

The War for the Union

RULES OF PLAY

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Compass Games
New Directions in Gaming



The War for the Union

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"We, the people of the state of South Carolina, in convention assembled do declare and ordain ...that the Union now subsisting between South Carolina and other states, under the name of 'the United States of America,' is hereby dissolved. "

Ordinance of Secession, Dec. 20th, 1860

1.0 INTRODUCTION

The War for the Union 2nd Edition is a strategic level simulation of the American Civil War, 1861-65. Basically it is a two player game; one player controls the Union armies and the other controls the Confederate armies. The game is well suited for four players, because distinct campaigns take place in the eastern and western theaters of war. Players may select any one of several scenarios covering a single year, or play out the entire war.

1.1 Suggestions for Learning the Game

The War for the Union rules are fairly lengthy because they model the complexities of four years of strategic war. The rules themselves are logically organized, generally following the sequence of play. The basic procedures that govern most of the play action are easy to use. It's best to read the rules twice, skimming the details the first time, and then begin to play, referring back for the specifics of each procedure when it comes up.

Play the first scenario ("Bull Run") once or twice - enough times so that the game mechanics come fairly easily - which is a manageable introduction to the game rules (you can ignore references to Army HQ units, however). After that, and after reviewing the rules for Army HQ units, you'll be ready for any of the yearlong scenarios using the full map, and the campaign scenario covering the entire war.

1.2 Questions?

General help or questions on game play may be posted in the game folder for **The War for the Union**, at www.consimworld.com.

1.3 Game Equipment

Your copy of **The War for the Union** should contain the following components:

- One Rules Booklet
- One Scenario Booklet with Scenarios, Optional Rules, Historical Commentary, and Designer's Notes
- Two 22 x 34 inch map sheets
- Three and a half sheets of 9/16 inch counters
- One Union Reinforcement Schedule
- One Confederate Reinforcement Schedule
- One Terrain Effects Chart with additional charts and tables on the reverse side
- One Land Combat Results Table with additional charts and tables on the reverse side
- One deck of 25 Tactical Cards
- Two 10-sided dice

If any of these components are missing or damaged you may contact us by email at sales@compassgames.com or check our online game page at www.compassgames.com. Alternatively, you may write to us at Compass Games, P.O. Box 271, Cromwell, CT 06416.

2.0 THE GAME MAP

The map shows the area of the United States in which the all significant campaigns of the war took place. The grid of hexagons (hexes) regulates positions of the pieces. The map scale is about 37 kilometers to the hex. Note that each hex has its own 4 digit identifying number.

2.1 Boundaries

The map is divided into a number of geographic areas in order to identify specific regions that affect play and help players along. There are three types of **territory**: Union, Confederate, and Border State. The map is also divided into two theaters: Eastern and Western. These are described below.

2.11 Union Territory: Union territory initially consists of: New Jersey, Delaware, Pennsylvania, Ohio, Indiana, Illinois, the cities of Washington (Washington is not considered part of any state), St. Louis, and Key West, and the N.Y. Box. A light blue screen is printed over all initial Union territory. The Confederate player may conquer, but never ultimately control, initial Union territory in the game.

2.12 Confederate Territory: Confederate territory consists of: Virginia (except the city of Alexandria), North Carolina, South Carolina, Georgia, Florida, Alabama, Mississippi, Tennessee, Arkansas, Louisiana, and Texas. A light gray screen is printed over all initial Confederate territory. The Union player may conquer, but never ultimately control, initial Confederate territory in the game.

2.13 Border States Territory: There are four border states in the game. Border states consist of Kentucky, Maryland, Missouri (except for St. Louis), West Virginia, and the city of Alexandria. No color screen is printed over these areas. Each of these border states, except Missouri (and Kentucky in the early part of the war), is always controlled by one side or the other. The side that controls a state can more readily obtain supplies and reinforcements from it, although the other side has some ability to do so as well. Control may shift back and forth as players capture or recapture the border territory.

a. Kentucky: Kentucky begins the war neutral. See the Kentucky entry procedures in Rule 6.2. After Kentucky has entered the war, either side may take control of it by occupying all its cities with troop units at the end of the enemy player turn. The first time the Confederate player achieves this, he receives some extra reinforcements (see Rule 6.65). The Union player can regain control of the state in the same way and so on. In any scenario starting in 1862 or later, Kentucky begins under Union control.

b. Maryland: Maryland begins each scenario under Union control (many Marylanders would have said, "under military occupation"). The Confederate player gains control of Maryland if at the end of any Union player turn he occupies both Baltimore and Annapolis with troop units. The first time the Confederate player achieves this, he receives some extra reinforcements (see Rule 6.65). The Union player can regain control of the state in the same way and so on.



