

THE U.S. Civil War

RULES OF PLAY

Revised Mar. 3rd, 2016

TABLE OF CONTENTS

1. Introduction 2
2. Game Components 2
3. Sequence of Play Outline 3
4. Action Phases 3
5. Movement 4
6. Control 6
7. Generals 7
8. Cavalry 8
9. Reaction Movement 9
10. Fortifications 10
11. Battle 11
12. Demoralization and Rally 13
13. Supply 13
14. Reinforcements 15
15. Strategic Movement 17
16. Leader Management 17
17. Special Rules 18
18. Special Actions 18
19. The End Phase and Automatic Victory 19
20. Naval Rules 20
21. Naval Rules (Advanced Rules) 22
22. Optional Rules 27
S1. The 1861 Scenario 28
S2. The 1862 Scenario 28
S3. The 1863 Scenario 28
S4. The Campaign Game 29
Examples of Play 30
Map Notes 34
Special Hexes and Spaces 37
Hints on Play 38
Design Notes 38
Index 40

© 2015 GMT Games, LLC • P.O. Box 1308, Hanford, CA 93232-1308

1. INTRODUCTION

"Mind what I tell you: You fellows will catch the devil before you get through with this business."

—Union Admiral David Farragut to his fellow officers who quit the U.S. Navy to join the Confederacy.

The U.S. Civil War is a 2-player strategic war game of the American Civil War. One side controls the North (the Union), the other the South (the Confederacy). The South tries to defend their new nation and break the North's will to continue the war; the North tries to put down the rebellion.

The following acronyms are used in these rules:

BP = Build Point
CRT = Combat Results Table
CSA = Confederate States of America
DRM = Die Roll Modifier
LOC = Line of Communication
LOS = Line of Supply
MA = Movement Allowance
MP = Movement Point
NSP = Naval Strength Point
SM = Strategic Movement
SP = Strength Point
TEC = Terrain Effects Chart
TRT = Turn Record Track
VP = Victory Point
ZOI = Zone of Influence

Advanced Game rules that are mentioned in the Basic Game are tinted grey. These rules may be ignored when playing the Basic Game.

2. GAME COMPONENTS

2.1 Map

(2.1.1) Theaters: The map is divided into three theaters of war: East, West, and the Trans-Mississippi. The boundary between the Trans-Mississippi and the West is the Mississippi River. The boundary between the West and the East is indicated by a dashed red line.

(2.1.2) States: There are three types of states: Northern, Border, and Southern. The Union player controls the Northern States (tinted blue), the Confederate player controls the Southern States (tinted gray-green), while Missouri, Kentucky, and West Virginia are Border States (tinted white). A hex with a state border running through it is located solely in the state of the city, town or port that is located within the hex. Otherwise, the hex is considered to be simultaneously located in both states.

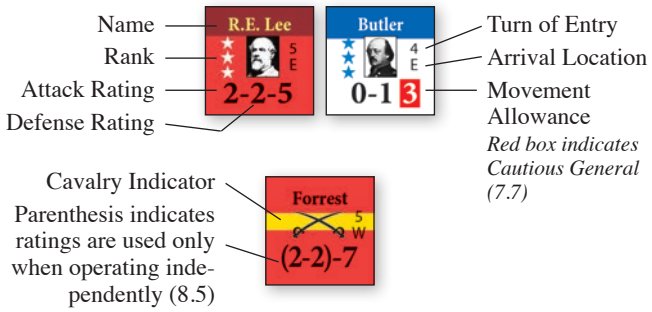
(2.1.3) Map Spaces: There are four types of map spaces: hexes, islands (white squares), Coastal Fortresses (octagons), and the Chesapeake Bay Box (rectangle).

(2.1.4) Objective/Resource Hexes: Town and City hexes outlined in gray in Border and Northern states are Objective Hexes. Confederate capture of these hexes can generate BPs from the Border States (14.3.3) and VPs for the Northern States (19.3.2). Those outlined in gray in the Confederate states are Resource Hexes. These hexes provide BPs for Confederate Reinforcements (14.3.2).

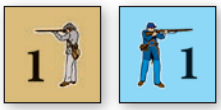
(2.1.5) Texas Off-Map Resources: The two Resources on the west map edge are non-playable half-hexes. They do, however, provide resources and a source of supply for the Confederate player.

(2.1.6) River Crossing Towns: When a river flows through the middle of a hex it is ignored. Some Town hexes are bordered with light blue or light green as a visual reminder of this.

Generals



Strength Points



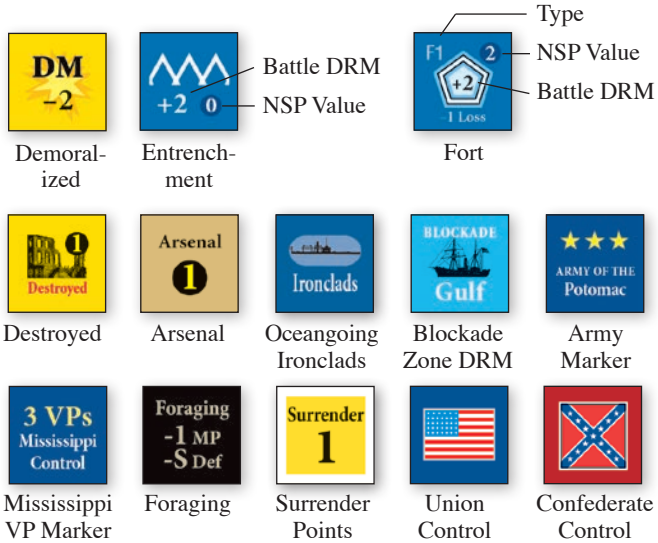
State Militia



Naval Units



Sample Markers



A complete game of *The U.S. Civil War* includes:

- 2 map boards
- 3 counter sheets
- 1 rules booklet
- 30 Action Cards
- 2 setup cards
- 2 identical Player Aid Cards
- 2 Army Displays
- 6 six-sided dice

© 2015 GMT Games, LLC—revised Mar. 2016

(2.1.7) The Mississippi and Ohio: A dotted line runs through the middle of the Mississippi and Ohio Rivers to indicate that they are Type 2 Navigable Rivers (20.1.3). All other Navigable Rivers are Type 1.

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

2.2 Counters

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

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

(2.2.3) Strength Points (SPs): Each SP represents approximately 5,000 men. SPs are interchangeable, like money. Thus, four 1 SPs may be combined into one 4 SP unit, and vice-versa. SPs may be freely combined and broken down during play at any time as long as the total strength remains the same. The number supplied in the game is not a limit; players can make more if needed. Militia are considered SPs with a value of 0. However, Militia may not use Movement (5.), Reaction Movement (9.), Strategic Movement (15.) or Naval Transport (20.3).

2.3 Special Action Cards

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

3. SEQUENCE OF PLAY OUTLINE

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

3.1 Reinforcement Phase

A. Union Reinforcement Segment (14.2)

Place the following Reinforcements:

- 6 SPs in the East
- 3 SPs in Ohio/Indiana
- 3 SPs in Illinois
- 2 SPs in St. Louis
- Place or Upgrade one Fort (10.2.3, 10.26)
- Draw two Special Action Cards (18.2)
- Place any available Union Naval Reinforcements (21.9.1)
- Place 1 River and 1 Oceangoing NSP if available from the Naval Pool to a friendly Shipyard (21.9.2)

B. Confederate Reinforcement Segment (14.3 and 14.4)

Perform this segment in the following order:

1. Upgrade one Resource Hex by 1 BP (War Industry 14.5).
2. Determine the number of SPs the Confederate player receives using the following formula:

   Total BPs from: **Resource Hexes + Arsenals + Border State Recruits** + **Blockade Running,** minus (–) the current Maintenance Value. Build 1 SP for every 10 BPs (fractions of 10 are lost). Place 1 SP in the Trans-Mississippi Theater and then divide the remainder as evenly as possible between the Eastern and the Western Theaters. Odd-numbered SPs go to the East.
3. Draw **two** Special Action Cards (18.2).
4. Roll on the CSA Naval Reinforcement Table (21.10).

C. Units in the Displaced Box Return to the Map (14.6)

The Union player first, followed by the Confederate player. Generals, Militia, and half the SPs (round down) return to play.

3.2 Strategic Movement Phase

A. Union Strategic Movement Segment (15.0)

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

- Strategic Rail Movement [12 SPs] (15.2)
- Strategic River Movement [3 SPs] (15.3)
- Strategic Ocean Movement [3 SPs] (15.4)
- Strategic Road Movement [1 SP per Theater] (15.5)
- Strategic Naval Redeployment (21.2.6)

B. Confederate Strategic Movement Segment

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

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

NOTE: The Confederate player has no Strategic Ocean Movement or Naval Redeployment.

3.3 The Leader Management Phase (16.0)

The Union player first, followed by the Confederate player.

3.4 The Action Cycle (4.0)

Conduct Action Phases 1 through 4.

3.5 End Phase (19.0)

A. Control Segment (19.1)
B. End Turn Rally (19.2)
C. Check for Automatic Victory (19.3)
D. Naval Repair Segment (21.8)
E. Confederate Ironclad Completion Die Roll (21.10.3)

4. ACTION PHASES

4.1 The Action Cycle

(4.1.1) In General: Each turn of *The U.S. Civil War* has an Action Cycle composed of 4 Action Phases. At the start of each Action Phase both players roll a 6-sided die and compare the results. The player who rolled the higher number goes first in that Action Phase. The difference between the two rolls determines how many Action Points the players receive for that Action Phase. Record this difference on the Dice Differential Track with the appropriate marker. When the first player has used all his Action Points, conducted all his battles and has checked Supply, the second player conducts his Action Phase using the same number of Action Points as the first player. Since both players use the same dice difference they always have the same number of Action Points to use.

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

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

(4.1.3) Dice Difference of 1: When the dice difference is only 1, the 1 is applied to each Theater of War (2.1.1). That is, 1 Action Point for the East, 1 for the West and 1 for the Trans-Mississippi. This triple

© 2015 GMT Games, LLC—revised Mar. 2016

effect only occurs with a difference of 1—all other dice differences are not multiplied and the Action Points may be used in any Theater. Units activated with these (Theater-based) Action Points must start their movement or Transfer in the Theater but may cross Theater boundaries during the activation.

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

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

4.2 Sequence of an Action Phase

A. Initiative Segment: Both players roll one die and compare the difference (4.1). The player who rolled higher must go first.

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

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

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

- Units that are Out of Supply receive a Foraging marker (13.2.1) and suffer Supply Attrition (13.2.2).
- Units, Forts, and Coastal Forts that are Isolated check for Surrender (13.6).
- Naval Units that are Out of Supply receive a Low on Coal marker (21.2.7).

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

4.3 List of Actions

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

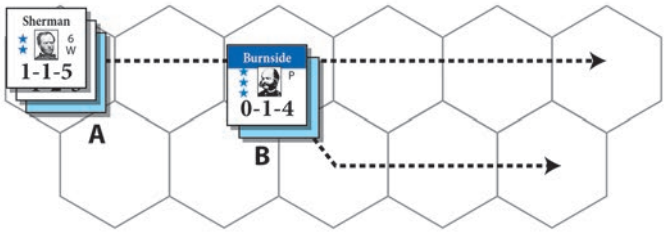
Cost	*Action*
1	MOVE: Activate one General for movement. The General may carry any number of subordinates and as many SPs as his rank allows (7.3). The General may be moved up to his MA (5.2) and conduct one or more battles (11.0). SPs and Generals may be dropped off and picked up as the stack moves. See also Cautious Generals (7.7).
1	MOVE: Activate up to 3 SPs located in the same hex for movement. No General is necessary (5.10).
1	NAVAL TRANSPORT: Activate one stack for Naval Transport (20.3).
1	RALLY: Recover from Demoralization any one stack that has an LOC (13.5) to a Supply Source.
1	LEADER TRANSFERS: Reposition any **two** friendly 1-star or 2-star Generals on the map (7.8). 3- and 4-star Generals and Cavalry Generals may not be repositioned.
1	ENTRENCH: Place an Entrenchment marker (10.1) in any space containing a friendly Militia or SP that is located in a friendly-controlled state. Entrenching can also occur during movement by a force with **2 or more SPs,** paying **2 MPs.**
1	TRAINING: For every 10 Action Points committed to Training, the owning player earns 1 SP (17.3).
0	Rearrange some, none, or all friendly Militia units (17.2).
0	DISPERSE SPs: Any number of non-Isolated (13.6.2) friendly units may be placed in the theater's Displaced Box (14.6).

5. MOVEMENT

5.1 The Basics

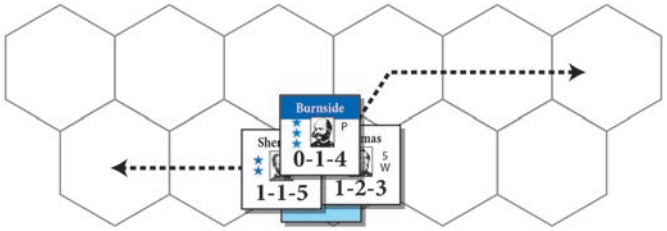
(5.1.1) Each unit has a Movement Allowance (MA) that is the number of Movement Points (MPs) it may expend for movement. Each hex entered costs a number of MPs, and some types of hexside crossed cost a number of additional MPs (5.3). A unit can move at least one hex even if it has insufficient MPs to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

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



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

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



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

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

5.2 Movement Allowances

SPs moving by themselves have a MA of 3 (see 5.10). SPs and subordinates moving with a General move at the rate of the Commanding General.

5.3 List of Movement Costs

Terrain Type	*MP Cost*

© 2015 GMT Games, LLC—revised Mar. 2016

Clear	1
Railroads and Roads (5.4, 5.5)	1
Woods	1
Marsh (5.5)	2
Mountain (5.6)	1
Swamp (5.7)	Prohibited

Hexside Terrain:

Minor River hexside (5.8.2)	+1
Navigable River hexside (5.8.3)	+1/+2*
Railroad Ferry hexside (5.4.4)	+1
Mountain hexside (5.6)	+1
Railroad Bridge or Gap hexside (5.4.3, 5.6)	+0
Mountain Pass hexside (5.6)	+0

Other Movement Actions	***MP Cost***
Place Control marker (6.2.1)	1
Remove Control marker (6.2.2)	0 or 1**
Regroup (5.9)	1
Entrench (10.1.2)	2

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

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

5.4 Railroads and Movement

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

(5.4.2) Rail Movement Bonus: An activated force that starts and ends its movement on a rail hex and spends its entire movement moving along a friendly-controlled railroad, may disregard its MA and move up to 10 MPs (paying 1 MP per hex and +1 MP per Railroad Ferry [5.4.4]). A force using Rail Movement has the following restrictions:

- No more than **2 SPs** may use the Rail Movement Bonus per Action Phase. Any number of Generals may accompany the SPs.
- May not pick up SPs along the way.
- May start in the ZOI (9.1) of an enemy force, but may not *enter* one unless the hex is occupied by a friendly SP.

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

(5.4.3) Railroad Bridges: Railroad bridges that cross Navigable Rivers may only be used if the player has Naval Control (20.1) or neither player has Naval Control of that river hexside. If the opposing player has Naval Control then treat the Navigable River hexside as if no railroad bridge exists there.

(5.4.4) Railroad Ferries: Some railroad lines end at a Navigable River hexside and start back up on the far side. For Land Movement and Reaction it is treated as an unbridged hexside, but for supply purposes, Strategic Movement, and the Rail Movement Bonus (5.4.2) the railroad is considered connected (unbroken). Railroad Ferries may not be used if the opposing player has Naval Control of the Navigable River hexside.

PLAY NOTE: The Mobile-Blakeley ferry connects the railroad line located on each side of Mobile Bay (5.8.5).

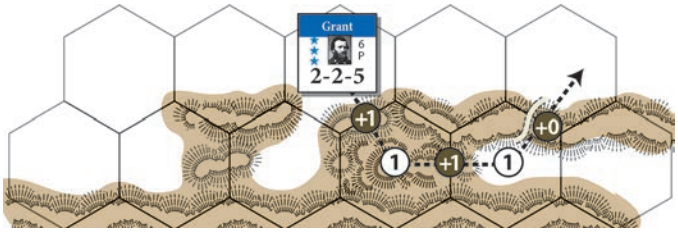
(5.4.5) New Railroads: At the beginning of the game the yellow-highlighted dashed railroads are not yet built. At the beginning of the Winter 1864 Game Turn all of these railroads are considered built no matter which side controls them.

5.5 Roads and Marshes

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

5.6 Mountain Hexes and Hexsides

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



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

5.7 Non-Playable Terrain

Land units are prohibited from entering hexes that are completely non-playable unless they are using Naval Transport (20.3); Naval Units may enter such hexes but may not stop. Some hexes have only part of their terrain indicated as non-playable; in this case the hex is playable but Land Movement into and out of the hex is prohibited across the non-playable portion unless a railroad line or Ferry exist at that hexside (see Galveston, TX and Simmesport, LA).

5.8 Rivers and Movement

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

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

** The Mississippi and Ohio Rivers are classified as Type 2 Navigable Rivers which only affects Naval Control (20.1.3). For movement and combat purposes the two types of Navigable Rivers are identical and are collectively called Navigable Rivers.*

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

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

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

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

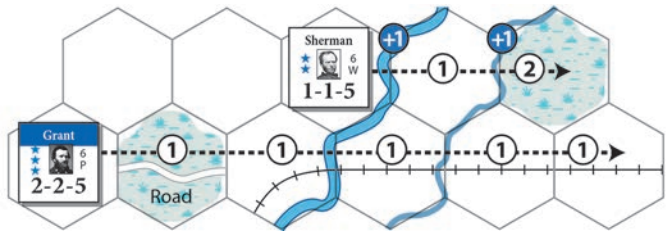
- **Friendly-Controlled or Uncontrolled:** It costs +1 MP to cross a Navigable River hexside where the moving player has Naval Control or if neither player has Naval Control (see 20.1).
- See also 11.5 for attacking across a Navigable River.

(5.8.4) Rivers Inside Hexes: Ignore Minor Rivers that flow through the middle of a hex—the importance of the river as a barrier to movement is canceled by the Marsh terrain or Town in the hex. Navigable

© 2015 GMT Games, LLC—revised Mar. 2016

Rivers that flow through the middle of a hex (e.g., New Madrid) can also be ignored by land units but can be used by Naval units.

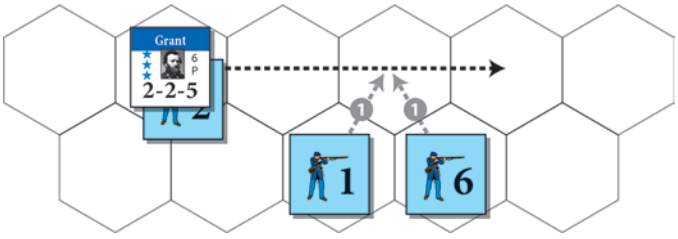
(5.8.5) Mobile Bay and Simmesport: The ferry that crosses Mobile Bay between Mobile and Blakeley and the ferry that crosses the Mississippi at Simmesport may only be used if a player controls both sides of the ferry and has Naval Control of the hexside it crosses. The cost to cross both ferries is +1 MP.



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

5.9 Regroup Movement

At the cost of 1 MP an activated 2- or 3-star General can order friendly troops in an *adjacent* hex to move to the General's hex. Each Regroup Command can bring in up to 6 SPs plus any Generals of equal or lower rank (7.2.1) with the SPs. The SPs all must be in the same adjacent hex, must be within 1 MP of the General's hex, and must not have moved yet that Action Phase. A General can move before and after Regrouping as long as he has the necessary MPs remaining.



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

5.10 Moving SPs without a General

Every stack that does not contain a General is considered to have an intrinsic 1-star General with a rating of 0-0-3. This allows 1-3 SPs (the Command Limit of a 1-star General [7.3]) to move as a stack up to 3 MPs and enter enemy-controlled/occupied spaces. An Intrinsic General can drop off an SP but cannot pick up any SPs once it starts moving. Intrinsic Generals can place Control markers and build Entrenchments. Intrinsic Generals may not be used to Avoid Battle or Intercept. Under no circumstances can 4 or more SPs ever move as a stack unless commanded by a General.

5.11 Movement After Battles

A stack does not necessarily cease movement at the conclusion of a battle. If the attacker has at least twice as many SPs as the defender (at the moment before the battle) and wins the battle then the attacker can continue moving. 1 SP is considered twice as many SPs as 0 SP for this rule. A stack could theoretically fight as many battles as its Movement Allowance allows.

