

# GRAND ARMY OF THE REPUBLIC

## *Rules of Play*

Game Designed by: Roger Nord

For 2 to 4 Players  
Ages 12 and Older



2017

# GRAND ARMY OF THE REPUBLIC

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## SECTION I: INTRODUCTION

The time is spring, 1861. The place is America, poised on the edge of armed conflict between the new Confederate States and supporters of the Union. Civil war will decide the issue.

In *Grand Army of the Republic*, the North and the South marshal their economies, produce forces and command them on wide fronts. In the multi-player game, partners fight the war as a team. What players do as commanders will shape the destiny of the Blue and the Gray.

## THE GENERAL STRATEGY

As the war opens, North and South command nearly even military forces, with the South ahead in generals. Soon the North outproduces the South, who must protect vast areas and fend off Union naval attacks on rivers and coasts. Despite larger resources, the North runs out of time quickly in her efforts to conquer the Confederacy.

Faced with this situation, the South should attack early and hard, before the North can gain her balance. Neutral states, the capital of Washington and other Union territories offer tempting targets which the North must defend. Western Union commanders should attack the Mississippi and clear the waterways. In the eastern theater, North must match Southern production and try to gain a foothold in Virginia or along the Atlantic coast. In reply, the South must exact a costly price and use her varied arsenal to swing fortune in her favor.

## THE CALL TO ARMS

Playing the game requires wise planning, since players collect money from their territories and spend the funds to buy combat units. These new forces in turn can help to capture more territories. For the South, more money comes in with new conquests. For the North, winning new territories only prevents the South from collecting the revenue, which is important too!

Two separate charts explain the economic base of each side and the cost of combat units players wish to purchase. The South uses the Confederate Service Chart, while the North relies on the Union Service Chart. Each side has a starting number, or designated income, which will be used to begin play. Throughout this manual, this number will be called a 'base' and is always in 'dollars.'

If territories are lost, the players' current incomes can fall, even below base. When territories are captured, the current income can rise above base for the Southern player, but not for the Northern player. Players keep track of captured territories by placing control markers on top of them.

## THE FINAL OBJECTIVE

The following is what must be done to win *Grand Army of the Republic*:

To win, the Union player must defeat the Confederacy in one of two ways *before* the Union Battle Track hits zero. These two ways are:

(1.) Capturing and holding all three major Confederate cities at the same time. The cities are Richmond, Atlanta and

New Orleans. They may be captured at different times, and even lost and recaptured, as long as the Union player holds them all at the end of a particular game turn (after the Confederate side is done).

(2.) Cutting current Confederate income to twenty dollars or less at the end of a particular game turn. Dollars from blockade runners do not count in this total.

The Confederate player may win by preventing the Union from achieving its victory conditions *and* by doing *any* of the following:

(1.) Capture and hold Washington, D.C. for one full game turn.

(2.) Capture and hold two blue Union territories east of the Mississippi, holding them simultaneously for one full game turn.

(3.) Control greater production income than the North at the end of all Union play in a particular game turn. Dollars from blockade runners do not count toward this goal.

(4.) Force the Union Battle Track to reach zero before the Union is victorious.

## GAME PARTS

*Grand Army of the Republic* contains the following:

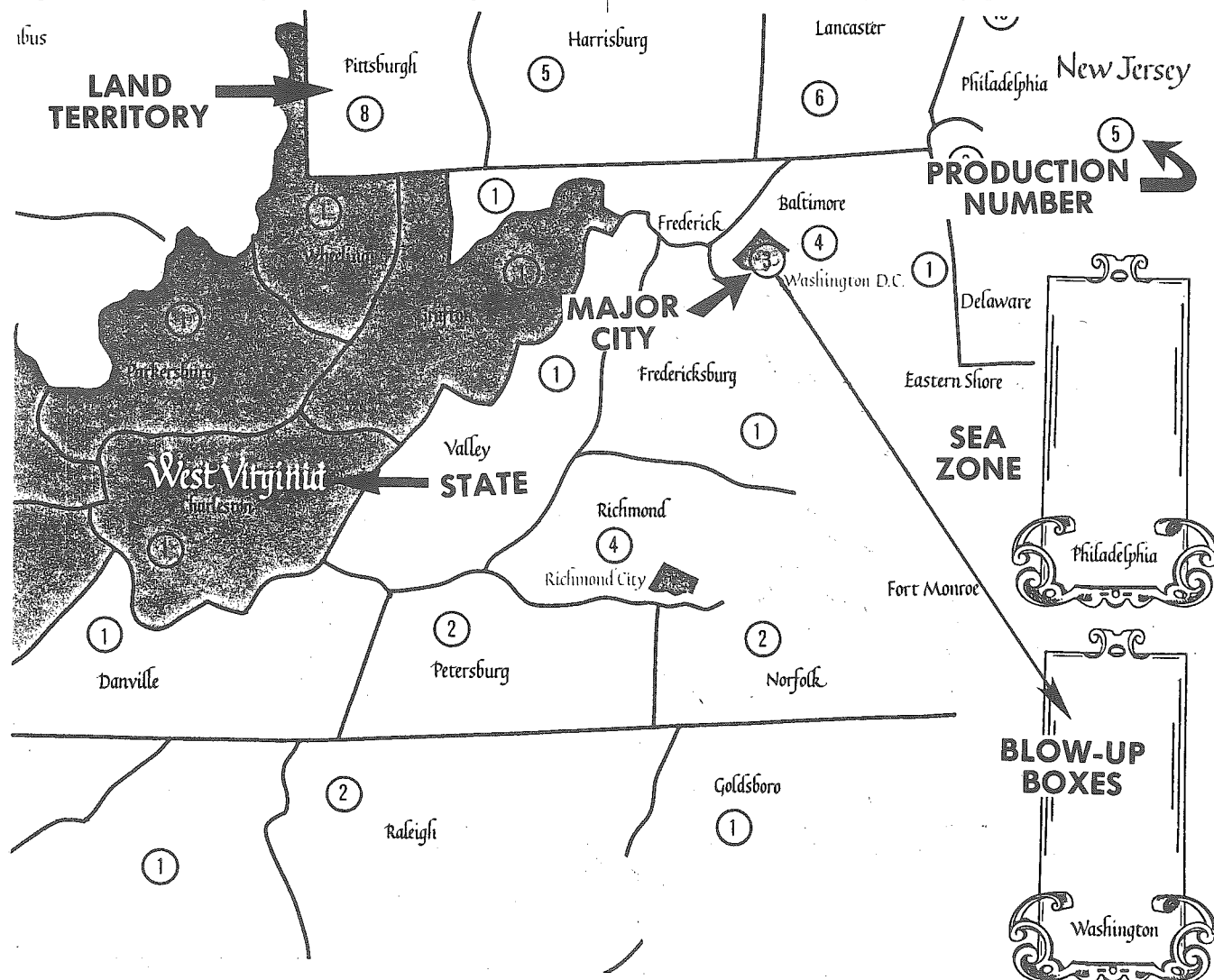
- Rules booklet
- One game map
- 216 die-cut counters
- 6 cardstock charts
- Two 10-sided dice
- 64 draw cards
- 26 generals and plastic stands



## THE GAME MAP

**Major Cities:** The map shows four major cities, colored in tan. They are Washington D.C., located between Maryland and Virginia, Richmond in Virginia, Atlanta in Georgia and New

A second type of box, the Open Seas Box, also appears on the map edge. Blockade runners and ocean wooden vessels occupy this space when performing specified duties.






















## PLAYING PIECES

To help you identify them, the cardboard counters have silhouettes and coded colors. The Union units are blue, while Confederate units are gray or butternut for partisans. Printed numbers on the units represent strength points. For example, a three-infantry has three strength points, or points for short.

The Unit Profile Chart explains all the different unit symbols. Flag markers are used to identify ownership of captured territory. You may also use flags to mark your dollars on the Dollar Track. The bugle marker goes on top of the Battle Track to indicate how many battles North has left in the war.

The large units are your generals. Some have corps designations and some are blank. You set them in the plastic stands and deploy the stands on the map when you bring generals into the game.

## UNIT PROFILE CHART

Infantry			Indian Control Marker	
Artillery			Admiral Farragut	
Cavalry			Flag Control Marker	
General			Battle Track Marker	
Partisan				
Fort				
Supply Wagon				
Ironclad				
Ocean Wooden Vessel				
River Wooden Vessel				
Blockade Runner				
Indian				
Indian Chief				

## ARRANGING THE CHARTS

There are six card stock charts with this game and two more printed in this rulebook. Each side has a Service Chart, which includes a Dollar Track, and an Army Display. Both sides share the Battlefield Display and North takes care of the Battle Track. You will not usually refer as often to the final two charts, which are the Unit Profile Chart (above) and the Special Abilities Chart (on the back cover.)

Since Union players sit at the north side of the map, they should place the Union Army Display and Union Service Chart near this map edge. Confederate players do the same with their two charts along the south edge. The Battle Track, with undrawn general cards and battle cards laid face-down, goes along the east or west edge of the map, where both sides may easily reach it. The Battlefield Display and Special Abilities Chart are temporarily put aside until they are needed during play.

If the option on hidden corps is in effect, you must keep the Army Display for your side concealed.

## DEFINITION OF KEY TERMS

**Amphibious Movement:** Transportation of land units on wooden vessels, as part of combat movement or non-combat movement.

**Attack:** Use of your combat units to start a battle or to strike at non-combat units.

**Battle:** An engagement between opposing combat units. They must be adjacent or share the same map space. The engagement may count on the Battle Track.

**Blockade:** Union vessels stationed in sea zones to cut off foreign trade with the Confederacy. They try to stop the movement of blockade runners.

**Capture of Territory:** The use of land combat units to convert neutral or enemy territory to friendly control.

**Combat Unit:** Any playing piece that can fight in battle, such as artillery, cavalry, forts, Indians, infantry, ironclads, partisans and wooden vessels.

**Commerce Raider:** A Confederate ocean wooden vessel that is in the Open Seas Box. With a raider, South may choose 'Front Line Morale' when she wins a special ability.

**Control Markers:** The flag counters for either side, and the Indian symbol counters for the South. They designate control of territories.

**Corps:** One or more strength points of land units organized in a corps box on your Army Display. The box will also contain at least one general card and may have some battle cards. To identify the corps, you place a matching general unit on the map.

**Corps Commander:** A numbered general unit in charge of a corps. He operates on the map, while everything else in his corps stays in the corps box.

**Defense:** Use of your combat units to resist an attack.

**General Unit:** A playing piece representing one of your leaders. The playing piece is placed upright in a plastic stand.

**General's Capacity:** The total number of land strength points that a general unit can carry with him or modify in battle. Admiral Farragut can also direct ships.

**Map Space:** A particular river zone, sea zone or land territory shown on the map.

**Non-Combat Unit:** Any playing piece without an intrinsic fighting strength, namely general units, supply wagons,

blockade runners and the Indian Chief.

**Second General:** A second general unit attached to a corps. He does not lead the corps, but backs up the Commander. His numberless general unit, general card and any land units he carries with him all stay in the corps box.

**Strength Points:** Numbers printed on mobile land units to indicate their size. Forts are immobile and have their own level numbers.

**Supply:** The materials, food and equipment needed to keep most land units in fighting shape. Supply may be drawn from wooden vessels and supply wagons. Some units, like Indians, partisans and naval vessels, do not require supply.

**Uncommitted General Unit:** A numberless general unit who operates on the map. He is not part of any corps and has no general card as yet.

**Warship:** Any naval vessel other than a blockade runner.

## SIGNIFICANCE OF CORPS

During play, you may use uncommitted (numberless) generals in plastic stands to lead troops on the map. Each one only carries up to eight strength points and does not receive cards or their modifiers in combat die-rolls.

Both sides may expand this command capacity by using corps. After you draw a general card, you may set up a corps for him on your Army Display. With a corps, you allow the general to control more troops and play cards to improve die-rolling in battle.

To show a corps in operation, you place the matching corps general (numbered) in a plastic stand and set it on the map. His strength points go on the Corps Box of your Army Display. You may have as many as six corps in play at any particular time.

**Fog Of War:** As an option, both sides may agree to keep their Army Displays hidden from open view. All corps organization and strength will then stay secret, which means that you may not look at enemy corps units and cards unless they participate in a battle.

If you use this option and North wins Special Ability 'Number 10, Scientific Advances,' North can still look at three Confederate cards every game turn, after asking South to hand them over. After North looks at them, South puts the cards back in their original places. When handling the cards, South must be careful not to look at her face-down general cards.

Uncommitted generals, those without corps, always operate on-map with their units. These forces are not hidden.

## SETTING UP THE GAME

The first thing to decide in playing *Grand Army of the Republic* is which side you will play. From two to four persons can participate, as follows:

### 2 Players:

One North  
One South

### 3 Players:

Two North  
One South

### 4 Players:

Two North  
Two South

After picking sides, you may choose one of three games to play — one of two short scenarios or the entire campaign.

## STARTING FORCES

In preparing for play, you remove the counters from their sheets, separate the general cards and battle cards and place the general units upright in their plastic stands. Before setting up the map, both sides shuffle their general cards and battle cards, and place them face-down in their designated boxes next to the Battle Track.

The starting forces of each player and where these forces begin play are listed below. This information is also provided on your Service Chart for quick reference.

These charts explain what units will go into which map locations. As an example, North places two infantry in Harrisburg. This force can be a single two-infantry or two one-infantries. All common counters in the game (except forts) are *interchangeable* and backprinted to provide greater flexibility in force selection. A level-two fort, for example, can never be split into two level-one forts. When using counters you should be careful to keep the correct side face-up.

### Union Starting Forces:

Washington, D.C.	3 Infantry, 2 Artillery, 1 General.
Delaware	2 Infantry, 1 Ocean Wooden Vessel.
Fort Monroe	1 Infantry, Level 3 Fort.
Frederick	1 Infantry.
Harrisburg	2 Infantry.
Columbus	1 Infantry.
Cincinnati	2 Infantry, 1 Artillery, 1 General, 1 River Wooden Vessel.
Evansville	1 Infantry.
Cairo	1 Infantry.
Springfield, IL	1 Infantry.
*St. Louis	1 Infantry, 1 Artillery, 1 General.
*Jefferson City	1 Infantry.
Fort Scott	1 Infantry, 1 Cavalry.

\* These neutral territories begin under Union control.

### Confederate Starting Forces:

Richmond City	1 Infantry.
Richmond	1 Infantry.
Fredericksburg	2 Infantry, 1 Artillery, 1 Cavalry, 1 General.
Valley	1 Infantry, 1 Artillery, 1 General.
Norfolk	1 Infantry.
Charleston	1 Infantry, Level 3 Fort.
Atlanta	1 Cavalry.
Savannah	Level 2 Fort.
Tallahassee	Level 2 Fort. <i>ERRATA</i>
Mobile	1 Infantry. <i>LEVEL 2 FORT</i>
New Orleans	1 Infantry, Level 2 Fort, 1 Ocean Wooden Vessel.
Little Rock	1 Infantry, 1 Cavalry, 1 General.
Memphis	1 Infantry, 1 River Wooden Vessel.
Nashville	2 Infantry, 1 Artillery, 1 General, Level 1 Fort.
Knoxville	1 Infantry.
*Lexington, MO	1 Infantry.
Indian Territory	2 Indians, 1 Indian Chief.

\* This neutral territory begins under Confederate control.

Certain set-up directions require more explanation.

**Missouri:** Lexington starts under Confederate control, while St. Louis and Jefferson City begin under Union control. You place the appropriate flags and units there to show who controls what in Missouri. The rest of the state is neutral at the start of the campaign.

**Supply Wagons:** Each side may place their wagons anywhere in home-colored territories—three wagons in the North and two in the South. Wagons can be placed alone or with other units.

**Vessels:** The Confederate river unit starts on any river zone adjacent to Memphis while the ocean vessel starts next to New Orleans City. The Union river unit appears in the western river zone at Cincinnati, next to the anchor symbol. All new Union vessels that later appear at Cincinnati begin in this location. No land units start aboard vessels when you do your set-up.

**Indians:** They are set up anywhere in Indian Territory.

**Fort Levels:** Your Service Chart lists the fort level number for a territory. You place the designated level unit on top of the fort symbol in that territory on the map. For example, Nashville receives a level-one fort near the Kentucky border, where the two rivers come close together. When a level-two or level-three is listed, the territory takes a *single* fort unit of that level, not multiple forts. To illustrate, South places a level-three fort in Charleston, not three level-one forts. Savannah's level-two fort deploys facing the river.

Whenever they set up in a common territory or city, your forts and mobile land units are separate from one another. Land forces never occupy forts.

**Fort Monroe:** A fort symbol appears in a small blue territory along the Virginia coast. This is Fort Monroe, a Union fortress at the start of the war. The territory can hold an unlimited number of units. It does not produce any income.

## ORDER OF PLAY

In all games, North always goes first and finishes its round before South can play through its round. Whenever a side has two players, they share in the functions of their round in any convenient manner. Table talk and strategy sessions among partners is encouraged. Sometimes you may want to discuss matters outside of your opponents hearing!

## ACTIONS IN A ROUND

With everything set up, you are now ready to begin play in the order outlined below. This outline is also printed on your Service Chart, under the heading 'Individual Round.'

Each player completes his or her turn, which is also called a player or individual *round*. When both players are done with one set of rounds, the result is one full *game turn*. In multi-player games, a game turn will still consist of only two rounds.

An individual round is played in a set order of 'Actions' as listed below. This series of actions will be explained in more detail later. Of the eight actions, only collecting income is required every round; the rest are optional according to what you want to do.

1. Draw Cards
2. Collect Income
3. Purchase New Units and Develop Special Abilities
4. Combat Movement

5. Combat
6. Non-Combat Movement
7. Place Cards and New Units
8. Reorganize Corps

## A SKETCH OF HOW TO PLAY

Here, a brief overview of each action is presented to introduce the play sequence and help keep certain major ideas in mind. After each action summary, there will be an example of how to carry out the specific action\*. Each of these actions will be discussed in full detail in 'Section III.'

\* For the sake of illustration, only one side is presented in an example.

### ACTION 1: DRAW CARDS

In this action, players refer to their side's face-down cards, which are in two piles: one for generals and one for battles. The player draws one general card and two battle cards. Depending on specific plans, these cards may be committed later in the round.

**Example of Action 1:** North already has I Corps in play, with Buell as the commander. The Union player does not like Buell, who has a low command ability, so he or she intends to use the new general card to replace Buell later in the round or create a new corps with some of Buell's units. The Union player draws Sherman, but does not know that this was the general drawn; the player is not allowed to look at the card at this point. The card remains face-down until North plays Sherman in the general's first combat.

When drawing new battle cards, North is allowed to look at them. After picking all three new cards, North lays them face-down to the side.

### ACTION 2: COLLECT INCOME

In this action, players receive money for all home territories they control. The players should study the game map to determine what original home territories remain in their possession—gray for the South and blue for the North. The South player also collects money for controlling territories outside the home area. The North player does not collect money for controlling territories outside the home area. He or she merely prevents the South from collecting it. For example, at the start of the war, South controls Lexington, Missouri, which gives her one dollar more than her base production.

After adding production numbers from all eligible territories, the players collect this sum in dollars from the bank. The production number for each territory is the number in the small circle inside that territory. It represents the economic resources of the region.

**Example of Action 2:** South has a normal base of \$75. Valley, in Virginia (1), and Nashville, in Tennessee (3), have fallen under Northern control, for a loss of four dollars. At the same time, South controls two outside territories—Frederick (1) and Paducah (1)—for a gain of two dollars. When these numbers are totalled together, the South collects \$73, figured as a base production of  $75 - 4 + 2 = 73$ .

Note that North does *not* collect income from Nashville and Valley, because both are outside North's home area.



## ACTION 3: PURCHASE NEW UNITS AND DEVELOP SPECIAL ABILITIES

This action allows players to purchase units for future operations. These units will come into play during 'Action 7, Place Cards and New Units'. Which specific units are built is determined by the tactics and strategies the player wants to pursue.

The choice of units to be built is made from among infantry, artillery, cavalry, generals, forts, supply wagons, ironclads and wooden vessels. For the South, blockade runners and partisans are also possibilities, while Indians enter without charge. Refer to the appropriate Service Chart to find the building costs.

Players may also decide to go after special abilities such as active partisans or efficient corps command, as shown on the Special Abilities Chart. The cost for a special ability may be high, with money paid each time a player tries to get one. If the attempt succeeds, the result may influence what happens in the war.

**Example of Action 3:** North decides to skip special abilities and to purchase only units instead. The North has \$107 to spend. With this, North elects to build six infantry, one ironclad and two generals, for a total cost of \$105. North pays \$105 and keeps the remaining \$2 for a future round. The Union player sets these pieces in the Production Circle on the southeast corner of the map.

## ACTION 4: COMBAT MOVEMENT

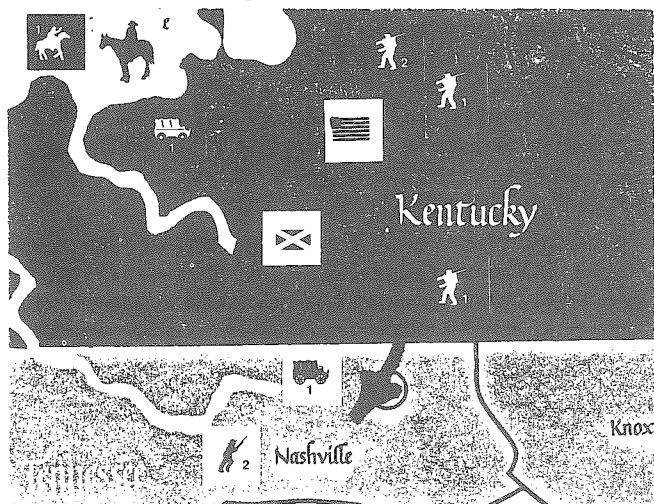
During this action, you may move your units into enemy-controlled map spaces. Wherever they enter *enemy-occupied* spaces, they must stop and battles will result. You will need generals to fight most land battles.

Combat ratings of the units will help decide whether to commit them to combat movement. A 'combat rating' is the ability of the unit to fight. It is expressed in die-roll numbers for attacking or defending in combat.

Movement allowances permitting, players may move as many units as they wish into enemy-occupied spaces. Generally, forces should be concentrated on attack—the more units, the better.

To conduct a combat move against an enemy-controlled territory, a general and one or more land combat units are needed. For moving into enemy-occupied territory, supply is needed as well.

**Example of Action 4:** North wants to attack and capture Nashville. The Union player sends a general and one cavalry



unit down from Evansville, picks up three infantry and a supply wagon in Louisville, and moves the combined force into Nashville territory, dropping off one infantry in Bowling Green.

Because South is defending Nashville with two infantry, a battle will occur. Note that both Louisville and Bowling Green must be free of Confederate units to allow North's move. The Confederate control marker will not stop this advance. North substitutes a Union control marker in Bowling Green as soon as the move ends.

For an explanation of unit silhouettes and movement allowances, see the Unit Profile and Service Charts.

## ACTION 5: COMBAT

In this action, players fight battles wherever units share map spaces with enemy forces. These conflicts may take place in three different kinds of spaces—land territories, river zones or sea zones.

On every game turn, in her combat action, North will consume battles on the Battle Track. By moving the bugle marker downward, the Battle Track reflects the Union's commitment to fight the war and governs the pace of combat.

To engage in combat, players follow a set procedure until a battle is resolved. Each battle is fought to its conclusion before the next battle begins. With a few restrictions the attacker chooses the order in which the battles will be fought. The defender is not allowed to tell the attacker when and where to conduct the attacks.

A. When starting a specific battle refer to the Battlefield Display. Place this display in a convenient location for both sides to use.

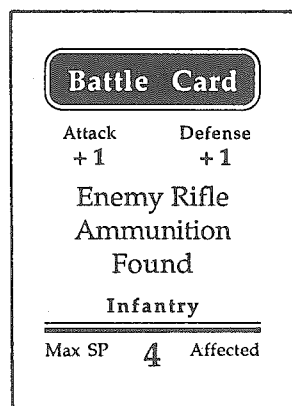
NUMBERED COLUMNS						
HTLOS						
7	6	5	4	3	2	1
Battlefield Display						
7	6	5	4	3	2	1
NORTH						

B. As the player announces the battle, he or she removes all of his or her pieces from the contested map space and lays them on the appropriate half of the Battlefield Display. Looking at the appropriate Service Chart, the player next determines the maximum die-rolls needed for scoring hits on enemy pieces, then arranges the units to occupy the matching numbered columns on the display. For example, attacking infantry scores a hit on a roll of two or less, so infantry go in the '2' column on the player's side of the display.

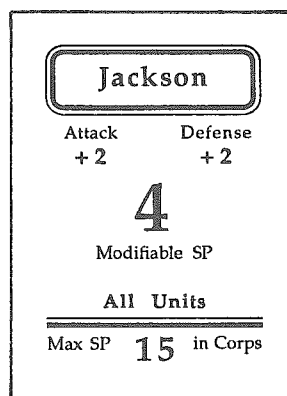
C. While the player arranges units on the display, his or her opponent does the same on the other side of the display. Note

that infantry *defenders* would go on the three column (defensive positions usually have an advantage.)

D. If the attacker commits one or more corps to the attack, the player's units will receive a benefit. After positioning units on the Battlefield Display, the attacker may move them to higher-numbered columns by playing general cards and/or battle cards. The defender may also benefit by playing his or her own cards.



Battle Card



General Card

E. After cards are played, both sides roll dice for combat. The *defender initially goes first*—your opponent gets first shot. The defender rolls once for every unit on his or her half of the Battlefield. For every hit the defender scores, you remove one unit of *your choice* and place it in your casualty area. Your surviving units now fire back and the defender removes his or her casualties.

F. Following all initial die rolls, the second combat interval may begin, providing both sides are supplied. From this point onward, all combat is considered *simultaneous*. The attacker now tosses a die for each unit that began this interval. For every hit that he or she scores, the defender chooses the casualty and places it in the casualty area on his or her half of the Battlefield. The defender may now return fire by rolling for each defending unit which began the interval *even if it became a casualty this interval*. After both sides finish die rolling, the remaining survivors go on to the next combat interval. The procedure for all subsequent intervals is identical to this step.

G. New intervals of simultaneous combat will continue until a conclusion is reached. A battle ends when one of the following occurs at the end of any interval:

- (1.) Attacker withdraws. Defender keeps the space.
- (2.) Defender withdraws. Attacker captures the space.
- (3.) Attacker is eliminated. Defender keeps the space.
- (4.) Defender is eliminated. Attacker captures the space if one or more attacking units survive.
- (5.) Both sides are eliminated. Defender retains control of the territory, no one controls the river zone or sea zone.

**Important:** In the event you capture a land territory, place a friendly control marker and remove your opponent's marker, if one is present. In taking back an original home territory, you do not place a marker because the territory already has a friendly color. As territories change hands, your production level in dollars may rise or fall.

**Example of Action 5:** In the conflict for Nashville, North co-occupies the space and causes a battle. Both attacker and defender transfer their units to the Battlefield Display, arrang-

ing them in appropriate columns. North temporarily places the general and supply wagon off to one side of the display because these pieces do not participate in the die rolls. The Confederate wagon also goes off to one side of the display.

**Interval 1—Defender First Fire:** South rolls two dice for the two infantry. One die produces a six, which misses. The other hits on a two. North removes one infantry from the two column and places it in North's casualty area. All return fire from North's surviving units misses the defenders.

**Interval 2—Simultaneous Fire:** At this juncture, both sides consume their supply wagons. The remainder of the battle will require no further supply. North rolls one die for the cavalry and hits on a three. Then North rolls one die for the surviving infantry and tosses a five, which misses. South returns fire by rolling for both infantry—casualties have yet to take effect. The two dice rolls yield a four and a nine, both misses. South now removes one infantry and puts it in South's casualty area, leaving one infantry to continue the battle.

**Interval 3—Simultaneous Fire:** North rolls for the cavalry and misses on a ten. In rolling for the infantry, North hits with a two, which eliminates the last Confederate infantry. South conducts return fire with the unit, rolling a one, a hit. North chooses to lose its infantry, the cheaper piece compared to cavalry.

