are placed in that theater's Displaced Box (14.6). If all SPs in a *victorious* force are eliminated, the owning player has the choice of displacing the Generals or keeping them on the map in the battle hex. For this rule only, a Tied Battle is considered a victory for both sides.

11.3 Attack and Defense Ratings

Each General has an Attack and a Defense Rating. These ratings are used as a DRM for battle resolution. The number of Generals that may be used in each battle is determined by the number of SPs in the force:

# 0 SPs	Number of Generals that may be used
0-6	The Commanding General only.
7-12	The Commanding General plus one other friendly General in the hex (owner's choice and any rank).
13+	The Commanding General plus two other friendly Generals in the hex (owner's choice and any rank).

The attacker uses his Attack Ratings and the defender uses his Defense Ratings.

PLAY NOTE: Even though a 3-star General may not be a subordinate for movement purposes, it is possible for the defender to have two or more in a hex at the same time. If this happens, the 3-star Generals not in command may be subordinates for the battle (7.4.1).

11.4 Battle Resolution Die Roll Modifiers

ATTACKER'S DRMs:

- 2 Attacking when Demoralized (12.2).
- +? Commanding General's Attack Rating plus any subordinate ratings that are allowed per 11.3.
- +2 For a Special Action Card used for a Battle DRM (18.1).
- +1 Shore Bombardment (19.6)

DEFENDER'S DRMs

- +? Commanding General's Defense Rating plus any subordinate ratings that are allowed per 11.3.
- +2 Defending in an Entrenchment or Coastal Fort.
- +? Defending in a Fort (+2/+4/+6).
- +1 The attacker is attacking across a Mountain hexside (including Rail Gap and Mountain Pass), or into or out of a Marsh hex with or without a Road. **This modifier is not cumulative with Fortifications of any type.**
- +1 The attacker is attacking across a River (Minor or Navigable). §This modifier is **cumulative with Fortifications** but does not apply to Amphibious Assaults.

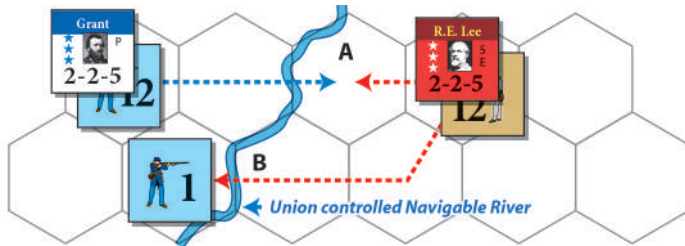
11.5 Attacking Across a Navigable River

(11.5.1) Direct Assault: You may attack across a Navigable River with up to 18 SPs, but the attacker may use no more than 3 SPs in the battle. If the attack succeeds then the entire force crosses; if the attack fails the surviving SPs return to the hex they attacked from. Losses

for the attacker can only be applied against the force that crossed. The presence of a railroad bridge might affect the MP cost to enter the hex but has no effect on the combat.

(11.5.2) Intercepted Crossing: If a stack crosses a Navigable River hexside into a vacant hex, and the defender intercepts into that hex, then it is assumed the defender has caught the attacker before all his forces are across and it is considered a Direct Assault and the attacker may use no more than 3 SPs in the battle.

(11.5.3) Attacks Across Enemy-Controlled Navigable Rivers: If the Navigable River hexside is considered to be under enemy Naval Control (19.1) then the attacker may cross (and attack) with only 1 SP, however the Union player can use “Naval Assist” in the Basic Game (19.6), or Naval Units in the Advanced Game (by trumping or blocking enemy Naval Control), to negate this effect. If the *attacker* has Naval Control or neither side has control, then 11.5.1 and 11.5.2 apply.



EXAMPLE: At A Grant moves to attack Lee across a Navigable River controlled by the Union player. Lee intercepts Grant after crossing. Grant can only bring 3 SPs into the battle. If Grant wins the other 9 SPs are brought across at no additional cost. At B, Lee moves to attack a Union SP across an enemy-controlled Navigable River—Lee can only cross with 1 SP and must leave behind the other 11 SPs. If Lee builds an Entrenchment in hex B, thereby blocking the Union Naval Control, he can attack with 3 SPs in the same way Grant did.



Do take into consideration Navigable Rivers when calculating Automatic Displacement (11.1.2). Since only 3 SPs can be used in a cross-river assault, Grant has only a 3-1 against the Confederate force.

11.6 Retreat

(11.6.1) Procedure: Retreat occurs after all losses from the battle have been applied. The loser of a battle must retreat **two hexes if defender, or one hex if attacker**. The defender's two hex retreat can stop after one hex if it retreats into a friendly-controlled Objective or Resource Hex, a friendly Fortification, or a hex that contains more friendly SPs than the retreating force. The second hex of a two hex retreat may not be adjacent to the battle hex unless there is no other legal path of retreat. A retreating force retreats as a single group and cannot split up or drop off any SPs or Generals.

(11.6.2) Attacker Retreats: The hex that the attacker must retreat to is the hex from which it entered the battle.

(11.6.3) Defender Retreats: The defender may determine the path of retreat per the four guidelines below. The guidelines are listed in order of priority (try to satisfy #1 first, then #2, etc.).

1. If possible, avoid retreating into the ZOI of an enemy unit.
2. If possible, avoid retreating across a Mountain hexside unless it is

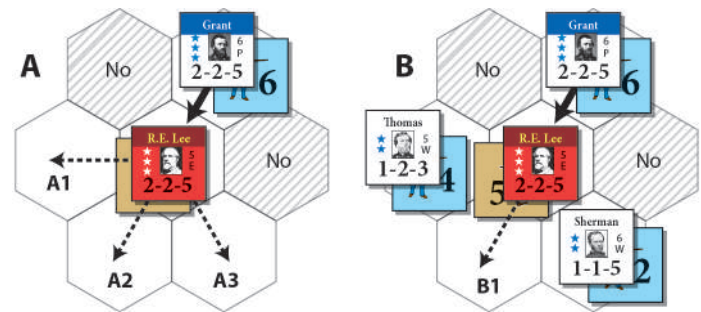
a Mountain Pass or Rail Gap.

3. If possible, retreat to a hex that will be in supply (Full or Limited) at the conclusion of the retreat.
4. Retreat to any hex not prohibited in 11.6.4. Control markers have no effect on a retreat.

(11.6.4) Restrictions on Retreats: The defender can never retreat:

- Into a space that contains enemy SPs or an enemy Fort, unless those SPs/forts can be displaced (11.1.2).
- Into an enemy-controlled Objective/Resource Hex, even if vacant.
- Across an Impassable Mountain hexside.
- NAVIGABLE RIVERS: Across an unbridged Navigable River hexside (even if that hexside is under friendly Naval Control).
- COASTAL FORTS: Into or out of a Coastal Fort.
- ISLANDS: Into or out of an Island.
- Into a hex that was in the ZOI of the attacking stack, judged from the hex it entered the battle from.
- Into a hex in the ZOI of a non-moving enemy force if the number of enemy SPs in that force equals or exceeds the number of SPs in the retreating stack. Never combine two or more hexes of non-moving enemy SPs when determining this ratio.

If a stack has no legal path of retreat, it Surrenders (11.6.6).



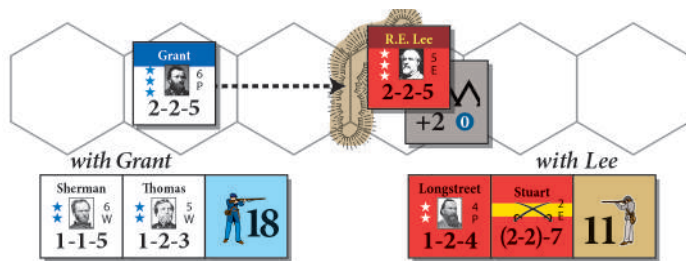
EXAMPLE: In A, Lee must retreat from Grant's attack. Lee can retreat to A1, A2 or A3—outside of Grant's ZOI. In B, Lee must again retreat; but this time he only has one choice (B1) which is allowed since Lee has more SPs than Thomas or Sherman.

(11.6.5) Pushing Aside an Enemy Force in Retreat: If the retreating force has 7 times as many SPs as the enemy force, and that enemy force is not in a Fort, the retreating force may push the smaller force out of the way. The force that is pushed is moved one hex by the owning player following all the restrictions of Avoid Battle.

(11.6.6) Surrender: If a force cannot Retreat, then it Surrenders—the SPs are eliminated and the Generals are placed in that theater's Displaced Box.

11.7 Movement After Battles

A stack does not necessarily cease movement at the conclusion of a battle. If the attacker wins the battle and his activated stack (not just the SPs that were allowed in the battle) was twice the size of the defender, then the attacker can continue moving. 1 SP is considered twice as many SPs as 0 SP for this rule. A stack could theoretically fight as many battles as its Movement Allowance allows.



EXAMPLE OF COMBAT: Grant attacks Lee who is entrenched on the far side of a Mountain hexside. Grant's force has 18 SPs so the Union player can roll three dice and use the 17+ column of the CRT. The Confederate player has 11 SPs so uses two dice on the 9-12 column of the CRT. The Union player modifies his roll by +4 for the Attack Ratings of the three Union Generals, while the Confederate player modifies his roll by +6 (+2 for the Entrenchment, +4 for Lee's and Longstreet's Defense Ratings). Stuart's Defense Rating cannot be used because only two Generals may be used when two dice are rolled. The +1 for defending when the attacker is attacking across a Mountain hexside is ignored because Entrenchments and Forts are never cumulative with terrain other than Rivers.

12. DEMORALIZATION AND RALLY

12.1 In General

SPs become Demoralized due to combat. SPs that have an LOC to a Supply Source can recover (Rally) from Demoralization. Generals, Forts and markers are never affected by Demoralization.

§ 12.2 Demoralization

DM -2 Any time a force loses a battle (11.2.2), suffers Heavy Losses (12.3), or is Tied in a battle without Full Supply (13.5.4) it becomes Demoralized and must be marked with a Demoralized marker. A Demoralized force suffers the following penalties:

- -2 DRM when **attacking**.
- If Demoralized again, the stack loses 1 additional SP. If the stack does not have 1 SP to lose (the stack was eliminated, or contained only a Fort) then ignore the extra loss.
- Militia is never Demoralized (17.2.3).
- If the Demoralized units **are picked up**, or if they end their move or retreat with other friendly units, they cause those units to become Demoralized (exception: 12.5.4). Similarly, if a stack ends its move with friendly SPs that are Demoralized, it becomes Demoralized as well (exception: 12.5.4). A stack can pass through a Demoralized force without becoming Demoralized.

12.3 Heavy Losses

Any time the attacker or defender loses **3 or more SPs** in a battle it becomes Demoralized (even if it wins the battle). Ignore this effect if the stack is already Demoralized or will be Demoralized from the battle—Demoralization due to Heavy Losses never causes an additional step loss.

12.4 Abilities of Demoralized Units

A Demoralized force defends at full strength and may move, Avoid Battle, and Intercept normally. Any time a General leaves a stack of Demoralized units, the General *immediately* recovers; in effect, Demoralization only affects the SPs in the stack.

12.5 Rally

(12.5.1) Rally removes the Demoralized marker from a stack. There are three methods of Rally:

(12.5.2) Action Phase Rally: It costs 1 Action Point to Rally a stack in the Action Phase. Only stacks that have an LOC to a Supply Source may Rally. When Rallied in this manner, units may either Rally or move in the same Action Phase—they cannot do both.

(12.5.3) End of Turn Rally: At the end of the Game Turn (3.5.B), all Demoralized units that have an LOC to a Supply Source immediately Rally at no cost in Action Points. Those stacks that do not have an LOC to a Supply Source remain Demoralized.

§ (12.5.4) 3-1 Rally: A unit or stack immediately rallies if it *ends* its move or retreat with a non-Demoralized stack that has at least **three times as many** SPs as the Demoralized force. Similarly, if a force ends its move with Demoralized SPs, those SPs will immediately Rally if the SPs that are not Demoralized outnumber the Demoralized SPs by a ratio of at least 3:1. No matter what the ratio is, a stack is always Demoralized the instant it picks up Demoralized units.

PLAY NOTE: The last sentence prevents Demoralized units from being picked up, Rallied and then used in combat all in the same move. Note that Rallying using the 3-1 method does not require Supply (13.5.3).

13. SUPPLY

13.1 Types of Supply

Units can be in one of three supply states:

- **FULL SUPPLY:** The unit can trace a **Supply Path** (13.3) to a friendly **Primary Supply Source** (13.2).
- **LIMITED SUPPLY:** The unit can trace only an **LOC** (13.4) to a friendly **Primary Supply Source** or to a friendly Fort (13.2.3).
- **OUT OF SUPPLY:** The unit cannot do either of the above.

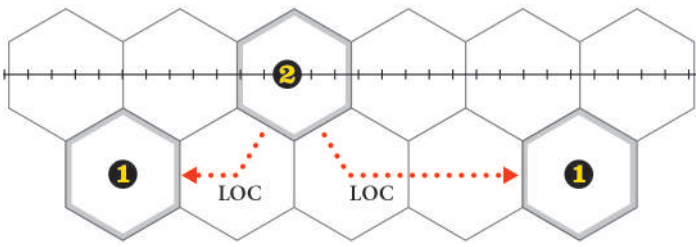
In these rules, the term “in supply” refers to a unit that is either in Full or Limited Supply.

13.2 Supply Sources

(13.2.1) Union Primary Supply Sources:

- Any railroad hex along the north map edge that exits off the north map edge.
- Any Union controlled Ocean Port where the access to the sea (Atlantic or Gulf) via Navigable Waterways (19.1.2) does not pass a Confederate controlled Coastal Fort, Fort, Naval Battery or Naval Unit.
- Any Union controlled City or capital that is located in a Northern or Border State that has an LOC to another Union controlled Objective Hex (this second Objective Hex does not need to be a City or capital). Note: There are no Objective Hexes in West Virginia—those are Resource Hexes.

§ (13.2.2) Confederate Primary Supply Sources: Any friendly-controlled Confederate state capital, or friendly-controlled Confederate Resource Hex with a BP value of at least 2 (including Arsenals), that has an LOC to **two other** friendly-controlled Resource Hexes (of any value, including the two Texas Off-Map hexes). In addition, for purposes of this rule, Houston is considered to be the state capital of Texas and as such is eligible to be a Primary Supply Source under this rule even if Houston does not contain an Arsenal to raise its BP value to at least 2.



EXAMPLE: The 2-BP Resource Hex is a Confederate Primary Supply Source because it can trace a LOC to two other friendly Resource hexes.



(13.2.3) Fortress Supply: Any hex with a Fort (F1-F3) or Coastal Fort is a source of Fortress Supply. *Fortress Supply is a temporary source of Limited Supply.* Units and stacks in such a hex, or that can trace an LOC to such a hex may Rally and are not subject to Foraging markers and Attrition. However, Reinforcements cannot be placed in such a hex, and if Isolated (13.6) the units must still roll for Surrender (representing the depletion of that Supply Source).

13.3 Supply Paths

(13.3.1) Definition: A Supply Path is a path of contiguous hexes traced from a unit to a Primary Supply Source (13.2). It can consist of two portions: an overland portion and a rail/river portion.

(13.3.2) The Overland Portion: This part of the Supply Path can be only **one hex** long—it must reach a Primary Supply Source, a Railroad that leads to a Primary Supply Source, or a port on a Navigable Waterway that leads to a Primary Supply Source. The one-hex path may not:

- Enter an enemy-controlled hex (6.3).
- Enter a hex in the ZOI of an enemy unit (9.1).
- Cross an all-Sea, all-Lake, Non-Playable, or impassable Mountain hexside.
- Cross an enemy-controlled Navigable River hexside.

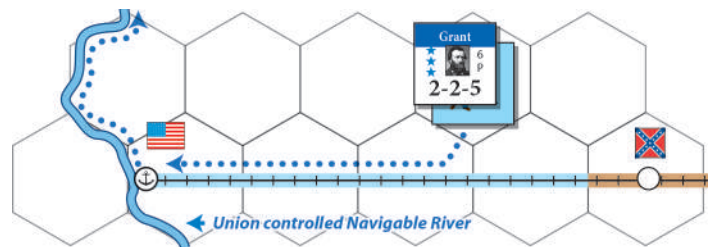
(13.3.3) Rail/Navigable Waterway Portion: This part of the Supply Path may be of any length but must follow a path of contiguous Railroad hexes and/or Navigable Waterways (19.1.2) back to a friendly Primary Supply Source. It may not enter areas of the Atlantic and the Gulf that are void of hexes.

If tracing along a **railroad**, the railroad line must be under friendly control (6.5).