6. CONTROL

6.1 Control of States

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

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

6.2 Control Markers

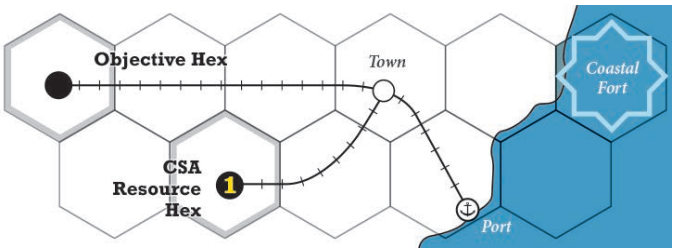
(6.2.1) Placing Control Markers: There are three methods to place a Control marker in an enemy-controlled state:

- During movement an activated General with **2 or more SPs** may spend 1 MP to place a Control marker in its hex.
- During the End Phase place a Control marker in all uncontrolled hexes that contain **1 or more SPs**.
- A Control marker is placed immediately after a successful Amphibious Assault against a Coastal Fort or Island (20.5.3).

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

(6.2.3) Restrictions on Placement: Control markers can only be placed in the hexes listed below. All other hexes in the state (including some Salt hexes along the Gulf of Mexico) are only controlled by the presence of friendly units.

- Town and City hexes
- Union Objective Hexes
- Confederate Resource Hexes
- Port or Coastal Fort hexes



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

6.3 Hex Control

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

- It contains a friendly Control marker.
- He has a Fort, Militia, or at least 1 SP in that hex. When both players have SPs in the hex during a battle, the defender always controls the hex.
- It is a Town, City, Port, Coastal Fort, or Objective/Resource Hex in a *friendly* state that the enemy player does not control.

© 2015 GMT Games, LLC—revised Mar. 2016

6.4 Capturing Confederate Resource Hexes

(6.4.1) Procedure: When the Union player has control of a Confederate Resource Hex the Confederate player loses those BPs—adjust the BP marker down on the Status Track immediately. When the Union player places a Control marker on a Resource Hex valued at 2 or more, he destroys all industries in that hex devoted to the Confederate war effort. When this happens place a Destroyed marker in the hex. Resource Hexes with a value of 1 cannot be destroyed.

DESIGN NOTE: Resource Hexes valued at 1 represent resources of livestock, crops, and population, rather than munition factories. Also note that a stack containing only 1 SP can take control of a Resource Hex like Richmond but it cannot burn it down unless it remains there until the End Phase when a Control marker is placed (19.1).

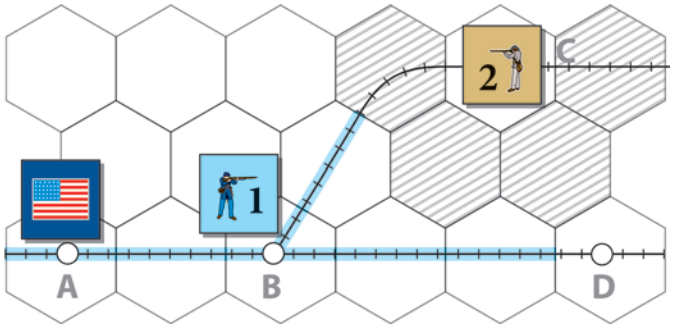
(6.4.2) Recapturing Resource Hexes: If the Confederate player recaptures a 1-value Resource Hex or a Destroyed Resource Hex he may use that hex immediately at its reduced BP value of 1.

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

6.5 Railroad Control

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

- Enter an enemy-occupied or enemy-controlled hex.
- Enter a hex in the ZOI (9.1) of an enemy unit.



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

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

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

7. GENERALS

7.1 Purpose and Arrival



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

7.2 Rank and Commanding General

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

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

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

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

1) He picks up or ends his move with a higher-ranking General, in which case the higher-ranking General takes command (7.5.2).

2) He *ends* his move in a hex with another Commanding General of equal rank, in which case the owning player can decide which of the two will be the Commanding General of the combined stack. Subordinates are ineligible to be made the Commanding General when two stacks combine.

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

7.3 Command Limit

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

1-star:	3 SPs (1 SP for Cavalry Generals)
2-stars:	6 SPs
3- & 4-stars:	18 SPs

If a stack has no General, see 5.10.

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

7.4 Three- and Four-Star Generals

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

- They may never be a subordinate, except under the 4-star general Grant (7.4.2).

© 2015 GMT Games, LLC—revised Mar. 2016

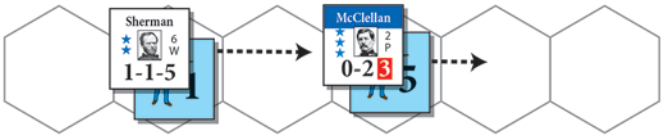
- Unless activated as a subordinate to the 4-star general Grant, when there is more than one 3-star General in a hex, each must be activated separately, and each must complete its movement and battles before the next one is activated.
- May not be transferred (7.8) even if they currently have no SPs.

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

7.5 Picking Up and Dropping Off SPs and Subordinates

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

(7.5.2) Picking Up Higher-Ranking Generals: A General, including an intrinsic General (5.10), may pick up a higher-ranking General during his move but the higher-ranking General immediately takes command for the remainder of the move. If the two Generals have different MAs then always use the rate of the slower General.



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

(7.5.3) At Least 1 SP: You may not leave behind or drop off subordinates, or pick up SPs from a stack if that would leave a General in the hex with less than 1 SP.

7.6 Generals Without SPs

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

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

7.7 Cautious Generals



Generals with their MA in a red box are Cautious Generals. They require two Action Points (or one Special Action) if they wish to attack or move into the ZOI of an enemy force that contains a General during their activation. This cost is paid only once per activation and allows the General to attack and move into any number of hexes in an enemy ZOI (9.1). If there is no chance that a battle will be initiated during their activation, then it costs only 1 Action Point to activate such a General.

PLAY NOTE: All types of attacks by a stack commanded by a Cautious General undertaken through the expenditure of Action Points are subject to this rule (including Automatic Displacements (11.1.2) and Amphibious Assaults (20.5) that involve a land battle).

7.8 Leader Transfers

The Leader Transfer Action allows any **two** 1- or 2-star Generals on the map to be repositioned. No SPs may be moved with the General when this is done. The ending space must contain a friendly non-Isolated SP or Fort. If a General transfers to a space with a Commanding General of equal rank, then the owning player can decide which General will be the Commanding General. There is no need to trace a movement path—the Generals can move from any space and reach any space containing a friendly SP or Fort in or out of supply. Cavalry Generals and 3-star Generals may not be repositioned unless it is a free Transfer allowed by the Turn Record Track (16.6). A Leader may not be moved during the same Action Phase in which it is Transferred.

8. CAVALRY

8.1 Cavalry Generals



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

8.2 Benefits of Cavalry Generals

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

- +2 DRM to all Interception and Avoid Battle attempts.
- If intercepted, may avoid the battle by backing up one hex (returning to the last hex they entered) and end their movement.

8.3 Cavalry Movement

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

8.4 Cavalry Rank

All non-Cavalry Generals outrank Cavalry Generals. A Cavalry General may never be the Commanding General unless the only Generals in the hex are Cavalry Generals.

8.5 Limited Battle Ratings

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

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

8.6 Sheridan, Van Dorn, and Price



When Sheridan, Van Dorn, and Price are promoted they become a 2-star General with intrinsic cavalry. Such a unit has all the properties of a 2-star General plus has the

© 2015 GMT Games, LLC—revised Mar. 2016

benefits of a Cavalry General (8.2). As with other Cavalry Generals, they can no longer be Transferred (7.8).

8.7 Cavalry 1-Turn Delay

If a Cavalry General is sent to the Displaced Box it must spend the remainder of the turn, and the entire next turn, out of play. Flip the General to its back side when it enters the Displaced Box, flip it to its front side in the first Reinforcement Phase. In the next Reinforcement Phase it may re-enter play.

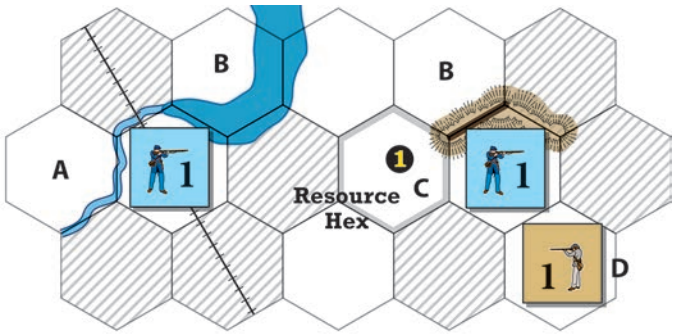
9. REACTION MOVEMENT

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

9.1 Zone of Influence

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

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



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

9.2 Interception

(9.2.1) Who May Intercept: An Interception can occur whenever an active force is about to enter or attack a hex in the ZOI of an enemy force containing a General (not an intrinsic 0-0-3 General, 5.10). The Interception attempt is successful if the Interception dice roll (use two dice) is **equal to or greater than 9** after applying modifiers (9.4). A successful Interception allows a General, and any number of SPs and subordinates as his rank allows, to be placed in the space before the enemy force enters the space, causing an immediate battle. There are two types of Interception:

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

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

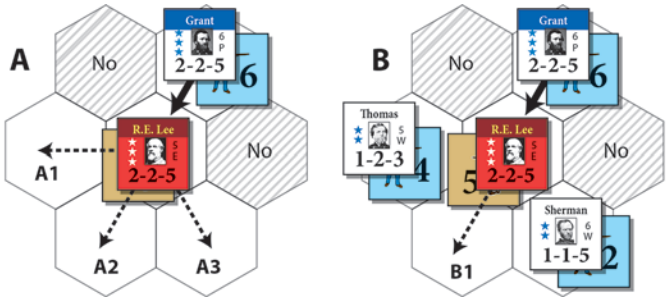
(9.2.3) Partial Interceptions: When a player rolls successfully for an Interception he may react with the entire stack (if rank allows) or just part of it. An intercepting stack may leave behind any number of SPs and Generals. If one or more Generals are left behind, then at least 1 SP must also be left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

9.3 Avoid Battle

(9.3.1) Who May Avoid: Any stack with a General (not an intrinsic 0-0-3 General, 5.10) may attempt to Avoid Battle if an active enemy force enters its hex. A stack may Avoid Battle even if it failed an Interception in the same Action Phase.

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

- The Avoid Battle cannot be across an unbridged Navigable River hexside or an impassable Mountain hexside.
- The Avoid Battle cannot be into an enemy-controlled Objective Hex or Resource Hex (even if vacant).
- The hex may not be in the ZOI of your opponent's currently active force, judged from the hex it occupies before it enters the hex your force is leaving.
- The hex must be either clear of enemy units, or the number of enemy SPs in the hex are outnumbered by the retreating force by a margin of at least 7-1. The outnumbered enemy force is displaced one hex in any direction by the owning player following the same guidelines of an Avoid Battle.
- The hex may not be in the ZOI of a non-moving enemy force if the number of enemy SPs in that force equals or exceeds the number of SPs in the Avoiding Battle stack. Never combine two or more hexes of non-moving enemy SPs when determining this strength ratio.



EXAMPLES: In A, Lee may Avoid Battle to A1, A2 or A3—outside of Grant's ZOI. In B, Lee may Avoid Battle to B1 because he has more SPs with him than both Thomas and Sherman (don't add their SPs together).

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

(9.3.4) Combination Avoid Battle: A stack may not do an Avoid Battle immediately after making a successful Interception in an attempt to move two hexes before a battle is resolved.

9.4 Interception and Avoid Battle DRMs

The following modifiers are used by the non-Phasing Player to modify his Interception and Avoid Battle attempt dice roll:

+? the Commanding General's Defense Rating.

© 2015 GMT Games, LLC—revised Mar. 2016

+2 if a Cavalry Unit is making the Interception/Avoid Battle or if a Cavalry General is present in the force.

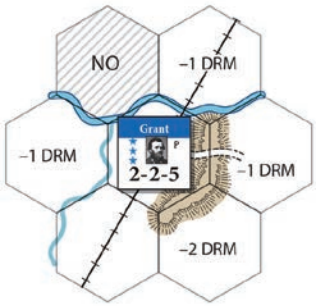
+2 MOMENTUM: if the stack has already Retreated in the current activation. *Applies to an Avoid Battle only.*

–1 if the attempt is across an unbridged Minor River.

–1 if the attempt is across a bridged Navigable River.

–1/–2 MOUNTAIN HEXSIDES: –1 if the attempt is across a Mountain hexside via a Mountain Pass or Rail Gap; –2 if there is no Mountain Pass or Rail Gap.

All modifiers are cumulative. In the case of an Avoid Battle, the owning player may roll the dice before deciding which hex to move to.



EXAMPLE: Assuming the North has Naval Control of the Navigable River hexsides in the diagram, the Reaction DRM for each hex is listed. Interception is not allowed across unbridged or enemy-controlled Navigable Rivers (11.5.2, 11.5.3).

10. FORTIFICATIONS

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

10.1 Entrenchments

(10.1.1) Properties: Entrenchments have the following properties:

- Units defending in an Entrenchment modify their CRT die (or dice) roll by +2.
- Act as a Control marker in all respects.
- Block enemy Naval Control on all Navigable Rivers except the Mississippi and Ohio.
- Have an NSP value of 0



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

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

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

- If all units in the hex are forced to retreat.
- If the hex contains no friendly SPs at the end of any Player Action Phase (enemy or friendly); a 0 SP Militia unit can maintain an Entrenchment but Union Intrinsic Militia [17.2.4] may not. An Entrenchment can be replaced with a Control marker.

PLAY NOTE: There is no need to have a Control marker in a hex with any type of Fortification.

10.2 Forts



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

- Are considered to have a 0 SP garrisoning the Fort if no other friendly SPs are present.
- Require a Special Action to build or upgrade except during the Union Reinforcement Segment.
- Exert Naval Control (20.1) in the hex they occupy plus any of its Navigable hexsides.
- Reduce the battle losses of defending units in a Fort by 1 SP **if the attacker does not win the battle.** This reduction occurs after determining which side wins the battle. *Example: If the land battle result was 1/1, then the battle would be considered a tie and the attacker would lose 1 SP and the defender 0 SPs.*
- Give defending units in a Fort a DRM according to the type of Fort: +2 DRM for F1, +4 for F2, and +6 for F3.
- Have an **NSP value of 2.**

(10.2.2) Building an F1 Fort: An F1 Fort may be built in any friendly-controlled space that is in Full Supply. Place the F1 Fort on its under-construction side. No Action Point is expended but the owning player *must* spend a Special Action Card of the appropriate theater to start the construction of the Fort. The Fort is automatically completed at the end of the next friendly Action Phase (no additional Action Points or cards are required to complete a Fort). Once the Fort is completed, any Entrenchment in the hex must be removed.

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

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

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

(10.2.5) Captured Forts: F2 and F3 Forts are immediately downgraded one level if captured. F1 Forts are removed. At any time during the Phasing Player's Action Phase a Fort can be voluntarily removed or degraded to a lower level at no cost by the Phasing Player. Forts that are removed are available to be re-used immediately.

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

10.3 Coastal Forts

(10.3.1) Purpose: Coastal Forts protect Confederate ports—the Union player may only conduct an Amphibious Assault against a port if he has control of the Coastal Fort associated with that port. Once the Union player captures the Coastal Fort, the Confederate player may no longer use the port for Blockade Running (14.4).

© 2015 GMT Games, LLC—revised Mar. 2016

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

- MOVEMENT: Land movement to and from a Coastal Fort is only allowed via its associated Ocean Port. Land movement between these two spaces costs 1 MP.
- STACKING: Both sides are limited to stacking 3 SPs in each Coastal Fort.
- REACTION: If the non-Phasing Player controls both the Coastal Fort and its associated port, then Interception and Avoid Battle is automatically successful between the two spaces and does not require a General or a dice roll.
- PORTS: All Coastal Forts are considered Ocean Ports (20.2.1).
- COMBAT: Same as a F1 Fort (+2 DRM and reduce battle losses of defending units by 1 SP if attacker does not win the battle).
- SUPPLY: Confederate units inside a Coastal Fort are in supply as long as the associated port is also in supply. Union units are always in Full Supply in a captured Coastal Fort.
- NAVAL COMBAT: Coastal Forts have an **NSP strength of 4.** This value cannot be reduced, even after capture.

(10.3.3) Attacking a Coastal Fort by Sea: In the Basic Game the Union player must play a "Naval" or "Any" Special Action Card to conduct an Amphibious Assault. The defenders in the Coastal Fort receive the +2 DRM for the Fort plus the Commanding General's (if any) Defense Rating. The Union player (always limited to 3 SPs in an Amphibious Assault) will get the Commanding General's Attack Rating and possibly +1 for Naval Support (21.3).

(10.3.4) Attacking a Coastal Fort from Land: This is resolved in the same way as attacking across a Navigable River (11.5). The same rules apply if units are attacking the port hex from the Coastal Fort.

(10.3.5) Surrender of Coastal Forts: If the Port that is associated with a Confederate controlled Coastal Fort is captured (or controlled) by the Union player, then roll for the Surrender (13.6) of the Coastal Fort in the Supply Segment of each CSA Action Phase until the Coastal Fort Surrenders or the associated Port is no longer Union controlled.

11. BATTLE

11.1 In General

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

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

11.2 Battle Resolution

(11.2.1) Procedure:

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

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

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

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

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

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

TIES: In the case where both sides rolled the same result, neither side wins, but the attacker must back up to the space it entered the battle from. See 13.1.5 for the effects of supply in Tied Battles.

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

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

11.3 Battle Ratings

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

0-6 = The Commanding General only.

7-12 = The Commanding General plus one other friendly General in the hex (owner's choice and any rank).

13+ = The Commanding General plus two other friendly Generals in the hex (owner's choice and any rank).

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

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

© 2015 GMT Games, LLC—revised Mar. 2016

11.4 Battle Resolution Die Roll Modifiers

ATTACKER'S DRMs:

–2 Attacking when Demoralized (12.2).

+? Commanding General's Attack Rating plus any subordinate ratings that are allowed per 11.3.

+2 For a Special Action Card used for a Battle DRM (18.1).

+1 Naval Support (21.3)

DEFENDER'S DRMs:

+? Commanding General's Defense Rating plus any subordinate ratings that are allowed per 11.3.

+2 Defending in an Entrenchment or Coastal Fort.*

+? Defending in a Fort (+2/+4/+6).*

+1 The attacker is attacking across a Mountain hexside, Rail Gap, or Mountain Pass.*

+1 The attacker is attacking across a River (Minor or Navigable) or into or out of a Marsh hex with or without a Road.*

+1 Naval Support (21.3)

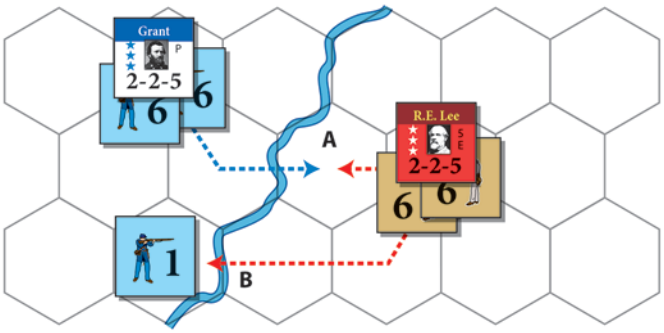
***Important:** *Fortification benefits and terrain benefits are never cumulative—you can use either a Fortification (Entrenchment or Fort) or one terrain type, not both.*

11.5 Attacking Across a Navigable River

(11.5.1) Direct Assault: You may attack across a Navigable River with up to 18 SPs, but the attacker may use no more than 3 SPs in the battle. If the attack succeeds then the entire force crosses; if the attack fails the surviving SPs return to the hex they attacked from. Losses for the attacker can only be applied against the force that crossed. The presence of a railroad bridge might affect the MP cost to enter the hex but has no effect on the combat.

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

(11.5.3) Attacks Across Enemy-Controlled Navigable Rivers: If the defender has Naval Control (20.1) of the Navigable River hexside then the attacker may cross (and attack) with only 1 SP. If the *attacker* has Naval Control or neither side has control, then 11.5.1 and 11.5.2 apply.



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

(11.5.4) Post Battle Movement: If the attacker wins the battle and his activated stack (not just the SPs that were allowed in the battle) was twice the size of the defender, then the activated stack may continue moving if it has MPs remaining.