- c. Missouri:** Neither side ever controls Missouri. Missouri's population included many firm supporters of each side and the state suffered through miserable guerrilla warfare as result.

EXCEPTION: See Optional Rule 20.9 for hypothetical Confederate control of Missouri.

- d. West Virginia:** West Virginia is considered separate from Virginia throughout the game even though it did not officially become a state until 1863. It does not have a state capital however. West Virginia is Union controlled throughout every scenario.

2.14 Theaters: There are two Theaters of Operations. A Theater Boundary Line divides the map into an Eastern and Western Theater. Theaters are important for the placement of reinforcements and other purposes.

- a.** The Eastern Theater consists of: New Jersey, Delaware, Pennsylvania, Maryland, Virginia, West Virginia, North Carolina, South Carolina, most of Georgia and Florida, and the N.Y. Box.
- b.** The Western Theater consists of: Missouri, Arkansas, Texas, Illinois, Indiana, Ohio, Kentucky, Tennessee, Mississippi, Louisiana and Alabama. It also includes western Florida (Pensacola) and northern Georgia (Atlanta).

2.2 Map Terrain

Each hex represents a single type of basic terrain: clear, forest, rough, swamp, or bayou (see the Terrain Key printed on the map). Other terrain features, such as mountains and rivers, are considered to run along hexsides; these affect only units which move or attack across those particular hexsides.

The Terrain Effects Chart (TEC) lists briefly the effects of each type of terrain. For hexside features, the TEC gives the Movement Point cost to cross and the effects on units attacking across such hexsides.

2.21 Mountain and Rough: Mountain hexsides and rough hexes are distinct terrain features with separate effects.

2.22 Rivers: Rivers, like mountains, run along hexsides. Rivers have been drawn to run closely along the hexsides but do not follow exactly their zigzag pattern. There are three types of rivers:

- Tidal,
- Navigable,
- Minor (non-navigable).

The TEC lists effects for each separately.

2.23 Ferries: Ferry hexsides allow units to cross tidal rivers while marching or moving by rail at a cost of +1 additional MP (see Rules 9.15 and 9.56). In all other respects a ferry hexside is identical to a non-ferry hexside.

2.24 Cities and Towns: There are three types of cities and towns: major cities, minor cities, and reference towns (see the Terrain Key). The term "cities" refers to the first two types collectively. Certain cities, overprinted with a red star, are also state capitals. Some state capitals are major cities (Nashville) and some are minor cities (Annapolis).

Cities have many effects on play and will be referred to frequently throughout the rules. Towns have no effect on play and are shown for their historic interest (in some cases, like Ft. Fisher, they are not even towns).

2.3 Special Terrain Features

A certain number of special terrain features require unique rules to simulate their effect on play. These are described below.

2.31 Chesapeake Bay: The Chesapeake Bay is simulated as a large collection of tidal river hexsides (see Rule 10.13). Any hex adjoining a bay hexside is equivalent to a river bank for game purposes. The bay joins the Atlantic Ocean at hexside 6410/6411.

- a. Baltimore** (hex 6104), located in the Chesapeake Bay, has some special rules that apply to it. Baltimore is considered a Coastal hex, despite the lack of all sea hexsides between hex 6104 and the two adjacent hexes 6204 and 6205, and thus can be moved into/out of via sea movement. Baltimore is entered/exited by sea using the hexside located between hexes 6204 and 6205.
- b. Washington** (hex 6005): The southeast hexside of Washington is part tidal and part minor (non-navigable) river hexside. Ground units may move and attack across this hexside, treating it as a minor river hexside. Naval units may move on the southeast hexside treating it as a tidal river hexside.
- c. Fort Monroe** (hex 6310): There is a minor river on the 6211/6310 hexside.

2.32 Mobile Bay: Mobile Bay consists of hexsides 2930/3031, 3030/3031, 3030/3130, and 3130/3031. Naval units treat Mobile Bay as navigable river (not tidal river). Land units cannot move or attack across it.