If tracing along a **Navigable Waterway**, the path may only enter hexes or hexsides where you have Naval Control that originates from a port (19.1.3). The path may not pass an enemy Fort, Coastal Fort, Naval Battery, Entrenchment or port that blocks Naval Control even if Naval Control from them has been trumped (19.1.5).

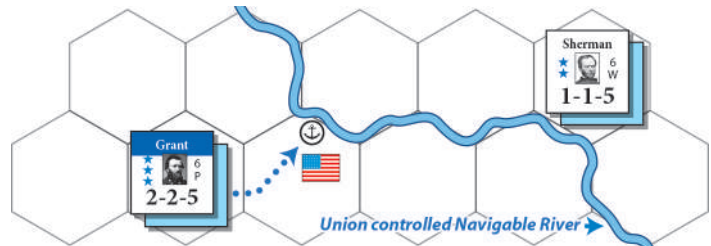
PLAY NOTE: Due to Ship Island's offshore location, combined with Union Naval Control along the coast (19.1.4), Confederate SPs on Ship Island are always Out of Supply and Isolated (13.6), and therefore cannot build Fortifications (13.5.3).

(13.3.4) Combining Rail and Rivers: A Supply Path may use a combination of railroads and Navigable Waterways (19.1.2). A Supply Path that uses a railroad may only connect to a Navigable Waterway in a hex containing a friendly port. The opposite is also true: a Navigable River Supply Path may only connect to a railroad at a friendly port. There is no limit to the number of times that the Supply Path may switch back and forth from rail to Navigable Waterways.



EXAMPLE: Grant is in Full Supply—he can trace one hex to a rail hex and then along the rail line to a friendly controlled port that is located on a Union controlled Navigable River.

(13.3.5) River and Coastal Supply Without a Port: Union and Confederate units on a friendly-controlled Navigable River (the hex contains a Navigable River or it runs along one of the hexsides) or Coastal Hex are considered in Full Supply. The hex or hexside does not need to contain a port, but the Navigable River or Coastal Hex must be under friendly Naval Control (19.1.3) and have a Supply Path to a friendly Primary Supply Source.



EXAMPLES: Grant is in Full Supply because he can trace 1 hex to the port. Sherman is in Full Supply because he is on the river.

DESIGN NOTE: The difference between River/Coastal Supply and supply through a port is the port gives the supply a radius of one hex. River Supply has no radius—units must be on or adjacent to the river or in the Coastal Hex.

13.4 Line of Communication (LOC)

(13.4.1) In General: An LOC is much easier to trace than a Supply Path. It does not require railroads or rivers and can be traced overland through any passable terrain. As long as there are Depots to extend the path, it can be of any length.

(13.4.2) Depots: LOCs are composed of a string of Depots. Any hex that contains either a friendly **SP** or **Fort**, or a friendly-controlled **Town, City, or Port hex** is considered a Depot.

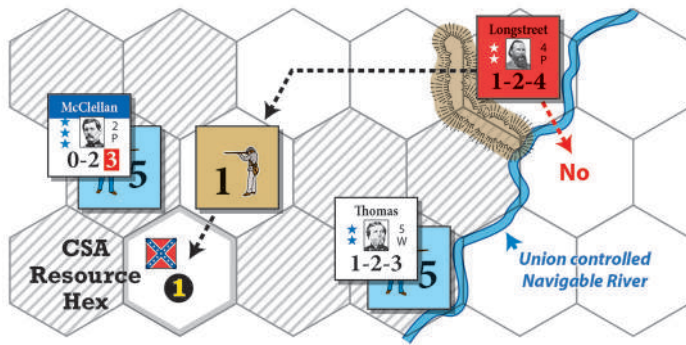
(13.4.3) Tracing an LOC: A unit has an LOC if it can trace **4 MPs** to a friendly Depot which is either a Supply Source or is part of a network that leads to a Supply Source. A Depot projects an LOC 4 MPs from its location. So if the 4 MPs reaches another friendly Depot then the LOC is extended 4 more MPs from there. In such a manner an LOC can extend an unlimited distance as long as each segment between Depots is no more than 4 MPs. The final Depot in the network must be to a Supply Source.



EXAMPLE: Grant can trace 4 MPs to a Union controlled Town, then 4 MPs to an SP (which acts as a Depot), then 4 MPs to a Depot located on a Union controlled Rail Line that can trace to a Primary Supply Source. He is in Limited Supply.

No portion of the LOC may:

- Enter a hex containing an enemy SP or Fortification.
- Enter a hex in the ZOI of an enemy unit (9.1).
- Enter an enemy-controlled Objective/Resource hex (even if unoccupied).
- Cross an all-Sea, all-Lake, or impassable/non-playable hexside.
- Cross an enemy-controlled Navigable River hexside.
- Enter a Swamp or Non-playable hex unless using a Navigable Waterway (13.4.5).



EXAMPLE: Shaded hexes indicate Union ZOI. Longstreet can trace an LOC to the friendly SP 4 MP away, and then 1 MP to the Resource Hex. He cannot trace across the Union controlled Navigable River.

(13.4.4) Enemy-controlled Towns: As long as the Town is not an Objective/Resource Hex, an LOC can be traced through an enemy-controlled Town hex at a cost of one additional MP.

(13.4.5) LOCs Using Rail and Navigable Waterways: Segments between Depots can use contiguous Railroad hexes (6.5) and Navigable Waterways (19.1.2) under the rules and restrictions for the Rail/Navigable Waterway Portion of Supply Paths (13.3.3 and 13.3.4). This type of segment can be of any length and is not subject to the normal 4 MP limit. However, this type of segment can only connect to a Navigable River through a friendly-controlled port, Fort or SP.

13.5 Supply Effects

(13.5.1) Effects of Full Supply: Full Supply is needed:

- To build a Fort (10.2.2).
- To avoid becoming Demoralized in a Tied Battle (13.5.4).
- To place Reinforcements (14.2.1, 14.2.2, 14.3.5).
- To place returning Displaced SPs (14.6).
- To place Naval Battery and Naval Unit reinforcements and replacements (21.9, 21.10.2).

(13.5.2) Effects of Limited Supply: Limited Supply is needed:

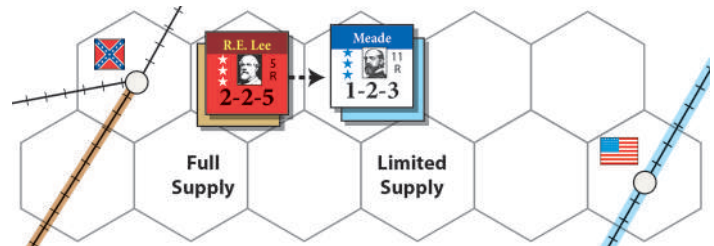
- To avoid all the penalties of being Out of Supply (13.5.3).
- To place returning Displaced Generals (14.6).

(13.5.3) Effects of Being Out of Supply: Units that are Out of Supply suffer the following penalties:

- They may not Rally except by the 3-1 method (12.5.4). Supply is judged at the moment of Rally.
- If Out of Supply during the owning player's Supply Segment, then place a Foraging marker on the stack (13.5.5).
- They suffer Attrition (13.5.6).
- They must roll for Surrender if they are Isolated (13.6).

PLAY NOTE: A stack can suffer both Attrition and a Surrender Check in the same Supply Segment.

(13.5.4) Tied Battles: If the attacker or defender is not in *Full Supply* in a Tied Battle they become Demoralized (12.2). If already Demoralized, then the force loses one additional SP. The Supply Path for both forces is determined after the attacker retreats.



EXAMPLE: Lee is activated and attacks Meade. Lee is one hex from a CSA controlled railroad that is connected to a Primary Supply Source so is in *Full Supply*. Meade is not within one hex of his rail line so is in *Limited Supply*. Both roll on the 5-6 column and get the same result: 1*. Lee retreats back to the hex he attacked from but is not Demoralized. Meade does not retreat but becomes Demoralized since he is not in *Full Supply*.

Foraging
-1 MP
-S Def

(13.5.5) Foraging Markers: This marker signifies that the force is not concentrated, but rather spread out to better sustain itself on the countryside. The marker is only received or removed in the owning player's Supply Segment. If a stack is Out of Supply at this time, the stack receives a Foraging marker. If a stack has a Foraging marker from a previous Action Phase, but is now no longer Out of Supply, the marker is removed. The marker has the following effects:

- § If the stack, or subset of the stack, is activated its MA is reduced by 1 MP. Note there is no additional MP cost to pick up (7.5) or regroup (5.9) units that have a Forage marker.
 - If attacked, the stack suffers one column shift left on the CRT when making their roll. If this shift forces it into a column that supports one less General, then the defender must abide by the new leader limit.
- EXAMPLE:** A stack of 7 SPs with a Foraging marker would use the 6 column of the CRT and use only one general and 1 die.
- A stack suffers no penalty if it attacks with a Foraging marker since the -1 MP penalty implies the stack is temporarily concentrated and ready for battle.

(13.5.6) Supply Attrition: All friendly stacks with a Foraging marker (even those that just received the marker) suffer Attrition during the Supply Segment. Use the Attrition Table to determine the number of SPs Displaced for each applicable stack. Modify the die roll by the following modifiers:

- ? The Commanding General's *Attack Rating*
- +2 If the SPs are Demoralized

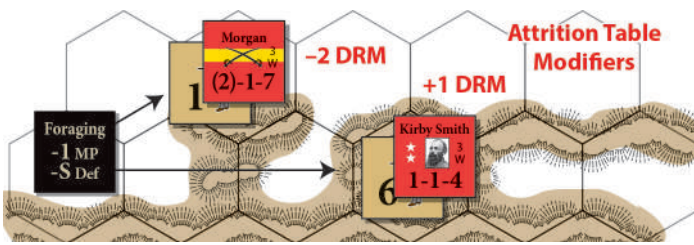
§ SEASON MODIFIERS:

- +3 During a Winter turn

TERRAIN MODIFIERS:

- +1 If the stack is in a Woods hex
- +2 If the stack is in a Mountain or a Marsh hex

All modifiers are cumulative. Displaced SPs are placed in the Displaced Box. If the Commanding General loses all his SPs the owning player has the choice of displacing the General(s) or keeping them on the map (see 7.6).



EXAMPLE: It is a Summer turn and both CSA Generals are OOS. Morgan's Attrition Table DRM would be -2 for his Attack Rating. Kirby Smith would suffer a +2 for the Mountain hex and a -1 for his Attack Rating for a net +1 DRM.

§ 13.6 Isolation and Surrender

(13.6.1) In General: Units must roll for Surrender if they are Isolated (13.6.2). Each Isolated unit or group of Isolated units must check for Surrender during the Supply Segment of each friendly Action Phase.

(13.6.2) Definition of Isolated: Any unit, Fort, Coastal Fort, or stack that is both Out of Supply and cannot trace an LOC to at least three *vacant* land hexes* free of enemy ZOI is Isolated. **Fortress Supply does not exempt a unit from a Surrender Check.**

*These three vacant hexes would represent an area where the Out of Supply units could forage and so would not surrender. The hexes must be free of all units and Fortifications—friendly and enemy—and may not be an enemy-controlled Resource or Objective Hex.

(13.6.3) Procedure: Roll one die for each Isolated Group and consult the Surrender Table. The result is the number of Surrender Points the Isolated Group accumulates. An Isolated Group Surrenders if it accumulates **3 or more Surrender Points**. Surrendered units are immediately removed from play (SPs and Entrenchments are eliminated, Forts are Captured (10.2.5), and Generals and Militia are Displaced). When a Coastal Fort or an Island Surrenders, place the new owner's Control marker there immediately.

(13.6.4) Surrender Table: Roll one die for each Isolated Group and apply modifiers.

SURRENDER TABLE

Die Roll	Results
1,2	3
3,4	2
5-7	1
8+	0

Die Roll Modifiers

- +? Any one General's Defense Rating.
- +2 If the Isolated Group contains a friendly-controlled Objective/Resource Hex containing a Fort (F1- F3).
- +1 Same as above, except the Objective/Resource Hex does not contain a Fort.

Explanation of Results

- 3 = Stack Surrenders immediately
- 0,1,2 = Surrender Points incurred.

(13.6.5) Definition of an Isolated Group: An Isolated Group may be of any size, but each stack in the group must be able to trace a LOC to at least one other unit in the Isolated Group. All units, stacks, Forts and Coastal Forts that are part of the same Isolated Group roll for Surrender together as a group.



EXAMPLE: The two Confederate stacks have Fortress Supply but they must still roll for Surrender. Since they can trace a LOC to each other they would check surrender as a single group.

If an Isolated Group splits into separate parts due to friendly or enemy action then each of the splinter groups becomes a separate group with its own Surrender Point marker. If two Isolated Groups combine then the combined group uses only the Surrender Points of the larger group. Larger is defined as the group with the greater number of SPs. If the two groups are identical in size, then use the greater of the Surrender Points. The Surrender Points are removed from an Isolated Group if during the friendly Supply Segment they are no longer Isolated.

14. REINFORCEMENTS

14.1 When

(14.1.1) In General: Both sides receive new units and resources during the Reinforcement Phase of each non-Winter game turn.

§ **(14.1.2) Winter:** During Winter turns the Union player receives no additional SPs, while the Confederate player must reduce his Reinforcements by 10 SPs but never below zero. Both players still receive Naval Reinforcements, Naval Replacements, two Special Action Cards, and the Union player may upgrade or place a Fort.

14.2 Union Reinforcements

(14.2.1) In General: The Union player receives 14 SPs per turn distributed between the East, West and Trans-Mississippi theaters.

St. Louis	Illinois	Ohio and Indiana	East
 2	 3	 3	 6

In addition to SPs the Union player receives one Fort or one Fort upgrade (10.2.6) plus one or two Special Action Cards (18.2).

- **TRANS-MISSISSIPPI:** The Union player receives **2 SPs** in St. Louis provided it is under Union control and in Full Supply. If St. Louis is Confederate controlled or not in Full Supply, then the SPs are lost.
- **WEST:** The Union player receives **3 SPs** in any Objective Hexes in Illinois and **3 SPs** in any Objective Hexes in Ohio and Indiana.
- **EAST:** The Union player receives **6 SPs** which may be distributed as the Union player wishes between Objective Hexes in the East Theater and the Chesapeake Bay Box (19.2.2).

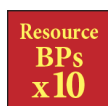
(14.2.2) Placement Restrictions: Union Reinforcement SPs in the East and West must be placed in Union controlled Objective Hexes in Northern States that are in Full Supply. SPs *can* be placed adjacent to enemy units since a CSA ZOI does not extend into a Union controlled Objective Hex. If no legal spaces are available then the SPs for that area are lost.

14.3 Confederate Reinforcements

(14.3.1) In General: Confederate Reinforcements are generated by Build Points (BPs). Every 10 BPs can build 1 SP. The first 10 BPs are always devoted to Maintenance (14.3.4) and so are subtracted from the total. BPs come from Confederate Resource Hexes (14.3.2), Arsenals (14.5), the Border States of Missouri and Kentucky (14.3.3), and Blockade Running (14.4). BPs may not be accumulated from turn to turn—any that are not used are lost to graft and inflation.

CSA Towns and Cities	Arsenals	Border States	Blockade Running
BPs from Resource Hexes	 1	BPs from Missouri and Kentucky	Use the Blockade Table

In addition to SPs the Confederate player receives one Arsenal (14.5) and one or two Special Action Cards (18.2).



(14.3.2) Confederate Resource Hexes: There are 100 BPs worth of Resource Hexes printed on the map. The amount of BPs a Resource Hex provides is printed in the hex. In the 1861 Scenario and Campaign Game, Confederate BPs from Resource Hexes starts at 97 (Harper's Ferry, Grafton

(WV) and Wheeling are Union controlled) and is reduced each time the Union player takes control of a Resource Hex. Keep track of BPs from Resource Hexes with the Resource BPs markers. Do not include BPs from Arsenals, the Border States of Missouri and Kentucky, or Blockade Running with this total.

(14.3.3) Border States: The Confederate player receives **3 BPs** for each Objective Hex in Kentucky and Missouri that he controls. A Supply Path or LOC back to a Confederate state is not necessary. No more than **9 BPs** per Border State may be gained each turn.

DESIGN NOTE: These BPs represent volunteers from these states.



(14.3.4) Maintenance Cost: This value starts at 10 and can be increased later in the war by Inflation (14.4.5). This value is subtracted from the Confederate player's BP total before he builds his SPs. Keep track of the current Maintenance Cost with the Maintenance markers on the Status Track.

