



**Rules for
Divided We Fall, The American Civil War:
Strategic Decision Series**

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"United We Stand, Divided We Fall" - Kentucky State Motto

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Terminology

Throughout the rules terms like "eliminated," "killed," or "removed" are used. The first two mean that the unit is taken from the map and placed in the player's replacement pile. However, "removed" means "removed from the game for the remainder of the game." Those units are set to the side, not to be used again during the current game. A few leaders are taken out of play in one turn, but returned later in another turn.

Phasing. The "phasing" player is the player currently conducting his turn.

Active Player. Same as phasing player.

Victory Conditions

CSA Victory Conditions: On or after Winter 1862, the CSA wins if it accomplishes one of the following:

- a) CSA occupies Washington DC at the end of a Union player-turn;
- b) CSA occupies Philadelphia or Harrisburg AND occupies either Cincinnati, Cairo or St. Louis at the end of a Union player-turn;
- c) CSA occupies Cincinnati or Pittsburgh AND occupies either Cairo, St. Louis, Baltimore or Harrisburg at the end of a Union player-turn.

USA Victory Conditions:

- a) 1861: occupy Richmond at the end of a CSA player-turn.
- b) 1862: occupy Richmond, plus all the Flag Cities in at least one CSA Replacement Group (see below) at the end of a CSA player-turn;
- c) 1863: as above, but for two CSA Replacement Groups
- d) 1864: as above, but for three CSA Replacement Groups
- e) 1865 at the end of the Union turn: as above, but for four CSA Replacement Groups

Failure of either side to accomplish its conditions means that the Union player failed to do as well as his historical counterparts (even though he may still have "won the war").

The CSA Replacement Groups are described in the "Replacements" rule on page 7.

Stacking

Stacking refers to the number of units that may simultaneously occupy an area.

Stacking limits apply at the end of movement, at the end of combat, and at the end of the end-of-turn phase.

A land map area may have the following friendly units present:

- Any number of infantry units or militia units
- Any number of Supply units
- Any number of Leaders
- One Fort unit

A blockade box area may have:

- a limited number of infantry based on Sea Lift capacity
- Any number of Supply units
- Any number of Leaders
- Any number of ships, ironclads or gunboats

A seaport (an area that is connected via a dark blue transportation line) may have:

- The same as a land map area, plus
- Any number of ship, ironclad, or gunboat units.

A river port (an area connected by a light blue transportation line) may have:

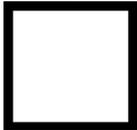
- The same as a seaport, except there can be only ironclads and gunboats, no ships.

Note that enemy units may stack together in an area, but that combat must occur the same turn when that occurs.

Area Features Effects

There are three kinds of areas:

Land (i.e., all land):



Land areas can be red (CSA), blue (USA), part red or part blue (control varies), part blue and part white (will become West Virginia in 1863), or all white (controlled by whichever player holds it but otherwise by neither side).

Sea/Ocean (all sea, Blockade Box):



Sea areas are always controlled by the Union if it has a ship there. Otherwise, no one controls it.



River Port (a small port suitable for riverboat or coastal traffic only - note light blue)

transportation line only):

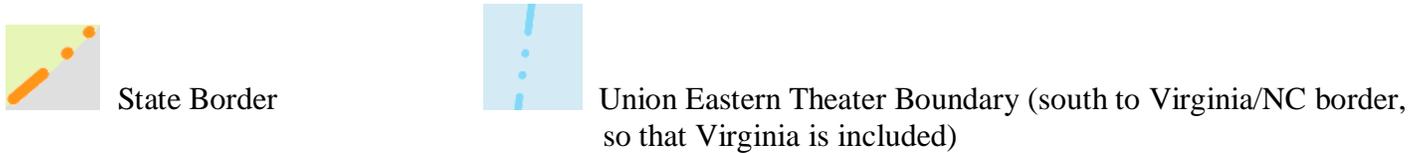


Sea Port (a port with access to the sea, even if inland on a major river - note dark blue transportation line that leads to sea):

Transportation Types: Land areas are connected by purple hatched lines that are railroads, or, in less populated areas where there were no railroads, only roads.



Borders:



Except for Sea areas, many other areas will be near features (woods, hills, mountains, rivers, etc.) that affect combat, supply and other aspects of the rules. See the Terrain Effects Chart for a description of those effects.



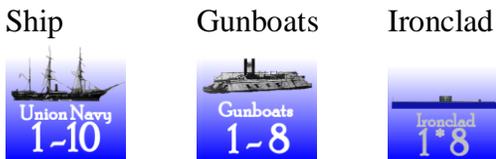
Counter Types

The game contains many types of counters that represent military units:

Land Units:



Naval Units:



Ocean-going vessels:
Coastal or Riverine Units:

Ships (Union only)
Gunboats (Union only); Ironclads (Confederate cannot move)

Burned City Union Flag City
(CSA Flag Captured by CSA
Cities only)



Descriptions of Unit Types

1. Infantry

Infantry units are the primary combat units in the game. They are expressed as values equal to their unmodified combat value. That is, a "1" is less powerful than a "2," which in turn is less powerful than a "3" as so on. The largest unit is a "5." The maximum size of the units is limited from year to year and army to army as shown on the Reinforcement Sheet. Unit values are a combination of numbers of soldiers, training, experience, equipment, leadership and overall morale, but in general a "1" is usually a brigade-sized equivalent, a "2" or a "3" is an infantry division (they were of many sizes in the actual war), and "4" and "5" units are "corps."

Militia. Militia units are a type of infantry unit that may never leave its home state. If eliminated, it is automatically replaced one year later unless the state capital (an area with a gold star) has been burned. Otherwise it cannot be replaced. Militia units are usually set up in their respective state capitals at the beginning of the game. See Political Rules for details on bringing militia units into play.

2. Leaders

Leaders affect both combat and movement of infantry/militia units (only). Leaders have a "combat modifier" and a "movement" rating printed on each counter. The combat is listed on the left, and the movement on the right.

3. Supply

Supply is needed to conduct an attack and to prevent additional losses when defending. Supply comes from:

- 1) Supply units (each side has its own units),
 - 2) MRR (Military Railroad) that leads back uninterrupted to a Union flag city or sea port (Union only),
- and
- 3) Supply by sea (Union only, and only when at sea or in a Sea Port city). However, a supply unit is specifically required if invading by sea.
 - 4) Supply while in or adjacent to a friendly functional "flag city". Burned cities do not provide supply.
 - 5) A land area that is a player's home nation color (blue for the USA, red for the CSA). This only applies for the units in the area (not adjacent).

Supply Units have a 4 movement factor.

4. Forts

A fort is a counter that depicts entrenchments, garrisons and an actual fortification like Fort Monroe. A fort is a type of Land Unit. A fort has a defensive combat as printed on the counter, in addition to whatever other friendly force is in the area. Forts cannot move or retreat and have no attack value. Forts cannot be replaced, but they can be rebuilt.

5. Naval Units

There are two primary types of Naval units: Ships that move only by sea and those that can also move along the coast or by river.

All Naval Units move on water only, denoted by dark blue (sea lanes or major rivers) or light blue (coastal waterways and smaller/seasonal rivers). Ships (Union only) can move on sea lanes, into ports, along tidal rivers (such as the Mississippi to Memphis denoted by an extra blue line on its border) and among the blockade boxes. Riverine and coastal units (all other ships such as Gunboats and Ironclads) can move on the same areas, plus any light blue line, such as a seasonal river or from seaport to seaport and into any river port.

Note that Confederate ironclads cannot move.

See "Naval Movement and Combat" rule for details.

Turn Sequence

Turns vary in length but are the same in play except for some weather effects. There are six turns per year:

Winter (Dec - April) (The Year marker is advanced one year when a new Winter turn occurs except at the start of the game.)

May

June

July - August 15

August 16 - September

October - November

(Note: This mix was selected because the 135 most important battles of the US Civil War are equally distributed within these time periods.)

The Confederate player goes first each turn, followed by the Union player after the Confederate player's turn has ended. The turn sequence is as follows:

1. Reinforcements/Replacements
2. Campaign (Move and Combat)
3. Next Player Turn - When both players have completed a turn, move the time marker forward one season.

Reinforcements and Replacements

At the beginning of this phase, it may be necessary from time to time to check the Victory Conditions. If one side has achieved victory, the game ends.

Fort Attrition

Forts that are not on coasts or rivers that are "under garrisoned" will lose one step at this time. See Fort rules for details.

Reinforcements

During this phase, the player places his land, naval, leaders and any other unit reinforcements as indicated on the Order of Appearance Chart. Some leaders are withdrawn temporarily or permanently as well. These leaders are removed from the map, but they are usually replaced by another leader.

Reinforcements may also appear due to Political Considerations (see rule).

Late in the war, some reinforcements may be placed in enemy territories. If the area where reinforcements are to be taken is occupied by the enemy, then the reinforcements are lost unless an alternative area is given. If they are lost, place them instead in the replacement pile. A leader is instead moved to the nearest Flag City.

Replacements

During this phase, the player also may replace any infantry losses, as indicated on the Replacement Chart. If an replacement area is occupied by the enemy, replacements may not be brought into play there until it is recaptured. The CSA may never bring replacements or reinforcements into a "Burned City." Naval units, supply units, militia, and Military Railroad units may also be replaced as described below.

Infantry replacements are brought in across the map in "Replacement Groups" as indicated on the Replacement Chart. The CSA has seven such groups, each of which receives replacement infantry per turn as noted below in any one of the cities unless all cities in the Group are controlled by the enemy (note that the CS region has only one city):

| REPLACEMENT GROUP | LOCATION | REPLACEMENT RATE |
|--------------------------|---|-------------------------|
| CS (Capital) | = Richmond (Virginia) | =1 or 2* |
| NC (North Carolina) | = Raleigh, Wilmington | =1 |
| SC (South Carolina) | = Charleston, Savannah, Augusta | =1 |
| TN (Tennessee) | = Nashville, Chattanooga, Atlanta | =1 |
| AL (Alabama) | = Decatur, Selma, Mobile | =1 |
| MS (Mississippi) | = New Orleans, Jackson, Memphis | =1 |
| WE (West) | = Little Rock, Milam Texas, Jefferson City | =1 |

and the USA has four that function similarly, except that each turn the replacement level is higher as noted:

| | | |
|--------------|------------------------------------|----|
| Capital | = Washington DC | =3 |
| Pennsylvania | = Harrisburg, Philadelphia | =3 |
| Midwest | = Pittsburgh, Columbus, Cincinnati | =3 |
| Mississippi | = Springfield, St. Louis, Cairo | =2 |

*Two may not be taken if there is no rail path of controlled areas to another functioning flag city. If two are taken, one of the other seven Replacement Groups becomes zero for that turn.

Naval Replacements

Ships are automatically replaced one year after their elimination, but no more than one per turn.

(Philadelphia) USA only

One Gunboat per turn (St. Louis, Cairo, or Philadelphia) USA only

Ironclads are automatically replaced one year after their elimination for both the CSA and USA, but no more than one per turn. They appear as if a reinforcement.

Supply Replacements

During this phase the phasing player may bring supply units into play* as follows:

Starting in the first 1862 turn:

CSA: 2 supply units per turn

USA: 3 supply units per turn

*"bring into play" means any unit not currently in play, whether previously eliminated or a unit that has never been in play, can be used.

Militia Replacements

A lost militia is replaced without cost one year after it is lost in its state capital. If the capital is a "burned city" it is instead removed from the game.

Military Railroad Construction Units.

A MRR is automatically replaced in any Union flag city the turn after it is lost.

Special Blockade Replacements

See Blockade Rules for details.

Starting with the Winter 1863 turn, for each missing blockade ship each turn, the Confederates receive +1/2 Infantry Replacement/Reinforcement in any unblocked flag port city that he controls. Fractions are lost. These special replacements/reinforcements must be placed immediately and may not be saved for use in a later turn.