EXCEPTION: See Rule 10.52 on how Confederate land units can traverse the bay.

The northeast hexside of Mobile (3030/3129) is a navigable river hexside. It can be moved and/or attacked across by land units.

- a. Ft. Morgan** (hex 3031) is in clear terrain. The only overland access to this hex is via the peninsula from hex 3131. There is a minor river hexside between Ft. Morgan and hex 3131, but it can be moved and/or attacked across by land units.

2.33 Montgomery-Selma Ferry: A special ferry connects Montgomery and Selma, Alabama. Up to 2 Confederate SPs (and any number of Leaders) can use this ferry per turn. Units can use the ferry during March or Rail Movement. Units can also use this ferry to move just between Montgomery and Selma, not using either March or Rail Movement. Like all other ferries, units expend an additional +1 MP to use this ferry when marching, but it costs 5 hexes from their Rail Movement allowance when crossing by rail.

- a.** Units using the ferry move directly from one city to the other, skipping the hexes in between. Union units may never use this ferry, and Confederate units may not use it if a Union troop unit occupies any of hexes 3324, 3325, 3425, 3426, or 3525.

2.34 Key West: Key West is a special Union naval base off the south map edge (see Rule 10.25).

2.35: Galveston: Galveston is part of hex 1033. Land units may move from hexes 0932 or 1032 to Galveston, or vice versa. The northeast hexside (1033/1132) is treated like a Mobile Bay hexside.

- a. Sabine Pass (1232/1331 hexside) is treated as a navigable river hexside. It can be moved and/or attacked across by land units.

2.36 Belmont (Missouri): Belmont (hex 2711) is considered to be connected to both Cairo and Columbus by rail ferries.

2.37 Wilmington: The northwest hexside (5819/5919) is a navigable river hexside. It can be moved and/or attacked across by land units.

2.38 Brashear City: The northwest hexside (2032/2132) is a navigable river hexside. It can be moved and/or attacked across by land units.

2.4 Play Aids

A number of play aids are printed on the map to assist players in conducting the game. These are described below.

2.41 Game Calendar: The Game Calendar printed on the map is used to record the passage of historical time during play. It also lists Rail and Sea Capacity limits for each year.

2.42 Replacement Boxes: The Replacement Boxes printed on the map hold eliminated units, which may later return to play (see Section 6.4). The Replacement Boxes are divided into Eastern Theater and Western Theater sections.

2.43 Holding Boxes: The Holding Boxes printed around the edges of the map are for the player's convenience. Units stacked with one of the Army HQ units (e.g., "The Army of Northern Virginia") or heavily occupied hexes (e.g., Washington) may be removed from the map and placed in the corresponding Holding Box. The units are still considered to be occupying the hex on the map for all purposes. It's simply easier to handle a large stack of counters in the Holding Box, instead of on the map.

- a. When using the Washington or Richmond Holding Boxes, place the "Units in Washington (or Richmond)" counter in the hex to remind your opponent that units are in the box.

2.44 Records Track: The Records Track with boxes separated into 100s, 10s, and 1s is used for tracking Confederate Supply Capacity and Resource Point accumulation, and Victory Points.

3.0 THE PLAYING PIECES

The die-cut "counters" are the playing pieces. Troop unit counters represent the military forces of each side: blue for the Union, gray for the Confederacy. Neutral colored marker counters ("markers") are used by both sides to record information.

Players may hand make additional troop units or markers should they run out. For all other counters, the number provided is a design limit.

3.1 Troop Units

The troop unit is central to **The War for the Union**. There are two types of troop units: infantry and cavalry. A corresponding silhouette appears on the counter.

Along the top of the counter is printed the troop unit's quality rating. There are five different troop unit qualities: militia, volunteer, veteran, regular, and state militia, abbreviated as MIL, VOL, VET, REG, and a two digit state code followed by ST MIL respectively (e.g. "PA ST MIL"). "VOL CAV" would denote a cavalry troop unit of volunteer quality. Troop unit quality is very important in play.

Printed in red on the counter of each unit is a number denominating the unit as being comprised of either 1, 2, 3, or 4 Strength Points (SPs). This SP number is also the troop unit's Combat Strength in the game. One SP equals about 5,000 men.

Printed in black on the counter of each unit is a number expressing the unit's Movement Allowance (MA). This is the number of Movement Points (MPs) a unit may expend each turn to move across the board.

