An Historical Simulation Game

the time is: 6 June 1861

War between the States

1861-1865

An Historical Simulation Game
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, bombing, 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 railroad 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.
[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, Tex. 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.
[3.21] Sample Units

**COMBAT UNIT**

- **Unit Type**
- **Combat Strength**
- **Movement Allowance**

**LEADER UNIT**

- **Rank**
- **Name**
- **Initiative**
- **Command**
- **Combat Rating**

[3.22] Summary of Unit Types

<table>
<thead>
<tr>
<th>FRONT</th>
<th>BACK</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Unit Symbol]</td>
<td>![Unit Symbol]</td>
</tr>
<tr>
<td><strong>Infantry Division</strong> (see Case 3.24)</td>
<td><strong>River Transport Flotilla</strong></td>
</tr>
<tr>
<td><strong>Cavalry Division</strong> (see Case 3.24)</td>
<td><strong>Naval Transport Flotilla</strong></td>
</tr>
<tr>
<td><strong>Militia Points</strong></td>
<td><strong>Military Department</strong></td>
</tr>
<tr>
<td><strong>Garrison Points</strong></td>
<td><strong>XXX Potomac 0-3</strong></td>
</tr>
<tr>
<td><strong>Partisan Cadre</strong></td>
<td><strong>Army Corps</strong></td>
</tr>
<tr>
<td><strong>Partisan Unit</strong></td>
<td><strong>Supply Train</strong></td>
</tr>
<tr>
<td><strong>Siege Train</strong></td>
<td><strong>Supply 10</strong></td>
</tr>
<tr>
<td><strong>Fort</strong></td>
<td><strong>Supply Points</strong></td>
</tr>
<tr>
<td><strong>Entrained Marker</strong></td>
<td><strong>Railhead</strong></td>
</tr>
<tr>
<td><strong>Rail Cut/Junction</strong></td>
<td><strong>Entrenched 1st Game-Turn</strong></td>
</tr>
<tr>
<td><strong>Entrenched 2nd Game-Turn</strong></td>
<td><strong>Leader</strong></td>
</tr>
</tbody>
</table>

[3.23] Definition of Terms

**Combat Strength** is the basic offensive or defensive power of a unit quantified in Strength Points. Units with a parenthesized Combat Strength may not attack.

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

**Size Symbols**
- xxxx = Field Army
- xxx = Corps
- xx = Division
- x = Brigade

**Friendly Territory** is 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** is 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.) Cavalry division counters range in sequential strength from 5 down to 1 and follow the same reduction principle. Militia unit counters range from 4 down to 1.

[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.) One division may never divide into two divisions. A single division may be replaced by a smaller strength division and one or more brigades (equalling 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 who selects one chit from the Initiative Chit Pool. The Player who selects the higher numbered chit is 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 forces 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 that 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 Strength 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 turn.

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 leapfrog 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.) He is also the Initiator of all his Movement Command Allotment (i.e., the number of Movement Commands that he may freely issue during his Movement Phase).

[5.11] The Initiative Pool Composition Chart (5.13) states what the chit composition of the "cup" beven 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 assigned 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 a force).

[5.22] In lieu of issuing a Movement Command to a leader, a Player may issue a Movement Command to a specific unit, saying "I order this unit to move," and 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 persistently towards the Leader's goal.)

[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 this Leader to move." He then rolls one die. If the die roll result 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 rolls a 1 or 2, the Player loses the roll. If the die rolls a 3 or higher, the Player wins the roll and the Leader may 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 can, of course, go around 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 anew at the beginning of each Game-Turn, when he initiates his Player-Turn. He knows when he initiates his Player-Turn which is also his Movement Command Allotment (i.e., the number of Movement Commands that he may freely issue during his Movement Phase).

[5.25] A force is defined as that collection of Leaders, headquarters and combat units under the control of one Leader, i.e., those that 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 move 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 some, 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 the 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.

[6.4] MULTIPLE UNIT MOVEMENT (STACKING)

A Player may place 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 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 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 Rail Point 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, an Infantry division with a strength of 7 starts the Movement Phase on a 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 Stack.) Thus the Point expended 1 Rail Movement Point to enter, 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. Presume 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 Entrained 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 number of Rail Points remaining to transport the unit.

[6.54] The path of Rail Movement must be along continuous contiguous Rail Hexes. (And obvious-
by units can only entrain or detain 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 (see Game-Turn hexes), 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 illus-
trated, in some circumstances a given unit can
combine Rail Movement with normal Movement.
Except for the property of Rail Movement to ig-
nore 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 ini-
tiates Rail Movement. However, an already en-
trained unit (having initiated Rail Movement on a
previous Game-Turn) can be assumed to continue
its Rail Movement under the Movement Com-
mand issued on the turn it began the journey.
[Note: As written this rule would permit a Player
with a lot of RTP’s to create an entrained “reser-
vior” by entraining a unit, say in 1861, moving
it to some central location, and then dispatch-
ing to some threatened point years later all
under the guise of the original Movement Com-
nand. To prevent this kind of nonsensical abuse,
the Players can require each other to write intend-
ed 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 ex-
pects 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 addi-
tional cost to cross the River (see Terrain Effects
Chart).

[7.0] WATER MOVEMENT

[7.1] WATER MOVEMENT RESTRICTIONS
[7.11] Naval units may not cross an All-Land hex-
side, nor may they enter a hexside prohibited to
Water Movement.

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

[7.13] River gunboat flotillas, River transport
flotillas, and ironclads may operate only on
navigable River hexides (both tidal and non-tidal)
and Coastal hexes. Naval flotillas and naval
transport flotillas may operate only on tidal River
hexides, 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 interruption (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 expects one or more Movement Points while
the transporting unit spends ten or more Move-
ment 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 as such
move with the transporting unit 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 debarks into one
of two adjacent hexes.

[7.24] Amphibious Assault
Infantry units aboard an adjacent naval transport
may amphibiously assault an Enemy-occupied
coastal 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 hexides along the various Rivers, Estuaries,
and Inlets are denoted as Ferry hexides
(in addition to their other properties). Ground
units may cross Rivers at these hexides as part of
normal ground Movement or Rail Movement, at a
certain Movement Point expenditure. (Addi-
tionally, 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 hexides
except when a transport unit is used as a ferry.

Placement of a transport unit within the ap-
propriate 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 be-

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 mapedge in the Atlantic Ocean may be transferred to an all-Sea hex on the south mapedge 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 mapedge 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 are in receipt of 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 (11.1.1, 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 Chit defined as the CO of the Attacking force, and cross-uses this 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 receipt of 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 some 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 on an individual basis. The initiative chit pick means nothing for Movement Command and Attack Command, it is all dependent on individual Leader's Initiative Value. Simply because a Leader (and his force) 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 river hexside 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 hexside except at a Ferry crossing. The ferry crossing may be one permanently depicted on the map or one created by the presence of a transport unit in the intervening hexside. 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 Defender 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 occupying an unpunished Combat Strength has a Zone of Control over the hex it occupies and the six adjacent hexes. (Punished) 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 hexside, 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-
[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 independent Allowance 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 personality 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 river 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 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

(see separate sheet)

[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

(see separate sheet)

[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. Any combat 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 all participating units as evenly as possible. The two 6-3's drop to 5-3-3 and the two River Flotillas go 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 unbiased 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 Dpeos, Supply Trains, or Acquired Q'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 Procedure) 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 thehexside 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.

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

[13.24] 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 cannot leave the Fort. Other Friendly units may not enter the Fort hex from outside. The besieging Enemy units have three options: (1) do 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 Combat during the Strategic Turn.

[13.31] 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/or-fortress marker, but the Attacker’s losses are not multiplied. Any terrain in the hex, except the Fort itself, is ignored.

[13.32] 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.

[13.34] If a Fortress is reduced to a Fort, the defenders may remain in place (the Defender is not required to require points to reach the Fort shelter limit. However, he may consider a maximum of only ten of those points as double 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).

[13.35] 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.

[13.36] 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.

[13.37] Siege Bombardment Table
(see separate sheet)

[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 thereafter 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

[14.11] Regardless of the Initiative of opposing Generals present, neither Player may select a Battle Intensity Chit greater than one.

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

[14.13] Units may Attack from March only if they 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 non-existent would the attacking units be able to enter into the defending hex?"

[14.14] Leaderless units may not Attack from March.

[14.15] Attack from March occurs during Movement. The Leader of the attacking force does not roll for Combat Initiative (as he would be required to 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.

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

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

[15.2] CAVALRY IN COMBAT

[15.21] 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 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 boxes Zone of Control of Infantry.

[16.0] HEADQUARTERS UNITS

GENERAL RULE:
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 -scale game where 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 CUM 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 may 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 hex sides, 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 hex side on the path of River hex sides 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 somewhere 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 somewhere 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 12.9).

[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 adjusting 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.
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, chaining 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 River-side 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 railhead 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 railhead marker and moves continuously down a path of intact Rail hexes, that unit will be counted as the Player's rail net and the Player's rail head marker is moved accordingly to show this expansion. At the same time Enemy Railhead markers are moved (if necessary) to reflect the change in the Enemy's rail net status.

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

[18.2] DESTROYING RAILROADS
During his Movement Phase a Player may elect to destroy Rail hexes occupied by his ground Combat units. To do so he 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 expends one Movement Point to destroy the rail line and it may execute normal Ground Movement or not before or after executing destruction. Therefore, Rail destruction is considered Movement whether or not the unit stirs 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 by placing 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 has 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 on a Rail hex, the act of disembarkation creates a Friendly Railhead in the hex. A marker should be placed accordingly. (This is one means by which the Union Player could establish a Railhead at, for instance, say Memphis.)

[18.4] THE B & 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 deed 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 forces 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 it does when one side or the other wins. The Scenarios on the other hand have "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 (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.

RAILNET STATUS EXAMPLE

Tinted units are Confederate units.