Disbanding Units. There are limited numbers of units. Occasionally, a player may find he does not have a "1" or other sized infantry needed for a reinforcement or replacement. In such cases where exchanging counters in play does not result in the need units becoming available, a player may select one of his units in play to "disband." A disbanded unit is simply taken from the map and put into the available counter mix. No other benefit accrues.

Campaign Phase

Command. "Command" represents the ability to organize, equip, and lead soldiers into battle. Players are limited in their ability to move units by their ability to command them. Each turn the phasing player has four or more command points (as noted on the reinforcement charts), which are used to move ("activate") units and/or leaders and perform other actions. Command points are spent as follows:

Command

| <u>Cost</u> | <u>Action</u> |
|-------------|---|
| 1 | Move a single infantry unit or militia unit of any size |
| 1 | Move a stack of any number of infantry units or militia units stacked with a Leader, using the Leader's movement factor. |
| 1 | Begin construction on two "steps" of fort units in two different areas (see Forts for details) Limit 2 Command Points (4 construction markers) per turn |
| 1 | Invade an enemy port from sea or river (leader with infantry units, or individual infantry units, that are invading must be activated) |
| 1 | Moving by Riverine Lift (same as above, even if not invading) |
| 1 | Use McClellan's or Lee's Special Ability |
| 0 | Move a supply unit or a Military Railroad Unit |
| 0 | Move a naval unit of any type |
| 0 | Sea Lift (infantry units do NOT require activation, unless they moved by land before entering Sea Lift mode or are invading). |
| 0 | Move a Leader counter that has no attached units |
| 1 | Pass (the move is not taken) |

Eastern Theater. Each turn, the Union (only) must spend at least one command point in the Eastern Theater. The Eastern Theatre is any area to the east of the blue-dashed line on the map and in Virginia, or north of it. Note that building forts or using McClellan's training ability qualifies.

Trans-Mississippi Theater. Each turn, both sides must spend at least one command point in any area west of the Mississippi River. When spending a command point to build forts in the Trans-Mississippi, both forts must be built there, unless the player chooses to build just one instead of two.

Example: It is the Union player's turn in Winter, 1862. He has four command points. During the Campaign phase, he chooses to move Grant (who is with six infantry units, two Gunboats and two Supply Units in Cairo), along the Mississippi River to Columbus which is unoccupied. This costs 1 Command Point. He then moves a single Gunboat from St. Louis to Cairo, which costs 0 command points. Now he moves a single 3-6 infantry unit from Cincinnati to Lexington which has a 1-6 infantry unit. Combat will ensue there, and moving the 3-6 costs a

single command point. With the third command point the Union player moves a 2-6 replacement infantry from Pittsburgh to Washington, DC (thus fulfilling the "Eastern Theater" requirement). With the fourth (last) command point, he moves a 2-6 infantry from St. Louis to Greenville, fulfilling the Trans-Mississippi requirement. Finally, he moves a 1-6 infantry and a supply unit via Sea Lift from Washington DC to Fort Pickens at 0 command points, along with a Ship (also 0 command points). All four command points have been spent.

Reorganization. At any time during the turn, either player can reorganize his infantry units in each area by recombining them so as to change the individual units without changing the total value of the stack. Units in different areas must be reorganized separately. Units cannot move from one area to another while reorganizing. Units may NOT be combined into units larger than allowed for that year. There is an intentional counter limit - if a player finds himself lacking the necessary units, he may exchange like units on the map, disband a unit elsewhere on the map, or forego the reorganization.

Example. The CSA has a stack of 6 infantry factors in an area in May 1863. As the Order of Appearance Chart indicates, the CSA may build a unit up to a value of "5" during 1863. This means the CSA could reorganize 6 "1" infantry units into a single "5" infantry with a "1" infantry also in the area. The player could also have 3 units worth "2" each, as well as several other combinations.

Movement and Combat. During a campaign, the player moves units and may conduct combat.

During this phase the player moves his land, naval, and other units. Movement is voluntary. The order in which units are moved is determined by their owner. Once a unit has been moved during a turn, it cannot be moved again during the current turn.

In order to move most units, a Command Point must be spent to activate the unit. See Commands for a list.

Units may only move through areas up to the movement limit which is the movement factor printed on the counter. A player may decide to have units may move less. Movement factors cannot be saved up - they are used in a player turn or lost, but they may be used again in the next player turn.

Solid black lines with "railroad tie" lines on them connecting land areas represent the rail network. Dashed brown lines along dusty yellow paths represent roads where there were no railroads. Naval units may never move across any black line, but all other units that can move may.

Solid dark blue lines connecting ocean and coastal areas represent sea lanes. Naval units may move across these, as may land units that are being transported by sea using "Lift." Otherwise land units cannot move at sea.

Movement is never allowed between any two areas that are not connected by either a black or blue line.

Units that are unsupplied at the moment they are moved have their movement factors halved (see Minimum Movement, below).

Units may be moved singly or in a stack. A stack is a group of units with a Leader. When activated with a Command Point such a stack moves as if it were one unit having the Leader's Movement Factor.

Terrain Effects. Terrain effects are only applied based on the terrain adjacent to the area being entered for both movement and combat. Generally, the terrain effect is on either side of a road or railroad. In a few spots there is only enough room to show the terrain on one side of the road. In some areas (such as between Manassas and Sharpsburg) there is a river that does not border either area. Such terrain features are ignored for movement and combat. Only areas adjacent to the target area and along the path the moving units are taking are applied.

Example: Bragg and a stack of infantry leaves Chattanooga moving north to enter Cookville. The stack ignores the terrain at Chattanooga because it is entering Cookville, which is clear when moving into it from the south. The next turn the same stack moves from Cookville back to Chattanooga, paying the terrain costs for crossing a seasonal river and moving through woods.

Leaders May Drop Off and Add Units. A stack with a Leader may drop off units as it moves or pick up new units at no additional Command Point penalty. A stack without a Leader may drop off units, but may not pick up new units unless a Command Point is spent for each unit added.

Minimum Movement. If activated, a unit or stack can always move to an adjacent area during Clear Weather turns only, even if terrain, supply, and other factors cost more movement than the unit(s) have to spend.

Union Movement Bonus. Union units moving solely through blue-colored union areas receive +1 movement due to increased availability of transport and railroad cars compared to the CSA.

Solo Leader Movement. If a leader is moving alone, a command point does not have to be used and the leader may move up to 10 adjacent areas including land areas. The areas moved through must be in his home area (eg., red areas for the CSA, blue for USA), be an unoccupied neutral area, or must have a friendly unit in it. The CSA player may move by riverine but not by sea. Leaders may enter an area with enemy forces if he also has friendly forces there.

Enemy Units Stop Movement. Units cannot move through areas in which there is any enemy unit, but may move into one. As soon as a unit or stack moves into an area with enemy units, the moving units must stop. However, see Continuing Movement, below.

Combat is Immediate. The phasing player may bring other units into an area before combat begins, up to the limits of his command points. Combat then occurs before units are moved elsewhere. (See "Combat" for details about how to resolve battles.)

Continuing Movement. If combat takes place the stack that initiated it can move no further. But if the defender was able to retreat before combat (see Combat rules), then combat did not occur, and the stack may continue moving if possible.

Forts in Combat

Only one fort counter per area is permitted. Forts have a value of 1 (the maximum size, or limit, in 1861), 2 (the limit in 1862), 3 (the limit in 1863) or 4 (the limit for 1864 and 1865). Washington and Richmond, the two capitals, each have a limit of 3 until 1864. They can then be built up to a 4. Forts therefore can be 1, 2, 3, or 4 "steps."

Forts are strictly defensive. They have 0 attack factors and may never participate in an attack.

Reducing or Destroying Forts. A fort is only destroyed if its entire value is a combat loss or if it is abandoned (see "Attrition" below). It may be "reduced" to a lower level, for example from a "3" value to a "2" or "1" value, as a result of combat or abandonment. If eliminated, the fort counter is removed from the map and is available for rebuilding. Forts never go in the "replacement" pile. They can only be rebuilt from scratch if eliminated.

Losses in Combat. When an area with a fort is attacked, at least one step of the losses, if any, must be taken from the defending fort when losses are calculated. This loss cannot be avoided. Likewise, the attacker must lose infantry/militia equal to the value of the fort he attacked. This loss also cannot be avoided. See more details under the Combat rule.

Naval Bombardment of Forts. The Union player may attack a fort worth 1 or 2 with ships or ironclads. If a port does not connect directly to a Blockade Box, then gunboats can also be used. Larger forts may not be reduced in this manner. Combat proceeds as follows:

1. If the fort is directly adjacent to a blockade box: The Union may reduce the fort 1 step to a minimum of 1 step remaining for each naval unit he loses. He then must lose one more naval unit. A supply unit must be expended. Any Fort Construction marker present is also destroyed.

2. For all other areas: The Union may reduce the fort 1 step for each naval unit he loses. A supply unit must be expended. Any Fort Construction marker present is also destroyed.

Bombardment is considered combat and therefore neither a sea invasion or an overland attack may not proceed the same turn unless the area no longer has any enemy units in it.

Note that naval units may also participate in a direct invasion of an area with a fort without necessity for such a bombardment described here. See Naval Movement and Combat for details.

Building or Improving Forts. Either player may build a fort or improve an existing fort, by the following method:

1. A fort may not be built or improved unless there is an infantry (or militia) unit present at the start of a turn in the area where the fort is/will be.
2. Using one command point to build two forts in two different areas (see Command rules). A player is not required to place both, but the cost is still one command point if he only places one fort.
3. This process may be repeated for as many "Command" points as a player has each turn. Therefore, it is possible to build or improve up to ten forts in one turn.
4. A fort takes two turns to build. The initial turn it is "under construction" and a Fort construction counter (or another marker if needed) is placed on the map. The following turn the construction counter is replaced with the fort, and at that point it functions. It does not cost a command point to finish a fort, only to start it. A fort may only be built up one level per each two turns. That is, a new fort must be a "1." In a subsequent turn, this could be improved to a "2," and so on. It therefore takes eight turns to build a "4 " fort, which will likely be spread out over several years.
5. A player may not place more than 4 fort construction markers per turn (2 Command Points worth)

Attrition. Attrition applies only to forts that are in square-shaped "inland" areas. Such forts lose 1 step per turn if they do not have at least one infantry (or militia) in the area with it. Forts in ports (round-shaped areas) never suffer attrition.

National Capitals. Washington DC and Richmond may have a "3" Fort present prior to 1863.

Supply in Combat

Supply is required to attack, or to prevent additional defensive losses. Supply also affects movement.

Supply Sources.

- 1) Supply units (each side has its own units);
- 2) MRR (Military Railroad) that leads back uninterrupted to any Union city or Sea Port (Union only);
- 3) Supply by sea (Union only, and only when at sea or in a Sea Port city). However, a supply unit is specifically required if attacking by sea;
- 4) Supply while in or adjacent to a friendly functional "flag city" in your home nation. Burned cities do not provide supply;
- 5) A land area that is a player's home nation color (blue for the USA, red for the CSA). This only applies for the units in the area (not adjacent) and only if a line of any length can be traced through friendly areas to a friendly Flag City. Note that Kentucky has an area that is both blue and red. Neutral (white areas) may also be traced through by either side. West Virginia initially begins as a part of Virginia that is a neutral area except for Charleston which is Union. Starting in 1863 (when West Virginia became a separate state) all partially-blue areas become fully Union and become friendly to the Union only for the remainder of the game.

When tracing supply to one of these sources, the supply source must be in the same area, or in an adjacent area. In the case of a MRR, it must also trace back a line of any length via uninterrupted road, rail or by sea to a flag city in the unit's home country in order to provide the necessary supply.

When using a Supply Unit for attack, the unit is expended after providing supply. The supply lasts for the remainder of the player-turn.