(14.3.5) Placement of Confederate Reinforcements

Once built, reinforcements are placed as follows:

- Place 1 SP in the Trans-Mississippi Theater.
- The remaining SPs are distributed as evenly as possible between the East and West Theater. If the number of SPs is odd, then the extra SP must be placed in the East Theater.
- § **PLACEMENT:** No more than 2 SPs may be placed in each state. SPs must be placed in friendly-controlled Resource Hexes **in Full Supply**. SPs *can* be placed adjacent to enemy units since a Union ZOI does not extend into a CSA controlled Resource Hex. If no legal spaces are available then the SPs for that area are lost.

14.4 Blockade Running

(14.4.1) Blockade Zones: There are three Blockade Zones: North Atlantic, South Atlantic and the Gulf. Each turn the Confederate player rolls one die for each Blockade Zone to determine if he receives additional BPs for reinforcements.

(14.4.2) Open Ports: Confederate Blockade Runner Ports are marked on the map with a Blockade Runner Modifier. Eight of the seventeen Blockade Runner Ports are protected by a Coastal Fort. In most cases, the Coastal Fort is adjacent to the Blockade Runner Port. The exceptions are Fort Monroe and Fort St. Philip/Jackson. In the case of Fort Monroe, the Blockade Runner Port is Norfolk. In the case of Fort St. Philip/Jackson, the Blockade Runner Port is New Orleans. Blockade Runner Ports are either open or closed. An open port is one which is Confederate controlled, and whose protecting Coastal Fort, if any, is also Confederate controlled. Any port that does not meet those two conditions is closed.

PLAY NOTE: The Union player starts the 1861 scenario in control of Fort Monroe and Fort Pickens, thus Norfolk and Pensacola are already closed.



(14.4.3) Die Roll Modifiers: If a Blockade Runner Port is open (14.4.2), the Confederate player uses its Blockade Runner Modifier as a positive modifier to the Blockade Running die roll. Keep track of a Blockade Zone's current DRM with the Blockade markers on the Status Track. Tally up all open ports and use the sum as the modifier. If a Blockade Zone no longer has any open Blockade Runner Ports then modify the die roll by -1.

EXAMPLE: If Wilmington (+2) and Roanoke Island (+1) are the only open Blockade Running Ports in the North Atlantic Blockade Zone then the Confederate player would modify his Blockade Running die roll by +3 for that zone.

(14.4.4) Blockade Table: For each Blockade Zone, the Confederate player rolls a die and modifies it as described above. The Confederate player cross-references the modified die roll by the current year to determine how many BPs he receives.

(14.4.5) Inflation: If the result on the Blockade Runner die roll is +2M, then inflation is affecting the Southern economy and the Maintenance Cost (14.3.4) immediately goes up by 2 points. It is possible for all three Blockade Runner die rolls to get this result, causing the Maintenance Cost to go up 6 points. The Maintenance Cost never goes down.



(14.4.6) Brownsville/Matamoros (Southwest corner of map): This Blockade Runner Port only becomes active if Galveston is Union controlled.



(14.4.7) Roanoke Island: This Blockade Runner Port is not closed by Union control of Hatteras Inlet.

14.5 Confederate War Industry (Arsenals)

The South began the war as an agrarian nation importing nearly all of its heavy machinery from the North. During the war the South made a huge effort to create their own munitions factories, foundries and arsenals to support the war effort.



Arsenals add additional BPs to the Confederacy. During each Confederate Reinforcement Phase, the Confederate player upgrades one on-map Resource Hex by 1 BP. To determine which state it must be built in, he rolls two dice

and consults the Random States Table. The result indicates the state in which the Arsenal upgrade occurs. The Arsenal must be placed in a friendly-controlled Confederate Resource Hex. Place an Arsenal marker of the appropriate value in the Resource Hex. The additional BP is used in this turn's BP count. If there are no available Resource Hexes in that state, then reroll on the Random States Table for another state until a state is found where the Arsenal may be placed.

PLACEMENT RESTRICTION: No Confederate Resource Hex can ever grow beyond triple its original BP value.

FOR EXAMPLE: Atlanta starts at 2, it can grow to 6.

14.6 The Displaced Box

During the Reinforcement Phase of each turn each player returns all his Displaced Generals, all his Militia, and half (round down if an odd number) of his Displaced SPs from the Displaced Box to the map. Displaced SPs and Generals must return to the same theater which they were displaced from. Union SPs must be placed on friendly-controlled Objective Hexes in Northern States, while CSA SPs must be placed on friendly-controlled Resource Hexes. Placement hexes must be in Full Supply. Generals may be placed in any space containing at least 1 SP that has an LOC to a Primary Supply Source. An equal number of Displaced SPs are eliminated. If there was an odd number of SPs in the box, then leave 1 SP in the box.

Returning Union Displaced Trans-Mississippi SPs are placed in St. Louis, provided St. Louis is under Union control and in Full Supply.

If a player is unable to place the returning Displaced SPs for a theater on the map, return those SPs to the Displaced Box. Returning Displaced Militia are always placed pursuant to the State Militia (17.2.1) rules, not the rules for SPs.

EXAMPLE: There are 5 SPs in the Union West Theater Displaced Box. Therefore, 2 return to play, 2 are eliminated, and 1 remains in the box.

Calculating Confederate Reinforcements

Calculating Confederate Reinforcements can be daunting the first time, so here are some suggestions:

1. BPs from Resource Hexes: The easiest way to determine this is to add up the BP values printed on the map that the Union player has captured or destroyed and subtract that value from 100 to determine Confederate BPs.



For example, lets take the start of Turn 2. The Union player holds Grafton (WV), Harper's Ferry and Wheeling so has captured a total of 3 BPs. $100 - 3 = 97$ BPs.

2. Arsenals: The key here is to realize that the number of Arsenals on the map and in the Arsenals Destroyed box is always equal to the turn number. So if you keep careful track of destroyed Arsenals

you never have to hunt the map to count up your Arsenal markers.

If there are no Arsenals in the Destroyed box on Turn 2, then the Confederate player adds 2 BPs for Arsenals.

3. Border State Militia: This is usually pretty easy: 3 BPs per Objective Hex controlled in Kentucky or Missouri up to a maximum of 9 BPs in each of the two states.



If the Confederate player still controls Springfield, MO he would receive 3 BPs.

4. Blockade Running: Roll one die for each of the Blockade Zones going from the North Atlantic to the Gulf applying the appropriate modifiers. On Turn 2 there is a good chance he will earn 10 BPs per Blockade Zone (30 BPs).

5. Tally Up: With those four steps completed you can calculate your BPs. Lets assume in our Turn 2 example the Confederate player earned 30 BPs from Blockade Running, and Maintenance is currently 10. 97 (Resource Hexes) + 2 (Arsenals) + 3 (Border States) + 30 BPs (Blockade Running) – 10 (Maintenance) = 122 . Divide by $10 = 12$ SPs. One is placed in the Trans-Mississippi, 5 in the West and 6 in the East. No more than two per state.

15. STRATEGIC MOVEMENT

15.1 Strategic Movement In General

During this phase players move their SPs, no Generals may be moved at this time. There are four types of Strategic Movement—Rail, Ocean, River and Road. A limited number of SPs may use each type in each Strategic Movement Phase. SPs may combine the different types during a single Strategic Move, but it counts against the limit on each. Militia may not use Strategic Movement.

EXAMPLE: A Union SP that rails to Baltimore, and then moves through the Ocean to New Orleans, then up the Mississippi to Vicksburg, then along the railroad to Jackson, would count against Ocean and River Strategic Movement, and twice against Rail Strategic Movement.

15.2 Strategic Rail Movement

The Union player may move up to **12 SPs** by rail, the Confederate player **7 SPs**. SPs moved by rail may move an unlimited distance through contiguous rail hexes. The railroad line must be under friendly control (6.5). For the Union player only, all Railroads that exit the north map edge are connected to each other and the Chesapeake Bay Box.

15.3 Strategic River Movement

The Union player may move up to **3 SPs** by Navigable Waterways (19.1.2), the Confederate player **1 SP**. SPs moved this way may travel an unlimited distance along Navigable Waterways as long as they either embark or debark at a Port (either type). The entire path must be under friendly Naval Control (19.1) that originates from a port (19.1.3) and may not pass an enemy Fort, Coastal Fort, Naval Battery, Entrenchment or port that blocks Naval Control even if Naval Control from them has been trumped (19.1.5). In addition, the final debarking hex or Island must be friendly controlled and not in an enemy ZOI. The path may only enter Coastal hexes that may be entered with River Transport (19.3.4).

15.4 Union Strategic Ocean Movement

The Union player may move up to **3 SPs** using Strategic Ocean Movement. Each SP must move from one Union controlled Ocean Port to another Union controlled Ocean Port. SPs may sail through the hex-less Atlantic and Gulf areas, along Navigable Waterways (19.1.2), and up the Mississippi to New Orleans. Movement may occur between the Atlantic and the Gulf. No enemy Coastal Forts, Forts, Naval Batteries, or Naval Units may be passed even if Naval Control from them has been trumped (19.1.5). In addition, the final debarking Union controlled Ocean Port must not be in an enemy ZOI. The Confederate player may not use Strategic Ocean Movement.

15.5 Strategic Road Movement

Both sides may move **1 SP** in each theater an unlimited distance under the following restrictions:

- The SP must remain in the theater.
- There must be a LOC from the starting hex to the ending hex.

For the Union player only, for Strategic Road Movement (only), all hexes that exit the north map edge in the same theater are considered connected to each other by a LOC. In addition, all hexes that exit the north map edge in the East theater are considered for Strategic Road Movement (only) to be connected to the Chesapeake Bay Box by a LOC.

15.6 Restrictions on Strategic Movement

You may *not* use Strategic Movement to remove the last SP from a stack containing one or more Generals (7.5.3). SPs that use Strategic Movement must always end their move in one of three places:

- A friendly-controlled Resource/Objective Hex.
- A space containing a friendly General.



EXAMPLE: Union reinforcements are placed in St. Louis (2 SPs), Cairo (3 SPs) and New Albany (3 SPs). In the Trans-Mississippi 1 SP is sent via Road Movement to Curtis (A), and one goes by rail to Rolla. In the West, the 3 SPs in Cairo are sailed down the Mississippi to Columbus,

Kentucky and then by rail to Pope (B). Grant in Nashville has no rail connection to the north, but 1 SP can reach him by road. 3 SPs could reach Grant via the Cumberland River but Pope has already used all the River Strategic moves. The other 2 SPs are railed to Rosecrans (D).

- A space containing a friendly-controlled Fort, Coastal Fort, Port, Island, or Town.

DESIGN NOTE: This represents the necessary infrastructure needed to handle incoming troops. You can't strategic move an SP to an empty hex in the hinterland.

16. LEADER MANAGEMENT

16.1 The Leader Management Phase

During this phase both players place, promote, demote, remove, and transfer Generals. All of these activities can be done in any order, but the Union player must complete his management before the Confederate player starts his.

16.2 Bringing Generals Into Play

The Turn Record Track indicates when Generals arrive, depart and when they are promoted. Generals are placed in the theater indicated on the Turn Record Track (E = East, W = West, TM = Trans-Mississippi) unless they are replacing another General (16.4). A General that is not replacing another general must be placed in a space that has a LOC to a Primary Supply Source and has at least 1 SP that is friendly. If a 3-star General, it may not be placed on an Island or Coastal Fort unless it is replacing another General. If the General cannot be placed, he is placed in the Displacement Box for the theater of his arrival. In addition to the three theater abbreviations the following abbreviations are also used on the Turn Record Track:

P = Promotion (16.3.1)	DM = Demotion (16.3.2)
R = Remove (16.4)	T = Free Transfer (16.6.4)
U = Unassigned Box (16.5.2)	Rtn = Return (16.5.2)
r/w = replace with	

If a General has a “r/w” designation on the Turn Record Track, he is the replacement General for the General he shares a box with on the Turn Record Track.

16.3 Promotions and Demotions

(16.3.1) Promotions: A promotion occurs when indicated on the Turn Record Track. The named General is replaced with the same General but at a higher rank.

(16.3.2) Demotions: The named General is replaced with the same general, but at a lower rank.

16.4 Removing a General

A General is removed (i.e. killed or relieved from command) if his name is in red on the Turn Record Track. Remove the General from play and place the replacement General (if any) in the same location as the departing General even if that departing General is Isolated or in the Displaced Box.

16.5 Leader Casualties, Removal and Return

(16.5.1) Casualties: Casualties among Generals from severe or mortal injury generally occur at the historical times per the Turn Record Track. If all SPs accompanying a General are lost in battle (see 11.2.4 for an exception), or if a General is caught alone in a hex by enemy units the General is placed in the Displaced Box (14.6).



(16.5.2) Unassigned Generals: Most Generals removed from play never return, but two Generals (Butler and J. Johnston) will return to play at a later point. Place them in the Unassigned Generals Box in the lower right corner of the map until they return. When J. Johnston returns, he returns as if he were marked as “r/w” on the Turn Record Track.

16.6 Leader Transfer

(16.6.1) In General: Leader Transfer can occur during the Action Phase or during the Leader Management Phase. During the Action Phase it costs 1 Action Point, during the Leader Management Phase it is free.

(16.6.2) During the Action Phase: The Leader Transfer Action allows any two 1- or 2-star Generals on the map to be repositioned. No SPs may be moved with the General when this is done. The ending space must contain a friendly non-Isolated SP that is not Militia. If a General transfers to a space with a Commanding General of equal rank, then the owning player can decide which General will be the Commanding General. There is no need to trace a movement path—the Generals can move from any space and reach any valid ending space. Cavalry Generals and 3-star Generals may not be repositioned unless it is a free Transfer allowed by the Turn Record Track (16.6.4). A General may not be moved during the same Action Phase in which he is Transferred.

(16.6.3) During the Leader Management Phase: Same as in the Action Phase except there is no cost, up to two one- or two-star Generals may be repositioned.

(16.6.4) Free Transfer: If a (T) symbol is next to a General's name on the Turn Record Track, then that General may be immediately Transferred for free during the Leader Management Phase, even if it is a Cavalry General or is of 3-star or 4-star rank, to the space where the General he shares a box with under the Turn Record Track is located provided that the space contains a friendly non-Isolated SP that is not Militia. If he does not share a box with another General, then he may be Transferred to any legal space (16.2). The Transfer is optional but if not used immediately, it is forfeited.

EXAMPLE: On Turn 10 Holmes is demoted and Kirby Smith can be Transferred to his location.

17. SPECIAL RULES

17.1 Border States

(17.1.1) In General: Only the states of Missouri, Kentucky and West Virginia can switch sides in the game. Missouri starts in Union control, Kentucky starts as neutral and West Virginia starts in Confederate control. If a player gains control of all Objective/Resource Hexes in the state, then the state becomes friendly to that player (17.1.4 and 17.1.5). Kentucky and Missouri contain Objective Hexes. West Virginia contains Resource Hexes.

(17.1.2) West Virginia: For game purposes it is considered the part of Virginia west of the Allegheny Mountains, and is specifically defined as the Resource Hexes of Charleston, Wheeling, and Grafton, plus all Towns and Ports in that area color coded blue-white. These Resource Hexes, Towns and Ports are also considered part of Virginia when they are under Confederate control with the exceptions that Virginia Militia may not be placed in West Virginia and West Virginia is not considered to be part of Virginia for purposes of fulfilling an On to Richmond! (4.1.4) requirement.

DESIGN NOTE: The state of West Virginia did not exist in 1861, it was only admitted into the Union in June of 1863. It took another 10 years to legally determine its exact border.

(17.1.3) Kentucky: If a player “invades” Kentucky in 1861 it will immediately join the other side. If neither player invades Kentucky in 1861, then it becomes Union controlled at the start of 1862 (Turn 4). An invasion is defined as moving an SP, NSP, or General into a hex or hexside entirely inside Kentucky or moving into a hex containing a Town, City or Port in Kentucky. While Kentucky is neutral, LOC and Supply Paths may not enter into a hex or hexside entirely inside Kentucky or a hex containing a Town, City or Port in Kentucky. Naval Control may not enter river hexsides completely in Kentucky while Kentucky is neutral.

New Madrid: While Kentucky is neutral, nothing (including Supply Paths, units, Naval Units or Naval Control) may enter the New Madrid hex (2515) nor may the construction of a Fort be initiated in the hex.

DESIGN NOTE: In 1861, the Union Command did not view operations south of Columbus as being feasible prior to the resolution of Kentucky’s neutrality and Columbus being secured. In addition, the Confederate Command did not expend significant resources toward fortification of the New Madrid area until after Columbus fell. Finally, it is important to note that the bend on the south side of the Mississippi River across from New Madrid is part of Kentucky and, as such, would inhibit the degree to which either side could conduct military actions in the area without violating Kentucky’s neutrality.