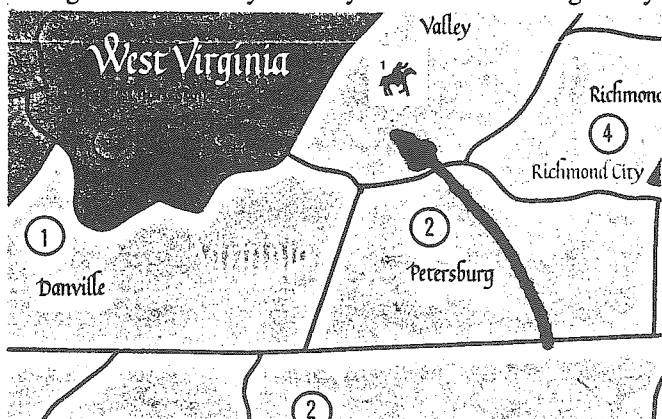
**Combat Concludes:** The battle for Nashville ends because defending South is destroyed. Since North survives to occupy Nashville, the Union player puts a Union control marker in the territory. The Nashville occupants are one general and one cavalry; both sides automatically consumed their supply wagons at the start of the second combat interval. The wagons and other eliminated pieces are removed from the map and returned to the counter mix for future purchase. Note that South needed a supply wagon to stay and fight—without supply, South would have had to retreat after the first combat interval. North needed her wagon to even begin the attack.

Depending on what happens later in this game turn, South may be minus three in its dollar income for losing Nashville and another minus one for losing Bowling Green. North's income does not increase.

## ACTION 6: NON-COMBAT MOVEMENT

At this time, you may move any of your mapboard units that have not moved so far in the round. None of these units can enter map spaces where enemy pieces or control markers are found, since their movement is done completely without combat.

**Example of Action 6:** South owns three infantry in Raleigh and one cavalry in Valley. North is threatening Valley



with a force in Grafton, so South decides to reinforce Valley from Raleigh.

Note that South, who does not need a general to move the infantry, still must control Petersburg to advance from Raleigh. If North had a control marker in Petersburg, the march would be blocked. South would have to move the infantry elsewhere or leave them where they are. The troops could not enter Valley by way of Danville, because Danville is an Appalachian territory that costs two movement points to enter.

## ACTION 7: PLACE CARDS AND NEW UNITS

In this action, you place the cards you drew in Action 1 and the units you built in Action 3. Put a new general card on a corps, and two battle cards on one corps, or one battle card each on two different corps. All your corps are located on your Army Display. Every corps box on the Display has a limit of two general cards and two battle cards at all times. If necessary, you may discard either old or new cards to remain within these limits. Corps commander cards always go on top of second general cards in a corps box.

Land units are placed in any home-colored territory that you now control. The production number for the territory also denotes the maximum number of new units that may be placed there in a game turn.

Union ships may appear at one or more of the anchor symbols shown on the map. Anchors are located at St. Louis, Cincinnati, Philadelphia and the New Jersey sea zone.

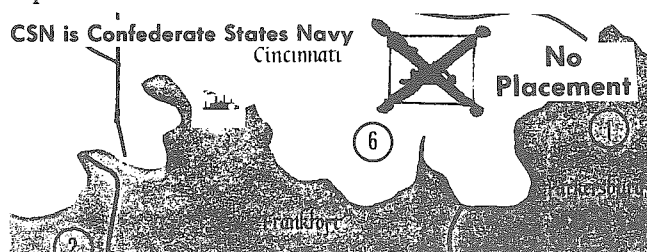
Confederate vessels may be placed at any gray territory controlled by the South and adjacent to a river zone or sea zone.

However, you may *not* place ships in enemy-occupied zones where your opponent already has a fort or one or more vessels. Note also that river wooden vessels must start in river zones.

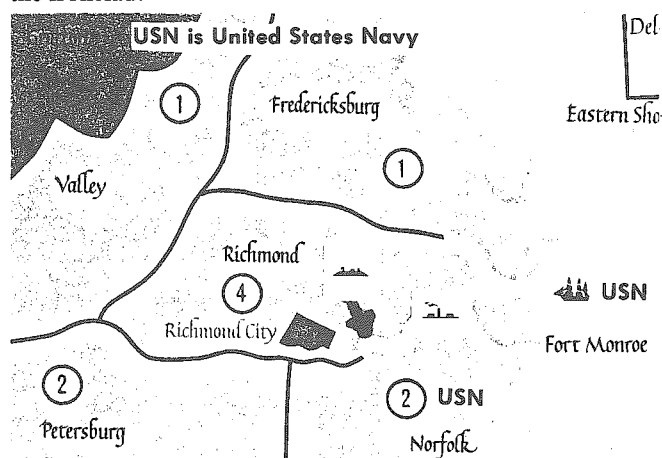
**Example of Action 7:** In placing a general card, North has drawn Sherman earlier in the round. Until now, the card stayed face-down off to the side. North decides to reorganize I Corps and places Sherman face-down in the I Corps box shown on the Union Army Display. To place the card, North must have an uncommitted general on the map, in this case occupying the same territory as Buell.

In placing land units, South controls Columbia and decides to put new troops there. The Confederate player can place as many as two new land strength points in Columbia, which contains a two production number. Note that South need not actually *occupy* Columbia to place new units there, she only has to control Columbia at this time. Columbia is located in South Carolina.

When placing ships, North has a new river wooden vessel to go into the west. Possible locations are Cincinnati and St. Louis. However, a Confederate wooden vessel occupies the anchor river zone at Cincinnati, which blocks that zone. North must place the ship at St. Louis, farther west and free of enemy ships.



In placing ships, South wants to protect Richmond City with a fresh new ironclad. Since a Union ironclad sits half way up the James River, which runs from Richmond territory to the sea, and a Union wooden vessel occupies Chesapeake Bay, which is the sea zone adjacent to Baltimore, South has little choice. To help Richmond, South must place the ironclad in the zone upriver, which is still open. Note that South has to control Richmond territory or Norfolk territory to bring in the ironclad.



## ACTION 8: REORGANIZE CORPS

This action is the final one in your round. You may combine or rearrange corps that occupy common territories. Your choices are to transfer units and battle cards, create new corps or to combine existing corps.

**Example of Action 8:** North has Buell commanding I Corps in Nashville. An uncommitted general unit in Nashville is available for Sherman's face-down card, drawn and placed earlier in the round. North would like to reorganize units and battle cards to create a new II Corps led by the face-down card. Currently, North owns two generals, four infantry, three artillery, one cavalry, one supply wagon, two general cards and two battle cards in this territory. The before-and-after pictures of reorganization appear as follows:

From	To	And
I Corps + Uncommitted Force	I Corps	II Corps
Buell	Buell	Sherman (unknown)
2 generals	1 general	1 general
4 infantry	2 infantry	2 infantry
3 artillery	1 artillery	2 artillery
1 cavalry		1 cavalry
1 supply wagon		1 supply wagon
2 battle cards		2 battle cards
+ Sherman (unknown)		

North assigns the larger force and battle cards to Sherman because hopefully he will be better than Buell. Note that the uncommitted general had to be present to create the new corps. An uncommitted general is one who is not part of any corps and has no general card as yet.

To complete the reorganization, North removes the uncommitted, numberless general in Nashville, replacing it with the II Corps general. All units and cards with Sherman (unknown) then transfer to the II Corps box on the Union Army Display.



## SECTION III: RULES OF PLAY

### ACTION 1: DRAW CARDS

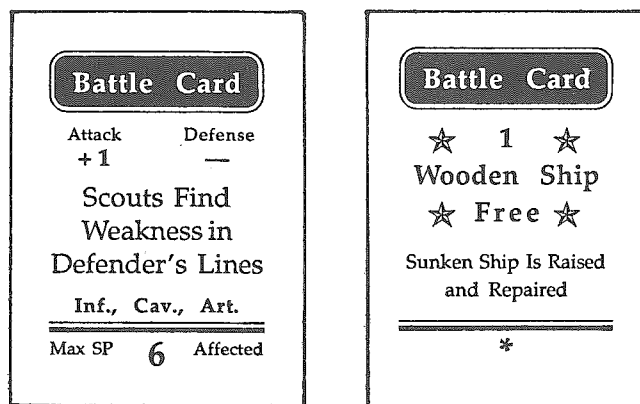
When you have an existing corps on the map, you may use general cards and battle cards. Your forces will benefit from cards in three important ways:

- You may operate more troops with a general.
- Some cards modify hit die rolls in combat.
- Some cards allow you to receive free units.

In the first action of your initial round, draw two general cards and two battle cards. On all following rounds, you draw two battle cards but only *one* general card. After drawing, you may look at the battle cards. General cards, however, remain face-down and unknown until their first battle.

### BATTLE CARDS

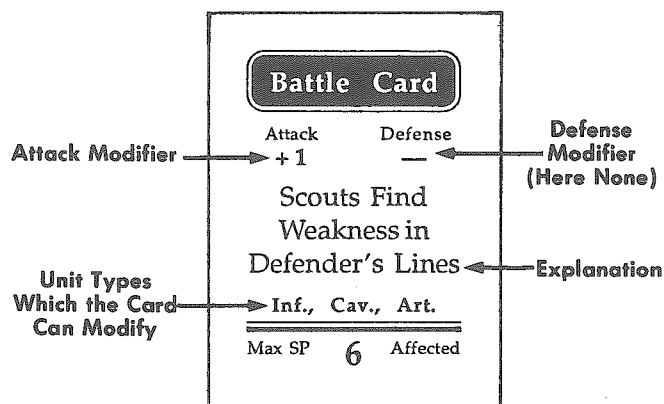
A battle card may be one of two kinds. The card will either modify die rolls for your units in battle, or give your side one or more free units. The following are examples of each type:



A drawn free unit's card must be laid on the Production Circle. During 'Action 7, Place Cards And New Units,' you place the free unit on a corps box that is active or will be active by the end of your round, and discard the free unit's card. It is important to remember that free units require corps.

A modifier card is put aside temporarily on the Production Circle and must be placed during 'Action 7, Place Cards and New Units' of the current round. Any cards which have not been placed by the end of 'Action 7' must be discarded. Because of this delay in placement, a modifier card never helps a battle in the round in which it is drawn.

On the face of a modifier card, you will find various numbers. The data will help you decide how and when to commit the card in battle:



The modifiers indicate die roll changes in combat. The use of these modifiers will be explained in 'Section III,' under 'Action 5, Combat.' Cards with '2's give you the best modifiers to die rolls.

The eligible unit types tell you which units can receive the modifiers. In our sample card above, all three basic types—infantry, cavalry and artillery—are eligible for the (+1) attack modifier. The dash for the defense modifier signifies that defenders do not get a modifier from this card.

On the bottom of the card appears the number of strength points which can be modified on attack or defense. On the sample card, up to six strength points can be modified.

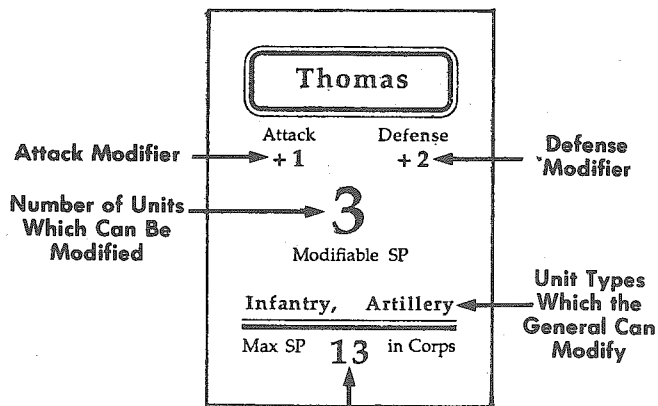
The explanation gives you a brief reason for the modifiers or free units. It usually refers to some tactical advantage as the basis for the modifiers.

A battle card is discarded at the end of the battle for which it was played.

It is important to recall that navy units do not use battle cards. However, North may use Farragut to modify her vessel die rolls. No other general cards affect naval combat.

### GENERAL CARDS

A general card allows you to operate with more troops and to modify die rolls in battle. Data on the face of a card will indicate how much a particular general can do towards these goals:



Number of Units Which Can Operate in Corps if This  
General Is the Commander

The name is for an actual general who fought in the war. His ratings on the card are relatively good or bad, depending on how well he did historically as a commander.

The modifiers are like the modifiers on a battle card.

Eligible unit types explains which units can receive the modifiers in combat. For General Thomas, infantry and artillery are modifiable, while cavalry does not benefit from his leadership.

The number of modifiable points works the same way it does on battle cards.

All general units not in command of corps have a limited capacity of *eight* points. When a general unit commands a corps, his capacity is *twelve* points if face-down or the stated card capacity if face-up. As the above card for general Thomas indicates, he may carry up to thirteen points if face-up, including supply wagons, since they are counted towards capacity.

Although Thomas himself may not modify cavalry in battle, cavalry can move with Thomas as part of his capacity. If North has the right battle cards with Thomas, the Union cavalry could be modified.

Admiral Farragut is a special case. He may only command twelve land points and six ships at the most, and then only in naval or amphibious operations. His operations are explained in more detail in the combat rules. The asterisk at the bottom of Farragut's card is a reminder of his limits. Confederate vessels have no commanders and are never modified in combat.

When drawing a general card, you never look at it. Set it aside temporarily on the Production Circle until 'Action 7, Place New Cards and Units.' Without special ability 'Number 10, Scientific Advances,' no one may look at a general card before it is committed to combat, either on attack or defense. Following its first combat, a general card will stay face-up for the rest of the game.

The face-down requirement is deliberate. In the war, neither North nor South realized how good their generals were until the commanders participated in battle.

## ACTION 2: COLLECT INCOME

At the start of this action, you count how many production dollars you receive from the eligible territories controlled by your side *at the present time*. Move your flag markers on the Dollar Track to equal the dollar total, which includes any money left over from the previous game turn. As an example, South collects \$75 on the current turn and has \$3 left over from the last game turn; the Confederate markers would show \$78 on the Track. If you prefer to keep track of your dollars on scratch paper, you could do so without moving markers on the Dollar Track; either method is acceptable.

Each territory shows its production number in the small circle printed in the territory space. You total all the circled numbers from eligible territories to find out your production for the round.

The following lists show each territory and its production number. Territories are grouped according to their affiliation at the beginning of the campaign game—Union, Confederate, Indian, or Neutral.

### UNION TERRITORIES:

Territory	Production Number	Territory	Production Number
New Jersey	5	Indianapolis	10
Philadelphia	15	Terre Haute	3
Delaware	2	Evansville	3

### UNION TERRITORIES (Continued):

Territory	Production Number	Territory	Production Number
Eastern Shore	1	Cairo	3
Fort Monroe	—	Alton	2
Lancaster	6	Springfield, IL	14
Baltimore	4	Keokuk	6
Washington, D.C.	3	Nebraska	1
Frederick	1	Lawrence	1
Harrisburg	5	Fort Scott	1
Pittsburgh	8	Fort Riley	1
Columbus, OH	11	St. Louis	3*
Cincinnati	6	Jefferson City	1*

\* These neutral territories begin the campaign game under Union control but will not provide income for the Union player.

### CONFEDERATE TERRITORIES:

Territory	Production Number	Territory	Production Number
Fredericksburg	1	Selma	1
Valley	1	Montgomery	2
Richmond	4	Pensacola	1
Richmond City	—	Mobile	2
Norfolk	2	Jackson	1
Petersburg	2	Baton Rouge	2
Raleigh	2	New Orleans	4
Goldsboro	1	New Orleans City	—
Wilmington	2	Alexandria	1
Charleston, SC	3	Monroe	1
Columbia	2	Vicksburg	2
Savannah	2	Meridian	1
Brunswick	1	Grenada	1
Jacksonville	1	Corinth	2
Tallahassee	1	Memphis	2
Columbus, GA	1	Madison	1
Atlanta	4	Fayetteville	1
Atlanta City	—	Little Rock	2
Greenville	1	Camden	1
Charlotte	1	Shreveport	1
Danville	1	Marshall	1
Knoxville	1	Sabine	1
Nashville	3	Austin	3
Chattanooga	1	Galveston	2
Decatur	1	Lexington, MO	1*

\* This neutral territory begins the campaign game under Confederate control and will provide income for the Confederate player.

### INDIAN TERRITORIES:

Territory	Production Number	Territory	Production Number
Cherokee	—	Choctaw	—
Creek	—	Chickasaw	—

### NEUTRAL TERRITORIES:

Territory	Production Number	Territory	Production Number
Wheeling	1	Bowling Green	1
Grafton	1	Paducah	1
Charleston, WV	1	New Madrid	1

## NEUTRAL TERRITORIES (Continued):

Territory	Production Number	Territory	Production Number
Parkersburg	1	St. Joseph	1
Frankfort	1	Rolla	1
Lexington, KY	1	Springfield, MO	1
Louisville	2	St. Louis	3

## NORTH PRODUCTION

The economic base for North is \$112. This money represents the greatest number of dollars that North can earn in a round. Her production is always tied to blue territories under Union control, which can never exceed \$112.

Although North may control neutral territories and Confederate territories, as shown by the presence of Union flag markers, she does not collect dollars for these areas. North's reward instead is to deny their production dollars to the South! For example, North controls Nashville; the Confederate player must cut \$3 from South's base production.

When North loses control of a blue territory, the territorial production value is subtracted from North's economic base. To show how this works, let us assume that Frederick is under a Confederate flag. Therefore, North's production equals base minus one, or \$111 net total.

## SOUTH PRODUCTION

The economic base for South equals \$75. Depending on the conquest and control of non-gray territories, South could increase production. At the start, she controls Lexington to give her base plus one, or \$76.

When South collects income and she controls a neutral territory or a blue territory in the North, that area's production value is *added* to South's base. For example, at the time she collects income, South might have Confederate flags in Frederick and Bowling Green. These non-gray territories will raise South's production to base plus two, or \$77 altogether.

It is *important* to remember that South can both lose and gain dollars at the same time when you add up her income. To give an example. South has lost Nashville for a minus three, but she has Frederick and Bowling Green for a plus two, which you combine into her base as follows:

Economic Base	\$75
Less Nashville	- 3
Plus Frederick	+ 1
Plus Bowling Green	+ 1
Production:	\$74

Indian control markers are handled differently. When placed in a blue territory, they deny the production to the North, but they do not give the dollars to the South. Nor do they produce Confederate dollars in neutral areas. Their main benefit is to make territory enemy-controlled for Union movement and retreats.

## TRANS-MISSISSIPPI

All territories west of the Mississippi River, excluding New Orleans, are known as the 'Trans-Mississippi.' By isolating these territories, North can cut South's income.

To isolate the Trans-Mississippi, North must control the whole river with one continuous river line of Union ships and/

or Union flags, in any combination. The territories subject to control are as follows: Memphis, Madison, Grenada, Little Rock, Vicksburg, Monroe, Jackson, Alexandria and Baton Rouge.

Note that North does not have to occupy the New Orleans river zones or New Orleans territory or city, providing Alexandria is under a Union flag. Control of New Orleans is always decided separately from the Trans-Mississippi.

For as long as North isolates the Trans-Mississippi, South loses all \$15 from her gray territories west of the river, not counting New Orleans, and any money she collects from friendly-controlled neutral territories west of the river. She loses the funds, whether or not Confederate forces actually occupy these territories.

During isolation, South may not place new units west of the river, except in New Orleans which must be Confederate-controlled to receive units. Isolation further prevents South from returning blockade runners to Galveston, Sabine and Alexandria.

If South re-opens the Trans-Mississippi by capturing a gray territory adjacent to the river, or by re-occupying a river zone next to one of the above territories, she will again collect income from any western territory she controls. Income from re-opening lasts as long as the river stays open; any new isolation will eliminate Confederate income. There is no limit to how many times the Trans-Mississippi can be isolated or re-opened.

## BLOCKADE RUNNERS

Among her choices, South can build swift blockade runners to help increase production. When operating a blockade runner, South exits the vessel off-map and returns the ship through any sea zone. Exits take place during 'Action 4, Combat Movement' and returns take place during 'Action 2, Collect Income.' A blockade runner may not return and then go out again on the same game turn, unless South has rolled special ability 'Number 3, Navy Priority.'

South may return a blockade runner to any gray coastal territory not currently under a Union flag. For each blockade runner that successfully returns and lands, South rolls two dice. The resulting total equals the number of dollars that South adds to her collected income for that round. For example, a blockade runner successfully lands at Charleston, and the Confederate player rolls a six and a seven, which will increase South's income by \$13.

In the event a blockade runner enters or exits a sea zone adjacent to or containing one or more eligible Union naval units, she will have to pass through the blockade. North may immediately fire at the runner according to the rules of combat. A hit on the blockade runner will sink her and eliminate her production diceroll.

In the course of play, South may have several blockade runners coming and going at the same time. The Confederate player should keep careful track of their trips and put the off-map runners in the Open Seas Box.

## ACTION 3: PURCHASE NEW UNITS AND DEVELOP SPECIAL ABILITIES

Which units to purchase depends on the course of action and strategy you want to pursue. Balancing the dollars you have with these goals is an intriguing challenge!



Your Service Chart shows how much each unit will cost. These costs, along with other information about each unit type, are also provided below. Prices can vary between North and South. For example, Union cavalry costs \$12, while their Confederate brothers cost just \$9.

Costs are for one unit of the particular unit type you want to buy and are given in dollars. To illustrate, North buys two infantry, which comes to \$18 (\$9x2). Free units, like the free wooden vessel North regularly receives or those awarded by battle cards, cost you nothing. You may not buy more units than your counter-mix will allow. Counters are back-printed to give you more flexibility in unit selection. When they are in play, you should be careful to keep the correct side face-up.

Newly purchased units and free units are placed in the Production Circle until 'Action 7, Place Cards and New Units.' At that time, they are placed on the map or in the appropriate corps boxes.

## CONFEDERATE PURCHASES

	Cost	Move	Attack	Defense
Infantry	9	2	2	3
Artillery	18	2	4	5...1N
Cavalry	9	3	3	2
General	12	4	—	—
Partisan	5	2	—	—
Fort Level	12	—	—	4...5N
Supply Wagon	10	2	—	—
Ironclad	21	4	6	6
Repair Ironclad	11	—	—	—
Ocean Wooden Vessel	18	5	3	3
River Wooden Vessel	15	5	3	3
Blockade Runner	10	6	—	—
Indian	—	3	1	1
Indian Chief	—	4	—	—

Most units are common to both sides, although South has four extra unit types. These units, as shown above and on the Confederate Service Chart, are Indians, Indian Chief, Partisans and Blockade Runners. The Indians and their Chief appear as automatic reinforcements and cost nothing. Blockade runners and partisans must be purchased.

South begins with the Chief and two Indian units in play. Afterwards, South adds one Indian unit in 'Action 7, Place Cards and New Units' in each of game turns two and three to reach the full complement. If any Indian pieces are lost in battle, South does not get them back unless South has rolled special ability 'Number 6, Indian Wars.' In this case, South gets one Indian unit per turn at no cost.

When buying blockade runners or partisans, South must observe a production limit. No more than *two* of each can be built on any specific game turn.

Except for forts, South may not build units in Confederate major cities.

## UNION PURCHASES

	Cost	Move	Attack	Defense
Infantry	9	2	2	3
Artillery	15	2	4	5...1N
Cavalry	12	3	3	2
General	18	4	—	—
Fort Level	9	—	—	4...5N
Supply Wagon	10	2	—	—

## UNION PURCHASES (Continued)

	Cost	Move	Attack	Defense
Ironclad	15	4	6	6
Repair Ironclad	8	—	—	—
Ocean Wooden Vessel	12	5	3	3
River Wooden Vessel	9	5	3	3

In addition to purchased units, North automatically receives one free wooden vessel each game turn. The vessel, which represents returning navy from overseas or converted merchantmen, does not cost anything. To take this reinforcement, the Union player chooses either a river vessel or an ocean vessel and puts it in with his or her newly purchased units.

North may build units in Washington, D.C. only when Baltimore territory is Union-controlled.

## TIPS ON BUYING

Since you have a number of unit types to choose from, it is helpful to consider what they can do. Here are some tips on unit backgrounds:

**Infantry:** These foot soldiers are the backbone of your army. They are cheaper to buy than most units, and they defend well, with die-rolls of three or less. In choosing to buy infantry, you face disadvantages in slower movement and poorer die-rolls on attack.

**Artillery:** While more expensive to build, artillery gives you the best die-rolls in land combat, especially in defense. Drawbacks are slower movement and poor defense in naval combat. You may also convert artillery into level-one forts.

**Cavalry:** The mobile troops of your army, cavalry can raid, move faster and attack with better die-rolls than infantry. At the same time, they defend worse than infantry. The North needs cavalry to defeat partisans.

**Generals:** You must have generals to create corps, invade territories and launch attacks. Without them, your forces would be static and become more defensive. Generals will give you mobility, for a price.

**Partisans (South):** These local raiders can interdict Union rail movement and disrupt Union supply lines with sneak attacks. South may build them cheaply—as many as two a game turn—and send them after enemy supply wagons.

**Fort Level:** Forts are good when you want to strengthen a position. They are organized into three different levels and can become quite expensive. However, the price could be worthwhile in slowing down land attacks, stopping enemy ships, blocking enemy supply lines or protecting key cities.

**Supply Wagons:** If infantry is the backbone, supply wagons are the lifeblood of your army. You frequently need them to conduct attacks, to stand and defend and to support extended operations. Since combat often consumes wagons, you must replenish your stock to keep the war effort going.

**Ironclads and Repair:** Ironclads are the heavyweights of your navy. They can stand up to enemy forts, and, in the case of Union ironclads, take a good shot at blockade runners. When purchasing ironclads, you have to consider their slower movement and higher price tag. Repair of a damaged ironclad, which is cost-effective, lets you flip the unit back to its original side. You may also convert damaged or undamaged ironclads into level-one forts.

**Wooden Vessels:** Both river and ocean ships do most of the work in your navy, including army transportation and supply. They sail faster than ironclads, but do not fight as well. The South can assign ocean wooden vessels to commerce raiding, which may give her special ability 'Number 9, Front Line Morale' on a successful die roll.

**Blockade Runners (South):** Usually, South benefits from these swift vessels, because they eventually could bring back much-needed supplies for the Confederacy, in the form of production dollars. Runners cannot fight back in combat and they may yield poor die rolls in collecting income.

**Indians and Indian Chief (South):** These irregular units automatically appear as reinforcements, costing South nothing to produce. Indians do yeoman service in harassing the Union west. Their control markers can take dollars off North's production and slow Union movement.

## SPECIAL ABILITIES

Instead of spending all your money on new units, you might consider putting dollars into special abilities. The process is risky: first you pay for a preliminary die roll to see whether you will receive one. If the die roll misses, you lose the money spent.

Special abilities can influence the course of the war. Look at the Special Abilities Chart on the back cover of this rulebook to determine which abilities your side could use. Whenever you get an ability, it will usually last for the whole game. Some, such as 'Number 2, Strong Economy,' run the same for either side. Others, such as 'Number 4, Foreign Intervention,' are different for each side. One choice, 'Number 8, Indians and Confederacy,' will shift in favor of the last side to roll that ability. Another choice, 'Number 9, Front Line Morale,' may go exclusively to the South. Except for these last two, both North and South could possess the same abilities at the same time.

You take the following steps to try for special abilities:

(1.) In 'Action 3,' *before* purchasing any units, you declare whether you will try for special abilities.

(2.) If you do not try, the rest of these steps will not apply and you go on with your unit purchases.

(3.) When you decide to try, declare *how many* attempts you wish to make. Each attempt costs \$5, allowing one die roll. On a roll of eight, nine or ten (zero), you succeed. On any other die roll number, you miss and this attempt is finished. If you have more than one attempt, roll for each of them and keep track of your successes.

(4.) For each successful roll, toss a second die to determine which ability you will obtain. The Chart numbers correspond to your die roll numbers. As an example, a roll of one will give you special ability 'Number 1, Efficient Corps Command.' A roll of zero matches to special ability 'Number 10.'

In one special case, South may automatically choose 'Number 9, Front Line Morale'. If she has one or more commerce raiders in the Open Seas Box, South may pick 'Number 9' instead of rolling a die to find out which special ability she has obtained.

(5.) Sometimes a die roll will duplicate an ability that you already own, or have lost due to cancellation. In this instance, roll again for a new one. Any ability that you just won in the current round will count as one already owned.