A stack tracing to a Supply Point is not required to expend a Supply Unit for defense. Likewise, a stack that is tracing supply to a Supply Unit is not required to expend the Supply Unit to move fully.

Movement. Units that are unsupplied at the moment they are moved have their movement factors halved. Note that this means they might not be able to move at all, as only supplied units get the benefit of always moving one area. If using a supply unit as the source, the unit is not expended.

Defending. If using a supply unit as the source, the unit is not expended. Units that are not in supply suffer a penalty on losses. See Combat Results rule.

Attacking. To attack at full strength, a land unit (or stack of units) must be in supply. Naval units are always in supply. However, Naval Units that attack when not in a home base must expend a supply unit.

Units that do not have supply may not attack, and will suffer 50% additional losses if defending. Units out of supply move at half their supplied rate.

Separate Events Require Supply. Each event requiring supply is calculated separately. To move fully, a unit must have supply. Such units must again be checked for supply if attacking later the same turn.

Supply Unit Movement. Supply Units have a 4 movement factor (or the Leader's movement factor if stacked with him). Moving a Supply Unit never requires a Command Point.

Supply Units at Sea or on Riverine. Supply Units cost nothing to send by sea lift, and they move 10 like any other unit using Sea Lift. When using riverine movement, Supply Units move at the rate of the naval unit that carries it. For example, a Union Gunboat moves 8, so if it carries a supply unit, the supply moves 8 as well - but only while on the gunboat. Once a supply unit leaves the gunboat it has 4 movement, less the amount used while on the gunboat.

Military Railroads. The Union receives MRR railhead units as reinforcements. A MRR railhead unit serves as a supply source if connected back to a friendly flag city in the Union, or to a port that leads uninterrupted back to a friendly flag city. These units may extend a railroad in the CSA, Kentucky, or Missouri, so that the Union can use it normally for supply. The MRR railhead unit has 0 combat and 3 movement, but it may always move one area per turn. Movement is restricted to controlled or empty areas. A MRR unit starts at the "end" of any Union railroad, and then moves forward as it can, converting the rail line between areas as it does. When an area is converted, remove all damage markers (See Railroad Damage rule) between the area and any adjacent controlled area. Place a MRR control marker in the area to designate it as "converted" and under Union control. If the CSA retakes the area, it is no longer converted, but can be re-converted if desired once it's cleared of CSA units. Any areas further down the line that are no longer connected to a flag city remain "converted" but cease to provide supply.

If a MRR railhead unit is in an area with CSA units but no USA units it is eliminated, but can return the next turn in any Union railhead area as a free replacement.

Leaders Effects on Movement and Combat

Leaders affect both combat and movement of infantry/militia units (only). Leaders have a "combat modifier" and a "movement" rating printed on each counter. The combat is listed on the left, and the movement on the right.

Movement. In order for a leader to move with infantry units, he must be activated by spending a Command Point on him each turn. The movement rating is the movement factors for the leader to move with any number of infantry/militia units during one turn, if one command point has been used to activate the leader.

Solo Leader Movement. If the leader is moving alone, a command point does not have to be used and the leader may move ten adjacent areas ignoring movement costs. The areas moved through must be in his home area (eg., red areas for the CSA, blue for USA), or must have a friendly unit in it. A Union leader may also move by sea, in which case he may move through 10 adjacent land or sea areas, but must end the turn either at sea or in a port, not moving by land after moving by sea except to enter the final port. Any leader moving in this manner may not participate in combat at the end of his movement.

Leader Movement on Naval Unit. When moving on riverine or via sea lift the leader's movement is the same as the naval unit he is using. A leader that has used his movement rating while moving via naval unit will have no movement left at the end of his movement.

Example. Grant, a 3-6 leader in 1862, moves from Cairo to Columbus with a 2-6 infantry and a supply unit via a gunboat in May 1862. He offloads his army there. He has 4 movement factors remaining. If Buell, a 2-2 leader, had made the same move he would be done moving for the turn.

Combat Effects. The combat modifier increases the units stacked with the leader by the amount shown, except that if the leader's value is higher than the value of the units, he only increases the units' value by the smaller

number. Terrain effects are always counted BEFORE adding in the leader's value. The leader's combat modifier also effects losses. (See combat for details).

Example. Lee, a 5-6 leader, is stacked with 3 infantry units, worth 3, 3, and 2, for a total of 8 combat value. During movement the stack crosses a major river to enter an area and then attacks. The major river's effect is to halve the value of the force from 8 to 4. Now General Lee adds in 4 more combat value (not 5) so that the final combat value of the stack is 8. Combat is then resolved.

Special Abilities. Some leaders have other abilities:

McClellan (Union). As a Command Action, McClellan can be activated to create a 2-6 Infantry reinforcement if he does not move. He may do this once per turn and only if he is in Washington DC.

Lee (Confederacy). As a Command Action, Lee can be activated to create a Level 1 Fort if he does not move. The fort is immediately placed with Lee. He cannot use this ability to create Level 2, 3, or 4 forts.

Multiple Counters. Some leaders have multiple counters. Grant has a "Grant 1861" and "Grant 1863" counter. In 1863, replace the 1861 version with his 1863 version. Other leaders may have a "corps" and an "Army" version. In all cases, only one version of a leader may be in play in any turn.

Other Special Abilities. Other leaders also have special abilities. However, all other special abilities are an optional rule. These are described in the Optional Rules section at the end of the rules.

Naval Movement and Combat

It does not cost a command point to move a naval unit. Infantry and other units moving by Sea Lift only require a command point if invading. Infantry moving by Riverine Lift require activation first, however.

Ships

Only the USA has Ships that can move by sea. These ships have ten movement factors. One movement factor is used to move from seaport to a sea box (blockade box), or from a blockade box into a seaport, or between blockade boxes.

Ships may attack coastal forts or may assist in an invasion of units moving by "sea lift" (see below). However, in order to attack either way, at least one of the ships must first begin a Union turn in a blockade box that leads directly to the target area. Note that infantry moving by Sea Life can therefore ONLY invade an enemy port adjacent to a Blockade Box when a Union Ship has begun a turn in that adjacent Blockade Box. This means the CSA player gets a one-turn notice of potential invasions. See details in "Sea Lift" rules below.

Sea Lift infantry do NOT have to begin a turn in an adjacent blockade box. They can move to sea and invade the same turn, but only from a blockade box that already had a Union ship there at the beginning of the turn.

Ships may sail along any of the blockade boxes up to the ship's movement limit.

Ships entering a port pay 1 movement factor, the same as moving at sea.

Ships may move up and down certain rivers (see Terrain Effects Chart for movement costs) and use such ports along the river that the Union controls. Ships may not sail through a CSA-occupied area but may sail through an empty one. Ships may attack forts and units in such areas either with or without infantry units. The rivers are:

1. the Mississippi River as far as Memphis
2. the James River as far as Richmond
3. the Potomac River as far as Washington DC
4. the Ships may not move up any other river.

Ships must stop movement when entering an area with an enemy unit.

Riverine and Coastal

Gunboats and Ironclads may move at sea, but may also move along light blue transportation lines known as "seasonal rivers" and light blue "inland waterways." See Terrain Effects Chart for movement costs, which are different at sea and on rivers.

Riverine movement occurs from port to port along rivers or in coastal movement, however this movement occurs on the many inland rivers present in the war zone (the Mississippi, the Ohio, the Tennessee, the Cumberland, and so on). These are marked as Rivers or Seasonal Rivers. Movement costs are shown on the Terrain Effects Chart. Note that naval units only pay costs for movement on rivers or at sea - they ignore other terrain movement costs. *Example: A gunboat moving into a port surrounded by woods only pays the river movement cost, not the additional movement for woods.*

Units may move from a port the phasing player controls to another such adjacent port. If units move into a non-controlled port they must initiate combat, either with accompanying infantry units or without them.

Riverine movement may continue through empty enemy areas without having to stop, but must stop when entering an area with enemy units and initiate combat.

Ironclads. Although ironclads move like other riverine units, their effects on combat are different. Naval units may not enter an area that has enemy ironclads present unless the moving naval units also have an equal or greater number of ironclads. When this happens, an equal number of ironclads are eliminated (this does not count toward the limit of one combat per area per turn). Other combat may then occur. Alternatively, two Union ships can attack a single CSA ironclad, which kills one ship and the ironclad.

Union Ironclads may participate in Invasions by Sea Lift or by Riverine, but Confederate ironclads may not. Note that CSA ironclads cannot move, but USA ironclads can.

Ironclads are not gunboats, and may not transport infantry.

Sea Lift and Riverine Lift Movement

Leader Movement Bonus. When a leader moves infantry units via a gunboat's riverine lift or sea lift, the leader and his stack moves at the gunboat's or sea lift rate, not his printed rate.

Sea Lift. Sea Lift occurs ONLY on dark blue naval paths and dark blue rivers, and in Blockade Boxes. Movement on light blue rivers and paths is Riverine Lift.

Infantry units, Leaders, and Supply Units, may move to sea by using "lift" (naval transport). Activation by using Command Points is not required. Sea Lift capacity is noted on the Order of Appearance chart for each turn, starting in December 1861.

There are two kinds of Sea Lift: long-range and short-range. These are described below. Units using either type of Sea Lift do not require ship counters to move by sea lift, but pay the same movement costs as ships.

Long-Range Sea Lift. Infantry, Leaders, and Supply units may move by land, and then continue moving by sea, using the Sea Lift movement factor of "10" during the entire movement, but must end the turn at sea or in a port, and cannot move further by land that turn. Units using Sea Lift may not move through an enemy-occupied area except to invade it (see below). Units starting in a port using only sea lift may land in a friendly destination port without being Activated, unless it is invading (see Invasions by Sea Lift).

Example. A 3-6 Union Infantry begins its turn in Pittsburgh in May 1863. The Union player activates it using a command point, and it then rails 3 movements to Philadelphia, where it now continues with sea lift, having 7 movement factors left. If the same infantry unit began in Cincinnati, it would have spent all 6 movement by rail to get to Philadelphia and therefore would have no movement left for sea lift. If the unit had begun in Philadelphia, the USA player would not have had to spend a command point on it to move it by land, and it could use 10 movements of sea lift without a command point being spent on it (unless it invaded).

Short-Range Sea Lift. An infantry unit that moves less than "6" movement factors by land must be activated by use of a Command point (or be in an Activated Leader's stack). As long as it has sufficient movement to move by land after using sea lift, it may continue moving after it lands - but a maximum of "6" movement must be used (or if activated via a leader, his movement factor is the maximum).

Riverine Lift. Infantry units, their leaders, and supply units may move by river or from port to port (not entering Blockade Boxes) using Riverine Lift. This is handled differently for each side. The Union's gunboats may carry as much infantry as the Union player desires, but the gunboat must be present with the infantry. Unlike sea lift, the infantry can only move if sufficient Command Points have been used to activate them. The infantry is carried by the gunboats transports and so moves at the same rate as the gunboat does. Combat values are retained throughout Riverine Lift movement.

Riverine movement is like "Short-Range Sea Lift" (above) - an infantry unit or stack may continue moving if it has any movement left after a short trip on a gunboat.

Leaders moving without units use a special form of movement. See Leaders Effects on Movement and Combat rule.

The Confederate may move up to two factors of infantry per turn without using any naval units, using the same movement rate as a Union gunboat would (but without the gunboat unit). The moving infantry must be activated by use of Command Points first. Confederate lift may never enter an area where any Union unit is present. Combat values are zero while using Riverine Lift.

Invasions by Sea or River

The Union player may invade a Confederate port by sea invasion or river invasion. He may also conduct bombardment of ports that are protected with forts prior to an invasion.

Naval Bombardment of Forts. See Forts in Combat rule.