History: By the lack of the roll Kentucky RRS fell to the rebels. Some time afterwards a Union Repair unit landed at Columbus (3221) thereby establishing a Union railhead at Columbus and on subsequent Game-Turns the Union infantry di-
trace a Supply Chain back to a Friendly department are considered supplied. Those which cannot do so must subsist 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>Confed 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 Hallack 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 Hallack and Grant can only move and fight with Hallack.

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 ferry action of River Transport.

[19.45] Victory Conditions

Union immediate objectives in this campaign were to secure the states of Missouri and Kentucky with the hope ultimately of opening the Mississippi River to Union use and control. The Confederate objectives were to hold what they had and, above all, to maintain control of the Mississippi. As it turned out, the Union discovered a winner in Grant who shattered the center of the Confederate front at Fort Donelson and masterminded a campaign that cost the South 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 (A3201) 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. And 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 unspecified 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 that 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.

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 may consider himself a decisive winner.

[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 divided to these corps and 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 to 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 5, 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 roads. No unit may cross a river except by road or river transport ferry.

[19.55] Victory Conditions

The objective of the Union in this campaign was nothing less than the capture of Richmond (presumably with the coincidental destruction of the main rebel army in the process.) Historically, of course, neither of 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 number scored by the Confederate Player. Assuming this condition is met, the winner of the Scenario is the Player with the most points. If a Player scores twice as many points as his opponent, he can consider himself a decisive winner.

[19.6] SCENARIO WEST 1863

[19.61] Use 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.
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 minimum, the Player with the most points wins.

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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 Sonmolent

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 Mississippi at the time of the fall of Vicksburg may not leave these states until Game-Turn 17.

Victory Conditions

The Union objectives in the West were to secure the Mississippi Valley via the reduction of Vicksburg and Port Hudson, capture Little Rock, open the gates to Atlanta, and secure Knoxville.

Confederate objectives were to relieve Vicksburg (a forlorn hope) or, failing that, 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 (B2317) 10 pts
P. Hudson (B2125) 10 pts
Knoxville (A5624) 15 pts
Chattanooga (A5130/B5104) 25 pts
Little Rock (B1705) 10 pts
Atlanta (B5410) 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, as long as an intact rail line leads from the locality to the eastern mapedge (must be free of cuts and Union units).

Knoxville (A5624) 15 pts
Chattanooga (A5130/B5104) 15 pts

He receives 1 Victory Point for each Confederate Strength point which is adjacent to Nashville (A4825) 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 Union Player must score 100 Victory Points or he loses. Assuming the Union minimum is met, the Union Player wins if he has a ratio of 3 Victory Points or better for every 2 Confederate Victory Points; otherwise he loses and the Confederate Player wins.

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 chugged into one of these towns sometime during the course of play.)

Philadelphia (C3401), Baltimore (C2800) 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 all 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 road which is, in turn, free of Union units 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 Points for each Confederate Strength Point lost in action.

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Scenario Length

[19.64] Special Rules and Restrictions

[19.65] Victory Conditions

[19.66] Union Siege of Vicksburg, Port Hudson

[19.67] Confederate Victory Points

[19.68] Victory Determination

[19.69] Union Victory 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 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 on 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.

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**[19.9] SCENARIO EAST 1864**

- **[19.91]** Use Game Map C.
- **[19.92]** Use Forces for Map C under 1864 Deployment (see separate sheet).
- **[19.93]** Scenario length is sixteen (16) Game-Turns.
- **[19.94]** Special Rules and Restrictions
  - **Weather**
    - The first four Game-Turns are winter. Supply Trains are restricted to road. Units can only cross rivers at roads and by River Transport Ferry.
  - **Victory Conditions**
    - Grant's objective was to threaten Richmond, forcing Lee to fight him, fight him, fight him. In the process he could destroy Lee's army, fine; if he could take Richmond, so much the better—but above all he wished to deprive Lee of any freedom of action and particularly prevent him from sending reinforcement to Johnson at Atlanta.
    - As in the west, the Confederate objective was to preserve as much as they had, preventing significant Union success.

**Union Victory Points**

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

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

If he is besieging Richmond at the Scenario conclusion he receives 25 Victory Points.

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

**Confederate Victory Points**

The Confederate Player is awarded 25 Victory Points if he controls Richmond at the Scenario conclusion. He can demonstrate a rail line uncut and free of Union units leads from Richmond to some non-Virginia town.

He receives ten (10) Victory Points for controlling any Union town at the conclusion of any Union Player-Turn.

He receives two (2) Victory Points for each Union Strength Point lost in action.

He receives one Victory Point for each Confederate Strength Point sent west (exiting the map below hex 0132) before the end of Game-Turn 12.

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**[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 expanding 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.

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**[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 three groups of three rows. The spiral arm is composed of the selection 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 emanating the turn in progress. This placement has the effect of positioning the units ahead in time. When 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 (27 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 5 slice. When play proceeds 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 italicized 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 24.8.)

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 removed 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 any 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 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 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 Base. 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 three existing eligible Departments, he must deploy at least one unit on 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 1. When he rolls a 1, he may flip the subject ironclad face up signifying that it is completed and henceforth available for use, while face down it 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 Headquarter Creation Segment of the Production Phase of Strategic Tours 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 asterisk (*) 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 rolls, that time is no longer part of the Army Corps or Cavalry Corps he may create. During a double asterisk 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 C204 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 spends at least a minimum number of Supply Points in the hex to construct 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 supply 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 Ownership 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.

[22.5] 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.

[22.5] Promotion/ Demotion of Leaders
During this segment, a Player may promote or demote 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 commanderless 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 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 army. 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. The 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
(see separate sheet)

[23.12] Confederate Personnel Point Call Display
(see separate sheet)

[23.2] HOW THE DISPLAY WORKS
The top "Initial Call" Track has specific dates in each box. The 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.
[24.0] BLOCKADE
(Campaign Game)

GENERAL RULE:
During the War, the Confederate seaports were subjected to Union naval blockade. In its most basic form, this comprised stationing warships on patrol off the entrance of each port being blockaded. The warships would stop and search each vessel entering or leaving port for contraband—the list of which grew to encompass every useful commodity or manufacture. All things being equal, the effectiveness of the blockade depended on the number of blockading ships, their ability to find and intercept, the skill and quality of blockade runners, and the nature of the port. In the early years of the war, the Union lacked numbers of suitable ships, and almost any kind of vessel stood a reasonable chance of running a blockade. As the war progressed and the number of seaports to be blockaded dwindled, the number of blockaders at any port increased as did their quality. Blockade running then became a chancy business. Still in the days before radar, specially built, speedy, shallow draft ships taking advantage of night and bad weather could usually slip through. The Union found that the best answer to blockade running was (1) seize the seaport or (2) establish a fort whose guns could dominate the entrance to the port and support close in small patrol boats.

CASES:

[24.1] CHARACTERISTICS OF SOUTHERN PORTS

Norfolk
Norfolk has access to the sea through the gap C3118 and the mouth of the flotilla. The occupied Union fort or Fortress on hex C3118 means Norfolk is automatically blockaded and may not import supply. Since the Union Player starts the war in occupation of Fortress Monroe (C3118) and is unlikely to abandon or lose this position, Norfolk is effectively blockaded from the start.

New Bern
New Bern is automatically blockaded if the Union Player occupies a fort at hex C3238 and has a flotilla at large in Pamlico Sound.

Morehead City
This Port may not be automatically blockaded by a nearby fort. The Union Player must seize the Port or take his chances on Ship Blockade.

Wilmington
A Union occupied fort at either hex C2434 or C2433 automatically blockades this Port.

Charleston
Union occupation of Fort Sumter automatically blockades this Port.

Savannah
A Union occupied fort at hex C1145 automatically blockades this Port.

Brunswick
A Union occupied fort at hex C0850 automatically blockades this Port.

Pensacola
So long as the Union Player occupies Fort Pickens (which he does from the start), Pensacola is automatically blockaded.

Mobile
A Union occupied fort at hex B3627 automatically blockades this Port.

New Orleans, Porterville and Brashear
These three ports lie in the delta of the Mississippi River with dozens of possible means of access. Only if the Union Player can occupy forts on all land hexes adjacent to one of these ports can it be considered automatically blockaded.

[24.2] SHIP BLOCKADE

A seaport is blocked for a given Strategic Turn if (1) the Union Player meets the criteria for that fort (see Case 24.1); or (2) if he successfully executes the ship blockade routine for the port.

[24.21] Blockade Routine
The Union Player totals the number of Naval Flotilla units within two hexes of the Port in question and rolls the die consulting the Blockade Table. The result is either a successful blockade—meaning the Confederate Player may not import Supply Points through that Port on that Turn—or the result is "no blockade"—meaning the Confederate Player can import. The presence of Confederate ironclads in the Port in question can alter the value of the die roll.

[24.22] Blockade Table (see separate sheet)

[25.0] VICTORY
(Campaign Game)

COMMENTS:
By the conventional standards of the day the Union won the Civil War and won it decisively. By the end of April 1865 every organized Confederate force had either surrendered unconditionally or simply disappeared, the Confederate civil authority had ceased to exist, and the leadership was in jail. The Confederate States of America was no more. The United States was once again intact. The two central (and somewhat intertwined) issues of the war—the limit of state sovereignty and slavery—were decided. However, the very fact that the war had lasted as long as it had, had cost so much in money and blood, meant that the victory obtained in the spring of '65 was not the same victory sought in the spring of '61. The North went to war to restore the Union. Not necessarily to destroy slavery, not to kill hundreds of thousands of young men, not to impoverish a whole region of the country, and definitely not to create a strong Federal government which could reach out and tap the individual citizen with income taxes, direct conscription and a whole host of other impositions. In short, the North did not go to war to create and mold a new future for America. That these things and more came to pass were a defeat of sorts for the North of 1861. (That such a course of history seems inevitable, morally correct, and inestimably beneficial to future generations of Americans when viewed from the perspective of the mid-20th Century is immaterial. The Union Player in the game is identified with the collective gelt or "culture" characterizing the North in 1861. To win the game, he must restore the Union—not create a new United States.)

GENERAL RULE:
There are two types of Victory in War Between the States: Player Victory and Historical Victory. Either one concludes the game. A Player Victory is won by a Player successfully appealing to the Political Events Matrix. Historical Victory is determined by one criterion.