Once you obtain an ability, it is usually yours for the remainder of the game, including your current round. Two important exceptions concern the cancellation die rolls in 'Number 8, Indians and Confederacy' and 'Number 9, Front Line Morale.'

Whoever rolls second on 'Number 4, Foreign Intervention' will prevail with respect to Confederate ocean wooden vessels. The remaining results of this ability can co-exist when both sides have rolled it.

In regard to 'Number 8', whenever you already own this ability and your opponent rolls a 'Number 8', the die roll will completely cancel your result. The second die roll prevails for the rest of the war.

In dealing with 'Number 9', South cancels this result for North by taking 'Number 9' as an automatic choice. The cancellation is effective against any future Union die roll of 'Number 9' as well. If South rolls this ability before taking the automatic choice, she gives up the right to cancel North's result.

To avoid any confusion, you may keep track of abilities won by noting them on scratch paper. Another method is to place your flag markers on the Special Abilities Chart.

Every ability rolled takes priority over all rules in the game. To show how this works, let us assume you win ability 'Number 9, Front Line Morale' as the North. Instead of consuming three quota battles every game turn, as the rules stipulate, you will now burn only two per game turn.

The Special Abilities Chart briefly explains each ability. You may want to consider the ten abilities more closely as follows:

**Number 1, Efficient Corps Command:** During combat movement, you may transfer one revealed or unrevealed general card which has already been placed in a corps. To do this, both corps must be in supply. You cannot transfer a card you drew during the present round since it has not yet been placed in a corps. When transferring a face-down card, you may *not* look at it. Cards can be re-transferred in new rounds.

**Number 2, Strong Economy:** All units become cheaper to buy, including ironclad repair. You may subtract \$2 from the cost of each unit built or repaired. However, each attempt to gain a special ability still costs \$5.

### Number 3, Navy Priority:

**North:** All ships may move one extra zone. Wooden vessels increase capacity to two units of *any* type. Ocean wooden vessels sink commerce raiders in the Open Seas Box on rolls of 1 through 3.

**South:** All ships may move one extra zone. Confederate ironclads and river wooden vessels successfully ram on rolls of 1 through 3. During 'Action 2, Collect Income,' blockade runners may attempt to go out and immediately return. They will, however, have to survive fire from eligible Union blockade vessels as explained under combat.

### Number 4, Foreign Intervention:

**North:** Trading losses force the South to stop building ocean wooden vessels and cause each Confederate supply wagon to cost \$13, whether the South has special ability Number 2 or not.

**South:** Ocean wooden vessels cost only \$12, with or without special ability Number 2. The North player is also forced to spend \$9 each game turn to protect its merchant ships and the Canadian border.

The second side to roll this ability prevails regarding Confederate ocean wooden vessels.

## Number 5, Active Partisans:

**North:** Aggressive cavalry eliminates partisans on a roll of 8 through 10.

**South:** Led by Mosby and Quantrill, partisans hit supply wagons on a roll of 1 through 3.

## Number 6, Indian Wars:

**North:** Indians may operate no farther than one territory from Indian Territory. Any Indian markers and units outside this area must move back at their earliest opportunity.

**South:** Indians may attack with a Confederate general instead of the Indian Chief and will rebuild one Indian unit per game turn, during 'Action 3, Purchase New Units and Develop Special Abilities.' The Chief is an eligible rebuild. As part of a Corps, Indians can receive battle modifiers only from a Corps commander who modifies 'all units.'

**Number 7, Civilian Riots:** Domestic troubles require you to pull infantry out of the war and remove them from the map. If the North has consumed less than fifteen battles on the battle track, this result must be rerolled.

**North:** The South is plagued by food riots and must remove two infantry units each turn, during 'Action 2, Collect Income,' to protect food reserves.

**South:** The North is suffering from draft riots and must remove two infantry each turn, during 'Action 2,' to quell the rioters.

**Number 8, Indians and Confederacy:** North eliminates Indians' ability to control territory, while South upgrades their ability. The second side to roll this ability prevails for the remainder of the war.

**North:** Remove all Indian control markers, including pending rebuilds, from the map.

**South:** Treat all Indian control markers as Confederate flags. In the event she rolls this result last, South must start over again with new Indian markers being introduced as rebuilds (if special ability 'Number 6' is also possessed.)

## Number 9, Front Line Morale:

**North:** North consumes only two quota battles per turn on the battle track.

**South:** North consumes two quota battles each time she retreats or a Union general is killed.

## Number 10, Scientific Advances:

**North:** Observation balloons allow the Union player to look at a total of any three Confederate cards at any time in the game turn, whether or not they have been placed in Corps.

**South:** Each Union naval unit that moves into a river zone touching on a gray territory is vulnerable to attack by torpedoes or mines. Roll a die for each river zone that the Union vessel enters. The ship sinks on a roll of 10. Staying in the zone or leaving the zone has no additional effect. The presence of Union flags or units will not protect the ships.

## ACTION 4: COMBAT MOVEMENT

During this action, players move units into enemy-occupied territories, river zones and sea zones to contest these areas in combat. Another option is to move into enemy-controlled territories, which the player's opponent controls but does not actually occupy at the moment.

Most playing pieces are mobile. They have a specific

movement capability, called a 'movement allowance.' Units possess various allowances, according to their type, ranging from two to six map spaces. Only forts are stationary and may not move at all. The movement allowances appear on the appropriate Service Chart.

## MECHANICS OF MOVEMENT

The following movement rules describe how to move units from point A to point B on the map. Combat movement and non-combat movement will impose further restrictions on movement and will be discussed in detail later.

**Land Movement:** To move into a territory, a land unit crosses into the space from an adjacent territory which shares a common border. For example, an infantry may move from Raleigh to Danville, *but not* to Grafton, since Raleigh and Grafton do not share a common border and Grafton lies outside the infantry's movement allowance.

A land unit may also move into a territory from an adjacent river zone or sea zone, when the unit unloads from a naval vessel. This move is an amphibious landing. Land units can march or rail across rivers, provided an enemy warship in the zone does not bar their way. For the purposes of crossing Chesapeake Bay, the water between Baltimore and Eastern Shore, is considered a river.

To enter a mountain territory, your land units pay *two* movement points instead of the normal one.

**Sea Movement:** As you do with land units in territories, you move naval units through adjacent sea zones, one at a time along a connected path. Note that river wooden vessels are not allowed into sea zones, although they can move into the mouths of rivers such as the one in New Orleans. Land units may enter sea zones only when loaded aboard ocean wooden vessels.

To go around Florida, you count Florida as one sea zone. Ships that do not have sufficient points left in their movement allowance to pay for Florida and the far side sea zone will have to stop on the coast and cross over in a future move. Vessels never occupy Jacksonville territory. When crossing, they must use the Atlantic zone on the southern edge of the map.

**River Movement:** River movement is executed in the same way as Sea Movement. Naval units travel through adjacent river zones, entering them one at a time along a connected path. Note that ocean wooden vessels may not enter river zones except in three cases:

- (1.) Potomac River (the river next to Washington D.C.).
- (2.) Mississippi River, up to Memphis but not beyond.
- (3.) Other coastal river zones, adjacent to a sea zone, but not beyond.

When moving vessels, you have to be careful to identify the proper river zones, especially where rivers meet. For example, Vicksburg contains three zones, two of them on the Mississippi to the west, and one on the Yazoo to the east. Your ships should be carefully placed and moved to show which Vicksburg zones they occupy.

**Blockade Runner Combat:** South may move blockade runners around the map, with a movement allowance of six, as her service chart indicates. They may execute this on-map movement in the same round they enter or exit play.

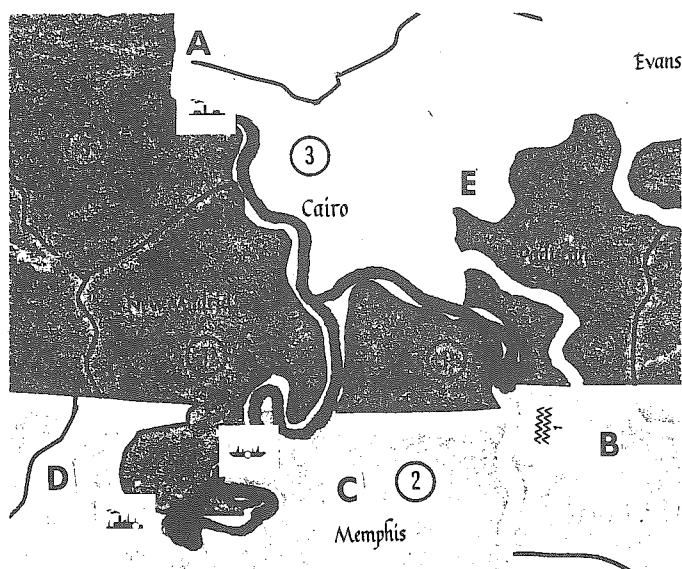
**Map Limits:** Unless they go to a blow-up box or the Open Seas Box, units stay on the map and are confined to map movement.

## COMBAT MOVEMENT

To execute combat movement, players transfer mobile units across adjacent map spaces, spending one point of the units' movement allowance for each new space entered until the units reach target destinations or have exhausted their movement allowances. You will normally need a general to conduct a land combat move. The only exceptions are partisans and cavalry raids.

**Naval Movement:** Water spaces on the map never take control markers, which are Union or Confederate flags. Only certain units may control river zones and sea zones.

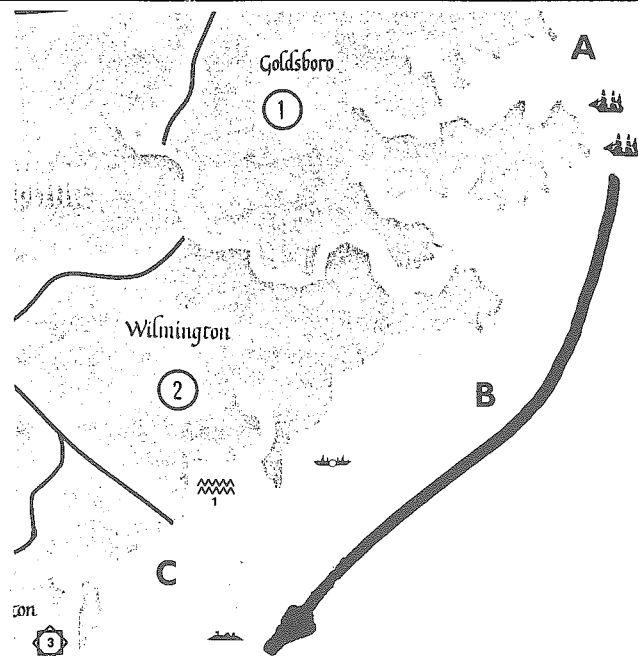
On rivers, forts and warships will exert control. A warship is any naval unit except a blockade runner, because a blockade runner is not a combat vessel and does not control water spaces. For example, this diagram shows river control on the upper Mississippi:



In the above example, the Union ironclad in A may move to B, where she will have to stop because of the Confederate fort. As an alternative, the ironclad may sail down the Mississippi to D, where a Confederate wooden vessel occupies the river zone and forces her to stop.

The blockade runner in C does not stop the ironclad and is automatically *eliminated* as soon as the Union ship enters C zone. Since this action permits only combat moves, the Union warship must end her move in enemy-occupied zones like B, C or D. She may not travel through vacant zones and end her move in one, such as E zone, unless she will bombard or provide supply in a land battle in the following action.

In sea zones, only enemy warships exert control against naval movement. Forts and blockade runners have no effect. The following is a picture of typical ocean movement:



This example shows two Union warships moving from A to C, where they must halt and fight the Confederate ironclad. The Confederate coastal fort and blockade runner in B have no effect on the Union move. Merely entering or passing through B will not eliminate the blockade runner, because she is in port at a Confederate-controlled territory.

It is *important* to remember that naval units do not require generals or Admiral Farragut to enter enemy-controlled waters.

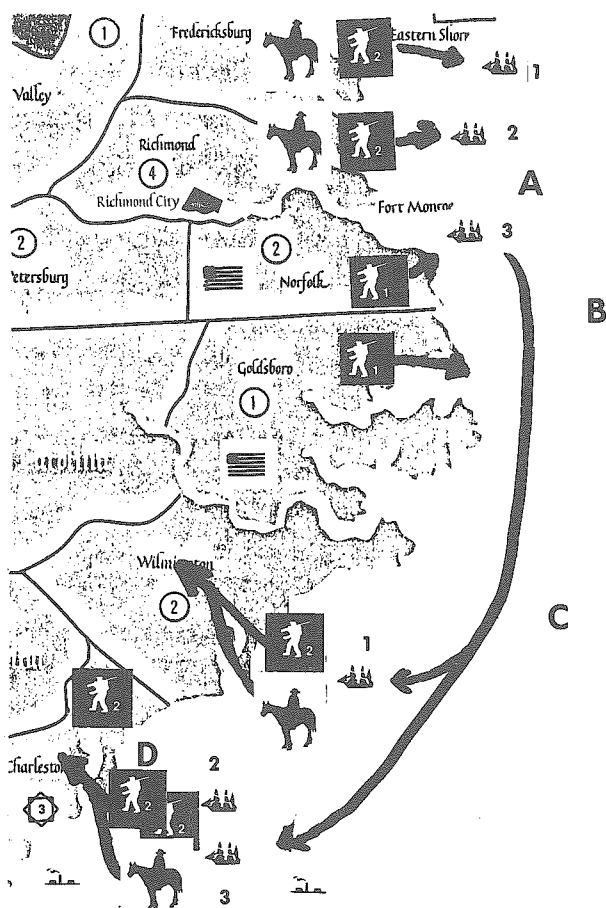
**Amphibious Movement:** As part of combat movement, land units can sail with wooden vessels and unload in enemy-controlled territory. Ironclads and blockade runners do not carry land units, since transport capacity is restricted to wooden vessels. Each wooden vessel can take two infantry strength points or one strength point of anything else, except Indians and the Indian Chief, since Indians do not sail on vessels. Generals and Farragut ride for free.

When transporting land units, your ships have some flexibility. You may start this action with ships already loaded, or you may pick up troops before, during or after ship movement, as long as the land units are adjacent to the ships at the point of loading. Land units may even move next to a sea zone or river zone and then load aboard. Loading and unloading costs nothing in movement points, either for land units or vessels.

Wherever you unload units, the transporting ships must stop and end their combat movement. The unloaded units also end movement where they land. A typical transport scenario is illustrated at the top of the next page.

In our example, three Union wooden vessels start at A, with only one already loaded. The first ship has begun this action carrying a general and two infantry aboard. Ship number two loads another general and two infantry, while ship number three loads one more infantry.

Together, the fleet sails south to B and pauses, while ship number three loads a second infantry. Then the force continues onward to C, where ship number one unloads two infantry and the general at Wilmington, an amphibious invasion. Finally, the other two ships go on to D, outside Charleston, where they unload the second general and remaining infantry. Although



both these vessels could have participated at Wilmington, North chooses to end their move in D zone and invade there. The Union ironclads in D, unable to transport troops, will lend fire support to the landing at Charleston.

In both landings, a general must go ashore with the troops. This is in marked contrast to Admiral Farragut, who can stay aboard and direct a landing from his ship.

It is *important* to remember that amphibious movement in this action is a combat move, requiring a landing in enemy territory. If you want to unload land units in friendly-controlled territory, you must do so in 'Action 5, Non-Combat Movement.'

There is no time limit for landing troops; you may keep them aboard vessels for as long as you desire.

**Land Movement:** Moving into enemy-controlled territory usually requires a general and at least one infantry, artillery or cavalry. If you want to enter an *enemy-occupied* territory, you will also need a supply wagon or a wooden vessel.

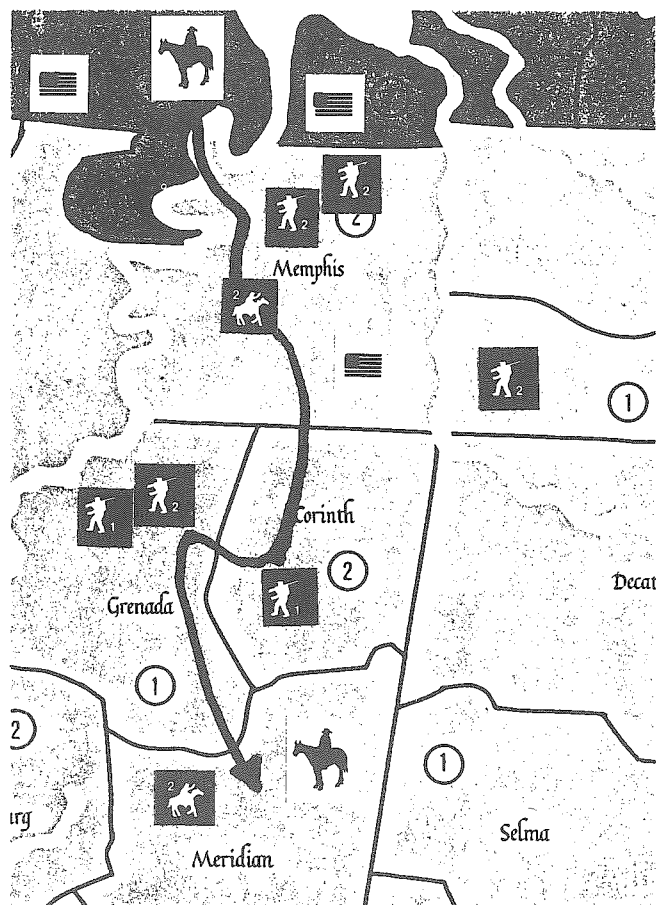
All generals may lead units overland into enemy territory. Union Admiral Farragut can only direct amphibious invasions during combat movement.

Not all combat movement requires generals and supply. Two major exceptions exist for partisans and cavalry raids.

**Enemy-Controlled Territory:** There are two kinds of enemy-controlled territory. One kind shows the original home color of your opponent, such as Cincinnati in the North. To the Confederates, Cincinnati is enemy territory unless South captures it. The other kind lies outside enemy home territory, but it contains the enemy's control marker. For example, South would see Grafton, West Virginia as enemy-controlled

if a Union flag was on Grafton. A Confederate flag or Indian control marker on a blue territory would have the same effect.

You may move into enemy-controlled territory with a general and one or more infantry, artillery or cavalry. The general may pick up or drop off any of these units on the way and continue moving through vacant enemy territories until all units have spent their movement allowances. Here is an example of combat movement into enemy-controlled territories:



In this map scene, four Union infantry and two cavalry start in Memphis. A general comes down from New Madrid and picks them up on the way south. Together the force enters Corinth, where one infantry drops off. Then the others enter Grenada, where the remaining three infantry drop off, since they have spent their movement allowance. Finally, the general and two cavalry go on to Meridian, where they must stop, because they too have spent their movement allowance. North places Union flags in all three gray territories, which now become enemy territory to the Confederate player.

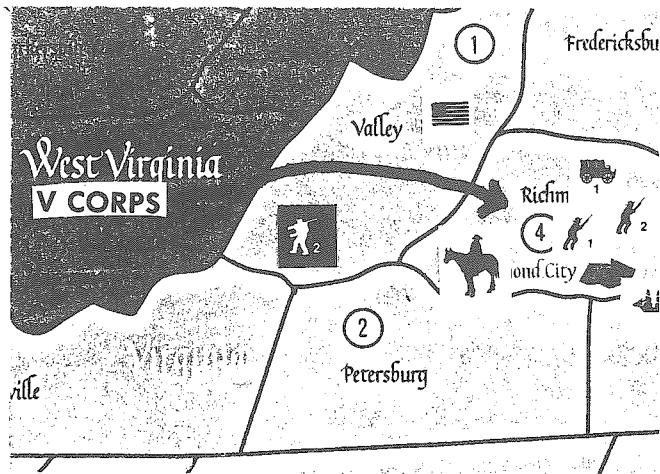
As our example shows, you *must* leave one or more strength points in a territory to gain control of it. On any later game turn, the units may exit and the territory will remain in your control, unless you lose it to your opponent. If you fail to leave any strength points behind when you pass through an enemy-controlled territory, it will not belong to your side.

**Enemy-Occupied Territory:** An enemy-occupied territory contains one or more enemy land units, not counting partisans (who control nothing.) Whenever the territory is not the enemy's home color, an enemy flag will be present as well. To cite an example, Danville lies under Union occupation. The



Confederate player notices the presence of a Union flag and one infantry.

You may move into enemy-occupied territory with a general, one or more infantry, cavalry or artillery and a supply wagon. Before entering the territory, generals may pick up or drop off units. As an alternative supply source, you may draw supply from a friendly wooden vessel in a water zone adjacent to the enemy territory. The vessel must survive any naval combat to supply your attack. Ironclads and blockade runners cannot act as supply vessels. Here is an example of combat movement into enemy-occupied territory:



In our example, it is North's turn. Union V Corps starts in Charleston with five infantry, one artillery and one supply wagon. North wants to attack Richmond territory, where South has a general, supply wagon and three infantry. There is a Union ocean wooden vessel in the upper river zone next to Richmond territory.

North moves V Corps into Valley, where it picks up two infantry. Having one movement point left on the Corps infantry, North is able to move the combined force into Richmond territory and a battle results. North could save her wagon and rely on the wooden vessel to supply the attack, because the ship is adjacent to the territory, and occupies its zone alone. If a Confederate fort or warship shared the same zone, the Union ship would have to fight a naval battle and survive *before* she may act as a supply source. Enemy forts and warships in other water zones have no effect on supply.

**Neutral Territory:** At the start of the war, a number of vacant neutral territories appear on the map, in West Virginia, Kentucky and Missouri. Until a flag is placed on a neutral territory, you may simply enter the space in your combat movement, without a general or supply. Observing their movement allowance, your land units may freely pass through neutral territories.

To capture a neutral territory, you must leave at least one strength point of infantry, cavalry or artillery in the space and put a friendly control marker down to show it belongs to your side. For example, three occupied territories in Missouri have already been captured when the campaign game begins. Indians may capture some of Missouri and leave Indian control markers.

Following the turn of capture, your occupying units may move away and the control marker will remain until the enemy recaptures the space. Recapture occurs as in any other enemy-controlled or enemy-occupied territory. Once a neutral terri-

tory is captured, it never recovers neutrality.

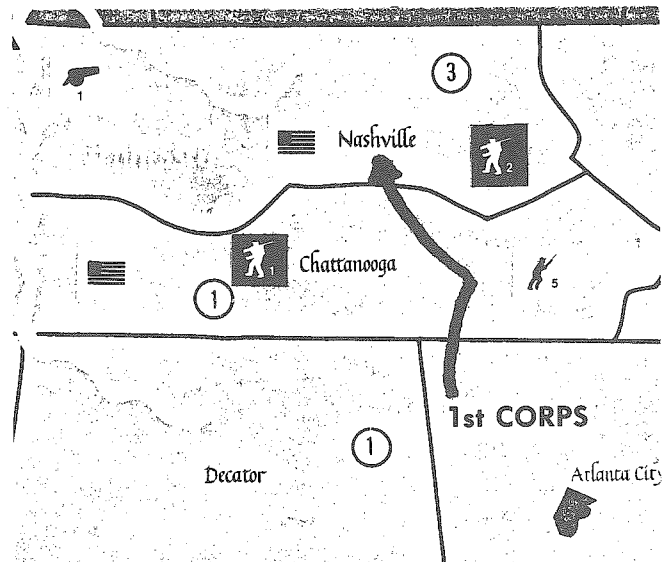
It is *important* to remember that entering Kentucky on game turn one will cost you extra battles as explained under 'Battle Track'.

**Indian Combat Movement:** Indians may capture neutral Missouri territories without their Chief. To place an Indian control marker, South must leave at least one Indian unit on the turn of capture. Afterwards, the unit may exit.

Whenever Indians enter territories that are Union-controlled or occupied, the Chief must lead them. If South wins special ability 'Number 6, Indian Wars', a Confederate general unit may substitute for the Chief. Unlike Confederate units, Indians are always in supply wherever located.

During all movement, combat and non-combat, Indians cannot go farther than *two* territories away from Indian Territory. As an example, Madison is in range, but Alexandria is too far. If North wins special ability 'Number 6, Indian Wars', Indians can go just *one* territory out from Indian Territory; units farther away must move back as soon as possible.

**Combat Overruns:** As part of combat movement, your forces may overrun weak enemy positions and continue onward. You must have at least 5:1 odds against the defenders, a supply wagon or adjacent friendly vessel, and drop off these attacking units in the territory. The remaining units, general, vessels and supply wagons are allowed to continue their move. An overrun situation would occur in this example:



The above diagram shows Confederate infantry, a general and a supply wagon belonging to 1st Corps in Atlanta territory. South moves the Corps into Chattanooga, where North has one infantry. An overrun takes place and South drops off five infantry to get the 5:1 odds, automatically eliminating the Union unit. The rest of 1st Corps moves into Nashville, where South will attack the Union infantry and artillery. In doing the overrun, South is *not required* to move on to Nashville; 1st Corps could simply halt in Chattanooga and eliminate the Union infantry without rolling any dice.

Just as in other battles, you execute overruns with infantry, cavalry or artillery, in any combination. Overruns do not consume the attacker's supply wagons, but in North's turn, they do count as battles for the Battle Track.

It is important to remember that you do not overrun forts.

If the territory has an enemy fort, your land units must stop and engage it in a regular battle.

**Partisans:** Organized into bands of local raiders, Confederate partisans actually do not capture or control territory. Their main functions are to strike at Union supply wagons and to interdict Union rail movement. The North does not have any partisans.

Like any Confederate units, partisans move just once in South's turn, during combat movement or non-combat movement. When doing a combat move, partisans can pass through an enemy-controlled or enemy-occupied territory, as long as they finish their move in another such territory. It is *important* to remember, however, that partisans may never enter a blue-colored territory east of the Mississippi river.

Partisans do not require a Confederate general to move and are always in supply. They may operate *independently* of Confederate generals and corps.

When Union supply wagons come into contact with partisans during combat movement, South has an option to strike at the wagons. The strikes can occur in the combat movement of either side. They do not happen at any other time.

During *Union* combat movement, a partisan can shoot at Union supply wagons in the same territory. For each wagon that starts in or enters the partisan's territory, South may roll a die. On rolls of one or two, the partisan destroys the wagon. The die roll takes place immediately and is done for each partisan in position to fire according to the same conditions. The following situations can arise when partisans destroy wagons:

(A.) All wagons of the Union force passing through are destroyed. North will have to find other supply before this force may enter into a battle.

(B.) Some wagons in a battle territory are destroyed. Union attackers can always draw on available vessel supply. If there is none, a wagonless Corps must retreat because each Corps is restricted to its own wagon supply. Units not in Corps may draw on any surviving wagon.

(C.) All wagons in a battle territory are destroyed. Vessel supply will permit the attack. If none is available, all Union units retreat.

In a retreat, North immediately withdraws units to the territories from which they entered the battle. This will not count as a battle retreat for special ability 'Number 9, Front Line Morale.'

Union cavalry may protect supply wagons. When one or more cavalry share a common territory with raiding partisans, a wagon strike roll of nine or ten eliminates a partisan. South still tosses the die, but the partisan is now vulnerable on these high rolls. It is important to remember that the only way North can eliminate partisans in the war is by using cavalry in defense of wagons.

North also receives better protection from excess cavalry. When cavalry *outnumbers* partisans in a territory, South adds one to her strike die rolls, leaving only a die roll of one as a successful hit on a supply wagon. The other end of the die roll—nine or ten—remains unmodified.

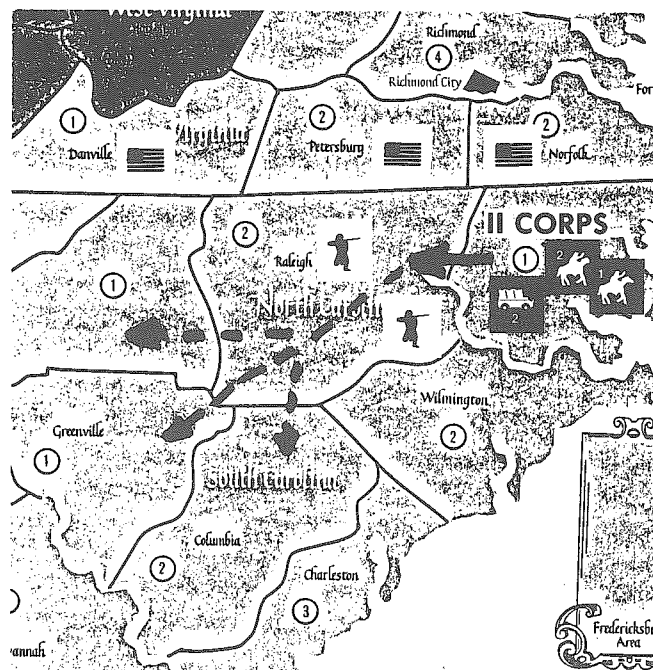
In the event South obtains special ability 'Number 5, Active Partisans,' the successful rolls are one through three against supply wagons and one or two when excess cavalry are present.

