Since its founding the United States has endured several crises the resolution of which has shaped the life we live today. Some of these crises—like the End of the Frontier, Urbanization-Industrialization and the achievement of Equality (Racial, Sexual or whatever)—are chronic and persistent, and each generation resolves them in its own way. Others like the Great Depression, World War II, and Vietnam are acute and threaten the existence of the nation itself. The Civil War belongs to the latter category. While its coming was a generation or more in gestation and its final resolution of the problem of race has yet to be accomplished, the central issue in the war which was the continued existence of one United States of one nation was settled. It was settled so conclusively that a person of today’s generation can not feel or understand (except on the most intellectual basis) the kind of motivation that permitted the Civil War in the first place.

Today it is impossible to believe that a sane person could hold an allegiance to a state or region or particular culture, higher than that of his allegiance to the U.S.A. as a whole. Though passionate issues like Vietnam, busing, etc., can lead to bitter civil strife, riots, bombings and other forms of violence, no group—even the most alienated—advocates the dissolution of the nation as a solution. Change the government in office, alter the form or structure of it, yes; break up the nation, no. A look north of the border at the present secession crisis gives us some general idea of the change the Civil War wrought. In Canada people can seriously debate the possible secession of an entire province as a means of resolving the future of the Francophone ethnic group. Except for purposes of political hyperbole no one has advocated a similar course in this country for a hundred years. During the school integration crisis in the South in the late 50’s and early 60’s, even the most extreme racist accepted the Federal government as the final authority in the matter. (Not that they wouldn’t resist, obfuscate and frustrate this authority at every opportunity, but nobody denied its legitimacy.)

Militarily the Civil War pointed the way to the great modern wars (WWI and WWII). Building on the concept of mass national armies first raised in the Napoleonic Wars, the Civil War showed how modern industry and technological innovation could sustain and improve these armies allowing year-round extended campaigning. The railroad, the steamboat and the telegraph permitted mass mobilization and deployment of most of the military age male population. These armies could then be supported by the entire national economy. It was the first of the “total wars” and given the relative equal national will behind each effort, it was decided finally by the inequality of wealth in men and material. It was a war of attrition, not decisive battle.

The wide spread use of the rifle musket meant that defense became the predominant tactical form. Before the invention of radio and telephone the nature of the rifle dominated battlefield meant that formations had to spread out and dig in to survive. Cavalry became useless as a battle weapon. Through judicious maneuver and hard fighting it was possible to win a battle (or lose it) in the sense that one side or the other could gain some tactical advantage over the other such that the “loser” would feel constrained to abandon the field to avoid eventual catastrophe. But the winner had no real means to exploit and pursue a beaten foe. The loser could almost always find room to retreat toward his supply and railborne reinforcement. Eventually the South ran out of room to run to at about the same time it ran out of men to fight with. Except for extreme circumstances, as in the battle of Nashville, it was unheard of for an army to be destroyed in one battle.

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

War Between the States is an operational level simulation of the American Civil War 1861-1865. Operational level means that the role of a Player encompasses elements of both strategy and tactics. In some cases he plans the overall conduct of the war (strategy) while at other times he must make decisions affecting the outcome of individual battles (tactics). The game is conducted on three maps which join to portray the theatre of operations from Philadelphia, Pa, to Galveston, Tx, to St. Joseph, Mo, to Jacksonville, Fl. The playing pieces represent the armed forces of the Union and Confederacy.

[2.0] GENERAL COURSE OF PLAY

War Between the States is a two-Player game. One Player represents the Union the other the Confederacy. Each Player moves his units and executes attacks on Enemy units in turn, attempting thereby to establish conditions of victory for his side. Periodically the Players conduct a Strategic-Turn during which they mobilize (or demobilize) fresh armies, maintain those armies already existing, promote (or demote) commanding officers (Leaders) and generally establish who is winning or losing via the Political and Victory Conditions.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

[3.11] The Game Map shows all of the geographical area required for the play of the Game. There are three maps labeled A, B, and C respectively. A field of hexagons has been superimposed upon each map to regularize the positioning of the units. Each hex is given a four digit number; the first two digits of the number describe North to South column the hex lies in, and the last two digits describe the zig-zag West to East row in which the hex lies. In addition, each hex number when stated in the text is preceded by its map letter code. For example Washington D.C. is hex number C2608.

[3.12] The game-map comes in three 22" x 34" map sections. On each map section is a compass rose, which should be oriented so that North is in the same direction for all maps. Each map should be placed so that its position relative to the other maps corresponds to the diagram. You will note that on maps A and B the longer axis is West to East while on map C the long axis is North to South.

[3.13] Map section A should be placed first. Then map B is laid over Map A so that the top East-West hexrow of map B (Bx6d1) coincides with the 27th hexrow of map A (Ax27). In effect the top band of eight hexes on Map B coincides with the bottom band of eight hexes on map A. Having placed maps A and B, Map C is now placed so that its westernmost column of hexes covers the easternmost column of hexes of maps A and B. Hex C0101 coincides with and covers hex A6101; hex C0140 coincides with and covers hex B6114.

[3.2] THE PLAYING PIECES

Playing Pieces fall into three categories. The majority are ground combat units representing military formations (infantry and cavalry divisions and brigades). These pieces possess movement and combat abilities and are essentially the Player’s army. The next largest group consists of support units which possess extraordinary combat and movement abilities. Finally there are the various points and markers whose roles are explained in the rules text.

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

All the units are shown in the Summary of Unit Types (see Case 3.22). It is strongly suggested that the Players sort the units and markers by type and color and keep them sorted, as this greatly facilitates setting up and playing the game.
### [3.21] Sample Units

**COMBAT UNIT**

- **Unit Type**: 
- **Combat Strength**: 6-3
- **Movement Allowance**: 

**LEADER UNIT**

- **Rank**: RE Lee
- **Initiative**: 4-5-3

**[3.22] Summary of Unit Types**

<table>
<thead>
<tr>
<th>FRONT</th>
<th>BACK</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Infantry Division</strong></td>
<td><strong>Naval Flotilla</strong></td>
</tr>
<tr>
<td>[10-3]</td>
<td>[10-4]</td>
</tr>
<tr>
<td><strong>Cavalry Division</strong></td>
<td><strong>River Flotilla</strong></td>
</tr>
<tr>
<td>[5-4]</td>
<td>[10-40]</td>
</tr>
<tr>
<td><strong>Militia Points</strong></td>
<td><strong>Ironclad</strong></td>
</tr>
<tr>
<td>[4-2]</td>
<td>[20-40]</td>
</tr>
<tr>
<td><strong>Garrison Points</strong></td>
<td><strong>RT40</strong></td>
</tr>
<tr>
<td>[10-1]</td>
<td>[NT50]</td>
</tr>
<tr>
<td><strong>PARTISAN Cadre</strong></td>
<td><strong>Field Army</strong></td>
</tr>
<tr>
<td>[5-0]</td>
<td>[XXX 0-3]</td>
</tr>
<tr>
<td><strong>Siege Train</strong></td>
<td><strong>Army Corps</strong></td>
</tr>
<tr>
<td>[S-2]</td>
<td>[5-3]</td>
</tr>
<tr>
<td><strong>Fort</strong></td>
<td><strong>Supply Train</strong></td>
</tr>
<tr>
<td>[x2]</td>
<td>[2 (12)]</td>
</tr>
<tr>
<td><strong>Entrained Marker</strong></td>
<td><strong>Supply 10</strong></td>
</tr>
<tr>
<td>[50]</td>
<td><strong>Supply Points</strong></td>
</tr>
<tr>
<td><strong>Railhead</strong></td>
<td><strong>Rail Cut/Junction</strong></td>
</tr>
<tr>
<td></td>
<td>[1stGT]</td>
</tr>
<tr>
<td><strong>Entrenched 1st Game-Turn</strong></td>
<td><strong>Entrenched 2nd Game-Turn</strong></td>
</tr>
<tr>
<td></td>
<td>[2ndGT]</td>
</tr>
<tr>
<td><strong>Leader</strong></td>
<td><strong>General x100</strong></td>
</tr>
<tr>
<td>[4-5-2]</td>
<td><strong>General x10</strong></td>
</tr>
<tr>
<td></td>
<td><strong>General x1</strong></td>
</tr>
</tbody>
</table>

### Movement Allowance

- Basic movement ability of a unit quantified in Movement Points.

### Size Symbols
- xxxx = Field Army; xxx = Corps; xx = Division; x = Brigade.

### Friendly Territory

- Delineated on the map as belonging to one Player or the other. The Confederacy is friendly to the Confederate Player, etc. All the hexes, cities, railroads, etc., within the territory are Friendly initially and remain Friendly throughout the game to the Owning Player unless controlled by the Enemy Player.

### Hex Control

- A Player controls a hex and any city therein if his unit was the last to occupy or enter the hex. The presence of a fort modifies this statement (see Section 13.0).

### Unit

- Defined as a counter bearing a discrete Combat and/or Movement Allowance, except Garrison (see Case 3.25).

### [3.24] Unit Strength Presentation

- Infantry divisions are depicted by several counters with a descending sequential Combat Strength in one Point gradations ranging from 10 down to 3. When a division loses strength (due to Combat or Attrition), it is flipped over or replaced by another divisional unit of the same type bearing the reduced strength. (Reduced to a 2 or 1 it is replaced by a brigade unit; to zero, it is eliminated entirely.)

### [3.25] Unit Permanence

- One infantry division may never combine with another infantry division to form a higher strength division. (Nor may cavalry or militia.) A division may never divide into two divisions. A single division may be replaced by a smaller strength division and one or more brigades (equaling the strength of the original unit) at any time at the convenience of the Owning Player. Brigades may never combine into a division (see also Case 22.3). Garrison counters are shown in non-sequential strength point values. A Garrison unit is any number of counters stacked in the same hex. The Player may use any convenient combination of Garrison counters to represent a single Garrison unit strength.

### [3.3] Game Charts and Tables

- Various visual aids are provided for the Players to simplify and illustrate certain game functions.

### [3.4] Game Equipment Inventory

- A complete game of War Between the States should include the following parts:
  - One Game Map (3 sections)
  - Three sheets of die-cut Counters (2 identical; 1200 pieces)
  - One Rules Booklet
  - One Confederate Production Spiral sheet
  - One Union Production Spiral sheet
  - One Confederate Track sheet
  - One Union Track sheet
  - One Confederate Track Sheet/Deployment Chart
  - One Union Track Sheet/Deployment Chart
  - Two Chart sheets (identical)
  - One Plastic Die
  - One Cover sheet/Box assembly

- If any parts are missing or damaged, write: Simulations Publications, Inc. 44 East 23rd Street New York, New York 10010

### Rules Questions

- Phrased to be answered in a one-word reply—will be answered if accompanied by a self-addressed stamped envelope. Send questions to above address marked "Rules Questions: War Between the States."
[4.0] SEQUENCE OF PLAY

GENERAL RULE: Each Game-Cycle is composed of a Strategic Turn—during which the players perform various logistical, political, and economic activities—followed by four successive Game-Turns—during which the players move and fight with their combat units and after which the next Game-Cycle is begun. Each Game-Cycle represents the passage of four weeks of real-time (roughly a month) with each Game-Turn representing a week. Activity during the Strategic Turn and the Game-Turns must conform to the outlines presented in Cases 4.1 and 4.2.

CASES:

[4.1] OUTLINE OF THE GAME-TURN

A. DETERMINATION OF THE FIRST PLAYER: Each player blindly selects one chit from the Initiative Chit Pool. The player who selects the higher numbered chit is defined as the First Player for this particular Game-Turn. He conducts the First Player-Turn, after which the player who selected the lower numbered chit conducts the Second Player-Turn (see Case 5.1).

B. THE FIRST-PLAYER TURN:

I. MOVEMENT PHASE:

a. Movement Command Allotment Segment: The First Player issues Movement Commands to a number of his Leaders. Upon doing so he may move each Leader and the force under the command of the Leader (see Case 5.2).

b. Individual Leader Initiative Segment: Having exhausted his Movement Command Allotment, the First Player may now determine which of his remaining Leaders can move on their own initiative (see Case 5.23). He may then move these Leaders and the forces under their command.

II. COMBAT PHASE:

a. Combat Initiative Segment: The First Player determines which Leaders (and, by inference, which units) have the initiative to attack. Having done so, the First Player may make attacks with the units who have the Command to do so. Each attack must be stated before the next attack is stated and resolved (see Case 8.3).

b. Battle Segment: Each attack is resolved as follows (see Section 8.0, Procedure):
   1. The First Player (who is the Attacking Player in this case) totals the Combat Strength of his attacking units. The Second Player (the Defending Player) totals the Combat Strengths of the units in the hex being attacked.
   2. Both Players secretly and simultaneously select a Battle Intensity Chit. Both chits are then revealed. Each Player applies the Combat Supply routine to his force, making any modification in the total Combat Strength indicated.
   3. The Attacking Player then resolves the Combat with any results being applied immediately.

C. THE SECOND-PLAYER TURN

The Second Player now executes his Player-Turn in the same sequence as the First Player-Turn.

[4.2] OUTLINE OF THE STRATEGIC TURN

A. SIEGE PHASE: Both Players may attack any Forts or Fortresses they are besieging using the special Siege procedures (see Section 13.0). Normally the Union Player is the only Player conducting or wishing to conduct Siege. In the rare instance that the Confederate Player has the desire and position to conduct a Siege, he may do so first or last in his own initiative.