Invasions by Sea Lift. Infantry moving by Sea Lift may invade an enemy area only if they have been activated, unlike regular sea lift. A leader may be with them, or join them separately. Naval units may accompany them or join them separately. A supply unit must be expended to invade unless the area is unoccupied, and it needs to be with the invading units. There are two ways invasion may occur: when invading from a Blockade box into a port, or when invading from a port that does not connect to a Blockade Box to another port. Remember, landing in the port to be invaded via sea lift costs the same as if moving by sea, i.e., 1 movement.

From a Blockade Box. When invading from a Blockade box, the infantry may only invade if Ships started the Union turn of invasion in the adjacent blockade box. Note that the infantry does not have to start the turn in the blockade box. In other words, the presence of Ships in a Blockade Box is a warning to the CSA player that an invasion can occur the following turn. Unlike sea lift movement, an invasion requires the invading infantry unit (or leader's stack) to be activated by a Command Point.

From a Port. Some CSA sea ports are not connected to a blockade box (for example New Orleans or Pensacola). Sea lifted infantry may invade from an adjacent port (instead of a blockade box) to another port if it is accompanied by at least one ship. If a port is unoccupied, the invading force moves into it as if it was a friendly area except it must stop movement for the turn. In these cases, the only limit to invasion is the "10" movement factor.

Combat Value of Sea Lifted Units. Sea Lift units have a combat value of 0 while at sea. Upon invasion, their basic combat value returns, but is reduced by the sea invasion penalty which is the same as a Major River. Naval Units are not halved.

Timing. Because combat occurs at the end of a stack's movement, a port may be captured or neutralized and then used by other moving stacks later in the same turn. (This allows the Union to sail past Ft. Jackson, or through Ship Island, in order to take New Orleans.)

Invasions by Riverine. Union (only) units moving by Riverine Lift (i.e., on gunboats) can invade an enemy area. Supply is required to invade unless the area is unoccupied. Invading units must be activated by a Command Point, and are considered to be "crossing a river" in order to invade (see Terrain Chart). Leaders and supply may move with the invading units or join them separately before combat. Gunboats are not affected by river terrain combat penalties other than "crossing a river." Gunboats may be used on sea as well as on rivers, however if the invading infantry units are on a gunboat at sea, they use riverine invasion rules, not sea lift rules.

Leader Stacks Using Sea Lift or Riverine Lift. Leaders with a stack of infantry moving units by Sea Lift (or Riverine Lift) will move at the higher movement rate (10 at sea, 8 on rivers/coastal), but must end their turn at sea or upon entering a port, even if they have additional movement left.

Blockade

The Union sought to reduce or eliminate Confederate trade. This resulted in a naval blockade. The effects of the blockade in the game do not commence until the beginning of 1863.

See Special Blockade Replacements rule.

Blockading a Port.

A port is blockaded if a Union ship is in the adjacent Blockade Box. Gunboats and ironclads do not qualify.

A port is also blockaded if every CSA port connected to the blockade box is Union-occupied (see list below). Note however, that while Burned ports cannot receive replacements, they still generate the 1/2 point of replacements unless occupied. If all Confederate flag city ports have been burned then it is no longer possible for the CSA to receive Special Blockade Replacements and the Union can ignore the Blockade requirement without penalty.

For the blockade to be effective, the Union must control at least five (5) blockade boxes as defined in the previous two paragraphs.

To blockade by occupation of ports:

Richmond is blockaded if it and Norfolk are Union-occupied, or both Ft. Monroe and Norfolk are Union-occupied (infantry, ship, gunboat, or ironclad).

New Orleans is blockaded if it is Union-occupied (same as above).

Berwick & Texas is blockaded if Sabine Pass and Berwick are Union-occupied (same as above).

Mobile is blockaded if Mobile and either Pensacola or Ft. Pickens are Union-occupied (same as above).

St. Joseph and Atseena is blockaded if both ports are Union-occupied (same as above).

Savannah and Jacksonville is blockaded if both ports are Union-occupied (same as above).

Charleston is blockaded if it is Union-occupied (same as above).

Wilmington is blockaded if Wilmington and Fort Hatteras are Union-occupied (same as above). Alternatively, Fort Hatteras does not have to be occupied if New Bern and Morehead City both are.

Example. The Union has four blockade boxes filled at the end of the July-August, 1863 turn. The CSA gets 1/2 a replacement, which rounds to zero. In August-September, 1863, the Union player has three boxes occupied, so the CSA gets $1/2 + 1/2 = 1$ replacement or reinforcement. In Oct-Nov 1863 the Union player has four boxes occupied, but owns Charleston, which is the equivalent of having it blockaded. Therefore, the CSA gets no special replacements.

Combat Results. Combat is resolved by calculating the value of the defender and the attacking units, comparing the two, and implementing losses as explained in this rule. There can be only one combat per turn in an area unless exempted by another rule.

Combat is Immediate. Combat occurs in an area when the phasing player is through moving units into it.

Combat in that area should be completed before moving other units.

Calculating Combat:

Attacker Value

The attacker is calculated as follows:

If unsupplied, they may not enter the area in order to attack (if a player makes a mistake, just return the units);

The total of infantry and militia in the area,

Less any terrain penalties (see Terrain Chart and Movement and Combat rules for how to apply them), plus

The value of each corps leader and Army leader unit in the area, provided their total value does not exceed the above value, plus

The total of naval units in the area (Union only, ports only) equals:

The final total is the combat value of the attacker for this combat. The attacker is allowed to voluntarily reduce his total.

Implementing Results:

First, a definition: "Combat Value" is the total combat effectiveness of a stack and is equal to the infantry, naval units (Union only), a single leader and fort strength (defender only) less terrain penalties (on the attacker only). Combat value after combat is completed ignores terrain effects. Supply is required for the attacker, so it has no effect. Lack of supply for the defender will increase the losses by 50%, but is not part of the combat value calculation prior to combat, because only the attacker's combat value is needed.

Example: Lee, a leader with a 5 combat rating, is in Richmond with a 3 fort, 1 militia and 6 infantry. His total defensive value is $5+3+1+6=15$. Grant, a leader with a 5 combat rating, moves a supply unit and 12 infantry into Richmond from Fredericksburg (woods, -1 combat value) and is joined by 3 ironclads and 2 ships which move in from Ft. Monroe by major river. His total offensive value is $5+12-1+3+2=21$.

1. Defender Retreats or Stands

If the Defender has a Leader and the Attacker does not, the Defender may retreat, if there is a place to retreat to (See "Retreat After Combat" rule for guidance). If the Defender retreat, no attack supply is spent. Otherwise the defender "stands his ground." If the defender stands and the attacker is using a supply unit as the supply source, the supply is now placed in the replacement pile.

Naval Units with a movement factor greater than zero may always retreat before combat if the opposing player's stack has no naval units. Retreat by Naval Units does not allow Land Units to retreat with them.

2. Determining Defender Losses

The defender loses 33% of the attacker's total combat value, less the combat value of one defending general in the stack. The Combat Results Table shows the 33% values. If a fort is present, at least one of the losses must be taken from the fort, which cannot be protected by the leader's combat value ability.

If the defender is out of supply at the time of the attack, he takes 50% more losses. These extra losses can never be protected by a leader - they must be taken.

*Example: The CSA defender has a 1-level fort, 2 infantry and a leader with a 1 combat value. The Union attacks with 10 combat value, causing the unsupplied Confederate defender to lose 3 points (see Combat Results Chart, CRT). The leader shields 1 loss, reducing the combat damage to 2. The fort must take one of these losses, and the other is applied to an infantry. Now the unsupplied penalty is applied, and the CSA must lose 50% more ($3 \text{ losses} * .5 = 1.5$, rounded to 2). The remaining defender value of 1 infantry is lost and the leader, now with no units, is returned to his nearest Flag City.*

3. Determining Attacker Losses (Note: See Combat Results Chart at end of rules.)

The attacker now loses 40% of his total combat value, plus an extra amount based on terrain difficulties (however, see Overwhelming Offensive, below):

Major River +60% of the above calculation;

Seasonal River, Mountains +50% of the prior calculation;

Swamp +50% of the prior calculation except when the Swamps are frozen in Winter;

Woods, Rough +25%;

Terrain penalties are cumulative, but may NEVER exceed 60% (see CRT for details);

The combat value of one attacking general in the stack is now subtracted from the resulting value (see example below).

However, if the defender had a fort worth at least "X" then the attacker must lose at least "X" no matter if the calculated result is less.

Example: Continuing the above example, the Union has a leader with a 2 combat value, and he attacked the defender using an approach path that had woods adjacent to the area being attacked. Looking at the CRT, we see a force worth 10 loses 5 when attacking through woods. The leader reduces the loss by 2, to a net 3 loss. The enemy fort requires at least 1 loss, which is already met. The final combat value of the Union force is therefore 7 plus the 2 leader.

Overwhelming Offensive. If the attacker inflicts more damage on the defender than it was able to implement, then the attacker's losses are lessened by that amount. *Example: Rosecrans, with 11 infantry (total value=13) attacks Pemberton with 1 infantry (total value=2). Rosecrans should lose 5 and Pemberton should*

lose 4, but Pemberton's total value is only 2 (and none of that is lost). There are 2 additional losses on the CSA force that cannot be implemented. Therefore, Rosecrans losses are reduced by that amount: $5 - 2 = 3$, which is the loss Rosecrans should instead take. As his leader ability shields 2 of those losses, his actual loss is 1 to the CSA's 0. However, the final combat value of the Union is much greater, and Pemberton's force retreats.

4. Determining the Victor

If a fort remains in the defender's area, the defender automatically wins. The attacker must retreat and the battle is over. Losses from both sides have, of course, already been taken.

Otherwise, each side calculates the combat value of their remaining forces. This is done in the same manner as if another battle was about to occur (without terrain or supply effects).

Attacker Value = Infantry/Militia + Naval (Union only) + Leaders (up to the value of the Infantry/Militia present). Note that Supply or Terrain status is not considered for this calculation.

Defender Value = Infantry/Militia + Naval (Union only) + Leaders (up to the value of the Infantry/Militia present). Note that Supply or Terrain status is not considered for this calculation.

The larger total wins. If it's a tie, the defender wins. The victor holds the area, and the other side retreats.

Example. McClellan leaves Washington to attack Lee at Manassas in July-Aug, 1862. The Union has 12 infantry, and the CSA has 8. The total combat value of the Union leaders is 1. It is not necessary to calculate the defender's value. Therefore, the total Union combat of combat units and leaders is $12+1=13$. Checking the combat results table, when the attacker has 13, the defender loses 4, less one of his leaders. The CSA player chooses Lee, worth 5, so the CSA loses nothing. The Union loses 5, less one leader. McClellan reduces the losses by 1, resulting in a net loss of 4 infantry factors.

6. Retreat After Combat

If both sides have any combat factors left in the area after combat, one side must now retreat.

To determine which side retreats:

1. If a defender's fort remains in play, then the attacker must retreat.
2. A force without a leader retreats, even if it is bigger than a force with a leader.
3. The smaller force retreats. "Smaller" is determined by the printed combat value of units.
4. If a leader is left alone in an area, he is retreated to the nearest controlled flag city of the owner's choice. "Nearest" is determined by counting the areas to the flag city, not by movement factors.

Example. Continuing the above example: Now the value of each is calculated to see who holds the field. The Union is 1 Leader + 8 Infantry = 9 total. The CSA is 8 infantry and a 5 Leader, for a total of 13. The Union failed to capture the field and must retreat.

Example. Continuing the above example: Now the value of each is calculated to see who holds the field. The Union is 1 Leader + 8 Infantry = 9 total. The CSA is 8 infantry and a 5 Leader, for a total of 13. The Union failed to capture the field and must retreat.

When retreating, use the following steps, in the order listed, to determine where to retreat:

1. A defender may never retreat into the area(s) from which the attacker came even if it is a "home area" for the defender;
2. The retreating units go to an area that is the same color as the retreating unit;
3. Go to any adjacent area containing the retreating player's combat units;
4. If there is no "controlled area" then it retreats towards the nearest flag city in its home country by entering an empty adjacent area (except one from which enemy forces entered just before the battle), or, in the case of the Union, an area served by an active Military Railroad. "Towards" may in fact be the opposite direction if no other option remains;
5. If none of these options are available (for example if all retreat paths are occupied by enemy infantry), all units are eliminated and any leader placed in the nearest controlled flag city.