A partisan can shoot again at a Union supply wagon occupying the same territory during *Confederate* combat

movement. For each partisan that starts in or enters the wagon's territory, the Confederate player rolls a die. Results are handled the same way as in Union combat movement, except for retreats. When it loses all wagons, a defending Union force stands and fights the first combat interval. The force may continue to fight if it has an eligible supply vessel. If not, the rules for retreat during combat are followed.

It is *important* to remember that partisans do not control territory. When Union wagons share their space, they may fire, but they do not stop any other kind of Union movement. At the same time, Union forces do not stop partisan movement. Firing at wagons is always optional, never required.

The following shows an example of partisan raids:



This diagram depicts a supplied Union II Corps in Goldsboro, with two wagons and three cavalry. North moves them into enemy-controlled Raleigh, where two partisans await the invaders. South immediately rolls a die four times, once for each partisan versus each wagon. The roll results yield two, four, nine and six. The nine is a hit on a partisan, causing South to remove one partisan. As for the other rolls, four and six miss and have no effect. While two ordinarily would have been a hit on a wagon, North's cavalry exceed partisans, three to two, so the roll is modified to a three, a miss.

Since II Corps remains supplied, the force may go on to an enemy-occupied territory as the dashed arrows indicate, and fight a battle. If North lost both wagons, II Corps could not move into an enemy-occupied territory, unless North could draw supply from an adjacent wooden vessel or somehow bring in another supply wagon.

For Union rail interdiction, see the rules on non-combat movement.

**Cavalry Raids:** Both North and South are allowed to send cavalry on raids deep into enemy territory. When raiding, your cavalry will not require generals or supply from wagons or vessels. In addition, these raids will *not* count as battles for the Battle Track.

Raid moves are done during combat movement, and the ensuing battles are fought in 'Action 5, Combat.' To launch

a raid, you move as many as three cavalry strength points into an enemy-occupied territory. They may start from different locations and move through vacant, enemy-controlled territories. As soon as a cavalry unit enters an enemy-occupied territory, the unit must halt.

Union cavalry only conduct raids against Confederate regulars and Indians; there are no raids on partisans, and partisans do not fire back. Whenever a territory contains only partisans, Union cavalry ignore them.

You may not conduct raids into territories containing an enemy fort, whether or not other defenders are present.

Raiding cavalry have the usual cavalry movement allowance of three movement points. They may spend some or all of their allowance in reaching the enemy target. Raids occur entirely overland; raiding cavalry may not use naval transport.

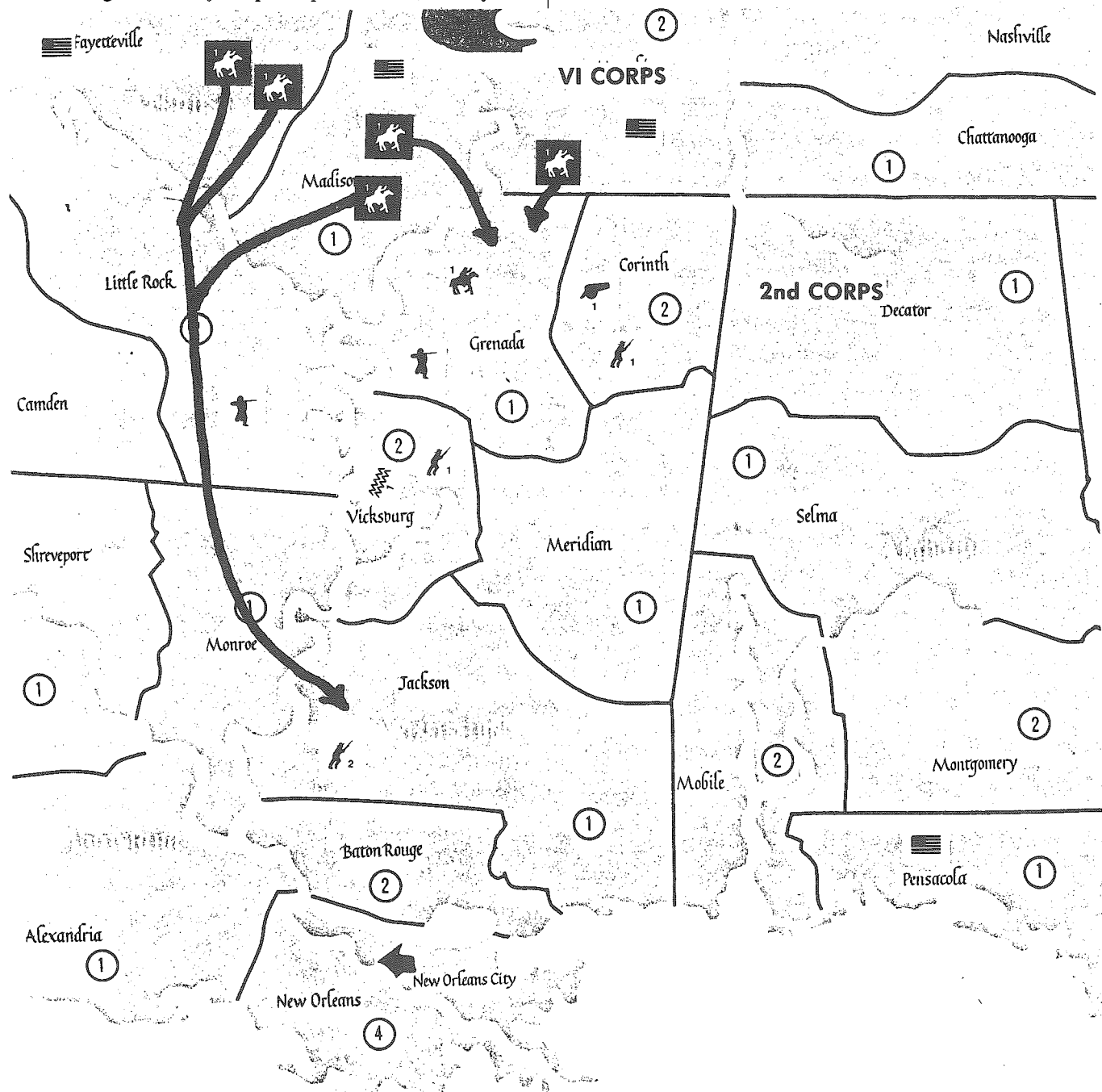
Because generals may not participate in raids, cavalry in a

Corps will have to peel off and raid on their own. It is important to remember that cavalry raids are battles; therefore, a cavalry unit cannot execute a regular combat move, with a general or with a general and supply, and a raid in the same round.

Unless they are out of range of enemy land units, every one of your cavalry units is a potential raider. You may always do a raid with less than three cavalry, but your chances are better with a larger force.

During your combat movement, no cavalry unit may raid more than once, nor may an enemy territory receive more than one raid. When raiding, cavalry do not remove enemy control of any territory they enter; enemy flags remain in place, even where a raid succeeds.

Here is an example illustrating two different cavalry raids in the same combat movement:

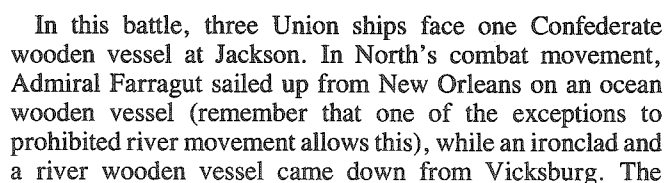


No Union cavalry was able to raid Vicksburg because of Vicksburg's level-one fort.

1. Purely naval (ship to ship, ship to fort)
2. Cavalry raids
3. Amphibious (naval then land)
4. Other land attacks

In most naval battles, you conduct combat intervals, as you would for land battles. However, all naval combat is *simultaneous*—defenders do not get a first fire. The losses you take or inflict do not take effect until the combat interval ends. At the conclusion of each interval, either side has the option to retreat his or her surviving ships and end the battle, unless the defender has a fort. In a fort battle, only attacking ships may retreat, because a fort stays in place and cannot retreat.

**River Combat:** As an example of ship combat on rivers, here is a typical battle without rams:



Confederates have two land artillery in Jackson, which South chooses to commit. The artillery, which must be announced *before* you roll for combat, will support the defense. Jackson's river space also has a blockade runner, whose fate is passively linked to the battle's outcome.

As shown on his card, Farragut will modify the die rolls of all three Union vessels by +2. The ironclad will now hit on an eight, and each wooden vessel will hit on a five die roll. In reply, the Confederate vessel still hits on a three, while her supporting artillery will hit on rolls of one, because this is a naval battle. Your Service Chart shows artillery support rolls in naval battles as '1N.'

Both sides roll dice for the first interval, yielding two hits for North and one for South. In taking their losses, South eliminates both artillery, and North flips over her ironclad to the damaged side. The blockade runner does not participate in the battle or in losses.

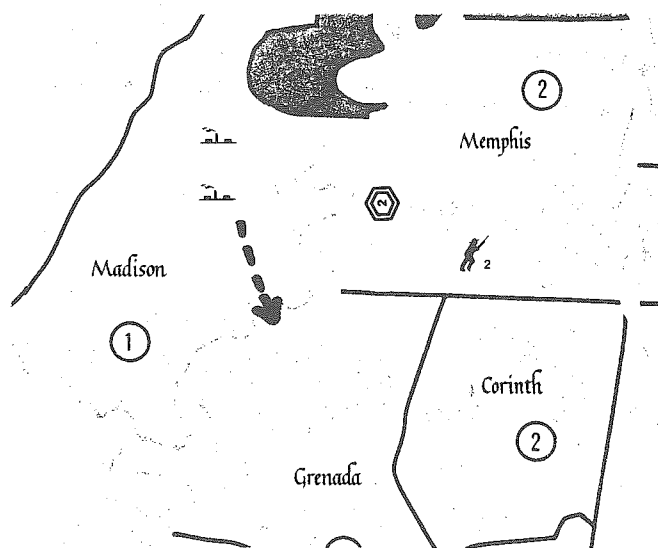
Immediately after the first interval, or after each subsequent interval, either side may retreat if a retreat route is open. An eligible retreat route is an adjacent water space free of enemy ships and forts. When the space contains these enemy units, even ones in a pending battle not yet fought, that retreat route is cut off.

Priorities in retreat routes are to (1) an open zone opposite the enemy's entry point or (2) any open zone. Blockade runners alone never block Union retreats and will be eliminated if Union vessels retreat into their zone. When retreating, your vessels must stay together.

In this battle, South decides to retreat to Vicksburg's open zone, because North had entered the combat zone from both sides, ruling out priority one.

Before the battle, South had the option of committing land artillery in defense of ships. The same option exists before ships attack your fort. These are the only two cases where land artillery defends against ship attack. Artillery does *not* defend against ships who support a straight land attack by enemy troops.

The following is an example of a ship-fort battle along a river:



The above scene shows two Union ironclads which have entered Memphis river zone. They face a level-two Confederate fort with two infantry nearby. The foot soldiers cannot participate because they are not land artillery.

Both ironclads will hit the fort on rolls of six or less. The fort hits on rolls of five or less, shown as '5N' on the Confederate Service Chart. Since there are two levels to the fort, South will have two die rolls on the first interval, *one for each fort level*.

Combat is simultaneous. North rolls a four and a nine, for one hit. South rolls a six twice—hard times!

On interval two, South flips the fort counter over to show a level-one fort, her current fort strength. However, North decides to run the fort and go downriver one space, indicated by the dashed arrow. The battle ends, since surviving attackers may move one river zone away from a fort, forward or backward, after the first combat interval.

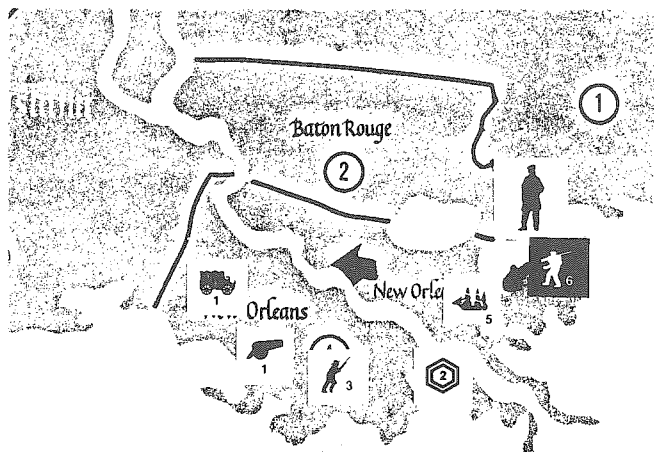
The attacker's withdrawal is part of naval combat, not movement. It must be made into an adjacent vacant or friendly-occupied river zone. If the zone contains one or more enemy warships or an enemy fort, the withdrawal is blocked in that direction. Blockade runners alone do not prevent North from withdrawing into their zone. You are permitted to go forward with part of your attacking force and backward with the rest.

Whenever your ships attack an enemy fort *and* one or more enemy warships in a river zone, you observe the naval retreat priorities given in ship combat. Your retreating ships do not have the same flexibility as they would against forts.

Forts never withdraw, so in our example, South would continue fighting in the event North pressed the attack.

It is important to remember a damaged ironclad still hits on a six or less, and must receive one more hit to be eliminated. Ironclads are the only ships that require two hits to sink. On the other hand, they move slower and do not transport generals, Farragut or land units.

**Amphibious Combat:** In this example, you will see an amphibious combat on a river:



The above scene illustrates a Union invasion of New Orleans. Admiral Farragut sails with five ocean wooden vessels and six infantry. He enters the river zone at the New Orleans fort, triggering a battle. In New Orleans territory, three Confederate infantry, one artillery and a supply wagon will defend.

The battle happens in two stages. First, the ships and fort will fight because naval battles always *precede* land battles in the same map space. For die rolls, Farragut modifies three attacking vessels to five or less; the other two stay at three or less. The Confederate fort rolls twice, scoring on five or less. South chooses to commit her land artillery to the naval battle, because she hopes to sink Union ships with infantry aboard.



North is taking a gamble that the fort and artillery will be knocked out before any loaded ships are hit.

In actual die rolls, North rolls two hits in the first interval. South rolls just one hit. For casualties, North removes one empty vessel, while South takes out her artillery and flips the fort over to level one. North presses the attack. She rolls two more hits, which eliminates the fort and clears the way for the land battle. South manages to hit one more Union ship, leaving the three fully-loaded ships intact—a narrow escape for the troops!

In the land battle, North first unloads six infantry and fights three Confederate infantry, who do their usual first fire in defense. Farragut now assumes command of the landing and modifies three infantry with a +2, giving them a four or less for attack hits. Both sides are supplied, South from her supply wagon and North from her surviving wooden vessels.

Several rounds are fought, since neither side wants to retreat. If North *did* retreat, surviving Union troops reload and the ships stay in the river zone, since the fort is eliminated. If South retreated, her infantry and supply wagon (assuming it had not yet been consumed) would have to go to Alexandria, Baton Rouge or New Orleans City, provided they were friendly-controlled.

At the end of all combat, North survives with Farragut, three ships and two infantry. The Confederate field forces and fort have been eliminated. North places a Union flag on the territory.

As in the case of New Orleans, river forts are always the focal point for any amphibious landing in the fort's territory. You may not land troops in a part of the territory outside the zone containing the enemy fort. Inside the river zone, the landing always takes place on the fort side, never across the river unless a fort is also situated there. With two forts on the same zone, such as Madison and Memphis, the attacker may choose to land in one or both territories.

North could have ended the battle for New Orleans with the naval battle, since you do not have to land troops after eliminating a fort. In this instance, North pressed the attack.

Finally, the battle shows the risk of bombarding with loaded vessels. You may lose them and their troops in naval combat. In the battle for New Orleans, North had three loaded vessels and two empty ones. She was able to sacrifice the latter for combat losses. In a naval battle, the Admiral himself is lost only when his last ship goes down—he keeps transferring to new warships to carry on the fight. Losing Farragut costs North a battle on the Battle Track.

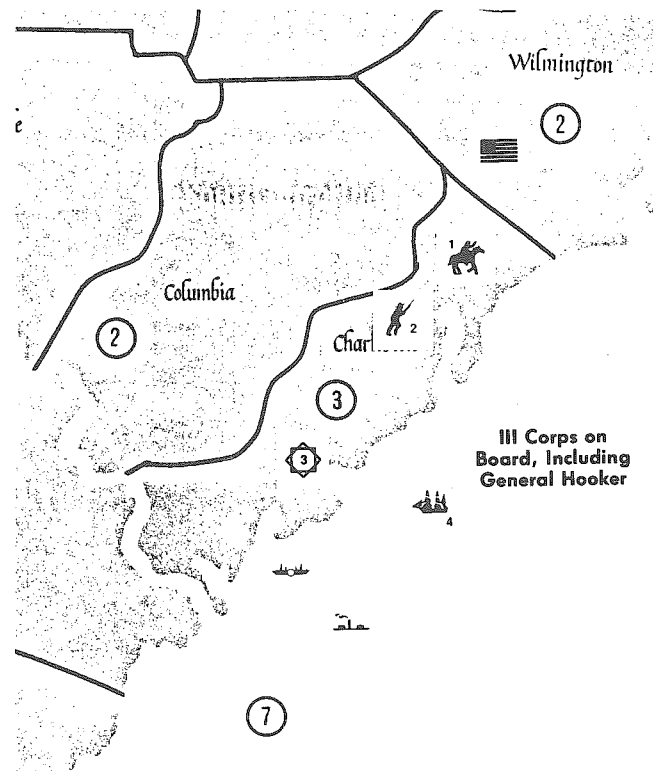
It is important also with Farragut to remember that he does not use a Corps box on the Union Army Display. He always appears on the map, moving like any Union general, with one exception; he does not take land units with him when moving overland.

**Sea Combat:** Opposing warships fight a sea-zone battle as they would a river-zone battle. You move your ships into the enemy-occupied sea zone and do simultaneous combat until one side retreats or is eliminated. As with a river battle, a mutual elimination of all ships will end the sea battle as well.

In sea battles, enemy land artillery and forts *do not* help on defense, nor do they stop your retreat. Since a sea zone is considered free of enemy land artillery or forts, you may retreat your ships into adjacent sea zones next to these land units. Ships may not retreat into sea zones occupied by enemy warships.

Enemy ships or forts on rivers will block your retreat in their direction. For example, Union ships fight a sea battle off Savannah. They cannot retreat up the river bordering on Savannah territory, because the Confederate river fort bars their way.

The following scene shows an amphibious landing along a coast:



In the above battle, North has four ocean wooden vessels and an ironclad. The wooden ships carry III Corps, which consists of five infantry, a supply wagon and General Hooker. South defends Charleston with a level-three fort, two infantry and one cavalry. A blockade runner sits in port, subject to the final outcome.

The entire battle sequence occurs in this fashion:

- (1) Sea battle. All warships fight until one side retreats or is eliminated. The South has none, so you pass this part.
- (2) Optional ship-fort battle. Only one interval takes place then surviving troops are landed.
- (3) Land battle. All mobile units fight until one side retreats or is eliminated. Fort stays out of combat.
- (4) Land attack on fort. At this point, both attacking land units and fort must still exist. Combat lasts until fort is eliminated, attackers are eliminated, or attackers retreat.

As on rivers, a coastal amphibious battle is fought in two major steps—naval battles and then land battles. In our example, North skips the sea battle because there are no Confederate warships to fight.

In the rest of the naval battle, North has the *option* to bombard the fort with her ships. She may keep her ships back, since a sea zone is large enough to allow a landing without bringing the ships right up on a fort. Here, North chooses to fire her ironclad at the fort in one simultaneous combat interval. To protect their troops and supply wagon, the wooden vessels sit out the bombardment.

In doing the ship-fort battle, South rolls three times, once for each fort level. The fort will hit on rolls of five or less, which the Confederate Service Chart shows as 5N. North rolls once for the ironclad, hitting on a roll of six or less. All four die rolls actually miss, and the ship-fort battle ends. The ironclad would have taken two hits to sink.

Weighing her chances, North now decides to go ahead with the optional land battle. North unloads Hooker and all five infantry. Saving the supply wagon at sea, III Corps is supplied instead by the transporting wooden vessels, who remain adjacent to Charleston territory.

Once ashore, III Corps receives first fire from the Confederate mobile land units. Land combat continues in the usual way until one side retreats or is eliminated. Note that Union troops could retreat to Wilmington, an adjacent territory under Union control, or back onto the ocean vessels.

Before die rolls, North modifies her infantry rolls by playing Hooker's +1/- card for two infantry, and a battle modifier card of +1/- for the other three infantry, improving all five infantry to threes on the Battlefield Display. Lacking a Corps, South does not modify her die rolls.

The outcome of the battle is short and bloody. South scores two hits and North gets one hit in the first interval. Since South is unsupplied, her remaining infantry and the cavalry retreat, entering friendly-controlled Savannah.

North may now press the attack on the fort, because her troops are supplied and the fort cannot retreat. The combat is all simultaneous; there is no first fire from the fort, which will hit on rolls of four or less. The attack succeeds, with heavy losses—after six combat intervals, South loses her fort, while North gives up two infantry, leaving just one infantry and Hooker to capture Charleston. Throughout the fort battle, Hooker's infantry retained their modified hit die rolls of three or less. During 'Action 6, Non-Combat Movement,' North intends to reinforce Hooker by sailing in troops from the North.

Placing a Union flag on Charleston, North also salvages a level-one fort out of the wreckage. The Union player removes the gray level-three fort and substitutes a blue level-one fort in the same location, on top of the map's fort symbol. It is important to remember that only level-three forts may be salvaged. When you destroy level-one or level-two forts, they disappear from the map.

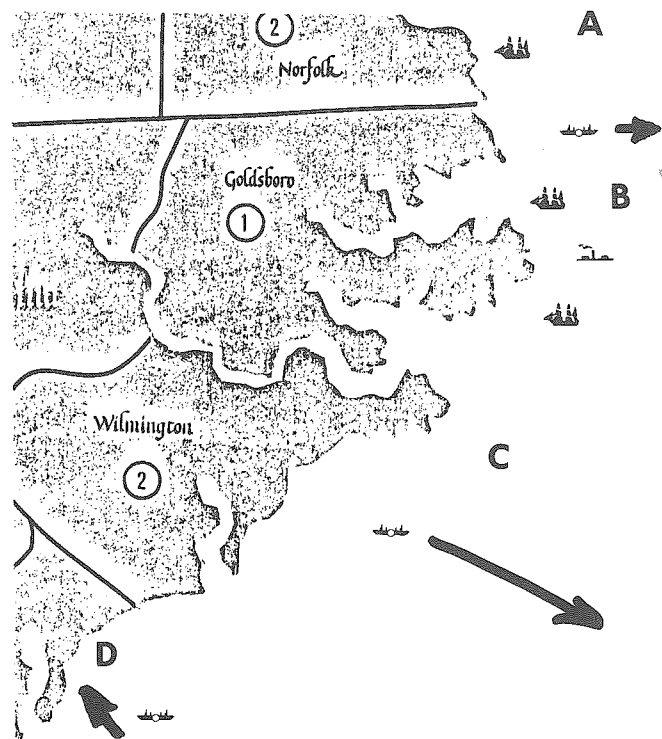
Throughout the land battle, North could have retreated Hooker and the infantry to Wilmington, to the Union wooden vessels, or both. General Hooker, unlike Farragut, had to land to launch the attack. If all Union troops were eliminated, then Hooker would also be killed, which would cost a battle on the Battle Track.

One last question remains, concerning the blockade runner. If South had retreated one or more warships, the runner would accompany them and get away clean. In our case, she was alone, so the retreat must run the Union gauntlet. All Union warships in the sea zone—not just the ones who participated in naval battle—will have a shot at her. South tries to move her to Savannah sea zone, but four wooden vessels and the ironclad sink her three times over in five die rolls. If there were Union warships off Savannah, the runner could not retreat there.

Whenever a blockade runner cannot retreat anywhere, including inland river zones, South may try to send her off the map. In this case, only Union warships in the sea zone get to fire at her. If she succeeds in getting away, the runner is eligible

to try for a return on any following game turn and roll for the usual production dollars.

**Blockade Runner Combat:** The following is an example of naval combat against blockade runners making regular trips, during different parts of South's round.



The above scene has two blockade runners trying to exit out of sea zones B and C. No Confederate forts occupy the coast. South tries to exit the blockade runners during South's 'Action 5, Combat.' North may immediately roll dice for the runner in B as follows:

(1.) Wooden vessel in adjacent A zone has a regular roll of three or less to hit, which becomes two or less to hit. The minus one is for the adjacent zone.

(2.) The ironclad in B rolls a five or less to hit. The two wooden vessels roll a three or less. There are no modifiers when in the same zone as the blockade runner.

In shooting at the runner in C, North may roll as follows:

(1.) The wooden vessel in A does not fire; she is too far away.

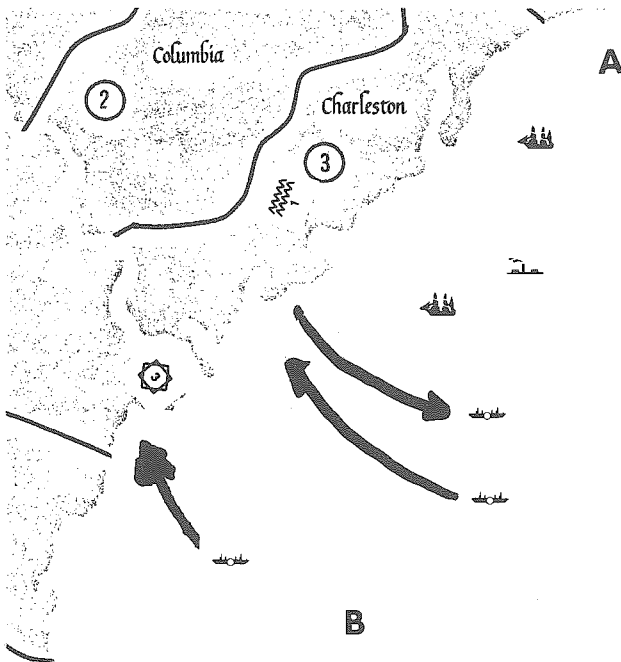
(2.) The ironclad in B does not fire; she is too slow to roll for adjacent zones.

(3.) The two wooden vessels in B fire with -1 off their hit numbers for the adjacent zone.

The scene also shows a third blockade runner returning into sea zone D during South's 'Action 2, Collect Income.' No one may shoot at her, since no Union ship is within patrol range of D zone. The runner in D zone will automatically return and bring in production dollars.

When shooting at blockade runners, each eligible Union warship fires once per sea zone. Their bombardment may overlap, as shown in B and C zones above. As soon as North scores a hit, South removes the sunken runner from the map.

Confederate coastal forts help blockade runners by suppressing gunfire from Union blockade vessels. Forts may protect runners according to this illustration:



In the above scene, which takes place during different parts of South's turn, blockade runners exit and enter A zone, risking fire from two Union wooden vessels and an ironclad. The first step is to check for suppression fire. South rolls a die once during 'Action 2, Collect Income' for the runner attempting to return and once during 'Action 4, Combat Movement' for the runner attempting to leave the map. On a die roll of five or less, South successfully suppresses one of North's ships because the fort is firing in defense of the runners. In suppression fire, a fort bombards *one time for each runner*, when the runner makes her trip, regardless of the level of the fort or the number of Union blockaders.

Successful die rolls will suppress Union fire at blockade runners. South chooses which ships are suppressed, one vessel for each die roll of five or less. Rolling higher numbers has no effect. Note that these ships are not destroyed or damaged, just suppressed.

After suppressions are taken, remaining Union ships fire at each blockade runner in the zone attempting to pierce the blockade. To illustrate, South suppresses one of the three ships in A zone during each trip, choosing the ironclad both times. North rolls twice for each of the wooden vessels (once for each trip), which hit on a three or less.