B. PRODUCTION PHASE: Both players operate their respective Production systems: mobilizing new Combat units for future deployment, deploying Combat units on the map which had been mobilized on prior Strategic-Turns, creating and deploying Supply Points, initiating and completing the construction of Forts and Fortresses etc. (see 22.4). In all these activities, the Union Player goes first.

C. SUPPLY AND CONSUMPTION PHASE: Both Players (Union first) execute Supply Consumption Routine (see Sections 12.0 and 17.0) to feed ground units. Then they may further Broadcast Supply to their respective Depots, Supply Trains, and Army Headquarters.

D. POLITICAL INTERACTION PHASE: Either or both Players may attempt to win the game by “appeal” to the Political Events Matrix. Other events may also precipitate from such an appeal (see Case 25.4).

[4.3] ANNUAL EVENTS

At the conclusion of the 13th Cycle of any year, prior to the beginning of a new year, the Players must adjust the composition of the Initiative Chit Pool (see Case 5.13).

[5.0] MOVEMENT

GENERAL RULE: During the Movement Phase of his Player-Turn, the Player may move all, some, or none of his units. Because of the nature of the units, Movement can be divided into two general classes: Ground Movement and Water Movement (see Sections 6.0 and 7.0). This Section will describe the rules common to both classes of Movement.

PROCEDURE:

To move a unit or stack of units, a Player displaces them hex by hex through the hexgrid on the map. (For certain kinds of Water Movement, displacement is hexside by hexside.) The path of Movement must be continuous. (Units cannot fly or leap/rog over intervening hexes.) As a unit moves, it must expend some portion of its Movement Allowance to enter each new hex on its path.

CASES:

[5.1] INITIATIVE (“Who is the First-Player?”)

At the beginning of every Game-Turn, each Player blindly selects one Initiative Chit from the cup." His pick establishes his Initiative number for that entire Game-Turn. Note that, because the choice is made from a common pool, one Player will always pick a higher number than the other. The Player with the higher Initiative is the First Player for the Game-Turn. (He executes the First-Player-Turn.) What he does in the Movement Phase is also his Movement Command Allotment (i.e., the number of Movement Commands that the Player may freely issue during his Movement Phase).

[5.11] The Initiative Pool Composition Chart (5.13) states what the chit composition of “the cup” should be during any given Game-Turn. “The cup” is a representative term for any device the Players select to provide a random blind choice of chits. (We suggest tossing them in a wide mouthed coffee cup and shaking up the mix before any pick.)

[5.12] Players retain their Initiative Chits for the course of each Game-Turn. They are returned to “the cup” at the conclusion of the Game-Turn.

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

[5.2] MOVEMENT COMMAND

A Player’s Initiative Chit number states the number of Movement Commands he may issue to his forces. Basically, a force may not move unless it is issued a Movement Command (unless the force Leader can move on his own initiative). Thus while a Player is theoretically permitted to move all his units, he can normally do so only when he has an Initiative Chit number sufficient to issue commands to all his forces. Rarely will this occur, and normally a Player will find himself able to move only some portion of his total forces.

[5.21] Issuing a Movement Command requires the issuing Player to state “I order General So-and-So (and the forces under his command) to move,” whereupon the Player executes the movement of the said General and his forces” as he sees fit (see Cases 5.25 and 10.1 for definition of force).

[5.22] In lieu of issuing a Movement Command to a Leader, a Player may issue a Movement Command to a specific unit, saying “I order this unit to move,” and so executing the order. Such a command is inherently less efficient than ordering a Leader to move. (Since all things being equal a Leader normally has in effect, several units in the force under his command. All such units may move as a whole, to the Leader’s credit.)

[5.23] After a Player has exhausted the number of Movement Commands allotted by his Initiative number, he may attempt to activate or trigger the Movement of additional Leaders and the forces under their command. Each Leader counter has an Initiative Limit Value printed on its face. To attempt to activate a leader the Player states “I am attempting to get [Leader’s name] to move.” He then rolls one die. If the die roll is equal to or less than the Initiative Limit Value of the Leader, that Leader and all the forces under his command may be moved by the Player, just as though the Leader had been issued a normal Movement Command. If the die roll is greater than the printed Leader Initiative Limit Value, the attempt to activate the Leader fails and the Leader may not move. There are no restrictions placed on the Player’s attempt to activate Leaders (see Case 10.1). Note: A Player must exhaust his allotment of Movement Commands before he attempts to activate and move additional Leaders through their own initiative. He cannot act from the Leader’s point of view and find out who moves on his own initiative before he issues his Movement Commands. In effect, he must expend his Movement Command allotment on those Leaders he feels he must absolutely move before he finds out which Leaders get lucky and can move on their own initiative.

[5.24] Each Player’s Movement Command Allotment is determined at the beginning of each Game-Turn when the Players pick their respective Initiative chits. A Player is never required to issue Movement Command orders. (He may be perfectly happy with his existing deployment.) Obviously, he may not issue more Movement Commands than the number of his allotment, nor may he “save” Movement Commands for use at any other time.

[5.25] A force is defined as that collection of Leaders, headquarters and combat units under the control of one Leader, i.e., those he reaches with his Span of Command (see Case 10.1).

[5.26] Naval Initiative

Naval Units do not require Leaders to move and fight. They may do so freely with no Initiative requirement.
[6.0] GROUND MOVEMENT

GENERAL RULE:

There is one Movement Phase during each Player-Turn, during which the Phasing Player may move one, all, or none of his units which are eligible to move under the provisions of Case 5.2. Each unit is moved individually (if it has been issued a separate Movement Command) or as part of a stack of units moved together under the command of a single Leader. As it moves, the unit expends a portion of its Movement Allowance to enter each hex. This expense varies according to the terrain which the unit crosses or enters to move into the hex. Unused Movement Points may not be accumulated from one Game-Turn to the next nor may they be transferred from unit to unit.

PROCEDURE:

Move each unit or stack of units individually, tracing the path of Movement through contiguous hexes. Once a unit has been moved and the Player’s hand withdrawn, the unit may not move again, retrace or change its path during that Game-Turn.

CASES:

[6.1] GROUND MOVEMENT RESTRICTIONS

[6.11] In one single Movement Phase a unit may not expend more Movement Points than its printed Movement Allowance (Exception: see Case 6.3).

Example: An infantry division has a Movement Allowance of three Movement Points. It must expend one Movement Point to enter a clear terrain hex. It could move through three successive contiguous clear terrain hexes, but it could not enter a fourth hex since this would cause it to exceed its Movement Allowance.

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

[6.13] A Friendly unit may not enter a hex containing an Enemy unit except under the provisions of Siege.

[6.2] EFFECT OF ENEMY UNITS ON FRIENDLY MOVEMENT

[6.21] Whenever a Friendly unit enters an Enemy-controlled hex it must stop moving and may not continue moving during the current Game-Turn except to execute an Attack from March.

[6.22] A Friendly unit may always leave an Enemy-controlled hex.

[6.23] Zones of Control (see Section 9.0)

[6.3] FORCED MARCH

A Player may opt to Force March his units. He declares, upon initiating the Movement of a unit, that he is adding one or two Movement Points to the Movement Allowance of the unit. Such an addition is automatic and the Player so executes the move.

Example: An infantry division with a Movement Allowance of three is performing a two-point Forced March; the Player can expend five Movement Points in moving the unit. However a Forced March exposes units to a chance of Attrition (a percentage loss of the strength of the unit using the Forced March) as the Player must execute the Forced March routine upon completion of the Movement.

[6.31] Forced March Routine

Step 1: The Player notes the extent of the Forced March (one or two extra Movement Points) and whether the termination point of the Forced March is a hex in Friendly or Enemy territory.

Step 2: The Player rolls one die, modifies the die roll according to the key on the Forced March Table (6.32), and cross references the die roll with the appropriate description of the Forced March.

Step 3: The Player applies any Attrition result immediately.

[6.32] Forced March Attrition Table

(see separate sheet)

[6.4] MULTIPLE UNIT MOVEMENT (STACKING)

A Player may stack units totaling up to a maximum of 200 Combat Strength Points in a single hex. Practically speaking, this means there is no limit to the number of units a Player may stack together in a single hex, though such a disposition would normally be a very inefficient deployment of forces and could only be approached by a Player with an embarrassment of excess strength (i.e., the Union Player) who wished to render some supremely important point invulnerable to direct assault (e.g., Washington D.C.). Although a Player might assemble such a behemoth in one hex, he will find it next to impossible to move and/or attack with it.

[6.41] A Player may move a force of more than one unit (i.e., a stack of units) just as though it were one unit, so long as all the units in the stack are under the direct command of a single Leader. This is a consequence of the rules of Leaders (see Section 10.0) and Initiative (see Section 5.0).

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

[6.5] RAIL MOVEMENT

The Cycle-Turn Record Track provides a chronological listing of rail transport points available to each Player on each Cycle of the Game. In one Game-Turn one Rail Transport Point has the capacity to carry one Combat Strength Point expending five Rail Movement Points in so doing. Note that there is no marker or unit (counter) to portray a Rail Transport Point; when used, it exists in the minds of the Players. To use Rail Movement, a unit entrains. When it does so, it must expend one Movement Point. Simultaneously the imaginary Rail Points expend one Movement Point. With the unit now entrained it is moved along the path of the railroad—ignoring other terrain—by the Rail Transport Point expending one Rail Movement Point to move each ten hexes or fraction thereof along the railroad. At the termination of the Rail Movement the unit expends one Movement Point to detrain as does the hypothetical Rail Movement Point. Note: The ground unit does not expend any of its Movement Points while it is in transit.

Example: In a given Game-Turn, a Union infantry division with a strength of 7 starts the Movement Phase on the Rail Line in hex A. It entrains (expending one Movement Point) and moves 27 hexes along the Rail Line to hex B where it detrains (expend a second Movement Point). The division has not expended its third Movement Point and could do so in exiting hex B. The Union Player has expended 7 Rail Transport Points in executing this Movement. (One Rail Transport Point for each Strength Point.) Together the Point expended 1 Rail Movement Point to entrain, 3 Rail Movement Points to carry the unit the 27 hexes and its fifth and last 1 point to detrain the unit.

[6.51] Rail Transport Points are allotted per Cycle. A Player may expend these points in any Game-Turn of that Cycle as he sees fit using them all in one Game-Turn or just a portion of them each Game-Turn. Presumee that the example described in Case 6.5 occurred in the first Game-Turn of a Cycle in which the Union Player was allotted 30 Rail Transport Points. The example showed the Union Player expending 7 Rail Transport Points leaving the Union Player a balance of 23 Rail Transport Points to expend on additional Rail Movement in the same or subsequent Game-Turns of the given Cycle.

[6.52] Unused Rail Transport Points may not be accumulated from one Cycle to the next.

[6.53] A limited number of Entained markers are provided so that a Player might keep unit(s) entrained from one Game-Turn to another. In the example discussed in Case 6.5, assume that the Union unit entrained in Game-Turn 1 of the Cycle. It could then move up to 40 Rail hexes and end the Game-Turn still entrained. On the Game-Turn 2 it could move 50 rail hexes remaining entrained and finally on Game-Turn 3, it could move up to another 40 hexes and detrain, (expending 1 Movement Point in so doing with 2 Movement Points remaining for normal Movement.) Note that the Union Player would have expended 7 Rail Transport Points in each of the three Game-Turns—a total of 21 leaving a balance of 9 in his Cycle allotment of 30.

(Note: The example is an extreme. Only Lincoln’s funeral train would need to travel 130 hexes to arrive at a destination.) Obviously a Player can only keep a unit entrained if he has or will have a sufficient amount of Rail Transport Points left to expend on the next Game-Turn.

[6.54] The path of Rail Movement must be along continuous contiguous Rail Hexes. (And obvious-
ly units can only entrain or detrain on a Rail Hex.) The only exception to this is at Ferry Crossing Points where a River interrupts the continuous path of a Railroad. A Rail Transport Point may ferry across a River at a Ferry Crossing Point at an expense of one additional Rail Movement Point.

[6.55] During a given Game-Turn, no more than 10 Combat Strength Points may be transported on a common path between origin and destination. In other words, if the Union Player desires to move units totaling 20 Strength Points from hex A to hex B by rail (by being contained in a single Game-Turn), he would require two different routes which at no point shared the same path between A and B—although they may intersect or cross at some point they could not share the same Rail Line even if it were only for one hex.

[6.56] Rail Movement occurs during the Player’s Movement Phase and, as the examples have illustrated, in some circumstances a given unit can combine Rail Movement with normal Movement. Except for the property of Rail Movement to ignore intervening terrain, a unit moving by Rail is bound by all the limits and restrictions of normal Movement. A unit must be issued a Movement Command on the Game-Turn it entrains and initiates Rail Movement. However, an already entrained unit (having initiated Rail Movement on a previous Game-Turn) can be assumed to continue its Rail Movement under the Movement Command issued on the turn it began the journey. [Note: As written this rule would permit a Player with a lot of RTPT’s to create an entrained “reservoir” of rail units, and then dispatch to some central location, and then dispatch to any threatened point years later under the guise of the original Movement Command. To prevent this kind of nonsensical abuse, the Player can require each other to write intended Rail Movement orders for any journey lasting more than one Game-Turn specifying destination, route and ETA, which schedule must be rigidly adhered to on penalty of elimination of the units concerned. If the shoe fits, wear it.]