11.6 Retreat

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

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

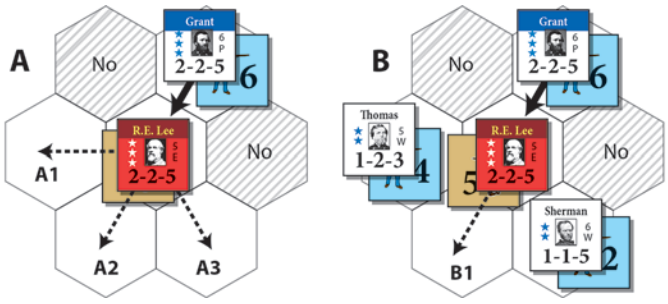
(11.6.3) Defender Retreats: The defender may determine the path of retreat per the four guidelines below. The guidelines are listed in order of priority (try to satisfy #1 first, then #2, etc.).

1. If possible, avoid retreating into the ZOI of an enemy unit.
2. If possible, avoid retreating across a Mountain hexside unless it is a Mountain Pass or Rail Gap.
3. If possible, retreat to a hex that is in supply (Full or Limited).
4. Retreat to any hex not prohibited in 11.6.4. Control markers have no effect on a retreat.

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

- Into a space that contains enemy SPs, unless those SPs can be displaced (11.6.5).
- Into an enemy-controlled Objective/Resource Hex, even if vacant.
- Into a space that contains an enemy Fortification.
- Across an Impassable Mountain hexside.
- Across an unbridged Navigable River hexside (even if that hexside is under friendly Naval Control). A retreat is also prohibited between a Coastal Fort and its associated port.
- Into a hex that was in the ZOI of the attacking stack, judged from the hex it entered the battle from.
- Into a hex in the ZOI of a non-moving enemy force if the number of enemy SPs in that force equals or exceeds the number of SPs in the retreating stack. Never combine two or more hexes of non-moving enemy SPs when determining this ratio.

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



EXAMPLE: In A, Lee must retreat from Grant's attack. Lee can retreat to A1, A2 or A3—outside of Grant's ZOI. In B, Lee must again

© 2015 GMT Games, LLC—revised Mar. 2016

retreat; but this time he only has one choice (B1) which is allowed since Lee has more SPs than Thomas or Sherman.

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

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

12. DEMORALIZATION AND RALLY

12.1 In General

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

12.2 Demoralized



Any time a force loses a battle, suffers Heavy Losses (12.3), or is Tied in a battle without Full Supply (13.1) it becomes Demoralized and must be marked with a Demoralized marker. A Demoralized force suffers the following penalties:

- –2 DRM when ***attacking***.
- If Demoralized again, the stack loses 1 additional SP. If the stack does not have 1 SP to lose (the stack was eliminated, or contained only a Fort or Militia) then ignore the extra loss.
- If it ends its move or retreat in a hex with other friendly units, it causes those units to also become Demoralized.

PLAY NOTE: A Demoralized stack defends at full strength.

12.3 Heavy Losses

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

12.4 Abilities of Demoralized Units

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

12.5 Rally

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

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

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

13. SUPPLY

13.1 Supply Determination and Effects

(13.1.1) Types of Supply: Units can be in one of three supply states: Full Supply, Limited Supply, or Out of Supply. Units are in Full Supply if they can trace a Supply Path (13.4); units are in Limited Supply if they *can't* trace a Supply Path but can trace an LOC (13.5) to a Supply Source; units are Out of Supply if they cannot trace either. In these rules, the term "in supply" refers to a unit that is either in Full or Limited Supply.

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

- They may not Rally (12.5). Supply is judged at the moment of Rally.
- If Out of Supply during the owning player's Supply Segment, then place a Foraging marker on the stack (13.2.1).
- They suffer Attrition (13.2.2).
- They must roll for Surrender if they cannot trace an LOC of *any* length (regardless of Depots) to a Primary Supply Source.

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

(13.1.3) Limited Supply: Units need Limited Supply to avoid the penalties above. In addition, Limited Supply provides the following benefits:

- They may receive SPs via Strategic Road Movement (15.5).
- Reinforcements may be placed in Objective/Resource Hexes that have an LOC to a Primary Supply Source.

(13.1.4) Full Supply: Full Supply is needed:

- To build a Fort (10.2.2).
- To avoid becoming Demoralized in a Tied Battle (13.1.5).
- To place a Naval Unit reinforcement (21.9, 21.10).

(13.1.5) Tied Battles: If the attacker or defender is not in *Full Supply* in a Tied Battle they become Demoralized. If already Demoralized, then the force loses one additional SP. The Supply Path for the attacker is determined after he retreats back to the hex he attacked from. The Supply Path for the defender is determined after the attacker retreats.

13.2 Foraging Markers and Attrition



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

- If the stack, or subset of the stack, is activated its MA is reduced by 1 MP.
- It costs one additional MP to pick up units from a stack that has a Foraging marker.
- If attacked, the stack suffers one column shift left on the CRT when making their roll. If this shift forces it into a column that supports one less General, then the defender must abide by the new leader limit.

  EXAMPLE: A stack of 7 SPs with a Foraging marker would use the 6 column of the CRT and use only one general and 1 die.

© 2015 GMT Games, LLC—revised Mar. 2016

- A stack suffers no penalty if it attacks with a Foraging marker since the –1 MP penalty implies the stack is again concentrated and ready for battle.

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

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

SEASON MODIFIERS:
+3 During a Winter turn
+1 During a Spring or Fall turn

TERRAIN MODIFIERS:
+1 If the stack is in a Woods hex
+2 If the stack is in a Mountain or a non-City Marsh hex

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

13.3 Supply Sources

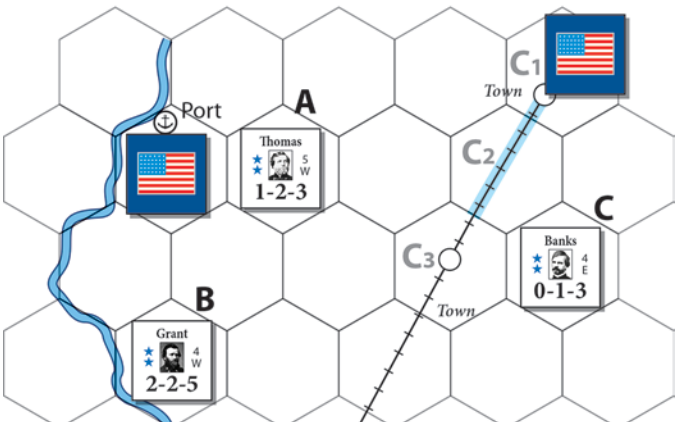
(13.3.1) Primary Union Supply Sources: Union supply is available at any of the following:

- Any railroad hex along the north map edge that exits off the north map edge.
- Any Union controlled Ocean Port where the access to the sea (Atlantic Ocean or Gulf) via Navigable Waterways (20.1.2) does not pass a Confederate controlled Coastal Fort, Fort, Naval Battery or Naval Unit.
- Any Union controlled City or state/national capital that is located in a Northern or Border State that has an LOC to another Union controlled Objective Hex (this second Objective Hex does not need to be a City or state capital). Note: There are no Objective Hexes in West Virginia—those are Resource Hexes.

(13.3.2) Primary Confederate Supply Sources: Confederate supply is available at any of the three locations listed below as long as the hex (or off-map hex) has an LOC to **two other** friendly-controlled Resource Hexes (of any value).

- At any friendly-controlled Confederate state capital.
- At any friendly-controlled Resource Hex with a BP value of at least 2 (including Arsenals).
- At either of the two Texas Off-Map hexes.

PLAY NOTE: For game purposes, the two off-map Texas BP hexes are not connected to each other via an off-map path. However, the southern off-map Texas BP hex is considered connected by rail to Houston.



EXAMPLES OF FULL SUPPLY: Assume the Navigable River is Union controlled. At A, Thomas traces 1 hex to a friendly controlled Port. At B, Grant uses River Supply. At C, Banks traces one hex to a rail hex (C2) which can trace to a Supply Source via C1. Note that the Confederate player still controls C3.

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

(13.3.4) River Supply: River Supply is available to units (both Union and Confederate) on a friendly-controlled Navigable River (the hex contains a Navigable River or it runs along one of the hexsides) or Coastal Hex. The hex or hexside does not need to contain a port, but must be under friendly Naval Control. The Navigable River or Coastal Hex must have a Supply Path to a friendly Primary Supply Source. Units with River Supply are considered in Full Supply.

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

13.4 Supply Paths

(13.4.1) Definition: Units are in Full Supply if they can trace a Supply Path. A Supply Path is a path of contiguous hexes traced from a unit to a Primary Supply Source. It can consist of two portions: an overland portion and a rail/river portion.

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

- Enter a hex containing an enemy SP or Fort.
- Enter a hex in the ZOI of an enemy unit.
- Enter an enemy-controlled Objective/Resource hex (even if unoccupied).
- Cross an all-Sea, all-Lake, or impassable Mountain hexside.
- Cross an enemy-controlled Navigable River hexside.

(13.4.3) Rail/River Portion: This part of the Supply Path may be of any length but must follow a path of contiguous Railroad hexes and/or Navigable Waterways (20.1.2) back to a friendly Primary Supply Source. If tracing along a **railroad,** at no time may the path:

- Enter a hex containing an enemy SP, Militia, or Fort.
- Enter a Railroad hex in the ZOI of an enemy unit.
- Enter a Railroad hex that is enemy-controlled (see 6.5).
- Use a railroad bridge over a Navigable River hexside controlled by the enemy.

If tracing along a **Navigable Waterway,** the path may only enter hexes or hexsides where you have Naval Control that originates from a port that is a source of such control (20.1.3). The path may not pass an enemy Fort, Coastal Fort, Naval Battery, Entrenchment or port that blocks Naval Control even if Naval Control from them

© 2015 GMT Games, LLC—revised Mar. 2016

has been trumped (20.1.5).

PLAY NOTE: Due to Union Naval Control along the coast the CSA player would never be able to trace supply to the Ship Island and Atchafalaya Bay boxes. Palmico Sound (NC) is different, CSA supply is possible to Roanoke Island and Hatteras Inlet boxes if their Tidal River Path is connected to a port that is in supply.

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

13.5 Lines of Communications (LOC)

(13.5.1) Purpose: Units need an LOC to be in Limited Supply.

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

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

- Enter a hex containing an enemy SP or Fort.
- Enter a hex in the ZOI of an enemy unit.
- Enter an enemy-controlled Objective/Resource hex (even if unoccupied).
- Cross an all-Sea, all-Lake, or impassable Mountain hexside.
- Cross an enemy-controlled Navigable River hexside.

Segments between Depots can use contiguous Railroad hexes and Navigable Waterways (20.1.2) under the rules and restrictions for the Rail/River Portion of Supply Paths (13.4.3 and 13.4.4). This type of segment can be of any length and is not subject to the normal 4 MP limit.

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

13.6 Isolation and Surrender

(13.6.1) In General: Any unit, Fort, Coastal Fort or stack that cannot trace a path of hexes of *any* length to a Primary Supply Source is Isolated. Use the same restrictions that are listed in the bullet-points of 13.5.3. Each Isolated unit or group of Isolated units must check for Surrender during the Supply Segment of each friendly Action Phase. Fortress Supply does not exempt a unit from a Surrender Check.

(13.6.2) Definition of an Isolated Group: An Isolated Group may be of any size, but each stack in the group must be able to trace a 4-MP LOC to at least one other unit in the Isolated Group. If units are part of a group then they will Surrender as a group.

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



EXAMPLE: Both Price and Van Dorn can trace an LOC to Little Rock, a Primary Supply Source for the Confederate player. Each link in the path is no more than 4 MPs. Note that Price's LOC uses a friendly SP as a link. At no time does the supply line enter an enemy ZOI.

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

SURRENDER TABLE

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

Die Roll Modifiers

+? Any one General's Defense Rating.

+2 If the Isolated Group contains a friendly-controlled Objective/Resource Hex containing a Fort (F1- F3).

+1 Same as above, except the Objective/Resource Hex does not contain a Fort.

Explanation of Results

3 = Stack Surrenders immediately

0,1,2 = Surrender Points incurred.

VICKSBURG EXAMPLE: A Confederate force of 6 SPs is in a fortified Vicksburg surrounded by Union forces. The CSA player rolls a 4 and consults the Surrender Table. Pemberton provides a +1 DRM, Vicksburg provides a +2 DRM. The modified die roll is 7 which results in 1 Surrender Point against the stack in Vicksburg.

(13.6.5) Splitting and Combining Isolated Groups: If an Isolated Group splits into separate parts due to friendly or enemy action then each of the splinter groups becomes a separate group with its own Surrender Point marker. If two Isolated Groups combine then the combined group uses only the Surrender Points of the larger group. Larger is defined as the group with the greater number of SPs. If the two groups are identical in size, then use the greater of the Surrender Points. The Surrender Points are removed from an Isolated Group if during the friendly Supply Segment at least one unit in the group can trace an LOC of any length.

© 2015 GMT Games, LLC—revised Mar. 2016

14. REINFORCEMENTS

14.1 When

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

(14.1.2) Winter: During Winter turns the Union player receives no additional SPs, while the Confederate player must reduce his Reinforcements by 10 SPs. If this brings the Confederate reinforcements to a negative number, then that many non-Isolated SPs must be removed from the map (his choice). Both players still receive Naval Reinforcements, Naval Replacements, two Special Action Cards, and the Union player may upgrade or place a Fort.

EXAMPLE: If after calculating BPs, the Confederate player is set to earn 8 SPs, then he would receive no new SPs and must remove 2 existing SPs from the map.

14.2 Union Reinforcements

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

- EAST: The Union player receives **6 SPs** which may be distributed as the Union player wishes between Objective Hexes in the Eastern Theater and the Chesapeake Bay Holding Box (20.2.2).
- WEST: The Union player receives **6 SPs** in the West which is divided into two areas— **3 SPs** in any Objective Hexes in Ohio and Indiana and **3 SPs** in any Objective Hexes in Illinois.
- TRANS-MISSISSIPPI: The Union player receives **2 SPs** in St. Louis**.** If St. Louis is Confederate controlled then the SPs are lost.

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

14.3 Confederate Reinforcements

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

EXAMPLE: On Turn 2 the Confederate player gains 96 BPs from Resource Hexes, 2 BPs from Arsenals, 28 BPs from Blockade Runners and 2 BPs from Border States for a total of 128 BPs. After subtracting the 10 BPs for Maintenance he has 118 remaining. He can build 11 SPs. The 8 BPs remaining are lost.



(14.3.2) Confederate Resource Hexes: There are 100 BPs worth of Resource Hexes printed on the map. The amount of BPs a Resource Hex provides is printed in the hex. In the 1861 Scenario and Campaign Game, Confederate BPs from Resource Hexes starts at 99 (Harper's Ferry is Union controlled) and is reduced each time the Union player takes control of a Resource Hex. Keep track of BPs from Resource Hexes with the Resource BPs markers. Do not include BPs from Arsenals, the Border States of Missouri and Kentucky, or Blockade Running with this total.

(14.3.3) Border States: The Confederate player receives 2 BPs for each Objective Hex in Kentucky and Missouri that he controls. A



Supply Path or LOC back to a Confederate state is not necessary. No more than **8 BPs** per Border State may be gained each turn.

DESIGN NOTE: These BPs represent volunteers from these states.



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

(14.3.5) Placement of Confederate Reinforcements
Once built, reinforcements are placed as follows:

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

14.4 Blockade Running

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

(14.4.2) Open Ports: Confederate ports are either open or closed. An open port is one which is Confederate controlled, and whose associated Coastal Fort, if any, is also Confederate controlled. Any port which does not meet those two conditions is closed.

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

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

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

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

© 2015 GMT Games, LLC—revised Mar. 2016

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

14.5 Confederate War Industry

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



Arsenals add additional BPs to the Confederacy. During each Confederate Reinforcement Phase, the Confederate player upgrades one on-map Resource Hex by 1 BP. To determine which state it must be built in, he rolls two dice and consults the Random States Table. The result indicates the state in which the Arsenal upgrade occurs. The Arsenal must be placed in a friendly-controlled Confederate Resource Hex. Place an Arsenal marker of the appropriate value in the Resource Hex. The additional BP is used in this turn's BP count. If all Resource Hexes in that state are Union controlled, then the Arsenal upgrade is forfeited.

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

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

14.6 The Displaced Box

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

Provided St. Louis is under Union control, returning Union Displaced Trans-Mississippi units may be placed in St. Louis. Returning Displaced Militia are always placed pursuant to the State Militia (17.2.1) rules, not the rules for SPs.

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

15. STRATEGIC MOVEMENT

15.1 Strategic Movement In General

There are four types of Strategic Movement—Rail, Ocean, River and Road. A limited number of SPs may use each type in each Strategic Movement Phase. Generals cannot be moved in the Strategic Movement Phase—only SPs. SPs may combine the different types during a single Strategic Move, but it counts against the limit on each.

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

15.2 Strategic Rail Movement

The Union player may move up to **12 SPs** by rail, the Confederate player **7 SPs.** SPs moved by rail may move an unlimited distance through contiguous rail hexes. All hexes in the railroad line must be free of enemy SPs, outside the ZOI of enemy units, and all Towns along the railroad line must be friendly controlled. For the Union player only, all Railroads that exit the north map edge are connected to each other and the Chesapeake Bay Holding Box.

15.3 Strategic River Movement

The Union player may move up to **3 SPs** by Navigable Waterways (20.1.2), the Confederate player **1 SP.** SPs moved this way may travel an unlimited distance along Navigable Waterways as long as they either embark or debark at a Port (either type). The entire path must be under friendly Naval Control (20.1) and the final debarking hex or Island must be friendly controlled and outside the ZOI of enemy land units.

15.4 Union Strategic Ocean Movement

The Union player may move up to **3 SPs** from one Union controlled Ocean Port on the Atlantic Ocean or Gulf by sea to another Union controlled Ocean Port on the Atlantic Ocean or Gulf. No enemy Coastal Forts, Forts, Naval Batteries, or Naval Units may be passed. The Confederate player may not use Strategic Ocean Movement.

15.5 Strategic Road Movement

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

- The SP must remain in the theater.
- There must be an LOC between the starting and ending hexes.

15.6 Restrictions on Strategic Movement

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

- A friendly-controlled Resource/Objective Hex.
- A space containing a friendly General.
- A space containing a friendly-controlled Fort, Coastal Fort, Port, or Town hex.

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

16. LEADER MANAGEMENT

16.1 The Leader Management Phase

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

16.2 Bringing Generals Into Play

The Turn Record Track indicates when Generals arrive, depart and when they are promoted. Generals are placed in the theater indicated on the Turn Record Track (E = East, W = West, TM = Trans-Mississippi). A General must be placed in a space that has an LOC to a Primary Supply Source and has at least 1 friendly SP. In addition to the three theater abbreviations the following abbreviations are also used on the Turn Record Track:

P = Promote (16.3.1)	DM = Demote (16.3.2)
R = Remove (16.4)	T = Free Transfer (16.6)
U = Unassigned Box (16.5.2)	Rtn = Return (16.5.2)
r/w = replace with	

© 2015 GMT Games, LLC—revised Mar. 2016

16.3 Promotions and Demotions

(16.3.1) Promotions: A promotion occurs when indicated on the Turn Record Track. The named General is replaced with the same General but at a higher rank. If a General is promoted and relieves a General, then the promoted General is immediately moved to the location of the relieved General. The relieved General (16.4) is removed from play.

(16.3.2) Demotions: The General returns to his previous rank and remains in the same location.

16.4 Relieving a General

A General is relieved from command if his name is in red on the Turn Record Track. Remove the General from play and place the replacement General (if any) in the same space as the departing General.

16.5 Leader Casualties, Removal and Return

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

(16.5.2) Unassigned Generals: Most Generals removed from play never return, but two Generals (Butler and J. Johnston) will return to play at a later point. Place them in the Unassigned Generals Box in the lower right corner of the map until they return.

16.6 Leader Transfer

During this phase the owning player may Transfer (7.8) any two 1- or 2-star non-Cavalry Generals for free. If a (T) symbol is next to a General's name on the Turn Record Track, then that General may be immediately Transferred for free to the space where the General he shares a box with under the Turn Track is located. If he does not share a box with another General, then he may be Transferred to any legal space. The Transfer is optional but if not used immediately, it is forfeited.

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

17. SPECIAL RULES

17.1 Border States

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

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

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

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

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

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

(17.1.6) Summary of Border State Characteristics

- Are the only states that can change sides (6.1.1, 17.1).
- Are the only states where both players can have Militia present (17.2.2).
- Provide the Confederate player with 2 BPs for each Objective Hex he controls in Kentucky and Missouri (14.3.3) and the BP value for each Resource Hex he controls in West Virginia (14.3.2).