The foregoing example also shows a blockade runner entering B zone, during 'Action 2, Collect Income,' and landing at Savannah, adjacent to a level-three fort. Both Union wooden vessels in A zone may fire at the runner, because a fort may not suppress blockading ships outside the runner's zone. The suppression fire in A zone has no effect in B zone.

Since blockade runners exit and return to specific territories, only forts in these territories may try to suppress. Outside forts may not participate.

Like other naval units, blockade runners may also move from zone to zone on the map. Their map movement allowance is six, shown with an asterisk on the Confederate Service Chart. Movement on the map has nothing to do with trips for production dollars. When runners move alone, they are automatically eliminated if they move into a Union-occupied river zone, or into a river zone controlled by a Union fort. In

sea zone movement, runners completely ignore Union vessels, unless they try to pierce the blockade, or they try to escape a successful Union landing in their territory, as in Hooker's invasion of Charleston shown 5.

**Commerce Raider Combat:** After North wins special ability 'Number 3, Navy Priority', she may fire at commerce raiders in the Open Seas Box. During her combat, North may roll a die for each Union wooden vessel that occupies the Box, hitting a raider on a three or less.

While in the Box, commerce raiders do not return fire. On the map, Confederate ocean wooden vessels fight according to the normal rules of combat. Any ocean-going Confederate wooden vessel is considered a commerce raider only when placed in the Open Seas Box.

It is *important* to remember that North cannot attack in the Open Seas Box until she has rolled special ability 'Number 3, Navy Priority'. Commerce raiders only go to the Box to allow South an automatic choice on 'Number 9, Front Line Morale.' There is no time limit on how long they may stay in the Open Seas Box, although South has no use for the Box after she wins this special ability.

## LAND BATTLES

Whenever your mobile land units attack enemy land units, you are conducting a land battle. On every game turn, North will consume battles on the Battle Track.

**Battle Track:** In setting up the game, you place the bugle marker on the '33' box of the Battle Track. The number represents how many land battles are available to North at the start of the war. On each game turn, North usually consumes three battles, which moves the bugle down by three on the Track. Depending on the loss of generals and certain special abilities, this consumption may increase or decrease.

The three quota battles are burned whether or not North actually uses all of them in her attacks. She does not consume land battles on defense, nor does North pay for naval battles or cavalry raids. Amphibious battles, however, count as land battles. To show how this quota works, North attacks just twice on her first round. The bugle still moves down to 30 battles.

Whenever a Union general is killed in combat, North immediately consumes one more battle. If a Confederate general is killed in combat, North immediately wins back one battle. For example, on her first round North loses Burnside. The bugle goes to 29 on the Track. In South's half of the turn, North eliminates A.P. Hill, so the bugle moves upward to 30 battles.

Special ability Number 9, 'Front Line Morale,' burns only two quota battles per game turn, or North pays two battles for retreat or loss of a Union general, depending on who rolls the ability.

By picking up the pace of the war, North pays for more battles. For example, North wants to attack four times in land battles. She will burn the three quota battles for the round, plus one for the fourth battle.

As soon as the bugle marker hits zero on the Battle Track, the war has ended. Players immediately assess victory conditions and declare a winner. By agreement, you may end the game earlier when one side has effectively met victory conditions. For example, North occupies Atlanta territory, ready to overwhelm a few defenders in Atlanta City. Since

South is unlikely to relieve or recapture Atlanta, and North already occupies Richmond City and New Orleans City, you might declare the game ended and recognize Union victory.

In the event you want to fight a shorter war, the scenario 'On to Gettysburg' lasts just eighteen battles and the scenario 'Retreat With Honor' lasts just fifteen battles. These scenarios appear at the end of the rules.

Finally, in reference to the Battle Track, a *special rule* applies to early invasion of Kentucky. The state is neutral at the start of the war. If either side invades Kentucky with ground forces in the first game turn, it will cost three battles to the invader. If North invades, the Union burns three battles. If South invades, the Union gains three battles. Merely sailing your ships into Kentucky waters is not an invasion, unless your troops unload. After game turn one, anyone may invade Kentucky without paying for the privilege.

**Combat Supply:** Certain units never require supply. Vessels, forts, raiding cavalry, partisans and Indians are always in supply wherever they may be.

For other land combat units, supply is an integral part of battles. If you attack, you need supply. On defense, in the event they are unsupplied, your land units must eventually retreat.

(a.) **Attack Supply:** There are two sources of supply—wagons and wooden vessels. When using a wagon, you must bring it into the territory under attack. When relying on a wooden vessel, you locate the ship in a water zone adjacent to the territory. A river zone must be free of enemy warships and forts at the time of your land attack. A sea zone must be free of enemy warships, but the territory may still contain an enemy fort since troops can be landed along a coast without coming right up to the fort.

When using wagons, every attacking corps must have its own wagon; a corps does not draw supply from wagons outside its organization. On the other hand, forces led by uncommitted generals may draw on *any* wagon in their combat territory.

If you use naval supply, *all* your attacking units in a territory can rely on a vessel. From the proper position, a single wooden vessel can supply any number of attacks indefinitely, participate in naval combat prior to land combat, and execute non-combat movement, providing she has not already executed combat movement in your round.

(b.) **Defense Supply:** In defense, supply is easier to establish. *All* your defenders may draw on a single wagon or vessel. Without any supply, they must retreat one territory at the beginning of the second combat interval if the attackers are able to continue the attack. In retreat, your defenders stay together.

(c.) **Consuming Supply:** You do not consume vessels when they provide supply. Wagons may be consumed, depending on how long the battle lasts.

A battle that ends after the first combat interval will not consume any wagons. Going past the first interval will require both sides to consume (eliminate) wagons as follows:

(1.) On attack, one wagon per corps for the rest of the battle. One of the corps wagons can serve as supply for all forces led by uncommitted generals. If no corps participate, one wagon can cover all attacking troops.

(2.) On defense, one wagon for the entire defending force for the rest of the battle.

It is *important* to remember that you consume wagons per battle and not per combat interval!

(d.) **Fate Of Wagons:** The fate of wagons, like that of

general units and cards, is linked to the battle's outcome. When all your combat force is eliminated, the remaining wagons, general units and cards are also destroyed. If your force retreats, general units and remaining wagons go with them. The remaining cards stay on the corps boxes.

**Order of Combat:** When conducting land battles, you must *do all your cavalry raids and retreats first*. The other battles can then be fought in any order you choose.

**Appalachian Combat:** In battles which occur in mountainous territories, attacking land units suffer a -1 modifier on their hit die roll numbers. For example, infantry would hit on attack die rolls of one, rather than two or less. This terrain modifier is cumulative with all other die roll modifiers. Partisan die rolls do not change.

**Combat Without Corps:** The earlier 'Sketch of How To Play' described a land battle without corps. You use the Battlefield Display and roll dice on the original columns. This earlier example explains when the battle will end. Generally, you continue fighting until either side retreats or is eliminated. Once in a while, both sides are eliminated at the same time.

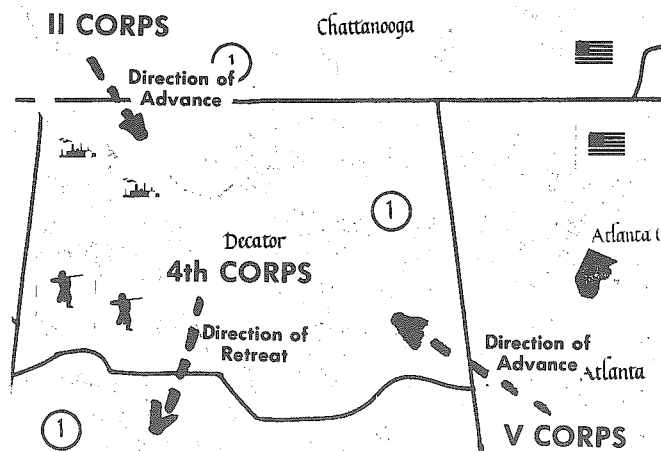
Before combat begins, you must check for partisan raids against Union wagons. If partisans are present, Union supply will have to survive partisan raids or North, as attacker, will be forced to retreat before the battle even begins. When defending, North must always fight one round regardless of supply. Note that partisans cannot raid Union ships, so North may still draw on eligible vessels if her wagons are destroyed by raids.

**Corps Combat:** In the event one or both sides have corps in the battle, and the attacker has supply, you first place participating units on the appropriate numbered columns of the Battlefield Display. You lay out a general's units, carry out modifications (if any) and then go on to your next general. The attacker finishes all of his or her modifications before the defender modifies his or her forces.

You modify units by moving them upward into higher-numbered columns on the Display. For example, Grant defends Memphis with I Corps. He may move four combat strength points two columns upward from their normal defense ratings.

It is *important* to remember certain limits regarding Battlefield modifiers. First, you may not modify any unit higher than column seven. Secondly, each unit can be modified *once* per battle, no matter how many leftover modifiers you may have. Thirdly, a general can modify only his own troops—not anyone else's.

The following example illustrates a corps battle:



In this scene, Union II Corps (Buell, with Meade) and V Corps (Sherman) will attack Confederate 4th Corps (Longstreet, with Bragg). Each corps has two modifier cards. No one knew their generals until this battle. There are two Union wooden vessels in the Decatur river zone and two partisans in Decatur.

Before combat begins, you must check the partisans, even in this case where North could rely on ship supply. North owns a total of three wagons and two cavalry in Decatur. There is no cavalry superiority, so die-roll modifiers do not take effect against the partisans. Both cavalry are allowed to protect all wagons present.

To resolve the raids, South may roll as many as six times, once for each partisan versus each wagon. The Confederate player points out the partisan and the wagon each time he or she rolls. The results will take effect immediately. In our example, partisan #1 rolls four, five and nine, which kills the partisan. Partisan #2 rolls one, six and seven, which eliminates a wagon.

Since Sherman's Corps is now wagonless, North must draw on the river supply to support his attack. If no river supply existed, Sherman would have to retreat immediately, back to Atlanta, from where he originated. Both surviving wagons belong to Buell, but North chooses to draw on river supply and save the wagons.

As attacker, North places and modifies units first. She is able to play four modifier cards, each one offering +1 on the attack. North modifies her troops as follows:

## **Buell's Original Columns:**

Six infantry at 2  
Four artillery at 4

### **Play Buell Card (2 pts):**

No units modified

### **Play Modifier Card #1 (6 pts):**

Six infantry at 3

### **Play Modifier Card #2 (4 pts):**

Two artillery at 5

## **Meade's Original Columns:**

Five infantry at 2  
Two cavalry at 3

### **Play Meade Card (3 pts):**

Three infantry at 3  
Two infantry at 2 (unchanged)  
Two cavalry at 3 (unchanged)

## **Sherman's Original Columns:**

Eight infantry at 2  
Three artillery at 4

### **Play Sherman Card (3 pts):**

Three artillery at 6

### **Play Modifier Card #1 (6 pts):**

Six infantry at 3

### **Play Modifier Card #2 (6 pts):**

Two infantry at 3

After North finishes all modifiers, South does the Confederate side. Longstreet and Bragg together have twelve infantry, four artillery and two cavalry to modify. South plays two

modifier cards with +1 on defense, which South must use to cover the rest of her units after the generals finish modifying six strength points. Longstreet is a bit better than the other generals in this battle since he can modify four points and give them a +2 on defense instead of a +1. South modifies her defenders as follows:

## **Longstreet's Original Columns:**

Twelve infantry at 3  
Two cavalry at 2  
Four artillery at 5

### **Play Longstreet Card (4 pts):**

Four artillery at 7

### **Play Bragg Card (2 pts):**

Two infantry at 4

### **Play Modifier Card #1 (6 pts):**

Six infantry at 4

### **Play Modifier Card #2 (6 pts):**

Four infantry at 4

Two cavalry at 2 (unchanged)

It is important to remember that you may carry two generals, a commander and a second general, in each corps. In this battle, Meade and Bragg are the second generals, whose carrying capacity is still eight points. However, they do benefit from modifier cards as the foregoing diagram illustrates.

When you have two generals in a corps, keep their combat units separate from each other to properly identify them in a battle. The modifier cards always go with the commander.

As long as a Corps commander's card is face-down, you may safely carry twelve strength points with him, since no general in a corps has a capacity of less than twelve points. For all second generals, known or unknown, your capacity is eight strength points, as noted.

In command capacity, a supply wagon counts as a point. Partisans do not count at all. You may carry partisans with a Confederate corps, although Confederate generals do not modify partisan die-rolls.

North now starts the battle with ship bombardment from her two vessels. The bombardment might suppress defender first fire (see the section below on ship bombardment in land battles). In this case, North misses with her ships, and South does full defensive fire, followed by North's return fire. Note that South cannot shoot at the ships because her artillery does not defend a friendly fort or warships. After the first interval concludes, South decides to carry on the fight. With the advantage, North also has no interest in retreating.

By choosing to do a second interval, South must consume one supply wagon. North saves the Union wagons due to river supply.

After three intervals, South is down to two infantry, four artillery and no cavalry. North still has seven infantry, seven artillery and two cavalry. Deciding that retreat is sensible, South withdraws 4th Corps to Selma. North places a Union flag on Decatur. If the Confederate player chooses, the partisan may stay behind, probably to shoot at the Union wagons in South's upcoming combat movement. Note that Longstreet and Bragg would have been killed had North eliminated all of 4th Corps, while the partisan would still survive.

Like non-corps units, a corps can do an amphibious combat coming off friendly wooden vessels. Because of corps size, you



may have to leave strength points behind in order to fit on the ships.

**Retreat:** In withdrawing from a battle, you may retreat into friendly-controlled map spaces or friendly-occupied map spaces. For purposes of retreat, a vacant river zone, free of enemy ships and forts, is friendly-controlled. A sea zone only has to be free of war ships to receive a naval retreat.

It is permissible to split your force and retreat them in different directions, with one exception—Union land units who retreat from loss of attack supply wagons. These units must go back in the direction of their combat moves. If that is not possible, they retreat toward the north.

In certain cases, you cannot retreat land units into prohibited territories. These areas are:

- (1.) Across river zones occupied by one or more enemy ships.
- (2.) Enemy-occupied territories, including those with enemy forts.
- (3.) Enemy-controlled territories, with enemy flags, whether they contain enemy units or not.
- (4.) Territories with pending battles. A pending battle is one

that will occur in the current combat action, but it remains to be actually fought.

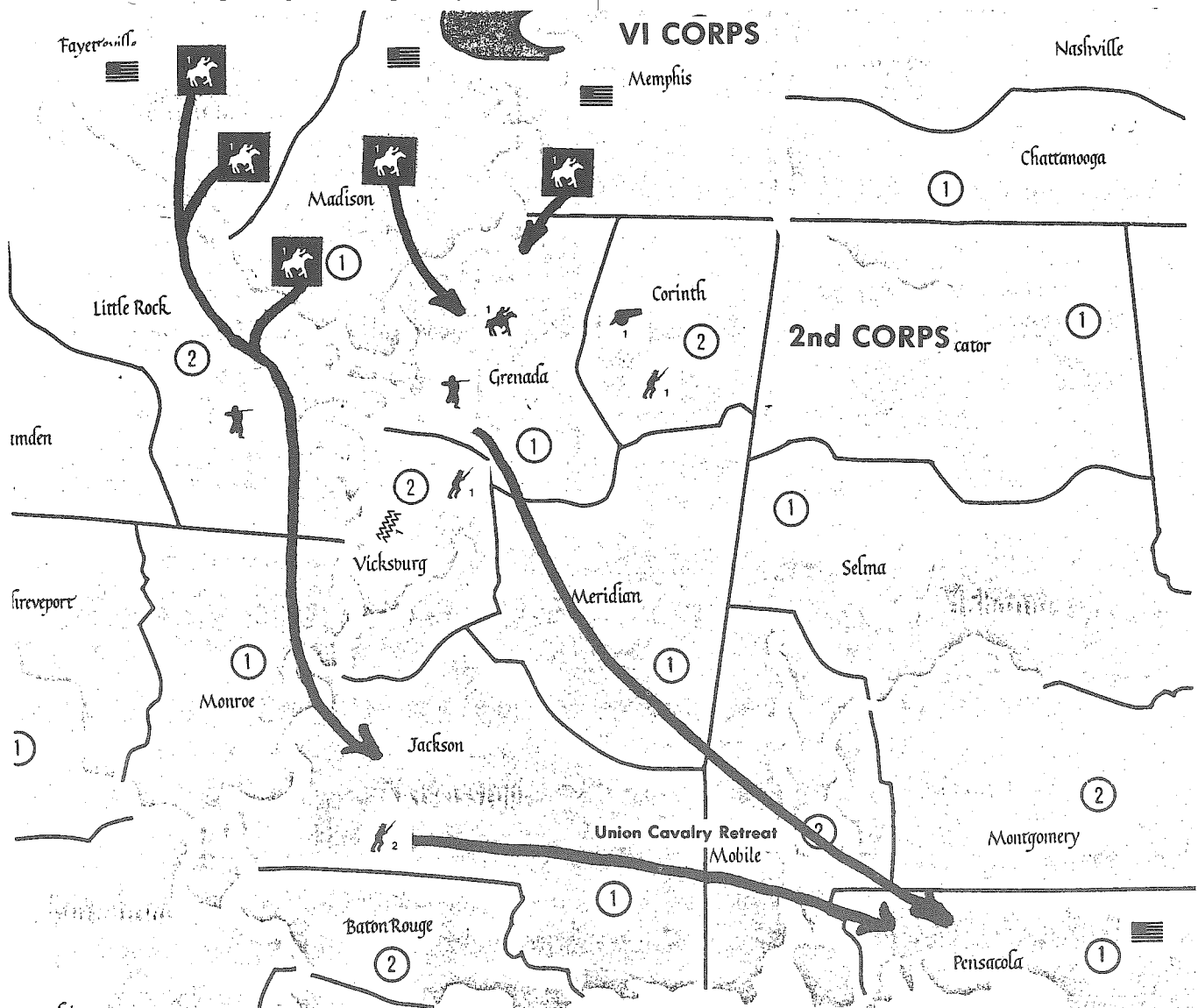
Major cities are treated as separate territories during retreats. For example, South may withdraw from Richmond territory and enter Richmond City.

In the event all your retreat routes are blocked, your supplied force must continue the battle until the enemy withdraws or someone is eliminated. At the end of the first combat interval, unsupplied land defenders are eliminated if they cannot retreat. Unsupplied land attackers would have been forced to retreat before the first combat interval.

In cavalry raids, you may retreat the raiders through enemy-controlled territory on three conditions:

- (1.) A retreat must end in a friendly-controlled or occupied territory no farther than three territories away from the raid.
- (2.) The raiding force must stay together in the retreat.
- (3.) Units cannot retreat into pending battles, across river zones occupied by an enemy warship, or into enemy-occupied territory. Note that enemy forts alone do not stop retreating raiders.

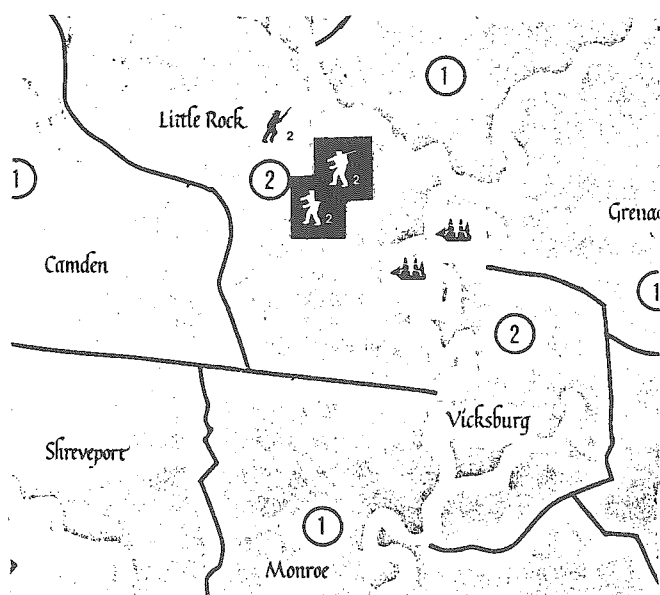
An earlier example showed you Union cavalry raids into Mississippi. Here are the retreat results:



The above picture indicates Union success in both raids. There was an exchange of opposing cavalry in Grenada, after which the surviving Union horsemen retreated through Meridian and Mobile, and finally into Pensacola. In Jackson, one cavalry exchanged with one Confederate infantry, then North retreated the two surviving cavalry into Pensacola as well.

North was able to retreat the raiders into Pensacola for three reasons: the territory was in range, it was under Union control, and the retreat routes were clear. No Confederate troops blocked their way, either in Meridian or in Mobile. While the raiders could have rejoined Union forces in northern Arkansas or in Memphis, North opted to place them in Pensacola, a base for future raids.

**Ship Bombardment In Land Battles:** From a proper position, your warships can suppress defender first fire in land attacks. They will bombard before the first combat interval, as shown in this example:



The foregoing battle starts when four Union infantry assault two Confederate infantry in Little Rock. North has moved two wooden vessels into an adjacent river zone. The ships will bombard before the first land combat interval, suppressing defenders on die rolls of three or less.

On successful die rolls, South chooses which defenders to suppress. These units may not fire in the first combat interval. Afterwards, they fire normally. Whether they are suppressed or not, the two defending land units do not return fire against the vessels.

It is important to remember that in a specific attack, the most you can suppress is *two defending strength points*, regardless of how many suppression die rolls you have.

To bombard in land attacks, your vessels must occupy water zones that are adjacent to the combat territory. The presence of an enemy warship or fort will *prevent* suppression bombardment, even when your ships have already retreated or destroyed them in the same combat action.

Wooden vessels that bombard may also transport troops and act as supply sources. Ironclads may only bombard, suppressing on die rolls of six or less.

If Admiral Farragut is on board during Union bombardment, he can modify the die rolls of up to three ships in his

water zone.

Your vessels never bombard on land defense, only on attack.

## ACTION 6: NON-COMBAT MOVEMENT

In this action, you may move any of your mobile units that did not move in 'Action 4, Combat Movement.' In doing non-combat moves, units only enter vacant water zones, friendly-controlled territories and friendly-occupied territories; they may not enter enemy-controlled or enemy-occupied territories or water zones. Partisans themselves do not control or occupy territories for the South.

**Partisans and Indians:** When South does non-combat movement, partisans are like other Confederate units; they may not enter Union-controlled or occupied territories. They do all movement overland—rail movement and vessel transport are not available to partisans, Indians or the Indian Chief.

In North's non-combat movement, Union land units moving overland may freely enter or pass through territories holding partisans, as long as the territories are also Union-controlled or occupied. When North does rail movement, however, partisans might be able to interdict railed units through specific territories.

Partisans have no effect at all on Union naval movement.

**Rail Movement:** During non-combat movement, you can move some units by rail over extended distances. Actual rail lines do not appear on the terrain, since rail moves are abstracted and depend on friendly control of territories.

In their non-combat movement, North can rail up to *six* strength points and South can rail as many as *three* strength points. A supply wagon counts as one strength point, while generals and Farragut ride for free. Forts, partisans, Indians, the Indian Chief and naval units do not execute rail movement.

To conduct rail moves, units must start and end in friendly-controlled or friendly-occupied territories. As long as every territory on the rail path is also friendly, you may send units as far as you desire. Included in friendly territories are any territories that you just captured in the preceding combat. Enemy warships in river zones block your rail movement across these zones. Blockade runners have no effect.

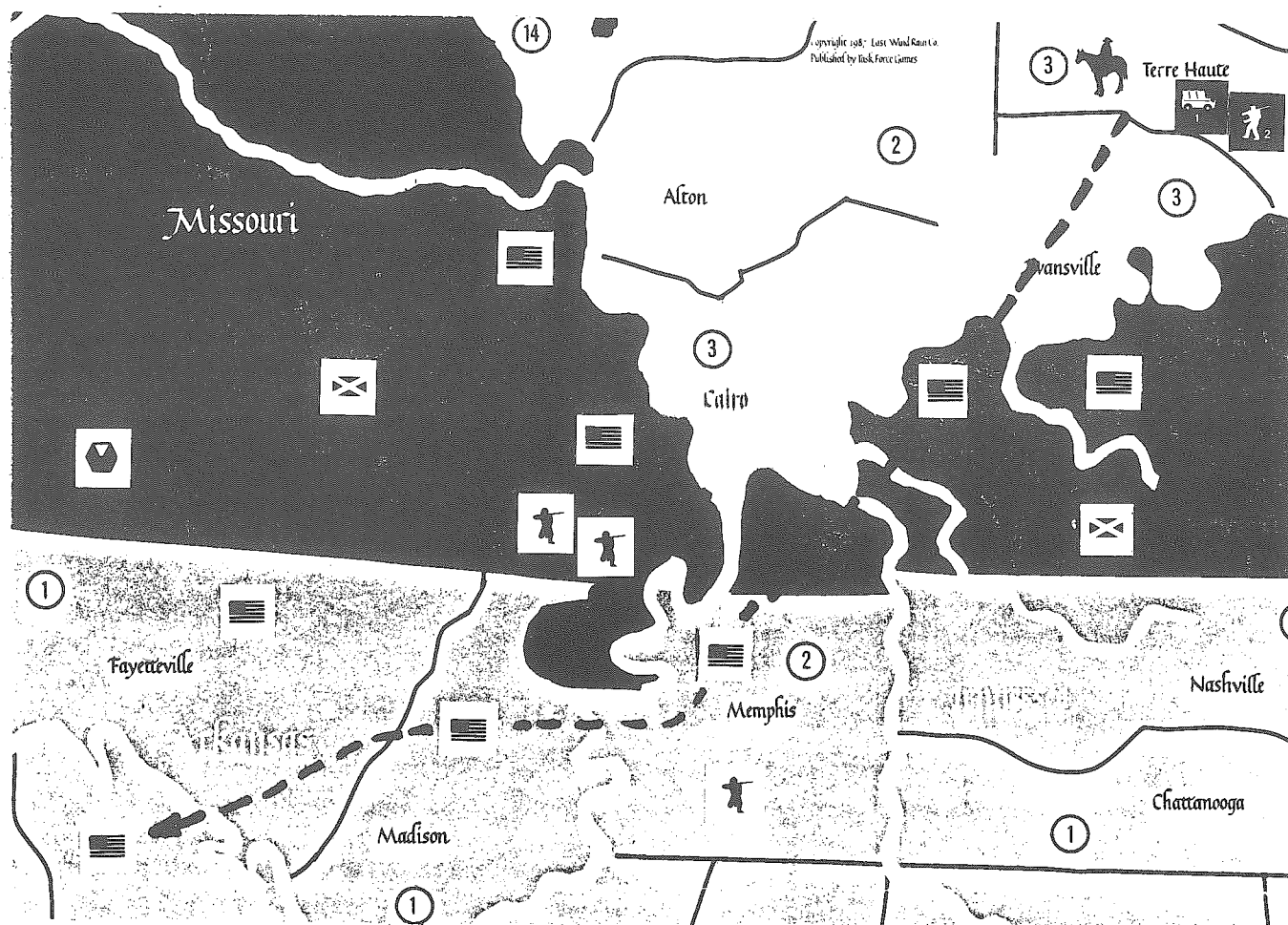
In doing rail moves, units consume their entire movement allowance. They may not do any regular, non-rail movement in the same turn.

**Partisan Rail Interdiction:** Whenever South has partisans along a proposed Union rail path, North must first announce an intention to use the path. For every partisan in the rail path, South rolls a die. On a roll of one or two, a partisan interdicts the rail route, stopping all rail moves into or out of the territory during this non-combat move. Rail interdiction also blocks Union generals and Admiral Farragut from using rails in the territory.

North has the option to determine which paths have been interdicted prior to moving her railed units. At the end of North's non-combat move, all the rail interdiction will disappear. You may use any convenient counters to temporarily mark interdicted territories.

Union cavalry in a partisan's territory will have no effect on interdiction die rolls. The cavalry are unable to catch partisans when South tries to interdict rail lines.

Here is an example of rail moves and interdiction:



The foregoing map scene shows a general, two infantry and a supply wagon starting in Terre Haute. Union flags appear in Louisville, St. Louis, Paducah, New Madrid, Memphis, Madison, Fayetteville and Little Rock. Confederate flags appear in Bowling Green and Rolla. An Indian control marker appears in Springfield, Missouri. All other home territories belong to their original owners. Finally, there are partisans in Memphis and New Madrid.