Sample Troop Units	Front	Back
Troop Quality Rating		
Movement Allowance		
Silhouette		
Strength Points (Combat Points)		

3.11 Substitutions: Players may exchange troop unit counters of the same type and quality in the same way people commonly make change.

EXAMPLE: A 4 SP militia infantry unit can be exchanged for one 2 SP and two 1 SP militia infantry units.

3.2 Leaders

Each Leader unit represents an individual general. The front of the counter shows the name and abilities of the Leader when he operates as a Corps Commander. The reverse side shows the Leader's profile and abilities when he operates as an Army Commander. Not all Leaders are back printed with an Army Commander side. Some Leaders could never achieve the rank despite their talents as Corps Commanders.

Every Corps and Army Commander has a Command Rating (CR) printed in the lower left of the counter. The CR is the maximum number of SPs that Leader may control at a time. Note that the CR is reduced when the Leader is operating as an Army Commander.

In the middle bottom of the counter is printed the Leader's Battle Rating (BR). This is his die roll modifier in combat and is an indication of his abilities as a tactician. This modifier ranges from 0 to 3 and may be reduced when the Leader is operating as an Army Commander.

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In the lower right of the counter is printed the Leader's Movement Allowance (MA). This is the number of Movement Points (MPs) the Leader may expend each turn. This number too may be reduced when the Leader is operating as an Army Commander.

Army Commanders (only) have a Subordinate Limit (SL) printed in red on the right side of the counter. This is the maximum number of Corps Commanders that can be placed under the control of the Leader when he is operating as an Army Commander and derive a benefit thereby. Excess Corps Commanders may still operate in conjunction with the Army Commander, but receive no benefit from doing so.

Sample Leaders	Front	Back
Name	McDonnell	McDonnell
Command Rating	6-1-6	3-0-5
Subordinate Limit		
Movement Allowance	J.E. Johnson	J.E. Johnson
Battle Rating	2-2-6	4-2-6

3.21 Aggressive Leaders: Any Leader who has a star printed beside his BR is an Aggressive Leader. Note that a Leader may be rated Aggressive when operating as a Corps Commander and not be rated Aggressive when operating as an Army Commander. Aggressive Leaders can attack twice per turn and recover more rapidly from Fatigue.



3.22 Cavalry Leaders: Any Leader who has a pair of crossed swords printed on his counter is a Cavalry Leader. Note that Cavalry Leaders may command infantry troop units, and ordinary Leaders may command cavalry troop units. Cavalry Leaders give two special benefits to cavalry troop units under their command:



- 1) A Cavalry Leader improves the Force March chances of cavalry troop units under his command, and;
- 2) A Cavalry Leader may also benefit Unsupplied or Isolated cavalry troop units when rolling Attrition (see Rule 7.53).

NOTE: Cavalry troop units under the command of a Cavalry Leader receive both the cavalry troop unit and Cavalry Leader Force March die roll modifiers. If the Cavalry leader also has a MA of 7, that die roll modifier may be claimed as well. A Leader could be both Aggressive and a Cavalry Leader at the same time. Sheridan is an example of an Aggressive Cavalry Leader.

3.23 Promotable Leaders: A number of Union Leaders are provided with two separate counters. These men begin the war using their undated counter. When the game turn date matches the date printed on the substitute counter, replace the original counter with the new one (generally the new counter has higher ratings than the original one).



3.24 Union Naval Leaders: The Union player has three Naval Leaders: Foote, Farragut, and Porter. These Leader counters are printed only on one side and have only a Battle Rating (BR) printed in the lower right hand corner. A Naval Leader is used to improve naval combat die rolls and Blockade die rolls.

A Naval Leader must always be stacked with a naval unit. He may transfer between two naval units in the same hex any time during the Movement Phase. A Naval Leader can be killed in combat. Admiral Porter is a replacement Leader; only Foote and Farragut enter as reinforcements.



NOTE: Historically, Porter rose to prominence in October 1862, replacing Foote who had been mortally wounded.

3.3 Naval Units and Batteries

The navy played an important role in the Civil War. Included with the game are pieces representing the ships, batteries and Naval Leaders that contributed decisively to the war effort. In general, each ironclad piece represents from one to four ironclads plus a larger number of smaller vessels. Other ship counters represent about six to eight vessels of the appropriate type. A river battery simulates heavy guns placed on shore with a limited field of fire. A coastal battery represents a more extensive installation with more guns and an all around field of fire. Each Naval Leader represents one admiral of flag rank.