CASES:

[25.1] HISTORICAL VICTORY
If, at any time, the Union Player occupies all five major Confederate cities simultaneously prior to the conclusion of the 200th Game Turn, the Union wins the game. If such a condition is not met, the South wins the war—provided Victory has not already been determined as per the Political Events Matrix.

[25.2] PLAYER VICTORY
All things being equal, the chance of a Player succeeding in a Political Events appeal increases with the number of Political Points he has in relation to the number his opponent has.

[25.3] POLITICAL POINT AWARDS

[25.31] Union Player
The Union Player receives Political Points for achieving the following results:

<table>
<thead>
<tr>
<th>Condition</th>
<th>Number of Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Destroy or capture a Confederate fort</td>
<td>1</td>
</tr>
<tr>
<td>Occupy the following cities:</td>
<td></td>
</tr>
<tr>
<td>Nashville</td>
<td>1</td>
</tr>
<tr>
<td>Memphis</td>
<td>2</td>
</tr>
<tr>
<td>New Orleans</td>
<td>3</td>
</tr>
<tr>
<td>Atlanta</td>
<td>4</td>
</tr>
<tr>
<td>Richmond</td>
<td>10</td>
</tr>
</tbody>
</table>

The above awards are made only once per game.

The Union Player also receives one Political点 on each Strategic Turn that the Mississippi River is free of Confederate fortifications and river flotillas and ironclads and all cities touching on the Mississippi River are in Union hands.

The Union Player also receives Political Points as per cases 22.5, 23.0, and 25.4.

[25.32] Confederate Player
The Confederate Player receives Political Points for achieving the following results:

<table>
<thead>
<tr>
<th>Condition</th>
<th>Number of Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Destroy or capture a Union fort</td>
<td>1</td>
</tr>
<tr>
<td>Occupy the following cities:</td>
<td></td>
</tr>
<tr>
<td>Washington</td>
<td>50</td>
</tr>
<tr>
<td>Baltimore</td>
<td>10</td>
</tr>
<tr>
<td>Cincinnati</td>
<td>10</td>
</tr>
<tr>
<td>St. Louis</td>
<td>10</td>
</tr>
</tbody>
</table>

The above awards are made only once per game.

The Confederate Player also receives one Political Point on each Strategic Turn that any one or more of the above named cities are unable to trace a path of rail hexes free from Confederate units leading off the north edge of the map (see also cases 22.5, 23.0, and 25.4).

[25.33] DESTRUCTION OR CAPTURE OF PORT
To be eligible for the one point award, a fort must be captured or destroyed involuntarily and removed from the map.

[25.4] APPEALING FOR PLAYER VICTORY

[25.41] Each Player may make one free appeal to the Political Events matrix, attempting thereby to win the game with a Player Victory. Such an appeal takes place during the Victory Determination Phase of any Strategic Turn. If the free appeal fails, the Player may make further appeals on subsequent Strategic Turns; but if such appeals fail,
[25.42] Political Events Matrix
(see separate sheet)

[25.43] Foreign Intervention
The Confederate Player may achieve a secondary result by appeal to the Political Events Matrix, and that result is Foreign Intervention. If such a appeal occurs, the Confederacy is deemed to receive official recognition as a nation by Great Britain and France. In game terms this result means (1) henceforth all Confederate Supply imports are doubled (2) the game ends in exactly 26 more Cycles. If the Union Player does not win either an Historical or Player Victory in that period, the Confederate Player wins Player Victory. Note: An F result is still a failure within the meaning of Case 25.41.

[25.44] Kentucky Neutrality
Kentucky is neutral at the start of the war. Thereafter it remains neutral until (1) its neutrality is violated by either Player or (2) an appeal to the Political Matrix yields a result placing Kentucky on one side or the other. Neutrality is violated whenever a Player moves the first Ground Combat unit into Kentucky. The State immediately becomes friendly to the other Player who thereby garners a one-time award of 50 Personnel Points on the next following Strategic Turn. If a Player acquires Kentucky as a result of Political Appeal he henceforth may deploy one 2-2 Militia unit on any Friendly occupied Kentucky city on all following Strategic Terms. The Confederate Player has certain Kentucky cities listed as supply sources. He may only consider these for supply generation if Kentucky is Friendly.

[25.45] Missouri Neutrality
Missouri remains neutral until an appeal to the Political Matrix yields a result placing Missouri on one side or the other. If and when a Player acquires Missouri he may henceforth deploy one 1-2 Militia unit on any Friendly occupied Missouri city on all following Strategic Terms.

[25.5] EMANCIPATION PROCLAMATION
Whenever he has more Political Points than his opponent, the Union Player may issue an Emancipation Proclamation. He simply gaza's beatifically toward the ceiling and says "I free the slaves." There are two results to such an event: (1) the Confederate Player gains 5 Political Points and (2) any Foreign intervention is eliminated if in effect and forbidden in the future.

[25.6] NOVEMBER '64 ELECTION
As a variant of the Historical Victory, the Players might adopt the following criteria: If the Union Player holds four of the five major Confederate cities on 11/14/64, he wins an Historical Victory; if he holds two or less, the Confederate Player wins an Historical Victory, and if he holds three of the five, either Player has a 50% chance of historical victory. Flip a coin.

[26.0] OPTIONAL RULES

GENERAL RULE: These rules reflect further refinements to the basic play of War Between the States. The optional rules may be used individually or in any combination at the Players' option. In some cases, these rules may precipitate a certain degree of imbalance in the scenarios or Campaign Game. The Players should feel free to experiment with them, applying them in various combinations, to strike whatever balance of play they feel is proper.

CASES:

[26.1] RETREAT AFTER COMBAT OPTION
When forced to retreat after combat, units cannot move to a hex occupied by Enemy units (i.e., they must move to some adjacent vacant hex or one occupied by Friendly units). If no such hex exists (because the retreating unit is totally surrounded by Enemy units or prohibitive terrain) the retreating units may make an Attack From March on any of the surrounding hexes. This attack must succeed in clearing the hex of Enemy units, thus permitting the retreat into the vacated hex or the Retreating units are destroyed. Only units under a Leader's command are permitted this option.

Units which are in a hex containing a Friendly fort but which are outside the fort may retreat into (under) the fort in lieu of entering an adjacent hex.

[26.2] LEADER EFFECT ON COMBAT
Leaders affect combat by initiating it. They may also directly affect the die roll at the option of the Owning Player. The Player states just prior to the combat die roll that he is personally involving the commander of the attacking force or the commander of the force being attacked in the battle. He then applies the Combat Rating of the involved Leader to the die roll result in any direction. Example: Assume a Leader with a Combat Rating of 2 is involved in a combat. The die roll reads 3. The Player owning the Leader could then inspect the CRT and select any result in the column on the one line, two line, three line, four line, or five line and apply that result to any of those five possible results as the result for the battle.

[26.21] Multi-Leaders
If a Player has more than one Leader who could participate in a single battle, he may select one (his choice) to be involved.

[26.22] Opposing Leaders
If both Players commit a Leader to the same battle, the Player with the higher Combat Rating Leader is allowed to alter the die roll by the numerical difference between his Leader and the Enemy Leader.

[26.23] Risk of Death or Capture
After the battle is over, a Player owning a Leader involved in the battle must roll the die once for his Leader. If the rolls a 1 the Leader dies (is tossed into the Leader Pool); If he rolls a 2 the Leader is captured by the Enemy Player. Any other result is "no effect."

[26.3] CONFEDERATE INITIATIVE PICK
One number in any given Initiative Pool Composition series is shown as Idealface and parenthesized. If he so desires, the Confederate Player may select this numbered chip automatically rather than risk a blind pick.

[26.4] LEE STAYS EAST
Confederate General R.E. Lee is prohibited from leaving Map A or deploying anywhere but on Map A for the entire game.

[26.5] GRANT STAYS WEST
General Grant may not command an army until after 9/62. He may not enter into or deploy on Map A until 1864. If Halleck is picked prior to 1864, he must be employed in the west (Maps A & B) and Grant must remain stacked with Halleck for 15 continuous Game-Turns, receiving in-itative only from Halleck. Halleck may be transferred after Grant serves under him.

[26.6] ENTRACEMENTS

[26.61] Beginning in 1864 an infantry force of at least 10 Strength Points which occupies a hex for one Friendly Movement Phase without moving may Entrench. The Friendly Player places an Entrenched Marker on the hex; if on the following Friendly Movement Phase the force remains in place, the Entrenched Marker is flipped over to the 2nd GT side. The hex is said to be 1st GT entrenched or 2nd GT entrenched.

[26.62] Effect of Entrenchments

1st GT Entrenched: Units are tripled in Defense. Hex defenders are not required to retreat.
2nd GT Entrenched: Units are quadrupled in Defense. Defenders are not required to retreat. Any Attacker's loss is doubled.

Note: Each Player has four Entrenchment Markers. This is deliberate as it represents the maximum number of entrenched hexes the Player can have in play at any one point.

[26.7] PARTISANS

During the Production Phase of any Strategic Turn of 1863 and thereafter, the Confederate Player may place one Partisan Cadre in any clear terrain hex of a Confederate or Neutral State which is not occupied by Union unit(s). The Cadre has a parentheses strength of (5) and may not move. On all following Cycles whenever the Cycle Track calls for the Confederate to demobilize Militia, he may concurrently attempt to create one Partisan unit from some existing Partisan Cadre. He must roll a one on the die. This permits him to flip the cadre over on to its 1-2 face.

[26.71] Effect of Partisan Cadre

There is none. Cadres may be ignored by both Players for every purpose and event in the game. They just exist waiting to give birth to a Partisan unit. The Union Player may attack a Cadre, but only a Defender Eliminated Result kills them.

[26.72] Effect of Partisan Unit

The Partisan is a real unit. Without a leader it may fight and move. It has no Zone of Control. Union units may enter its hex and it may do the same in a hex occupied by a Union unit, except it may not enter a city hex. The Partisan unit automatically destroys any Supply Points in a hex which it enters and it automatically destroys any Supply which attempts to move through the hex it occupies (either by Supply Train or by Broadcast).