North declares she will rail the reinforcements from Terre Haute into Little Rock. In this case, Memphis and New Madrid are the only potential rail paths into the declared destination. South will try to interdict in both territories.

In regard to New Madrid, South rolls twice, once for each partisan. For Memphis, she rolls once. The rolls yield one and eight in New Madrid, an interdiction. In Memphis, South rolls a four, which misses.

North may now rail units from Terre Haute into Little Rock, since the rail line is open through Memphis. If South also interdicted Memphis, the rail line to Little Rock would be closed.

It is important to remember that partisans in Wheeling do not interdict east-west rail movement between Pittsburgh and Columbus.

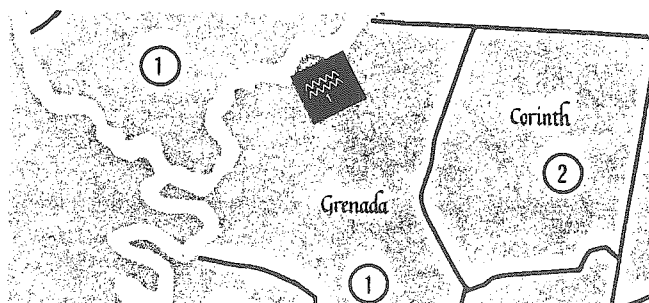
**River Crossings:** Whether they do combat moves, rail movement or overland, non-combat moves, your units cannot cross river zones occupied by enemy warships. Blockade runners by themselves do not prevent Union units from crossing.

## ACTION 7: PLACE CARDS AND NEW UNITS

At this time you place all units you purchased in 'Action 3' on the map. The cards you drew in 'Action 1' are now placed on top of corps boxes. During this action, you may also convert certain units into forts.

**Placing New Units:** New units are placed on original home territories, providing the territories are still under friendly control. Each territory can take any number of new generals and up to its production number in land strength points. For example, North may place three new strength points in Cairo, the equivalent of Cairo's production. In placing supply wagons, you treat each wagon as one strength point.

New forts are always pointed toward the river zone they control. Their orientation is especially important where a territory has more than one river zone, as for example, Memphis or Vicksburg. Here is a sample fort placement:



In Grenada, the new level-one fort points at the upper Mississippi zone, as shown by the top of the unit. After you place a fort, as in Grenada, you *cannot* rotate it to point elsewhere, nor may you move it to another location in the territory.

The starting Confederate fort between the two rivers in Nashville is a special case. The level-one fort controls *both* river zones and is pointed north for clarity.

In all territories, rivers and coasts take priority for fort placements. If the territory lacks river zones and coasts, such as Atlanta, you place the fort on land and it is considered to be in a central location.

Forts, new or upgraded, do not count toward a territory's production capacity. To illustrate, Cairo can receive three Union strength points and a level-two fort. It is also important to remember that South may place or upgrade a fort on top of a major Confederate city under her control. North can place or upgrade a Union fort in Washington, D.C.

No home territory can hold more than one fort. However, you may *upgrade* an existing fort to a higher level and absorb the new fort level in this manner. For example, the starting Nashville fort is a level-one fort, which South can upgrade to level two or three, by having the existing fort absorb one or two new levels. The end result would still show one fort for Nashville territory.

**Conversion Of Artillery Or Ironclads:** Within the limit of one fort per territory, you may now *convert* an artillery into a level-one fort, or an ironclad (damaged or undamaged) into a level-one fort, or any two of these unit types into a level-two fort. When converting artillery, you remove the artillery and place a level-one fort in the same territory. When converting an ironclad, you remove the ship and place a level-one fort on any friendly territory touching on the water zone of the converted ironclad. When converting both units together, the ironclad's position will control fort placement, but the artillery must be in the territory at the time of placement.

Once converted, artillery and ironclads do not reappear from forts. There is no limit on how many units you may convert in the war, provided you have the artillery and the ironclads! You may convert artillery and ironclads on the same game turn they have participated in combat, moved or retreated. However, you may not convert them on the turn they are built.

Union naval vessels may appear at one or more of the anchor symbols shown on the map. Anchors are located at St. Louis, Cincinnati, Philadelphia and the New Jersey sea zone. Except for ocean wooden vessels, there is no restriction on the number of ships that may be placed next to an anchor symbol. Ocean wooden vessels appear *only* at Philadelphia or the New Jersey sea zone.

Confederate naval vessels may be placed at any gray territory controlled by the South and adjacent to a river zone or sea zone. The South does not have to control both banks of a river zone to place a ship in the zone.

For both sides, care must be taken to place new ships in specific river zones or sea zones. You may *not* place river wooden vessels in sea zones or *any* ships in enemy-occupied zones where your opponent already has a fort or one or more vessels of any kind. North cannot place new ships at anchor symbols under Confederate control.

**Placing New Cards:** Taking the cards you drew earlier in 'Action 1, Draw Cards', you now place the new general card,

identity unknown, and the two new battle cards in corps boxes on your Army Display. Since each box is limited to two general cards and two battle cards, you will have to discard extra cards, either new or old, to stay within limits or place them on empty boxes to become part of new corps. Discarded general cards do not count as killed generals for the Battle Track. You must always place the corps commander card on top of any second general card that shares the same corps box.

In throwing out an unknown, face-down general card, you must discard him without looking at the identity. You may always look at battle cards, so you may keep the best ones to suit your strategies.

It is permissible to place a new general card and one or both new battle cards on an empty corps box in anticipation of the new corps, as long as you have an available general unit on the map to take command in the following 'Action 8, Reorganize Corps.'

If North has drawn Farragut, which you will recognize by the anchor symbol printed on the back of Farragut's card, he is now placed directly on the map. North does not put the card on any corps box, since Farragut never commands a corps. Any new general unit that has just been placed can become Farragut. In the event North has no uncommitted general unit on the map, an existing general card has to be discarded and the accompanying general unit on the map replaced by Farragut's marker. As an alternative, North could throw away Farragut's card, which South would approve.

There are times when you may go through the whole deck of modifier cards. In this case, reshuffle all discards, place them face-down on their box, and redraw new cards as needed. Unlike modifier cards, old general cards and free unit cards do not recycle.

### ACTION 8: REORGANIZE CORPS

To complete your turn, you may now rearrange your corps. Among the choices you have, you may do any of the following:

- (1.) Switch units and battle cards between corps in a common territory.
- (2.) Create a new corps for available generals.
- (3.) Combine two or more existing corps in a common territory.

In switching units between corps, you may not overload a corps and put in more troops than the general cards can handle. If general cards are still face-down, commanders can handle twelve points, while second generals can carry eight points. When the cards go face up, your commander's actual capacity takes effect, such as eighteen points for Lee. A face-up second general will still carry only eight points.

When you switch battle cards, it is important to remember that each corps can hold only two cards. You may not stack up more cards in a favored corps.

If you want to create a new corps, you must have an available general unit *on the map or in a corps box* to take command. For example, North might have four generals and three existing corps in play. Therefore, during corps reorganization, North can create a fourth corps for the extra general. An available general may come from uncommitted generals or from second generals already in corps.

To create a new corps with a new general card, you have already set up the card on the corps box during 'Action 7'. You

now transfer one or more units from the territory to the box, and you exchange the numberless general for the numbered corps general that matches the box. As an example, South has a numberless general unit and two infantry in Sabine. During 'Action 7,' she places a new general card and battle card on the empty 5th Corps box. Then, in 'Action 8,' she removes the infantry and general from Sabine, places the infantry on the box and puts the 5th Corps general in Sabine.

You may also split off a new corps from an existing corps, provided you have two generals and at least two units in the existing corps. To make the new corps, you transfer a general card and one or more units to an empty corps box. The general card must belong to the second general in the existing corps; a corps commander may not create another corps. Whatever units you transfer, the existing corps has to retain at least one unit. Transfer of battle cards is optional. The new corps is complete when you place the new corps general in the territory and take away the numberless general.

When combining two or more existing corps, you merely discard any excess general cards and battle cards to reach the corps limit. When you discard them, you may not look at face-down general cards. To complete the merger, you should remove the old corps generals from the map and replace them with numberless generals.

In the event you throw away a general card during corps reorganization, you do not count the discard as a killed general for the Battle Track.

**Numbered Corps Generals:** Both sides have six numbered corps generals and six numberless generals. The thirteenth leader marker on each side—Farragut for the North and the Indian Chief for the South—never command a corps or participate as a second general in one.

Numbered corps generals are corps commanders. They always appear on the map. Their second generals, however, stay on their corps boxes to avoid confusion.

Whenever you want a general to operate without a corps, use a numberless general marker and move him with his troops on the map. If you do not have a free numberless marker, use a numbered corps general and turn him 90° on his side in the plastic stand to remind you that he is not a corps commander. Usually, there should be enough general markers for either side.

## SECTION IV: OPTIONAL SCENARIOS

### ON TO GETTYSBURG

To give you a choice in starting the war, players may decide on this shorter scenario. The game length is eighteen battles on the Battle Track. It will still cost three battles to invade Kentucky on the first game turn.

North achieves victory by doing *one* of the following:

- (1) Reducing Confederate production to \$40 or less.
- (2) Capturing and holding two major Confederate cities at the same time for one full game turn.

South wins by preventing the Union from achieving its victory conditions *and* by doing *one* of the following:

- (1) Capturing and holding Washington, D.C. for one full game turn.
- (2) Capturing and holding one northern-edge territory east of the Mississippi for one full game turn, or doing the same with any two blue Union territories east of the Mississippi.

If both sides fail to win, the result is a draw.

### RETREAT WITH HONOR

In this shorter scenario, players may start with the historical forces as of mid-July, 1863, and fight the war to a conclusion. The game length is fifteen battles on the Battle Track.

To help you distribute counters in the set-up, all infantry (I) and Confederate cavalry (C) have a number code for each counter as follows: '#(#)'. The first number equals the strength points you deploy (i.e. the number of units that counter represents) and the second number, in parentheses, is the side of the counter which goes face-down.

### UNION SETUP

Collectible income is \$109 at the start.

Union flags are placed in: Missouri (use one flag for the entire State), Fayetteville, Madison, New Orleans territory and City (use one flag for both), Vicksburg, Grenada, Memphis, Nashville, Paducah, Frankfort, Lexington, Parkersburg, Wheeling, Fredericksburg, Goldsboro, and Jacksonville.

### CORPS:

I Corps (Meade with unknown second general) and II Corps (unknown commander) in Frederick. Total strength is seventeen infantry, four artillery, five cavalry and four supply wagons. I: 1(2), 8(1), 8(1).

III Corps (Rosecrans with Sheridan as second general) and IV Corps (Thomas) in Nashville. Total strength is thirteen infantry, two artillery, two cavalry and two supply wagons. I: 5(1), 8(1).

V Corps (Grant) and VI Corps (Sherman) in Vicksburg. Total strength is fourteen infantry, three artillery, two cavalry and two supply wagons. I: 6(1), 8(1).



## DETACHED LAND UNITS:

Six infantry in Fayetteville. 6(1).  
One infantry in Madison. 1(2).  
Uncommitted general, five infantry, one artillery and two supply wagons in New Orleans territory. I: 5(1).  
Two infantry in Grenada. 2(1).  
Six infantry in Memphis. 6(1).  
One infantry in Paducah. 1(5).  
Two infantry in Cairo. 2(1).  
One infantry in Alton. 1(2).  
One infantry in Terre Haute. 1(5).  
One infantry in Indianapolis. 1(6).  
One cavalry in Cincinnati.  
Five infantry and one artillery in Lexington. I: 5(1).  
Two infantry in Wheeling. 2(1).  
Five infantry in Pittsburgh. 5(1).  
Five infantry in Baltimore. 5(1).  
Two infantry in Fredericksburg. 1(5), 1(5).  
Two infantry in Fort Monroe territory. 2(1).  
Two infantry and one supply wagon in Goldsboro. 2(1).  
One infantry in Jacksonville. 1(6).

## FORTS:

Level-one in Vicksburg.  
Level-two in Washington, D.C.  
Level-three in Fort Monroe.  
Level-one in Goldsboro.

## NAVAL UNITS:

Admiral Farragut, two ironclads, two river wooden vessels and one ocean wooden vessel at Vicksburg.  
One river wooden vessel at Jackson.  
One river wooden vessel on Mississippi at Memphis.  
One river wooden vessel next to the fort symbol at Nashville, in either river zone.  
One ironclad at Cairo.  
One river wooden vessel at Cincinnati.  
One ocean wooden vessel on Potomac at Washington, D.C. - Fredericksburg.  
One ocean wooden vessel in Chesapeake Bay off Baltimore.  
One ocean wooden vessel off Goldsboro.  
One ocean wooden vessel off Wilmington.  
Two ironclads and two ocean wooden vessels off Charleston (with two infantry and one supply wagon aboard). I: 2(1).  
One ocean wooden vessel off Brunswick.  
One ocean wooden vessel off Jacksonville on the south map edge.  
Two ocean wooden vessels off Mobile.  
One ocean wooden vessel off Galveston.

## CONFEDERATE SETUP:

Income starts at \$66, before North's turn.  
Confederate flags are placed in: Evansville, Louisville, Bowling Green, Charleston (West Virginia) and Grafton.

## CORPS:

1st Corps (Lee with A.P. Hill as second general), 2nd Corps (Longstreet with Ewell as second general) and 3rd Corps (Stuart, cavalry only) in Grafton. Total strength is twelve infantry, three artillery, five cavalry and two supply wagons. I: 5(1), 5(1), 2(1). C: 3(1), 2(1).  
4th Corps (Bragg) and 5th Corps (Hardee) in Chattanooga. Total strength is ten infantry, two artillery, four cavalry and two supply wagons. I: 4(1), 4(1), 2(1). C: 3(1), 1(2).  
6th Corps (J. Johnston) in Jackson. Total strength is seven infantry, one artillery, one cavalry and one supply wagon. I: 5(1), 2(1). C: 1(5).

## DETACHED LAND UNITS:

Two infantry in Alexandria. 2(1).  
Two infantry and one artillery in Baton Rouge. 2(1).  
Four infantry, Indian Chief and two Indians in Camden. 4(1).  
One partisan in Little Rock.  
One cavalry and one partisan in Meridian. 1(4).  
One infantry and one partisan in Corinth. 1(2).  
Uncommitted general, three cavalry and one supply wagon in Evansville. 1(4), 2(1).  
One partisan in Bowling Green.  
Two infantry in Knoxville. 2(1).  
One artillery in Atlanta territory.  
Three infantry and one supply wagon in Charleston (South Carolina). 3(1).  
One infantry in Wilmington. 1(2).  
Three infantry and one supply wagon in Raleigh. 3(1).  
Two infantry in Norfolk. 2(1).  
Three infantry and one supply wagon in Richmond territory. 3(1).  
One partisan in Fredericksburg.  
One cavalry and one partisan in Valley. 1(3).

## FORTS:

Level-three in Mobile on coast, facing river.  
Level-two in Baton Rouge on Mississippi.  
Level-one in Chattanooga, facing river.  
Level-three in Charleston (South Carolina), on fort symbol.  
Level-two in Wilmington, on southern inlet.  
Level-one in Norfolk, facing upriver zone.  
Level-one in Richmond City.

## NAVAL UNITS:

One river wooden vessel in downriver zone at Shreveport.  
One damaged ironclad, one river wooden vessel and one blockade runner upriver in Mobile.  
One ironclad and one blockade runner at Charleston (considered to be protected by the fort).  
One blockade runner off-map on Open Seas box, to return.  
Two ocean wooden vessels in Open Seas Box.

## SPECIAL RULES:

(1.) Each corps receives two battle cards before the game begins. You draw them two at a time, after designating which corps they belong to. If you draw free unit cards, place the units immediately. You may not draw again for the played free unit cards.

(2.) Each side places the cards of all named generals in their listed corps. North then shuffles the cards for McDowell, McClellan, Pope, Burnside, Hooker and Buell, without looking at them. After they go face-down in the Union generals box, North draws the top two and places them unknown in I Corps and II Corps as listed in the setup. For the Confederates, South removes Jackson's card and Van Dorn's card, since these leaders were killed earlier in the war. Without looking at them, South shuffles the remaining three cards—Hood, Beauregard and Polk—and places them face-down in the Confederate generals box.

(3.) Due to the foregoing setup, you do not draw cards in your first game turn. Afterwards, both sides resume normal card draws.

(4.) Where corps are set up in a common territory, you may apportion total strength between them as you wish, with one exception: in Grafton, *all* Confederate cavalry go in Stuart's 3rd Corps.

(5.) The Mobile ironclad is 'damaged' to indicate she is partially fit for action.

(6.) Confederate vessels at Charleston are in the harbor, immune from naval attack unless Union vessels bombard and destroy the fort or South sends these ships out to sea.

## VICTORY CONDITIONS:

North achieves victory by doing *all* of the following:

(1.) Isolating Trans-Mississippi at the end of the game.

(2.) Capturing and holding Atlanta City, Savannah, Charleston (South Carolina) and Richmond City at the same time. Eliminating General Lee may be substituted for one of these objectives.

South wins by preventing the Union from achieving its victory conditions *and* by doing *either* of the following:

(1.) Capturing and holding Washington, D.C., for one full game turn.

(2.) Holding any two of these at the end of the game: Atlanta City, Savannah, Charleston (South Carolina) or Richmond City. Holding a blue territory east of the Mississippi for all of the final game turn may be substituted for one of these four territories.

If both sides fail to win, the result is a draw.

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# SPECIAL ABILITIES



1

## Efficient Corps Command

The player may transfer one general card from a corps to another corps during the Combat Movement portion of the Individual Round.

2

## Strong Economy

The player may subtract two dollars from the price of every unit built. However, any attempts to gain special abilities still cost five dollars each.

3

## Navy Priority

North: Ships move one extra zone; transports increase capacity to two strength points (any type); ocean wooden vessels sink commerce raiders on 1-3. South: Ships move one extra zone; ironclads and river wooden vessels ram on 1-3; blockade runners may attempt to go out and return on same game turn, during 'Action 2.'

4

## Foreign Intervention

North: South ceases to build ocean wooden vessels and pays \$13 per supply wagon, with or without Special Ability #2. South: Ocean wooden vessels cost \$12, with or without Special Ability #2; North pays \$9 per game turn to protect borders and ports. Last side to roll this result prevails as to South's ocean wooden vessels.

5

## Active Partisans

North: Aggressive Union cavalry eliminates partisans on a die roll of 8-10. South: Led by Mosby and Quantrill, Confederate partisans hit supply wagons on a die roll of 1-3.

6

## Indian Wars

North: Indians may not operate further than one territory away from Indian Territory. South: Indians accompanied by a general may attack, and may rebuild one unit per round.

7

## Civilian Riots

Takes effect only after North consumes fifteen battles. Before then, roll again. North: The South is plagued by food riots. South removes two infantry each game turn, during 'Action 2, Collect Income.' South: The North is hard-hit by draft riots. North removes two infantry each game turn, during 'Action 2.'

8

## Indians and Confederacy

North: The North eliminates all Indian control markers. South: Treat all Indian control markers as Confederate flag markers. The last side to roll this result prevails.

9

## Front Line Morale

North: North consumes 2 quota battles per game turn. South: North consumes 2 battles if North retreats or a Union general is killed. With a <sup>WATERBURY</sup> commerce raider in the Open Seas Box, South takes this result automatically and eliminates it for North.

10

## Scientific Advances

North: Observation balloons allow a free look at three of South's cards per game turn. South: Roll for torpedoes and mines each time a Union vessel enters a river zone on gray territory. A 10 indicates the ship sinks.

# NORTH

Casualties

★ ★ 1 ★ ★	★ ★ 2 ★ ★	★ ★ 3 ★ ★	★ ★ 4 ★ ★	★ ★ 5 ★ ★	★ ★ 6 ★ ★	★ ★ 7 ★ ★
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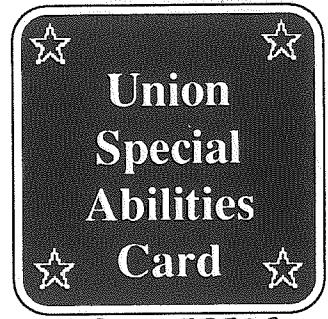
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Casualties

# SOUTH

Grand Army of the Republic



VOLUNTEERS



**Special Abilities Card**

- 3 -

Union

**Navy Priority**

Ships move one extra zone;  
transport increase capacity to  
two strengths points (any type);  
ocean wooden vessels sink  
commerce raiders on 1-3.

**Special Abilities Card**

- 2 -

Union

**Strong Economy**

Subtract two dollars from the  
price of every unit built or re-  
paired. Attempts to gain special  
abilities still cost \$5 each.

**Special Abilities Card**

- 1 -

Union

**Efficient Corps Command**

May transfer one (revealed or  
unrevealed) general card from one  
supplied corps to another supplied  
corps during combat movement.

**Special Abilities Card**

- 6 -

Union

**Indian Wars**

Indians may not operate further  
than one territory from Indian  
Territory.

**Special Abilities Card**

- 5 -

Union

**Active Partisans**

Aggressive Union cavalry  
eliminates partisans on a  
dieroll of 8-10.

**Special Abilities Card**

- 4 -

Union

**Foreign Intervention**

South ceases to build ocean  
vessels, and pays \$13 per supply  
wagon (with or without Special  
Ability #2).

**Special Abilities Card**

- 9 -

Union

**Front Line Morale**

North consumes two quota  
battles per game turn.

**Special Abilities Card**

- 8 -

Union

**Indians and Confederacy**

The North eliminates all  
Indian control markers.  
(Last side to roll this  
result prevails.)

**Special Abilities Card**

- 7 -

Union

**Southern Civilian Riots**

The South is plagued by food  
riots. South removes two  
infantry each game turn, during  
'Action 2, Collect Income.'

**Special Abilities Card**

- 10 -

Union

**Scientific Advances**

Observation balloons allow a  
free look at three of the South's  
cards per game turn.



VOLUNTEERS

**Special Abilities Card**

**- 3 -**

**Confederate  
Navy Priority**

Ships move one extra zone; ironclads and river wooden vessels ram on 1-3; blockade runners may attempt to go out and return on same game turn, during 'Action 2.'

**Special Abilities Card**

**- 2 -**

**Confederate  
Strong Economy**

Subtract two dollars from the price of every unit built or repaired. Attempts to gain special abilities still cost \$5 each.

**Special Abilities Card**

**- 1 -**

**Confederate  
Efficient Corps Command**

May transfer one (revealed or unrevealed) general card from one supplied corps to another supplied corps during combat movement.

**Special Abilities Card**

**- 6 -**

**Confederate  
Indian Wars**

Indians accompanied by a general may attack, and may rebuild one unit per round.

**Special Abilities Card**

**- 5 -**

**Confederate  
Active Partisans**

Led by Mosby & Quantrill, Confederate partisans hit supply wagons on a die roll of 1-3.

**Special Abilities Card**

**- 4 -**

**Confederate  
Foreign Intervention**

Ocean wooden vessels cost \$12 (with or without Special Ability #2). North pays \$9 per game turn to protect borders and ports.

**Special Abilities Card**

**- 9 -**

**Confederate  
Front Line Morale**  
North consumes two battles each time North retreats or a Union general is killed. (With an unopposed commerce raider in the Open Seas Box, South takes this result automatically and eliminates it for the North.)

**Special Abilities Card**

**- 8 -**

**Confederate  
Indians and Confederacy**  
Treat all Indian control markers as Confederate flag markers. (Last side to roll this result prevails.)

**Special Abilities Card**

**- 7 -**

**Confederate  
Northern Civilian Riots**

The North is hard-hit by draft riots. North removes two infantry each game turn, during 'Action 2, Collect Income.'

**Special Abilities Card**

**- 10 -**

**Confederate  
Scientific Advances**

Roll for torpedoes each time a Union vessel enters a river zone touching gray territory. A 10 indicates the ship sinks.



I  
Corps



II  
Corps



III  
Corps



IV  
Corps



V  
Corps



VI  
Corps



Farragut



1st  
Corps



2nd  
Corps



3rd  
Corps



4th  
Corps



5th  
Corps



6th  
Corps

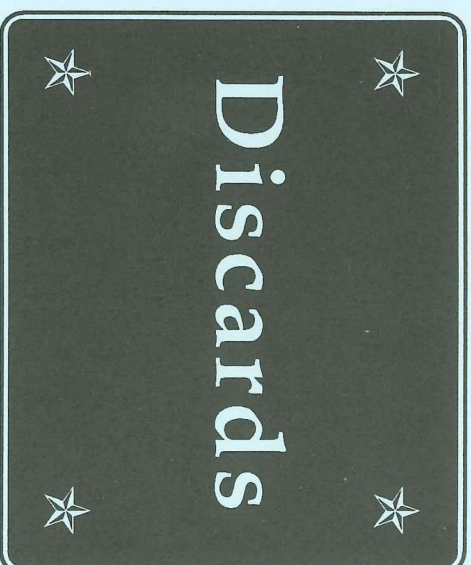
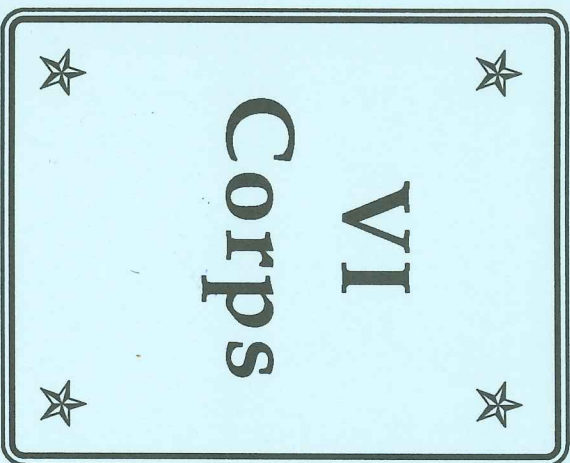
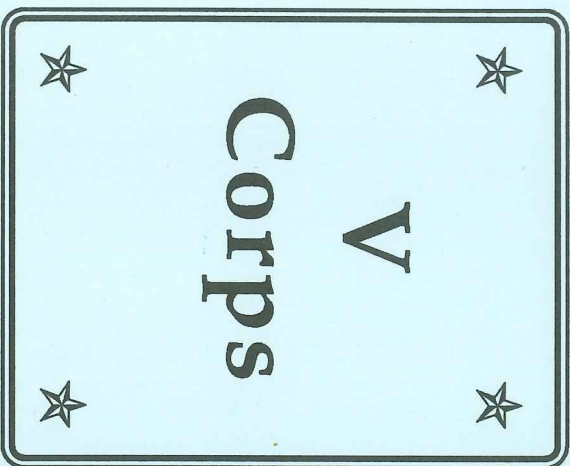
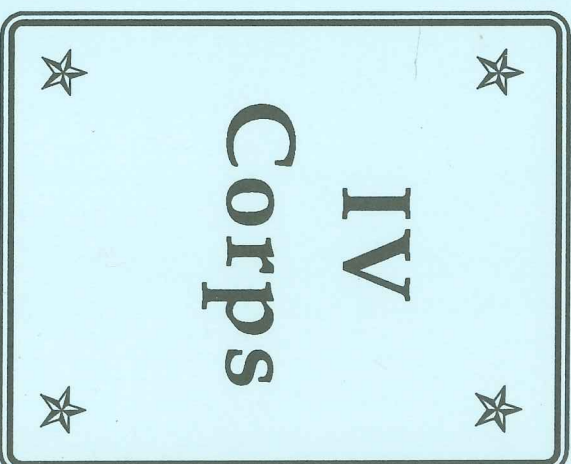
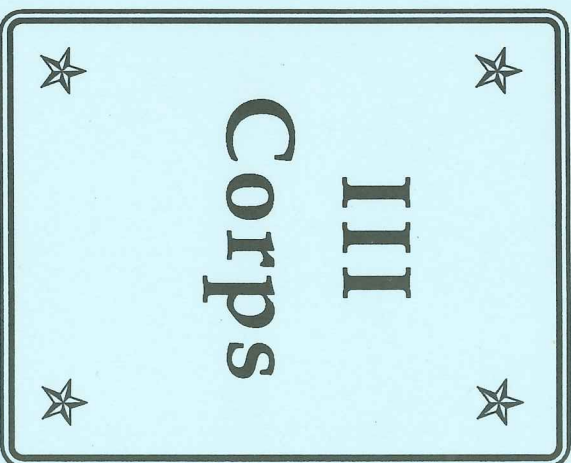
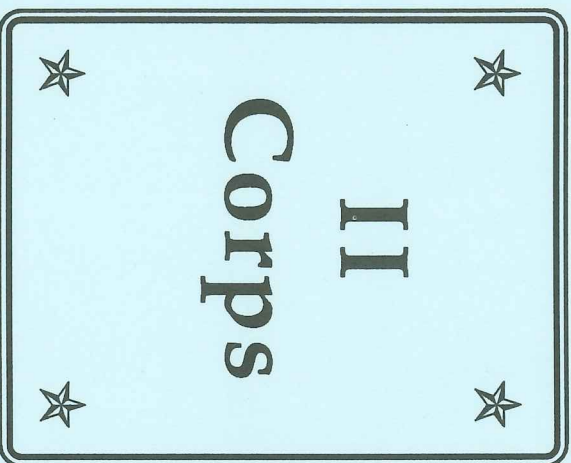
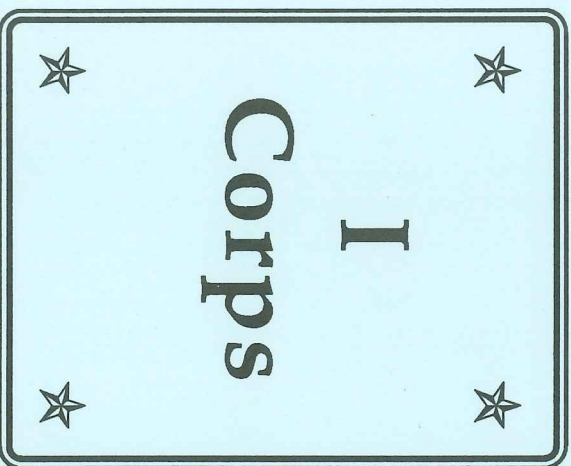