[6.6] ROAD MOVEMENT

When a unit travels through contiguous Road hexes the unit is presumed to be using the Road for Movement. A unit moving along a Road ignores the terrain that the Road passes through and expends only the Movement Cost for moving along a Road (see Terrain Effects Chart).

Note: In some places on the map, Roads cross Rivers without interruption, indicating the presence of a Bridge or Ford. A unit moving along a Road may ignore any River that the Road crosses in this manner when moving along the Road. In other cases, a River interrupts the path of a Road. A unit moving along a Road in such a case may not ignore the presence of the River in crossing the River hexside, but must pay the indicated additional cost to cross the River (see Terrain Effects Chart).

[7.0] WATER MOVEMENT

COMMENTARY:

Each Player has units representing flotillas of warships, river gunboats, ocean going merchant vessels, and riverboats. These craft are presumed to operate on the Rivers and Oceans portrayed on the map, primarily to carry supply, transport ground units, and—in certain special circumstances—to join in Combat, assisting ground units. For convenience, we will use the term naval unit to describe the entire class of units which operate on water. As might be expected, the rules for naval unit operations differ in some respects from those for ground unit operations. To a large degree, this distinction is a result of the way the Rivers are portrayed on the map.

GENERAL RULE:

During a Friendly Movement Phase, a Player may move naval units. Each unit has a printed Movement Allowance of either 40 or 50 Movement Points. To enter an all-Sea or Coastal hex, a naval unit expends one Movement Point. To enter a River hexside, a naval unit expends one Movement Point. When operating on a River, a naval unit is considered to be located on a River hexside. When operating on the ocean, the naval unit is considered to be located within the Sea or Coastal hex upon which it is placed.

PROCEDURE:

(River Hexside Movement)

Every naval unit has an indicator printed on its face. The Player should position the naval unit so that the indicator points to the River hexside in which the naval unit is located. Movement then proceeds River hexside by connecting River hexsides. While actually moving the unit, the Player could hold it on edge or by a corner for purposes of tracing the Movement path. Note: This entire procedure is nothing more than a mechanism to assist the Player in accurately locating the in-River position of his naval unit. Some Players may find it more convenient to center the naval unit on the River hexside straddling the river. It is really immaterial what device a Player uses so long as he can accurately show on which River hexside his naval unit is located.

CASES:

[7.1] WATER MOVEMENT RESTRICTIONS

[7.11] Naval units may not cross an all-Land hexside, nor may they enter a hexside prohibited to Water Movement.

[7.12] At the junctures of certain Rivers, hexsides are printed as Heads of Navigation. Naval units may not move upstream past these points (see Terrain Effects Chart).

[7.13] River gunboat flotillas, River transport flotillas, and ironclads may operate only on navigable River hexsides (both tidal and non-tidal) and Coastal hexes. Naval flotillas and Naval transport flotillas may operate only on tidal River hexsides, Coastal hexes and all-Sea hexes.

[7.14] Friendly naval units may not enter a hex or hexside containing Enemy naval units (except see Section 11.0).

[7.15] Friendly naval units may freely enter and exit a hex containing Enemy ground units (and vice versa) with no interaction (except Case 11.2).

[7.2] WATER TRANSPORT OF GROUND UNITS

River transport flotillas and naval transport flotillas have the ability to lift and carry ground units. Each flotilla can carry up to 10 Strength Points of ground units. To indicate that ground units are being carried, they are placed underneath the transporting units.

[7.21] To embark aboard transport, the ground unit expends one or more Movement Points while the transporting unit expends ten or more Movement Points (see Case 7.23). To disembark requires a similar expenditure.

[7.22] While aboard transport, ground units are passengers of the transporting unit and subject to the rules of Water Movement.

[7.23] Embarkation/disembarkation occurs in the same coastal hex. Or it occurs at the interface of a river hexside and at the two hexes composing the hexside. In other words, the ground unit embarks onto the bordering hexside and decks into one of two adjacent hexes.

[7.24] Amphibious Assault

Infantry units aboard an adjacent naval transport may amphibiously assault an Enemy-occupied coast hex during the Friendly Movement Phase. This situation is considered an Attack from March, and requires a halving of Combat Strength. Unless the defenders are forced to vacate the hex (or the fortification in the hex) allowing the assaulting units to land, Attacker losses are tripled.

[7.25] Naval and River transport flotillas may transport Supply Points at a weight of one Supply Point = 1 Strength Point. (See also Section 17.0 for Supply Broadcast by water.)

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

[7.3] FERRY OPERATION

Certain hexsides along the various Rivers, Estuaries, and Inlets are denoted as Ferry hexsides (in addition to their other properties). Ground units may cross Rivers at these hexsides as part of normal ground Movement or Rail Movement, at a certain Movement Point expenditure. Additionally, ground units may cross non-tidal Rivers as part of normal ground Movement.) However tidal Rivers, Estuaries, and Coastal Inlets may not be crossed by Ground units at non-ferry hexsides except when a transport unit is used as a ferry. Placement of a transport unit within the appropriate hex or hexside creates temporary Ferry crossing points with all the properties of those printed on the map (see examples).

EXAMPLES

1. By positioning a River Transport unit as shown the Union Player has created a Ferry Crossing over the River between hexes 1507 and 1607.

2. By positioning a Naval Transport unit as shown the Union Player has created a Ferry Crossing between hexes 1711 and 1712.
[7.31] To operate as a temporary ferry, a transport unit must be in place for the duration of a Movement Phase. Assuming that this condition is met, there is no limit to the number of ground units which may ferry across it, in a Game-Turn.

[7.32] A transport unit may not create or act as a ferry in the presence of an Enemy-occupied Fort or Fortress.

[7.4] MOVEMENT AROUND FLORIDA
Union naval flotillas and transport flotillas may move around Florida. Units which begin a Friendly Movement Phase in an all-Sea hex on the south mapedege in the Atlantic Ocean may be transferred to an all-Sea hex on the south mapedege in the Gulf of Mexico and vice-versa. Such a move consumes the entire Movement Allowance of the force involved. Note that the force involved must begin the Movement Phase on the all-Sea mapedege hex.

[8.0] COMBAT
GENERAL RULE:
Combat may occur between opposing adjacent units at the initiative of the Phasing Player who is defined as the Attacker. The non-Phasing Player is defined as the Defender. The Attacker begins the Combat Phase by determining which of his Leaders are in receipt of an Attack Command and are thus permitted to direct the forces under their command to attack. Having so determined, the Attacker uses the Combat Procedure to resolve each battle which he initiates. Note: It is possible for a Player to be unable to make any attacks because none of his Leaders receives an Attack Command. To make an attack (initiate a battle) the Attacker states “I am using these units (identifying them) to attack the defenders in his hex (locating same).”

PROCEDURE:
Combat Routine

Step 1: The Attacker totals the Combat Strengths of all the ground units in the force he has directed to Attack, making any necessary modification required by Terrain (8.4) to the total. Naval units may only attack other naval units or Fort garrisons (11.1, 11.23).

Step 2: The Defender totals the Combat Strengths of all ground units in the hex attacked. All must be attacked together. Units occupying forts are ignored except for 13.3. Naval units are ignored except for 11.3.

Step 3: The Attacker states his total Attacking Strength as a percentage of the Defending Strength, rounding any fraction down to the nearest whole percentage point. Example: An Attacking Strength of 73 points versus a Defending Strength of 56 points equals 73 ÷ 56 = 1.303 = 130%. This percentage is known as the Combat Ratio.

Step 4: Both Players secretly and simultaneously select a Battle Intensity Chit and simultaneously reveal the numerical value of these chits. The total of these chits determines which Combat Results Table is used to resolve the Combat.

Both Players execute the Combat Supply Routine (see Section 12.0), expending Supply or making any required modification to Combat Strength.

Step 5: The Attacker rolls one die, refers to the CRT defined in Step 4 above, and cross-references the die roll with the strength ratio of the opposing forces. Results are applied immediately. (Optional Rule provides for the modification of the die roll due to the presence of Leaders.)

CASES:

[8.1] RESTRICTIONS ON COMBAT

[8.11] Units may attack only adjacent: Enemy units. (Or, in the special case of Siege, units in the same hex.)

[8.12] No unit may attack more than once per Movement Phase or Combat Phase.

[8.13] A Player’s units may attack only during his Player-Turn. (Exception: Retreat as a Result of Combat, see Case 26.1.)

[8.14] Combat Results Table (see separate sheet)

[8.15] Combat Attrition Table (see separate sheet)

[8.2] MULTI-UNIT/MULTI-HEX COMBAT

[8.21] Units may combine their strengths in an attack only if they are stacked together or are in hexes adjacent to each other under the command of a common Leader.

[8.22] Units in two different hexes may not be the object of a single attack. To attack two different hexes requires two separate attacks.

[8.3] INITIATIVE TO ATTACK

During a Friendly Combat Phase, no Friendly unit may attack unless it is under the command of a Leader who has received an Attack Command. To determine which Leaders have receipt of an Attack Command, the Attacker rolls one die. If the result is equal to or less than the Leader’s Initiative Value, the forces (he has receipt of an Attack Command) under his command may attack. If the result is greater, the forces under his command may not attack. [While there are similarities between Movement Command and Attack Command, there are also obvious differences. During Movement unless a Player is unlucky enough to choose a zero Initiative Chit he will always be able to move at least one force or unit regardless of how unlucky he is in activating his leaders in an individual basis. The Initiative Chit pick means nothing for Movement Command, nor does it pertain to an individual Leader’s Initiative Value. Simply because a Leader (and his forces) were able to move during Movement doesn’t guarantee he can attack during the Combat Phase. The opposite coin holds true. A Player may have been unable to move a Leader but find that he can attack.]

[8.4] EFFECTS OF TERRAIN ON COMBAT

Terrain — particularly the presence of river hexes between Attacking and Defending units — has an effect on Combat. Terrain Effects are summarized on the Terrain Effects Chart (see map C) and explained in detail below.

[8.41] Rivers

Units attacking across a riverhexide have their Combat Strength halved, rounding any fraction up to the next whole number. Example: If a force of units with a total Combat Strength of 21 points attacks a hex across a River, the strength of the force is computed at 21 ÷ 2 = 10.5 or 11. The presence of Roads, Railroads, or Ferry crossing points in no way relieves this River penalty on the Attacking Forces. The fact that other units of the Attacking Player may attack the same hex without a river intervening during the same Combat Phase — or even as part of the same attack — does not negate the penalty on the units which are attacking across the River.

[8.42] Tidal Rivers and Estuary Hexes

Units may not attack across a tidal River or Estuary hexide except at a Ferry crossing. The ferry crossing may be one permanently depicted on the map or one created by the presence of a transport unit in the intervening hexide. If such an attack across a Ferry crossing is made, the attacking units’ total Combat Strength is halved, rounding any fraction up.

[8.43] Rough and City Hexes

Defending units in Rough or City hexes may ignore that part of a Combat result which requires them to retreat. At his option, the Defending may cause units defending in such terrain to retreat, but he is not obligated to do so. Attacking units gain no benefit from such terrain. If a unit attacking from a Rough hex is required to retreat, it must do so.

[9.0] ZONES OF CONTROL

GENERAL RULE:
Every ground unit possessing an unprenthesized Combat Strength has a Zone of Control over the hex it occupies and the six adjacent hexes. (Parenthesized strength units only control the hex they occupy.) A Friendly Zone of Control inhibits Enemy Movement, Supply Broadcast, and may inhibit Enemy Retreat after Combat.

CASES:

[9.1] EFFECT OF TERRAIN ON ZONES OF CONTROL

A Zone of Control does not extend across a river (any kind), all-Sea, or Mountain hexide, regardless of the presence of roads, railroads or ferry crossings.

[9.2] EFFECT OF FORTS AND FORTRESSES

Units occupying a fort do not have a Zone of Control, not even in the hex they occupy. However the fort and its garrison are presumed to control any city, road, RR in the hex. Enemy units may freely enter and transit a fort hex, but they may not use road or rail movement through it (see also Case 11.2). (Units on top of a fort do have a Zone of Control.)

[10.0] LEADERS

GENERAL RULE:
Leaders initiate the Movement of ground units during a Player’s Movement Phase, and they initiate attacks during a Player’s Combat Phase.

DEFINITIONS:
Rank: Each Leader has a three, four, or five star rank printed on his counter. A three star Leader may command a single army corps with no loss in effectiveness. A four star Leader may command a single field army with no loss in effectiveness. A five star Leader may command several field armies with no loss in effectiveness. If a three star Leader commands a field army, his ability to function is diminished (see Case 10.13).

Command Span: This value is the number of units or subordinate Leaders to which a Leader may direct commands to Move or to Attack.

Initiative Limit Value: This number expresses the ability of the Leader to initiate Movement or Combat on his own. See case 5.23 and 8.3.

Combat Rating: This number reflects a Leader’s ability to intervene in Combat (see Optional Rule 26.2).