(17.1.4) Capturing a Border State: During the End Phase, if a player has control of all Objective/Resource Hexes in a neutral or enemy-controlled Border State, then that Border State immediately joins that side (he now controls the state). At that time he removes all his Control markers from the state and the *opposing* player places Control markers in each Town or Port hex in that state where he has SPs or Forts—all other Cities, Towns and Port hexes in the state are considered friendly to the controlling player. While a player controls a state he does not place Control markers in the state—only the opposing player does.

(17.1.5) Recapturing a Border State: If a Border State joins the other side, it will only rejoin your side during an End Phase if you again have control of all Objective/Resource Hexes in the state. Follow the same procedure as in 17.1.4.

(17.1.6) Summary of Border State Characteristics

- Are the only states that can change sides (17.1.1).
- Are the only states where both players can have Militia present (17.2.2).
- Provide the Confederate player with **3 BPs** for each Objective Hex he controls in Kentucky and Missouri (14.3.3) and the BP value for each Resource Hex he controls in West Virginia (14.3.2).

17.2 Militia



(17.2.1) State Militia: Every Confederate state has a 0 SP Militia unit for defense and quick deployment. This unit may never leave its home state. If eliminated, or forced to retreat it is placed in the Displaced Box—it returns to play for free in the next Reinforcement Phase. This unit must be placed in one of the state’s Resource or Objective Hexes that is friendly controlled and not Isolated (13.6.2). If no such hex is available it remains in the Displaced Box until the next Reinforcement Phase when placement is again possible.

§ (17.2.2) Border State Militia: These units act like regular Militia in all respects. Both players may have Militia active in a Border State at the same time. Border State Militia can be placed even if the opposing player controls the state. If there are no friendly controlled Resource/Objective Hexes in a Border State place the Militia in its Holding Box on the map.

PLAY NOTE: Militia can maintain an Entrenchment. Militia adds no value to a stack of SPs (1 + 0 is still 1).



A good use of Confederate Militia is guarding ports.

§ (17.2.3) Characteristics: Militia have the following characteristics:

- **PLACEMENT:** If currently in the Displacement Box they may be moved from there during Step C of the Reinforcement Phase and placed in any non-Isolated friendly-controlled Resource or Objective Hex within their state, or placed in their state’s Holding Box on the map. *Note only the three Border States have a holding box.*
- **MOVEMENT:** If on the map or in their Holding Box, they may be repositioned to any non-Isolated friendly-controlled Resource/Objective Hex in their state *for free* each Action Phase. An open path is not necessary—simply pick up the unit and place it in the other hex. All, some or none of a player’s Militia units can be repositioned each friendly Action Phase.
- **ISOLATION:** May be repositioned out of, but not into a hex that is Isolated. When an Isolated Group surrenders any Militia units in the group are Displaced. Militia marked with Surrender Points (13.6.3) lose them when they are repositioned.
- **COMBAT:** May never attack, only defend. If stacked with other SPs, Militia provide no additional strength and may not be removed to satisfy SP losses.
- **RETREAT:** Must always be in a Resource/Objective Hex and if forced to retreat are Displaced.
- **DEMORALIZATION:** Militia is never Demoralized.

- Are not affected by Foraging markers or Attrition.

PLAY NOTE: All Forts have an intrinsic 0 SP so there is never a need to place a Militia unit with a Fort.

17.3 Training Actions



Players may use Action Points for generating additional SPs. This represents improving troop morale, training and infrastructure. Some, none or all of the available Action Points may be used on Training each Action Phase. Every

7 Action Points used for this purpose provides 1 additional SP. The SP arrives immediately but must be placed in a friendly-controlled Resource hex that has a LOC to Primary Supply Source (Confederate) or a friendly-controlled Objective Hex in a Northern State that is in Full Supply (Union). Keep track of these points using the Training markers on the Status Track. When an SP is earned, slide the Training marker back to 0. The SP may not be activated or otherwise moved during the Action Phase of its arrival. If the last Action Point spent to complete Training was for a particular theater, the SP must be placed in that theater.

17.4 Union Intrinsic Garrisons

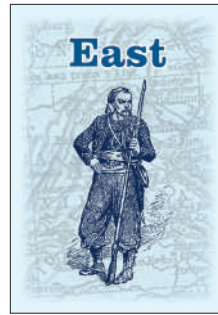
All Objective hexes in *Northern States* contain an intrinsic 0 SP Union garrison. Border States have no intrinsic garrisons even if they become Union controlled. These intrinsic garrisons defend like 0 SP Militia, but have no ZOI and may not maintain Entrenchments. If attacked by 4 or more enemy SPs they will automatically flee without a battle. If defeated in battle they are eliminated. Intrinsic garrisons that flee or are eliminated will reappear when the hex is recaptured by the Union player or if the hex contains no Confederate SPs at the start of the Union Player Action Phase. The reappearance of the intrinsic garrison removes the Control marker and causes any Fort in the space to be Captured (10.2.5).



EXAMPLE: Morgan with 1 SP spends 6 MPs to attack Evansville. The applicable columns on the CRT are 1 for the Confederates and 0 for the Union, with a +2 DRM for Morgan.

18. SPECIAL ACTION CARDS

§18.1 In General



Each player has a deck of 15 Special Action Cards. Players only use and draw cards from their own deck. Only the *Phasing Player* may use Special Action Cards. Cards may only be used in the theater indicated on the card. Special Action Cards that say “Any” may be used in any theater, as well as for Amphibious Assaults (19.5 & p.34). Union “Any” Cards and Union Naval Cards may also be used for a number of other Naval activities (19.6). If the card is used to activate a stack, use the

theater in which the force starts its activation—it does not matter if the force enters a different theater during its move. If the card is used for the +2 Battle DRM, use the theater where the battle is being fought.

Each non-Naval card may be used for the following purposes:

- **BUILD FORTS:** A player is required to spend a Special Action to build or upgrade a Fort during the Action Phase.
- **BATTLE:** Provides a **+2 DRM** to the attacker in a land battle (18.3.2).
- **ACTION:** Allows the Phasing Player to take an additional action (any of those listed in 4.3 except Training).
- **CAUTIOUS GENERAL:** Activate a Cautious General without paying the 2 APs (7.7).

See 19.6 for the Naval Card Special Actions.

Force March and Supply are no longer available as a Special Action.

18.2 How They Are Gained

They are gained in two ways: during the Reinforcement Phase each player draws two cards (one card in 1861 Turns), and each time doubles are rolled to determine Initiative, each player draws one card. If a player receives more than five, he must discard (his choice) down to five.

NOTE: Players may keep their Special Action Cards secret from each other until they are used. However, the number of Special Action Cards each player currently holds in their hand is public information.

18.3 How They Are Used

(18.3.1) In General: There is no limit to the number (or type) of Special Action Cards a player may use in a single Action Phase—he may use all five in a single Action Phase.

(18.3.2) In Combat: Special Action Cards may be used in land and Naval Battles to provide a favorable DRM. Only the attacker may use a Special Action Card in a battle and it must be committed before any die rolls are made. No more than one is allowed in each battle. Naval Cards may not be used for land battles including land battles resulting from an Amphibious Assault. Naval Battles can only occur when the Advanced Naval Rules are in play. Only Naval Cards and “Any” Cards may be used for Naval Battles.

§ (18.3.3) Reshuffle: Players may reshuffle their deck before drawing a card or when their deck has run out—their choice.

PLAY NOTE: A player who is looking for an Any or Naval card may want to delay reshuffling until he has drawn one, while a player who has used all such cards may want to reshuffle. The decision is theirs.

19. NAVAL RULES

19.1 Naval Control

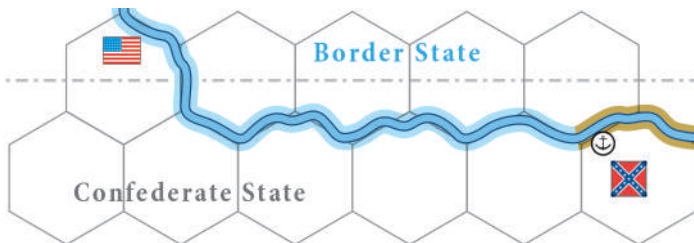
(19.1.1) Benefits: Having Naval Control:

- Prevents enemy use of Railroad Bridges across Navigable Rivers and Ferries (5.4.3 and 5.4.4).
- Prevents enemy use of Supply Paths and LOC across Navigable Rivers (13.3.2 and 13.4.3).
- Increases the MP cost to cross Navigable River hexsides for enemy units from +1 MP to +2 MP (5.8.3) and only allows the enemy to move or attack across using 1 SP (11.5.3).
- Allows a Supply Path along Navigable Waterways (13.3.3, 19.1.2) provided the Naval Control originates from an eligible port (19.1.3).
- Allows Naval Transport (19.3) provided the Naval Control originates from an eligible port (19.1.3).

(19.1.2) Navigable Waterways: For the sake of brevity, Navigable Rivers, Lakes, Tidal River Paths (19.4), and contiguous Coastal hexes will be collectively called Navigable Waterways.

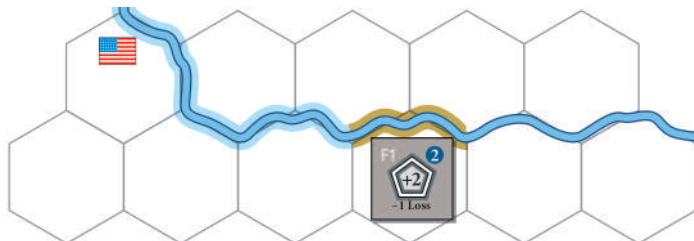
(19.1.3) Where Naval Control Originates

- Union Naval Control** originates at all Union controlled ports located in Northern States plus St. Louis if Union controlled. The control then continues along Navigable Waterways and through the Atlantic and Gulf until it is blocked (19.1.4). Union Naval Control from the Atlantic and the Gulf extends into and up every Navigable Waterway until blocked.
- Confederate Naval Control** originates at all Confederate controlled ports located in Southern States. The control then continues along Navigable Waterways until it is blocked or encounters Union Naval Control. Union Naval Control always trumps Confederate Naval Control and pushes it back until the Union Naval Control is blocked. Confederate Naval Control never extends out to sea.



EXAMPLE: Union Naval Control is highlighted in light blue, Confederate Naval Control in brown. Union Naval Control comes down from the north and is stopped by the Confederate Port. Confederate Naval Control extends out from the port but is trumped by Union Naval Control.

- Forts and Coastal Forts** are not a source of Naval Control but they do provide Naval Control over the hex they occupy plus all of its Navigable hexsides (exception: Simmesport [19.1.7]). This control can only be negated by an enemy Naval Unit or Fort.



EXAMPLE: Union Naval Control is stopped by the CSA Fort. The Confederate player has Naval Control over the fort's two river hexsides.

- Muscle Shoals:** This stretch of the Tennessee River is not navigable—treat it as a Minor River. The player that controls both river ports of Decatur AL (hex 3221) and Stevenson AL (hex 3125) controls the stretch of the Tennessee River above the Muscle Shoals.



(19.1.4) Blocking Enemy Naval Control: When Naval Control is blocked, it is prevented from entering any of the navigable hexsides tangent to the blocking unit/hex or going beyond it. The following units and locations block enemy Naval Control:

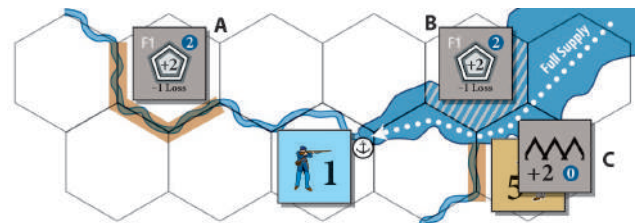
- FORTS AND ENTRENCHMENTS:** Forts block enemy Naval Control on both types of Navigable Rivers plus on Lake hexsides and Coastal hexes (exception: Simmesport 19.1.7). Entrenchments only block it on Type 1 Navigable Rivers.
- COASTAL FORTS:** Confederate-controlled Coastal Forts block Union Naval Control from reaching the fort's associated port or entering any Navigable River or bay they protect (see the Coastal Fort Information Box on pg. 37).
- PORTS IN THE SOUTH:** In the Southern States (only), a Confederate controlled Port blocks Union Naval Control on Type 1 Navigable Rivers. The Port affects all Navigable hexsides in the hex, not just the hexside closest to the Town. In cases where two different unconnected rivers run along the same hex (like Dover), the port only affects the river the port is on.

DESIGN NOTE: The Confederates made great use of torpedoes, snipers, fallen trees, armed riverboats, and field artillery to make most rivers inhospitable to Union ships.

- ISLAND SPACES:** There are four Island spaces on the map, all start in Confederate control at the start of the Campaign Game. Union Naval control into Pamlico Sound is blocked until they gain control of Hatteras Inlet. Roanoke Island blocks Union Naval control from passing that space and going up toward Plymouth and Elizabeth City, and Atchafalaya Bay blocks Union Naval Control to Brashear City. Ship Island does not block Union Naval Control but is useful to the Union player as an Ocean port that has connections to four River ports.

- GALVESTON:** Blocks Union Naval control into Galveston Bay.

PLAY NOTE: SPs and Generals never block enemy Naval Control and Naval Control can never be blocked or negated in the hex-less Atlantic and Gulf area or along the Tidal River Paths (19.4).



EXAMPLE: The Confederate Fort at A blocks Union Naval Control on the three adjacent Navigable River hexsides. The Confederate Fort at B blocks Union Naval Control in the hex it occupies but not into adjacent hexes so the Union SP is in Full Supply. The Confederate Entrenchment at C does not block Union Naval Control at all in Coastal hexes—only at the Navigable River hexside.

§(19.1.5) Naval Power Face Off: Situations can occur where both players have a Naval Unit, Fort, or Entrenchment tangent to the same hexside. When this occurs, follow this hierarchy: Naval Control from Naval Units always trumps Naval Control from Forts; Naval Control from Forts always trumps the blocking ability of Entrenchments or Confederate Ports. See also 10.2.7—Adjacent and Opposing Forts.

(19.1.6) Uncontrolled Navigable Rivers: If due to Naval Units, Forts, Entrenchments or Ports neither side controls a section of a Navigable River, then it is considered uncontrolled (provided it is not considered enemy to both players [19.1.5]). Such Uncontrolled Navigable River hexsides can be crossed as if they were friendly-controlled (5.8.3 and 11.5).



EXAMPLES: The Confederate Entrenchment at A blocks Union Naval Control down the Tennessee River but has no effect on the Ohio which is a Type #2 River. The Confederate Fort at Columbus, Kentucky blocks Union Naval Control down the Mississippi making the river friendly to the Confederacy at and below the Fort. The Union Entrenchment at C does not provide Union Naval Control but it does block the Confederate Naval Control coming up from the south. Note that neither side controls the Tennessee River between A and C.



(19.1.7) Simmesport: A Fort in this hex (4509) does not provide Naval Control over its Mississippi River hexside.

Naval Control Matrix

	Is Naval Control Blocked?			
	(Type 1) Navigable River	(Type 2) Mississippi and Ohio	Lake or Coastal hexes	Tidal River Paths
Port* or Entrenchment	Yes	No	No	No
Fort	Yes	Yes	Yes	No
Island spaces	-	-	-	Yes

*The only Ports that block Naval Control on Navigable Rivers are Confederate controlled Ports in Southern States.

19.2 Ports

(19.2.1) Ports: There are two types of Ports—Ocean and River. They have the following functions and properties:

- Union controlled Ocean Ports are a Primary Supply Source for Union units (13.2.1).
- Ports serve as a conduit between River or Ocean Supply Paths and Rail Supply Paths (13.3.4).
- Are necessary for Naval Transport (19.3).
- Confederate controlled Ports in Southern States block Union Naval Control on Type 1 Navigable Rivers (19.1.4).



(19.2.2) The Chesapeake Bay Box: This box is only used in the Advanced Game and is handy for placing Naval Units. The Union player in the Basic Game can start his Ocean Transports and Amphibious Assaults against the Confederate

seaboard from any friendly controlled Ocean Port where access to the sea does not pass a Confederate Coastal Fort, Fort, Naval Battery or Naval Unit. Baltimore and Annapolis are especially useful due to their proximity to DC, but the Union player could even use Aquia Station (1846) or Hampton (2349) if friendly controlled. Note that a Confederate Fort in Norfolk or even a Confederate controlled Fort Monroe does not block Union Sea Movement between the Atlantic and the portion of Chesapeake Bay that is north of Fort Monroe.



(19.2.3) Brownsville/Matamoros Off-Map Box: This box is treated the same as a coastal hex with a Port. Land movement into and out of the box costs 2 MPs. The Union player may Amphibious Assault the hex just like he would any other Ocean Port hex. Also see 14.4.6. After Galveston was captured, blockade runners began to unload in the Mexican port of Matamoros and ship their goods across the border.