3.31 Naval Units: Each naval unit ("ship") counter contains a drawing of the ship in the center of the counter. Ships are divided into several types: ironclads, ordinary wooden ships, river rams, and transports. An abbreviated code (I, N, R and T respectively) symbolizing ship type is printed in the upper left hand corner of the counter. Type I, N, and R ships are naval combat units.

Along the top of the counter a hexside indicator is printed. This indicator identifies the ship's position exactly when it is moving along a river. In the upper right hand corner is a code indicating whether the ship is seagoing or strictly a riverine unit (S or R respectively).

NOTE: All transport ships in the game are riverine class units. The activities of seagoing transport ships are represented abstractly by the Union Sea Movement rules (see Section 10.6)

In the bottom left hand corner is the ship's Combat Strength. This is a measure of the ships ability to fight other ships and shore batteries. If this value is parenthesized, the ship may not attack other units, the Combat Strength is used solely for defense.

NOTE: Unlike land units, ships cannot be exchanged for one another. A player could not trade in one ship with a Combat Strength of 2 for two ships, each with a Combat Strength of 1.

In the lower right hand corner the ship's MA, expressed in terms of MPs, is printed. Ships will expend MPs moving from sea zone to sea zone or along river hexsides.

On the reverse of the naval unit counter is printed the naval unit's special MA and Zone of Influence reduction when withdrawing from combat (see Rule 11.28).

4.0 IMPORTANT CONCEPTS BEFORE YOU BEGIN

There are some key ideas that permeate the body of the rules so it's best to take a look at them now and make yourself familiar with them. These include the stacking rules, Zones of Control and Influence, the effects of weather, the concept of Leaders and Command, Army Commanders and Army HQ units, and State Militias.

4.1 Stacking

In general, a player may stack as many units or SPs of any type in a hex as he chooses. Each hex has a safe stacking limit however, before the excess become subject to Attrition (see Rule 7.5).

4.11 Safe Stacking Limits: The safe stacking limits for each kind of hex are outlined below:

Hex Type	Limit
Supply Source or Supply Head hex	18 SPs
Any other supplied hex	12 SPs
Army HQ unit in hex	+6 SPs

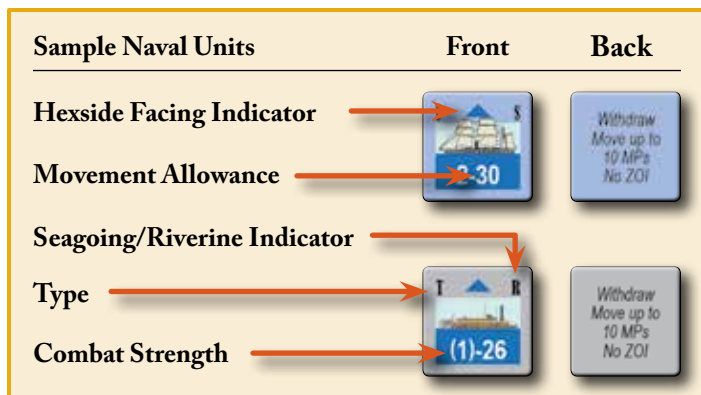
Using the above chart, the maximum number of SPs that may safely be stacked together is 24 SPs, and this would have to be either a Supply Source hex or a Supply Head hex with an Army HQ unit stacked in it as well.

4.12 Forts and Stacking: Only a limited number of SPs may stack inside a fort at any one time. These limits are:

Location	Limit
Fort in a major city	8 SPs
Fort in a minor city	6 SPs
Fort in any other terrain	4 SPs

Any number of Leaders, Army HQ units, or USMRR units may stack inside a fort. Any number of SPs may stack together outside the fort as well, using the limits outlined above.