CASES:

[10.1] SPAN OF COMMAND

When a Leader is stacked directly on top of a Headquarters unit he is said to command that Headquarters unit and any combat units controlled by (see Section 16.0) that headquarters unit. In addition, the Leader may command other combat units (in the same or adjacent hexes) or subor-
Cavalry Leaders (in the same or adjacent hexes) up to the number of units not exceeding his Command Span.

Example: General Burnside is stacked with the IXth Corps, which at the moment is composed of and is controlling three infantry divisions. Lying about in adjacent hexes are four other infantry divisions. Burnside's command span is 1. Therefore he may be said to command the IXth Corps (and the three divisions composing the IXth Corps) and a portion of the four other infantry divisions in the adjacent hexes at the option of the Union Player.

Command Span, then, is defined as the number of combat units or subordinate commanders which a Leader controls in addition to the headquarters (cum units) he is stacked with. (Example: General Meade is stacked on the Army of the Potomac HQ (i.e., he is in command of it). The Army HQ has one infantry division directly subordinate to it (on its roster). The HQs of the I, II, III, IV, VI Corps—commanded by Generals Reynolds, Hancock, Sickles, Sykes and Sedgewick respectively—are stacked with or adjacent to the HQ of the Army of the Potomac. Meade's Command Span is 4. Therefore, he commands the Army of the Potomac HQ (and the division directly attached) plus he may command any four of the following: I, II, III, IV Corps Commanders at the choice of the Union Player. In turn the Corps Commanders would control the Combat units of their respective Corps ala the example of General Burnside above. This is Meade's "Force."}

[10.11] A Leader's Command Span may not extend across an "unbridged" River, tidal River, Estuary, or Mountain hexside. [In other words, if the V Corps were across a River from General Meade, he could not command it.] Generally speaking, Span of Command is limited by terrain in the same fashion as a unit's Zone of Control with the exception that a Road, Railroad, or Ferry crossing does permit Command Span to extend across terrain barriers.

[10.12] A Leader must be stacked with and in command of a Headquarters unit in order to extend command to adjacent hexes. If a Leader is not stacked with and in command of a Headquarters unit, he may not command units in adjacent hexes, he may not command other Leaders at all, and his Command Span is limited to combat units occupying the same hex as himself. [Back to General Burnside. Assume that the IXth Corps HQ was not stacked with Ambrose, that he was stacked "naked" on top of the three infantry divisions (heretofore controlled by the IXth Corps.) He could command one of these three divisions at the choice of the Union Player.] In a way, a Headquarters unit acts to extend or amplify the Command Span of its Leader.

[10.13] Corps Commanders may not extend command to other Corps Commanders. (A Corps Commander may not command a Corps Headquarters regardless of his rank.) A Field Army Commander may extend command to Corps Commanders but not to other Field Army Commanders unless the Leader who is extending command is of five star rank. If a three star Leader commands a Field Army, his Initiative Value, Span of Command and Combat Rating are all reduced by one. In other words, a three star Leader can command a Field Army with the above reductions. Example: If Hooker were in Command of the Army of the Potomac in place of Meade, since Hooker is a three star general, his Span of Command (normally 3) would be reduced to 2 and he would extend Command to only 2 of the 5 adjacent Corps.

[10.2] CAVALRY LEADERS

Each Player has several generals who are identified as cavalry Leaders. (Jeb, Phil, Nathan, etc.). These men (only) may command a cavalry corps at no loss in effectiveness. If a non-cavalry general commands a Cavalry Corps his Initiative Limit Value, Command Span and Combat Rating are each reduced by one point.

[10.3] THE LONELY LEADER

(Independent Movement etc.)

Normally a Leader is in command of a Headquarters and combat units, and normally he moves with these units (almost always with his Headquarters) as in the example given with 6.42. However leaders are given an allowance or a movement of seven Movement Points. Leaders may be moved independently of headquarters and combat units, paying terrain costs as though they were cavalry. Leaders may also move independently by rail or water.

[10.31] Rail or Water Movement of Leaders

A Leader represents the historical personage so named and a very small personal staff or retinue. When traveling alone by rail, they would use a "special" or normal scheduled passenger service; by water a small river boat or small ship. In other words they wouldn't make a noticeable impact on a Player's rail or Water Transport Capacity. Therefore they may move by rail just as though the Player had allocated a Rail Transport Point for their use without him having to do so. They may move by water just as though the Player had put a river or naval transport flotilla at their disposal without the Player actually doing so.

[10.32] Moving by himself a Leader may not enter an Enemy controlled hex unless that hex is already occupied by Friendly combat units.

[10.33] A Leader alone has no Zone of Control, Combat Strength etc., and as such can't impede or affect in any way the Movement of Enemy units. If an Enemy combat unit enters the hex of a lonely Leader, the Enemy Player captures the Leader. [Which means he physically removes the turkey from the map and puts him in his shirt pocket.] At a later date the Enemy Player may exchange the captured Friendly Leader or Parole him (see Case 22.5). [This last option is particularly grim for the Friendly Player. The moral is don't let your Leaders be captured.] Opposing lonely Leaders may ignore each other.

[11.0] NAVAL COMBAT

CASES:

[11.1] SHIP TO SHIP COMBAT

[11.11] A Friendly naval unit entering a hex/hexside containing an Enemy naval unit must stop; in the ensuing Friendly Player Combat Phase, naval combat must take place with the Friendly Player designated the Attacker. Combat is resolved on the Naval Combat Table.

[11.12] Naval Combat Results Table

[11.2] NAVAL UNITS AND FORTIFICATIONS

[11.21] If a fortification is placed so that the "X" (see Sample Counters) side of the counter aligns with a river hexside, that fortification is considered to lie on the river, thereby restricting movement of Enemy naval units and prohibiting any Enemy supply trace along the river.

[11.22] A naval unit entering a hex on which an Enemy fortification lies (see Case 11.21) may not leave that hex until it undergoes Naval Transit Attack and is allowed to move as per the Naval Transit Attack Table. If the Friendly naval unit does not wish to leave the hex, it need not undergo such attack.

[11.23] A naval unit in a hex/hexside containing an Enemy fortification may attack the fortification during the Friendly Movement Phase. Naval attacking Strength Points are totaled and compared with the double or triple Strength of the fort garrison; the attack is resolved on Combat Results Table 1. Losses are taken normally except that any Attacker loss calls for the elimination of an entire naval unit. Defenders ignore Retreat results; attacking units suffering a Retreat result must immediately execute a Naval Transit Attack. If such attack does not permit them to leave the hex, they are destroyed. Note: Forts are never destroyed by naval attack even if the garrison is eliminated.

[11.24] Naval Transit Combat Results Table

[11.3] FRIENDLY UNIT SUPPORT

Naval units stacked with Friendly ground combat units may contribute to the defense of that hex against Enemy ground combat units. Naval units in this situation are subject to any combat result.

Players Note: If a Naval unit is risked in a fort assault or in a defensive support, it is exposed to combat 당시 the CRT calls for the loss of even one Point. Assume the Union Player supports two 6-3 infantry divisions with two River Flotillas during a Confederate Attack. The total Defending Strength is 32. The Combat Result calls for the defense to lose 3 points. The Union Player must apportion amongst participating units evenly the losses, giving 6-3's 6 points to the 5-3's, but an entire River Flotilla goes up in smoke — because it must lose one Point and with Naval units it's all or nothing.

[12.0] SUPPLY

GENERAL RULE: Supply Points are created during the Production Stage of the Strategic Turn (see Case 21.0) and added to each Player's General Supply Point Pool. Thereafter they are expended to produce new units, to maintain existing on-map units, and to execute Combat "in supply." Supply Points in the General Supply Point Pool are considered available (on tap) at any unbesieged Military Department. During the Supply Broadcast and Consumption Phase of the Strategic Turn, Supply Points may be brought into on-map existence, transferring via the Chain of Supply (see Section 17.0) to stock existing Dpeots, Supply Trains or Armadillo's, or to those Ground Combat units required to consume Supply by the Supply Maintenance Routine. During a Combat Phase, whenever an attack is made the possibility exists that either Player's forces will need to expend Supply Points according to the working of the Combat Supply Routine.

CASES:

[12.1] SUPPLY MAINTENANCE ROUTINE

[12.11] Each and every hex occupied by Friendly Ground Combat units may or may not need Supply. Each Player uses the Supply Consumption Table (12.12) to determine for each hex in turn its Supply Point requirement. If Supply is needed the Player may expend Supply from his General Supply for those hexes (units) lying on the Chain of
Supply. If the units are not on the Chain of Supply he must expend Supply Points which are stacked with or adjacent to the "isolated" units. Any units in a hex which he is unable to supply (with the full Supply Point needed) are exposed to attrition (reduction in strength) for which the Player uses the Supply Attrition Table (12.13).

[12.12] Supply Consumption Table
(see separate sheet)

[12.13] Supply Attrition Table
(see separate sheet)

[12.2] COMBAT SUPPLY ROUTINE
Having revealed and totaled the Combat Strengths of the units involved in a given Battle and having selected and revealed the Battle Intensity Chits (in short after the conclusion of step 4 of the Combat Procedures) each Player consults the Combat Supply Table (12.24) rolling the die to determine if his units require Supply. If they do he must expend the required amount from points available in the same or an adjacent hex to at least one of the units involved in the battle. Failure to provide Supply to units which it needs means they fight "unsupplied".

[12.21] Supply for Combat must be on-map (it cannot come from General Supply even if the fight occurs next to a department). If it comes from an adjacent hex the hexside between the consuming unit and the Supply must be traversable by the unit (cannot cross a Tidal river except at a ferry, etc.).

[12.22] Combat Supply may not be voluntarily withheld if conditions exist to provide it.

[12.23] An unsupplied force has its Combat Strength halved losing any fraction. Any losses it incurs are doubled and it may not advance after Combat.

[12.24] Combat Supply Table (see separate sheet)

[13.0] FORTS AND FORTRESSES

GENERAL RULE:
Forts and Fortresses are created ("built") during the Strategic-Turn. Upon completion and deployment on the map, they offer certain advantages to a Player's units occupying the installation. Units are said to occupy a Fort (sic) if they are underneath the Fort marker counter.

CASES:
[13.1] EFFECT OF FORTS AND FORTRESSES
[13.1.1] The Strength of units defending in a fort/fortress is multiplied (see Cases 13.31 and 13.32). Defenders are not required to retreat from an intact fort/fortress.

[13.1.2] Units may freely enter (move under) a fort or exit (move to the top of) a fort/fortress at no Movement Cost while in the same hex (Exception: see Case 13.3).

[13.1.3] Units on top of a fort/fortress (not occupying it) gain no benefit from it. (Its presence is ignored.)

[13.1.4] Besieged units may (with Leader present) Attack From March their besiegers. (Ignore terrain in hex.) If successful, the besieged unit cause the besiegers to retreat and may then exit their fort.

[13.2] CAPACITY OF FORTS AND FORTRESSES
[13.2.1] A Fort may effectively shelter up to ten Combat Strength Points. This is the maximum number of Combat Strength Points which may be placed under a Fort marker and said to be in occupation or garrison of the Fort.

[13.2.2] A Fortress may shelter up to 100 Combat Strength Points.

[13.2.3] A Fort or Fortress may shelter any number of Supply Points.

[13.2.4] Because of Bombardment by Siege Train a Fort or Fortress may be reduced in status or even eliminated after the original Siege has begun. Such a reduction does not effect the capacity of the Fort (sic) position to shelter the original number of units besieged in it.

[13.3] SIEGE
A Fort and Fortress and the units occupying it have no Zone of Control, even in the hex occupied by the Fort. Enemy units may enter a Fort-occupied hex and place themselves on top of the Fort. When they do so they are said to be besieging the Fort. Once this condition exists, the Fort and the units therein may not leave the Fort. Other Friendly units may not enter the Fort hex from outside. The besieging Enemy units have three options: (1) doing nothing and let starvation (Attrition) eventually eliminate the Fort garrison; (2) attack the Fort during a normal Combat Phase (see Case 13.32); or (3) wage Siege against the Fort which is a special form of Combat occurring only during the Strategic Turn.

[13.3.1] Siege Combat (Strategic Turn)
If the besieging Player has a Siege Train present in the besieged hex, he may elect to bombard the Fort or Fortress. A successful bombardment reduces the Fort (see Siege Bombardment Table). If he cannot or does not elect to bombard, he may attack the Fort or Fortress with any besieging Combat units. If he does so, the Fort garrison is doubled or tripled depending on the existence of the fort/fortress marker, but the Attacker’s losses are not multiplied. Any terrain in the hex, except the Fort itself, is ignored.

[13.3.2] Storm
During a Game-Turn, an Attacking Player may elect to attack a Fort and its garrison with besieging units. Note that besieging units are those in the same hex with the Fort being attacked. He cannot use units from adjacent hexes. This type of attack on a Fort/Fortress is called a Storm. The normal Combat Procedure is used doubling or tripling the Defender for the fortification, executing the Combat Supply Routine for both sides. As in Siege, another terrain is ignored. In addition, any Strength Point losses to the Attacker are doubled.

[13.3.4] If a Fortress is reduced to a Fort, the defenders may remain in place (the Defender is not required to eliminate points to reach the Fort shelter limit. However he may consider a maximum of only ten of those points as doubled for defense. If a Fort is eliminated, the defenders may remain in place, but they receive no benefit from the erstwhile Fort (are not doubled and are required to retreat.)