19.3 Naval Transport

(19.3.1) Naval Transport in General: Naval Transport is used to move SPs and Generals along Navigable Waterways. There are two types of Naval Transport—River and Ocean. A Naval Transport action that ends in an enemy-controlled or enemy-occupied space must be performed as an Amphibious Assault (19.5).

- **ACTIVATION COST:** Naval Transport costs 1 Action Point for every stack moved using River Transport (19.3.4) and 1 Action Point *per SP* transported using Ocean Transport (19.3.5). In lieu of paying the Action Point cost a player may use a Special Action Card for Naval Transport (19.3.2).
 - **CAPACITY:** A Union stack can contain up to 3 SPs, a Confederate stack can only contain 1 SP. There is no limit to the number of Generals that may accompany the stack. A General is not required for Naval Transport.
 - **MOVEMENT:** Moving by Naval Transport costs the stack its entire MA. The stack moving by Naval Transport may drop off SPs/Generals during movement in hexes that are not enemy-controlled or enemy-occupied, but may not pick up additional SPs/Generals.
- EXAMPLE: A stack of 3 Union SPs activated for Naval Transport could land 1 SP in three different locations.*

(19.3.2) Special Action Cards for Naval Transport: Players may use Special Action Cards for Naval Transport. The card must match the theater the SPs begin from or be an “Any” or Naval card. For Ocean Transport purposes, the one card pays the entire cost of the transport.

EXAMPLE: Activating a Cautious General and 3 SPs for an Ocean Transport costs only one card (7.7.2).

(19.3.3) Naval Control Required: Naval Transport may only travel where that player has Naval Control that originates from a port (19.1.3). Bypassing an enemy Fort, Coastal Fort, Naval Battery, Entrenchment, or Confederate port that blocks Naval Control is prohibited even if Naval Control from them has been trumped (19.1.5).

(19.3.4) River Transport: Both the Union and Confederate players may use River Transport. Such movement must follow a contiguous path of Navigable Waterways. If the movement ends at a hexside, place the land units on either side of the river. River Transport can carry units an unlimited distance under the following restrictions:

- Must *either* start or end in a friendly-controlled Port or Coastal Fort.
- May travel along Tidal Paths (both types) and into/out of and through Island boxes. May travel between a Coastal Fort and its associated Port. May travel along contiguous Coastal hexes within the shelter of

Chesapeake Bay (including the Potomac, Rappahannock, York and James River estuaries as well as between the east and west shores of Maryland), Galveston Bay, Sabine Lake, Mobile Bay, and Pamlico Sound (including the Neuse and Roanoke River estuaries).

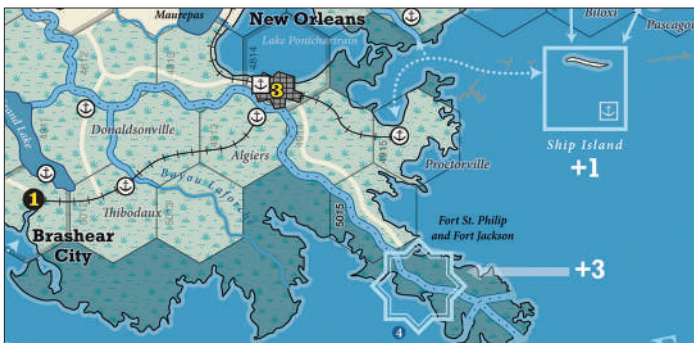
- § May not travel along Atlantic or Gulf coastal hexes unless via a Tidal Path or within the shelter of one of the large bays or sounds mentioned above.
- May not enter the areas of the Atlantic and the Gulf that are void of hexes.
- The Confederate player may *not* use River Transport anywhere on the east coast north of the Hampton and Fort Monroe spaces.

There is no limit to the number of SPs that may use River Transport each Action Phase, as long as the capacity restriction for each River Transport action is not exceeded (3 for Union, 1 for Confederate) and 1 Action Point (or a Special Action Card) is used for each action.

EXAMPLE: If the Union player used 5 Action Points he could River Transport 15 SPs in the same Action Phase. In game terms, the Peninsula Campaign was conducted using River Transport.

(19.3.5) Ocean Transport: Only the Union player may use Ocean Transport and no more than 3 SPs per Action Phase may use it (SPs used in an Ocean Amphibious Assault count towards this limit). Unlike with River Transport, **Ocean Transport must start and end in an Ocean Port.** Ocean Transport may move through Coastal hexes, Tidal River Paths, the Mississippi Delta (see below), and the hex-less Gulf and Atlantic areas. There is no delay to move between the Gulf and Atlantic areas or through friendly-controlled Island spaces. Ocean Transport movement is not counted in hexes but must stop for the following reasons:

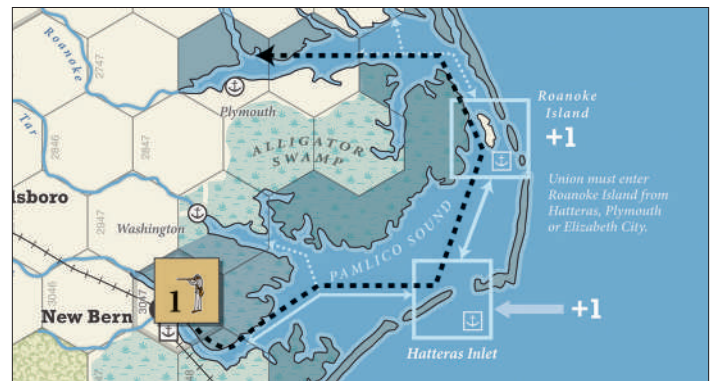
- **NAVIGABLE RIVERS:** Ocean Transport is not allowed up Navigable Rivers and Lakes except to enter the Mississippi Delta (see below).
- **TIDAL RIVER PATHS:** Ocean Transport is allowed along Tidal River Paths (19.4), but must follow those paths and may only be conducted from Ocean Port to Ocean Port.
- **MISSISSIPPI DELTA:** If Ocean Transport sails up the Mississippi the SPs must stop in New Orleans or Fort St. Philip/Jackson.



Ocean Transport is allowed up the Mississippi as far as New Orleans.

19.4 Tidal River Paths

These are indicated by light blue arrows, either solid or dotted. In the Basic Game, the two types of Tidal River Paths are treated the same except with respect to Shore Bombardment (19.6). Tidal River Paths cannot be controlled, or blocked, by Ports, Entrenchments, Forts or Coastal Forts (but they can be blocked by certain Island spaces [19.1.4]). Both the Union and Confederate player are allowed to use these paths with the exception that the Confederate player may not use Naval Transport in any form on the Chesapeake Bay Tidal River Paths. There is no delay to move through friendly-controlled Island spaces.



EXAMPLE: If the Hatteras and Roanoke spaces were Confederate controlled the CSA SP could use River Transport to move from New Bern to Plymouth at the cost of 1 Action Point.

19.5 Amphibious Assaults

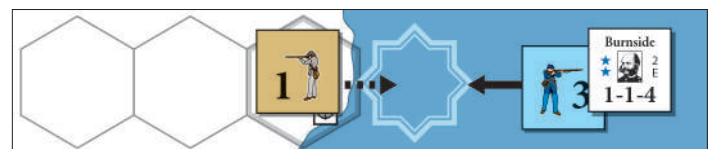
(19.5.1) In General: Amphibious Assaults use the Naval Transport rules, but unlike Naval Transport, an Amphibious Assault may enter one enemy controlled hex or hexside where friendly naval control does not exist in order to land at the target hex, but it may never bypass such a hex or hexside.

- **UNION ACTIVATION COST:** If the Amphibious Assault is against a Fort or Coastal Fort, then the activation *MUST* be initiated by a Naval or an “Any” Special Action card (19.6). If the Amphibious Assault is against any other hex, then regular Action Points or a Special Action card can be used.
- **CONFEDERATE ACTIVATION COST:** All Confederate Amphibious Assaults require an “Any” Special Action Card.



EXAMPLE: The Union player spends one Action Point to sail 1 SP from Baltimore to Hatteras Inlet. It is not a Fort or Coastal Fort so just an Action Point is necessary. It is unguarded so no combat is necessary, the SP lands and a Control marker is placed. In the next Action Phase that same SP can conduct an Amphibious Assault on Roanoke Island.

(19.5.2) Procedure: The Union player may conduct an Amphibious Assault with up to 3 SPs while the Confederate player may conduct an Amphibious Assault with only 1 SP. A General is not necessary in an Amphibious Assault, but if a General is present then the Commanding General’s Attack Rating is used in any battle that may take place. Follow the same procedures and use the same DRMs as in a land battle for any battle that may result from an Amphibious Assault. Any Naval Transport action into a vacant hex, but which results in a battle due to a successful interception, is for all purposes resolved as if it had been an Amphibious Assault.



EXAMPLE: The Union player plays a Naval Action card which allows him to make an Amphibious Assault against a Coastal Fort. He sails 3 SPs and Burnside from Annapolis to the Coastal Fort. The CSA SP

in the associated port automatically intercepts and is moved to the Coastal Fort. The Union player plays another Action card (this time an East card) for a +2 DRM in the battle. The Union player rolls one die on the 3 column and modifies his die roll by +3 (+1 for Burnside and +2 for the Action card). The Confederate player rolls one die on the 1 column and modifies his die roll by +2 for the Coastal Fort.

(19.5.3) Successful Amphibious Assault: If the assault was successful then surviving defending units must retreat and become Demoralized. Land units involved in a successful Amphibious Assault may *not* continue moving. If the Amphibious Assault was against an Island or Coastal Fort, a Control marker is immediately placed in the hex without the need to spend 1 MP and regardless of the SP size of the force that conducted the Amphibious Assault. Remember that retreating into or out of a Coastal Fort or Island is prohibited (11.6.4).

(19.5.4) Failed Amphibious Assaults: If the Amphibious Assault fails, the surviving SPs must immediately re-embark and either return to the Port they sailed from or sail to a friendly-controlled Port they could have reached at the start of their move.



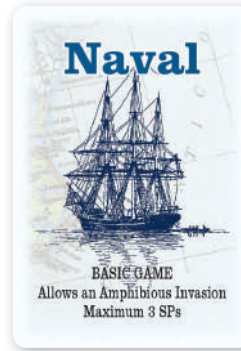
HINT: Have your invasion force ready in Annapolis or any other Ocean Port. As soon as you have a Naval Special Action Card you can launch your Amphibious Assault against a Coastal Fort. Use a second Action card (optional) for a +2 DRM in the attack.

(19.5.5) Confederate Amphibious Assaults: When the Confederate player conducts an Amphibious Assault assume Confederate Naval Control temporarily trumps Union Naval Control until blocked (19.1.4). This temporary control ends as soon as the Amphibious Assault ends. CSA Amphibious Assaults are not allowed through the hex-less Atlantic and Gulf areas or anywhere on the east coast north of the Hampton and Fort Monroe spaces.



EXAMPLE: The Confederate player plays an “Any” Special Action card to conduct an Amphibious Assault against Hatteras. The CSA player uses the 1 column and modifies his die roll by +2 for Jackson. The Union player uses the 1 column but has no modifiers.

19.6 The Union Naval Cards



This card may be used for the following purposes only:

1. **AMPHIBIOUS ASSAULT:** Activates a stack of up to 3 SPs (and any number of Generals) for an Amphibious Assault. In the Basic Game, a Naval (or Any) card is required for Union Amphibious Assaults against a Fort or Coastal Fort.

2. **NAVAL TRANSPORT:** Activates a stack of up to 3 SPs (and any number of Generals) for Naval Transport (19.3).

3. **NAVAL ASSIST (Basic Game Only):** Allows an activated Union General and his SPs to cross, or attack across, an enemy controlled Navigable River hexside as if the hexside was friendly controlled. Naval Assist may only be used on the Ohio River, the Mississippi River, the tributaries to those rivers and the body of water between each Coastal Fort and its associated Ocean Port. It may not be used on the Tennessee River above Muscle Shoals.

PLAY NOTE: Using Naval Assist is a way to recreate Grant’s crossing of the Mississippi below Vicksburg.

§ 4. **SHORE BOMBARDMENT (Basic Game Only):** This card may be used in a land battle to provide an additional **+1 DRM** when attacking a Fortification, Port or Island, as long as the target hex could conceivably be the target of a Union Amphibious Assault from Cairo, Pittsburgh, or Cincinnati. It can also be used as long as the qualifying target hex could conceivably be the target of a Union Amphibious Assault from a Union controlled Ocean Port (19.3.5) provided that Amphibious Assault would not require the use of a dotted Tidal River Path or a Navigable River other than the Mississippi River from the Gulf to Vicksburg (inclusive). This can be played in conjunction with a Special Action card for battle (+2 DRM) to achieve a total of +3 DRM against applicable spaces.

Union “Any” Cards can also be played as a Union Naval Card to perform any of the above activities.

PLAY NOTE: From Ocean Ports, Shore Bombardment is limited to where oceangoing warships could reach such as the Mississippi River up to Vicksburg, locations reachable from contiguous Coastal Hexes and locations reachable from solid Tidal River Paths.

20. THE END PHASE AND AUTOMATIC VICTORY

20.1 The Control Segment

(20.1.1) Hex Control: Place a Control marker in every Town, City, Port, Coastal Fort, Island and Resource/Objective Hex located in an enemy-controlled state that contains one or more of your SPs. Ignore locations that already contain a friendly Entrenchment, Fort or Control marker.

PLAY NOTE: This is the only way that a force with only 1 SP (e.g., a Cavalry Unit) can place a Control marker.

§ (20.1.2) Confederate Control in the North: Remove all Confederate Control markers and Forts in Northern States from:

- Objective Hexes that contain no Confederate SPs, and
- Non-Objective hexes that contain no Confederate SPs and cannot trace an LOC no longer than 4 MPs to at least one Confederate SP.

If there was a Confederate Fort in the hex, it is Captured (10.2.5).

(20.1.3) State Control: Determine control of Border States at this time (17.1.3–17.1.5).

20.2 End Turn Rally

All Demoralized units that have an LOC to a Supply Source immediately rally at no cost in Action Points. Those that do not have an LOC remain Demoralized (12.5.3).

20.3 Automatic Victory

The game can end before the last turn if one side has achieved an Automatic Victory.

(20.3.1) Union VPs: Keep track of the current number of BPs controlled and destroyed (including Arsenals) by the Union player with the US VP markers (award 1 VP for each BP controlled or destroyed). Note that the Union player earns no VPs for the Objective Hexes in Kentucky and Missouri.

BURNED BUT RECAPTURED: If the Union player destroys a Resource Hex (6.4) but control of it is regained by the Confederate player, the Union player still counts the BPs that were destroyed.

EXAMPLE: The Union player burns down Charleston, SC (BP 3) but then the Confederacy regains control of it providing the Confederacy with 1 BP. The Union player counts that as 2 VPs.

MISSISSIPPI RIVER CONTROL: If during the End Phase, Union Naval Control extends the length of the Mississippi River from the north map edge to the Gulf, then award the Union player **3 VPs**. This can be lost and re-earned if Union Naval Control on the Mississippi River is again blocked and again re-opened.

(20.3.2) Confederate VPs: The Confederate player earns VPs by capturing Washington DC and by invading the North.

- **NATIONAL PANIC:** The Confederate player earns **3 VPs** the instant he occupies Washington DC with 1 or more SPs. This is a once per game bonus earned for forcing the Union to relocate his capital. These 3 VPs are never lost. There is a special marker to separately record these permanent Confederate VPs.
- **INVADING THE NORTH:** During each End Phase, award the Confederate player **2 VPs** for each Objective Hex in a Northern State (not Border State) that the Confederate player controls. Record these VPs with the CSA VP marker. These VPs are semi-permanent (see Fading Glory) and are not lost when the Objective Hex is recaptured

by the Union player.

PLAY NOTE: These VPs are in addition to the National Panic VPs.

§ (20.3.3) Fading Glory: The Confederate player must reduce his total VP count for INVADING THE NORTH by 1 (but never to below 0 VP) during the Automatic Victory Segment unless the CSA has a Control marker in any one of the following: a hex in a Northern State (2.1.2), St. Louis, Louisville or Wheeling.

EXAMPLE: During the End Phase of Turn 5 the Confederate player has control of Harrisburg PA earning him 2 VPs. On Turn 6 he has control of Harrisburg plus Baltimore MD, so gains 4 more VPs. He now has 6 VPs. On Turn 7 he has no Control markers in any Northern State, and does not control St. Louis, Louisville, or Wheeling, reducing his VPs by 1. He now has 5 VPs.

(20.3.4) Benchmark Numbers: The Union player needs to gain control of or destroy 2 to 4 BPs worth of Confederate Resource Hexes each turn to remain on schedule. This running total is printed in the lower right corner of each game turn on the Turn Record Track.