[26.8] SPECIAL INITIATIVE RESTRICTION

In a very general way, Leaders who do not lie on a chain of Supply (as defined in Section 17.0) could be thought of as being out of communication with the "High Command." Isolated in this fashion, they should be even less able to do the bidding of their Player than their Initiative Rating shows. Therefore we will say that (1) an isolated Leader may not be given a free Movement Command and (2) the Initiative Limit Value of an isolated Leader is reduced by one.

DESIGN CREDITS
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WAR BETWEEN THE STATES
ERRATA
(as of 12 July 1978)

Errata on Charts and Tables

Table 12.12 (Supply Consumption Table)
The column labeled 1-10 should read:

| 1-10 | 0 | 0 | 1 | 1 | 2 | 2 |

Table 7.26 (Embarkation, etc.)
Railway repair units belong on the Siege Train line. The term Infantry includes garrison units, militia, leaders and headquarters for purposes of embarking and disembarking.

Union Deployment Charts
63 Scenario:
4-4 in hex B3402, not 3428

Confederate Deployment Charts
Campaign Game:
Dept. of Northern Virginia in hex C2516
(clarification) The General Supply Level of 200 Supply Points includes those received from Major Cities and Seaports. (clarification) The 1 pt Garrison on C3527 is correctly deployed.

62 Scenario:
Army HQ N, Va. in hex C2409 not 2408
Fort in A3022, not B3022.

63 Scenario:
6-3 in B130, not B1030
6-3 in C2533, not C2512
2-4 in B1030
Delete the supply depot 15/4528 on Map A and add a depot 15/4502 on Map B.
Delete supply train 5/4626 from Map C.
Change railroad marker at A2157 to A2168

64 Scenario:
Delete ironclad in C417
(clarification) Garrison on B132 is correctly deployed.

Errata on Displays and Turn Record Tracks
Union Cycle Turn Record Track
The reference in the rules text to a single asterisk or two asterisks (Case 22.2) alerting the Player to roll for headquarters units is in error. Instead, the track states either Corps HQ or Army HQ to alert the Player to roll.

Militia Dmb is possible in 8/61 and 13/61, which is earlier than the text (Case 22.6) indicates.

There is no italicized number on the track for Supply Points from captured Confederate cities. Instead, the Union Player gets the same allotment as the Confederate Player per city.

Union Scenario GT Rec/Rein/Track
Scenario 62W — not 63W after Game-Turn 18.
The (61) withdrawal listed after turn 20 for the 62W scenario belongs after turn 16.

Confederate Cycle Turn Record Track
Corps and Army HQ creation chances are not indicated by an asterisk (as Case 22.2 would have you believe), instead, the words Army (or Corps) HQ are used to alert the Player.

Confederate Scenario GT Rec/Rein/Track
The scenario ending dates for 63E, 64E, 63W and 64W are all wrong as shown. They all end four turns later than shown.
63 E Scenario: 51, 3E between Game-Turns 4 & 5, not 58c, 3c.

Confederate Supply Cities/Seaports
Map B: add Brookhaven 2521
Map C: add Brunswick 0849 (also a port); “Petersboro, hex 2426’ should read “Petersburg, hex 2518.”

Rules Errata
[3.14] (addition) Each Game-Turn represents one week. Each hex is approximately 15 miles (25 kilometers) across.

[3.23] (Further Explanation) Friendly territory is what you begin the game with. “Enemy” territory is everything else, plus whatever of your original territory the Enemy presently controls (see Hex Control). What is Friendly and what is Enemy is important when executing a Forced March. (You have a choice. You can keep track of each hex which you transit on your opponent’s territory and vice-versa, or you can use your common sense when executing a forced march.)

[3.25] (Further Explanation) A Player may supply off bridges from a division as he moves the division. But to define the bridges would have come into existence after the Movement Command which triggered the division movement and would be incapable themselves of further movement that Game-Turn. If he wished, a Player could extract bridges from the division before issuing a Movement Command. If he did this, he would have the “x” amount, but ipso facto he would then have “x” more units to deal with when issuing command. The same principle applies in a combat situation; you may supply bridges before initiating combat, but not after the result is known. Finally, a Player may only supply bridges during his Player-Turn.

[3.26] (New Case) The counter mix is an absolute limiting factor on the number and types of units and markers a Player may have in play or production at one time, except that he may devise new railroad and cut markers when needed. Forts and entrenchments are limited by the mix. (Exception: see Errata Case 13.15.)

[3.4] (explanation) The Confederate (Union) Track Sheet is simply the reverse side of the Confederate (Union) Track Sheet/Deployment Chart, not a separate piece of paper.

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

[5.27] (New Case) All units except naval units require a command to move. This includes Supply Trains, Siege Trains, Rail Repair, and Leaders, themselves, in addition to the normal combat units. The command may be issued directly from the points received from the drawn Initiative Chit (see 5.2) or from a Leader to whose force the unit is assigned (see 5.25).

[5.28] (New Case) Movement of a force must be continuous for each force in turn. Movement begins when the Player assigns or attempts to obtain Initiative. A Player may not scurry about and determine who gets initiative and who doesn’t before he actually moves anybody.

[6.13] (New Case) A unit does not have the right to always move at least one hex. If it hasn’t the necessary Movement Points, it can’t move. For example, an infantry division has a printed Movement Allowance of three MP. It costs four Movement Points for it to cross a river into a forest hex. An infantry division cannot cross a river into a forest hex unless the Player force marches it. By the same reasoning, a garrison unit can never cross a river and enter a forest, since even a Forced March will not give it sufficient Movement Points to do so.

[6.34] (New Case) A unit may leave an Enemy Unit Zone Control (see Case 6.22) at the start of a Forced Movement and may move directly to an adjacent Enemy-controlled hex where it must stop moving (Case 6.21). (When you start in a zone, you may leave; when you enter a zone, you must stop.)

[6.35] (clarification) Supply Trains, Siege Trains, and HQ’s can be Force Marched. Note that a Player may freely move a stack containing Force Marching and non-Force Marching units.

[6.32] (clarification) Determination of attrition is performed separately for each type of unit (infantry, garrison, cavalry, etc.) in a stack in whatever hex each portion of the stack ends its Force March. However, results are applied to the total strength of the stack (beyond the single hex) in the current turn, not the individual units. (addition) One is subtracted from all attrition die rolls for each combat unit type of a particular stack ending its Force March if a Supply Point is expended for those units (see 6.33).

[6.33] (addition) The expenditure of a Supply Point in the appropriate hex modifies the Forced March Attrition die rolls for all combat units of a particular stack ending their Forced March in that hex. (For purposes of Case 6.3 and its sub-Cases, a combat unit is defined as a counter bearing a non-parenthesized combat strength). The Supply Point must be expended when the Forced Marched units stop. However, the unit carrying the expended Supply Point (Field Army HQ, Supply Train, River, or Naval Transport) need not cease movement in the same hex as those units, although it must have accompanied those Forced Marched units throughout their Forced March. Note that each stack of units using this option must be supplied separately. That is, if a stack containing Force Marching units drops off units in two hexes and each group of units is produced by the stack could be supplied, but it would require an expenditure of three Supply Points to supply all three groups. If other Forced Marching units end in any of the three hexes (in this example), those other units will require separate Supply Point expenditure in order to reduce the Forced March Attrition die roll.

[6.34] (addition) A Field Army HQ or Supply Train that is Force Marched loses 1 Supply Point for each additional Movement Point (if possible). These Supply Points are lost when the unit ends its Forced March. A Player may not expend Supply Points to modify the Forced March Attrition die roll from such a unit if in doing so, the unit would be able to lose the required Supply Points. Note that a Supply Train still expends one Supply Point for entering a Forest or Rough hex via ground movement.

[6.35] (addition) Force Marched HQ units that are unaccompanied by Force Marching combat units (combat units in the HQ display are considered accompanying the HQ) throughout their Force March and Force Marched Supply Trains and Siege Trains are all subject to attrition due to being Force Marched. Attrition is determined separately for each appropriate unit. Roll two dice, with a roll of 2 or 12 eliminating the unit. Note that ending the Forced March in Friendly or Enemy territory has no effect on the die roll.

[6.36] (Designer’s Note) All things being equal, a unit will experience fewer losses Force Marching through its own country than it will experience
marching through non-Friendly territory. For simplicity's sake, the test in the game is merely where does the march end, in my territory or not in my territory. This test throws the Players on the mercy of Case 3.23 (Friendly Territory, Hex Control) since it is the application of these definitions which determines who owns what at a given point in the game. It is left to the Players how rigorously they wish to apply the definition of hex control to the end of a Forced March.

[6.43] (New Case) A Player need not keep a force together. Once he has given Movement Command to the force, he may move the units making up the force in separate directions. Naturally, if they diverge far enough from each other, they will not be together on the next turn, but that's the Player's choice. In effect, when a Player gives or rolls for Movement Command for a force, he "energizes" all the units in the force, and he may then move them together or separately or whatever.

[6.57] (New Case) Supply, Siege Trains, and Railroad Repair units may move by Rail. Each has a weight of 1 Combat Strength Point for purposes of Rail Movement. An "empty" Headquarter unit (one having zero combat points attached) may move by rail (and water) as leaders do (see Case 10.31). Supply Points may be moved by rail. Each Supply Point weighs one Combat Strength Point.

[6.58] (New Case) Units may entrain and detrain in an Enemy Zone of Control with no special restriction or cost. Just apply Case 6.2. An entrained unit itself has no Zone of Control. If attacked, an entrained unit automatically detrains, and its strength is halved. An entrained unit may not attack.

[7.16] (New Case) Friendly River or Naval Transport may not enter a hex or hexside containing Enemy River, Naval, or Ironclad Flotillas even in conjunction with Friendly warships which would fight the Enemy warships.