Captured Supplies

After combat, but before retreat, supply units may sometimes remain in the area. If they are with friendly combat units then their fate is the same as the friendly combat units. However, if they are in an area with only enemy combat units, then they are destroyed or captured according to this process:

1. First remaining Supply Unit is eliminated.

2. Second Supply Unit is captured. Remove it and replace it with the other side's supply unit. The other side may decline it, in which case the Supply Unit is eliminated.

3. Repeat steps 1 and 2 as many times as necessary.

See "Naval Units" for their attack capabilities.

See "Supply" for supply requirements needed in order to attack, or to prevent additional losses if defending.

Damage to Cities and Railroads

During the course of battle, areas can be damaged:

1. **Burned Cities.** When the Union controls a Confederate flag city at the beginning of a Union turn, the Union player may play the "burned city" marker on the flag city. Any city with such a marker may never again supply CSA replacements or reinforcements, even if recaptured. (Note that the Union flag cities do not suffer the "burned city" effect if captured by the CSA.)

2. While occupied by the enemy (but before it is burned), a flag city does not produce reinforcements or replacements.

3. **Railroad Damage and Repair.** Railroads will be damaged as a result of areas changing control:

a) When an area in a state that is on "the other side" is taken from the enemy, all railways into/out of the area are "cut." Place a Rail Break marker on the captured area - all adjacent railroads are instead treated as roads;

b) If a player controls both adjacent areas, or an area is re-captured by the original owner, the rails automatically repair the next turn if they lead to a friendly area, but they are cut if they lead to an adjacent enemy area.

The Union may repair Confederate railroads with the MRR unit (see Military Railroads rule) for movement in addition to the MRR supply function. In the case of railroads repaired by the MRR, it is not necessary for the Union to control adjacent areas. The MRR Marker in an area satisfies the requirement that it be "controlled."

The Confederates may only repair Union railroads for their use if they maintain control of adjacent areas.

Control

Control of an area in the other player's home country only lasts as long as enemy land forces are in it. When enemy forces leave for any reason, control reverts to the player who originally owned (controlled) the area.

In Kentucky, Missouri and Virginia (West Virginia) abandoned areas are controlled by neither player, except for those areas colored in the nation's colors.

Naval Units alone can never control a port city. The controlling player may move Land Units through the city as if the Naval Units were not there (Land units using Riverine Lift could not move through the city, however, as the ships do control the waters of the port city).

Supply units do not provide control, however, the Military Railroad marker units do maintain control of any area they are in until an enemy land unit moves into the area.

Political Considerations

"I think to lose Kentucky is nearly the same as to lose the whole game. Kentucky gone, we cannot hold Missouri, nor, as I think, Maryland." -Lincoln

Militia. Militia begins the game in the state capital of its state (except West Virginia, see below). Once in place, the militia units are treated as any other infantry unit, except for the following: 1) a militia unit may never leave its home state; 2) the special counter may never be exchanged for a infantry counter, 3) if eliminated it returns to the state capital one year later, but if the state capital is "Burned" it cannot return.

West Virginia. At the beginning of the game Virginia contains all the areas that eventually become West Virginia. Some of these areas are Union, but most are a combination of Union and Neutral (symbolized by a portion of the area partially colored blue). On the June 1863 turn, the all-blue and partial blue areas in Virginia become West Virginia, a new state of the Union, with Charleston (West Virginia) as its capital, unless the CSA controls Charleston, in which case statehood occurs the first turn the Union controls Charleston. The Union West Virginia militia may then be placed in Charleston, which becomes the capital. Partial blue areas are now considered Union territory, like in any other Union state. Prior to that, those areas are Neutral and require supply in order to attack. Charleston is always treated as a Union city.

Missouri. Missouri is uncontrolled by either player (colored gray), and is occupied both by USA and CSA. The flag city for the Union is St. Louis, and the flag city for the CSA is Jefferson City. Missouri is in the West replacement region for the CSA, along with Little Rock, Arkansas, and Milam, Texas. Starting in 1862, Jefferson City will produce 1 CSA infantry reinforcement any June turn that the CSA controls it, provided it is not a "burned city."

Maryland. Maryland is controlled and occupied by USA at the start of the game. However, Maryland will produce 1 CSA infantry reinforcement any CSA turn that Baltimore is occupied and there is a CSA-controlled path to Richmond. The reinforcement is taken either in Baltimore or in Richmond.

Kentucky. Until 1862, only the CSA may enter Kentucky, which is uncontrolled by either player at the start of the war (colored gray). Starting in 1862 the Union no longer has to wait for the CSA to enter Kentucky, and Louisville becomes a Union-controlled city unless the CSA takes it. Bowling Green becomes a CSA-controlled city as soon as the CSA enters the state, unless the USA takes it. Whichever side enters first, once Kentucky has been entered, both sides may enter and recruit in Kentucky: the Union in Louisville or Lexington, and the Confederates in either Bowling Green or Lexington.

If Louisville or Lexington is Union-controlled, either city, but not both, generates 1 Infantry reinforcement there on the Winter or Aug-Sept turns in 1862 only. If either Lexington or Bowling Green are Confederate-controlled, either city, but not both, will produce 1 Infantry reinforcement on the June and Winter turns of 1862 only.

Foreign Intervention. Britain and France will intervene on the side of the Confederates if:

1. It is 1862, and the Confederates start their turn controlling Harrisburg, Pittsburgh, or Baltimore, and Richmond, and have lost no more than one flag city elsewhere.
2. It is 1862, and the Confederates start their turn controlling St. Louis, Cincinnati, Springfield, or Indianapolis, and Richmond, and have lost no more than one flag cities elsewhere.
3. It is 1863, and the Confederates start their turn controlling Harrisburg, Pittsburgh, or Baltimore, and Richmond, and have lost no more than two flag cities elsewhere.

If foreign intervention happens, remove all Union Ships from the game (note this does not include ironclads or gunboats). Note that the Union blockade will thus fail. Also, add 5 CSA infantry to any unburned Confederate seaport(s) the turn after foreign intervention occurs.

At Start Conditions

Primary Belligerents

CSA = Confederate States of America, the South, or the Rebels

USA = United States of America, the North or the Union, or the Yankees

Kentucky = Neutral at start

Missouri = Uncontrolled, occupied by USA and CSA

Maryland=Controlled and occupied by USA

Campaign Game: Set Up, 1861

The first turn of the game (April - the end of the Winter turn, 1861) is a set up turn. No other actions may be taken. All starting units must start in a friendly controlled area. The rest of the units are placed to the side, out of play.

1. The USA places 3 forts: 1 at Ft. Pickens, 1 at Ft. Monroe, and a 3 in Washington DC.
2. The CSA now sets up in two steps. The first step is to place the infantry units as designated on the Order of Appearance Chart.
3. The Union then places all its units as listed on the Order of Appearance Chart.
4. The South then completes Step 2 of the set up by placing its Leaders, the remaining Infantry, 1 fort in Ft. Jackson and 1 fort in Ft. Hatteras and 4 forts in 4 different flag cities.

When both players are ready, the turn then progresses to May 1861, with the CSA moving first.

Optional Rules

Optional Leader Abilities. In the regular game, we have an ability for McClellan and Lee. But many of the leaders distinguished themselves in other ways:

| <i>Leader</i> | SPECIAL ABILITY |
|----------------------|----------------------------|
| <i>UNION</i> | |
| Banks | Administrator |
| Burnside | Administrator |
| Grant 1863 | Siege War |
| Halleck | Administrator |
| Hooker | Administrator |
| Lyon | Independent, Corps |
| McClellan | Master Trainer |
| McPherson | Siege War |
| Meade | Engineer |
| Pope | Siege War |
| Sheridan | Independent, Corps |
| Sherman | Independent |
| Thomas | Defensive Master, Engineer |

| | |
|----------------------------|---------------------------|
| <i>CONFEDERATES</i> | |
| Beauregard | Defensive |
| Bragg | Moves |
| Early | Moves, Independent, Corps |
| Forrest | Moves, Independent, Corps |
| Hardee | Moves |
| Hood | Aggressive |

| | |
|-------------|---------------------------------------|
| Jackson | Moves, Independent, Corps, Loyalist |
| JE Johnston | Administrator |
| Smith | Independent |
| Lee | Moves, Engineer, Aggressive, Loyalist |
| Longstreet | Engineer, Independent, Corps |
| Magruder | Engineer |
| Pemberton | Defensive Master |
| Price | Administrator (milita only) |

SPECIAL ABILITIES POWERS

| | |
|------------------|---|
| Administrator | 1 replacement from nearest flag city can appear with him instead of in flag city |
| Aggressive | +1 combat loss when calculating losses (cannot be avoided) |
| Corps | Cannot command more than 5 infantry/Militia unless a Army Commander |
| Defensive | +1 combat value when defending in fort |
| Defensive Master | Attacker has 1 extra combat loss (cannot be avoided) if attacking a Def. Master in fort |
| Engineer | If he doesn't move and 1 Cmd point spent, creates Level 1 fort immediately (fort construction counter skipped) |
| Independent | May move (but not attack) without using a Command Point. Limit 4 infantry factors |
| Loyalist | May not leave Virginia, Maryland, Pennsylvania or DC |
| Moves | May ignore one terrain feature of player's choice for movement only. |
| Master Trainer | +1 Infantry reinforcement per turn appears with him immediately if he doesn't move and a Command Point spent on him |
| Siege War | +1 combat value when attacking or defending a fort |

Alternative Leader Arrival. In the regular game, army leaders (and a few independent corps commanders) arrive and leave as per the historical data. However, those arrival and departures are often based on historical events that don't transpire in a game. Players may wish to adopt these rules to account for alternate events.

UNION

Definition: "victory" or "wins a battle" is defined as "CSA takes at least one infantry loss, and the area where the battle was fought is occupied by the Union following the battle."

Grant - Grant is replaced by **Halleck** after Grant's second victory. Halleck stays in control until he loses a battle or goes two turns without winning one, then he is replaced by Grant again the following turn.

Grant - Grant's strength changes from a 3-6 to a 5-6 the turn after he has won three more battles than he has lost.

McDowell is replaced by **McClellan** the turn after he loses his first battle.

McClellan is replaced by **Burnside** (a) the turn after he loses his first battle, or (b) the turn after he fails to move and conduct battle with a stack of units worth 8 or more for the fourth consecutive turn. If Burnside replaces him before the historical date, his rating is a 1-2 until he has been in command for two full turns. Place a suitable marker on his counter to remind the players.

Burnside is replaced by **Hooker** the turn after he loses a battle by 4 or more infantry factors of losses. If Hooker replaces him before the historical date, Hooker's rating is a 2-3 until he has been in command for two full turns. Place a suitable marker on his counter to remind the players.

Hooker is replaced by **Meade** three turns after Hooker takes command unless he wins a battle against Lee, in which case the three turn clock starts again.

Grant is named the Commanding General of the U.S. Army the turn after he captures his third Flag City. He must then be transferred East (immediately place him in Washington or any Union stack in Maryland, Pennsylvania or Virginia).

Lyon is killed in action during his first victory, or is removed when Grant appears.

Pope is transferred to Washington DC after he wins his first battle. If he has previously moved through Washington, the Union player can choose to ignore the transfer.

Pope is removed at the end of the second turn in which he does not win a battle following his transfer.

Buell is replaced by **Rosecrans** one year after he arrives, but for each victory he has postpone his removal by two turns, and for each defeat speed up the removal by one turn. (Alternatively: Thomas replaces Buell.)

Rosecrans is replaced by **Sherman** one turn after he loses a battle, however he is then transferred to any Union stack West of the Mississippi.