17.2 Militia



(17.2.1) State Militia: Every Confederate and Border state has a 0 SP Militia unit for defense and quick deployment. This unit may never leave its home state. If eliminated, place it in the Displaced Box—it returns to play for free in the next Reinforcement Phase. This unit must be placed in one of the state's Resource or Objective Hexes that is friendly controlled and not Isolated (13.6). If no such hex is available it remains in the Displaced Box until the next Reinforcement Phase when placement is again possible.

(17.2.2) Border State Militia: These units act like regular Militia in all respects. Both players may have Militia active in a Border State at the same time. Border State Militia can be placed even if the opposing player controls the state.

(17.2.3) Characteristics: Militia have the following characteristics:

- May be repositioned to any friendly-controlled Resource/Objective Hex in their state *for free* each Action Phase. An open path is not necessary—simply pick up the unit and place it in the other hex. All, some or none of a player's Militia units can be repositioned each friendly Action Phase. Militia marked with Surrender Points (13.6.3) lose them when they are repositioned. Militia may never be repositioned to a Resource or Objective Hex that is Isolated (13.6).
- Must always be in a Resource/Objective Hex and if forced to retreat are Displaced.
- Are not affected by Demoralization, Foraging markers or Attrition.
- Militia may be repositioned out of, but not into a hex that is

© 2015 GMT Games, LLC—revised Mar. 2016

Isolated. When an Isolated Group surrenders any Militia units in the group are Displaced.

- May never attack, only defend. If stacked with other SPs provide no additional strength and may not be removed to satisfy a SP loss.
- May be removed from their state's Holding Box and placed in any non-Isolated friendly-controlled Resource or Objective Hex within their state when Displaced units are returned to the map (3.C and 14.6).

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

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

(17.2.5) Confederate Control Markers in Northern States: During the Control Segment of each End Phase, remove any Confederate Control marker that does not have an LOC to at least 1 Confederate SP.

DESIGN NOTE: The displacement represents Union Militia, that is not represented in the game, chasing down small Confederate raids.

17.3 Training Actions



Players may use Action Points for generating additional SPs. This represents improving troop morale, training and infrastructure. Some, none or all the Action Points a player receives may be used on Training each Action Phase. Every **10 Action Points** used for this provides 1 additional SP. The SP arrives immediately but must be placed in a Resource Space (Confederate) or an Objective Hex in an original Northern State (Union). Keep track of these points using the Training markers on the Status Track. When an SP is earned, slide the Training marker back to 0.

DESIGN NOTE: This rule is provided as an outlet to use unneeded Action Points. However, once players become familiar with the game this option will probably be used less and less.

18. SPECIAL ACTIONS

18.1 In General

Each player has a deck of 15 Special Action Cards. Players only draw cards from their own deck. After a card is used for a Special Action it is returned to the deck. Before each card draw players should shuffle their deck. Only the *Phasing Player* may use Special Action Cards. Cards may only be used in the theater indicated on the card. Cards that say "Any" may be used in any theater including for naval activities. Use the theater in which the force starts its activation—it does not matter if the force enters a different theater during its move. For land battles, including those resulting from an Amphibious Assault (20.5), use the theater where the battle is being fought. Naval Action cards may be used for Naval Battles, Naval Units, Naval Transport, Naval Assist, or Amphibious Assaults.

Each card may be used for the following purposes:

- Allows the Phasing Player to take an additional action (any of those listed in 4.3).
- Provides a **+2 DRM** to the attacker in a land battle (18.3.2).
- Activate a Cautious General without paying the 2 APs (7.7).
- SUPPLY: Allows one Out of Supply stack to ignore Attrition for one Action Phase.
- FORCE MARCH: Allows any one activated General to increase its MA by 2. The Special Action must be played at the start of the General's move and is in addition to the Action Point required to activate the General. Demoralized SPs may not be Force Marched.
- NAVAL ASSIST (Basic Game only): Allows an activated Union General and his SPs to cross a Confederate controlled Navigable River hexside as if the hexside was friendly controlled.
- AMPHIBIOUS ASSAULT (Required in Basic Game): See 20.5.
- FORT MARKERS: A player is required to spend a Special Action to build or upgrade a Fort during the Action Phase.

18.2 How They Are Gained

They are gained in two ways: at the start of each turn each player randomly draws two cards, and each time doubles are rolled to determine Initiative, each player draws one card. If a player receives more than five, he must discard (his choice) down to five.

18.3 How They Are Used

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

EXAMPLE: A player who has saved up to three "East" and two "Any" Special Actions can use all five for additional actions in the Eastern Theater in the same Action Phase.

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

19. THE END PHASE AND AUTOMATIC VICTORY

19.1 The Control Segment

(19.1.1) Hex Control: Place a Control marker in every Port, Town, Resource/Objective Hex located in an enemy state that contains one or more of your SPs. Ignore locations that already contain a friendly Control marker.

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

(19.1.2) Confederate Control in the North: Remove all Confederate Control markers in Northern States that do not have an LOC to a Confederate SP.

(19.1.3) State Control: Determine control of Border States at this time (17.1.3 and 17.1.4).

19.2 End Turn Rally

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

© 2015 GMT Games, LLC—revised Mar. 2016

19.3 Automatic Victory

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

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

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

EXAMPLE: The Union player burns down Nashville (BP 3) but it is soon recaptured and providing the Confederacy with 1 BP. The Union player counts that as 2 VPs.

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

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

- NATIONAL PANIC: The Confederate player earns **3 VPs** the instant he occupies Washington DC with 1 or more SPs. This is a once per game bonus earned for forcing the Union to relocate his capital. These three VPs are never lost.
- INVADING THE NORTH: During the End Phase award the Confederate player **2 VPs** for each Objective Hex in a Northern State (not Border State) that the Confederate player controls. Record these VPs with the CSA VP marker. These VPs are semi-permanent (see Fading Glory) and are not lost when the Objective Hex is recaptured by the Union player.
- FADING GLORY: If during the Automatic Victory Segment the Confederate player has no Control markers in any Northern State, then he must reduce his total VP count for Invading the North by 1, but never below 0.

EXAMPLE: During the End Phase of Turn 5 the Confederate player has control of Harrisburg PA earning him 2 VPs. On Turn 6 he has control of Harrisburg plus Baltimore MD, so gains 4 more VPs. He now has 6 VPs. On Turn 7 he has no Control markers in any Northern State, reducing his VPs by 1. He now has 5 VPs.

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

DESIGN NOTE: This represents public expectations and political pressure.

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

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

20. NAVAL RULES

This section contains all the naval rules necessary to play the game. Naval Units are only used in the Advanced Game.

20.1 Naval Control

(20.1.1) Benefits: Wherever a player has Naval Control, he enjoys the following benefits:

- May use Railroad Bridges across Navigable Rivers (5.4.3).
- May cross Navigable River hexsides by paying only +1 MP (5.8.3).
- May trace a Supply Path along Navigable Rivers (13.3.4).
- May use Naval Transport (20.3).

(20.1.2) Navigable Waterways: For the sake of brevity, Navigable Rivers, Lakes, Tidal River Paths (20.4), and contiguous Coastal hexes will be collectively called Navigable Waterways.

(20.1.3) Where Naval Control Originates

- **Union Naval Control** originates at all Union controlled ports located in Northern and Border States. The control then continues along Navigable Waterways and through the Atlantic and Gulf of Mexico until it is blocked (20.1.4). Union Naval Control from the Atlantic Ocean and the Gulf extends into and up every Navigable Waterway until blocked. The Union player always has Naval Control over the Atchafalaya Bay and Ship Island spaces.
- **Confederate Naval Control** originates at all Confederate controlled ports located in Southern States. The control then continues along Navigable Waterways until it is blocked or encounters Union Naval Control. Union Naval Control always trumps Confederate Naval Control and pushes it back until the Union Naval Control is blocked. Confederate Naval Control never extends out to sea.
- **Muscle Shoals:** The player that controls both River Ports of Decatur AL (hex 3221) and Stevenson AL (hex 3125) controls the stretch of the Tennessee River above the Muscle Shoals.
- **Forts and Coastal Forts** are not a source of Naval Control but they do provide Naval Control over the hex they occupy plus any of its Navigable hexsides. This control can only be negated by an enemy Naval Unit or Fort.

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

- Entrenchments on Type 1 Navigable Rivers.
- In the Southern States (only), a Confederate controlled Port blocks Union Naval Control on Type 1 Navigable Rivers. *The Confederates made great use of torpedoes, snipers, fallen*

	Water Type			
Enemy Unit or Location ▼	Type 1 Navigable Rivers	Type 2 Navigable Rivers	Lake or Coastal Hexes	Tidal River Path or Ocean
SP or General	No	No	No	No
Port or Entrenchment	Yes	No	No	No
Fort, Battery or Naval Unit	Yes	Yes	Yes	No

© 2015 GMT Games, LLC—revised Mar. 2016

trees, armed riverboats, and field artillery to make most rivers inhospitable to Union ships.

PLAY NOTE: The Port affects all Navigable hexsides in the hex, not just the hexside closest to the Town. In cases where two different unconnected rivers run along the same hex (like Dover), the port only affects the river the port is on.

- Forts block enemy Naval Control on both types of Navigable Rivers plus on Lake and Coastal hexes.
- The Galveston, Hatteras Inlet and Roanoke Island spaces block enemy Naval control even if vacant.
- Confederate-controlled Coastal Forts block Union Naval Control from reaching the associated port or entering any Navigable River or bay they protect (see list below).

PLAY NOTE: SPs and Generals never block enemy Naval Control and Naval Control can never be blocked or negated in the Ocean area or the Tidal River Paths.

The above rules are summarized in the matrix on this page.

(20.1.5) Trumping Enemy Naval Control: Situations can occur where both players have a Naval Unit, Fort, or Entrenchment tangent to the same hexside as the opposing player. When this occurs, follow this hierarchy: Naval Control from Naval Units always trumps Naval Control from Forts; Naval Control from Forts always trumps the blocking ability of Entrenchments or enemy Ports. If both sides have a Fort facing the same Navigable River hexside, and neither player has Naval Units at that location, then both cancel out and neither player controls that hexside.

(20.1.6) Uncontrolled Navigable Rivers: If due to Naval Units, Forts, Entrenchments or Ports neither side controls a section of a Navigable River, then it is considered uncontrolled. Such Uncontrolled Navigable River hexsides can be crossed as if they were friendly-controlled (5.8.3 and 11.5).

(20.1.7) 1861 Union Naval Control: In the Basic Game Union Naval Control, Amphibious Assaults and River Transport DOWN the Mississippi is prohibited past hex 2516 until 1862.

20.2 Ports

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

- Union controlled Ocean Ports are a Primary Supply Source for Union units (13.3).
- Ports serve as a conduit between River/Ocean Supply Paths and Rail Supply Paths (13.4).
- Are necessary for Naval Transport (20.3).
- Confederate controlled Ports in Southern States block Union Naval Control on Type 1 Navigable Rivers (20.1.4).

What each Coastal Fort protects

A Confederate-controlled Coastal Fort protects the following:

Fort St. Philip/Jackson: protects the Mississippi River

Fort Morgan: protects Mobile Bay

Fort Pickins: protects the Pensacola hex (4722)

Fort Pulaski: protects the Savannah hex (4137) including access to the Savannah River

Fort Sumter: protects the Charleston hex (3839)

Fort Johnson: protects the Wilmington hex (3345)

Fort Macon: protects the Beaufort hex (3148)—but from the Ocean-side only

Fort Monroe: protects the Hampton hex (2349). A Confederate-controlled Fort Monroe would also protect the Norfolk hex (2449) from an Amphibious Assault and open up that port for Blockade Running.

(20.2.2) The Chesapeake Bay Holding Box: This box represents the Chesapeake Bay plus all Union ports north of Washington DC. It is considered a Port that only Union units may enter. Union SPs and Generals may enter the box during the Action Cycle via Naval Transport. During the Reinforcement and Leader Management Phases, respectively, Union SPs and Generals may be placed directly into the box. Union SPs may also be strategically moved by rail (via the north-map edge) or sea into or out of the box. Union Generals may be transferred into and out of the box (7.8 and 16.6).

20.3 Naval Transport

(20.3.1) Naval Transport in General: Units that start in a hex where friendly Naval Control exists may use Naval Transport. There are two types of Naval Transport—Ocean and River. A Naval Transport action that ends in an enemy-controlled or enemy-occupied space must be performed as an Amphibious Assault (20.5).

- COST: Naval Transport costs 1 Action Point for every stack moved. Moving by Naval Transport costs the stack its entire MA.
- CAPACITY: A Union stack can contain up to 3 SPs, a Confederate stack can only contain 1 SP. There is no limit to the number of Generals that may accompany the stack. A General is not required for Naval Transport.
- MOVEMENT: The stack moving by Naval Transport may drop off SPs/Generals during movement in hexes that are not enemy-controlled or enemy-occupied, but may not pick up additional SPs/Generals.

  EXAMPLE: A stack of 3 Union SPs activated for Naval Transport could land 1 SP in three different locations.

(20.3.2) Multiple Transport Actions: There is no limit to the number of SPs that may use Naval Transport each Action Phase, as long as the capacity restriction for each Naval Transport is not exceeded (3 for Union, 1 for Confederate) and 1 Action Point is used for each stack.

EXAMPLE: If the Union player used 5 Action Points he could transport 15 SPs in the same Action Phase.

(20.3.3) Naval Control Required: Naval Transport may only travel where that player has Naval Control. Bypassing an enemy Fort, Coastal Fort, Naval Battery, Entrenchment, or port that blocks Naval Control is prohibited even if Naval Control from them has been trumped (20.1.5).

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

- Must *either* start or end in a friendly-controlled Port or Coastal Fort.
- May travel only where friendly Naval Control exists and that Naval Control originates from a port that is a source of such control (20.1.3).
- May travel along contiguous Coastal hexes, but may not enter the area of the Atlantic or the Gulf of Mexico that is void of hexes.

The Confederate player may not use River Transport anywhere on the east coast north of the Hampton and Fort Monroe spaces.

© 2015 GMT Games, LLC—revised Mar. 2016

(20.3.5) Ocean Transport: Only the Union player may use Ocean Transport. Unlike with River Transport, Ocean Transport must start and end in an Ocean Port. Ocean Transport may move through Coastal hexes, Tidal River Paths, the Mississippi Delta (see below), and the hex-less Gulf and Atlantic area. There is no delay to move between the Gulf and the Atlantic. Ocean Transport movement is not counted in hexes but must stop for the following reasons:

- NAVIGABLE RIVERS: Ocean Transport is not allowed up Navigable Rivers and Lakes except to enter the Mississippi Delta (see below). Ocean Transport is allowed along Tidal River Paths (20.4), but must follow those paths and may only be conducted from Ocean Port to Ocean Port.
- MISSISSIPPI DELTA: If Ocean Transport sails up the Mississippi the SPs must stop in New Orleans or Fort Jackson/St. Philip.

20.4 Tidal River Paths

These are indicated by light blue arrows, either solid or dotted. In the Basic Game, the two different types of Tidal River Paths are treated the same. Naval Transport can be performed using Tidal River Paths, but Ocean Transport, as always, may only be conducted from Ocean Port to Ocean Port (20.3.5). The normal River Transport restrictions (20.3.4) still apply as well. Tidal River Paths cannot be controlled or blocked by Ports, Entrenchments, Forts or Coastal Forts. Both the Union and Confederate player are allowed to use these paths with the exception that the Confederate player may not use Naval Transport in any form on the Chesapeake Bay Tidal River Paths.

20.5 Amphibious Assaults

(20.5.1) In General: An Amphibious Assault is a Naval Transport action that ends in an enemy-controlled or enemy-occupied hex. An Amphibious Assault is only allowed if the stack is activated for Naval Transport using a Naval or "Any" Special Action Card. This activation costs no Action Points. Unlike Naval Transport, an Amphibious Assault may enter one enemy controlled hex or hexside where friendly naval control does not exist in order to land at the target hex, but it may never bypass such a hex or hexside.

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

EXAMPLE: The Union player conducts an Amphibious Assault with 3 SPs and Burnside. The defender is a single SP in a Coastal Fort. The Union player gets +1 DRM for Burnside and rolls one die on the 3 column. The Confederate player rolls one die on the 1 column and modifies his die roll by +2 for the Coastal Fort.

PLAY NOTE: The attacker may use a Special Action Card to give him another +2 DRM in the Amphibious Assault.

(20.5.3) Successful Amphibious Assault: If the assault was successful then surviving defending units must retreat and become Demoralized. Land units involved in a successful Amphibious Assault may *not* continue moving. If the Amphibious Assault was against an Island or Coastal Fortress, a Control marker is immediately placed in the hex without the need to spend the 1 MP.

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

(20.5.5) Confederate Amphibious Assaults: When the Confederate player conducts an Amphibious Assault assume Confederate Naval Control temporarily trumps Union Naval Control until blocked (by Union controlled Ports and Entrenchments on Type 1 Navigable Rivers and Forts, Coastal Forts and Naval Units on all types of Navigable Waterways). This temporary control ends as soon as the Amphibious Assault ends. CSA Amphibious Assaults are not allowed through the hex-less Ocean Area or anywhere on the east coast north of the Hampton and Fort Monroe spaces.

PLAY NOTE: Except for purposes of this rule, Union controlled ports never block Confederate Naval Control. However, note that Union controlled ports located in Northern and Border states are a source of Union Naval Control that normally trumps Confederate Naval Control that originates out of Confederate controlled ports located in Southern states.

(20.5.6) Union Amphibious Assaults: The only time the Union player needs a Naval or "Any" Special Action Card for an Amphibious Assault in the Basic Game is when he is attacking a Fort or Coastal Fort. All other Union Amphibious Assaults (vs. SPs, Entrenchments, vacant enemy ports, Islands, etc.) can also be initiated with a Naval Transport (20.3) activation. All Confederate Amphibious Assaults in the Basic Game require an "Any" Card.

STOP

You have read enough rules to play all of the scenarios. We recommend you play at least one before moving on to the Advanced Rules.

ADVANCED RULES

21. NAVAL RULES (ADVANCED GAME)

21.1 The Free Naval Action

Each Action Phase, both players receive one free Action Point to be used for the activation of one stack of friendly Naval Units including any naval leaders anywhere on the map. The action can lead to naval combat and Naval Support (21.3.1). This free naval action *cannot* be used to Transport SPs, land Generals, conduct an Amphibious Assault, or Train (17.3). Regular Action Points and Special Action Cards may also be used to activate Naval Units.

21.2 Naval Units



(21.2.1) In General: Both players have Naval Units. The Union player has Naval Leaders, Oceangoing NSPs and River NSPs, while the Confederate player has River Flotillas and River Ironclads. Naval Units cannot control the land portion of a hex, nor do they exert Naval Control beyond their hex. All Naval Units have a ZOI (21.4.1) for Reaction Movement.

DESIGN NOTE: Naval Units represent the front-line fighting elements of the navy. If these ships have sailed past an enemy Fort they are operating in a tight group and under severe logistical limitations due to their dependency on coal.

© 2015 GMT Games, LLC—revised Mar. 2016

(21.2.2) Making Change with NSPs: The Union player may freely break down a multi-point NSP into smaller units of the same type and vice-versa at any time. *For example, he can split a 5 NSP unit into a 3 and a 2 NSP.* The number supplied in the counter mix, however, is a strict limit, and the Union player must make sure he never exceeds 8 River NSPs and 5 Oceangoing NSPs. The Confederate player may never break down his River Flotillas or Ironclads into smaller units.

(21.2.3) Stacking and Placement: There is no limit to the number of Naval Units that may be in the same hex. When not in the proximity of enemy NSPs there is no need to indicate which hexside a Naval Unit is in—the owning player can decide at the moment it is necessary. However, there are two cases where a more precise location is necessary:

- If the hex the Naval Units are in adjoins two different rivers, or the hex contains non-contiguous coasts, then point the bow (front) of the Naval Units towards the river the Naval Units are on.
- If a Naval Unit is adjacent to a hex that contains enemy NSPs, the exact hexside the Naval Unit is in must be indicated by pointing the bow of the ship towards that hexside.

Ending Hex Restriction: Naval Units of the Phasing Player can never end the Player Action Phase in an island, hex or hexside with enemy Forts, Coastal Forts, Naval Batteries or Naval Units. After all Movement and Combat is completed, all such Naval Units must conduct a Naval Retreat (21.6.8). This rule also applies to non-Phasing Player Naval Units, but only to the extent the non-Phasing Player Naval Units violate this restriction after the Phasing Player has completed all of his Naval Retreats. Non-Phasing Player Naval Retreats are conducted as if the Naval Units were a defender that lost a Naval Battle.