[7.24] Amphibious Assault (revised) Infantry divisions or brigades may amphibiously assault an Enemy occupied hex from water in the same hex or contiguous hexides. The Attacker's strength is halved. A Leader must be present and he must roll successfully for Combat Initiative. If the defenders vacate the hex (presumably because they are forced to) or if they retreat back into the fortified hex, the attacking units may land in the hex. If the defender does not vacate the hex or retreat into the fort, the attacker loses any gains, and the survivors remain aboard their transports. Units which execute an Amphibious Assault must be in position at the start of the Player's Movement Phase. Combat Supply is not required for Amphibious Assault. [Note: Amphibiously assaulting a city or rough hex is a grim task. The defender is not required to retreat, and unless the attack exterminates him, losses could be heavy for no gain.

[7.27] (New Case) Naval and River Transport may not embark or disembark units or supply to a besieged fort/fortress.

[7.5] MAP ANOMALIES (New Major Case)

[7.51] The Tennessee River has two heads of navigation — one near Decatur, Ala., and the other a few hexes upstream of Chattanooga. Ships may cross the downstream head only during Game-Turns of the fourth Cycle of any year (roughly April), high water permitting them to cross the shoals, after which they can operate in the river between the two heads.

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

[7.53] Naval Flotillas and Transports may not enter Lake Ponchatrain (hex B273).

[7.54] Units in Galveston may march around the head of Galveston Bay by spending one Game Turn off the map and reentering at hex B017.

[8.0] (Note to General Rule) Unlike Movement, a Player may scurry about and find out which leaders (and by derivation which units) can attack before he begins to resolve any given combat.

[8.12] (addition) A unit can attack once during its Movement Phase (Attack from March or Amphibiously Assault), and it can attack once during its Combat Phase.

[8.16] Allocation of Losses (New Case) Strength Point losses due to battle must be allocated as evenly as possible among the units participating in the action. This rule is to be applied with common sense and reason. It is meant simply to prevent a Player from distributing all his losses among his cheap formations, and sparing his valuable formations. A force composed of 4-4-7, 3-2-2 and two 5-1 is required to lose 6 points. The Player must lose one point from an infantry point, a militia point, and a garrison point. This distributes four of the six points to be lost evenly. (Remember that the two garrison counters are treated as one unit.) He may now take the remaining two point loss from among the four participating units. (Presumably he would choose to lose another militia and a regimental point.) When naval and ground units are part of the same force, the rule of even distribution is applied as follows: A force of three Naval Flotillas supports three defending 10-3 infantry divisions (total defending strength 90). The loss required is 10% or 9 points. Half of this loss rounded up (five points) must be distributed among the infantry losses (five points) and the naval losses (four points) is applied to the naval presence and is accounted for by destroying one Naval Flotilla (which is a twenty point ship). It (would be) unlikely to kill all the naval units.

[8.17] (New Case) The Defending Player may, at his option, withhold a supply train and/or supply depot from being counted as part of a defending force. (Presuming, of course, the presence of other combat units in the hex.) The withheld train or depot does not count as part of the defending force, and any losses are not distributed against their units until they are again loaded, unless wiped out, in which case the train or depot automatically dies also. If the defending units are required to retreat, a Supply Train may retreat, but a Depot is destroyed.

[8.23] (New Case) A unit may be attacked several times during the same Combat Phase, though naturally this would require several different attacks. A unit may be attacked from one Enemy controlled hex to another, thus it could be the object of an attack in Hex A retreat to Hex B where it could be attacked again (but by different units) and so on. [Note: Case 8.21 means exactly what it says. For example, units on hexes A146, A156, and A166 cannot combine in a single attack against hex A127, since hex A145 is not adjacent to A161.]
ack. For all practical purposes, if an HQ is without a Commander, the units covered by the HQ should be removed from the HQ display and placed on the map; then some other commander could treat them "naked."

[10.1] (addition) Siege Train, Supply Train, and Railroad Repair units are considered combat units for purposes of issuing movement commands in Cases 10.1 and 10.12.

[10.14] (New Case) If an Army Commander fails to receive initiative, the Player may attempt to provide initiative to his Corps Commanders. Naturally, it is more efficient to attempt to activate your army commander first. If he fails to move or fight, you can always poll your individual Corps. Go back to the example of Meade in command of the Army of the Potomac with his melange of adjacent corps and commanders. Assuming he received initiative to move (and from the sound of it he would make a good recipient of a direct command), both he and those four corps/leaders, etc., would all be "energized" to move. Now assume it was time to fight. If Meade rolls lucky, the whole mob can attack. (Not necessarily together in a single combat; they could report to separate places and fight together on two adjacent hexes.) If Meade isn't lucky, the Union Player can poll each Corps Commander. Those who get initiative can attack, but in that case units under different commanders could not combine.

[10.15] (New Case) A Corps Commander may not extend command to another leader.

[10.2] (addition) A cavalry Leader can command an Army Corps or Field Army with no particular advantage or disadvantage. (But why waste him?)

[10.34] (New Case) If a Leader and his headquarters find themselves alone in a hex as a result of combat (the boys underneath having been zapped), they have the right to retake one hex. This may or may not keep them from being stepped on by their opponent when he next moves.

[11.0] (exposition) As it stands, a fort offers no shelter to Friendly naval units. Hostile naval units can enter a hex containing a Friendly fort and Friendly naval units can enter a hex containing a hostile fort with no worry about the fort until they wish to leave. That's fine with me as it's my interpretation that this is pretty much what happened in the war. In fact, forts appear to have little deterrent value in general versus "damn the torpedoes" admirals, which again is my personal opinion. All this prejudice can be changed by changing the wording of Case 11.23 to make an attack against a fort mandatory rather than voluntary by any naval units which start in or enter a hex/hexside containing a fort. This change would provide a form of shelter to Friendly units in the shadow of Friendly forts, since Enemy fleets would have to attack the fort first in the Movement Phase, attack the ships in the Combat Phase, and attack the fort again in the next Movement Phase. It would also make forts harder to get past without loss, since the ships would have to attack the fort and then also end a transit attack.

[11.11] (change) A friendly naval unit(s) entering a hex/hexside containing an Enemy naval unit(s) must stop; in the subsequent Combat Phase, all Friendly naval units must attack all Enemy Naval units in one combat using the Naval Combat Results Table, with the total attacker's Combat Strength expressed as a ratio to total defender's, with any fraction dropped in favor of the Defender.

[11.13] (New Case) Naval and River Transport have zero Combat Strength. If alone and attacked by Ironclads, naval, or river flotillas, they automatically die. In company with Friendly warships, their survival depends on the warships' survival.

[12.0] (further exposition) Supply Points are neutral. They belong to and may be used by the Player who owns them. Obviously a Player owns Supply if it is on track in his General Supply Pool, on charge with a depot or Army HQ, or in a Supply Train. However, if it is left littered around the map either deliberately or because a supply train or depot has been destroyed, the last man to sit on it. At the conclusion of his Combat Phase, a Player may voluntarily destroy Supply Points in his possession. At other times, he may only consume them.

[12.13] (further exposition) The key to this table means exactly what it says. The number read is the number of Combat Strength Points which must be lost from a unit's Combat Strength (parentheses indicate that the unit must have at least that many). The whole number as expressed in the base 10 arabic numeral system, not — repeat — not a percentage of the force.

[12.14] (New Case) Naval units, HQs, leaders, siege trains, and railway repair do not require supply for either maintenance or combat. (Combat units on an HQ roster do require supply.) If a gunboat is sunk (parentheses), it requires Supply. If a unit floats or doesn't have a Combat Strength, it doesn't require Supply. Combat units on board ships do require supply.

[12.21] (addition) A unit may draft Supply from a Naval or River Transport occupying the same hex or a hexside of the hex occupied by the unit drawing the supply.

[13.0] (further exposition) Cases 13.24 and 13.36 should be read in succession. For example: a large Union force with two Siege trains jumps on the Port of Vicksburg (garrison of about thirty points). Within a couple of strategic turns, the big guns succeed in peeling away first the fortress and then the Fort marker. This leaves the thirty Rebs sitting under a whole passel of Yanks, a physical juxtaposition which can never happen in normal Combat and Movement, but which is permitted because the fort originally started out as a fortress. The Rebs can stay underneath the Yanks until the Yanks attack them and force a retreat, at which point Case 13.36 is applied.

[13.15] (New Case) An empty Enemy fort (one that is not garrisoned) has no effect on Friendly Movement or Combat. A Friendly force may simply walk into an Enemy fort and either remove it from the map or replace it with a Friendly fort. (This presumes there are no Enemy units on top of the fort either.)

[13.38] (New Case) Forts may not be attacked from the March nor may they be Ambush. Assaulted. (That's the fort and its garrison. Any clowns sitting around on top can be jumped all over.) A Fort (sit) can be stormed during the Combat Phase of the Game Turn and (as attacked by Siege Combat during the Strategic Turn. They also can be shot up by Naval units during the Movement Phase.

[13.4] DESTRUCTION/CAPTURE OF FORTS (New Major Case) During his Fortification Segment, a Player may voluntarily destroy (remove from the map) any of the forts/fortresses he owns which are not besieged. He may not destroy besieged forts. A fort is captured by the mechanism in Case 13.15, or if a fort is considered captured whenever its besieged position is finally taken at the conclusion of a Siege.

[14.2.2] (clarification) Cavalry may Retreat Before Combat from a force which includes no cavalry. If defending cavalry does so retreat, leaving the hex vacant of combat units, the "attacking" units may advance into the hex.

[15.13] (New Case) Cases 15.1, 15.11 and Case 15.2 are literally true. They mean exactly what they say. Note, however, that a non-Cavalry general may command cavalry units directly at no loss in effectiveness, etc. For example, R. E. Lee could sit atop five cavalry units and command them all.