DESIGN NOTE: This represents public expectations and political pressure.

(20.3.5) End Phase Victory Calculation: During the End Phase subtract the current CSA VPs from the current Union VPs. If this number is at least **12 VPs** less than the turn's Union Benchmark number, then the Confederate player wins an Automatic Victory. If it is at least **12 VPs** more, then the Union player wins an Automatic Victory. If it is neither, the game continues.

EXAMPLE: It is the end of Turn 11 and the Union player has 27 VPs and the Confederate player has 3 VPs. The difference is 24 (27 – 3 = 24). The Union Benchmark number for Turn 11 is 30. The Union player is behind by 6 points, but not enough for a Confederate Automatic Victory so the game continues.

NOTE: This step can be simplified if you count the captured Resource Hexes by state and move in a clockwise direction. Start in West Virginia (usually 3) and move to Virginia, down the coast to Florida, along the Gulf to Texas, up to Arkansas, and ending in Tennessee. Once you have the number of Union VPs from the BP values printed on the map you also have the number of Confederate Resource BPs if you subtract it from 100.

OPTIONAL RULES

§1. Dice Difference of 2

When the dice difference is 2, players receive an extra “Bonus Action” in addition to their two regular Action Points. This Bonus Action may *only* be used to activate 1 SP with no more than one General for movement or Naval Transport (4.3). No SPs or Generals may be picked up or dropped off. The Bonus Action may not be used for Rally, Transfer, Entrench, Training, or Amphibious Assault Actions. Cautious Generals cannot attack or move into an enemy ZOI when activated using this Bonus Action.

PLAY NOTE: This Bonus Action provides a cheap way to activate cavalry units or move a single SP (including by Rail, River or Sea).

2. Salt Hexes

There are four Salt hexes on the map (2435, 4826, 4829, 4909). The Confederate player loses BPs when these are captured. The number of BPs lost is dependent on the number of Salt hexes captured. The 1st hex = 0, the 2nd = -1, the 3rd = -2, and the 4th hex = -4.

EXAMPLE: If the Confederate player lost three Salt hexes (0+1+2) his BPs would be reduced by 3 each turn. If all four hexes are captured the Confederate player would lose 7 BPs each turn.

DESIGN NOTE: Salt was extremely important during the Civil War as it was the only way to preserve meat in a time without refrigeration. It would have been a major crisis if the South lost all its major salt-producing areas.

PLAY NOTE: The Union player cannot place a Control marker in Salt hex 4909 as there is no town there—he must keep an SP in the hex. This represents the manpower necessary to constantly stomp out salt manufacturing in the area.

3. Army Markers

Army markers are provided to help with large stacks and for use with Optional Rule 4. Only stacks that contain a 3- or 4-star General may use an Army marker. Place the Army marker on the map and place all units in the Army on the Army Display. An Army marker has no combat strength or function other than Rule 4. The number of Army markers supplied in the game is an intentional limit. An Army marker can be placed or removed at any time. It does not require an action or that the player be the Phasing player.

4. Army Morale

In General: An Army with high morale may re-roll 1s when engaged in battle. Indicate an Army has high morale by flipping over the Army marker to its back side. An Army earns high morale by winning a “Closely Fought Major Battle.” A Closely Fought Major Battle is defined as a battle where both sides have at least 7 SPs and the winner rolled no more dice on the CRT than the loser.

EXAMPLE: 12 SPs vs. 7 SPs would be a Closely Fought Battle—both sides use two dice. 13 SPs vs. 11 SPs would not unless the side with the 11 SPs is the winner of the battle.

Re-Rolls: As long as the army has high morale the owning player re-rolls all 1s that he rolls in combat with that army. In battles where 2 or 3 dice are used the player may re-roll all 1s that are rolled. If a 1 is rolled again, then it must be kept—you can never re-roll a re-roll.

Losing High Morale Status: An Army loses high morale status if it ever loses a battle (of any size or odds), or the last SP in the army is eliminated or Displaced. It is also lost if the Army marker must be

removed from the map (e.g., if the stack no longer contains a 3- or 4- star General). Army high morale status is unrelated to whether the Army is Demoralized (12.2). If a large enough Demoralized force ends its move or retreat in the same space as the Army, the Army becomes Demoralized as well, but retains its Army high morale status if it has it. Similarly, if an Army ends its move or retreat with a large enough Demoralized force to become Demoralized itself, it does not cause the Army to lose Army high morale status if it has it.

§5. Maneuver Reaction

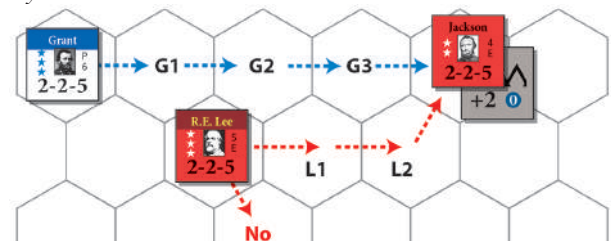
This is similar to Interception, but instead of entering the hex the active force is about to enter, the reacting force enters the hex adjacent to that hex, thereby keeping in contact with the active force. It can be visualized as a race to a location or an attempt to follow at a distance. Any enemy movement that would trigger the opportunity to make an Interception attempt may be used instead to trigger a Maneuver attempt by those forces that would have been eligible for an Interception attempt. Maneuver is a one-hex move by a non-active force and succeeds on a modified dice roll of 9 like other Reaction attempts. All rules, restrictions, and modifiers for Interception apply to Maneuver with these exceptions:

- The hex maneuvered to must be adjacent to the hex the active force is entering, and not be the hex the active force just left.
- The hex maneuvered to cannot be across an unbridged Navigable River hexside or an impassable hexside.
- The hex maneuvered to cannot be an enemy-controlled Objective or Resource hex (even if vacant).
- The Picket Line DRM does not apply to Maneuver attempts.
- The hex maneuvered to may not contain enemy units nor be in the ZOI of a non-moving enemy unit, even if the reacting force could Automatically Displace those units.

In reacting to an active force about to enter or attack a hex in its ZOI, a General may attempt either an Interception or a Maneuver Reaction—not both. The hex that the player wants to maneuver into must be specified before the Maneuver attempt dice roll is made.

All Maneuver attempts have to be pre-designated at the same time that Interception attempts are pre-designated and cannot be canceled after seeing the results of any of the Maneuver or Interception attempt rolls.

PLAY NOTE: You cannot Maneuver away from the active force—you must always stay in contact with it. It is conceivable that a move could trigger an Avoid Battle, a Maneuver, and an Interception all at one time by three non-active stacks.



EXAMPLE: If Grant enters hex G1, Lee could intercept into G1 or Maneuver to hex G2. In this example, the Confederate player holds tight and does neither. Grant then moves to hex G2, Lee can intercept but decides to Maneuver to hex L1 staying in contact with Grant after a successful roll. When Grant moves to hex G3, Lee Maneuvers to hex L2. When Grant attacks Jackson, Lee intercepts to reinforce Jackson. Note that Lee could never Maneuver away from Grant.

SCENARIOS

GETTING STARTED

Pick the scenario you want to play and set up the pieces using the scenario setup cards. Use the scenario data to place the markers. The game starts with each player rolling one die to determine Initiative. The winner of that roll moves first.

Additional Turn Record Track Information:

- **Turn 6:** The Union player may choose to transfer Grant to Halleck's location.
- **Turn 11:** After Hooker is demoted and replaced by Meade, he may be Transferred (16.6) to any legal space.
- **Turn 17:** The Union player may choose to not remove Hunter. If Hunter is not removed, Sheridan may not be transferred.

PLAY NOTE: Due to the complexity added by the special rules for 1861, it is recommended that players try the 1862 Scenario (S2) the first time they play to help them more easily grasp the core rules of the game.

§ NOTE: In the 1861, 1862 and 1863 scenarios, VPs cannot be earned by either side from Objective/Resource hexes that are Out of Supply at the end of the scenario. Invading the North VPs (20.3.2) earned prior to the last turn of the scenario are not subject to this limitation.

S1. THE 1861 SCENARIO

S1.1 Setup and Scenario Data

- **Game Length:** 3 turns. Starts on Turn 1 and ends in the Victory Check Phase of Turn 3.
- **First Player:** Determined by Initiative die roll.
- **Setup:** Use the 1861 At Start Card.
- **Special Action Cards:** Each player starts with one—drawn randomly.
- **Start with the Action Cycle (3.4):** Skip the Reinforcement, Strategic Movement, and Leader Management Phases on the first turn.
- **Border States:** West Virginia is Confederate controlled, Kentucky is Neutral, and Missouri is Union Controlled.
- **Blockade Markers:** N.Atl = 5, S.Atl = 7, Gulf = 8.
- **Status Track Markers:** Arsenal = 1; Maintenance = 10; Resource BPs = 97; Union VPs = 3 (Harper's Ferry, Wheeling and Grafton, WV); Union Ironclads = 0; CSA Training = 0; Union Training = 0.

S1.2 Scenario Victory Conditions

The following only apply to the 1861 Scenario—not to Campaign Games starting in 1861.

§ **Union Victory:** The Union player wins if he has **7 VPs** at the end of the scenario. If the Confederate player has any VPs, those must be subtracted from the Union VPs before determining victory.

In addition to the normal VPs listed in the Automatic Victory section, also award the Union and Confederate players the following VPs at the end of the scenario:

- **UNION:** 1/2 VP (retain fractions) for each Blockade DRM Point currently in Union control. It is in Union control if the Blockade Runner Port associated with the DRM is closed.
- **CONFEDERATE:** 1 VP for each Border State Objective Hex in CSA control.

Confederate Victory: The Confederate player wins if the Union player has failed to achieve his victory conditions. *Note that the Union player starts with 4 VPs (Harper's Ferry, Wheeling, Grafton and the Blockade of Norfolk and Pensacola). The Confederate Player starts with 1 VP (Springfield, MO).*

S1.3 Special 1861 Rules

The special rules which follow below apply to both the 1861 Scenario and Campaign Games starting in 1861.

(S1.3.1) 1861 Union Naval Control: While Kentucky is neutral (17.1.3), Union Naval Control may not enter or pass through New Madrid or river hexsides completely in Kentucky.

§ **(S1.3.2) 1861 Naval Ramp Up:** During Turns 1 through 3 (only), the following additional restrictions apply to Naval Transport Actions (including Amphibious Assaults):

- **On Turn 1:** Neither player may conduct Naval Transport Actions of any kind.
- **On Turn 2:** The Union player is limited to one Ocean Transport Action per Action Phase. In addition, the Union player is limited to transporting only 1 SP in each River and Ocean Transport Action. There is no effect on Strategic Movement.
- **On Turn 3:** The Union player is limited to one Ocean Transport Action per Action Phase. In addition, the Union player is limited to transporting only 2 SPs in each River and Ocean Transport Action. There is no effect on Strategic Movement.

(S1.3.3) Early Union Fleet: On Turns 1, 2 and 3, the Union player may not play Special Action Cards for either Basic Game Naval Assist or Basic Game Shore Bombardment (19.6).

DESIGN NOTE: The above limitations on naval activities reflect the limited ability of each side to transport troops and conduct Amphibious Assaults in the early months of the war. They also reflect that complete Union naval supremacy was not achieved until early 1862 with the arrival of Eads ironclads on the Mississippi and the build up of sufficient oceangoing naval forces to support attacks on Confederate Coastal Forts.

(S1.3.4) 1861 Slower Pace: On Turns 1, 2 and 3 there are only 3 Action Phases per Turn rather than the normal 4 Action Phases per Turn. In addition, at the start of Turns 2 and 3, each player draws only one Special Action Card rather than the normal two.

DESIGN NOTE: This reflects the slower initial pace of the war.

(S1.3.5) Railroad Interception: During Turn 1 (only), J Johnston with up to 2 SP may attempt a two-hex Interception (9.2) via a contiguous Railroad path to reinforce Beauregard's force at Manassas Junction if Beauregard is attacked and Beauregard does not make an Avoid Battle attempt. The Railroad path must be under Confederate control. The +2 for Picket Line (9.4), plus J Johnston's Defense Rating, apply to this Interception attempt.

DESIGN NOTE: This allows for the unique historical reaction of Confederate forces to the Union move on Manassas Junction in 1861.

S2. THE 1862 SCENARIO

S2.1 Setup and Scenario Data

- **Game Length:** 5 turns. Starts on Turn 4 (Winter, 1862) and ends at the completion of the End Phase of Turn 8 (Fall, 1862).
- **First Player:** Determined by Initiative die roll.
- **Setup:** Use the 1862 At Start Card.
- **Special Action Cards:** Each player starts with three—drawn randomly.
- **Start with the Action Phase:** Skip the Reinforcement, Strategic Movement, and Leader Management Phases on the first turn.
- **Arsenals Destroyed:** None
- **Border States:** West Virginia, Missouri and Kentucky are Union Controlled.
- **Blockade Markers:** N.Atl = 4, S.Atl = 6, Gulf = 7
- **Status Track Markers:** Arsenals = 4; Maintenance = 10; Resource BPs = 96; Union VPs = 4 (West Virginia and Harper's Ferry); Union Ironclads = 2; CSA Training = 0; Union Training = 0.

S2.2 Scenario Victory Conditions

The following only apply to the 1862 Scenario—not to Campaign Games starting in 1862.

Union Victory: The Union player wins if he has **24 VPs** at the end of the game. If the Confederate player has any VPs, those must be subtracted from the Union VPs before determining victory.

In addition to the normal VPs listed in the Automatic Victory section, also award the Union and Confederate players the following VPs at the end of the scenario:

- **UNION:** 1/2 VP (retain fractions) for each Blockade DRM Point currently in Union control. It is in Union control if the Blockade Runner Port associated with the DRM is closed.
- **CONFEDERATE:** 1 VP for each Border State Objective Hex in CSA control.

PLAY NOTE: The Union player starts with 4 VPs of CSA Resource Hexes (Harper's Ferry, Charleston WV, Grafton WV, and Wheeling WV); 2.5 VPs for 5 captured Blockade DRMs; and -2 VPs for CSA control of Bowling Green and Columbus. A net of 4.5 VPs.

Confederate Victory: The Confederate player wins if the Union player has failed to achieve his victory conditions.

S3. THE 1863 SCENARIO

S3.1 Setup and Scenario Data

- **Game Length:** 5 turns. Starts on Turn 9 (Winter, 1863) and ends on the End Phase of Turn 13.
- **First Player:** Determined by Initiative die roll
- **Setup:** Use the 1863 At Start Card.
- **Union Control Markers:** Besides those listed on the Setup card place a friendly Control marker in every Town, City, Port, Coastal Fort, Island and Objective/Resource hex located in an enemy-controlled state that contains one or more of your SPs except where you have an Entrenchment or Fort.
- **Special Action Cards:** Each player starts with three—drawn randomly.
- **Start with the Action Phase:** Skip the Reinforcement, Strategic Movement, and Leader Management Phases on the first turn.

- **Arsenals Destroyed:** None
- **Border States:** West Virginia, Missouri and Kentucky are Union Controlled.
- **Blockade Markers:** N.Atl = 2, S.Atl = 2, Gulf = 3
- **Status Track Markers:** Arsenals = 9; Maintenance = 10; Resource BPs = 77; Union VPs = 23; Union Ironclads = 4; CSA Training = 0; Union Training = 0.
- **Union Removed Generals:** Buell, Fremont, Halleck, Lyon, McClellan, Patterson, Pope, and Sumner.
- **Unassigned Box:** J. Johnston (CSA), Butler (Union) (16.5.2).

S3.2 Scenario Victory Conditions

The following only apply to the 1863 Scenario—not to Campaign Games starting in 1863.

Union Victory: The Union player wins if he has **39 VPs** at the end of the game. If the Confederate player has any VPs, those must be subtracted from the Union VPs before determining victory.

In addition to the normal VPs listed in the Automatic Victory section, also award the Union and Confederate players the following VPs at the end of the scenario:

- **UNION:** 1/2 VP (retain fractions) for each Blockade DRM Point currently in Union control. It is in Union control if the Blockade Runner Port associated with the DRM is closed.
- **CONFEDERATE:** 1 VP for each Border State Objective Hex in CSA control.

Confederate Victory: The Confederate player wins if the Union player has failed to achieve his victory conditions.

S4. THE CAMPAIGN GAME

S4.1 Setup and Scenario Data

Game Length: 20 turns. Starts on Turn 1 and ends in the Victory Check Phase of Turn 20, if not earlier (20.3 and S4.3).

1861 Start: For the 1861 start, use the setup information and special rules from the 1861 Scenario with the Campaign Game's victory conditions.