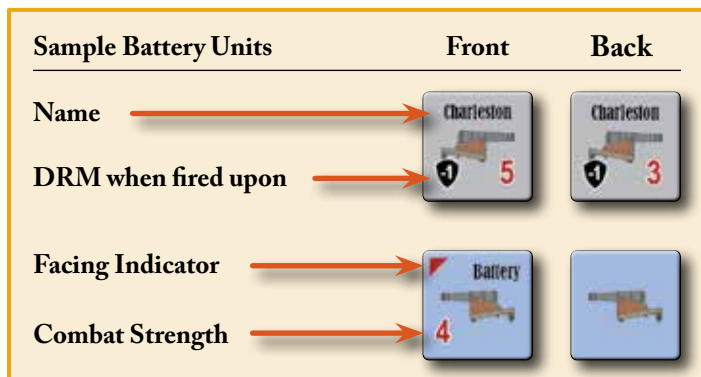
4.13 Batteries and Stacking: A player may stack as many units or SPs of any type in a hex containing a battery as he chooses (still subject to the safe stacking rule above). No more than two river batteries may be in a hex however, or only one coastal battery. In general, batteries and troop units do not interact together when defending in a hex, although each can be used to protect the other.



3.32 Batteries: Each battery counter contains a drawing of the battery in the center of the counter. Batteries are divided into two types: coastal and river. Coastal batteries have a specific name printed at the top of the counter (they must be placed in those named hexes) and can fire in all directions. River batteries have no name and possess a hexside facing indicator printed at the top right corner of the counter. This indicator exactly identifies the two hexsides that the battery can fire on (those to either side of the indicator) when it is placed on the map.

EXCEPTION: One Confederate river battery does bear a name: Ft. Jackson.

The large red number printed on the battery counter is its Combat Strength. This is a measure of the battery's ability to fight ships. Certain strong batteries are back printed with a weaker Combat Strength. Being attacked may reduce them to these weaker values. Four coastal batteries also have a small white -1 number inside a black shield. This is the DRM used when firing at these coastal batteries.



NOTE: Unlike land units, batteries cannot be exchanged for one another. A player could not trade in one battery with a Combat Strength of 4 for two batteries, each with a Combat Strength of 2.

Batteries have no MA so once placed, may not move.

3.4 Markers

Included with the game are a large number of markers. The specific uses of each marker are noted in the corresponding body of text. Note that many markers are printed on both sides with the back not necessarily related to the front; the counter just does double duty.

4.2 Zones of Control (ZOCs)

Each troop unit exerts a Zone of Control (ZOC) into the hex it occupies as well as the six hexes surrounding it. This ZOC inhibits movement, and affects supply and combat. Only troop units with a printed SP value exert ZOCs, Leaders and USMRR units do not. The ZOC exerted by a unit appears in the diagram below.

4.21 The Effects of ZOCs: ZOCs affect Lines of Supply and Communication (see Rule 7.2), March and Force March Movement (see Rule 9.17), Overruns (see Rule 9.31), Entrenching (see Rule 9.42), Rail Movement (see Rule 9.59), Rail Repair (see Rules 9.75 and 15.1), and retreat in combat (see Rule 13.73).

4.22 Mutual ZOCs: If troop units from both sides exert a ZOC on a hex then both sides control the hex; opposing ZOCs do not cancel each other out. Enemy ZOCs do extend into friendly occupied hexes unless a rule specifically states otherwise for some particular purpose.

4.23 ZOC Restrictions: Troop units do not exert ZOCs into hexes containing major cities that contain an entrenchment or fort nor into minor cities that contain a Level 2 entrenchment or fort (providing the player with the entrenchment or fort controls the city and has at least one SP there). Troop units do not exert ZOCs into or out of hexes containing swamp or bayou terrain nor across mountain, navigable or tidal river, lake, impassable hexsides, or all sea hexsides. Troop units “inside” a fort do not exert a ZOC into the hex they occupy nor the six surrounding hexes. Any troop unit at Fatigue Level 3 or 4 (F3 or F4) does not exert a ZOC at all.

4.3 Naval Zones of Influence (ZOIs)

In a similar manner as land units, naval units and batteries exert a Zone of Influence (ZOI) into nearby river hexsides. This ZOI will inhibit both land movement and tracing Lines of Supply.

4.31 General Rule: An undamaged ship exerts a ZOI on all river hexsides that it could move into from its present position by expending 4 or less MPs (see Rule 10.2). An un-suppressee battery exerts a ZOI on each navigable or tidal river hexside (but not minor river) it faces (those hexsides adjacent to its facing indicator). A battery ZOI does not extend into a Chesapeake Bay hexside. Example: A battery located on the NE/SE hexsides of Ft. Monroe would not exert a ZOI into hexsides 6310/6410 or 6310/6411. A naval ZOI extends 4 MPs (river hexsides) in either direction. A naval unit in a sea zone may be positioned at the mouth of the river. Its ZOI would then extend up that river.