Indian  
Chief



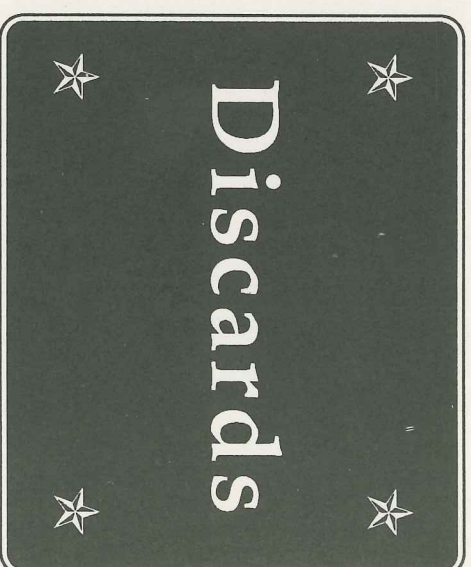
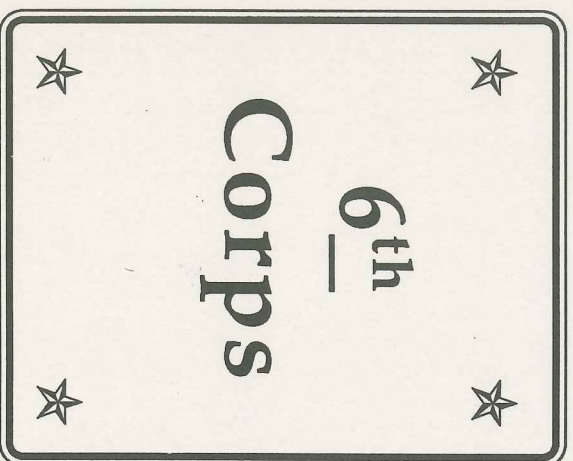
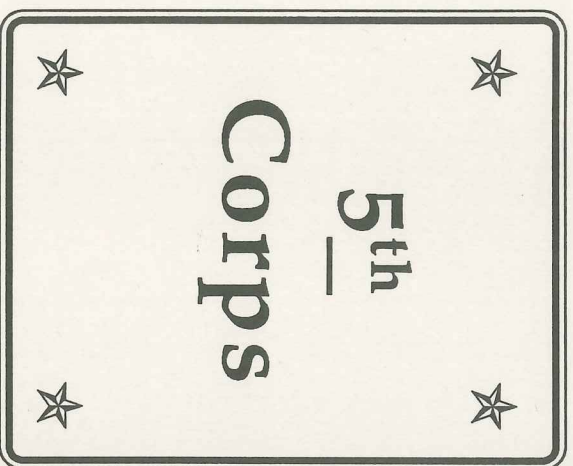
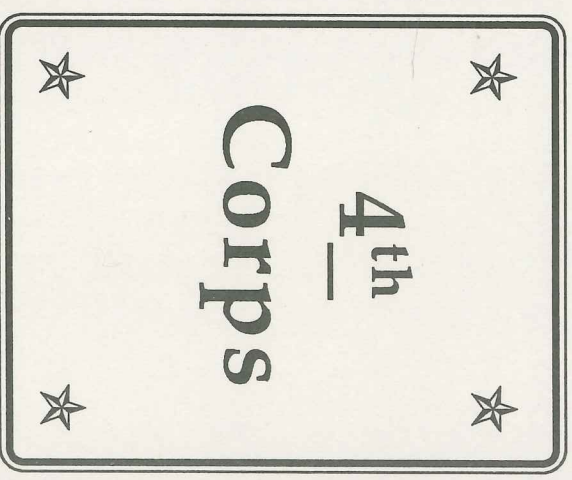
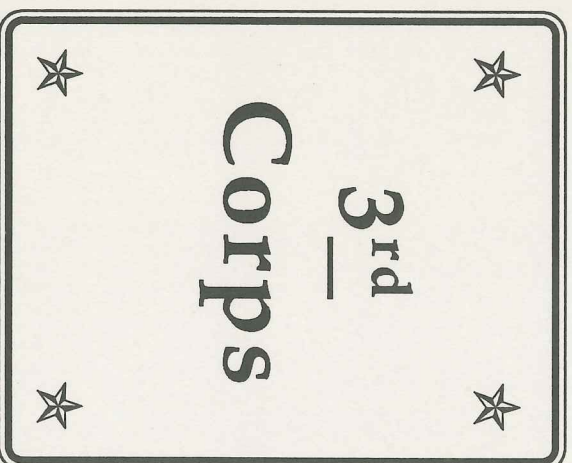
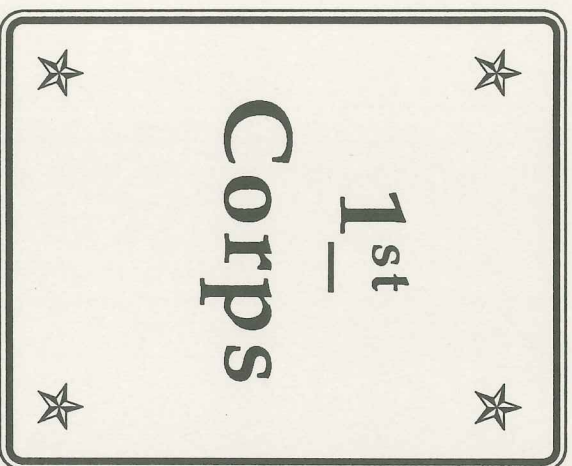


# Union Army Display





# Confederate Army Display





# Union Service Chart



## Starting Forces

Unit Type	Washington, D.C.											Dollar Cost	Movement Allowance	Attack Number	Defense Number	Unit Type
Infantry	3	2	1	1	2	1	1	1	1	1	1	9	2	2	3	Infantry
Artillery	2						1			1		15	2	4	5..1N	Artillery
Cavalry											1	12	3	3	2	Cavalry
General	1								1			18	4	—	—	General
Fort Level			3									9	—	—	4..5N	Fort Level
Supply Wagon†												10	2	—	—	Supply Wagon
Ironclad												15	4	6	6	Ironclad
Repair Ironclad												8	—	—	—	Repair Ironclad
Ocean Wooden Vessel	1											12	5	3	3	Ocean Wooden Vessel
River Wooden Vessel						1						9	5	3	3	River Wooden Vessel

\* Place Union Control Marker  
+ Three Supply Wagons Start Anywhere in Blue Territories

N Is For Naval Battles

Economic Base: \$112  
Special Abilities: \$5 per Attempt

Partisan Rail Interdiction  
Dieroll 1, 2: Rail Movement Stopped

Partisan Raid  
Dieroll 1, 2: Wagon Destroyed  
Dieroll 9, 10: Cavalry Eliminates Partisan

## Individual Round

1. Draw Cards
2. Collect Income
3. Purchase Units and Develop Special Abilities
4. Combat Movement
5. Combat
6. Non-Combat Movement
7. Place Cards and New Units
8. Reorganize Corps

## Union Dollar Track

Tens	0	1	2	3	4	5	6	7	8	9	10	11
Ones	0	1	2	3	4	5	6	7	8	9		



# ★ ★ ★ ★ Confederate Service Chart

Starting Forces		Confederate Service Chart																					
		Unit Type	Richmond City	Richmond Territory	Fredericksburg	Valley	Norfolk	Charleston	Atlanta Territory	Savannah	Tallahassee	Mobile	New Orleans Territory	Little Rock	Memphis	Nashville	Knoxville	*Lexington, Mo.	Indian Territory	Dollar Cost	Movement Allowance	Attack Number	Defense Number
Infantry	1	1	2	1	1	1	1				1	1	1	1	2	1	1		9	2	2	3	Infantry
Artillery			1	1											1				18	2	4	5...1N	Artillery
Cavalry			1				1						1						9	3	3	2	Cavalry
General			1	1								1							12	4	—	—	General
Partisan													1		1				5	2	—	—	Partisan
Fort Level						3													12	—	—	4...5N	Fort Level
Supply Wagon²							2	2				2							10	2	—	—	Supply Wagon²
Ironclad																			21	4	6	6	Ironclad
Repair Ironclad																			11	—	—	—	Repair Ironclad
Ocean Wooden Vessel³												1							18	5	3	3	Ocean Wooden Vessel³
River Wooden Vessel													1						15	5	3	3	River Wooden Vessel
Blockade Runner																			10	6*	—	—	Blockade Runner
Indian																			—	3	1	1	Indian
Indian Chief																			—	4	—	—	Indian Chief

Economic Base: \$75

Special Abilities: \$5 per Attempt

Blockade Runner Cargo: 2D10 Dollars

Partisan Rail Interdiction

Dieroll 1, 2: Rail Movement Stopped

Partisan Raid

Dieroll 1, 2: Wagon Destroyed

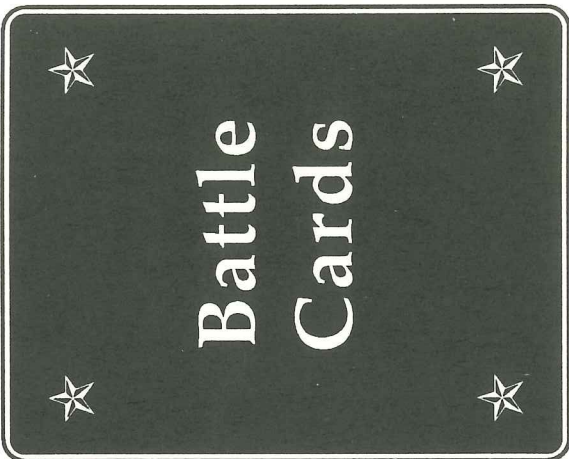
Dieroll 9, 10: Partisan Lost to Cavalry

## Confederate Dollar Track

0	1	2	3	4	5	6	7	8	9	10	11
0	1	2	3	4	5	6	7	8	9		
0	1	2	3	4	5	6	7	8	9		

- Individual Round
- Draw Cards
  - Collect Income
  - Purchase Units and Develop Special Abilities
  - Combat Movement
  - Combat
  - Non-Combat Movement
  - Place Cards and New Units
  - Reorganize Corps

# Union Cards



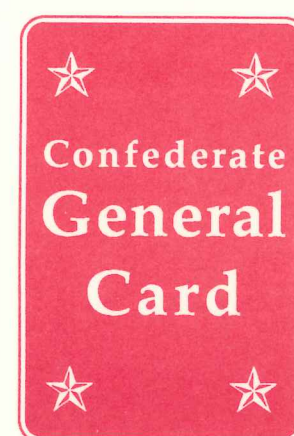
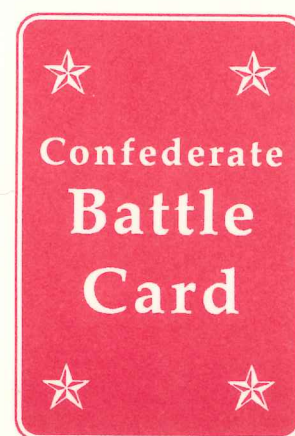
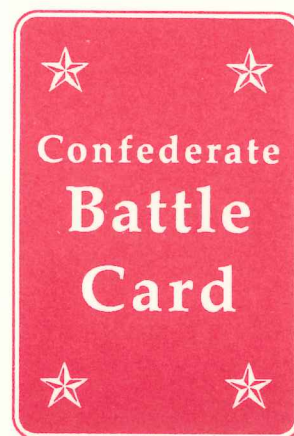
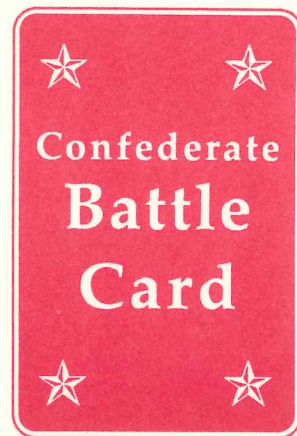
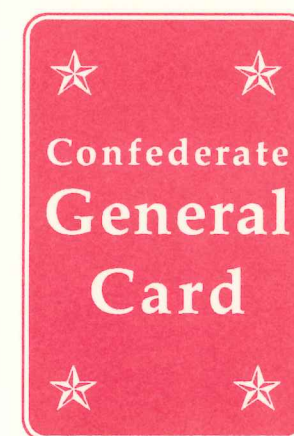
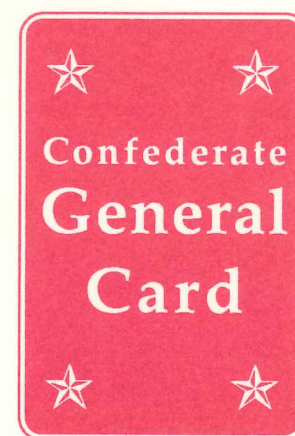
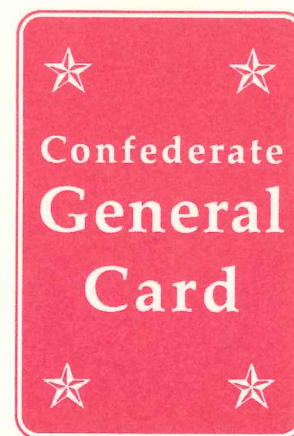
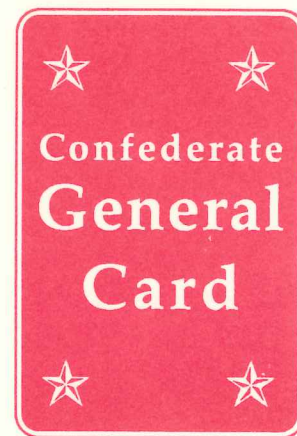
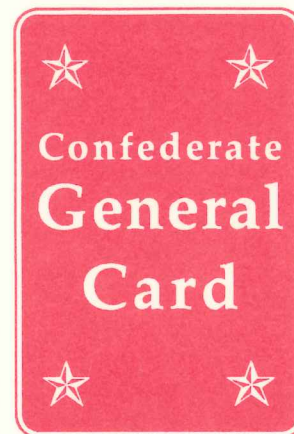
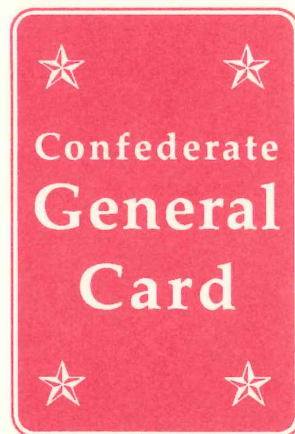
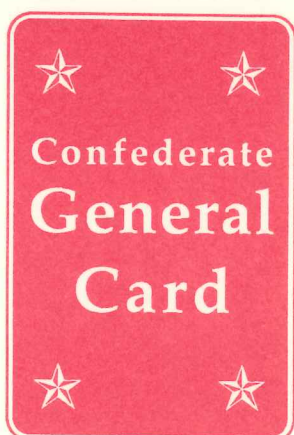
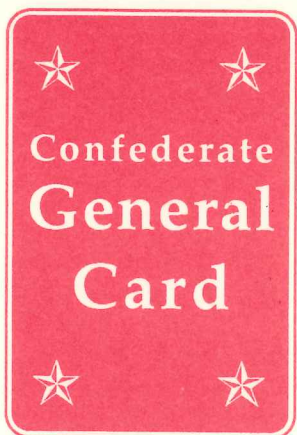
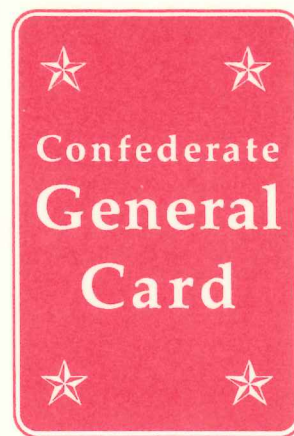
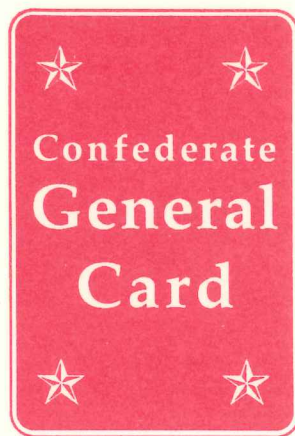
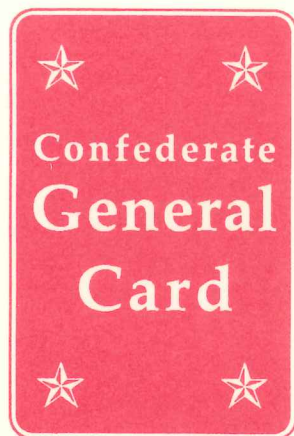
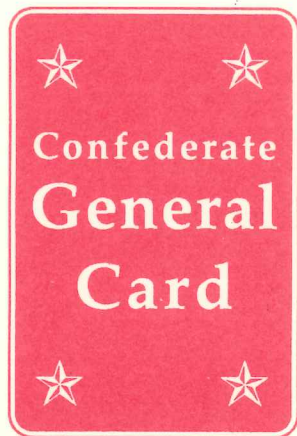
# Confederate Cards



# Battle Track

11	22	33
10	21	32
9	20	31
8	19	30
7	18	29
6	17	28
5	16	27
4	15	26
3	14	25
2	13	24
1	12	23







**Lee**

Attack +2 Defense +3

**5**

Modifiable SP

All Units

Max SP **18** in Corps

**Hood**

Attack +1 Defense —

**2**

Modifiable SP

Infantry, Artillery

Max SP **12** in Corps

**Beauregard**

Attack +1 Defense +1

**3**

Modifiable SP

Infantry, Artillery

Max SP **12** in Corps

**Stuart**

Attack +2 Defense +1

**3**

Modifiable SP

Cavalry

Max SP **12** in Corps

**Bragg**

Attack +1 Defense +1

**2**

Modifiable SP

Infantry, Artillery

Max SP **12** in Corps

**J. Johnston**

Attack +1 Defense +2

**3**

Modifiable SP

Infantry, Artillery

Max SP **14** in Corps

**Jackson**

Attack +2 Defense +2

**4**

Modifiable SP

All Units

Max SP **15** in Corps

**Polk**

Attack — Defense +1

**2**

Modifiable SP

Infantry, Artillery

Max SP **12** in Corps

**Ewell**

Attack +1 Defense +1

**3**

Modifiable SP

Infantry, Artillery

Max SP **12** in Corps

**Longstreet**

Attack +1 Defense +2

**4**

Modifiable SP

All Units

Max SP **15** in Corps

**A.P. Hill**

Attack +2 Defense +1

**3**

Modifiable SP

Infantry, Artillery

Max SP **13** in Corps

**Van Dorn**

Attack +1 Defense —

**2**

Modifiable SP

All Units

Max SP **12** in Corps

**Hardee**

Attack +1 Defense +2

**3**

Modifiable SP

Infantry, Artillery

Max SP **13** in Corps

**Battle Card**

Attack +1 Defense +1

Enemy Rifle  
Ammunition  
Found

Infantry

Max SP **4** Affected

**Battle Card**

Attack +1 Defense +1

Pay-Day  
Increases Troop  
Morale

Infantry, Cavalry

Max SP **4** Affected

**Battle Card**

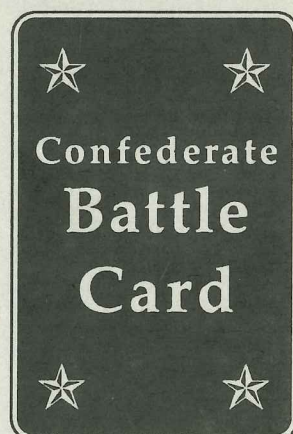
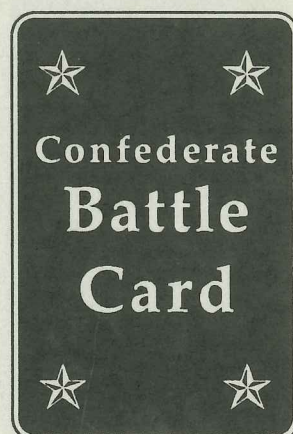
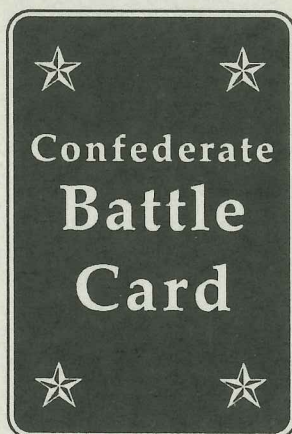
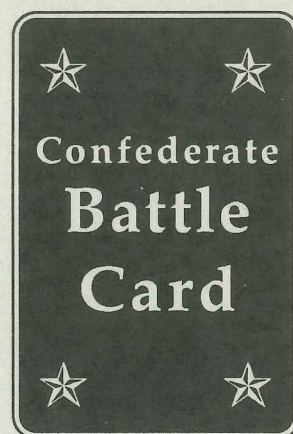
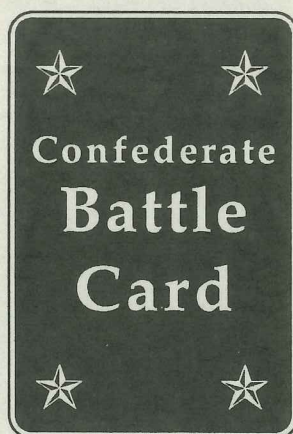
Attack +1 Defense +1

Reserves Are  
Committed

Infantry, Artillery

Max SP **4** Affected







**Battle Card**

Attack +2 Defense +1

Cavalry Probes  
Give Good  
IntelligenceCavalryMax SP **4** Affected**Battle Card**

Attack +1 Defense +1

High-Grade  
Powder and  
Shells UsedArtilleryMax SP **4** Affected**Battle Card**

Attack +1 Defense —

Scouts Find  
Weakness in  
Defender's LinesInf., Cav., Art.Max SP **6** Affected**Battle Card**

Attack +1 Defense +1

Troops Well Fed,  
Ready to FightInfantry, CavalryMax SP **4** Affected**Battle Card**

Attack +2 Defense —

Cavalry Flanks  
Defensive  
PositionCavalryMax SP **4** Affected**Battle Card**

Attack +1 Defense —

Artillery Finds  
High Ground for  
AttackArtilleryMax SP **6** Affected**Battle Card**

Attack +1 Defense —

New Divisional  
Commander  
Helps MoraleInfantry, CavalryMax SP **6** Affected**Battle Card**

Attack +1 Defense —

Size, Strength of  
Attack Surprises  
EnemyInfantry, CavalryMax SP **6** Affected**Battle Card**

Attack — Defense +1

Resistance  
Stiffens on  
Home SoilInfantry, ArtilleryMax SP **6** Affected**Battle Card**

Attack — Defense +1

Enemy Orders  
CapturedInf., Cav., Art.Max SP **6** Affected**Battle Card**

Attack — Defense +1

Artillery Has  
Good Field of  
FireArtilleryMax SP **6** Affected**Battle Card**

Attack — Defense +2

Troops Deeply  
EntrenchedInf., Cav., Art.Max SP **6** Affected**Battle Card**

Attack — Defense +1

Terrain Offers  
Good ProtectionInfantryMax SP **6** Affected**Battle Card**

★ 2 ★

Artillery

★ Free ★

Enough Generous  
Contributions to  
Purchase Artillery

\*

**Battle Card**

★ 1 ★

Supply Wagon

★ Free ★

Food and Ammunition  
Gathered from Local  
Populace

\*

**Battle Card**

★ 1 ★

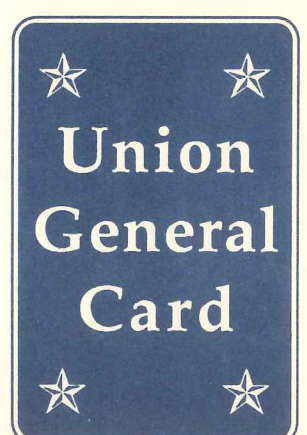
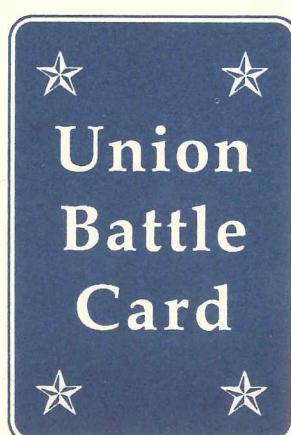
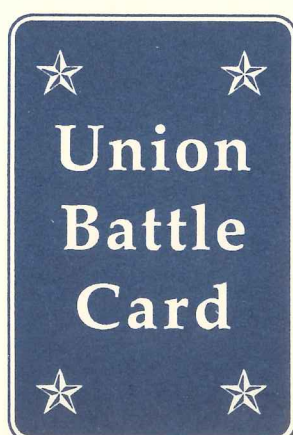
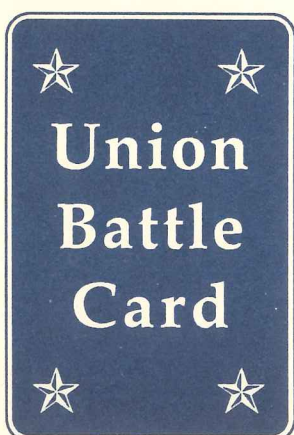
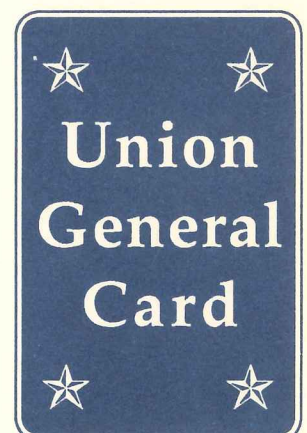
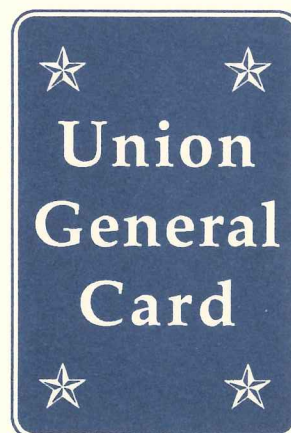
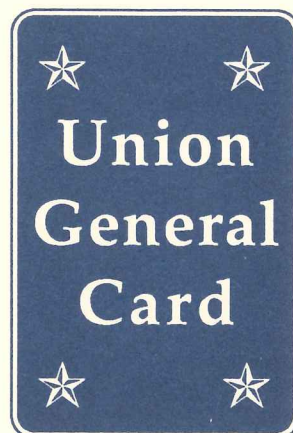
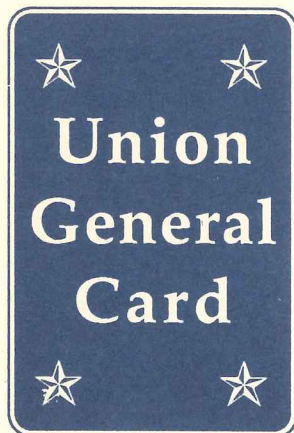
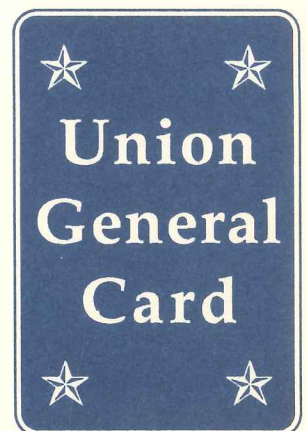
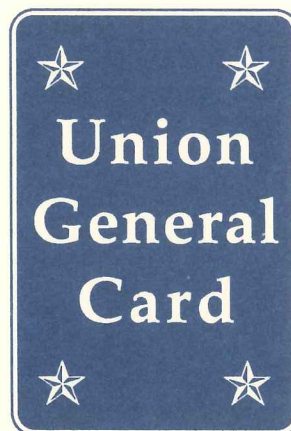
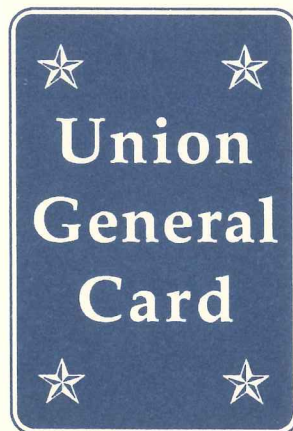
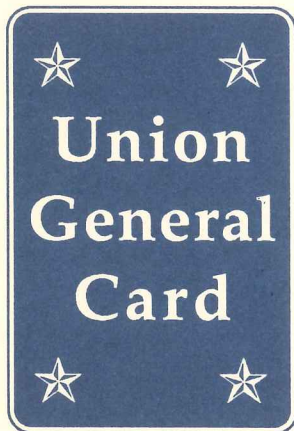
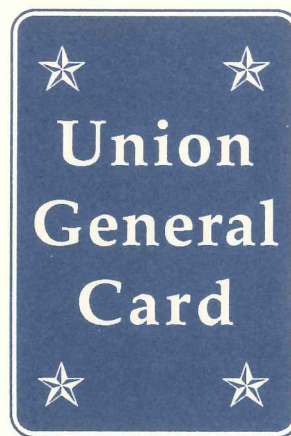
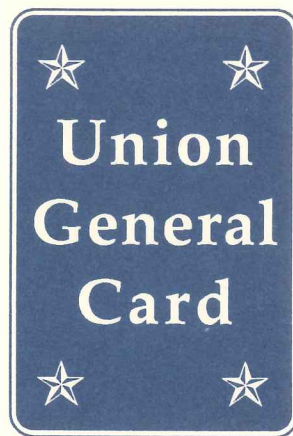
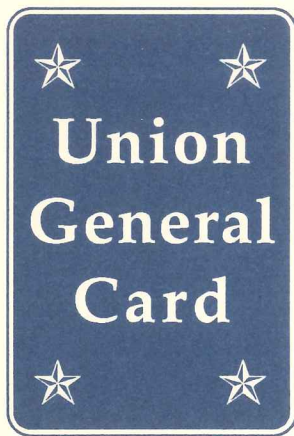
Wooden Ship