(21.2.4) Movement: It cost 1 Action Point to move a stack of Naval Units. Naval Units move within the restrictions of 21.2.5. They may enter hexes and hexsides where the enemy has Naval Control. They do not need to start or end their move in a Port. **A stack of Naval Units may drop off Naval Units as they move but may not pick up additional Naval Units**. Naval Units must stop moving and conduct a Naval Battle (21.6) when they enter a hex containing an enemy NSP. If they win the battle and had twice as many NSPs as the defender, the Naval Units can continue moving with any undamaged ships.

(21.2.5) Movement Restrictions:

- Oceangoing NSPs may only operate in All-Sea areas, Coastal hexes, solid Tidal River Paths and on the Mississippi River up to Vicksburg (inclusive). They may not move up any other rivers. *"Up a river" is defined as sailing towards the source of the river and away from the Ocean.*
- River NSPs and River Flotillas may operate in Navigable Rivers, Tidal River Paths (both types), and Coastal hexes. They may not enter the Ocean (the area void of hexes) or round Florida.
- NEW ORLEANS: Oceangoing and Rivergoing NSPs must always stop at New Orleans or Forts St. Philip/Jackson before proceeding further up the Mississippi or out to the Gulf of Mexico.

  EXAMPLE: Oceangoing NSPs may not sail from Galveston to Vicksburg in one move. They must first move to New Orleans, stop, and then move up to Vicksburg in the next Action Phase.

(21.2.6) Strategic Redeployment of Naval Units: During the Strategic Movement Phase, the Union player may move some or all his Oceangoing NSPs to one friendly Ocean Port. Likewise, he may move some or all his Rivergoing NSPs to one friendly River Port. The NSPs may start in different locations, but must all end at the same location, may not be moved past enemy NSPs or Forts, and may only travel where Union Naval Control exist.



(21.2.7) Low on Coal: Players must check the supply status of their Naval Units at the end of each friendly Action Phase at the same time and in the same manner he checks his land units. Naval Units must be able to trace a Supply Path along Navigable Waterways to a friendly-controlled Port that is in Full Supply. Naval Units that are not in supply at this time have a Low on Coal marker placed on them. If already marked as Low on Coal, there is no further effect.

EFFECTS: Due to their dependency on coal, Naval Units suffer the following effects when *marked* as Low on Coal:

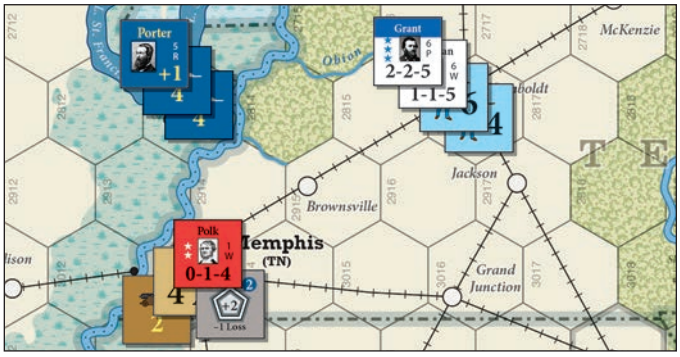
- may not recover from Demoralization.
- if a Naval Unit with a Low on Coal marker moves, it will be eliminated at the end of its move unless it ends its move back in Supply. As long as the Naval Unit does not move it can remain Out of Supply indefinitely. *Assume the ships carry enough coal for one move.*



(21.2.8) Naval Leaders: The Union player has three Naval Leaders—Farragut, Porter and Foote. Naval Leaders move in the same way as Naval Units and may move with a stack of Naval Units when it is activated. Naval Leaders provide a DRM in Naval Combat, but have no effect on land combat. No more than one Naval Leader may be used in each Naval Battle. A Naval Leader is Displaced if all NSPs they are with are sunk.

21.3 Naval Support in Land Battles

(21.3.1) Offensive Naval Support: Land units stacked with a Naval Unit with a NSP value of 1 or more receive a +1 CRT DRM when attacking a Fort, Port or Island. The Naval Units must first survive the Naval Battle against the installation. If the defender is *not in* a Fort, Port, or Island there is no benefit *(the battle is assumed to be taking place away from the water).*



NAVAL SUPPORT EXAMPLE: In this example, the Union player will activate Grant to attack Memphis. But before he does, he uses his "Free" Naval Action Point to activate Porter and his 8 Rivergoing NSPs and sends them against Memphis. The Naval Battle is 8 NSPs to 4 NSPs. If the Union fleet wins the Naval Battle, the ships can remain in the hex and provide a +1 Naval Support DRM for Grant's upcoming activation. If Grant loses the battle, the Naval Units will have to return to a friendly-controlled port at the end of the Union Action Phase.

© 2015 GMT Games, LLC—revised Mar. 2016

(21.3.2) Defensive Naval Support: If the defender is in a Fort, Port, or Island, and stacked with a Naval Unit with a NSP value of 1 or more, he receives a +1 CRT DRM. Union units defending in *Ocean* Ports, Islands, and Coastal Forts receive this DRM if neither side has Naval Units present (representing warships from the Blockading Squadron not represented by counters).

NOTE: Naval Units using Port Protection (21.4.4) to avoid Naval Combat may not be used to provide Naval Support.

(21.3.3) Naval Units and Cross River Movement/Assaults: Land units may not move or attack across a Navigable River hexside if the non-Phasing Player has Naval Units along that hexside that are not using Port Protection (21.4.4).

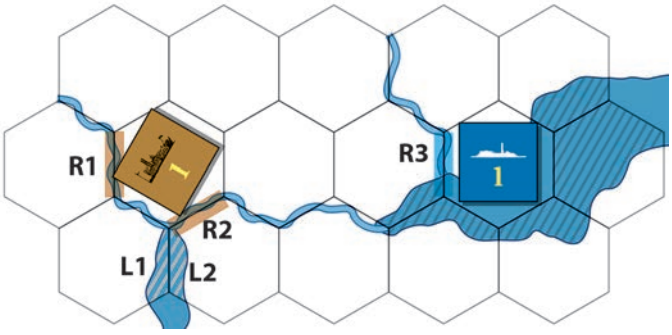
21.4 Naval ZOI and Naval Reaction

(21.4.1) Naval ZOI: Undamaged Naval units have a ZOI that extends through water into all six adjacent hexes or hexsides. The ZOI can extend no more than one hexside along a Navigable River from the hex or hexside it originates from. A Naval ZOI cannot enter land, the hexless ocean area or along Tidal River Paths. A Naval ZOI cannot enter a hex or hexside that the projecting Naval Unit cannot enter (21.2.5). A ZOI has the following effects:

- Blocks Enemy Naval Control and River/Coastal Supply Paths.
- Prevents Enemy land units from crossing Navigable River hexsides unless the ZOI is negated.
- Enemy Naval Units that enter the ZOI may be intercepted.
- Blocks Amphibious Assault (20.5) unless the SPs are being transported by Naval Units (21.7.2) or led by Gunboats or Cottonclads (21.11).

Generals, SPs, Entrenchments and Confederate Ports have no effect on a Naval ZOI. A Naval ZOI is only negated by enemy Naval Units or Forts.

(21.4.2) Naval Interception: A Naval Interception can occur whenever an enemy Naval Unit or stack enters the ZOI of a Naval Unit or stack. The Interception attempt is successful if the Interception dice roll (use two dice) is **equal to or greater than 7.** If a Union Naval Leader is stacked with the intercepting Naval Units modify the Interception dice roll by +1. If a Confederate Ironclad is conducting the Interception or is part of the Intercepting force, apply a –1 DRM. A successful Interception allows the non-active Naval Units to be placed in the hex or hexside the enemy units entered, causing an immediate Naval Battle. Follow the same principles laid out for land Interceptions in regards to Multiple and Partial Interceptions.



EXAMPLE: The Confederate River Flotilla has its bow pointed to the hexside it is located in. It exerts a Naval ZOI to hexsides R1 and R2, and Lake hexes L1 and L2. The Union Naval Unit is located on a Coastal Hex and exerts a Naval ZOI to all adjacent coastal hexes plus up one hexside of the Navigable River (R3).

(21.4.3) Naval Avoid Battle: Besides Port Protection (21.4.4) there is no Naval Avoid Battle except between a Ocean Port and its associated Coastal Fort (and vice versa).

(21.4.4) Port Protection: Naval Units located at a friendly-controlled Coastal Fort or a friendly-controlled Port containing a Fort or Naval Battery are not required to engage enemy Naval Units, some or all may remain in port. All ships that remain in port are protected and immune from enemy Naval Units for the remainder of the current Player Action Phase. The ships do not exercise Naval Control or have a Naval ZOI while claiming Port Protection. If the attacker captures the hex by Amphibious Assault or land combat that phase then all ships that claimed Port Protection in that port are eliminated.

21.5 Union Oceangoing Ironclad Strength

As the game progresses the Union player's naval strength in the Atlantic and in the Gulf increases by 1 NSP every even turn to account for the Ironclads joining the fleet. This additional strength may be added to any one stack of Oceangoing NSPs per Action Phase (Union player's choice). It can only be used in a Naval Battle if all three of the following conditions are met:

- The Union player activates the Naval Units that will be involved in the Naval Battle with a Naval or "Any" Special Action Card.
- The Union player is the attacker *and* is using at least 1 Oceangoing NSP.
- The target is a Coastal Fort, Island, or an Ocean Port with a Blockade Runner DRM *(oceangoing Ironclads had too deep a draft to operate in minor ports).*

EXAMPLE: It is Turn 16 and the Union player is attacking Wilmington. He would receive 8 NSPs for his Ironclads.

21.6 Naval Battles

(21.6.1) A Naval Battle occurs whenever one side moves Naval Units into a hex or hexside containing enemy NSPs.

(21.6.2) Procedure: Follow these steps for each Naval Battle:

STEP 1: Each player counts up the number of NSPs in their force and finds the column on the CRT that corresponds to that amount.

STEP 2: Players then determine their cumulative DRMs (21.6.5).

STEP 3: Each player rolls a die (or dice), modifies it as calculated in step 2 above, and then consults the CRT. The CRT result will indicate who won the battle and how many ships are sunk or damaged (21.6.6).

STEP 4: The victor of the battle is determined in the same way as in land combat—compare the attacker's result with the defender's result and the higher result wins the battle (21.6.7).

STEP 5: The side that lost the battle is Demoralized (21.14) and must conduct a Naval Retreat (21.6.8). Ties do not cause Demoralization but the attacker must retreat on a tie.

(21.6.3) Calculating NSPs: The defender receives **4 NSPs** for a Coastal Fort, **2 NSPs** for a Fort marker, **2 NSPs** for each Naval Battery, plus the NSP value of his Naval Units. If eligible, the Union player may add in his Oceangoing Ironclad Strength (21.5). Neither side may use land Generals or SPs in a Naval Battle.

(21.6.4) 0-NSP Units: Ironclads that are under construction, damaged NSPs, Entrenchments, and Union Control markers in Ocean Ports that qualify as a Union Primary Supply Source (13.3.1) have a NSP value of 0. If there are multiple 0-NSP units in a hex, only one can fire. All 0 NSPs are ignored if there are friendly NSPs in the hex greater than 0.

© 2015 GMT Games, LLC—revised Mar. 2016

(21.6.5) Naval Battle DRMs:

–2 attacking when Demoralized.

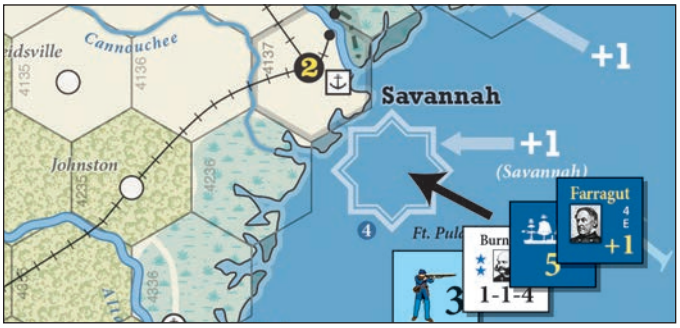
+1 if a friendly Naval Leader is present (21.2.8).

+2 if the attacker uses a Special Action Card for a battle DRM.

(21.6.6) RESULTS:

- **Hits:** A 1 result on the CRT indicates 1 Hit, a 2 result means 2 Hits, etc. Each Hit sinks a Naval Unit or NSP. The first hit by the attacker in a Naval Battle must be applied against a Fort if one is present, all further hits are distributed as he pleases. Place sunk Union Naval Units in the Union Naval Pool—they may be brought back into the game via Naval Replacements. Sunk CSA ships are removed from the map.
- A hit on a Fort, Naval Battery or Entrenchment has no effect—these units can never be damaged or destroyed by Naval Combat. They are only eliminated or removed if enemy land SPs gain control of the hex.
- **Damaged:** An asterisk indicates a ship is damaged. The ship is flipped to its damaged side. Damaged Naval units defend with 0 NSP and if damaged again are sunk. When a Confederate Ironclad is damaged, it is flipped to its "under construction" side and must be completed again like any other CSA Ironclad under construction (21.10.3).

  EXAMPLE: A 1 result would mean that one ship is sunk and one is damaged.*
- Confederate Ironclads are difficult to sink and damage. After the Union player has allocated his hits, the Confederate rolls the die for each asterisk and hit result on an Ironclad. If the die roll is 4-6 the hit or damage result is reduced one level—a hit becomes Damaged, and a Damaged becomes "no effect". This does not affect the result of the battle.



EXAMPLE #1: If the Union player wants to take Savannah by sea he first has to capture Fort Pulaski. A direct Amphibious Assault on Savannah is not allowed since Naval Units cannot carry SPs when Running the Guns (21.13) past the Coastal Fort. In this example the Union attacks with Farragut, 5 NSPs, Burnside, and 3 SPs. The Naval Battle is resolved first, if successful the troops can land and try to take the fort. The odds of the Naval Battle are 5 NSPs versus the 4 NSPs for the Coastal Fort. Farragut provides a +1 DRM. The force was activated with a regular Action Point so the Oceangoing Ironclad Strength is not included. The Union rolls a 4 (+1) and the Confederate player rolls a 3. The result is 1 to 1, the Union player wins the Naval Battle, but one ship is sunk and placed in the Naval Pool. The hit on the fort does nothing.*

*Now comes the landing: 3 Union SPs vs. the intrinsic 0 SP. The Union player has a +2 DRM (Naval Support and Burnside). The CSA player has a +2 for the Coastal Fort. The Union player rolls a 3(+2) getting a 1 result and the CSA player rolls a 4(+2) which is a * result. The Union player wins and takes the fort.*

(21.6.7) Naval Victory and Ties:

- **Attacker Wins:** If the attacker wins the Naval Battle he can remain in the hex to allow friendly SPs and Generals to land in the hex via an Amphibious Assault (21.7), and/or provide Naval Support (21.3). If the attacker had twice as many NSPs as the defender and wins the Naval Battle, he may continue moving.
- **Tied Battles:** If both sides roll the same result, then it is an inconclusive Naval Battle. The attacker must conduct a Naval Retreat but his Naval Units are not Demoralized.
- **Defender Wins:** The attacker must conduct a Naval Retreat (21.6.8) and his Naval Units are Demoralized (21.14).

(21.6.8) Naval Retreats

- If the defender wins the Naval Battle, then the attacker must retreat all surviving forces either back to the port they sailed from or back to any hex or hexside they sailed through during



EXAMPLE #2: Now let's try a harder Coastal Fort. The Union player again comes with Farragut, 5 NSPs, Burnside and 3 SPs. This time he uses a Naval Special Action Card so he can bring along the Oceangoing Ironclads. It is turn 15 so the Ironclad strength is 7. His total NSP strength is 12(+1). The CSA player moves Beauregard, 1 SP and the Ironclad from the port to the aid of the Coastal Fort (this type of Interception is automatic). The CSA total NSP strength is 8 (4 for the Coastal Fort, 2 for the Naval Battery and 2 for the Ironclad). The Union player uses the 9-12 column and the Confederate player uses the 7,8 column. Both players use two dice and roll 7s. The results are 1 vs 1◊ making it a Union Victory. The first hit on the CSA is absorbed by the fort but the * is applied against the CSA Ironclad, damaging it. The Confederate Ironclad retreats to the port of Wilmington. The hit against the Union forces sends 1 NSP to the Naval Pool. Farragut gives the word that the troops can land.*

Burnside lands with 3 SPs and attacks the Coastal Fort. The Union player uses another Special Action Card for a +2 DRM. Beauregard is defending with 1 SP. The Union player has a +4 DRM (Naval Support +1, Burnside +1, and the Special Action Card +2). The CSA player has a +3 (Coastal Fort and Beauregard). The Union player rolls a 2 (+4) getting a 1 result and the CSA player rolls a 4 (+3) which is also a 1 result—a tied battle. The Union loses 1 SP but the Confederate loss is ignored due to the –1 SP benefit of forts. Burnside grumbles to Farragut that the fort is impregnable and all Union forces sail back north. Since it was a tie, neither side is demoralized.

© 2015 GMT Games, LLC—revised Mar. 2016

their move to the battle site. The ending hex or hexside must be free of enemy NSPs. If the attacker wins the Naval Battle, then the non-Phasing Player must retreat his surviving Naval Units to a hex it could normally reach in one Naval move. If the Naval Retreat must pass enemy NSPs, then all undamaged Naval Units must Run the Guns (21.13). Damaged Naval Units are eliminated if they must Run the Guns and any Naval Units that are damaged while Running the Guns in a Naval Retreat are sunk instead.

- RETREAT BACK INTO PORT: If a Naval Battle occurs in a port hex that contains a Fort, the defender may retreat his Naval Units (including damaged units) back into the port if he loses the Naval Battle—this is the only situation where a Naval Retreat can end in an enemy-occupied hex. If a land battle follows the Naval Battle and enemy land units win the battle, the Naval Units that retreated back into the port are eliminated.

(21.6.9) Mandatory Post Battle Movement: Naval Units may not remain in a hex, hexside, or Island, facing an enemy Fort, Coastal Fort, or Naval Battery. If the land battle or Amphibious Assault they were supporting fails and leaves them in violation of the forgoing, then the Naval units must conduct a Naval Retreat at the conclusion of the current Action Phase just prior to the Supply Segment.

21.7 Amphibious Assault Advanced Game

(21.7.1) Difference Between Basic Game: Amphibious Assaults in the Advanced Game are the same as in the Basic Game except a Naval or "Any" **Special Action is not required** to activate the force (a Naval Transport (20.3) activation is sufficient) and a Naval Battle has to be won first before the SPs and Generals may land (21.7.3). If a Naval Leader is present—he may only affect the Naval Battle; if a General is present—he may only affect the land battle.

(21.7.2) Carrying SPs With Naval Units: When a stack of Naval Units are activated by an Action Point or a Special Action Card (not the Free Naval Action), they may carry with them up to 3 SPs (if Union) or 1 SP (if Confederate) using the movement rules for Naval Transport and Amphibious Assault if the SPs started in the same port as the Naval Units. These SPs may conduct an Amphibious Assault in an enemy-occupied hex if the Naval Units they sail with win the Naval Battle against the hex. Note that a Naval Battle is not required if the destination hex contains no enemy NSPs. The Cautious General rule (7.7) applies to this type of activation if the end space involves a land attack or entering an enemy ZOI.

(21.7.3) Procedure and Combat Modifiers: If the defending hex contains enemy NSPs, then the attacker's Naval Units must engage in a Naval Battle and win that battle before the SPs may land and initiate an Amphibious Assault. If the Naval Battle succeeds, then the SPs land and conduct a battle. The attacking Naval Units may move and conduct the Naval Battle before the landing SPs are activated to move to the defending hex, but they must remain in the hex after winning the Naval Battle in order to allow the Amphibious Assault to be initiated by the landing SPs when they arrive. Follow all rules of a normal land battle. If any Naval Units that accompanied the force survived the Naval Battle then the attacker is eligible for the +1 DRM for Offensive Naval Support (21.3.1).

(21.7.4) Post Amphibious Assault: If the Amphibious Assault was successful the Naval Units remain in the landing hex. If it failed, then the Naval Units sail back with the surviving SPs.

21.8 Shipyards and Naval Repair

(21.8.1) Purpose: Naval Units arriving as Reinforcements or returning to play after being replaced are placed in friendly-controlled Shipyards. Naval Units may only be repaired in a Shipyard (21.8.2). The map contains the following shipyards:

- UNION SHIPYARDS: St. Louis, Cairo, Cincinnati, Pittsburgh, and the Chesapeake Holding Box.
- CONFEDERATE SHIPYARDS: Any friendly-controlled port that is in Full Supply.

(21.8.2) Naval Repair: All damaged Naval Units except Confederate Ironclads (21.10.3) are repaired automatically in the Naval Repair Segment as long as they are located at a friendly Shipyard and that Shipyard hex is in Full Supply.