All other arrivals and removals occur as listed.

CONFEDERATES

Definition: "victory" or "wins a battle" is defined as "USA takes at least one infantry loss, and the area where the battle was fought is occupied by the Confederates following the battle." "Loses" a battle is the opposite.

JE Johnston is replaced by **Lee** the following turn after Johnston's second battle in which he commands at least 5 infantry factors provided that he cannot appear before Winter 1862.

JE Johnston may return to command the turn after any other Confederate leader loses a battle in which at least 5 CSA infantry factors were involved, replacing that commander.

AS Johnston is killed in action and replaced by **Bragg** the turn after Johnston's first battle in which he commands at least 5 infantry factors. (On several occasions Hardee replaced Bragg for short periods of time. Both leaders are rated the same, so these arrivals and removals can be ignored for convenience's sake.)

Longstreet may be assigned an independent corps command by Lee at any time. He must appear with Lee, take 4 factors out of Lee's stack and then leave Virginia with them that same turn. He will leave the game anytime he no longer controls at least 3 infantry factors. (As a corps commander, his maximum is 5 factors).

Beauregard replaces **Bragg** one turn following Bragg's loss of a battle defending a flag city.

All other arrivals and removals occur as listed.

Game Balance. If one player is experienced and the other a novice, game play can be quickly balanced by allowing the less experienced player to accept or reject any leader's arrival or removal. There is one exception: Either Jackson or Longstreet can be in play any given turn, not both, and neither can stay in play longer than one year. If the novice player is an experienced gamer, but just new to the game, limit the decisions to three or less, after which the leaders come and go as listed.

Additional Replacements. Players may find that additional replacements will intensify combats and increase their frequency. The Union can add an additional replacement by clearing the Mississippi River of Confederates, which reopens the grain export trade. Likewise, the Confederates can improve their recruiting and economy by taking Kentucky.

1. On any turn when the Mississippi River has no port containing a Confederate infantry, militia or fort, Cairo/St.Louis/Springfield receives an extra replacement.
2. Any turn that there are no Union infantry or forts in Kentucky, and a Confederate infantry or fort in Lexington or Louisville, then Nashville/Chattanooga/Atlanta receives an additional replacement.

Credits

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1862 Scenario

Begins with CSA Campaign Phase, Winter 1862

| UNION | |
|-------------------------------------|------------------------------------|
| Jefferson City (Burned) | 2-6 |
| Wilson's Creek | 1-6 |
| St. Louis | 1-6 |
| Springfield | Illinois Militia |
| Cairo or Paducah | Grant (1861), gunboat, supply, 2-6 |
| Indianapolis | Indiana Militia |
| Cincinnati | Buell, 2-6 |
| Columbus | Ohio Militia |
| Charleston (Virginia/West Virginia) | 1-6 |
| Grafton | Banks, 1-6 |
| Sharpsburg | 1-6 |
| Frederick | 1-6 |
| Harrisburg | Pennsylvania Militia |
| Washington DC | McClellan, 3 Fort, 3-6, 3-6, 2-6 |
| Dover | Delaware Militia |
| Ft. Monroe | Butler, 1 Fort, 1-6 |
| Any 3 Blockade Boxes | 1 ship each |
| Fort Pickens | 1 Fort |

1862 Scenario

Begins with CSA Campaign Phase, Winter 1862

| CONFEDERATE | (already includes the Winter Reinforcement/Replacement units) |
|--------------------------|--|
| Pea Ridge | 1-6 |
| Fort Donelson | 1-6, Fort under construction |
| Memphis | 1-6, Fort under construction |
| Columbus KY | Polk, 1-6 |
| Nashville | A.S.Johnston, Beauregard, Hardee, Tennessee Militia, 2-6 , Supply Unit |
| Humboldt TN | 1-6 |
| Knoxville | Smith, 1-6 |
| Bowling Green KY | 1-6 |
| Vicksburg | Mississippi Militia, Fort under construction |
| Little Rock | Arkansas Militia, Van Dorn |
| New Orleans | Louisiana Militia |
| Fort Jackson | 1 Fort |
| Mobile | 1 Fort, S. Jones |
| Pensacola | Bragg, 1-6, Florida Militia |
| Montgomery | Alabama Militia |
| Milledgeville Georgia | Georgia Militia |
| Savannah | 1 Fort |
| Charleston | 1 Fort |
| Columbia | South Carolina Militia |
| Wilmington | 1 Fort |
| Raleigh | North Carolina Militia |
| Cold Harbor | 1-6 |
| Richmond | Fort under construction, Virginia Militia, 3-6, Supply Unit |
| McDowell | Jackson, 1-6 |
| Norfolk | Ironclad |
| Manassas | 2-6 |
| Fredericksburg | J.E.Johnston, 3-6 |
| Any Flag City | 3 x 1-6, Supply Unit |
| Any Flag City in Alabama | 1-6 |
| Texas | Texas Militia |

1863 Scenario

Begins with CSA Campaign Phase, Winter 1863

| UNION | |
|-------------------------------------|---|
| Jefferson City (Burned) | |
| Cairo | 1-6, Gunboat |
| St. Louis | 2-6, Carr (who will be withdrawn first turn) |
| Springfield | Illinois Militia |
| Columbus | Ohio Militia |
| Indianapolis | Indiana Militia |
| Cincinnati | 2-6 |
| Louisville | MRR Construction unit |
| Lexington | 1-6 |
| Bowling Green | 1-6 |
| Ft. Donelson | 1-6 |
| Nashville (Burned) | Rosecrans, 2-6, 3-6, Supply Unit |
| Decatur (Burned) | 1-6 |
| Corinth | 2-6 |
| Memphis (Burned) | 3-6, Gunboat |
| Helena | Grant (1861), 3-6, Gunboat, 2 x Ironclad, 2 x Supply Unit |
| Charleston (Virginia/West Virginia) | 1-6 |
| Grafton | 1-6 |
| Sharpsburg | 1-6 |
| Frederick | 1-6 |
| Pittsburgh | 2-6 |
| Harrisburg | Pennsylvania Militia |
| Philadelphia | 3-6 |
| Washington DC | Burnside, 3 Fort, 3 x 4-6, 3-6, MRR Construction Unit |
| Dover | Delaware Militia |
| Ft. Monroe | 1 Fort, 1-6 |
| Norfolk | 1-6 |
| Cape Hatteras | 1-6 |
| Any 5 Blockade Boxes | 1 ship each |
| Fort Pickens | 1 Fort |
| New Orleans (Burned) | Butler, 3-6 |

1863 Scenario

Begins with CSA Campaign Phase, Winter 1863

| CONFEDERATE | (already includes the Winter Reinforcement/Replacement units) |
|--------------------|---|
| Vicksburg | 2 Fort, 4-6, Pemberton, Ironclad |
| Little Rock | Arkansas Militia, Van Dorn |
| Fort Hindman | 1-6 |
| Grenada | 1-6 |
| Tupelo | Mississippi Militia |
| Jackson | 3-6 |
| Magnolia | 1-6 |
| Alexandria | 1-6 |
| Milam Texas | Texas Militia |
| Baton Rouge | Louisiana Militia |
| Mobile | 1 Fort, Ironclad |
| Pensacola | Florida Militia |
| Selma | Alabama Militia |
| Atlanta | Georgia Militia |
| Murfreesboro | 1 Fort, Bragg, 4-6 |
| Chattanooga | 1 Fort, Tennessee Militia |
| Savannah | 2 Fort, 1-6 |
| Charleston | 2 Fort, 1-6 |
| Columbia | South Carolina Militia |
| Florence | Beauregard, 2-6 |
| Wilmington | 2 Fort, 1-6 |
| Raleigh | North Carolina Militia |
| Gaston | 1-6 |
| Petersburg | 1-6 |
| Cold Harbor | 1 Fort, 1-6 |
| Richmond | 3 Fort, Virginia Militia, 5-6, 2 x Supply Units |
| Fredericksburg | Lee, Longstreet, 5-6 |
| Charlottesville | 1-6 |
| Manassas | 1-6 |
| Winchester | 1-6 |

Combat Results Chart

| ATTACKER | ATTACKER | ATTACKER | ATTACKER | ATTACKER | ATTACKER | DEFENDER |
|--------------|----------|----------------|-------------------------|-------------------------|----------|----------|
| COMBAT VALUE | LOSSES | WOODS or ROUGH | SEAS RVR, MNTNS, SWAMPS | MAJ.RIVER, SEA INVASION | MAXIMUM | LOSSES |
| 1 | 0 | 1 | 1 | 1 | 1 | 0 |
| 2 | 1 | 1 | 1 | 1 | 1 | 1 |
| 3 | 1 | 2 | 2 | 2 | 2 | 1 |
| 4 | 2 | 2 | 2 | 3 | 3 | 1 |
| 5 | 2 | 3 | 3 | 3 | 3 | 2 |
| 6 | 2 | 3 | 4 | 4 | 4 | 2 |
| 7 | 3 | 4 | 4 | 4 | 4 | 2 |
| 8 | 3 | 4 | 5 | 5 | 5 | 3 |
| 9 | 4 | 5 | 5 | 6 | 6 | 3 |
| 10 | 4 | 5 | 6 | 6 | 6 | 3 |
| 11 | 4 | 6 | 7 | 7 | 7 | 4 |
| 12 | 5 | 6 | 7 | 8 | 8 | 4 |
| 13 | 5 | 7 | 8 | 8 | 8 | 4 |
| 14 | 6 | 7 | 8 | 9 | 9 | 5 |
| 15 | 6 | 8 | 9 | 10 | 10 | 5 |
| 16 | 6 | 8 | 10 | 10 | 10 | 5 |
| 17 | 7 | 9 | 10 | 11 | 11 | 6 |
| 18 | 7 | 9 | 11 | 12 | 12 | 6 |
| 19 | 8 | 10 | 11 | 12 | 12 | 6 |
| 20 | 8 | 10 | 12 | 13 | 13 | 7 |

For higher values, add results from the chart that equal the total combat value.

If the defender is unsupplied, his losses are increased by 50%, rounding fractions of 0.5 or greater up. For example, a 4 loss would be increased by 50%, or 2, and would become a 6 loss.

Determining Which Column to Use. When one stack is attacking a target area, choose the column that matches the terrain entered or crossed. If there are multiple terrains, use the Maximum Column. If two or more stacks combine to attack, one through clear terrain and another through something else, use the latter terrain column. If the attacker moves through multiple terrains, use the Maximum Column.

Example: The Union attacks Decatur from Corinth (woods), Franklin (woods and seasonal river), and Talladega (clear). The force from Franklin has to use the Maximum column, so the entire force does as well. If only the Corinth and Talladega forces attack, they would use the woods column due to the Corinth force.

WHO RETREATS

1. If a defender's fort remains in play, then the attacker must retreat.
2. A force without a leader retreats, even if it is bigger than a force with a leader.
3. The smaller force retreats. "Smaller" is determined by the combat value of leaders and units remaining, without consideration of terrain or supply.
4. If a leader is left alone in an area, he is retreated to the nearest controlled flag city of the owner's choice.