[13.3.5] Bombardment effects are progressive. A Fortress may be reduced to a Fort and that Fort eliminated on the same or subsequent Siege Phases according to the Bombardment Results.

[13.3.6] Besieged Defenders who are deprived of a Fort/Fortress marker may be required to retreat by a normal Combat Result regardless of the underlying terrain. To retreat, they must be able to move into an adjacent hex containing a Friendly Combat unit. If no such hex exists, the defending units are eliminated.

[14.0] ATTACK FROM MARCH

GENERAL RULE:
The Attack from March combines characteristics of Movement and Combat. It occurs during the Movement Phase during the course of Movement of a force under the command of a Leader. It permits units stacked with and under the command of said Leader to attack an Enemy-occupied hex which lies in the path of Movement of the Friendly stack.

PROCEDURE:
To Attack from March the Phasing Player simply states “My stack of units under the command of General So and So is unable to move because of the presence of Enemy units in this hex. I therefore declare an Attack From March with General So and So’s force.” The Player thereupon executes an attack against Enemy units in the designated hex, as follows:
1. He uses the Combat Routine explained in Section 8.0.
2. Combat Supply is not required for either Defender or Attacker.
3. In addition to any other modifications, the total Combat Strength of attacking units is halved rounding any fraction up to the next whole number.

CASES:
[14.1] RESTRICTION ON ATTACK FROM MARCH
[14.1.1] Regardless of the Initiative of opposing Generals present, neither Player may select a Battle Intensity Chit greater than one.

[14.1.2] Attack from March may not be used to "storm" a Fort or Fortress.

[14.1.3] Units may Attack from March only if they possess the capability to enter the hex under attack at the moment the attack is declared. The test is simply to ask, “If the defending units were nonexistent would the attacking units be able to enter into the defending hex?”

[14.1.4] Leaderless units may not Attack from March.

[14.1.5] Attack from March occurs during Movement. The Leader of the attacking force does not roll for Combat Initiative (as he would be required to in the Combat Phase.) The fact that he is capable of moving is sufficient initiative for Attack from March.

[14.2] ACTION AFTER ATTACK FROM MARCH
An Attack From March may result in the defending units being required to retreat. If this occurs, the attacking units may enter the vacated hex or they may remain in place. In any event they may make no further Movement during the Movement Phase.

[15.0] CAVALRY

GENERAL RULE:
Cavalry units have a higher Movement Allowance than infantry. Additionally there are some small differences in their use and benefits vis a vis infantry.

CASES:
[15.1] CAVALRY CORPS/ CAVALRY SUBORDINATION
Only Cavalry units may exist under a cavalry Corps HQ. Cavalry may not be part of (exist under) an Army Corps HQ.

[15.1.1] The Commander of an Army Corps may not issue Command to a cavalry unit (i.e., may not initiate Movement or Combat).

[15.1.2] Cavalry may exist under a Field Army HQ. A Field Army Commander may issue Command to cavalry.

[15.2] CAVALRY IN COMBAT
[15.2.1] Cavalry units are not halved in Combat Strength when making an Attack From March.
[15.22] Defending cavalry which is attacked by a purely infantry force may retreat before any Combat is resolved at their location of the defending Player. If attacked by a purely cavalry force or one which contains at least one cavalry unit, such option does not exist.

[15.23] Cavalry may ignore the adjacent hexes Zone of Control of Infantry.

[16.0] HEADQUARTERS UNITS

GENERAL RULE:
Each Player is provided with a mix of Field Army, Army Corps and Cavalry Corps units. He may use these or not as he sees fit (though the game is virtually unplayable if he does not). They are called collectively the Headquarters units. They serve two main functions in the game. First they represent the combat units (infantry or cavalry divisions) assigned to them, and second they amplify a Leader’s Command Span.

CASES:

[16.1] HEADQUARTERS DISPLAY
Each Player has a Headquarters Display or Roster. On the display are boxes picturing each HQ unit. Next to each HQ box is a slot labeled Corps (Army) combat units. When not in use, HQ units are placed in their boxes on the Player’s display. When in use the HQ units are deployed on the map and the combat units assigned to that headquarters are put in the slot on the display next to the HQ box.

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

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

[16.13] This roster mechanism is primarily a device to speed and ease play. If they wish, Players may do without it by keeping combat units on the map physically under their controlling HQ units. However, this can lead to horrendous Stacking, Movement, and Combat problems—particularly in a large battle when losses are to be apportioned among many units, it is a lot easier to do this off-map with much less chance of error.

[16.14] Union Headquarters Display (see separate sheet)

[16.15] Confederate Headquarters Display (see separate sheet)

[16.2] SIZE LIMIT OF HQ - COMBAT UNITS

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

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

[16.23] A Field Army may have a maximum of two combat units (either cavalry, infantry, or one of each) assigned to it. These must be either divisions or brigades. An Army HQ may not directly control a Corps.

[16.24] HQ units have a zero Combat Strength. By themselves (with no “underlying” assigned combat units) they have no Zones of Control. If they are alone in a hex and an Enemy combat unit enters the hex, they are eliminated.

[16.3] FIELD ARMY SUPPLY
Each Field Army HQ has the ability to carry two Supply Points, for which there is a supply slot on the display. These Supply Points may be expended for Combat Supply or for General Supply. They may be replenished during the Supply Broadcast Phase of the Strategic Turn or from an existing Supply Depot or Train during the course of a Game-Turn.

[17.0] CHAIN OF SUPPLY

GENERAL RULE:
During the Supply Broadcast and Consumption Phase of each Strategic Turn, a Player determines the supply needs of all the forces he has deployed on the map. He may then expend supply to meet these needs from his General Supply Pool for all units which lie on a Chain of Supply. A Chain of Supply is defined as a continuous path of connecting hexes and hex sides stretching from the consuming unit back to some Military Department.

The path of a chain of supply may be composed of any number of functioning Rail hexes, navigable River hexes, Coastal hexes, and all-Sea hexes plus other traversable hexes which an infantry unit could move through up to an expense of three Movement Points. In other words, the non-Rail non-water part of a Chain of Supply could consist of up to three clear terrain hexes, or six Road hexes, or one Forest and two Road hexes, or one Forest and one clear, etc.

CASES:

[17.1] TRACING PATH BY WATER

[17.11] To trace a Supply Chain path by River hex side, a Friendly river or naval transport flotilla must lie in some River hexside on the path of River hexes being used for the Supply trace. (This shows that the Player has boats plying the River.) The transport flotilla may not carry passengers in addition to serving to validate a River supply path (it must be empty).

[17.12] Naval transport flotillas may only validate a River supply path on tidal River hexes (not non-tidal River hex sides).

[17.13] Only the Union Player may trace a supply path over a path of all-Sea hexes. To do so, he must have an empty naval transport flotilla someplace at sea. (Assume he has a Corps sitting down in Ft. Pickens by Pensacola, other units in a base on the Carolina coast, and assorted units at the mouth of the Mississippi. For them to draw supply from a Department in Baltimore, he would have to have an empty naval transport flotilla someplace at sea (Atlantic or the Gulf, it doesn’t matter) that he could point to and say “this is the unit that is broadcasting supply by sea.”

[17.2] RAILROAD SUPPLY PATH
Every Supply Point which is shown to move along a Railroad when being broadcast from a Department to a consuming unit causes the expenditure of a Rail Transport Point regardless of the length of the presumed haul.

Players Note: Assuming alternatives a Player should always form his supply paths to take advantage of water routes. If he uses a railroad to broadcast Supply, it will reduce the Rail Capacity available for Movement of ground units.

[17.3] RESUPPLYING DEPOTS, SUPPLY TRAINS, AND FIELD ARMY HQ’s
After all the troops have been fed (or not fed, as the case may be) a Player may replenish his depots, supply trains, and Army HQ’s via Supply Broadcast.

[17.31] Replenishment may only take place via Rail or water route. In other words, the depot, train, or HQ must lie on a River, Coastal hex, or Railroad to be replenished during Supply Broadcast.

[17.32] Supply Points transmitted via Rail require the expenditure of a Rail Transport Point for each Supply Point transmitted.

[17.33] No more than 10 Supply Points can be broadcast to a depot in one Strategic Turn.

[17.4] SUPPLY TRAINS
Each Supply Train has the capacity to carry up to 10 Supply Points. To show the Points are loaded on the train, simply place the train on top of the Points. The train then carries the points around until it unloads them.

[17.41] During a Game-Turn a Supply Train can load Supply Points at a Supply Depot (simply reduce the Supply Points on charge at the depot and place them under the Supply Train). This must occur at the beginning of a Movement Phase.

[17.42] A Supply Train may be loaded with Supply via Supply Broadcast (see Case 17.3) which can occur only during a Game-Turn.

[17.43] A Supply Train may unload Supply anywhere. To do so it just moves out of the hex, leaving the Supply Points behind.

[17.44] A ground unit may draw Supply Points from a Supply Train in the same or an adjacent hex (see Section 12.0).

[17.45] Whenever a Supply Train enters a Forest or Rough hex via ground Movement, it must expend one Supply Point from the load it is carrying. This is true even though by definition it is moving along a road.

[17.5] SUPPLY DEPOT
Essentially a Supply Depot is nothing more and nothing less than a mass of Supply Points in a hex.

[17.51] Creating a Supply Depot
A Supply Depot can be created at the beginning of a Player’s Turn in any hex that contains at least two ground Combat Strength Points of any kind. The Player simply cashes in two Strength Points and deploys a depot.

[17.52] Capacity of a Depot
A depot may contain up to 99 Supply Points. Each depot is numbered, and on the Depot Display there is a numbered track for each depot. Supply Points “on charge” in a depot are accounted for by adding the Depot’s Supply Level Markers. (Though not physically present, such Points are considered “on-map.”)

[17.53] How a Depot Receives Supply Points
A depot may receive Supply Points during the Supply Broadcast and Consumption Phase of a Strategic Turn (see Case 17.3) or it may receive Supply Points from a Supply Train which transports Supply Points to it.

[17.54] How a Depot Dispenses Supply Points
A depot may dispense Supply Points during the Supply Broadcast and Consumption Phase to adjacent consuming units (though this would be rare since normally, if a consuming unit is adjacent to a depot, it can also trace beyond the depot to a Department.) A depot can dispense Combat Supply to adjacent units (see Section 12.0) which means the battle is occurring close to the depot. And last, a depot is where a Supply Train would normally load up on Supply Points.
Example:

*Tinted units are Confederate units.*

Ignore for the moment the presence of Confederate forts. The 15th Corps can trace two road terrain hexes from its position at 3028 to 2927 (1 Movement Point) from which the Mississippi River runs up to the Dept of Tenn at Cairo. The 15th can be supplied from the Union Player’s Supply Pool. The 9th Corps can trace four road terrain hexes from its position at 3227 to hex 2927 from which the Mississippi flows to Cairo.

The 13th Corps can trace one clear terrain hex to 3227 plus the same four road hexes as the 9th Corps to the Mississippi.

The Army of the Miss. can trace five road hexes to 2927 and the Mississippi.

The 2nd Cav Corps lies on the Tennessee from which it can trace by river back to Cairo.

Now assume the presence of the Confederate Forts positioned as shown. Since their presence negates a Supply Chain path in the river hexside they dominate, the Union units must have alternate paths.

In this case the 9th and 15th Corps can trace by road to hex 3025 reaching the Mississippi and Cairo. The Army of Miss. can trace six road hexes to the railhead at 3223 from which the railroad runs to Columbus (3221) over to the Mississippi to Cairo.

The 13th Corps is out of luck. It cannot reach either a railroad or a river from which it could trace to Cairo. The 2nd Cav Corps can still trace to the railhead at 3823 via the Tennessee (with the railroad leading back to a Department in Cincinnati).
[17.55] Eliminating a Depot
During the Supply Broadcast Phase of a Strategic Turn, the Player may eliminate a depot by removing it from the map. Any Supply Points “on charge” at the depot may be reverse broadcast into his General Supply Level (assuming the depot is located on a water route or railroad route channeling back to a Department) or eliminated (wiping the depot supply track clean).

Players Note:
A Player should give some thought to the siting of depots. They should be deployed on a Rail or Riverside hex so that Supply can be forwarded to them from the rear. The hex should also be part of the Road net so that Supply Trains may use it throughout the year. (It is almost totally useless if the depot is in a non-Road Forest or Rough hex since a Supply Train can’t get to it.) And last but not least, the depot should be in a City hex which will offer some protection against weak raids since the garrison cannot be forced to retreat.

[17.56] Union Supply Display (see separate sheet)
[17.57] Confederate Supply Display (see separate sheet)

[18.0] RAILROADS:
EXISTENCE,
DESTRUCTION,
REPAIR

GENERAL RULE:
At the beginning of the game (start of the war), each Player possesses those railroads which lie in his country (exception see Case 18.4). The rail lines in Kentucky and Missouri are “neutral” and may be used by both Players. During the course of play, rail lines may change hands, be destroyed and repaired.

CASES:

[18.1] THE RAIL NET
Players use railroad markers to mark the limits of their usable rail net. During a Movement Phase when a Player’s ground Combat unit steps off from an existing Friendly Railroad marker and moves continuously downward a path of intact Rail hexes, that unit extends the Player’s rail net and the Player’s rail head marker is moved accordingly to show this expansion. At the same time Enemy Railroad markers are moved (if necessary) to reflect the change in the Enemy’s rail net status.