PLAY NOTE: The Chesapeake Bay Box is always in Full Supply.

21.9 Union Naval Reinforcements and Replacements

(21.9.1) Union Naval Reinforcements: Union Naval Reinforcements are listed on the map. On the specified turn the Naval Units arrive at a Union controlled Shipyard. Place River NSPs in St. Louis, Cairo, Cincinnati, or Pittsburgh; and place Oceangoing NSPs in the Chesapeake Bay Box. The following is a complete list of Union Naval Reinforcements:

- TURNS 2-5: One Oceangoing NSP each turn
- TURN 4: Three River NSPs
- TURN 5: Four River NSPs

(21.9.2) The Naval Pool and Union Naval Replacements: Place Union Naval Units that are sunk in the Naval Pool. These units return to play via Naval Replacements. The Union player receives one River NSP and one Oceangoing NSP replacement per turn. These may not be accumulated and those not used are lost. One replacement brings an NSP from the Naval Pool into play at a Union controlled Shipyard. Place River NSPs in St. Louis, Cairo, Cincinnati, or Pittsburgh; place Oceangoing NSPs in the Chesapeake Bay Box. The Union player may never have more than 8 River NSPs and 5 Oceangoing NSPs in play at any time.

21.10 Confederate Naval Reinforcements

(21.10.1) Special Reinforcement Table: The Confederate player receives no naval replacements and no set naval reinforcements. All his Naval Units arrive via the Special Reinforcement Table. Each turn the Confederate player receives one naval reinforcement. What is built is determined by a die roll on the Table below.

Die Roll	*Result*
1,2	IRONCLAD: Roll once on the Random State Table to determine in which state an Ironclad has started construction. Place with its under-construction side up.
3,4	NAVAL BATTERY: Roll once on the Random State Table to determine in which state a Naval Battery is placed.
5,6	RIVER FLOTILLA: Roll once on the Random State Table to determine in which state a 1-NSP River Flotilla is placed.

(21.10.2) Placement Hex: Any Ironclad, Naval Battery or River Flotilla built must be placed in a friendly-controlled hex that is in Full Supply. Ironclads and River Flotillas must be placed in ports. Naval Batteries may be placed in Ports, Forts, Coastal Forts, and Entrenchments. If no legal placement hex is available in the state, then the item is lost.



(21.10.3) Confederate Ironclads: These arrive in play on their Under-construction side. While under construction it has a NSP value of 0 and cannot move or intercept (the 0 NSP value represents port defense). If forced to

© 2015 GMT Games, LLC—revised Mar. 2016

retreat it is eliminated. During the Naval Repair Segment of each turn the Confederate player rolls one die. On a 5 or 6 he may complete the construction of one Ironclad currently under construction (his choice). A die roll of 1-4 has no effect. *It is possible that many Ironclads can be under construction and few get built.*

MOVEMENT: Completed Ironclads may move along Navigable Waterways, but not out to sea. Due to their weight and inadequate engines, Confederate Ironclads that move *up* a Navigable River may not pass more than one Port per activation (so they could reach a second Port during movement). Confederate Ironclads can move down Navigable Rivers and along Tidal River Paths with no restrictions.



(21.10.4) Naval Batteries: They have no effect on land combat but provide 2 NSPs in Naval Battles. They are not Naval Units. For Naval purposes they are treated the same as Forts except as noted herein. If caught alone in a hex by enemy SPs they are immediately eliminated with no delay to the moving SPs. **Naval Batteries may not move by land,** but may be moved by Rail Movement (10 MPs) and Naval Transport—each counting as moving 1 SP. Alternatively, the Confederate player may use a Special Action to reposition a Naval Battery to a different friendly-controlled Port, Fort, Coastal Fort or Entrenchment as long as an LOC exists between the two locations. As it moves to its new location, a Naval Battery has no ability to block or negate Union Naval Control.



(21.10.5) Confederate River Flotillas: Confederate River Flotillas arrive in play completed. They have a strength of 1 and may move an unlimited distance along Navigable Waterways. They may not move into the hex-less sea area.

21.11 Union Gunboats and Confederate Cottonclads

The Union player has access to screw gunboats which can travel up the Confederate rivers from the ocean. The Confederate player has Cottonclads—armed steamboats protected by cotton bales. Both types of ships have an NSP value of 0 and are not represented by counters. Their function is to allow an Amphibious Assault where regular Naval Units are not allowed or when not available.

RULE: Both players may conduct an Amphibious Assault without Naval Units and claim that it is being led by Gunboats (Union) or Cottonclads (Confederate). Follow all rules of Amphibious Assault but if a Naval Battle occurs, the Phasing Player uses the 0 column of the CRT. Both players have an endless supply of Gunboats and Cottonclads so sunk and damage results have no effect. As with regular Amphibious Assault, units can enter one enemy controlled hex or hexside where friendly naval control does not exist in order to land at the target hex, but may never bypass such a hex or hexside. The Confederate player may only claim Cottonclads if his invasion is activated with an "Any" Special Action Card. The Confederate Amphibious Assaults exception (20.5.5) applies to the use of Cottonclads. Union Gunboats cannot be used with the Free Naval Action Point.

DESIGN NOTE: This rule allows the Union player to conduct an Amphibious Assault up a Confederate Navigable River from an Ocean Port. The invasion force must start at a port on that river. This rule is also helpful for the Confederate player to retake the Outer Banks of North Carolina or any island the Union player has failed to garrison.

21.12 Naval Special Actions

When using Naval Units, a Special Action Card may also be used for the following:

- MOVEMENT: Move a stack of Naval Units.
- BATTLES: Provides a **+2 DRM** to the attacker in a Naval Battle (the card must be a Naval or an "Any" type card).
- OCEANGOING IRONCLADS: A Naval or "Any" card allows the Union player to activate a Naval stack for Naval Movement or an Amphibious Assault. If the movement of the Naval Units results in a battle at a Blockade Runner Port, the Union Ironclad Strength (21.5) may be added to the Naval Battle.
- COTTONCLADS: An "Any" card allows the Confederate player to conduct an Amphibious Assault without a Naval Unit against a space containing enemy NSPs (21.11).
- NAVAL BATTERY: Move one Naval Battery to a different location (21.10.4).

21.13 Running the Guns

(21.13.1) In General: Naval Units may attempt to sail past enemy NSPs from Forts, Coastal Forts, Naval Batteries, or Naval Units. This is called Running the Guns. 0-NSP Units (21.6.4) have no effect and may not fire on Naval Units Running the Guns. Naval Units may not transport SPs (21.7.2) past any Port or NSP that blocks Naval Control, even if the enemy Port or NSP has been trumped (20.1.5). This restriction also applies to the use of Gunboats and Cottonclads.

When Running the Guns, the player forgoes his CRT roll. Only the non-Phasing Player rolls for Naval Combat, modifying his die roll by –2. When Running the Guns, treat Naval Units as follows:

- If sunk, put them in the Naval Pool (Union) or remove them from the map (Confederate).
- If damaged, they must return to the port of origin. If they have to pass enemy NSPs in the retreat, they are eliminated.
- If the Naval Units are sailing up river while Running the Guns, each diamond result "◊" forces one NSP to return to the port of origin without damage. See also 21.13.4.
- If they survive, they may continue moving.

(21.13.2) Forts and Batteries on Multiple River Hexsides: If a Fort or Battery is located such that it is adjacent to more than one river hexside (such as Memphis), Naval Units need only fight the Fort/Battery once each time they enter or pass the Fort/Battery—they do not have to fight it at each hexside they enter.

(21.13.3) Forts adjacent to Two or More Rivers: If there are two different rivers adjacent to a Fort (as at Dover), the Fort affects both rivers (it represents two Forts). In this case, Running the Guns combat would occur twice—if the Naval Units sailed past the same Fort twice each time on a different river.

(21.13.4) Up River: If the player is sailing *up river* when Running the Guns, then the enemy player rolls twice for Naval Combat (modifying each roll by –2) adding together the two results for a combined total. In addition, each diamond result forces one ship to fail its attempt to Run the Guns and must return to its port of origin (if this is Naval Retreat then the NSP is eliminated).

21.14 Demoralized Naval Units

The only effect of Demoralization on Naval Units is the –2 when attacking. Demoralized Naval Units do not demoralize friendly land units when stacked together and vice versa.

© 2015 GMT Games, LLC—revised Mar. 2016

22. OPTIONAL RULES

22.1 Political Restrictions to Strategic Movement

You may not use Strategic Movement to move SPs from a stack if that would cause the number of SPs to fall below the number of ranking stars in the stack (the sum of all stars printed on the face-up side of the Generals). If the number of SPs is already below the number of stars, then no SPs may use Strategic Movement from that hex.

EXAMPLE: A stack containing a 3-star and two 2-star Generals would have a total of 7 stars. If the stack contained 8 SPs, then only 1 SP may be SM'd from the stack.

22.2 Salt Hexes

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

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

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

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

22.3 Reinforcing a Hex Under Attack

Any Interception attempt into a hex already containing a friendly force or Fort receives a +2 DRM to the Reaction attempt dice roll. This modifier is *not* cumulative with the +2 DRM for cavalry—*the SPs in the hex are doing what cavalry would be doing.*

DESIGN NOTE: This is a rule I was always tempted to add but was reluctant. I guess I needed time for it to grow on me, which it has. I present it here in case other players find themselves wishing such a rule existed.

22.4 Army Markers

Army markers are provided to help with large stacks and for use with Optional Rule 22.5. Only stacks that contain a 3- or 4-star General may use an Army marker. Place the Army marker on the map and place all units in the Army on the Army Display. An Army marker has no combat strength or function other than rule 22.5. The number of Army markers supplied in the game is an intentional limit.

22.5 Army Morale

(22.5.1) In General: An Army with high morale may re-roll 1s when engaged in battle. Indicate an Army has high morale by flipping over the Army marker to its back side. An Army earns high morale by winning a "Closely Fought Major Battle." A Closely Fought Major Battle is defined as a battle where both sides have at least 7 SPs and use the same number of dice on the CRT.

EXAMPLE: 12 SPs vs. 7 SPs would be a Closely Fought Battle—both sides use two dice. 13 SPs vs. 11 SPs would not.

(22.5.2) Procedure: When an Army or 3-star General wins a Major Battle, then the General's army earns high morale. If the 3-star General was not associated with an Army marker at that time, it may immediately acquire one to indicate his army's high morale.

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

(22.5.4) Losing High Morale Status: An Army loses high morale status if it ever loses a battle (of any size or odds), or the last SP in the army is eliminated or Displaced. It is also lost if there is no 3-star General with the army at the start or end of any Action Phase.

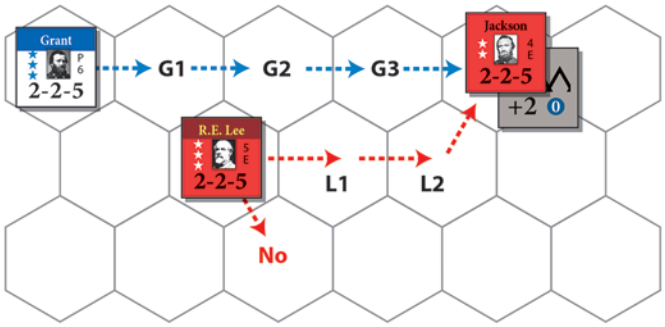
22.6 Maneuver Reaction

DESIGN NOTE: This rule came late in the design and so was not used in playtesting. However, I can appreciate the value it could have in some situations so it is included as an optional rule.

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

- The hex maneuvered to must be adjacent to the hex the active force is entering, and not be the hex the active force just left.
- The hex maneuvered to may not contain enemy units nor be in the ZOI of a non-moving enemy unit, even if the reacting force could Automatically Displace those units.

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



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

© 2015 GMT Games, LLC—revised Mar. 2016

SCENARIOS

GETTING STARTED

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

Additional Turn Track Information:

- **Turn 6:** The Union player may choose to transfer Grant to Halleck's location.
- **Turn 17:** The Union player may choose to not remove Hunter. If Hunter is not removed, Sheridan may not be transferred.

S1. THE 1861 SCENARIO

S1.1 Setup and Scenario Data

- **Game Length:** 3 turns. Starts on Turn 1 and ends in the Victory Check Phase of Turn 3.
- **First Player:** Determined by Initiative die roll.
- **Setup:** Use the 1861 At Start Card. Allow the Union player to start one of his SPs listed for D.C. in Alexandria (hex 1747).
- **Special Action Cards:** Each player starts with two—drawn randomly.
- **Start with the Action Phase:** Skip the Reinforcement, Strategic Movement, and Leader Management Phases on the first turn.
- **Border States:** West Virginia is Confederate controlled, Kentucky is Neutral, and Missouri is Union Controlled.
- **Blockade Markers:** N.Atl = 5, S.Atl = 7, Gulf = 8.
- **Status Track Markers:** Arsenals = 1; Maintenance = 10; Resource BPs = 99; Union VPs = 1 (Harper's Ferry); Union Ironclads = 0; CSA Training = 0; Union Training = 0.

S1.2 Scenario Victory Conditions

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

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

- UNION: 1/2 VP (retain fractions) for each Blockade DRM Point currently in Union control.
- CONFEDERATE: 1 VP for each Border State Objective Hex in CSA control.

Confederate Victory: The Confederate player wins if the Union player has failed to achieve his victory conditions. *Note that the Union player starts with 1 VP for Harper's Ferry and 1 VP for the Blockade Runner ports of Norfolk and Pensacola.*

S1.3 Special Rules

1861 Union Naval Control: In the Basic Game Union Naval Control, Amphibious Assaults and River Transport DOWN the Mississippi is prohibited past hex 2516 until 1862.

1861 Naval Ramp Up: The Union SP capability for Naval Transport, Strategic River Movement and Strategic Ocean Movement is limited to 0 SP on Turn 1, 1 SP on Turn 2, 2 SP on Turn 3 and 3 SP thereafter.

The Confederate SP capability for Naval Transport and Strategic River Movement is limited to 0 SP on Turn 1 and 1 SP thereafter.

S1.4 Optional Rules

1861: Use the following in 1861 to slow down the action during the early months of the war:

- Neither player starts with Special Action Cards.
- Use only 3 Action Phases per turn.
- The Union player needs only 5 VPs to win the 1861 Scenario.

S2. THE 1862 SCENARIO

S2.1 Setup and Scenario Data

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

S2.2 Scenario Victory Conditions

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

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

- UNION: 1/2 VP (retain fractions) for each Blockade DRM Point currently in Union control.
- CONFEDERATE: 1 VP for each Border State Objective Hex in CSA control.

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

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

© 2015 GMT Games, LLC—revised Mar. 2016

S3. THE 1863 SCENARIO

S3.1 Setup and Scenario Data

- **Game Length:** 5 turns. Starts on Turn 9 (Winter, 1863) and ends on the End Phase of Turn 13.
- **First Player:** Determined by Initiative die roll
- **Setup:** Use the 1863 At Start Card.
- **Union Control Markers:** Besides those listed on the Setup card place a Union Control marker in the following four hexes in Tennessee: Union City (2616), McKenzie (2718), Jackson (2917), and Brownsville (2915).
- **Special Action Cards:** Each player starts with three—drawn randomly.
- **Start with the Action Phase:** Skip the Reinforcement, Strategic Movement, and Leader Management Phases on the first turn.
- **Arsenals Destroyed:** None
- **Border States:** West Virginia, Missouri and Kentucky are Union Controlled.
- **Blockade Markers:** N.Atl = 2, S.Atl = 2, Gulf = 3
- **Status Track Markers:** Arsenals = 9; Maintenance = 10; Resource BPs = 78; Union VPs = 24; Union Ironclads = 4; CSA Training = 0; Union Training = 0.
- **Union Removed Generals:** Buell, Fremont, Halleck, Lyon, McClellan, Patterson, Pope, and Sumner.
- **Unassigned Box:** J. Johnston (CSA), Butler (Union) (16.5.2).

S3.2 Scenario Victory Conditions

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

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

- UNION: 1/2 VP (retain fractions) for each Blockade DRM Point currently in Union control.
- CONFEDERATE: 1 VP for each Border State Objective Hex in CSA control.

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

AT START ERRATA: Washington DC should be a F3 fort. Union control markers start in Beaufort (3148), Ft. Macon, and Ft. St. Phillip/Jackson. Nashville and Memphis have destroyed markers.

S4. THE CAMPAIGN GAME

S4.1 Setup and Scenario Data

Game Length: 20 turns. Starts on Turn 1 and ends in the Victory Check Phase of Turn 20.

1861 Start: For the 1861 start, use *all* the data from the 1861 Scenario.

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

S4.2 Campaign Game Victory Conditions

If neither player has won an Automatic Victory by the end of the last turn, then the Union player wins if he has **60 or more VPs.** The Confederate player wins if the Union player has less than that.

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

S4.3 The 1864 Presidential Election

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

CREDITS

Game Design: Mark Simonitch

Developer: Jim Dauphinais

Development Advisors: Jim Lauffenburger and Henrik Reschreiter.

Special Thanks to Eric Lee Smith (designer of Victory's *The Civil War* game) and Mark Herman (designer of GMT's *For The People* game), who inspired many of the concepts used in this game. To Sebastian Chedal for early guidance and support. To Rick Young (designer of GMT's *Europe Engulfed*) for providing the idea of the Special Action system.

Box Art and Package Design: Rodger B. MacGowan

Map Art: Mark Simonitch

Counter Art: Mark Simonitch and Rodger B. MacGowan

Playtesting: Joseph Acker, Art Bennett, Ramón Real Bernal, Rob Bottos, John Charbonneau, Rob Doane, Paul Dobbins, Gerry Germond, Mark Herman, John Holden, Dave Knoyle, Jim Lauffenburger, John Leggat, Simone Melchiori, Jason Pipes, Henrik Reschreiter, Ellis Simpson, John Steidl, Dick Whitaker, Bill Wood.

Quality Control: Kai Jensen

Proofreading: Hans Korting, Ellis Simpson, Steve Carey

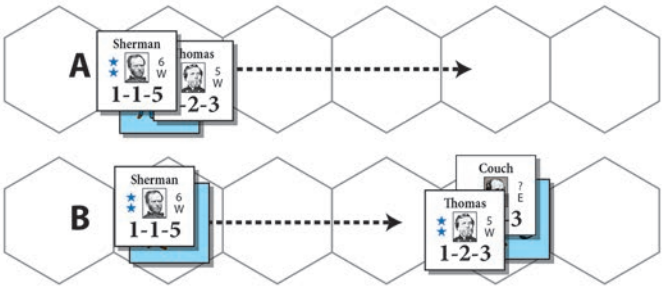
Production Coordination: Tony Curtis

Producers: Tony Curtis, Rodger B. MacGowan, Andy Lewis, Gene Billingsley and Mark Simonitch

© 2015 GMT Games, LLC—revised Mar. 2016

EXAMPLES OF PLAY

Generals of Equal Rank



In example A, Sherman moves faster but Thomas has a better defense rating. The Union player cannot move the stack with Sherman and then put Thomas in command when the stack stops. In example B, Sherman stops in a hex with two Generals of equal rank. Either Sherman or Thomas can become the Commanding General of the combined stack—not Couch. However, if Couch has not yet been activated, the Union player may activate him and move him with any Generals and SPs that have not yet moved. Couch can even return to the stack and be placed in command of the combined stack.

Cautious Generals



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

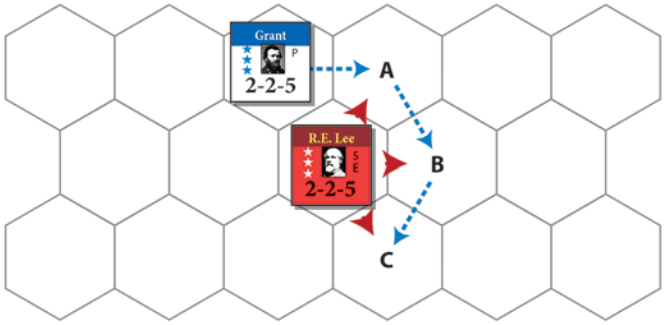
Interceptions

A successful Interception requires the non-Phasing Player to roll a 9 or higher with two dice. Cavalry provides a +2 DRM and the Commanding General provides his Defense Rating.