WHERE TO RETREAT - See Combat Results Rule

Replacement Chart

The CSA has seven such groups, each of which receives one replacement infantry per turn in any one of the cities unless all cities in the Group are controlled by the enemy (note that the CS region has only one city):

- CS (Capital) = Richmond (Virginia) = 1 (or 2 if another functioning region is not used)
- NC (North Carolina) = Raleigh, Wilmington = 1
- SC (South Carolina) = Charleston, Savannah, Augusta = 1
- TN (Tennessee) = Nashville, Chattanooga, Atlanta =1
- AL (Alabama) = Decatur, Selma, Mobile =1
- MS (Mississippi) = New Orleans, Jackson, Memphis =1
- WE (West) = Little Rock, Milam Texas, Jefferson City =1

and the USA has four that function similarly, except that each turn the replacement level is higher as noted:

- Capital = Washington DC =3
- Pennsylvania = Harrisburg, Philadelphia =3
- Midwest = Pittsburgh, Columbus, Cincinnati =3
- Mississippi = Springfield, St. Louis, Cairo =2

===== Terrain Effects Chart =====

| Terrain Feature | | WEATHER | MOVEMENT COST PER AREA ENTERED | ATTACK EFFECT |
|---|--|--|--|--|
| Clear Weather | | May, June, July/August, August/September | | |
| Rain Turns | | October/November | | |
| Harsh Weather | | Winter | | |
| Road | | Clear | 2 | Other terrain |
| Road | | Rain | 3 | Other terrain |
| Road | | Winter | 4 | Other terrain |
| Seasonal River | | Clear, Rain | 2 (moving on river) | -1 factor |
| Seasonal River | | Winter | 4 (moving on river) | -1 factor |
| Major River | | All | 2 (moving on river) | Halved |
| Any River | | All | +1 when crossing (only if adjacent to target area) | Major River: halved; Seasonal River: -1 factor |
| Rail, Railroad | | All | 1 (if broken, use Road) | Other terrain |
| Plain | | All | See Road or Rail | None |
| Forest | | All | +1 | -1 factor |
| Swamp | | All | +1 | Halved |
| Rough | | All | +1 | -1 factor |
| Mountain | | All | +2 | Halved |
| Sea (Union Ships and Ironclads), Sea Lift | | All | 1 | None |
| Sea (Union Gunboats) | | All | 2 | None |

USA REVISED REINFORCEMENT LIST

| Location Set-up | Game Turn | Year | Unit or Commander |
|--|----------------------|-------------|------------------------------|
| Sharpsburg or Grafton | Winter | 1861 | Patterson |
| with Patterson | Winter | 1861 | Infantry x 1 |
| Fort Monroe | Winter | 1861 | Fort x 1 |
| Fort Pickens | Winter | 1861 | Fort x 1 |
| Washington DC | Winter | 1861 | Fort x 3 |
| Washington DC | Winter | 1861 | Infantry x 3 |
| Pittsburg | Winter | 1861 | Infantry x 1 |
| Columbus OH | Winter | 1861 | Infantry x 1 |
| Cincinnati | Winter | 1861 | Infantry x 1 |
| Cairo IL | Winter | 1861 | Infantry x 2 |
| St. Louis | Winter | 1861 | Infantry x 2 |
| Kansas City | Winter | 1861 | Infantry x 1 |
| Any Flag City | Winter | 1861 | Infantry x 2 |
| NO MOVES AFTER SET-UP, PROCEED DIRECTLY TO MAY 1861 TURN | | | |
| 1861 | | | |
| Max size unit: CSA=3, USA=3 | | | |
| Supplies per turn: Reinforcements only | | | |
| Command points: CSA=4, USA=4 Restrictions | | | |
| Note: Restrictions= both sides must spend one in Western Theater Each turn | | | |
| Also, the USA must spend one in the Eastern Theater each turn | | | |
| Max fort size = 1, except for Washington and Richmond can be 3 | | | |
| Sea Lift: CSA=0, USA=1/turn | | | |
| Riverine Lift: CSA=0, USA=use gunboats | | | |
| <i>"Any Flag City" means any Union city with a flag picture in the North</i> | | | |
| <i>Names with an * have special optional abilities. See Optional Rules.</i> | | | |
| <i>Names with a - in front, like -Banks, means the unit is taken from the map.</i> | | | |
| | May | 1861 | replacements only, if any |
| Washington DC | June | 1861 | McDowell |
| St. Louis | June | 1861 | Lyon |
| Any Flag City | June | 1861 | Supply Unit |
| Ft. Monroe | July-Aug15 | 1861 | Butler |
| with Butler | July-Aug15 | 1861 | Infantry x 1 |
| Banks replaces Patterson, or in Washington DC | July-Aug15 | 1861 | Banks, -Patterson |
| remove Lyon | Aug16- | 1861 | -Lyon |

| | | | |
|---|------------|------|-------------------------------------|
| | Sept | | |
| replaces McDowell, or in Washington DC | Aug16-Sept | 1861 | McClellan (see special ability) |
| St. Louis | Aug16-Sept | 1861 | Infantry x 1 |
| St. Louis | Aug16-Sept | 1861 | Gunboat X 1 |
| Philadelphia | Aug16-Sept | 1861 | Ship x 3 |
| Cairo | Aug16-Sept | 1861 | Grant |
| Cincinnati | Oct-Nov | 1861 | Buell |
| with Buell | Oct-Nov | 1861 | Infantry x 1 |
| 1862 | | | |
| Max size unit: CSA=4, USA=3 | | | |
| Supplies per turn: CSA=2, USA=3 | | | |
| Command points: CSA=5, USA=4 RESTRICTIONS | | | |
| Max fort size = 2, except for Washington and Richmond can be 3 | | | |
| Sea Lift: CSA=0, USA=varies by turn | | | |
| Riverine Lift: CSA=2, USA=use gunboats | | | |
| USA Sea Lift = 2 | | | |
| St. Louis | Winter | 1861 | Curtis, Infantry x 1 |
| St. Louis | Winter | 1862 | Pope |
| Washington DC | Winter | 1862 | Infantry x 6, Supply |
| Philadelphia | Winter | 1862 | Infantry x 1 |
| Cairo | Winter | 1862 | Infantry x 2, Supply, Gunboat |
| New Orleans, Ship Island or Ft. Pickens | Winter | 1862 | transfer Butler |
| Philadelphia or St. Louis | Winter | 1862 | Ironclad x 1 |
| Lexington or Louisville (if held) | Winter | 1862 | Infantry x1 |
| Charleston WV (if held) | Winter | 1862 | Infantry x1 |
| USA Sea Lift = 4 | | | |
| replaces Grant, or St. Louis | May | 1862 | -Banks |
| Washington DC | May | 1862 | Infantry x 3, Rail Construction x 1 |
| Cincinnati | May | 1862 | Infantry x 1 |
| St. Louis | May | 1862 | Infantry x 1 |
| Philadelphia | May | 1862 | Infantry x 1, Ship x 1 |
| Cairo | May | 1862 | Infantry x 1 |

| | | | |
|---|---------|------|-------------------------------------|
| USA Sea Lift = 5 | | | |
| Washington DC | June | 1862 | Infantry x 1 |
| Cincinnati or Cairo | June | 1862 | Infantry x 2 |
| Philadelphia | June | 1862 | Ship x 1 |
| St. Louis | June | 1862 | Infantry x 1 |
| Any Flag City | June | 1862 | Infantry x 2 |
| Philadelphia or St. Louis | June | 1862 | Ironclad x 1 |
| USA Sea Lift = 5 | | | |
| Washington DC or any Union stack adjacent | Jul-Aug | 1862 | transfer Pope |
| Washington DC | Jul-Aug | 1862 | Infantry x 2 |
| Cincinnati or Cairo | Jul-Aug | 1862 | Infantry x 1 |
| replaces Halleck, or Cairo | Jul-Aug | 1862 | Grant, -Halleck |
| St. Louis | Jul-Aug | 1862 | Infantry x 1 |
| Any Flag City | Jul-Aug | 1862 | Infantry x 1 |
| Lexington or Louisville (if held) | Jul-Aug | 1862 | Infantry x1 |
| Charleston WV (if held) | Jul-Aug | 1862 | Infantry x1 |
| USA Sea Lift = 6 | | | |
| replaces Curtis, or St. Louis | Aug-Sep | 1862 | Steele, -Curtis |
| Any Flag City | Aug-Sep | 1862 | Infantry x 2, Rail Construction x 1 |
| Philadelphia, Cairo or St. Louis | Aug-Sep | 1862 | Gunboat x 1 |
| Philadelphia or St. Louis | Aug-Sep | 1862 | Ironclad x 1 |
| USA Sea Lift = 6 | | | |
| replaces Steele, or St. Louis | Oct-Nov | 1862 | -Pope |
| replaces Buell, or Cincinnati | Oct-Nov | 1862 | Carr, -Steele |
| Replaces McClellan or Washington DC | Oct-Nov | 1862 | Burnside, -McClellan |
| Any Flag City | Oct-Nov | 1862 | Infantry x 1 |
| 1863 | | | |
| Max size unit: CSA=5, USA=4 | | | |
| Supplies per turn: CSA=2, USA=3 | | | |
| Command points: CSA=4, USA=4, USA=5 starting in Aug-Sep RESTRICTIONS | | | |
| Max fort size = 3 | | | |
| Sea Lift: CSA=0, USA=8/turn | | | |
| Riverine Lift: CSA=2, USA=use gunboats | | | |
| USA Sea Lift = 8 each turn | | | |
| Replaces Grant 1861 | Winter | 1863 | Grant 1863 |
| Replaces Butler, or New Orleans | Winter | 1863 | Banks, -Butler |

| | | | |
|---|---------|------|--|
| Any Flag City | Winter | 1863 | Infantry x 3 |
| Washington | Winter | 1863 | Infantry x 2 |
| Cincinnati or St. Louis | Winter | 1863 | Infantry x 2 |
| Philadelphia or St. Louis | Winter | 1863 | Ironclad x 1 |
| | Winter | 1863 | -Carr |
| Any Flag City | Winter | 1863 | Rail Construction x 1 |
| Replaces Burnside, or Washington DC | May | 1863 | Hooker |
| Cincinnati or any Union stack in Kentucky | May | 1863 | transfer Burnside here after Hooker replaces him |
| Washington | May | 1863 | Infantry x 2 |
| Cincinnati or St. Louis | May | 1863 | Infantry x 2 |
| Any Flag City | May | 1863 | Rail Construction x 1 |
| West Virginia Statehood | June | 1863 | Militia in Charleston |
| Washington DC | June | 1863 | Infantry x 2 |
| Philadelphia | June | 1863 | Ship x 1 |
| Philadelphia, Cairo or St. Louis | June | 1863 | Gunboat x 1 |
| Any Flag City | June | 1863 | Infantry x 3 |
| Philadelphia or St. Louis | June | 1862 | Ironclad x 1 |
| Replaces Hooker, or Washington DC | Jul-Aug | 1863 | Meade, -Hooker |
| Washington DC | Jul-Aug | 1863 | Infantry x 4 |
| Any Flag City | Jul-Aug | 1863 | Infantry x 3 |
| Any Union stack in Arkansas or Missouri, or St. Louis | Jul-Aug | 1863 | Steele |
| Philadelphia | Aug-Sep | 1863 | Ship x 1 |
| Philadelphia, Cairo or St. Louis | Aug-Sep | 1863 | Gunboat x 1 |
| Philadelphia or St. Louis | Aug-Sep | 1862 | Ironclad x 1 |
| any Union stack in KY or TN | Oct-Nov | 1863 | Thomas |
| replaces Rosecrans, or any Tennessee city | Oct-Nov | 1863 | Sherman, -Rosecrans |
| St. Louis or any Union stack in MO or AR | Oct-Nov | 1863 | Gorman |
| Philadelphia | Oct-Nov | 1863 | Ship x 1 |
| Philadelphia, Cairo or St. Louis | Oct-Nov | 1863 | Gunboat x 1 |