The Railroad Marker marks the end of a usable rail net. Any rail hex lying within the rail net may be thought of as a railroad.

[18.2] DESTROYING RAILROADS
During his Movement Phase a Player may elect to destroy Rail hexes occupied by his ground Combat units. To do so he simply states “I am using this unit to destroy the underlying Railroad.” Whereupon he places a Rail Junction/Cut marker to mark the destruction.

[18.21] A combat unit of any non-parenthesized strength may execute Rail destruction. The unit extends one Movement Point to destroy the rail line and it may execute normal Ground Movement or not before or after executing destruction. Therefore, Railroad destruction is considered Movement whether or not the unit starts from its hex, and the unit must receive a Movement Command to execute Rail destruction.

[18.22] Destruction of Rail requires a conscious act. The passage or presence of Friendly ground Combat units in itself does not eliminate Rail, though it may cause a change in ownership (see Case 18.1) or curtail the use of Railroads.

[18.3] RAIL REPAIR
During a Strategic Turn, each Player may mobilize and deploy Rail Repair units. The function of these units is to repair destroyed Rail line. To do so, they simply enter a destroyed hex displacing or removing the Rail Junction/Cut Markers to reflect repair.

[18.31] A given Rail Repair unit may repair two Rail hexes per Movement Phase (hence it is a Movement Allowance of 2).

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

[18.33] A Rail Repair unit may not enter an Enemy-controlled hex regardless of the presence of Friendly units.

[18.34] When a Rail Repair unit moves by water and disembarks onto a Rail hex, the act of disembarkation creates a Friendly Railroad in the hex. A marker should be placed accordingly. (This is one means by which the Union Player could establish a Railroad at, for instance, say Memphis.)

[18.4] THE &O
The Baltimore and Ohio Railroad runs from Baltimore through Harper’s Ferry to Grafton and then splits, one branch running to Parkersburg and the other to Wheeling. At the beginning of the game, all of the railroad—including that part of it in Virginia—is possessed by the Union Player. (In point of fact, the management of the railroad raised a private army in the winter of 60/61 to protect its property from all comers. The management was pro-Union—read pro-Big Business—and maintained its right of way in Virginia in defiance of Confederate civil authority until the Confederates fielded an effective army.)

[18.5] KENTUCKY RAILROADS
The Railroads in Kentucky may be used by both Players to broadcast Supply while Kentucky remains neutral. Players may even broadcast over the same line in the same Strategic Turn. Neither Player may transport troops over Kentucky Railroads while Kentucky remains neutral. When Kentucky neutrality is ended, there is a two-thirds chance that the Kentucky railroads fall into the possession and become part of the railnet of the Union Player and a one-third chance that they cease to the Confederate Player. Roll a die to see who gets them.

[18.6] MISSOURI RAILROADS
The Missouri Railroads may be used by both Players to broadcast Supply and move troops for as long as Missouri remains neutral. (That’s right—Missouri can remain neutral even though both Players have troops inside the state.) When the state’s neutrality is ended, the railroads automatically fall to the possession of the Union Player regardless of the allegiance of Missouri.

[19.0] SCENARIOS

[19.1] HOW THE GAME IS PLAYED
War Between the States can be played either as a Campaign Game—beginning with the outbreak of “organized” war in 1861 with play continuing until one side or the other “wins”—or as one of six Scenarios. The Campaign Game uses the complete package of rules thus includes the Production Phase of the Strategic Turn. The Campaign Game simulates the entire course of the war and, by its nature, can take a varying length of time to complete, ending as does when one side or the other wins. The Scenarios on the other hand are “limited” engagements; they are limited in the number of Game-Turns to be played, limited in the rules applied (the Production Phase is not used), limited with respect to forces and area of play (only one or at most two maps are used) and with limited objectives to determine the victor.

[19.2] FORCE DEPLOYMENT
There are four deployments listed in the On-Map Deployment page (separate sheet)—one for each year 1861, 1862, 1863 and 1864. The 1861 deployment is used to start the Campaign Game. The other deployments are used in the appropriate Scenarios.

[19.3] SCENARIO FORMAT

[19.31] Map to be Used
Eastern Scenarios:
The Eastern Scenarios are always played on Map C and only Map C and the instructions for these Scenarios shall so state.

Western Scenarios:
The Western Scenarios are played on the combined surfaces of Maps A and B. It is possible to play Scenario West 62 on Map A alone and Scenario West 64 on Map B alone in that the objectives and the majority of forces available to either Player are located on these respective maps, if the Players can imagine the existence of the other map forces.

[19.32] Forces Available and Initial Set-Up
Each Player deploys his own forces, according to the listing of the On-Map Deployment section for the map or maps in play for the chosen Scenario. For example, if the Scenario chosen is East 1863 both Players would refer to the 1863 Deployment and locate all units, leaders, markers, etc., listed for Map C hexes (listings for Maps A & B would be ignored) and proceed to place them in the hexes indicated.

[19.33] Scenario Length
The number of Game-Turns for each Scenario will be stated. This will also be integrated on the Game-Turn Record Track.

[19.34] Special Rules and Restrictions
Any special rules and restrictions pertaining to the Scenario will be detailed in this section.

A. The Production Phase of the Strategic Turn is not used in playing a Scenario. The effects of Production are simulated by providing the Player with reinforcements at the conclusion of each fourth, eighth, twelfth, etc., Game-Turn which he deploys as noted on the Turn Record at the beginning of the next following Player-Turn.

B. The Political Interaction Phase is not used in the Scenarios. Rather, specific Victory Conditions are noted (see Case 19.36 and the Scenarios themselves).

C. The Siege Phase is used and may be applied at the conclusion of every fourth, eighth, twelfth, etc., Game-Turn.

[19.35] Initiative Pool Composition
The Initiative Pools for each Scenario are as follows:

<table>
<thead>
<tr>
<th>Scenario</th>
<th>Pool Composition</th>
</tr>
</thead>
<tbody>
<tr>
<td>West 1862</td>
<td>0, (1), 2, 3</td>
</tr>
<tr>
<td>East 1862</td>
<td>0, 1, (2), 3</td>
</tr>
<tr>
<td>West 1863</td>
<td>2, (3), 4</td>
</tr>
</tbody>
</table>
[19.36] Victory Conditions

Here the objectives for each Player in the Scenario are described and their value in Victory Points is assessed. In brief, this section tells the Player how he can win the Scenario.

[19.37] Supply in a Scenario

Each Player receives various depots, trains Supply Points located on map as part of his initial deployment. This is his total allocation of on-map Supply Points for the entire Scenario. It's all he gets. At the conclusion of each fourth, eighth, twelfth, etc., Game-Turn and before starting the fifth, ninth, etc., Game-Turn, each Player will perform a Supply routine pretending that he has a General Supply level sufficient to broadcast Supply to all units in the field. In other words, those units which

sion has marched down the intact rail line to hex 3228 where the Union railhead presently is. While this was going on a Union cavalry division has marched in from Cincinnati (off map to the NE) bringing another railhead to hex 3823. During all this the Confederate army (since departed for Stone Mtn., Ga. and a religious revival) destroyed the railroad between hex 3425 and 3724 inclusive. The Union repair unit is positioned to begin repairing this stretch. The rail line between 3322 and Paducah is still Confederate though the Union division will step out of Union City on the next Game-Turn (maybe) and begin to put this line in the Union column.
trace a Supply Chain back to a Friendly department are considered supplied. Those which cannot do so must subist on the on-map Supply or suffer Attrition.

[19.38] Scenario Rail Capacity

Unlike the Campaign Game, in a Scenario the Player Rail Capacity is constant per Game-Turn throughout the Scenario, according to the following chart:

<table>
<thead>
<tr>
<th>Scenario</th>
<th>Union Capacity</th>
<th>Confederate Capacity</th>
</tr>
</thead>
<tbody>
<tr>
<td>West 1862</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>East 1862</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>West 1863</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>East 1863</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>West 1864</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>East 1864</td>
<td>4</td>
<td>3</td>
</tr>
</tbody>
</table>

[19.4] SCENARIO WEST 1862

[19.41] Use Game Maps A and B.


[19.43] Scenario length is eighteen (18) Game-Turns.

[19.44] Special Rules and Restrictions

Union Army and Army Corps Formation

At the beginning of Game-Turn 5, the Union Player may create an Army Corps if he does, he must place Buell in command of it. At the beginning of Game-Turn 9 the Union Player must create an Army in the same hex with Grant. However Grant may not command the Army. Only Halleck may command the Army.

Confederate Army and Army Corps Formation

At the beginning of Game-Turn 5, the Confederate Player may create an Army in the same hex with A Johnson who must command it. At the beginning of Game-Turn 9, the Confederate Player may create three (3) Army Corps in any hexes with existing Leaders to whom command may be distributed (suggest Polk, Hardee and Bragg).

Subordination of Grant

Starting with Game-Turn 9, Grant and his Corps must remain stacked with the Union Army created on that turn for the remainder of the Scenario. That Army may only move and fight with Halleck and Grant can only move and fight with Halleck.

Death of Johnson

If A. Johnson is killed he is replaced by Beauregard.

Weather

The first eight Game-Turns are winter weather. Supply Train Ground Movement is restricted to roads. No unit may cross a river except by road or by ferry action on River Transport.

[19.45] Victory Conditions

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

Union Victory Points

The Union Player is awarded Victory Points for controlling the following localities at the conclusion of the Scenario, if at the conclusion of the Scenario he can demonstrate Supply Chain from these localities leading to a Union Department.

- New Madrid (A2301) 1 pt
- Columbus (A3221) 2 pts
- Bowling Green (A4420) 3 pts
- Nashville (A4825) 25 pts
- Memphis (A2828/B2802) 25 pts
- Chattanooga (A5130/B5104) 50 pts
- Vicksburg (B2317) 100 pts

At the Scenario Conclusion he receives 1 Victory Point for each Confederate Strength Point besieged. In addition to all the above, he receives 1 Victory Point for each Confederate Strength Point lost in action.

Confederate Victory Points

The Confederate Player is awarded Victory Points for controlling the following localities at the conclusion of the Scenario, if at the conclusion of the Scenario he can demonstrate a Supply Chain leading from these localities to some besieged Department.

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

At the conclusion of any Union Player-Turn, the Confederate Player receives 1 Victory Point for each Confederate Strength Point which is adjacent to Paducah (A3419), St. Louis (A2712), or any Union City. In addition to all the above, he receives 1 Victory Point for each Union Strength Point lost in action.

[19.5] SCENARIO EAST 1862

[19.51] Use Game Map C.

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

[19.53] Scenario length is twenty-two (22) Game-Turns.

[19.54] Special Rules and Restrictions

Union Army Corps Formation

At the beginning of Game-Turn 5, the Union Player may create four (4) Army Corps placing them in the same hex with the Army of the Potomac Headquarters unit. At the same time, combat units in the same hex may be distributed to these corps existing leaders assigned as corps commanders. (If the Union Player takes this as a hint that he shouldn’t move the Army of the Potomac until the fifth turn be it.) At the beginning of Game-Turn 16 the Union Player may create two more Army Corps, placing them in the same hex as the Army Of the Potomac HQ; and at the same time Porter and Franklin may be put in play as the new Corps Commanders.

Confederate Corps Formation

At the beginning of Game-Turn 3, the Confederate Player may create one (1) Army Corps in the same hex with Jackson who presumably will command it. On Game-Turn 7, a second Army Corps may be created in the same hex as the Army of N. Virginia HQ, with an existing leader assigned to command it.

Arrival of Lee

On Game-Turn 17, the Confederate Player may replace J. Johnson with Lee.

Weather

The first eight Game-Turns are winter weather. Supply Train Movement is restricted to road. No unit may cross a river except by road or river transport ferry.

[19.55] Victory Conditions

The objective of the Union in this campaign was nothing less than the capture of Richmond (presumably with the coincidental destruction of the main rebel army in the process.) Historically, of course, neither of these objectives was realized. On the contrary, the main Union forces were defeated at the gates of Richmond. The Confederate objective was simply to repel all Yankee invasions, preserving the armies in the field and retaining a hold on as much Southern territory as possible.

Union Victory Points

The Union Player is awarded Victory Points if he controls the following localities at the conclusion of the Scenario.

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

If he is besieging Richmond at the conclusion of the Scenario he receives 50 Victory Points. In addition to the above awards, the Union Player receives for each 1 Victory Point for Confederate Strength Point lost in action.

Confederate Victory Points

The Confederate Player is awarded Victory Points if he controls the following localities at the conclusion of the Scenario.

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

If he controls any Union city at the conclusion of any Union Player-Turn he receives 20 Victory Points.

If he is besieging Washington at the conclusion of any Union Player-Turn he receives 100 Victory Points.

At the conclusion of any Union Player-Turn after Game-Turn 10 that there are Confederate units adjacent to Washington, the Confederate Player receives 1 Victory Point for each Confederate Strength Point so adjacent. In addition to all the above he receives 1.5 Victory Points for each Union Strength Point lost in action.

Victory Determination

The Union Player must score at least fifty (50) Victory Points or he loses, regardless of the Confederate score. Assuming this condition is met, the winner of the Scenario is the Player with the most points. If a Player scores twice as much or more points as his opponent, he can consider himself a decisive winner.