★ Free ★

Sunken Ship Is Raised  
and Repaired

\*







**Farragut**

Attack +2 Defense +1

**3**Modifiable SP  
or ShipsNaval Units OnlyMax SP \* **6** in Corps**Thomas**

Attack +1 Defense +2

**3**

Modifiable SP

Infantry, ArtilleryMax SP **13** in Corps**Sherman**

Attack +2 Defense +1

**3**

Modifiable SP

All UnitsMax SP **14** in Corps**Meade**

Attack +1 Defense +2

**3**

Modifiable SP

Infantry, ArtilleryMax SP **13** in Corps**Sheridan**

Attack +2 Defense +2

**3**

Modifiable SP

All UnitsMax SP **12** in Corps**Hooker**

Attack +1 Defense —

**2**

Modifiable SP

Infantry, ArtilleryMax SP **12** in Corps**Grant**

Attack +2 Defense +2

**4**

Modifiable SP

All UnitsMax SP **15** in Corps**Buell**

Attack — Defense +1

**2**

Modifiable SP

Infantry, ArtilleryMax SP **12** in Corps**Burnside**

Attack — Defense +1

**2**

Modifiable SP

Infantry, ArtilleryMax SP **12** in Corps**McClellan**

Attack — Defense +1

**3**

Modifiable SP

Infantry, ArtilleryMax SP **14** in Corps**Rosecrans**

Attack +1 Defense +1

**2**

Modifiable SP

Infantry, ArtilleryMax SP **12** in Corps**Pope**

Attack +1 Defense —

**2**

Modifiable SP

Infantry, ArtilleryMax SP **12** in Corps**McDowell**

Attack — Defense +1

**1**

Modifiable SP

Infantry, ArtilleryMax SP **12** in Corps**Battle Card**

Attack — Defense +2

Troops Deeply  
EntrenchedInf., Cav., Art.Max SP **6** Affected**Battle Card**

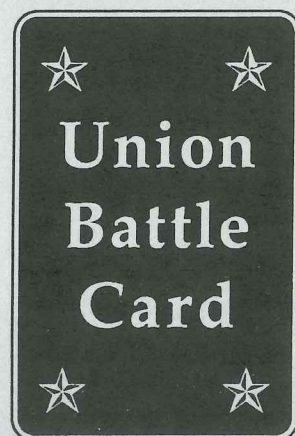
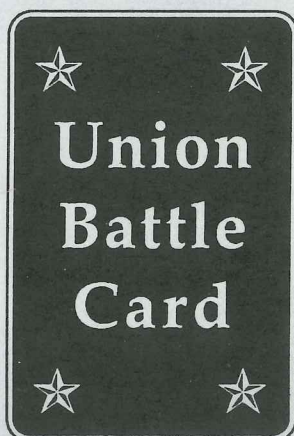
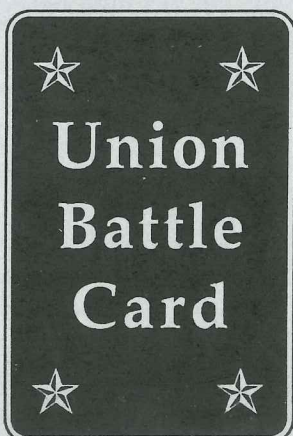
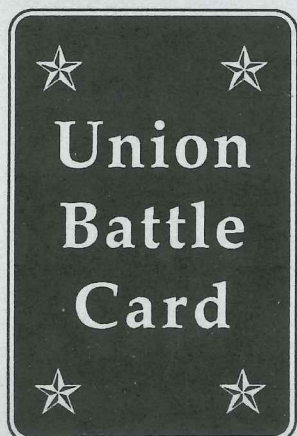
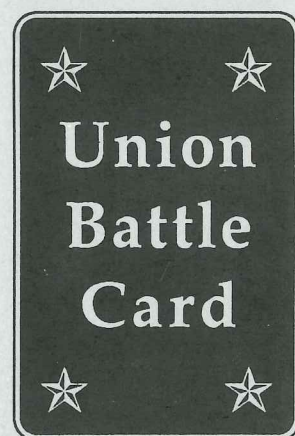
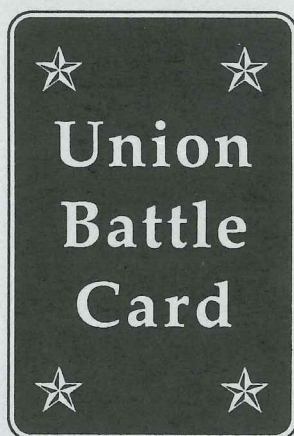
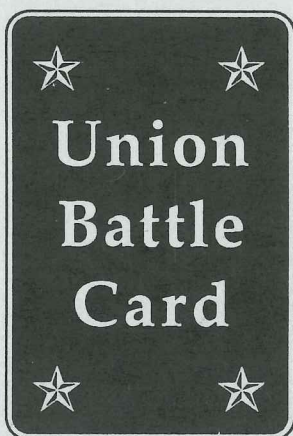
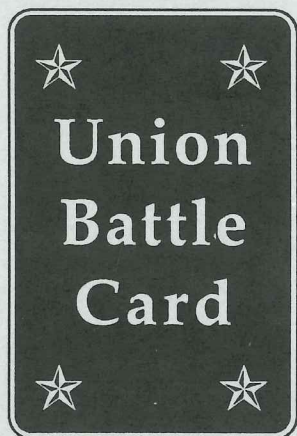
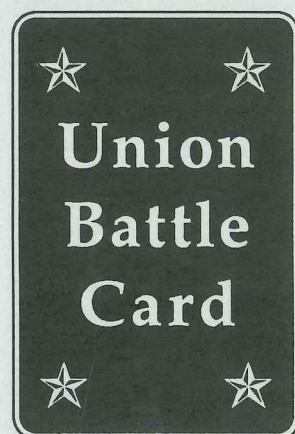
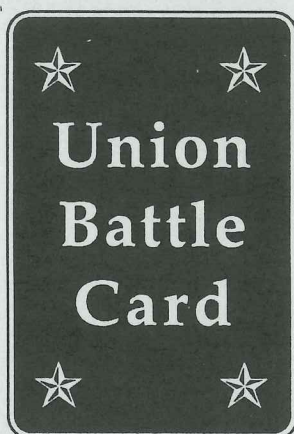
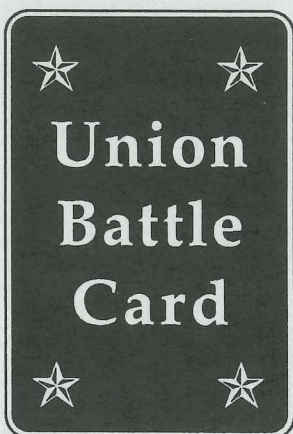
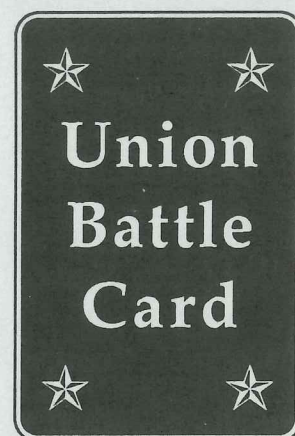
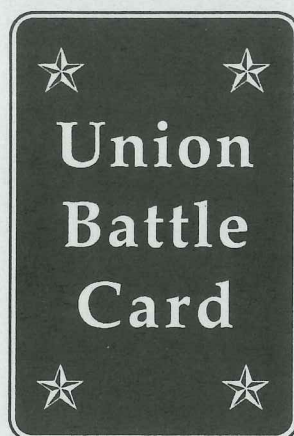
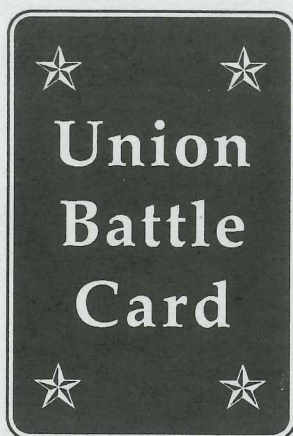
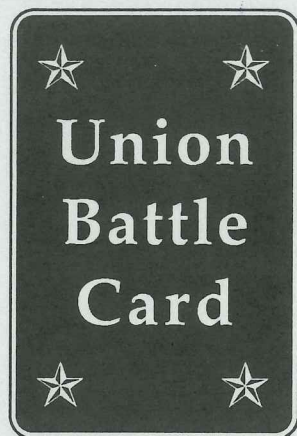
Attack +1 Defense +1

Reserves Are  
CommittedInfantry, CavalryMax SP **4** Affected**Battle Card**

Attack — Defense +1

Field of Fire  
PreparedArtilleryMax SP **6** Affected







**Battle Card**

Attack      Defense  
+1          +1

Troops Well Fed,  
Ready to Fight

Infantry, Cavalry

Max SP    **4**    Affected

**Battle Card**

Attack      Defense  
+1          +1

High-Grade  
Shot and  
Powder Used

Artillery

Max SP    **4**    Affected

**Battle Card**

Attack      Defense  
+1          +1

More Rifles  
Issued

Infantry

Max SP    **4**    Affected

**Battle Card**

Attack      Defense  
+1          +1

Pay-Day  
Increases Troop  
Morale

Infantry, Cavalry

Max SP    **4**    Affected

**Battle Card**

Attack      Defense  
—          +1

Terrain Offers  
Good Protection

Infantry

Max SP    **6**    Affected

**Battle Card**

Attack      Defense  
+1          —

Scouts Find  
Weakness in De-  
fender's Flank

Infantry, Cavalry

Max SP    **6**    Affected

**Battle Card**

Attack      Defense  
—          +1

Bad Weather  
Hinders Attack

Inf., Cav., Art.

Max SP    **6**    Affected

**Battle Card**

Attack      Defense  
+2          —

Cavalry Flanks  
Defensive  
Position

Cavalry

Max SP    **4**    Affected

**Battle Card**

Attack      Defense  
+1          —

Artillery Finds  
High Ground for  
Attack

Artillery

Max SP    **6**    Affected

**Battle Card**

Attack      Defense  
+1          —

New Divisional  
Commander  
Helps Morale

Infantry, Cavalry

Max SP    **6**    Affected

**Battle Card**

Attack      Defense  
+1          —

Size, Strength of  
Attack Surprises  
Enemy

Infantry, Cavalry

Max SP    **6**    Affected

**Battle Card**

Attack      Defense  
+1          —

Cavalry Probes  
Light Defense

Cavalry

Max SP    **4**    Affected

**Battle Card**

Attack      Defense  
—          +1

Enemy Orders  
Captured

Infantry, Cavalry

Max SP    **6**    Affected

**Battle Card**

★    **2**    ★

**Cavalry**  
★ Free ★

\*

**Battle Card**

★    **1**    ★

**Ironclad**  
★ Free ★

\*

**Battle Card**

★    **1**    ★

**General Unit**  
★ Free ★

\*



# Grand Army of the Republic #1 (Front)



# Grand Army of the Republic #1 (Back)



Damaged



Damaged



Damaged



Damaged



Damaged



Damaged



Damaged



Damaged



Damaged



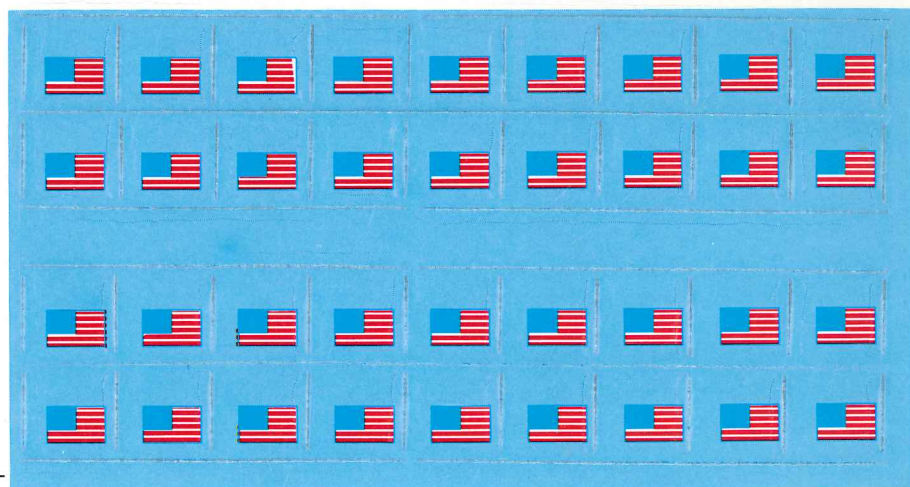
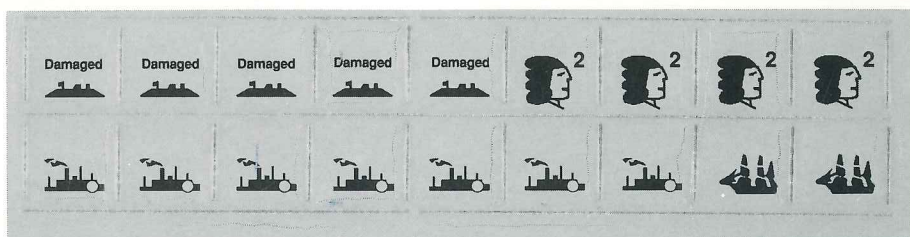
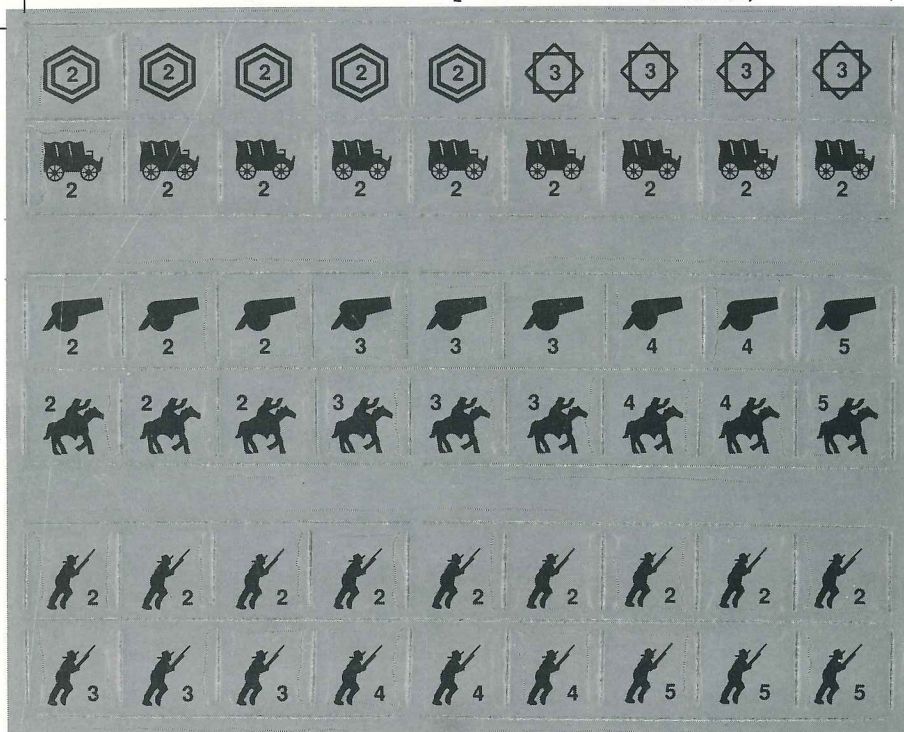


# Grand Army of the Republic #2 (Front)

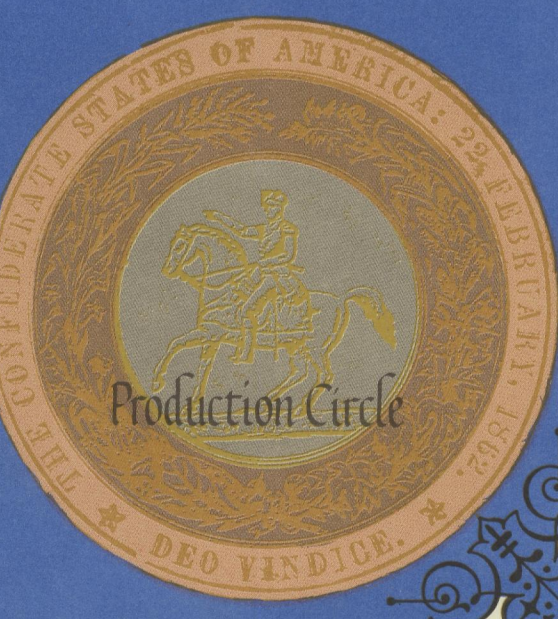
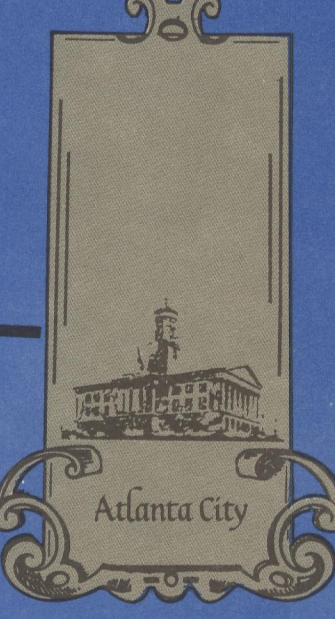
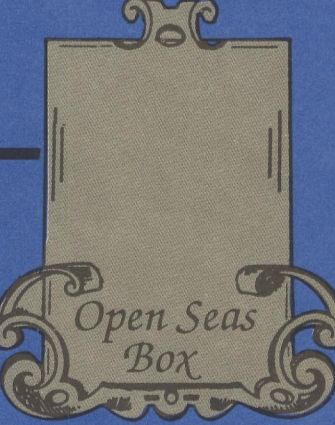
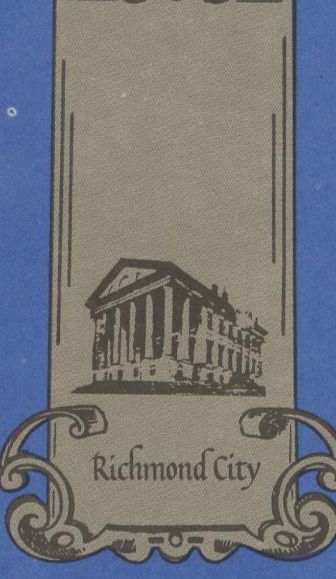
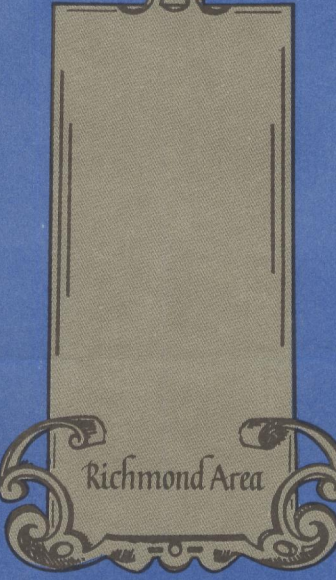
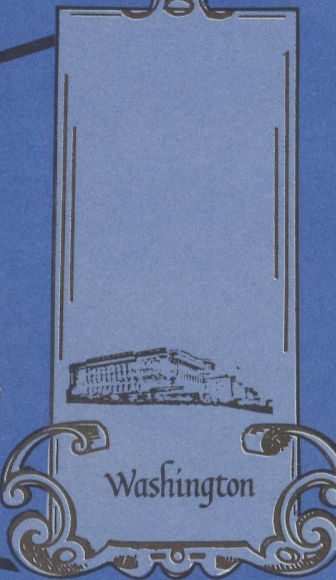
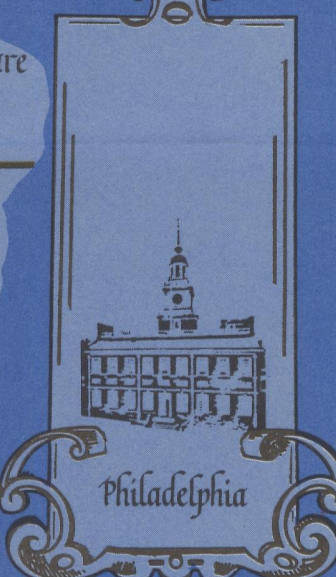
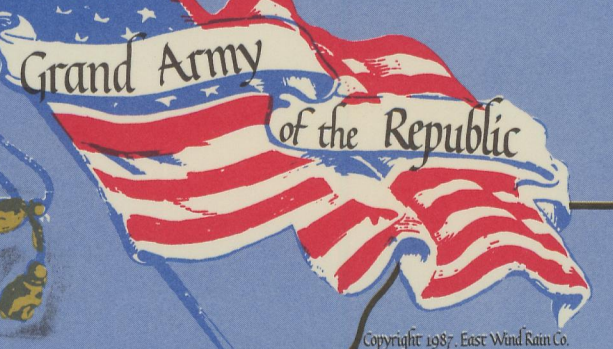
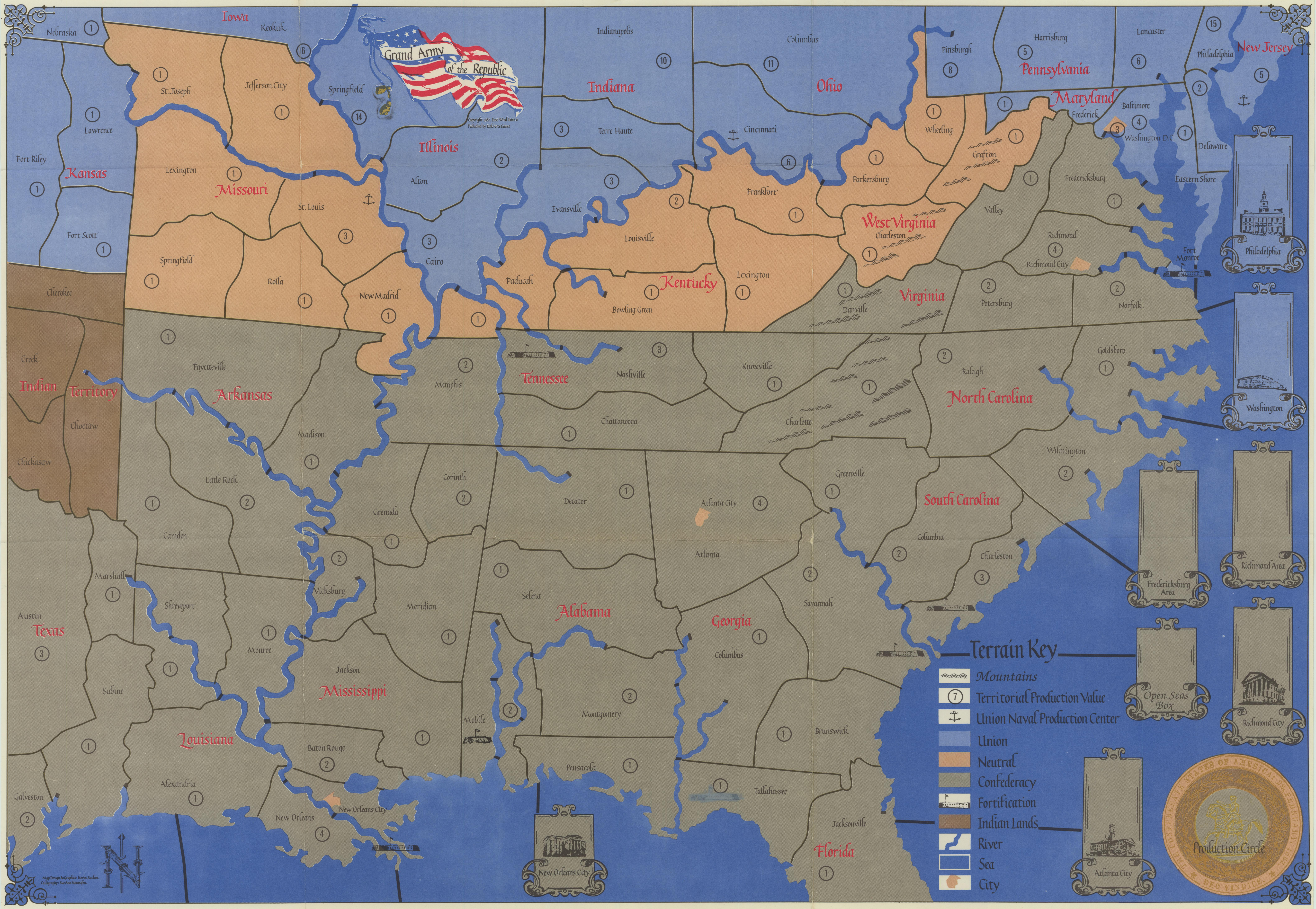




# Grand Army of the Republic #2 (Back)







- Terrain Key**
- Mountains
  - Territorial Production Value
  - Union Naval Production Center
  - Union
  - Neutral
  - Confederacy
  - Fortification
  - Indian Lands
  - River
  - Sea
  - City