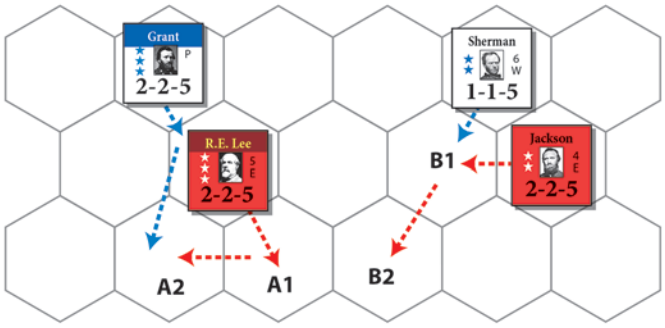


The four cases above have the following Interception modifiers:

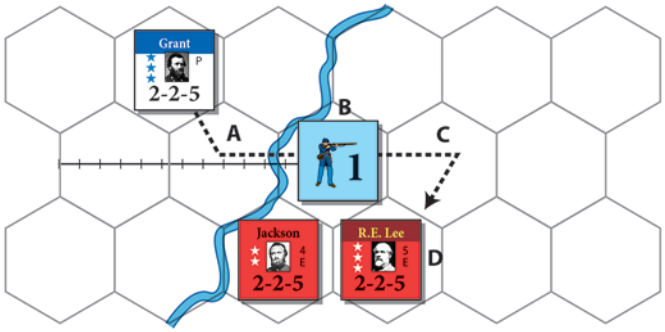
A: Cannot intercept—a General is required for Interception.
B: +1 for Beauregard's Defense Rating
C: +4 (+2 for Cavalry and +2 for Forrest's Defense Rating)
D: +3: (+2 for Cavalry and +1 for Bragg's Defense Rating)



An Interception attempt is allowed in each hex in the Zone of Influence of a non-moving General. In the example above, Lee could try an Interception at C even if he failed at A and B.

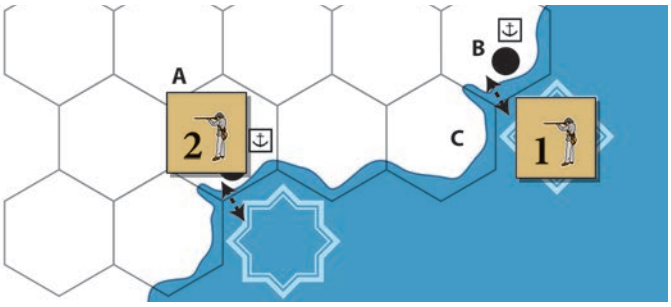


An Interception attempt is allowed even if the force has conducted an Avoid Battle in the same activation. In the example above Lee could Avoid Battle to A1 and then intercept into A2 if Grant tries to move around him. However, you cannot do a combination Interception-Avoid Battle into/from the same hex. Jackson cannot intercept into hex B1 then immediately Avoid Battle into hex B2—a battle would occur in hex B1 first.

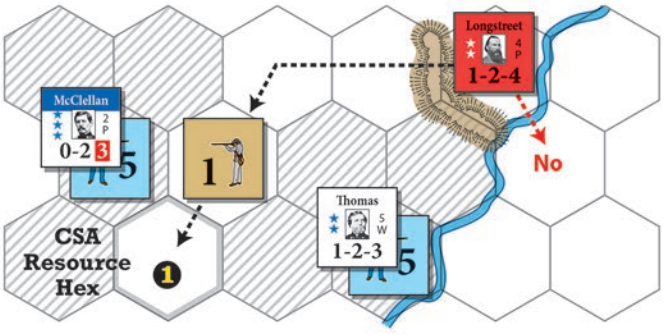


In the example above Grant moves to attack Lee. Jackson cannot Intercept Grant at A because Interceptions are not allowed across unbridged Navigable Rivers. Neither Jackson or Lee can intercept into hex B because of the non-moving Union SP there. Lee could intercept into hex C but decides not to. If Grant enters hex D, Jackson could intercept into hex D to reinforce Lee.

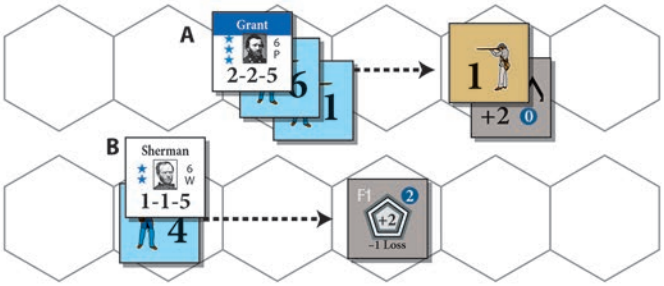
© 2015 GMT Games, LLC—revised Mar. 2016



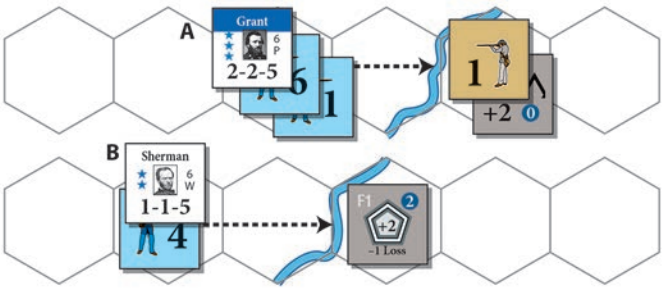
COASTAL FORTS AND REACTION: Interception and Avoid Battle is automatically successful between a Ocean Port and its associated Coastal Fort as long as both spaces are friendly controlled. A General is not required for this reaction. At A, the 2 SPs can react to the Coastal Fort if it is attacked by a Union Amphibious Assault. At B, the 1 SP may Intercept into the Ocean Port if it was attacked by land.



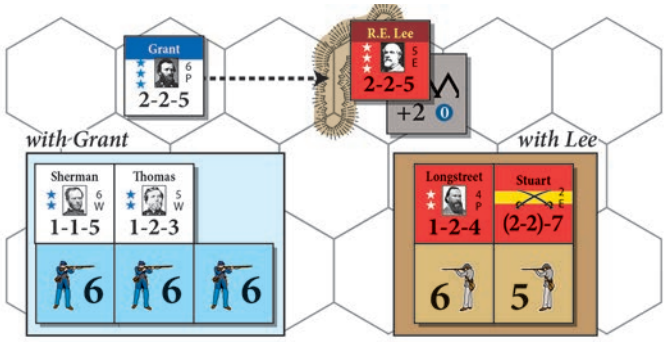
LOC TRACE: Longstreet can trace an LOC to the friendly SP, which can trace to the Resource Hex. Each link is 4 MPs or less and does not enter the ZOI of any Union units (shown as shaded hexes). An LOC cannot be traced across an enemy-controlled Navigable River.



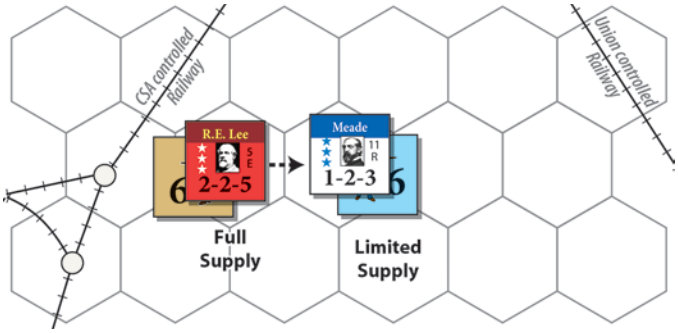
AUTOMATIC DISPLACEMENT: Units attacked at 7+:1 odds are automatically Displaced without a battle. Do not count Battle DRMs when calculating the odds. At A, Grant with 7 SPs displaces the 1 SP in the Entrenchment. At B, the Confederate Fort Surrenders to Sherman's 4 SPs without a battle.



Do take into consideration Navigable Rivers when calculating Automatic Displacement. Since only 3 SPs can be used in a cross-river assault, neither Grant or Sherman have an Automatic Displacement.



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



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

Militia in Combat

Militia units may only exist in Resource Hexes or Objective Hexes within their state. If they retreat they are eliminated. Militia can maintain an Entrenchment. Militia is not necessary on a Fort or Coastal Fort since those have an intrinsic 0 SP garrison. Militia adds no value to a stack of SPs (1 + 0 is still 1).



A good use of Confederate Militia is guarding ports.

© 2015 GMT Games, LLC—revised Mar. 2016

Important SP Numbers



1 SP: May cross enemy-controlled Navigable Rivers. Maximum amount that can be carried by a Cavalry General, by a CSA Amphibious Assault, or a CSA Naval Transport action.

2 SPs: Minimum required to build an Entrenchment or place a Control marker during movement.

3 SPs: The maximum amount that can be carried by a 1-star General, a Union Amphibious Assault, or a Union Naval Transport action.

6 SPs: Maximum amount a 2-star General may carry.

18 SPs: Maximum amount a 3- or 4-star General may carry.

Automatic Victory Check

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

Confederate Reinforcements

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

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

For example, say it is the start of Turn 5. The Union player has captured all three Resource Hexes in West Virginia (3), still has control of Harper's Ferry (1), has captured Clarksville, TN (1), and burned Nashville but it was recaptured (2) for a total of seven. 100 – 7 = 93 BPs.

2. Arsenals: The key here is to realize that the number of Arsenals on the map and in the Arsenals Destroyed box is always equal to the turn number. So if you keep careful track of destroyed Arsenals you never have to hunt the map to count up your Arsenal markers.

If there are no Arsenals in the Destroyed box on Turn 5, then the Confederate player adds 5 BPs for Arsenals.

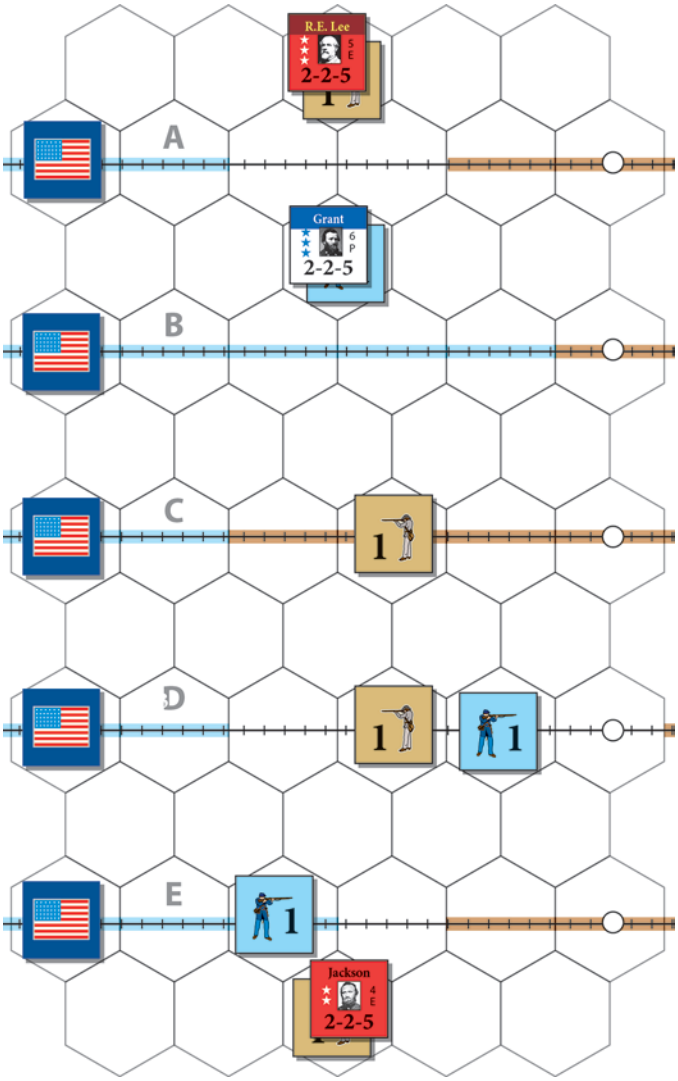
3. Border State Militia: This is usually pretty easy: 2 BPs per Objective Hex controlled in Kentucky or Missouri up to a maximum of 8 BPs in each of the two states.

If the Confederate player controls Springfield, MO and Bowling Green, KY he would receive 4 BPs.

4. Blockade Running: Roll one die for each of the Blockade Zones going from the North Atlantic to the Gulf applying the appropriate modifiers.

5. Tally Up: With those four steps completed you can calculate your BPs. Lets assume in our Turn 5 example the Confederate player earned 26 BPs from Blockade Running, and Maintenance is currently 10. 93 (Resource Hexes) + 5 (Arsenals) + 4 (Border States) + 26 BPs (Blockade Running) – 10 (Maintenance) = 118. Divide by 10 = 11 SPs.

Railroad Control



EXAMPLES: For these examples assume Union Railroad Control originates from a Resource/Objective Hex off the image to the left, and Confederate Railroad Control originates off to the right. Union Railroad Control is indicated with a blue highlight, while Confederate control is indicated in brown. At **A,** the Union Railroad Control is blocked by Lee's ZOI. Likewise, Confederate Railroad control is blocked by Grant's ZOI. At **B,** Union Railroad control trumps Confederate control and extends all the way to the edge of the next Town hex. At **C,** the Union Railroad Control is stopped by the Confederate unit and its ZOI. Confederate Railroad Control extends the rest of the way. At **D,** the Confederate SP blocks Union Railroad Control while the Union SP negates the Confederate Railroad control. At **E,** Jackson's ZOI blocks enemy railroad control except in hexes containing enemy units.

© 2015 GMT Games, LLC—revised Mar. 2016

River Control



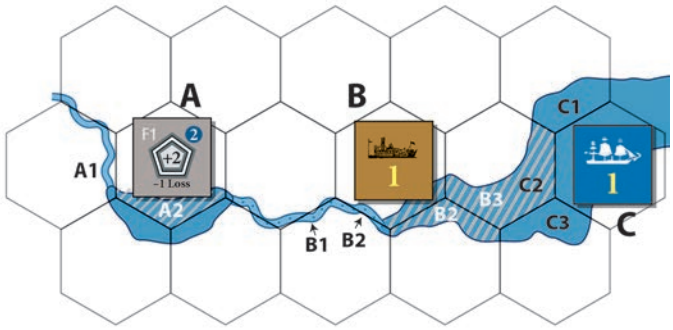
EXAMPLE: If there were no Union or Confederate Forts or Entrenchments on this part of the map, Naval Control would look like the above illustration. Union Naval Control is indicated with blue highlights, while Confederate Naval Control is indicated in brown. Note that Union Naval Control stops at Confederate ports along Type #1 rivers. These same ports have no effect along the Mississippi, a Type #2 Navigable River.



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



In this situation the Confederate Fort at Columbus is gone and Union Naval Control again runs down the Mississippi. The Confederate Entrenchments at A and B have no effect on that control. The Confederate Fort at Dover blocks Union Naval Control on both the Tennessee and Cumberland Rivers. The Confederate controlled port at Dover exerts Confederate Naval Control along the Cumberland River where Union Naval Control is absent. Union Entrenchments at D and E block the Confederate player's Naval Control however it does not negate the Confederate Fort's control of the river. Note that the Union Control marker in the port of Clarksville does not negate Confederate Naval Control at that hexside because only Confederate controlled ports in Southern States block Naval Control. The Union Fort at Nashville blocks Confederate Naval Control from the hex but does not make it a source of Union Naval Control since Nashville is not in a Northern or Border State.



The Confederate Fort at A has Naval Control of Navigable River hexside A1 and Lake hex A2. The Confederate River Flotilla has Naval Control of the Coastal hex it occupies plus hexside B2. It also has Naval Influence over hexside B1, and Coastal hexes B2 and B3. The Union Oceangoing NSP has naval control of the hex it occupies plus Naval Influence (ZOI) over C1, C2, and C3. Note that both players have Naval Influence into B3/C2. If the Confederate River Flotilla entered C1, C2, or C3 the Union NSP could try to intercept. If the Union NSP entered B2 or B3 the Confederate NSP could try to intercept. The Interception would be successful on a dice roll of 7 or greater (21.4.2).

© 2015 GMT Games, LLC—revised Mar. 2016

MAP NOTES

Texas



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

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

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

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

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

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

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

New Orleans



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

A. Brashear City: The Union player can land at Atchafalaya Bay and then in the following Action Phase conduct an Amphibious Assault on Brashear City with 3 SPs and Burnside. From there Burnside can march on New Orleans via A1 or A2. Crossing at A1 will cost +2 MPs and can be conducted by only 1 SP at a time, so is only a good choice if New Orleans has no garrison. The other approach via A2 is even worse—it requires crossing Bayou Laforche without the bridge at Thibodaux since control of the river is required to use a railroad bridge. Burnside can spend 2 MPs to build an Entrenchment at Thibodaux that will allow him to cross Bayou Laforche with all 3 SPs. Once across the bayou he faces a direct assault across the Mississippi River into New Orleans which can only be conducted by a maximum of 1 SP. All-in-all, attacking New Orleans via Brashear City is very difficult.

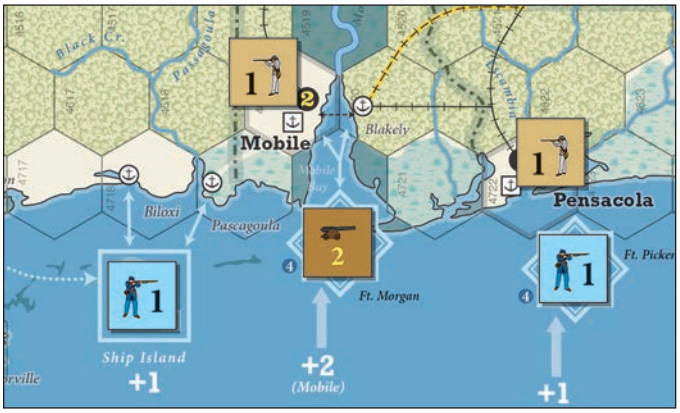
B. Forts St. Philip and Jackson: This was the historical approach. If Burnside with 3 SPs conducts an Amphibious Assault on the Coastal Fort it would have a 72% chance of success (3 SPs +1 DRM vs. 0 SP +2 DRM).

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

C. Proctorville: This approach was used in the War of 1812. Due to the shallow water in this area an Amphibious Assault on this hex must come from Ship Island (or from the ports of Biloxi or Pascagoula that sail through Ship Island). The Confederate player rarely guards this port so landing here is usually unopposed. In the following Action Phase the troops can march on New Orleans. The problem with this approach is the Confederate player will be forewarned when he sees the Union player sending SPs to Ship Island.

© 2015 GMT Games, LLC—revised Mar. 2016

Mobile Bay



Fort Morgan: The Union player must first capture the Coastal Fort before he can Amphibious Assault the towns of Mobile or Blakeley. Confederate land movement into and out of Fort Morgan from Mobile or Blakeley costs 1 MP. Alternatively, an SP can be sailed into or out of the Fort with River or Ocean (Union only) Transport.

Mobile-Blakeley Ferry: The ferry between Mobile and Blakeley is considered a railroad ferry which allows Strategic Rail Movement and the 10 MP Railroad Movement Bonus for the Confederate player. Land movement across the hexside costs +1 MP and is only allowed if the player controls both sides plus Fort Morgan.

Mobile Bay: If the Union player ignored Fort Morgan and captured both Mobile and Blakeley by land, the Fort would still be in supply via Montgomery, because the Confederate player would still have Naval Control of Mobile Bay.

Biloxi and Pascagoula: These are minor ports which are accessible only from Ship Island or Proctorville.

ADVANCED GAME: The Union player could sail Oceangoing NSPs past the Coastal Fort (Run the Guns), and drop anchor in Mobile. Fort Morgan would then be Isolated and would have to roll for Surrender. Once the Confederate player builds a Fort in Mobile this option is no longer possible.

The Fort Gadsden Area



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

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

Movement: A Union force moving from A to B would pay 1 MP for the road plus 2 MPs to cross the Navigable River (with 1 SP max). If the Union force built a Fort in hex A it would negate Confederate Naval Control at that hexside and allow more than 1 SP to cross at the cost of only +1 MP. Movement from A to E is not allowed. The cost to cross the river from C to D, or D to C depends on who has Naval Control of that river. For the Union player it would cost +2 MPs and he would be limited to 1 SP (until he captured the port of Apalachicola and cleared Fort Gadsden).

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

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

The North Carolina Tide Water



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

1. Entrance into Pamlico Sound from the Atlantic is only possible through Hatteras Inlet. Roanoke Island does not have direct access to the sea—the Union must attack from Hatteras Inlet first.

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

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

© 2015 GMT Games, LLC—revised Mar. 2016

Defending Vicksburg



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

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

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

How Safe is Cairo?



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

1. Send Morgan after it. From his position in the example he can reach Cairo in 7 MPs, spending 2 MPs to cross the Ohio River at R2. The Confederate player rolls on the 1 column with a +2 DRM, while the Union player rolls on the 0 column with a +2 DRM. Morgan has a 44% chance of taking the town.