[19.6] SCENARIO WEST 1863

[19.61] Use Game Maps A and B.

[19.62] Use forces given for Maps A and B under 1863 deployment (see separate sheet).

[19.63] Scenario length is Twenty (20) Game-Turns.
[19.64] Special Rules and Restrictions

Union Siege of Vicksburg, Port Hudson

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

Rosecrans Somnolent

The Union Player may not freely allocate Command to Rosecrans during the first twelve Game-Turns. In order to move, Rosecrans must succeed in rolling for his initiative.

After Vicksburg Falls

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

[19.65] Victory Conditions

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

Union Victory Points

The Union Player is awarded Victory Points if he controls the following localities at the Scenario conclusion, if he can demonstrate a Supply Chain leading from the locality to a Union Department.

Vicksburg (B2127) 10 pts
P. Hudson (B2125) 10 pts
Knoxville (A5624) 15 pts
Chattanooga (AS130/BS104) 25 pts
Little Rock (B1705) 10 pts
Atlanta (BS410) 50 pts
Mobile (B3625) 25 pts

In addition to the above, he receives 1 Victory Point for each Confederate Strength Point destroyed in action.

Confederate Victory Points

The Confederate Player is awarded Victory Points if he controls the following localities at the Scenario conclusion, if he can demonstrate a Supply Chain leading to the locality.

Chattanooga (AS130/BS104) 15 pts
Knoxville (A5624) 15 pts

He receives 1 Victory Point for each Confederate Strength point which is adjacent to Nashville (AA425) at the conclusion of a Union Player-Turn at any date after Game-Turn 6.

He receives 1 Victory Point for each Union Strength Point destroyed in action.

Victory Determination

The Confederate Player must score at least 30 Victory Points or he loses. The Union Player must score at least 20 Victory Points or he loses. Theoretically, both Players can lose. Assuming both Players score their minimums, the Player with the most points wins.

[19.7] SCENARIO EAST 1863

[19.71] Use Game Map C.

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

[19.73] Scenario length is eight (8) Game-Turns.

[19.74] Special Rules and Restrictions

Hooker Replaced

At the beginning of Game-Turn 5, Meade replaces Hooker in command of the Army of the Potomac.

Sykes is placed in command of the 5th Army Corps. (Hooker no longer in Scenario.)

Union Movement Restriction

Union units and Leaders which begin the Scenario on or north of the x12 hexrow may not move south of the x12 hexrow at any time during the Scenario. (Hooker wanted to pounce on Richmond as soon as he figured out that Lee was moving north around his flanks. Lincoln quashed this idea because he had faith in Lee's ability to lean on Washington before Hooker could grab Richmond.)

[19.75] Victory Conditions

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

Confederate Victory Points

The Confederate Player receives Victory Points for controlling the following localities at the conclusion of the Scenario, if he has Supply Points on the locality. (Which probably means that a Supply Train would have to have been chugged into one of these towns sometime during the course of play.)

Philadelphia (C3401), Baltimore (C2806) or Washington (C2608) 200 pts
Any other Union City 20 pts
Any initial Union Fort hex 30 pts

The Confederate Player receives 100 Victory Points if the Union Player does not have rail communication with Washington at the conclusion of the Scenario. The Union Player must be able to trace a path of rail hexes from Philadelphia to Washington such that he could move a hypothetical unit by Rail Movement from Philly to D.C.; i.e., the line has to be free of cuts and Confederates.

The Confederate Player receives 2 Victory Points for each besieged Union Strength Point at the Scenario's conclusion. In addition to the above, the Confederate Player receives 1 Victory Point for each Union Strength Point destroyed in action.

Union Victory Points

The Union Player receives Victory Points for controlling the following localities at the Scenario conclusion.

Charleston (C1640) 50 pts
Richmond (C2516) 200 pts

He receives fifty (50) Victory Points if he is besieging Richmond at the Scenario conclusion.

He receives 1 Victory Point for each Confederate Strength Point in Union territory at Scenario conclusion that can not trace a path at least one hex to a Union hex which, in turn, is adjacent to some Confederate Department. (In other words, if the Confederates wall themselves in someplace in the north, they concede points if they fail to secure road communication south.)

Finally, he receives 1 Victory Point for each Confederate Strength Point lost in action.

Victory Determination

The Confederate Player must score at least 30 Victory Points or he loses. The Union Player must score at least 20 Victory Points or he loses. Theoretically, both Players can lose. Assuming both Players score their minimums, the Player with the most points wins.

[19.8] SCENARIO WEST 1864

[19.81] Use Game Maps A and B.

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

[19.83] Scenario length is twenty-four Game-Turns.

[19.84] Special Rules and Restrictions

Red River Campaign

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

Weather

Winter weather prevails throughout the end of Game-Turn 4. Supply Trains may only move by road, rail, or water. Units may only cross rivers at roads or by river transport ferry. Starting with Game-Turn 5 the Union Player rolls the die at the beginning of his Player-Turn. If he rolls a 1, 2, or 3 any River Transport or Flotilla on the non-Tidal portion of the Red River are stranded by low water and may not move or attack that turn.

[19.85] Victory Conditions

The Union objectives in the West were first the destruction of the main Confederate armies (Johnson's and Polk's) to be coincidentally realized by the capture of Atlanta and Mobile, it being felt that the Confederates would have to fight to defend these vital positions. However, prior to the major campaign, Lincoln and Halleck had planned a secondary operation against Shreveport with the objective of destroying the last seat of Confederate operations in the Trans-Mississippi, opening the way to the Texan interior and indirectly influencing the French in Mexico to cool it.

The Confederate objectives were to hold on and deny the Yankees a significant victory, preserving the Confederate armies and retaining Atlanta at all costs and hopefully Mobile. They felt the Northern electorate would vote Lincoln out in November if no dramatic event occurred by then.

Union Victory Points

The Union Player is awarded Victory Points if he controls the following localities at the conclusion of the Scenario:

Shreveport (B0815) 5 points
Mobile (B3625) 10 points
Atlanta (B5410) 25 points

These awards are doubled if he can show a Supply Chain to some Union Department.

If the Union Player captures Shreveport (B0815) by the conclusion of Game-Turn 7, he receives 25 Victory Points.

He receives three (3) Victory Points for each besieged Confederate Strength Point at Scenario conclusion.

He receives two (2) Victory Points for each Confederate Strength Point destroyed in action.

Confederate Victory Points

The Confederate Player is awarded Victory Points if he controls the following localities unsbesieged at the conclusion of the Scenario:

Shreveport (B0815) 10 points
Mobile (B3625) 20 points
Atlanta (B5410) 50 points
If the Union Player fails to capture Shreveport by the end of Game-Turn 7, the Confederate Player receives 15 Victory Points.

He receives three (3) Victory Points for each Union Strength Point destroyed in action.

Victory Determination

The Union Player must score at least fifty (50) Victory Points or he loses. Assuming he scores the minimum, he wins if he has a ratio of 2 to 1 or better in Victory Points over the Confederate Player; otherwise, he cannot win. The Confederate Player wins if the Union Player does not score his minimum or if the Confederate Player scores more points than the Union Player. If the Union Player scores more points than the Confederate — but doesn’t have at least twice as many — the game is a tie.

[20.0] CAMPAIGN GAME
(Introduction)

COMMENTARY:
The Campaign Game simulates the entire course of the American Civil War, beginning with the outbreak in 1861 to the conclusion — whenever one side or the other manages to meet the Victory Conditions.

The Campaign Game utilizes several rules that are not used in the Scenarios: Production Phase (Section 21.0), Additional Production Phase Events (22.0), Personnel Points (23.0), and Blockade (24.0). Victory Conditions for the Campaign Game are also different from those used in the Scenarios (see Section 25.0). Finally, several Optional Rules are provided (Section 26.0) that will add considerably to the "flavor" of the game, while they also add a certain amount of complexity in some instances.

NOTES:
1. The Campaign Game calls for all three maps—A, B, and C.
2. The Campaign Game uses the forces listed for all three maps, as in the 1861 deployment chart (see separate sheet).
3. The length of the Campaign Game varies according to how quickly the Victory Conditions are met.
4. For special rules applying solely to the Campaign Game, see Sections 21.0 through 25.0.

[21.0] PRODUCTION PHASE
(Campaign Game)

GENERAL RULE:
The Production Phase of the Strategic Turn consists of the following segments:

1. Supply Point Generation Segment
   Each Player calculates the number of Supply Points generated this turn and adds that amount to his General Supply Poll.

2. New Unit Initiation Segment
   Each Player creates new units expending personnel points and supply points in the process and placing the newly created units on his Production Spiral.

3. Existing Unit Augmentation Segment
   Each Player may take existing units from the map, expend personnel and supply points, adding strength to them and place them on his Production Spiral.

4. Produced Unit Deployment Segment
   Each Player removes produced units from his Production Spiral and deploys them on the map.

5. Brigade Merge Segment
   If they wish, the Players may merge brigades of infantry and cavalry with existing infantry and cavalry divisions.

6. Fort Construction and Deployment Segment
   Both Players may attempt to create and deploy Forts and/or Fortresses.

7. Department Deployment Segment
   Players may deploy a new Military Department and relocate an existing Department.

8. Headquarters Deployment Segment
   New Field Army, Army Corps and Cavalry Corps may be deployed.

9. Leader Pick Segment
   New Leaders are picked blindly from the existing stock (or pool) of Leaders not in use.

10. Confederate Replacement Segment
    The Confederate Player may apply the special rule permitting him to amalgamate Garrison Points with infantry divisions.

11. Militia Demobilization
    Militia is demobilized (returned to unused units). Also, Partisan units may concurrently be activated.

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

CASES:

[21.1] THE PRODUCTION SPIRAL

The Production Spiral is a compact display permitting one-step production decisions. It is divided into thirteen slices and thirteen spiral arms emanating from a center circle. Each Spiral arm is composed of five slits (for attack of the intersection of slices and spiral arms) and each slot is located in a slice progressively further away from the center. Viewing time as progressing clockwise from slice to slice, the display is a form of clock to record the passage of Strategic Cycles (thirteen of which compose a full year). Each slot on any given spiral arm has pictures of various types of units within it. During the progress of the Production Stage of a given Strategic Turn, a Player will have occasion to create new units placing them as he does so in the appropriately pictured slot of the spiral arm emulating the turn in progress. This placement has the effect of positioning the units ahead in time. Then, with the passage of one or more Cycles time will advance to a slice which contains units placed on prior Production Stages. These units are then available to be deployed onto the map.

Example: Let us say it is the Strategic Turn of Cycle number one of year 1862. The Confederate Player desires to create an infantry division (strength of 8 points). He expends 24 Personnel and 16 Supply Points (see Case 21.9), obtains the unit desired from the collection of units not in use and traces along the spiral arm emanating from Cycle 1 to the slot picturing a "new" infantry unit, placing the unit in that slot. Note that the slot falls in the Cycle number 3 slice. When play progresses to the Strategic Turn of Cycle number 5, the Confederate Player will remove the infantry division from the display and deploy it on the map.

[21.2] UNION SUPPLY POINT GENERATION

The Strategic Cycle Turn Record Track lists a stated number of Supply Points which the Union Player receives on a given cycle. In addition to this number is an allocatable number which is the number of Supply Points he receives for each non-
Union city (i.e., each city originally Confederate or Neutral) that he holds and from which he can trace an uncut Rail line leading off the northern edge of the map.

[21.3] CONFEDERATE SUPPLY GENERATION

The Confederate Player receives Supply Points from three sources: (1) the Confederate major cities; (2) Confederate sea ports; and (3) Confederate towns which are in rail contact with one of the major cities.

[21.31] Confederate Major Cities

The cities of Richmond, Atlanta, Nashville, Memphis and New Orleans are the framework of the Southern economy. On their own, held by the Confederate Player, they produce varying amounts of Supply Points each Cycle as shown on Schedule 21.35. Additionally, they are the touchstone by which the Confederate Player judges whether or not his seaports and other towns contribute Supply.

[21.32] Confederate Cities/Towns

The Confederate Town Supply Multiple number is printed for each cycle on the Cycle Record Track. This is the number of Supply Points which each eligible Confederate town contributes to the Confederate General Supply during a Strategic Turn. To be eligible to contribute, the Confederate Player must be able to trace an uncut Rail line from the town in question to a major Confederate City. The path must be free of Union units.

Summary 21.34 lists every Confederate town which can possibly meet this criterion, including towns in Kentucky which are considered Confederate if Kentucky is Confederate.

[21.33] Confederate Seaports

Printed on the Cycle Record Track for each Cycle is the Confederate Import Multiple Number. This is the number of Supply Points each functioning Confederate Seaport adds to the Confederate General Supply during the Strategic Turn of the Cycle. A functioning Seaport is defined as any Confederate city lying in a Coastal hex which can trace a Rail line to a major Confederate city and which is not being successfully Blockaded. (The rail line trace must be uncut and free of Union units, see Section 24.0.)