[16.16] (New Case) A Player may switch units from the HQ roster to map at any time he wishes at no "cost" since, for all purposes, the units are present on the map. Units can be assigned to a corps or located under an HQ at will. For example, a Player has a corps (with three weak divisions on roster) stacked in a hex with three strong divisions. He could, at his pleasure, switch the three strong divisions onto the roster and put the weak divisions on the map. By switching units around in such a fashion, a Player of course changes the map organization of his army. Care must be taken that such alterations do not conflict with the rules and permit a unit to act illegally. For example, the Player is moving a weak corps and strolls into a hex containing strong divisions. He could not switch units in the corps and continue moving the corps past the area. (A Player has an HQ roster, however. Case 16.12 applies with all its rigor. If, for example, a Corps HQ has rostered militia, it has to move at militia speed.

[17.11] (addition) The sole test is whether the boat is empty during the Strategic Turn. It matters not what it did on prior or subsequent Game Turns.

[17.32] (addition) A Player may broadcast an unlimited number of Supply Points via a Riverine Transport unit.

[17.55] (addition) The Player does not get his Combat Strength Points back when he eliminates a depot.

[19.44] (explanation) Grant's subordination to Halleck means he may not roll for his own initiative, either for Movement or Combat.

[19.74] (addition) The Union Movement restriction holds true so long as R. E. Lee remains above the xx12 hexrow.

[21.1] (correction) The Union Player receives the same number of Supply Points per Southern city as the Confederate Player would receive. The reference to an italicized number is incorrect.

[21.31] (addition) Besieged Confederate Major cities do not function for Confederate Production.

[21.4] (correction/addition) Militia Conversion should read (21.5). Militia and Garrison units may not be used this would violate various movement and command span rules.

[21.7] (addition) Unoccupied Ironclads are destroyed if the base or city in which they are being constructed is captured by Union ground troops.
[22.14] (New Case) So long as departments meet the criteria set down in Cases 22.12 and 22.13 for their respective deployments, they may function to provide Supply and to serve as a deployment site for units (see also Case 21.6 for additional deployment restrictions). If they fail to meet the criteria, or if they are besieged, they do not function. Departments cannot be destroyed, rather they are simply neutralized by enemy occupation or restricting presence. A neutralized (non-functioning) department merely sits on the map doing no one any good or any harm until such time as the owning Player relocates it to a site where it will function. Note that Union Departments are more sensitive to Confederate presence than Confederate Departments are to Union presence. Confederate Departments provide Supply so long as they are unbesieged or occupied.

[22.22] (Revision) The Cycle Turn Record Track states when a Player may attempt to deploy Headquarters. To deploy, a Player rolls the die. If he rolls a one, he rolls a second time and deploys the same number of HQs as the second die roll. If he first rolls a two through six, he fails to deploy any HQs. (Player's Note) Headquarters are a tremendous benefit to moving and fighting. Their random introduction into play is meant to simulate the historical empirical evolution of the command structure on both sides. It is meant to be unfair and exasperating.

[22.5] (New Case) Dead leaders and leaders replaced by paroled leaders are bumped back in the Leader Pool.

[22.51] Promotion/Demotion of Leaders (correction) This case should be labeled 22.52.

[22.52] (addition) Obviously, method number four will be the most common way in which Players replace inept commanders. Methods one and two are only safe when the Player has a big political point bulge. Inexperienced Leaders usually have a low initiative (that's why they are poor), so it isn't always convenient to arrange for a bad leader to walk away from his command.

...continued...
### [6.32] FORCED MARCH ATTRITION TABLE

<p>| March ends in | March ends in |</p>
<table>
<thead>
<tr>
<th>Enemy Territory</th>
<th>Friendly Territory</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 extra MP</td>
<td>2 extra MP</td>
</tr>
<tr>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>-</td>
<td>10</td>
</tr>
<tr>
<td>5</td>
<td>10</td>
</tr>
<tr>
<td>10</td>
<td>15</td>
</tr>
<tr>
<td>10</td>
<td>15</td>
</tr>
<tr>
<td>20</td>
<td>25</td>
</tr>
<tr>
<td>15</td>
<td>15</td>
</tr>
</tbody>
</table>

**KEY:**
- # = Percentage of Forced Marched units Strength Points lost by attrition (see Combat Attrition Table)

### [7.26] EMBARKATION/DESEMBARKATION COST CHART

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Port/Base/Ferry</th>
<th>Clear</th>
<th>Forest</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry</td>
<td>1/1</td>
<td>2/2</td>
<td>3/3</td>
</tr>
<tr>
<td>Cavalry</td>
<td>2/2</td>
<td>3/3</td>
<td>4/4</td>
</tr>
<tr>
<td>Supply Train</td>
<td>2/2</td>
<td>2/2</td>
<td>P/P</td>
</tr>
<tr>
<td>Siege Train</td>
<td>2/2</td>
<td>P/P</td>
<td>P/P</td>
</tr>
<tr>
<td>Transporting Unit</td>
<td>10/10</td>
<td>20/20</td>
<td>30/30</td>
</tr>
</tbody>
</table>

**KEY:**
- # = Number of Movement Points expended to Embark/Debark to or from hex type
- P = Embarkation/Debarkation prohibited

### [11.12] NAVAL COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Ratio of Total Strengths</th>
<th>Attacking Ships: Defending Ships</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIE 1:4</td>
<td>AX AX AX AX AX AX DX DX DX DX</td>
</tr>
<tr>
<td>1:3</td>
<td>AX AX AX DX DX DX DX DX DX</td>
</tr>
<tr>
<td>1:2</td>
<td>AX AX DX DX DX DX DX DX DX</td>
</tr>
<tr>
<td>1:1</td>
<td>AX DX DX DX DX DX DX DX DX</td>
</tr>
<tr>
<td>3:1</td>
<td>AE AE AE AE DE DE DE DE DE</td>
</tr>
<tr>
<td>4:1</td>
<td>AE AE AE DE DE DE DE DE DE</td>
</tr>
<tr>
<td>5:1</td>
<td>AE AE AE DE DE DE DE DE DE</td>
</tr>
<tr>
<td>6:1</td>
<td>AE AE AE DE DE DE DE DE DE</td>
</tr>
</tbody>
</table>

**KEY:**
- AX = All attacking units eliminated; equal strength total of defending units eliminated.
- DX = All defending units eliminated; equal strength total of attacking units eliminated.
- AE = All attacking units eliminated; no effect on defending units.
- DE = All defending units eliminated; no effect on attacking units.

### [11.24] NAVAL TRANSIT COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Forts vs.:</th>
<th>Fortress vs.:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Naval/River Transport Flotilla</td>
<td>Naval/Gunboat Flotilla</td>
</tr>
<tr>
<td>Die M</td>
<td>M</td>
</tr>
<tr>
<td>Die M</td>
<td>M</td>
</tr>
<tr>
<td>Die M</td>
<td>M</td>
</tr>
<tr>
<td>Die M</td>
<td>M</td>
</tr>
<tr>
<td>Die D</td>
<td>D</td>
</tr>
<tr>
<td>Die D</td>
<td>D</td>
</tr>
</tbody>
</table>

**KEY:**
- M = Naval unit may move and leave hex or hexside controlled by fort or fortress
- S = Naval unit may not move
- D = Naval unit (and any passengers) are destroyed
### [8.14] Combat Results Tables

**Table #1** *(Use when Battle Intensity Chit sum equals one.)*

<table>
<thead>
<tr>
<th>DIE</th>
<th>0-10</th>
<th>11-40</th>
<th>41-70</th>
<th>71-90</th>
<th>91-110</th>
<th>111-130</th>
<th>131-160</th>
<th>161-200</th>
<th>201-250</th>
<th>251-400</th>
<th>401-900</th>
<th>901+</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>15*</td>
<td>10*</td>
<td>5*</td>
<td>5/</td>
<td>R*</td>
<td>C</td>
<td>C</td>
<td>C</td>
<td>R*</td>
<td>R</td>
<td>=/</td>
<td>=/ 10</td>
</tr>
<tr>
<td>2</td>
<td>10*</td>
<td>5/</td>
<td>R*</td>
<td>5/</td>
<td>C</td>
<td>C</td>
<td>C</td>
<td>C</td>
<td>R*</td>
<td>R</td>
<td>=/</td>
<td>=/ 10</td>
</tr>
<tr>
<td>3</td>
<td>5/</td>
<td>R*</td>
<td>C</td>
<td>C</td>
<td>C*</td>
<td>R*</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/ 10</td>
</tr>
<tr>
<td>4</td>
<td>5/</td>
<td>R*</td>
<td>C</td>
<td>C</td>
<td>C</td>
<td>R*</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/ 10</td>
</tr>
<tr>
<td>5</td>
<td>R*</td>
<td>C</td>
<td>C</td>
<td>C</td>
<td>R*</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/ 10</td>
</tr>
<tr>
<td>6</td>
<td>C</td>
<td>C</td>
<td>C</td>
<td>*/R</td>
<td>R*</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/ 10</td>
</tr>
</tbody>
</table>

**Table #2** *(Use when Battle Intensity Chit sum equals two.)*

<table>
<thead>
<tr>
<th>DIE</th>
<th>0-10</th>
<th>11-40</th>
<th>41-70</th>
<th>71-90</th>
<th>91-110</th>
<th>111-130</th>
<th>131-160</th>
<th>161-200</th>
<th>201-250</th>
<th>251-400</th>
<th>401-900</th>
<th>901+</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>40*</td>
<td>25*</td>
<td>20*</td>
<td>10*</td>
<td>5/</td>
<td>R*</td>
<td>5/</td>
<td>10/</td>
<td>5/5*</td>
<td>*/R</td>
<td>=/</td>
<td>=/ 15</td>
</tr>
<tr>
<td>2</td>
<td>25/</td>
<td>20/</td>
<td>10/</td>
<td>5/</td>
<td>R*</td>
<td>5/</td>
<td>10/</td>
<td>5/5*</td>
<td>*/R</td>
<td>=/</td>
<td>=/</td>
<td>=/ 15</td>
</tr>
<tr>
<td>3</td>
<td>20/</td>
<td>10/</td>
<td>5/</td>
<td>R*</td>
<td>5/</td>
<td>10/</td>
<td>5/5*</td>
<td>*/R</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/ 15</td>
</tr>
<tr>
<td>4</td>
<td>10/</td>
<td>5/</td>
<td>R*</td>
<td>5/</td>
<td>10/</td>
<td>5/5*</td>
<td>*/R</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/ 15</td>
</tr>
<tr>
<td>5</td>
<td>5/</td>
<td>R*</td>
<td>5/</td>
<td>10/</td>
<td>5/5*</td>
<td>*/R</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/ 15</td>
</tr>
<tr>
<td>6</td>
<td>R*</td>
<td>5/</td>
<td>10/</td>
<td>5/5*</td>
<td>*/R</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/ 15</td>
</tr>
</tbody>
</table>