Variable Start: Players can also start the Campaign Game in 1862 or 1863. To do that, use that scenario's setup information with the Campaign Game's victory conditions.

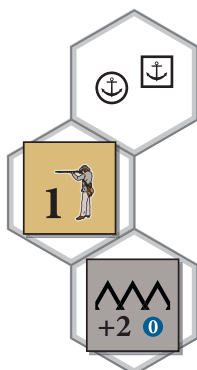
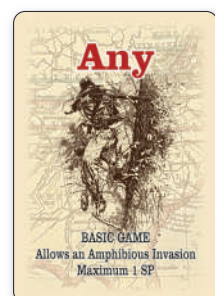
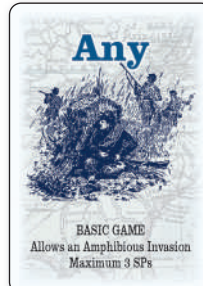
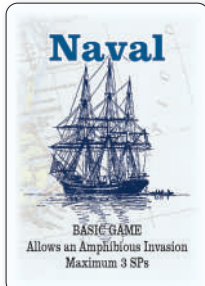
S4.2 Campaign Game Victory Conditions

If neither player has won an Automatic Victory by the end of the last turn, then the Union player wins if he has **60 or more VPs**. The Confederate player wins if the Union player has less than that. The amount of Confederate VPs has no impact on this determination -- only Union VPs are considered.

DESIGN NOTE: A Confederate victory at the end of the game does not mean the South wins the war, but rather they are able to ask for better terms at the peace table.

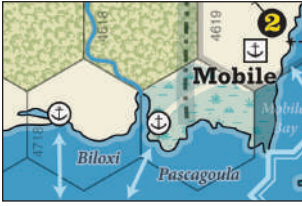
S4.3 The 1864 Presidential Election

During the Victory Check Phase of Turn 18 temporarily reduce Union VPs by **5 points**. If this triggers a Confederate Automatic Victory, then it is assumed McClellan wins the 1864 election and initiates peace talks. The game immediately ends as a Confederate victory. If the temporary reduction does not trigger a Confederate Automatic Victory then Lincoln wins re-election, the 5 VPs are restored and the game continues.

NAVAL ACTION COST CHART (Basic Game Only)				
	Size of Amphibious Assault or Naval Transport			
Type of Naval Activity	Any number of Leaders 1	Any number of Leaders 2	Any number of Leaders 3	Any number of Leaders 1
Amphibious Assault against a non-Fort space 	OCEAN TRANSPORT Cost: 1 AP — or — One Special Action Card	OCEAN TRANSPORT Cost: 2 APs — or — One Special Action Card	OCEAN TRANSPORT Cost: 3 APs — or — One Special Action Card	Amphibious Assault using RIVER TRANSPORT Cost: one “Any” card 
Amphibious Assault against a Fort or Coastal Fort. 	Cost: One Naval or “Any” Special Action Card 			
Ocean Transport From Ocean Port to Ocean Port	Cost: 1 AP — or — One Special Action Card	Cost: 2 APs — or — One Special Action Card	Cost: 3 APs — or — One Special Action Card	NOT ALLOWED
River Transport Must start or end at a Port.	Cost: 1 AP to transport 1-3 SPs — or — One Special Action Card (Naval, “Any”, or appropriate theater)			Cost: 1 AP — or — One Special Action Card (“Any”, or appropriate theater)

Note: Amphibious Assaults using Ocean Transport can only end in an enemy-controlled or enemy-occupied space that contains an Ocean port (10.3.2, 19.3.5). See Biloxi and Pascagoula notes on p.35”.

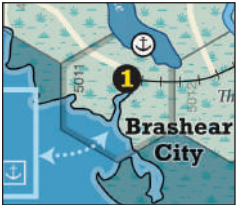
SPECIAL HEXES AND SPACES



Biloxi and Pascagoula (4718 & 4719):

These are River Ports and are not accessible by Ocean Transport and Ocean Amphibious Assault despite their connection to solid Tidal River Paths. The purpose of the solid Tidal River Paths is to indicate that Basic Game Naval Support can be used in these hexes and Union

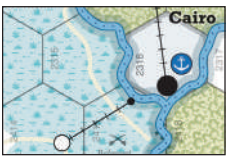
Oceangoing NSPs may enter these hexes in the Advanced Game. The Union player can conduct a River Amphibious Assault from Ship Island (or from any of the River Ports that are accessible from the dotted and solid Tidal River Paths that go into and out of Ship Island) to either of these two ports.



Brashear City (5011): A Union Amphibious Assault into this hex from the direction of the Gulf must be conducted as a River Amphibious Assault from Atchafalaya Bay since Brashear is not an Ocean Port. This Coastal Hex is only reachable from the direction of the Gulf by a dotted Tidal River Path so Oceangoing NSPs are not allowed here. Union units in Brashear City can draw Full

Supply from Atchafalaya Bay using River Supply, but Brashear City cannot project Full Supply inland from the Gulf since it is not a port on its Gulf side. Since there is no Navigable Waterway between the Coastal and River Port parts of the hex, Union control of this hex does not allow Union Naval Control from the Gulf to extend through the hex to the Mississippi Delta. Because of that, the Union player cannot use River Transport to and from Brashear City on Grand Lake until Union Naval Control reaches the hex from the Mississippi via Simmesport or the Navigable River hexside on the northwest side of Donaldsonville.

Brownsville/Matamoros Off-Map Box: 14.4.6 and 19.2.3.



Cairo (2316): There is a Railroad Ferry between Cairo and hex 2415. When using normal movement from Cairo to the hex 2415, the cost of the Marsh can be avoided by using the Rail line. Thus, if the Mississippi River hexside that lies between them is either friendly-controlled or uncontrolled, it only

costs 2 MPs to move from Cairo to hex 2415. The Road in hex 2415 does not connect to either Columbus (2516) or hex 2416.

Dover (2619): A Confederate fortification in this hex will block Union Naval Control on both the Tennessee and Cumberland Rivers. The port only blocks Union Naval Control on the Cumberland River (19.1.4).

Florence (3120): See Tuscumbia.

Fort St. Philip/Jackson: Considered to be in the West theater.

Fort Monroe: A Confederate controlled Fort Monroe does not block Naval Movement between the Atlantic and the portion of Chesapeake Bay that is north of Fort Monroe, nor does it prevent a River Amphibious Assault on the north side of the Hampton hex.

Galveston (5101) and Galveston Bay: Also see Map Notes—Texas. The only way into Galveston Bay from the Gulf is via the Galveston hex. Naval Transport between Galveston, Houston, and Liberty must be by River Transport.

Georgetown (3641): It costs 1 MP to move from Georgetown to hex 3542 and 2 MPs to move from hex 3542 to Georgetown.

Hampton (2349): Due to the very close physical presence of Fort Monroe to the Virginia Peninsula, for naval activities treat the east side of the Hampton hex as a north to south Navigable River between that hex and Fort Monroe rather than as a Coastal Hex. In both directions, movement along it is considered to be down river.

Hatteras Inlet: The only way into or out of Pamlico Sound is via the Hatteras Inlet Island Box. Also see Map Notes—The North Carolina Tide Water.

Mobile (4619) and Mobile Bay: For Fort Morgan and naval activities see the Map Notes, for the ferry see 5.4.4.

Muscle Shoals (3220): See 19.1.3.



New Madrid (2515) and Arkansas Post (3409):

These are unique hexes—a Navigable River runs through the middle of the hex. For land movement and land combat the river is ignored. This was done to represent it as an important crossing site. Here are some points about these hexes:

- While Kentucky is neutral nothing may enter the New Madrid hex (17.1.3).
- New Madrid is considered in the West Theater.
- While it is heavily obscured by the state boundary shading, there is a Road in the New Madrid hex leading to hex 2615 in addition to the Road leading to Buffington (2414). Therefore, it only costs 2 MPs to move from hex 2615 to Buffington or vice-versa.
- A Confederate Entrenchment in New Madrid does not block Union Naval Control on the Mississippi River.
- There is no movement cost to cross the Navigable River (5.8.4).
- Confederate land units could enter and pass through the hex if it was occupied by only a Union Naval Unit.

New Orleans (4814): Note that Naval Movement and an Amphibious Assault are not allowed into or through Lake Pontchartrain. Ocean Transport must stop at New Orleans. From there only River Transport may carry SPs further up river (19.3.5).

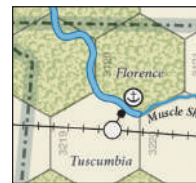
Norfolk (2449): Union control of Fort Monroe blocks Norfolk as a Blockade Runner port. Confederate Naval Units in Norfolk can sail up the James River or can Run the Guns past Fort Monroe to enter the portion of Chesapeake Bay that is north of Fort Monroe.

Proctorville (4915): Due to the shallow water in this area, this is a River Port not an Ocean Port. In addition, Union Oceangoing NSPs are not allowed there since it is only reachable by a dotted Tidal River Path. CSA Limited Supply could be traced to Proctorville from Pearlinton provided both Pearlinton and Proctorville are under Confederate Naval Control since Naval Control can never be blocked or negated in Tidal River Paths.

Roanoke Island: See 14.4.7.

Ship Island: See 13.3.3.

Simmesport (4509): This town is the key to the Red River. If this town is in Confederate control then Union Naval Control is blocked from going up the Red River and down the Atchafalaya River. If a Fort is built here, it will not affect Naval Control of the hex's Mississippi River hexside in any way.



Tuscumbia (3219): The Port of Florence (3120) is linked to the rail net at Tuscumbia. This allows the Confederate player to use the Tennessee River as a Supply Line if clear of Union Naval Control. Likewise, the Union player can use it to link the River Supply Line into the rail line at Tuscumbia as long as he controls both Florence and Tuscumbia.

Vicksburg (4011): See Map Notes – Defending Vicksburg.



Washington DC (1647): Protected by a Navigable River hexside from the south so only 1 Confederate SP may attack from that direction. To the extent Union Naval Control is not blocked, River Transport (and River Amphibious Assault) from Washington by the Union can reach as far south as Norfolk and can go up the James River all the way to Richmond.

Waynesville (4436): This hex is not a Coastal Hex.

Wilmington (3345): Wilmington and Ft. Johnson/Fisher are considered to be directly connected just like most any other Coastal Fort and its Associated Port. Movement and River Transport between each of them is possible.

MAP NOTES

Texas



Union Amphibious Assaults: An Amphibious Assault through the Ocean has to start and end at an Ocean port, so Houston and hexes A-D cannot be the target of an Ocean Amphibious Assault. Only Galveston, Sabine City, and Brownsville/Matamoros can be targeted. However, if the invasion force starts at Galveston it is considered a River Amphibious Assault and the SPs and Generals can land in Houston or hexes A-D.

Confederate Amphibious Assaults: Magruder could do an Amphibious Assault against Galveston if an “Any” Special Action Card is used. Since it is undefended it would be automatically successful.

Land Movement out of Galveston: The player who controls Galveston controls the Railroad Bridge and the shallow bay that separates the island from the mainland—enemy Naval Control can never affect this. Therefore, moving from Galveston to hex A always costs 1 MP. Attacking hex A from Galveston would be the same as attacking across a friendly controlled Navigable River.

Land Movement into Galveston: If Galveston and hex A were both friendly controlled then it would cost only 1 MP to enter Galveston. If Galveston was enemy controlled, then entering Galveston from hex A is identical to moving across an enemy-controlled Navigable River hexside (+2 MP and 1 SP max.).

Brownsville/Matamoros: The Union player can enter this port box via land or sea. The Confederate player can only enter it via land. *This box represents contraband coming in through Mexican ports and entering the Confederacy.*

Texas Off-Map Resource Points: These represent Texas cattle and supplies from the West that helped the Confederacy. Neither player can enter these hexes.

ADVANCED GAME: If Magruder does an Amphibious Assault against Galveston using Cottonclads the Naval Battle would be 0 NSP Cottonclad vs. the 0 NSP of the Union controlled Ocean Port, so both would use the 0 column. Banks could do an Amphibious Assault up the Sabine River using Gunboats, however he would have to take control of the Port of Orange first—the Union player cannot by-pass a Confederate controlled port on a Type-1 River during an Amphibious Assault.

New Orleans



There are three ways to take New Orleans by sea. For each method let us assume the Union player has Farragut, 5 NSPs, 3 SPs and Burnside. The Confederate player has the units shown above and has control of all Navigable Rivers north of Forts St. Philip and Jackson.

A. Brashear City: The Union player can land at Atchafalaya Bay with an Ocean Amphibious Assault and then in the following Action Phase conduct a River Amphibious Assault from there to Brashear City with 3 SPs and Burnside. From there Burnside can march on New Orleans via A1 or A2. Crossing at A1 will cost +2 MPs and can be conducted by only 1 SP at a time, so is only a good choice if New Orleans has no garrison. The other approach via A2 is even worse—it requires crossing Bayou Lafourche without the bridge at Thibodaux since control of the river is required to use a railroad bridge. Burnside can spend 2 MPs to build an Entrenchment at Thibodaux that will allow him to cross Bayou Lafourche with all 3 SPs. Once across the bayou he faces a direct assault across the Mississippi River into New Orleans which can only be conducted by a maximum of 1 SP. Also note that, while Brashear City itself is in Full Supply from Atchafalaya Bay via River Supply, it cannot project Full Supply inland from the Gulf since it is not a port on its Gulf side. A LOC can be traced back to Brashear City to provide Limited Supply from the Gulf provided a SP or Fort is left there to act as a Depot. All-in-all, attacking New Orleans via Brashear City is very difficult.

B. Forts St. Philip and Jackson: This was the historical approach. If Burnside with 3 SPs conducts an Amphibious Assault on the Coastal Fort it would have a 67% chance of success (3 SPs +1 DRM vs. 0 SP +2 DRM).

ADVANCED GAME: If the Union fleet Runs the Guns past the Coastal Fort it could attack the unfinished ironclad at New Orleans. If a Union player combines that with a landing at Proctorville then the Coastal Fort would be Isolated and have to roll for Surrender. The fleet in New Orleans would also allow Burnside to attack New Orleans from A2 with 3 SPs. If Running the Guns is too risky, then consider an Amphibious Assault using the Union Oceangoing Ironclad strength and a couple of Special Action Cards for the Naval Battle and the land battle.

C. Proctorville: This approach was used in the War of 1812. Due to the shallow water in this area, Proctorville is designated as a River Port. As a result, an Amphibious Assault on this hex must be performed as a River Amphibious Assault from Pearlington, Ship Island, Biloxi or Pascagoula. If the Confederate player fails to guard this port, the landing will be unopposed. In the following Action Phase the troops can march on New Orleans from Proctorville. The problem with this approach is the Confederate player will be forewarned when he sees the Union player sending SPs to Ship Island.

Mobile Bay



§ Fort Morgan: The Union player must first capture the Coastal Fort before he can Amphibious Assault the towns of Mobile or Blakeley. Land movement into and out of Fort Morgan is allowed from Mobile or Blakeley and costs 1 MP. However, in the Advanced Game, both land movement and Automatic Interception and Avoid Battle (10.3.2) into and out of Fort Morgan is not allowed when there is a Union Oceangoing NSP in either Blakeley or Mobile. If land movement is not possible or desired, a SP can instead be sailed into or out of the Fort with River or Ocean (Union only) Transport. Land combat is not permitted between Fort Morgan and Mobile or between Fort Morgan and Blakeley. Only Amphibious Assault is permitted between them.

Mobile-Blakeley Ferry: The ferry between Mobile and Blakeley is considered a railroad ferry which allows Strategic Rail Movement and the 12 MP Railroad Movement Bonus for the Confederate player.

Coastal Fort Information Box

What they protect from Union Naval Control and Union Amphibious Assaults if Confederate controlled.

Fort Monroe: Protects the Hampton hex (2349).

Fort Macon: Protects Beaufort (3148) from an Amphibious Assault from the sea, but not from the northern (Neuse River estuary) side of the hex.

Fort Johnson/Fisher: Protects Wilmington (3345).

Fort Sumter: Protects Charleston (3839).

Fort Pulaski: Protects Savannah (4137) and prevents Union access to the Savannah River.

Fort Pickens: Protects Pensacola (4722).

Fort Morgan: Protects the ports of Mobile (4619) and Blakeley (4602) and prevents Union access to the Mobile River.

Fort St. Philip & Jackson: Protects the Mississippi River, and thus New Orleans, from the direction of the Gulf.

Normal land movement across the hexside using the railroad ferry costs +1 MP. Use of this railroad ferry is only allowed if the player controls, and has Naval Control over, both sides plus Fort Morgan.