4.32 Effects of ZOIs: Land units may not march, move by rail, attack or retreat across a hexside in an enemy ZOI. Lines of Supply and Lines of Communication may not be traced across or along a river hexside in an enemy ZOI. A land unit using Sea Movement cannot enter an enemy ZOI. When ships enter an enemy battery's ZOI they must stop their movement and immediately attack the battery.

4.33 ZOI Restrictions: A Damaged Level 2 (D2) ship does not exert a ZOI. A ship that has withdrawn from combat (see Rule 11.28) does not exert a ZOI. Transport class ships never exert a ZOI. Suppressed batteries do not exert a ZOI.

- A riverine class ship's ZOI extends only into the hexsides it can reach by moving along continuous river hexsides only (i.e., not by moving out to sea and then up a different river).
- A ZOI does not extend into or through a hexside that is either occupied by an undamaged enemy naval combat unit or faced by an un-suppressee enemy battery.
- A Damaged Level 1 (D1) ship exerts a ZOI only in the river hexside that the ship occupies.

NAVAL ZOI EXAMPLE: The Union ironclad in Cairo (2710/2711), has a ZOI running 4 hexsides North along the Mississippi, 1 hexside south along the Mississippi, and 4 hexsides East along the Ohio (all shown in pink). Note, that if the Confederate Battery was not located in Columbus (2711/2812), the ironclad would also have a ZOI running an additional 3 hexsides south along the Mississippi (shown in yellow below).



4.4 Leaders and Command

Leaders provide command to the troop units under their control. Infantry and militia cavalry troop units require command in order to move overland. Other types of movement - Rail, River, and Sea - are possible without command. Volunteer and veteran cavalry troop units may march without being under command of a Leader. All units, except veteran cavalry troop units, require command in order to attack.

4.41 Corps Commanders: All Leader counters have a Corps Commander side (fronts). When the Corps Commander side is face up, the Leader is operating as a Corps Commander and will be referred to as a “Corps Commander” in the rules. Corps Commanders place troop units under their command for marching overland and for combat.

The Command Rating (CR) printed on the counter is the maximum number of SPs a Corps Commander can control at one time.

4.42 Command Procedure: A Corps Commander can only exert command over troop units for moving when he is stacked with them at the start of the Operations Segment. A player simply states, at the start of the Operations Segment, before moving with troop units, which Corps Commander is assuming control of them. As a player moves each Corps Commander he declares which troop units that Corps Commander is controlling. In combat, a Corps Commander must be stacked with troop units at the instant of combat to provide command for them. A player declares at the instant of combat which Corps Commander is controlling which attacking troop units.



4.43 Multiple Corps Commanders: A troop unit could be commanded by up to three different Corps Commanders in a single turn: one for movement, another for combat, and a third for a second combat (the last would require an Aggressive Leader to do).

NOTE: Considerable flexibility here is permitted because each turn represents an entire month.

4.44 Restrictions: Each troop unit may be commanded by just one Corps Commander at a time. Players cannot control 2 SPs of a 4 SP unit with one Corps Commander and 2 SPs with another. A player could however, use a Corps Commander with a CR of 4 that begins the Movement Phase stacked with 4 SPs of units to move 2 SPs to a new hex. He could then go back and move the other 2 SPs to a different hex, if the Corps Commander has sufficient MPs himself to do this. Note that the Corps Commanders with the higher MAs will be better at this.

4.5 Army Commanders and Army HQ Units

Some Leaders are back printed with an Army Commander side (backs). When the Army Commander side is face up, the Leader is operating as an Army Commander and will be referred to as an "Army Commander". Any Corps Commander back printed with an Army Commander side is eligible to become an Army Commander. Except where noted below, Army Commanders follow all the rules and restrictions governing Corps Commanders above.



4.51 Eligibility: Any Corps Commander back printed with an Army Commander side is eligible to become an Army Commander by taking command of an Army HQ unit. The term "Army Commander" itself denotes the Leader in command of an Army HQ unit. Corps Commanders that are not back printed with an Army Commander side may not become Army Commanders. Note that a Corps Commander's CR is halved when operating as an Army Commander, and his other ratings may decline as well.