**Table #3** *(Use when Battle Intensity Chit sum equals three.)*

<table>
<thead>
<tr>
<th>DIE</th>
<th>0-10</th>
<th>11-40</th>
<th>41-70</th>
<th>71-90</th>
<th>91-110</th>
<th>111-130</th>
<th>131-160</th>
<th>161-200</th>
<th>201-250</th>
<th>251-400</th>
<th>401-900</th>
<th>901+</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>50/</td>
<td>40/</td>
<td>25/</td>
<td>20/</td>
<td>10/</td>
<td>10/</td>
<td>10/</td>
<td>10/10*</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/ 25</td>
</tr>
<tr>
<td>2</td>
<td>40/</td>
<td>25/</td>
<td>20/</td>
<td>10/</td>
<td>10/</td>
<td>10/10*</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/ 25</td>
</tr>
<tr>
<td>3</td>
<td>25/</td>
<td>20/</td>
<td>10/</td>
<td>10/</td>
<td>10/</td>
<td>10/10*</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/ 25</td>
</tr>
<tr>
<td>4</td>
<td>20/</td>
<td>10/</td>
<td>10/</td>
<td>10/10*</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/ 25</td>
</tr>
<tr>
<td>5</td>
<td>20/</td>
<td>10/</td>
<td>10/10*</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/ 25</td>
</tr>
<tr>
<td>6</td>
<td>20/</td>
<td>10/10*</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/</td>
<td>=/ 25</td>
</tr>
</tbody>
</table>

**Table #4** *(Use when Battle Intensity Chit sum equals four.)*

<table>
<thead>
<tr>
<th>DIE</th>
<th>0-10</th>
<th>11-40</th>
<th>41-70</th>
<th>71-90</th>
<th>91-110</th>
<th>111-130</th>
<th>131-160</th>
<th>161-200</th>
<th>201-250</th>
<th>251-400</th>
<th>401-900</th>
<th>901+</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>E*</td>
<td>=/</td>
<td>=/</td>
<td>50/5</td>
<td>40/15</td>
<td>40/25</td>
<td>25/20</td>
<td>20/15</td>
<td>15/15*</td>
<td>5/10</td>
<td>10/15*</td>
<td>5/20*</td>
</tr>
<tr>
<td>2</td>
<td>E*</td>
<td>=/</td>
<td>=/</td>
<td>50/5</td>
<td>40/10</td>
<td>25/20</td>
<td>25/20</td>
<td>20/15</td>
<td>15/15*</td>
<td>5/10</td>
<td>10/15*</td>
<td>5/20*</td>
</tr>
<tr>
<td>3</td>
<td>E*</td>
<td>=/</td>
<td>=/</td>
<td>50/5</td>
<td>40/5</td>
<td>25/20</td>
<td>20/10</td>
<td>20/15</td>
<td>15/15*</td>
<td>5/10</td>
<td>10/15*</td>
<td>5/20*</td>
</tr>
<tr>
<td>5</td>
<td>E*</td>
<td>=/</td>
<td>=/</td>
<td>50/5</td>
<td>40/15</td>
<td>15/15* 5/10 10/15*</td>
<td>10/20* 5/20* 5/20* 5/20*</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>E*</td>
<td>=/</td>
<td>=/</td>
<td>50/5</td>
<td>40/15</td>
<td>15/15* 10/5 10/10* 15/20* 15/20* 15/20* 15/20*</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To resolve a combat, each Player selects a Battle Intensity Chit, the number of which may be equal to or less than the Initiative Limit Value of the Leader commanding the Player's force. A "zero" Intensity chit can be represented by any blank marker; leaderless defending forces always use a "zero" chit. Use the CRT that equals the sum of both Player's chits.
[8.15] COMBAT ATTRITION TABLE

<table>
<thead>
<tr>
<th>Size of Force</th>
<th>5%</th>
<th>10%</th>
<th>15%</th>
<th>20%</th>
<th>25%</th>
<th>40%</th>
<th>50%</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>5</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>6</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>7</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>8</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>4</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>9</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>10</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>5</td>
</tr>
<tr>
<td>11</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>5</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>12</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>5</td>
<td>6</td>
<td>6</td>
</tr>
<tr>
<td>13</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>5</td>
<td>7</td>
<td>7</td>
</tr>
<tr>
<td>14</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>6</td>
<td>7</td>
<td>7</td>
</tr>
<tr>
<td>15</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>6</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>16</td>
<td>2</td>
<td>2</td>
<td>4</td>
<td>4</td>
<td>7</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>17</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>7</td>
<td>9</td>
<td>9</td>
</tr>
<tr>
<td>18</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>8</td>
<td>9</td>
<td>9</td>
</tr>
<tr>
<td>19</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>8</td>
<td>10</td>
<td>10</td>
</tr>
<tr>
<td>20</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>8</td>
<td>10</td>
<td>10</td>
</tr>
</tbody>
</table>

KEY: # = Number of Combat Strength Points lost

NOTES: Total attrition for force of more than 20 points is figured in 20 point increments. Losses must be distributed evenly among units participating in the combat. All losses are calculated on basis of printed strength, regardless of halving for terrain, etc.

[12.24] COMBAT SUPPLY TABLE

<table>
<thead>
<tr>
<th>Chit Picked</th>
<th>Total Friendly Combat Strength of Units Involved in Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blank or D1</td>
<td>1 - 10</td>
</tr>
<tr>
<td>2 3 4</td>
<td></td>
</tr>
</tbody>
</table>

**DIE**

<table>
<thead>
<tr>
<th>Chit Picked</th>
<th>Total Friendly Combat Strength of Units Involved in Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 2 3 4</td>
<td>1 - 10</td>
</tr>
<tr>
<td>1 2 3 4</td>
<td></td>
</tr>
<tr>
<td>3 2 1 4</td>
<td></td>
</tr>
<tr>
<td>4 3 2 1</td>
<td></td>
</tr>
<tr>
<td>5 4 3 2</td>
<td></td>
</tr>
<tr>
<td>6 5 4 3</td>
<td></td>
</tr>
<tr>
<td>-6 5 4</td>
<td></td>
</tr>
<tr>
<td>-6 5 4</td>
<td></td>
</tr>
</tbody>
</table>

PROCEDURE:
1. State total Combat Strength of Friendly units involved in Combat.
2. State Battle Intensity Chit selected.
3. Roll die and cross-reference die roll under column of chit picked and strength total.

KEY:
# = Number of Supply Points that must be expended
### [12.12] SUPPLY CONSUMPTION TABLE

<table>
<thead>
<tr>
<th>Terrain in Hex</th>
<th>Ground Combat Strength in Hex</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear Rough/</td>
<td>1-10</td>
</tr>
<tr>
<td>DIE</td>
<td>DIE</td>
</tr>
</tbody>
</table>

**KEY:**

# = Number of Supply Points that must be expended

### [12.13] SUPPLY ATTRITION

<table>
<thead>
<tr>
<th>Ground Combat Strength Exposed to Attrition</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIE</td>
</tr>
<tr>
<td>-----</td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>4</td>
</tr>
<tr>
<td>5</td>
</tr>
</tbody>
</table>

**KEY:**

# = Number of Combat Strength Points lost

### [13.37] SIEGE BOMBARDMENT TABLE

<table>
<thead>
<tr>
<th>DIE</th>
<th>Fort</th>
<th>Fort</th>
<th>Key</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>2</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>3</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>4</td>
<td>E</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>5</td>
<td>E</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>6</td>
<td>E</td>
<td>R</td>
<td>-</td>
</tr>
</tbody>
</table>

**KEY:**

- = No effect
E = Eliminated; besieged units no longer receive benefits of fort
R = Reduce to fort (flip over); units in fortress now considered in fort

### [24.22] BLOCKADE TABLE

<table>
<thead>
<tr>
<th>Cycle W61/W62 S62/S63 W63/W64 W65</th>
<th>Number of Union Flotillas Within Two Hexes of Port</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIE</td>
<td>DIE</td>
</tr>
<tr>
<td>-----</td>
<td>-----</td>
</tr>
<tr>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>4,5,6</td>
<td>5,6</td>
</tr>
</tbody>
</table>

**KEY:**

B = Port blockaded; no import allowed in current Strategic Turn
* = No blockade

**NOTE:**

Each Confederate ironclad present in the Port in question adds one to the blockade die roll.