2. Use an "Any" Special Action Card to conduct an Amphibious Assault. 1 SP vs. 0 SP and the +2 DRM for the Fort has a 22% chance of success. Use another Special Action Card for the +2 DRM and the odds go up to 44%.

3. Send Polk's force to attack the Fort directly. Since the Navigable River is enemy controlled only 1 SP can be used in the attack.

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

1. No change.

2. The 2 NSPs accompany the Amphibious Assault and will have to win the Naval Battle against the Fort before the 1 SP may land.*

3. If the 2 NSPs win a Naval Battle against the Fort then 3 SPs from Polk's stack can be used in the attack.*

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

4. New Option: The Confederate player could run the 2 NSPs past the Fort and park the ships in the Paducah hex to allow Polk to cross at R2. Since it is an upriver Running the Guns (21.13.4), the Union player rolls twice on the 2 column with a –2 DRM on each roll. There is a 55% chance that at least 1 NSP will make it. The Confederate player will need to use a Special Action Card for a Force March since it is 5 MPs from Columbus to Cairo. Once there 4 SPs vs. 0 SP (with a +2 DRM) gives Polk a 61% of success.

How Safe is Washington?



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

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

A couple other points about this battle: the Union player did not get to use the +1 DRM for the river because terrain modifiers are never cumulative with Entrenchment and Fort benefits. Also, Lee was in Full Supply when he attacked because the hex he attacked from is one hex from a friendly railroad at Manassas Junction.

© 2015 GMT Games, LLC—revised Mar. 2016

SPECIAL HEXES AND SPACES

Beaufort (3148) and Fort Macon: The Fort protects Beaufort from an Amphibious Assault from the sea, but not from the northern (Neuse River) side of the hex. Once Beaufort falls, Fort Macon becomes Isolated and must roll for Surrender each Confederate Action Phase.

Biloxi and Pascagoula (4718 & 4719): These are River Ports and are not accessible by Ocean Transport. The Union player can conduct an Amphibious Assault from Ship Island to these Forts.

Brashear City (5011): A Union Amphibious Assault into this hex from the direction of the Gulf must start from Atchafalaya Bay. This Coastal Hex is only reachable from the direction of the Gulf by a dashed Tidal River Path so Oceangoing NSPs are not allowed here. Union units in Brashear City can draw Full Supply from Atchafalaya Bay. Since there is no Navigable Waterway between the Coastal and River Port parts of the hex, Union control of this hex does not allow Union Naval Control from the Gulf to extend through the hex to the Mississippi Delta. Because of that, the Union player cannot use River Transport to and from Brashear City on Grand Lake until Union Naval Control reaches the hex from the Mississippi via Simmesport or the Navigable River hexside on the northwest side of Donaldsonville.

Brownsville Off-Map Box: This box is treated the same as a coastal hex with a Port. Land movement into and out of the box cost 2 MPs. The Union player may Amphibious Assault the hex just like he would any other Ocean Port hex.

DESIGN NOTE: After Galveston was captured, many blockade runners began to unload in the Mexican port of Matamoros and ship their goods across the border to Brownsville Texas.

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

Florence, TN (3120): See Tuscumbia.

Fort Monroe (near Norfolk [2449]): Automatic Interception and Avoid Battle is allowed between Hampton and the Coastal Fort. Land movement between the Fort and Hampton costs 1 MP. Attacking the Fort from Hampton or attacking Hampton from the Fort uses the same rules as Attacking Across a Navigable River. This means that unless the Confederate player builds a Fort at Hampton or wins a Naval Battle against the Coastal Fort, he would be limited to attacking the Coastal Fort with 1 SP. Fort Monroe does not block Naval Control between the Atlantic Ocean and the Coastal Hexes on the east coast located north of Hampton and Fort Monroe including the north side of the Hampton hex.

Fort Morgan (Mobile [4619]): Automatic Interception and Avoid Battle is allowed between Mobile and the Coastal Fort. Naval movement into Mobile Bay from the Gulf is only allowed via Fort Morgan. See also Map Notes.

Forts St. Philip & Jackson: These two forts that protected New Orleans are represented by one Coastal Fort. Unlike other Coastal Forts, Automatic Interception and Avoid Battle between this Fort and New Orleans is not allowed. Assume the Coastal Fort is separated from hex 5015 by the Mississippi River. Movement and combat between hex 5015 and the Coastal Fort (in either direction) is treated the same as moving/attacking across the Mississippi River. The Coastal Fort is considered in the Western Theater.

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

Hampton (1349): Due to the very close physical presence of Fort Monroe to the Virginia Peninsula, for naval purposes treat the east side of the Hampton hex as a north to south Navigable River between that hex and Fort Monroe rather than as a Coastal Hex. In both directions, movement along it is considered to be down river.

Harper's Ferry (1545): This is a Confederate Resource Hex and a River Crossing Town.

Hatteras Inlet: The only way into or out of Pamlico Sound is via the Hatteras Inlet Island Box.

Marion (Saltville-2435): A tempting target for the Union but be warned that any Union SPs that reach these hexes will probably be without an LOC and will suffer Supply Attrition.

Muscle Shoals (3220): This stretch of the Tennessee River is not navigable—treat it as a Minor River.



New Madrid (2515) and Arkansas Post (3409): These are unique hexes—a Navigable River runs through the middle of the hex. For land movement and land combat the river is ignored. This was done to represent it as an important crossing site. Here are some points about these hexes:

- New Madrid is considered in the Western Theater.
- There is no movement cost to cross the Navigable River.
- A Confederate Entrenchment in New Madrid does not block Union Naval Control on the Mississippi River.
- Confederate land units could enter and pass through the hex if it was occupied by only a Union Naval Unit.

New Orleans (4814): Note that Naval Movement and an Amphibious Assault are not allowed into or through Lake Pontchartrain.

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

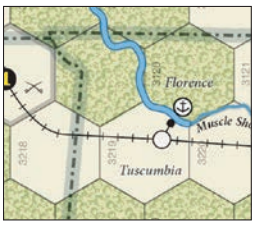
Proctorville (4915): Due to the shallow water in this area, this is not an Ocean Port and Union Oceangoing NSPs are not allowed there.

Sabine City (4903): Ocean Transport must stop at Sabine City. From there River Transport may carry SPs further up river.

Savannah (4137): Fort Pulaski guards Savannah and the Savannah River. Automatic Reaction is allowed between Savannah and the Coastal Fort. Ocean Transport must stop at Savannah, from there River Transport can take SPs further up the river.

Simmesport (4509): This town is the key to the Red River. If this town is in Confederate control then Union Naval Control is blocked from going up the Red River and down the Atchafalaya River.

Texas Off-Map BPs: These are Primary Supply Sources for the Confederate player if they have an LOC to another Resource Hex.



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

Vicksburg (4011): See Map Notes.

Washington DC (1647): A River Port so no Oceangoing NSPs allowed. Protected by the Potomac River from the south so only 1 Confederate SP may attack from that direction. If the Confederates build a Fort in Alexandria they cancel the Union Fort's river control and so can attack Washington with 3 SPs from that direction.

Wilmington (3345): Fort Fisher guards Wilmington. Automatic Interception and Avoid Battle is allowed between the Port and Coastal Fort.

© 2015 GMT Games, LLC—revised Mar. 2016

HINTS ON PLAY

Union

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

WEST VIRGINIA: Capture the 3 Confederate Resource hexes in West Virginia as soon as possible.

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

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

Confederate

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

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

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

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

DESIGN NOTES

During the 1980's Eric Lee Smith's *The Civil War* was my favorite game. That distinction was replaced around the year 2000 by Mark Herman's *For the People*. With the exception of some old Avalon Hill games, those two games I've played more than any others. So when I started this project three or so years ago I started by using the elements I liked in those two games and adding my modifications. I am grateful to those two gentlemen for providing a great foundation to build from.

Focus: This game focuses on maneuver and strategy and covers very little of the politics and social issues. I built it as a desk-top military exercise—you are provided with a map of the conflict area and a challenge to find the best way to put down or save the rebellion.

Navigable Rivers: With the exception of the Ohio and Mississippi the navigable rivers on the map were not navigable all year round. I considered rules to account for this but it seemed too much. Also, a flat-bottom steamboat could go much further up river then what is shown on the map. I had to make a judgment call on where to end the navigation, and so usually ended it at an important river port.

Generals

Ratings: No General received any negative ratings because once you do that, a player looks for a way to get rid of him. Every General has some value. At this scale, the Generals are also representing the quality of the troops they are leading.

Set Arrival and Departure: This will probably be the most controversial part of the game. This was done so players would waste no time and energy protecting their good generals and looking for ways to get them promoted. Having lost Grant and Sherman to leader casualty rules in other games, and remembering how odd that felt and how much it affected the outcome of the game, I left it out. I want players to concentrate on strategy and not worry about their generals.

Special Actions

This rule is a close copy of the rule found in Rick Young's *Europe Engulfed*. It is a wonderful mechanism to make some actions rare and gives the player the ability to decide when and where to concentrate his limited resources. I initially called them "Planning Disk" because I envisioned them as a way to show a campaign that was well planned and supported by assets. Something like Farragut's attack on the forts at the mouth of the Mississippi River.

The Movement System

Terrain cost: My goal here was to keep it as simple as possible, so all hexes cost 1 MP except Marsh.

The Dice Differential: The idea for this came directly from Eric's *The Civil War* which, I believe, was the first game to use that mechanism. I think it is a great way to determine Initiative and generate variable Action Points which for some reason was never used much in other games. I've gladly brought it back and think it is superior to the card-driven mechanism popular today.

Regroup: This is a new concept where a general calls in forces near him. I've never liked the idea of a general having to march 60 miles to pick up somebody, then have to march back 60 miles to start his campaign.

Crossing Navigable Rivers: This rule became complicated but it was important to show that a Union controlled navigable river was a huge barrier to Confederate forces. I couldn't make them impossible to cross since there were a number of times Confederate cavalry forces crossed them during the war. If the Confederate player wants to cross the Ohio River with an army he is up against a huge challenge. He will either have to run ships past the Union fleet (very unlikely) or build a Fort on the river. However, building a Fort requires Full Supply and being in Full Supply in northern Kentucky seems unlikely. One method is to use multiple Action Points to cross his SPs one at a time, but that is a very costly maneuver.

Strategic Road Movement: This was a rule I wanted from the very beginning. Off-rail Strategic Movement in some strategic-level Civil War games is too generous. Limiting off-rail Strategic Movement to only 1 SP per theater gave the game a nice feel and made the railroads all the more important.

Railroad Control: This came about as a method to cut down on the number of Control markers necessary—I did not want a Control marker in every railroad hex. So I made sure there was a town or city in every 2nd or 3rd hex and ruled that those hexes were the only ones where a control marker was necessary.

© 2015 GMT Games, LLC—revised Mar. 2016

The Combat System

The goal here was to show the attritional nature of Civil War battles and make it difficult to destroy an army. I also wanted to show that a small force needed only one General while a large army needed three Generals. I did not want three Generals being able to add their Attack or Defense Ratings to a stack containing only 1 SP. The CRT was one of the first elements designed for the game and it kept its basic shape throughout playtesting.

Demoralized: It may seem odd that the defender is not affected by the –2 DRM for being Demoralized, but this was done so there was not a cascading affect against the defender after he lost a battle. After Gettysburg and Sharpsburg Lee's army was still very potent. Nonetheless, attacking a Demoralized army still has the potential of causing one additional step loss and so is often worthwhile.

Sieges: While thousands of books have been written on the American Civil War there apparently is no book studying and comparing the various sieges of the war. There were a fair number—Vicksburg, Chattanooga, Fort Donelson, and Port Hudson are the most famous. The sieges would last between 4 to 55 days (which is fairly quick if compared to sieges between rival races or religions). Vicksburg lasted 46 days, which is about three Action Phases. So, I built the Surrender Table so a "Vicksburg-type" siege would last about three Action Phases while an unimportant isolated hex or a Confederate Coastal Fort might Surrender after only 1 Action Phase.

Fortifications and DC: At the start of the Civil War the defenses of Washington DC consisted of only one old fort. By the end of the war it contained 68 forts, 93 separate batteries, and 20 miles of rifle pits. After learning this I had to have more than one type of fort available to players. Once I started testing with the F2 and F3 level Forts I loved their effects, especially on Vicksburg—Union players began to siege the city instead of attacking it directly.

Supply Rules

The Supply Rules: This was not easy. I went through many ideas and they all crashed in testing. From the start, I wanted a supply system that would tie armies to the railroads, but still allow Van Dorn to make his raids into Missouri, Bragg to invade Kentucky, and Lee to venture into Maryland and give battle at full strength at Gettysburg. So for Van Dorn and Lee's sake I had to allow an army that was winning battles in the North to continue campaigning. It could be assumed that they could restock their ammo supplies from the baggage camps and supply depots of the defeated enemy. However, once that army lost or tied a battle, then supply becomes a problem.

Foraging markers: Early in testing we discovered that deep raids into the South were too effective. The solution was to make Out of Supply very painful and hence the Foraging markers and Supply Attrition rules came about. Sherman can make his March to the Sea but he'd better not do it in Winter and there better not be a strong Confederate army nearby.

Fortress Supply: This rule works nicely for the Vicksburg situation. I'm embarrassed to admit how long we playtested before the idea occurred to me.

Supply Attrition DRMs: Note that a single SP and a General with an Attack Rating of at least 1 is always safe from Supply Attrition during the Summer turns, as long as it stays in Clear hexes and avoids becoming Demoralized. A force that is out of supply in the Winter (+3) and Demoralized (+2) will fade away quickly.

Grant's Mississippi Campaign: The game system also had to show why any player would attack Vicksburg the way Grant did. Why not just march down from Memphis and attack the city by land? And most players should do that if the Confederate player lets him, but a good CSA player will have cavalry ready to cut Grant's supply line at every opportunity. If that happens, then Grant's method starts to make sense.

Vicksburg and the Yazoo River: The Yazoo River does not run alongside the Vicksburg hex—this is intentional. I did that so a Fort at Vicksburg could not control the Yazoo River. Grant used the Yazoo River as his supply base for the siege after his end run around Vicksburg. Consider the hex above Vicksburg as the Chickasaw Bluffs—the Confederate player should guard that hex with an Entrenched SP to scare away any Union invasion there.

The Naval Rules

Naval Units: I initially designed the game with the Naval Units included in the basic game, but found most players were put off by the size of the rules. While I liked the idea of preserving the Confederate Mississippi fleet under the guns of a strong Vicksburg, or building up two or three Ironclads in Charleston or Wilmington, the idea of a simple naval system had a lot of merit. Most games will see the Confederate Mississippi fleet crippled in 1862 and the naval rules hardly used by 1863. I now find the basic game naval rules more than satisfactory and players should not attempt to use the advanced Naval Units until they've played the basic game a few times.

Why only 5 Oceangoing NSPs? Most of the Oceangoing fleet is involved in blockade duty or chasing down commerce raiders, which has been abstracted out of the game. Assume the 5 NSPs is what the Secretary of Navy (Gideon Welles) has allocated for army operations.

Brashear City: It was hard to determine how to handle this port. The approach to the port from the Gulf side was very shallow and accessible only by shallow craft coastal steamers and gunboats—oceangoing ships would never be able to use the port. At the beginning of the war the Confederates used it for coastal traffic and blockade running but it was easily sealed off by a few blockading ships. The Union never landed at this location but I felt they could have. General Banks captured the port from the land side in 1862.

The Reinforcement System

If you strip everything away the essential facts are these: The Union gets 14 SPs per turn, the CSA gets a number dependent on his BPs. He starts with about 11 or 12 in 1861. The Union player really can't get much traction until he can bring that down to 9 or 10. The Confederate player will start hurting when it gets down to 8 or below. It is much easier for the Union player to deny the Confederate player reinforcements than to eliminate them in battle.

Automatic Victory

Because of the VP Benchmarks the Union player is essentially losing 3 VPs per turn. This was done to show the political and public pressure on the Union player—Lincoln and the public need to see progress in this very costly war or war weariness will grow. This prevents the Union player from sitting still and building up his forces—he must act before he is ready. If no progress is being made in the field and the Confederate Army is constantly invading the North, peace terms will become something the North will have to consider.

– Mark Simonitch

© 2015 GMT Games, LLC—revised Mar. 2016

INDEX

Action Cycle 4.1
Action Phases 4.0
Amphibious Assaults 20.5, 21.7
Army Markers 22.4
Army Morale 22.5
Arsenals 14.5
Automatic Victory 19.3
Avoid Battle 9.3–9.4
Battle Ratings 11.3
Benchmark Numbers 19.3.3
Blockade Running 14.4
Border States 17.1
Brownsville 14.4.6
Casualties 16.5.1
Cautious Generals 7.7
Cavalry Generals 8.0
Chesapeake Bay Holding Box 20.2.2
Coastal Forts 10.3
Coastal Hex 2.1.8
Commanding General 7.3
Command Limit 7.2
Confederate VPs 19.3.2
Control 6.0, 6.3, 19.1
Control Markers 6.2
Control of States 6.1, 19.1.2
Cottonclads (Confederate) 21.11
Demoralized 12.2–12.4
Demotions 16.3.2
Dice Difference . . . . . 4.1.1 – 4.1.4
Displaced Box 14.6
Displacement of Generals 11.2.4
Entrenchments 10.1
Exiting the Map 5.1.4
First Player 4.1, 4.2
Foraging markers 13.2
Force 2.2.2
Fortifications 10.0
Fortress Supply 13.3.3
Forts 10.2
Generals 7.0, 16.0
Gunboats (Union) 21.11
Heavy Losses 12.3
Inflation 14.4.5
Interception 9.2, 9.4
Ironclads (Confederate) 21.10.3
Isolated Group 13.6.2
Isolation 13.6
Kentucky 17.1.3
Leader Management 16.0
Leader Transfers 7.8, 16.6
Lines of Communications (LOC) 13.5
Low on Coal 21.2.7
Maneuver Reaction 22.6
Map Spaces 2.1.3
Militia 17.2
Minor Rivers 5.8.2
Mississippi and Ohio Rivers 2.1.7
Mississippi River Control 19.3.1
Mobile Bay 5.8.5
Mountains 5.6
Movement 5.0
Movement After Battles 5.11
Movement Allowance 5.2
Movement Cost 5.3
Moving SPs without a General 5.10
Muscle Shoals 20.1.3
National Panic 19.3.2
Naval
  Naval Batteries 21.10.4
  Naval Battles 21.6
  Naval Control 20.1
  Naval Leaders 21.2.8
  Naval Pool 21.9.2
  Naval Reaction 21.4
  Naval Repair 21.8
  Naval Rules (Advanced) 21.0
  Naval Rules (Basic Game) 20.0
  Naval Special Actions 21.12
  Naval Support 21.3
  Naval Transport 20.3
  Naval Units 21.2
  Naval ZOI 21.4
Navigable Rivers 5.8.3
Navigable Rivers (attacking across) . . 11.5
Non-playable Terrain 5.7
Objective Hexes 2.1.4
Phasing Player 4.1.5
Picking Up and Dropping Off SPs 7.5
Political Restrictions 22.1
Port Protection 21.4.4
Ports 20.2
Price 8.6
Promotions 16.3.1
Rail Movement Bonus 5.4.2
Railroad Bridges 5.4.3
Railroad Control 6.5
Railroad Ferries 5.4.4
Railroads 5.4
Railroads (New) 5.4.5
Rally 12.5, 19.2
Rank 7.2, 8.4
Reaction Movement 9.0
Regroup Movement 5.9
Reinforcing a Hex Under Attack 22.3
Reinforcements (Confederate) 14.3
Reinforcements (Union) 14.2
Resource Hexes 2.1.4, 6.4, 14.3.2
Retreats 11.6
River Crossing Towns 2.1.6, 5.8.4
River Flotillas 21.10.5
River Supply 13.3.4
Rivers 5.8
Roads (through Marsh) 5.5
Running the Guns 21.13
Salt Hexes 22.2
Sequence of Play 3.0
Sheridan 8.6
Shipyards 21.8
Simmesport 5.8.5
Special Actions 2.3, 18.0
States 2.1.2
Strategic Movement 15.0
Strength Points 2.2.3
Subordinates 7.2.3
Supply 13.0
Supply Attrition 13.2.2
Supply Paths 13.4
Supply Sources 13.3
Surrender 11.6.6, 13.6
Texas Off-Map Resources 2.1.5
Theaters 2.1.1
Three- and Four-Star Generals 7.4
Training Actions 17.3
Tidal River Paths 20.4
Union Oceangoing Ironclad Strength . . 21.5
Van Dorn 8.6
War Industry 14.5
West Virginia 17.1.2
Zone of Influence 9.1

GMT Games, LLC
P.O. Box 1308, Hanford, CA 93232-1308
www.GMTGames.com