1864

Max size unit: CSA=4, USA=5
Supplies per turn: CSA=2, USA=3
Command points: CSA=4, USA=5 RESTRICTIONS
Max fort size = 4
Sea Lift: CSA=0, USA=8/turn
Riverine Lift: CSA=2, USA=use gunboats

| | | | |
|--|---------|------|----------------------|
| USA Sea Lift = 8 each turn | | | |
| replaces Burnside | Winter | 1864 | Schofield, -Burnside |
| replace Gorman, or St. Louis | Winter | 1864 | Rosecrans, -Gorman |
| Any Union stack in GA or SC or with Grant | Winter | 1864 | McPherson |
| Ft. Monroe or Cold Harbor | Winter | 1864 | Butler |
| with Butler if no infantry already with him in Ft. Monroe or Cold Harbor | Winter | 1864 | Infantry x 1 |
| Philadelphia | Winter | 1864 | Ship x 1 |
| Washington DC, or any Union army stack in VA | May | 1864 | transfer Grant |
| Winchester, Staunton or McDowell in VA, if none available Washington | May | 1864 | Hunter, Infantry X 1 |
| Philadelphia | June | 1864 | Ship x 1 |
| Philadelphia, Cairo or St. Louis | June | 1864 | Gunboat x 1 |
| Philadelphia, Cairo or St. Louis | Jul-Aug | 1864 | Gunboat x 1 |
| replace McPherson | Aug-Sep | 1864 | Howard, -McPherson |
| replace Hunter, or Harper's Ferry | Aug-Sep | 1864 | Sheridan, -Hunter |
| New Orleans or Mobile | Oct-Nov | 1864 | Hurlbut |
| Any Union stack in GA or TN or Cincinnati | Oct-Nov | 1864 | Slocum |

1865

Max size unit: CSA=4, USA=5
Supplies per turn: CSA=2, USA=3
Command points: CSA=4, USA=5 RESTRICTIONS
Max fort size = 4
Sea Lift: CSA=0, USA=8/turn
Riverine Lift: CSA=0, USA=use gunboats

| | | | |
|-----------------------------------|--------|------|--------------|
| USA Sea Lift = 8 each turn | | | |
| replace Butler | Winter | 1865 | Ord, -Butler |
| Philadelphia, Cairo or St. Louis | Winter | 1865 | Gunboat x 2 |

=== END ===

CSA REVISED REINFORCEMENT LIST

| Location Set-up | Game Turn | Year | Unit or Commander |
|----------------------------|----------------------|-------------|------------------------------|
| Winchester | Winter | 1861 | Infantry x 1 |
| Manassas | Winter | 1861 | Infantry x 1 |
| Fredericksburg | Winter | 1861 | Infantry x 1 |
| Charleston | Winter | 1861 | Infantry x 1 |
| Atlanta | Winter | 1861 | Infantry x 1 |
| Mobile | Winter | 1861 | Infantry x 1 |
| Jefferson City | Winter | 1861 | Infantry x 1 |
| Any Flag City | Winter | 1861 | Infantry x 3 |
| Ft. Jackson | Winter | 1861 | |
| Ft. Hatteras | Winter | 1861 | |
| Any Flag City | Winter | 1861 | 1 Fort each x 4 |

=== NO MOVES AFTER SET-UP, PROCEED DIRECTLY TO MAY 1861 TURN ===

1861

Max size unit: CSA=3, USA=3

Supplies per turn: Reinforcements only

Command points: CSA=4, USA=4 Restrictions

Note: Restrictions= both sides must spend one in Western Theater Each turn

Also, the USA must spend one in the Eastern Theater each turn

Max fort size = 1, except that Washington and Richmond can be 3

Sea Lift: CSA=0, USA=1/turn

Riverine Lift: CSA=0, USA=use gunboats

"Any Flag City" means any Union city with a flag picture in the North

*Names with an * have special optional abilities. See Optional Rules.*

Names with a - in front, like -Jackson, means the unit is taken from the map.

| | | | |
|---|--------------|------|----------------------|
| Winchester | May | 1861 | JE Johnston |
| Manassas | May | 1861 | Beauregard |
| Jefferson City | May | 1861 | Price |
| Richmond or Cold Harbor | June | 1861 | Magruder |
| McDowell VA (or any VA city if not available) | July- Aug | 1861 | Loring, Infantry x 1 |
| Memphis | Aug- Sept | 1861 | Polk |

| | | | |
|-------------------------------|----------|------|---------------------|
| Any Flag City | Aug-Sept | 1861 | Infantry x 2 |
| Any Tennessee city | Oct-Nov | 1861 | AS Johnston |
| Pensacola or any Florida city | Oct-Nov | 1861 | Bragg, Infantry x 1 |

1862

Max size unit: CSA=4, USA=3

Supplies per turn: CSA=2, USA=3

Command points: CSA=5, USA=4 RESTRICTIONS

Max fort size = 2, except that Washington and Richmond can be 3

Sea Lift: CSA=0, USA=varies by turn

Riverine Lift: CSA=2, USA=use gunboats

Note: Supply Units only

| USA Sea Lift = 2 | | | <i>included if above 2/turn limit</i> |
|---|--------|------|--|
| with AS Johnston, or any CSA stack in TN | Winter | 1862 | Hardee |
| Little Rock or any CSA stack west of Mississippi River | Winter | 1862 | Van Dorn |
| Pensacola or Mobile | Winter | 1862 | S Jones, -Price |
| Knoxville, or if not avail., any Tenn. City | Winter | 1862 | Smith, Infantry x 1 |
| Any Tennessee city | Winter | 1862 | transfer Beauregard |
| replaces Loring | Winter | 1862 | Jackson, -Loring, -Magruder |
| Any Flag City | Winter | 1862 | Infantry x 3, Supply x 1 |
| Richmond | Winter | 1862 | Infantry x 3 |
| Nashville | Winter | 1862 | Infantry x 2 |
| Humboldt TN | Winter | 1862 | Infantry x 1 |
| Selma, Decatur or Mobile | Winter | 1862 | Infantry x 1 |
| Norfolk, (any flag port if Norfolk not controlled) | Winter | 1862 | Ironclad x 1 |
| Bowling Green or Lexington (if held) | Winter | 1862 | Infantry x 1 |
| USA Sea Lift = 4 | | | |
| replaces AS Johnston | May | 1862 | Bragg, -AS Johnston |
| | May | 1862 | -Hardee |
| transfer to any flag port in GA or SC, or CSA stack in those states | May | 1862 | transfer Beauregard |
| Any flag city or CSA stack west of Mississippi River | May | 1862 | Holmes, Infantry x 1 if none in area where he is placed^ |
| Any flag city west of Milledgeville GA | May | 1862 | Infantry x 1 |

| | | | |
|--|----------|------|--|
| USA Sea Lift = 5 | June | 1862 | -Polk, - Jones |
| Lee replaces JE Johnston, or in Richmond | June | 1862 | Lee, -JE Johnston; Infantry x 2 appears with Lee |
| Any Flag City | June | 1862 | Infantry x 2 |
| Any Port City | June | 1862 | Ironclad x 1 |
| Bowling Green or Lexington (if held) | June | 1862 | Infantry x 1 |
| Any flag city west of Milledgeville GA | June | 1862 | Infantry x 1 |
| USA Sea Lift = 5 | July-Aug | 1862 | -Jackson |
| Richmond | July-Aug | 1862 | Infantry x 1 |
| Any Flag City | July-Aug | 1862 | Infantry x 3 |
| Any flag city or CSA stack west of Mississippi River | July-Aug | 1862 | Price |
| replaces Bragg | July-Aug | 1862 | Hardee, -Bragg |
| Any flag city west of Milledgeville GA | July-Aug | 1862 | Infantry x 1 |
| USA Sea Lift = 6 | | | |
| replaces Hardee | Aug-Sept | 1862 | Bragg, -Hardee, - Price |
| Any Port City | Aug-Sept | 1862 | Ironclad x 1 |
| USA Sea Lift = 6 | Oct-Nov | 1862 | -Smith |

^ militia does not count as infantry in this case

1863

Max size unit: CSA=5, USA=4

Supplies per turn: CSA=2, USA=3

Command points: CSA=4, USA=4; USA=5 starting Aug-Sept RESTRICTIONS

Max fort size = 3

Sea Lift: CSA=0, USA=8/turn

Riverine Lift: CSA=2, USA=use gunboats

| | | | |
|---|--------|------|-------------------------|
| Vicksburg or any fort in Mississippi, or if not available any flag city west of Atlanta | Winter | 1863 | Pemberton, Infantry x 1 |
| Any Flag City | Winter | 1863 | Infantry x 3 |
| | Winter | 1863 | -Holmes |
| Any city in LA or MS | Winter | 1863 | Smith |
| Richmond | Winter | 1863 | Longstreet (Corps) |
| Any Port City | Winter | 1863 | Ironclad x 1 |

| | | | |
|---|----------|------|---------------------|
| | May | 1863 | -Van Dorn |
| Any Flag City | May | 1863 | Infantry x 5 |
| | June | 1863 | -Longstreet (Corps) |
| Any Flag City | June | 1863 | Infantry x 2 |
| Any Port City | June | 1863 | Ironclad x 1 |
| Replaces Pemberton, or in any MS city | July-Aug | 1863 | Hardee, -Pemberton |
| Any Flag City | July-Aug | 1863 | Infantry x 2 |
| Atlanta, Knoxville, or Chattanooga; if none available then Richmond | Aug-Sept | 1863 | Longstreet (Corps) |
| Any Port City | Aug-Sept | 1863 | Ironclad x 1 |
| Replaces Hardee, or in any MS city or CSA stack in MS | Oct-Nov | 1863 | Polk, -Hardee |

1864

Max size unit: CSA=4, USA=5

Supplies per turn: CSA=2, USA=3

Command points: CSA=4, USA=5 RESTRICTIONS

Max fort size = 4

Sea Lift: CSA=0, USA=8/turn

Riverine Lift: CSA=2, USA=use gunboats

| | | | |
|---|---------|------|---|
| any MS or TN city | Winter | 1864 | Forrest (Corps), +1 Infantry if none already in the area where he is placed |
| replaces Bragg, or any city or CSA stack in TN or GA | Winter | 1864 | JE Johnston, -Bragg |
| Any TN, MS, MO, or AR city or CSA stack in those states | Winter | 1864 | Price |
| | May | 1864 | -Longstreet (Corps) |
| | June | 1864 | -Polk |
| Lynchburg VA, or any CSA stack in VA | June | 1864 | Early, Infantry x 1 |
| replaces JE Johnston or any city in TN or GA or any CSA stack there | Jul-Aug | 1864 | Hood, -JE Johnston |

1865

Max size unit: CSA=4, USA=5

Supplies per turn: CSA=2, USA=3

Command points: CSA=4, USA=5 RESTRICTIONS

Max fort size = 4

Sea Lift: CSA=0, USA=8/turn

Riverine Lift: CSA=2, USA=use gunboats

| | | | |
|---------------------------------------|--------|------|---|
| replaces Hood or any city in GA or SC | Winter | 1865 | JE Johnston, -Price, -Forrest, -Hood, -Early |
| any city in GA or SC | Winter | 1865 | AP Stewart |

=== END ===

PLAY AID - OFF MAP STACKS - Divided We Fall



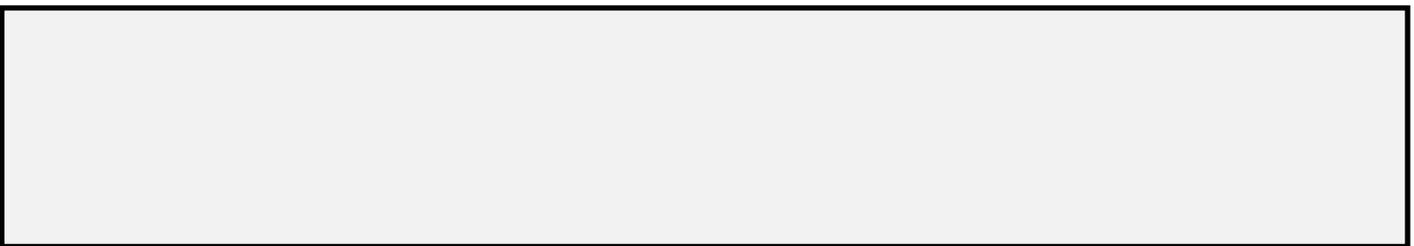
Washington, DC



General Ulysses S. Grant



Richmond, Virginia



General Robert E. Lee