Mobile Bay: If the Union player ignored Fort Morgan and captured both Mobile and Blakeley by land, the Fort would still be in supply via Montgomery, because the Confederate player would still have Naval Control of Mobile Bay. Mobile Bay is considered to extend into the Swamp Hex of 4519. As a result, a Fort or Naval Battery in the port of Mobile or Blakeley will not affect the ability of the other port to access the Navigable River in that hex.

Biloxi and Pascagoula: These are River Ports like Pearlington and Proctorville. As a result, Ocean Transport and Ocean Amphibious Assault may not be used to reach them. Note that Union Oceangoing NSPs can carry SPs for a River Amphibious Assault from Ship Island to Biloxi or Pascagoula since Oceangoing NSPs can enter solid Tidal River Paths (21.2.5). However, Oceangoing NSPs cannot carry SPs for an Ocean Amphibious Assault into either Biloxi or Pascagoula since neither port is an Ocean Port (19.3.5).

ADVANCED GAME: The Union player could sail Oceangoing NSPs past the Coastal Fort (Run the Guns), and drop anchor in Mobile (picking up a Low Coal marker if it is not in Full Supply in that space). Fort Morgan would then be Isolated (since the Oceangoing NSP in Mobile would project a Naval ZOI into the Blakeley Hex) and would have to roll for Surrender. Once the Confederate player builds a Fort in Mobile this option is no longer possible (since the Oceangoing NSP would not be able to remain in the Mobile hex).

Mobile is vulnerable to a land attack via Pascagoula. The Confederate player should not leave Mobile undefended.

The Fort Gadsden Area



Salt: Florida during the Civil War was a major source of salt for the Confederacy. It was produced all along the coast, but for this game it is represented by St. Andrews Bay and St. Marks.

Fort Gadsden: Besides the old fortified position of Gadsden built during the First Seminole War, this Fort marker also represents a number of batteries that protected the river.

Movement: A Union force moving from A to B would pay 1 MP for the road plus 2 MPs to cross the Navigable River (with 1 SP max). Movement from A to E is not allowed. The cost to cross the river from C to D, or D to C depends on who has Naval Control of that river. For

the Union player it would cost +2 MPs and he would be limited to 1 SP (until he captured the port of Apalachicola and cleared Fort Gadsden).

Amphibious Assaults: The Union player can Amphibious Assault from the Ocean any of the three Ocean Ports shown in the example above.

ADVANCED GAME: A Union force that started in Apalachicola, using Gunboats could sail up as far as Chattahoochee, Florida if Fort Gadsden was destroyed and the river was clear of enemy NSPs. (Remember, SPs being carried by Naval Transport/Amphibious Assault can never “Run the Guns”).

The North Carolina Tide Water



For the Basic Game ignore the Naval Units. Above is a typical situation at the start of 1862. A few things to point out:

1. Union entrance into Pamlico Sound from the Atlantic is only possible if Hatteras Inlet is under Union control. Roanoke Island does not have direct access to the sea except with respect to its Blockade Runner DRM—the Union must control Hatteras Inlet to make an Ocean Amphibious Assault into Roanoke Island.

2. Beaufort cannot be invaded from the Atlantic Ocean until Ft. Macon is captured. However, Burnside could conduct a River Transport/Amphibious Assault from Hatteras Inlet and land in the Beaufort hex from Pamlico Sound. The Coastal Fort would then be Isolated and would need to roll for Surrender at the end of each Confederate Action Phase. Historically, Fort Macon was abandoned by the Confederates once Hatteras fell.

3. Provided Hatteras Inlet is under Union Control, the Union player may make an Ocean Amphibious Assault directly into New Bern or Roanoke Island (without stopping at Hatteras Inlet) from any Union-controlled Ocean Port that does not have its access to the sea blocked. Washington (NC) cannot be the subject of an Ocean Amphibious Assault since it is a River Port.

4. **ADVANCED GAME:** Farragut and his 5 NSPs are with Burnside at Hatteras Inlet. If the Union player conducts an Amphibious Assault on Roanoke Island the Naval Battle would be 5 NSPs vs. 3 NSPs with a +1 DRM for Farragut. The land battle would be 3 SPs (+1 Burnside, +1 Naval Support) vs. 0 SP (+2 DRM for the Fort).

Defending Vicksburg



The Confederate player should consider building up the fortifications of Vicksburg to a Level F3 after Memphis falls to the Union player. 2 SPs with a +1 General and a F3 Fort guarantees the Fort will not fall from an Amphibious Assault.

The Yazoo River: Note that the Fort and Naval Batteries in Vicksburg do not affect river movement in hex A. Movement and Combat between hex A and Vicksburg is prohibited. The Union player can freely sail into the Yazoo River. *Unlike today, in 1863 the Yazoo River did not flow past Vicksburg.*

Chickasaw Bluffs: Vicksburg is vulnerable from hex B which is the rough location of Chickasaw Bluffs. If the Confederate player can afford it, he should have an Entrenched SP in this hex to make the Union player fight for a landing here. A Union SP in hex B would be in Full Supply (River Supply) and would be a depot for other units tracing an LOC to it for Limited Supply.

How Safe is Cairo?



For the Basic Game ignore all the Naval Units in this example. If you are the Confederate player and would like to take Cairo, here are a few methods:

1. Send Morgan after it. From his position in the example he can reach Cairo in 7 MPs, spending 2 MPs to cross the Ohio River at R2. The Confederate player rolls on the 1 column with a +2 DRM, while the Union player rolls on the 0 column with a +2 DRM. Morgan has a 50% chance of taking the town.

2. Use an “Any” Special Action Card to conduct an Amphibious Assault. 1 SP vs. 0 SP and the +2 DRM for the Fort has a 22% chance

of success. Use another Special Action Card for the +2 DRM and the odds go up to 50%.

3. Send Polk's force to attack the Fort directly. Since the Navigable River is enemy controlled only 1 SP can be used in the attack. Note the Fort would get a +3 DRM rather than a +2 DRM in this situation due to the attack crossing the river.

ADVANCED GAME: We are assuming the Union fleet is busy helping Grant at Nashville and the Union player has left only the Fort in Cairo. With the Advanced rules and the two Confederate River Flotillas (2 NSPs) the situation changes as follows:

1. No change.
2. The 2 NSPs accompany the Amphibious Assault and will have to win the Naval Battle against the Fort before the 1 SP may land.*
3. If the 2 NSPs win a Naval Battle against the Fort then 3 SPs from Polk's stack can cross the Ohio River and be used in the attack.*

*In case #2 and #3, if at least one squadron survives it provides the Confederate player with a +1 for Naval Support.

How Safe is Washington?



It is always a good idea to build up Washington DC to a level 3 Fort, but even with that it is vulnerable to a strong Confederate attack. In the example above Lee attacks Washington while McClellan is busy in the valley. It takes Lee 5 MPs to reach DC from Fredericksburg because crossing the Potomac River costs +1 MP. The Confederate player avoids the direct attack from Alexandria because of the Navigable River hexside there.

The odds of the attack are 11 SPs to 5 SPs. The CSA player uses a Special Action Card for a +2 DRM so his total DRM is now +6 (including Lee and Jackson). The Union player has a +8 DRM (McDowell, the River, and the Fort). Let's assume average die rolls for both players: the Confederate rolls a 7 and the Union a 4. CSA: $7 + 6 = 13 = 3$ result. Union: $4 + 8 = \max = 20$ result. The Confederate player wins and takes Washington DC.

HINTS ON PLAY

Union

This is a war of attrition. You have to reduce the Confederate reinforcement rate down to 9 or 10 SPs per turn as soon as possible. Do this by capturing the Blockade Runner Ports, Nashville, and Memphis and all the low-hanging fruit. Don't expect to get far into the South until the attrition has weakened him and you have better Generals. The best thing you can do in 1862 is keep him out of the Border States and avoid losing the game from Confederate VPs.

TRANS-MISSISSIPPI: Go for Springfield and try to take Fayetteville Arkansas. A campaign beyond Fayetteville is risky because the Confederate player can move back into Missouri and cut off your supply.

THE WEST: Nashville is extremely important—take it and fortify it. Then go for Memphis.

WEST VIRGINIA: Capture the Confederate Resource hexes in West Virginia as soon as possible.

MISCELLANEOUS: Look to invade Florida or Texas, take New Orleans or Fort St. Philip and Jackson. If playing with the Salt rules, go for the Salt—it really is worthwhile.

BE CAREFUL: Don't weaken your forces near Washington DC too much by sending too many SPs away on coastal operations or you will invite Lee to invade the North. Build Washington up to an F3 Fort as soon as possible and garrison it with 4 to 7 SPs at all times.

Confederate

Build Forts on the Mississippi! In the Basic Game, when playing the 1862 scenario, the Confederate player should be aware that once the Fort at Columbus falls, the entire Mississippi opens up to the Union fleet. His Rivergoing NSPs can sail everywhere destroying all the Ironclads under construction. Therefore, the Confederate player should build a back-up Fort at Memphis or Vicksburg, or both.

KENTUCKY: You might as well invade Kentucky on Turn 3 since it becomes Union on Turn 4. Columbus and Bowling Green give you 6 easy BPs.

The fastest way to win the game is to invade the North, but it is also the fastest way to lose the game. If Lee goes north, be sure you have an F2 or F3 Fort in Richmond and 4 or more SPs. It can be crippling if the Union captures Richmond with one or two Arsenals in it.

BE CAREFUL: New Orleans is vulnerable by a land attack from Proctorville, and Mobile is vulnerable via Pascagoula. Also, lump the Arsenals you build into one hex in each state and then build a Fort in that hex to protect them from Union raids.

INDEX

- 1864 Presidential Election. S4.3
 Action Per Phase. 5.1.2
 Action Phases. 4.0, S1.3.4
 Activations Cycle. 4.1
 Amphibious Assaults. 19.5
 Army Markers. Opt. Rule #3
 Army Morale. Opt. Rule #4
 Arsenals (War Industry) 13.2.2, 14.3.1, 14.5
 Attrition. . . 4.2.B.b, 7.6, 13.2.3, 13.5, 17.2.3
 Automatic Displacement. 11.1.2
 Automatic Victory. 3.5.C, 20.3
 Avoid Battle. . . 4.1.4, 7.6, 7.8, 8.2, 9.3, 12.4
 Avoid Battle Momentum. 9.4.1
 Coastal Forts - Automatic. 10.3.2
 Battle. 11.0
 Across Navigable Rivers. . . 11.5.1–11.5.3
 Automatic Displacement. . . 7.7.1, 9.3.2, 11.1.2, 11.5.3
 Battle Ratings. 7.1, 8.5, 11.3, 11.4
 Coastal Forts. 10.3.3–10.3.5
 Continue Moving After Battle. . . . 11.7
 Battle DRMs. 11.4
 Foraging Column Shift. 13.5.5
 Pushing Aside an Enemy Force. . . 11.6.5
 Benchmark VP Numbers. 20.3.4
 Blockade Running - CSA. 14.4, PAC
 Border States. 17.1, 17.4
 Build Points - CSA. 14.3.1
 Cautious Generals. 7.7
 Cavalry. 8.0, 9.2.2
 Sheridan, Van Dorn, Price. 8.6
 Chesapeake Bay Box. 19.2.2
 Coastal Forts. See Fortifications
 Coastal Hex. 2.1.8
 Control. 3.5.A, 6.0, 20.1
 Control of States. 2.1.2, 6.1.1, 17.1, 20.1.3
 CSA Control in the North. 20.1.2
 Hex Control. 2.1.2, 6.3
 Railroad Control. 6.5
 USA Objective Hex Reversion. 6.6
 Demoralization. 12.1–12.4
 Depots. 13.4
 Destroyed Marker. 6.4.2
 Dice Differential. . . 4.1.1–4.1.4, Opt. Rule #1
 Disperse SPs. 4.3
 Displaced Box. 14.6
 Entrenchments. See Fortifications
 Exiting the Map. 5.1.4
 First Player. 4.1, 4.2
 Foraging. 13.5.5
 Force. 2.2.2
 Fortifications. 10.0
 Coastal Forts. 10.2.7, 10.3, 11.1.2
 Entrenchments. 4.3, 5.1.2, 8.3, 10.1
 Forts. 10.2, 11.1.2
 Fortress Supply. 13.2.3
 Forts. See Fortifications
 Generals. 7.0, 16.0
 Commanding General. 7.2.2
 Command Limit. 7.3, 8.1
 Rank. 7.2, 8.4
 Subordinates. 7.2.3, 7.4.1, 8.5
 Heavy Losses (>3 SP). 12.3
 Inflation—CSA. 14.4.5
 Interception. 7.6, 7.8, 8.2, 9.2, 12.4
 1861 Railroad Interception. S1.3.5
 Coastal Forts—Automatic. 10.3.2
 Island Spaces. 2.1.3, 6.2.3, 19.1.4
 Isolation and Surrender. 13.6, 17.2.3
 Kentucky. 14.3.3, 17.1, 20.3.1
 Line of Communication (LOC) See Supply
 Maintenance—CSA. 14.3.4
 Maneuver Reaction. Opt. Rule #5
 Militia. 17.2
 Minor Rivers. See Rivers
 Mississippi River Control. 20.3.1
 Missouri. 14.3.3, 17.1.1, 20.3.1
 Movement of SPs by Land. 4.3, 5.0
 Across Rivers. See Rivers
 After Battle. 11.7
 By Railroad. 5.4
 Exiting the Map. 5.1.4
 Into/Out of Coastal Forts. . . 10.3.2, 10.3.4
 Movement Costs. 5.3, PAC
 Regroup Movement. 5.9
 Naval Assist. 19.6, S1.3.3
 Naval Control. 19.1, S1.3.3
 Naval Power Face Off/Trumping. . 10.2.7, 11.5.3, 13.3.3, 15.3, 15.4, 19.1.3, 19.1.5, 19.3.3, 19.5.5
 Naval Transport. 19.3
 Navigable Rivers. See Rivers
 Navigable Waterways. 19.1.2
 New Madrid. 17.1.3
 Non-Playable Terrain. 2.1.5, 5.7
 Objective Hexes. 2.1.4, 6.6, 17.1.6
 CSA VPs. 20.3.2, 20.3.3
 Union Objective Hex Reversion. . . . 6.6
 On to Richmond!. 4.1.4
 Ports. 19.2
 Ocean Ports. 19.2.1
 River Ports. 19.2.2
 Ports in the South. 19.1.4, 19.1.5
 Railroads. 5.4, 6.5
 Rally. 3.5.B, 4.3, 12.5, 20.2
 Reinforcements. 3.1, 14.0, PAC
 Resource Hexes. . . 2.1.4, 14.3.2, 14.3.3, 17.6
 Retreat. 6.3, 7.2.4, 9.2.2, 11.2.3, 11.6, 17.2.3
 Rivers. 5.8
 Attacking Across. 10.3.4, 10.3.5, 11.5
 Minor Rivers. 5.8.2
 Mississippi and Ohio. 2.1.7, 5.8.1, 19.1.4
 Movement Across. 5.8.2, 5.8.3
 Naval Assist (Across Rivers). 19.6
 Navigable Rivers. 5.8.1, 5.8.3
 Type 1 and Type 2. 5.8.1
 Rivers Inside Hexes. 2.1.6, 5.8.4
 Salt Hexes. Opt. Rule #2
 Sequence of Play. 3.0, PAC
 Shore Bombardment. 19.6, S1.3.3
 Simmesport. 19.1.7
 Special Action Cards. 3.1, 18.0, 19.6
 Stacking. 10.3.2
 States. 2.1.2, 17.1
 Strategic Movement. 3.2, 15.0
 Strength Points. 2.2.3
 Supply. 13.0, PAC
 Foraging and Attrition. 13.5.5, 13.5.6
 Isolation and Surrender. 13.6, 17.2.3
 Line of Communication. 13.4
 Supply Effects. 13.5
 Supply Paths. 13.3
 Supply Sources. 13.2.1, 13.2.2
 Fortress Supply. 13.2.3
 Surrender. 11.6.6, 13.6
 Texas Off-Map Resources. 2.1.5, 13.2.2
 Theaters. 2.1.1
 Tidal River Paths. 19.4
 Training (Reinforcements). 4.3, 17.3
 Union Intrinsic Garrisons. 2.2.3, 17.4
 Victory
 1864 Presidential Election. S4.3
 Automatic Victory. 20.3
 Confederate Victory Points. 20.3.2
 CSA - Fading Glory. 20.3.3
 CSA - Invading the North. 20.3.2
 CSA - National Panic. 20.3.2
 Union VPs. 20.3.1
 USA - Benchmark Numbers. 20.3.4
 USA - Mississippi River Control. . . 20.3.1
 West Virginia. . . 14.3.2, 17.1.1, 17.1.2, 17.1.6
 Zone of Influence (ZOI). 9.1



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