[21.34] Confederate Supply Cities/Sea Ports

(see separate sheet)

[21.35] Confederate Major City

Supply Point Schedule (see separate sheet)

[21.4] EXISTING UNIT AUGMENTATION

During this named Segment of the Production Phase a Player may remove an existing infantry division or cavalry division from the map, exchange it for a new unit of higher strength, and place this new unit ahead on the Production Spiral. The unit must be located on an unbesieged Department at the time it is removed. No more than one division per Department per Strategic Turn may be removed. In effect, this process simulates sending a "veteran" unit home to recruit and train replacements. In terms of Personnel Point costs, this is the cheapest way to gain strength.

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

[21.4] MILITIA AND GARRISON CONVERSION

During the New Unit Initiation Segment, existing Militia and Garrison units which are present on an unbesieged Department may be converted into Infantry Divisions. To do so the Player removes the Militia or Garrison unit, expends the proper amount of Supply and Personnel Points for the conversion privilege, and in effect creates new infantry divisions of a strength equal to the Militia and Garrison Points he removed, placing these divisions ahead in time on the Production Display.

[21.6] WHERE NEWLY PRODUCED UNITS DEPLOY

[21.61] Union Deployment

Union Ground Combat units, supply trains, Rail Repair units, and siege trains may only be placed on a hex containing a Union Department from which the Union Player is able to trace a continuous path of rail hexes (uncut and unoccupied by Confederate units) leading off the north edge of the map.

Union Naval Transport and Naval Flotillas are placed in hex (C3901).

Union River Transport and River Flotillas may be placed in hex (C3901) or in St. Louis, Cincinnati, or Pittsburgh.

[21.62] Confederate Deployment

Confederate Ground Combat units, supply trains and Rail Repair units may only be placed on a hex containing a Confederate Department. The department must be unbesieged and the Confederate Player must be able to trace a path of rail and/or road hexes leading from the Department to one of the five major Confederate Cities. The path must be free of Union units. The rail portion may be cut or uncut and for purposes of this trace; the road portion is considered to cross rivers at ferry points. Confederate River Transport and River Flotillas may be placed on any Confederate city in a coastal hex or touching upon a Tidal River or upon an existing sea. Confederate Ironclad units may only be placed upon Norfolk, Charleston or New Orleans or upon an existing Base.

[21.63] When deploying Ground Combat units, the Player must spread the units of a given type as evenly as possible among the existing Departments.

Example: If he has seven Infantry units to deploy among six existing eligible Departments, he must deploy at least one unit in each Department with some Department of his choice receiving two units. In so deploying he need not concern himself with the strength of the units so deployed but only their number in terms of actual discrete counters. (One of the seven could be a 10-3 and the other six all 1-3's.) Naval and River units may be deployed unevenly.

[21.7] PRODUCTION OF CONFEDERATE IRONCLADS

When a Confederate Ironclad comes off the Production Display it is placed as noted in Case 21.62. However, it is placed face down signifying that the construction and completion is not finished. On every Strategic Turn thereafter, the Confederate Player shall roll the die once for each ironclad until at some point he rolls a one. When he rolls a one, he may flip the subject ironclad face up signifying that it is completed and henceforth available for use. (While face down, the ironclad merely exists for the future. It has no value in the game.)

[21.8] BASE DEPLOYMENT

[21.81] Union

Union naval bases are produced instantaneously (no time delay) upon expenditure of the necessary Personnel and Supply Points. They may be immediately deployed on any coastal hex occupied by five or more Union infantry points.

[21.82] Confederate

Confederate bases may be deployed in any Confederate seaport or in any city which touches upon a navigable river hexside.

[21.9] PRODUCTION COSTS

[21.91] Union Production Cost Chart

(see separate sheet)

[21.92] Confederate Production Cost Chart

(see separate sheet)

[21.93] Union Production Spiral

(see separate sheet)

[21.94] Confederate Production Spiral

(see separate sheet)

[22.0] ADDITIONAL PRODUCTION PHASE EVENTS (Campaign Game)

CASES:

[22.1] MILITARY DEPARTMENTS

Military Departments are the administrative and logistical framework of the Player's armed forces. They have zero strength and no normal movement ability. Instead, their position establishes the lines of supply to combat forces and regulates the arrival and departure of reinforcements, new units, conversions, etc. Each Player begins the game with a limited number of Departments in place on the map. Thereafter, during the Department Deployment segment of the Strategic Turns of certain specified Cycles, a Player may deploy new Departments or relocate old Departments on the map. All things being equal the more Departments a Player has deployed the more flexibility he will have in play.

[22.11] Department Deployment

Whenever the Cycle Record Track so signifies, the Player may deploy one new Department onto the map or he may relocate an existing Department into a new hex.

[22.12] Restrictions on Union Departments

Union Departments can only deploy on a city hex, which city hex must be in rail and/or water contact with the north edge of the map. (The path must be uncut and free of Confederate units.) No more than one Department may be located within the same state at the same time. (Washington D.C. is a state for purposes of this rule.) No Department may deploy in a Confederate state unless every city in that state is occupied by Union ground units.

[22.13] Restrictions on Confederate Departments

A Confederate Department may deploy in any Confederate city (unoccupied by Union units). No more than one Department may be located in one state. No more than one Department may be located west of the Mississippi River.

[22.2] CREATION OF HEADQUARTERS UNITS

Headquarters units are created during the Headquar ters Creation Segment of the Production Phase of Strategic Turns designated on the Cycle Record Track. During 1861, 1862, and part of 1863, this creation is subject to a random luck factor. Starting with the 9/63 Cycle, Players may create Headquarters freely each Strategic Turn up to their counter mix limits.

[22.21] When created, Headquarters are placed on any existing Department at the Player’s option.
[22.22] During an asterisked (*) Cycle of 1861, 1862, and 1863, the Player rolls the die. If he rolls a one, he immediately rolls the die again. Whatever number he happens to roll at this time is the number of Army Corps or Cavalry Corps he may create. During a double asterisked Cycle (**) he rolls the die. If he rolls a one he may create a Field Army.

[22.3] BRIGADE MERGE
During this segment of the Production Phase, a Player may merge one brigade with one division of the same type if they exist in the same hex.

Example: Three Union 4-3 infantry divisions are stacked in hex C2804 with four 2-3 infantry brigades. The Union Player could, if he wished, combine three of the brigades with the three divisions yielding a force in the hex of three 6-3 divisions and one 2-3 brigade. Note that this is the only point in the progress of a Cycle that a brigade can be integrated or combined into an infantry division.

[22.4] FORT CONSTRUCTION
Forts are created and deployed during the Fortification Segment of the Production Phase. Any hex may be fortified if it contains at least three Friendly Ground Combat Strength points and is not adjacent to or occupied by Enemy Ground Combat units. The constructing Player expends at least a minimum number of Supply Points in so constructing the Fort. The procedure is as follows:
1. The Player states where he is building the fort, states the number of Supply Points he is expending on the construction, and expends them.
2. He rolls the die and consults the Fortification Construction Table which tells him whether or not the construction succeeds. If it does, he may place a fort marker in the designated hex. If it fails he may not. (He has in effect wasted the expended Supply.)

[22.41] Where the Supply for Construction Comes From
If the potential fort site is in a hex from which the occupying combat units could draw on General Supply for their own Supply (see Section 12.0), the constructing Player may expend Supply Points from his General Supply to construct the fort. If, however, the hex does not lie on a path traceable to General Supply, the Supply Points for construction must come from points existing on the potential fort site.

[22.42] Construction Restrictions
A Player may attempt to construct any number of forts each Strategic Turn up to his counter mix limit. Limit one per hex.

[22.43] Fortress Construction
A Fortress may be built on any hex containing a currently occupied fort. The Player expends supplies as in Case 22.4 and rolls the die. If successful, he flips the existing fort marker over onto its fortress face. A Player may attempt to build one fortress per Strategic Turn.

[22.44] When a fort is constructed and deployed, the Player may locate units existing in the hex outside or inside the fort at his option.

[22.45] Demolishing Fortifications
At the start of the Fortification Segment the Owning Player may remove existing fortifications from the map. Presumably the only reasons to do so are (1) to prevent their falling into hostile hands and (2) to recover markers needed elsewhere. There is no other benefit.

[22.46] Fort/Fortress Construction Table

[22.5] LEADER PICK, PROMOTION, DEMOTION, PAROLE
On any given Strategic Turn, one Player or the other blindly picks either one or two leaders from his Leader Pool (all unused Leaders) according to the notation on the Cycle Record Track.

[22.51] Deployment of Newly Picked Leaders
A newly selected leader must (1) be placed in Command of an existing Army or Corps Headquarters or (2) be placed on a Department.

[22.51] Promotion/ Demotion of Leaders
During this Segment, a Player may demote (remove) a leader from command of a corps via exercise of option (1) above, replacing an old commander with a newly selected leader. The replaced commander is immediately tossed back in the leader pool. The Enemy Player gains one Political Point for this demotion. During this Segment a Player may place a leader in command of an HQ (stack him on top), if the HQ is commandless and the leader is stacked in the same hex. During this Segment a Player may replace an existing commander with another leader stacked in the same hex. The demoted leader is tossed into the Leader Pool and the Enemy Player receives two (2) Political Points.

Note there are only four ways an existing commander can be effectively replaced as commander of a headquarters.
1. Replacement by newly picked leader.
2. Replacement by an existing leader.
3. He is killed in combat, vacating command.
4. He walks away from his command during the progress of the game, leaving the command vacant.

[22.53] Parole
An Enemy Player with a captured leader may intervene in the promotion process, substituting the captured leader for any leader the Friendly Player has just placed in command.

[22.6] MILITIA DEMOBILIZATION
Beginning in the first Cycle of 1862, any Militia force is exposed to demobilization on any Cycle marked with an MD symbol. Each Player rolls the die for his force. If he rolls a 1 or a 2 he must immediately eliminate 50% of the militia in existence on the map, losing any fraction as a full point. The owning Player may choose where to eliminate Militia units.

[22.7] SPECIAL CONFEDERATE REPLACEMENT RULE
During this Segment of the Production Phase, the Confederate Player only may merge garrison points with existing infantry divisions at the maximum rate of 2 Garrison Points being added to each infantry division. The infantry divisions and the garrison points must be stacked in the same hex.

Example: Assume the Confederate Player had four (4) infantry divisions, each with a strength of 3, in the same hex with 10 Garrison Points. He could, if he wished, exchange the four infantry 3 -3's for four 5-3's and reduce the Garrison strength to 2 points.

Note that unlike Unit Augmentation or Conversion there are no Personnel or Supply Points expended in this process and it occurs instantaneously. This rule may only be applied after 1862.

Player's Note: This rule simulates the more effective Confederate manpower allocation. Starting in 1863, they rarely created any new regiments, instead they used new recruits to strengthen existing units at or near the front. The Confederate Player may in effect treat garrison points as replacement battalions.

[23.0] PERSONNEL POINTS (Campaign Game)

GENERAL RULE:
Between the attack on Fort Sumter and the point at which this game begins, both the Confederate and Union governments had called for hundreds of thousands of volunteers to enlist and fight the war. The response was enthusiastic and most state quotas were overfulfilled. The result of this initial “call” is built into the starting forces available to both Players, the forces “in production,” and the initial schedule of Personnel Points available to the Player in the first few Cycles of the war. Once this call dwindles down to the minimum Personnel Point rate per Cycle, a Player must either live with this minimum or make another “call” on his nation. The next call can be either a volunteer call or a draft round. Either will produce a given number of Personnel Points stretched over a period of Cycles. But either move gives the Player’s opponent Political Points.

CASES:

[23.1] THE PERSONNEL POINT DISPLAY
Each Player has a Personnel Point Display composed of several tracks. The top track on the display is labeled the “Initial Volunteer Call” and is composed of a series of boxes, each containing a definite Cycle date and a specific number. The tracks underneath this display are labeled in order: Second Volunteer Call, Third and successive Volunteer Calls, First Draft, Second Draft, Third and Successive Drafts. The number in each box is the number of Personnel Points available to the Player on the Cycle in play for him to expend in Unit Production.

[23.11] Union Personnel Point Call Display

[23.12] Confederate Personnel Point Call Display

[23.2] HOW THE DISPLAY WORKS
The top “Initial Call” Track has specific dates in each box. The very first box labeled 0/7/61 contains the number of Personnel Points available to the respective Player on the Strategic Turn of that Cycle. In other words, the Union Player has 100 points available to him right at the beginning of the game with which to execute his first Cycle’s Production. When there are lesser amounts on each successive Cycle until Cycle 0/13/61 is reached. This last box in the top track is labeled “minimum” and represents the number of Personnel Points the Player receives on the 0/13/61 Cycle and all succeeding Cycles until such time as the Player declares a new Call or Draft.

Example: Assume that the Union Player refrains from a new Call until 0/8/62 at which time he duly makes the Second Volunteer Call (see 23.1). At this point, he receives the stated number of Personnel Points in box #1 of the 2nd Volunteer Call track, with successive diminishing numbers of Points given on succeeding boxes for the succeeding Cycles until a new minimum is reached in box number 6 of the Track. This minimum would apply for the sixth Cycle of the 2nd Call and all succeeding Cycles until such time as the Player made either a third Volunteer Call or a First Draft.

Player’s Note: If they wish, Players may use blank or unused counters to mark the progress and position of a Call or Draft.

[23.3] USING PERSONNEL POINTS IN PRODUCTION
During the Production Phase of a given Strategic Turn, a Player may use all, some, or none of the Personnel Points available to him that Cycle, ex-