### [25.42] POLITICAL EVENTS MATRIX

<table>
<thead>
<tr>
<th>Year</th>
<th>Union Political Points Total</th>
<th>Confederate Political Points Total</th>
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<tbody>
<tr>
<td>64-5</td>
<td>-1 00 2.3 4-6 7-10 11-15 16-25 26-40 41+</td>
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</tr>
<tr>
<td>63</td>
<td>-2 1 -1 2.3 4-6 7-10 11-15 16-25 26+</td>
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<tr>
<td>61-2</td>
<td>-3 -2 -1 2.3 4-6 7-10 11-15 16+</td>
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**DIE:**

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<td>F</td>
<td>F</td>
<td>Mc</td>
<td>Kc</td>
<td>Ku</td>
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<tr>
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<td>F</td>
<td>Mc</td>
<td>Kc</td>
<td>Mu</td>
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**KEY:**

F = Foreign Intervention (see Case 25.43)
C = Confederate Player Victory (see Case 25.3)
U = Union Player Victory (see Case 25.3)
Kc = Kentucky goes Confederate is henceforth Confederate State (see Case 25.44)
Mc = Missouri goes Confederate (see Case 25.45)
Ku = Kentucky goes Union (see Case 25.44)
Mu = Missouri goes Union (see Case 25.45)
## Confederate Deployment Charts

### Confederate Deployment: 1862

<table>
<thead>
<tr>
<th>Date</th>
<th>Army HS</th>
<th>Corps HS</th>
<th>Leaders</th>
</tr>
</thead>
<tbody>
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### Confederate Deployment: 1863

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### Confederate Deployment: 1864

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## Confederate Campaign Game Deployment: 1861

### Confederate Army HS

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<th>Leaders</th>
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### Confederate Corps HS

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<tr>
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<th>Leaders</th>
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## How to Use the Deployment Charts

All units are listed according to Union and the maps. For example, the corps in which a particular army is operating are listed along the bottom of the map. Each army is divided into corps, and each corps is divided into divisions. The divisions are further divided into brigades. The brigades are composed of regiments. Each regiment is composed of companies. The companies are composed of squads.
### UNIFORM DEPLOYMENT CHARTS

#### UNITED STATES

#### UNITED DEPLOYMENT: 1862 (For use with 1862 East and 1862 West Scenarios, See Cases 19.4 and 19.5.)

<table>
<thead>
<tr>
<th>Map A</th>
<th>Army</th>
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<th>States</th>
<th>Leaders</th>
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#### UNITED DEPLOYMENT: 1863 (For use with 1863 East and 1863 West Scenarios, See Cases 19.6 and 19.7.)

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#### UNITED DEPLOYMENT: 1864 (For use with 1864 East and 1864 West Scenarios, See Cases 19.8 and 19.9.)

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#### UNITED CAMPAIGN GAME DEPLOYMENT: 1861 (For use exclusively with the Campaign Game, See Section 20.0.)

<table>
<thead>
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### CONFEDERATE CYCLE TURN RECORD TRACK

<table>
<thead>
<tr>
<th>Cycle 1</th>
<th>Cycle 2</th>
<th>Cycle 3</th>
<th>Cycle 4</th>
<th>Cycle 5</th>
<th>Cycle 6</th>
<th>Cycle 7</th>
<th>Cycle 8</th>
<th>Cycle 9</th>
<th>Cycle 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>1861</td>
<td>1862</td>
<td>1863</td>
<td>1864</td>
<td>1865</td>
<td>1866</td>
<td>1867</td>
<td>1868</td>
<td>1869</td>
<td>1870</td>
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</tbody>
</table>

**Key to Abbreviations:**
- **Armies:** Supply 3,4,5,6
- **Infantry Corps:** Supply 3,4,5,6
- **Cavalry Corps:** Supply 3,4,5,6

### CONFEDERATE SCENARIO GAME-TURN RECORD/REINFORCEMENT TRACK

- **1.** Begins all Semesters.
- **2.**
- **3.**
- **4.**
- **5.**
- **6.**
- **7.**
- **8.**
- **9.**
- **10.**
- **11.**
- **12.**
- **13.**
- **14.**
- **15.**
- **16.**
- **17.**
- **18.**
- **19.**
- **20.**
- **21.**
- **22.**

### CONFEDERATE HEADQUARTERS DISPLAY

Each army, division, corps, and cavalry corps has a corresponding track on the map. Adjacent to this track is a.gif file of the corresponding confederate army, division, corps, or cavalry corps. These.gif files are intended to give a particular army or corps, the appearance and the feeling of a brigade of units from the Army of Northern Virginia. Each.gif file is intended to provide a visual representation of the units that are deployed at the time and location depicted on the map.

### War between the States

**General Supply**

- **Depot 1**
- **Depot 2**
- **Depot 3**
- **Depot 4**
- **Depot 5**
- **Depot 6**
- **Depot 7**
- **Depot 8**
- **Depot 9**
- **Depot 10**

### CONFEDERATE SUPPLY CITIES/SEAPORTS

- **Map A:**
  - **Union City:**
  - **Harrods:**
  - **Kennedy:**
  - **Batesville:**
  - **Cherokee:**
  - **Pocahontas:**
  - **Montgomery:**
  - **Talladega:**
  - **Bremen:**
  - **Delmont:**
  - **Brownsville:**
  - **Duluth:**
  - **Baltimore:**
  - **Charleston:**
  - **Charleston:**
  - **Charleston:**
  - **Charleston:**
  - **Charleston:**
  - **Charleston:**

**KEY:**
- All Cities and Seaports listed with their fes numbers.
- Indicated Cities are also Seaports.

### CONFEDERATE MAJOR CITY SUPPLY POINT SCHEDULE

- **City:**
  - **Year:**
    - **1861:**
    - **1862:**
    - **1865:**

**KEY:**
- Number of Supply Points available per Confederate Cycle from that City during that year.
### UNION CYCLE TURN RECORD TRACK

<table>
<thead>
<tr>
<th>Cycle</th>
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<td>R.15</td>
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</tbody>
</table>

### UNION SCENARIO GAME-TURN RECORD/REINFORCEMENT TRACK

1. Begin all scenarios.
2. 4. 1. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24.

### UNION HEADQUARTERS DISPLAY

#### Armies

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<th>2,000 men.</th>
<th>Infantry Corps</th>
<th>Supply</th>
<th>2,000 men.</th>
<th>Infantry Corps</th>
<th>Supply</th>
<th>2,000 men.</th>
<th>Infantry Corps</th>
<th>Supply</th>
<th>2,000 men.</th>
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#### Cavalry Corps

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**Union Supply Display**

- **General Supply**
  - Depot 1: 1,2,3,4,5,6,7,8,9
  - Depot 2: 1,2,3,4,5,6,7,8,9
  - Depot 3: 1,2,3,4,5,6,7,8,9
  - Depot 4: 1,2,3,4,5,6,7,8,9
  - Depot 5: 1,2,3,4,5,6,7,8,9
  - Depot 6: 1,2,3,4,5,6,7,8,9
  - Depot 7: 1,2,3,4,5,6,7,8,9
  - Depot 8: 1,2,3,4,5,6,7,8,9
  - Depot 9: 1,2,3,4,5,6,7,8,9
  - Depot 10: 1,2,3,4,5,6,7,8,9

---

[17.56] UNION SUPPLY DISPLAY

---

**War between the States**

---

### Confederate

<table>
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<tr>
<th>R.E. Lee</th>
<th>D.Hill</th>
<th>Ewell</th>
<th>Polk</th>
<th>Hardee</th>
<th>Chesham</th>
<th>Stewart</th>
<th>Hood</th>
<th>Van Dorn</th>
<th>Cabarrus</th>
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<tbody>
<tr>
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<td>2-3-1</td>
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<table>
<thead>
<tr>
<th>Brodiebridge</th>
<th>Fry</th>
<th>Pendleton</th>
<th>Buckner</th>
<th>Walker</th>
<th>Taylor</th>
<th>Magruder</th>
<th>Holmes</th>
<th>Huger</th>
<th>Gordon</th>
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<table>
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<th>M</th>
<th>North Virginia</th>
<th>M</th>
<th>S. Va</th>
<th>N. Carol</th>
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### Neutral

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War between the States, 1861-1865 simulates the American Civil War, from the opening guns at Fort Sumter to the surrender at Appomattox. During this conflict, over three million men fought out of a total pre-war population of some thirty million. Approximately one-half million died or were permanently incapacitated by combat or disease. It was the great war in American history.

War between the States uses three maps to cover the major theaters of operation from Galveston, Texas, to St. Joseph, Missouri—from Philadelphia, Pennsylvania, to Jacksonville, Florida. A total of 800 counters represent various units and game effects. Game-Turns represent the passage of a week of real time, with Cycles intervening during which Players execute such routines as Production, Blockade, Construction, Parley, and so on. Each Game-Turn is divided into two Player-Turns during which one Player or the other may move his ground combat and naval units on the map and attack his opponent.

War between the States uses an off-map roster system to track the fluctuating strengths of ground combat units. The Combat System requires both Players to secretly and simultaneously choose one or several Combat Options. Matching the results determines what Combat Results Table is used to resolve a given battle, thereby determining the extent of strength point casualties that will be assessed against each Player’s units and any other effects resulting from the action. Normally, heavy losses result only when both Players have deployed a major battle.

Logistics is a crucial factor in War between the States. Supply must be expanded in each Cycle on existing forces or they are required to possible areas by attrition. Combat supply may be expended as a result of Combat, and it is consequently difficult for a force of any size to long operate—or even survive—when out of supply. And it is the slow movement of supply trains, coupled with the time necessary to repair railroads and “fixed” supply depots that limits the extent and depth of a Player’s strategic offensives.

War between the States can be played as a Campaign Game using all three maps simulating the entire war from beginning to end. This requires hundreds of man-hours to play. Alternatively, six scenarios are offered, covering the Eastern Campaigns of 1862, 1863, and 1864 and the Western Campaigns of 1862, 1863, and 1864. These scenarios vary in length from 8 to 24 Game-Turns. When playing a scenario, Players do not execute the intervening Cycles as Production and related effects are built into the system. The scenarios are also designed to play on one or two maps.

The American Civil War was the first of the modern wars. It was overwhelmingly a war of attrition between nation-states. Given the enormous personnel and economic superiority of the Union over the Confederacy—consideration that is reflected in the game—the South usually loses. It is normally a question of how quickly the South loses, with reference to history, that determines who wins the game.

**Buyer’s Guide for WAR BETWEEN THE STATES**

The following ratings are based on at least 100 player-replies to surveys conducted through Strategy & Tactics Magazine. Ratings are on a 1 (worst) to 9 (best) scale. Average ratings (for over 60 historical games in print are: Acceptability: 6.00, Complexity: 5.00.

**Acceptability Rating:**

New Games: 6.8

**Complacency Rating:**

6.8 (est.)

**Avg. Playing Time (hrs.)**

10+ (est.)

"Acceptability" depends a lot on which historical period interests you the most. "Complexity" ratings for other games are, for example: Monopoly—2.34, Africa Corps—3.46, Diplomacy—4.51; France, 1940—6.78, PanzerBlitz—7.01. Most games average 2-3 hours playing time.