4.52 Procedure: There are three times during a turn when a leader may assume command of an Army.

- During the Reinforcement Phase
- At the beginning of the Movement Phase
- When an Army Leader becomes a casualty (applies only to that Army). Either the replacement leader or another leader in that hex may assume command of the Army.

Flip the Leader over to his Army Commander side. Flip the Army Commander he is replacing (if any) back to his Corps Commander side. The new Army Commander remains in command of that Army HQ unit, and must remain stacked with it, until another Army Commander assumes command of the Army. Note that, unlike a troop unit, an Army HQ unit cannot be placed under command during the Combat Phase.

4.53 Army Commander Subordinates: Army Commanders provide special benefits (see Rule 4.54) to Corps Commanders, or even other Army Commanders, that are subordinated to them, up to a number equal to the Army Commander's Subordinate Limit (SL) printed on the counter. In order to be subordinated to an Army Commander, the Corps or Army Commander(s) must be

in the same hex as the Army Commander or in a hex adjacent to him. Leaders in a besieged city may be subordinated, for purposes of attacking, to an Army Commander when his Army attacks the besieging force. Subordination can occur at any point in the Operations Segment or Combat Phase. The player simply announces who is subordinated to whom.

EXAMPLE: An Army Commander with a SL of 3 could provide benefits for up to three different Corps or Army Commanders either stacked with him or in an adjacent hex, for both movement and combat or in any combination thereof.

4.54 Army Commander Benefits: An Army Commander stacked with an Army HQ unit confers special benefits on his subordinated Corps Commanders (and subordinated Army Commanders, if any). In each case, the subordinated Corps and Army Commanders and the Army Commander must be in the same hex or be adjacent to claim the benefit. These benefits are:

- Force Marching** - If the Army Commander has a printed MA of 7, his subordinated Corps Commanders (and subordinated Army Commanders, if any) also receive the -1 die roll modifier when rolling on the Force March Table, regardless of their printed MAs.
- Combat** - When an Army Commander initiates an attack, the troop units commanded by his subordinated Corps Commanders (and subordinated Army Commanders, if any) may all take part at full strength, and all receive the Army Commander's BR die roll modifier. Similarly, the Army Commander's BR die roll modifier is received on defense when the hex containing the Army HQ unit is attacked.
- Aggressiveness** - If the Army Commander is Aggressive, his subordinated Corps Commanders (and subordinated Army Commanders, if any) can all join him in a second attack, and they all can use his special Fatigue Level recovery ability as well.

4.55 Army HQ Units: Each player receives several Army HQ units at specific cities as per his Reinforcement Schedule. Army HQ units represent the trained staff needed to run an army sized organization. The counter, when stacked with an Army Commander, allows the Army Commander to use his special benefits. The Army HQ unit by itself has no combat power; its sole purpose is to enhance an Army Commander's abilities.



4.56 Army HQ Unit Movement: An Army HQ unit moves according to the same rules as for troop units. An Army HQ unit may use Rail, River, or Sea Movement where it is considered the equivalent of 2 SPs towards transport limits. The Army HQ counts nothing towards stacking but must remain stacked with an Army Commander at all times. Army HQs may not move over the map (other than by rail, river, or sea movement) if there is no eligible leader (one with an Army Commander side) stacked with the HQ. Army HQs move like infantry units (basic MF of 3) even if a majority or all of its SPs are cavalry.

4.57 Eliminating Army HQs: An Army HQ unit is eliminated if all the troop units in its hex are eliminated, or if enemy troops enter its hex when no friendly troop units are present. Army HQ units can be replaced (see Rule 6.45)



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4.58 Confederate Army HQ Restrictions: The number of Army HQ units the Confederate player may have in play at any one time is restricted by the overall Confederate Supply Capacity (see Rule 6.3).

4.6 Weather

The December, January, February and March game turns of each year are poor weather turns, and are labeled as such on the Game Calendar.

4.61 Effects of Poor Weather: Poor weather turns have the following impact on the game:

- 1) The Movement Allowance of every troop unit and Leader is reduced by one; for example, in poor weather turns volunteer infantry have a MA of 2, instead of their normal 3, and;
- 2) Players must add two to all Force March die rolls and one to all Attrition die rolls, and;
- 3) Each side's Rail Capacity is also reduced by one; for example

in December 1863 the Union Rail Capacity is 7, instead of its normal 8, and;

- 4) The overland segment length of a Line of Supply may be no longer than 3 MPs (instead of its normal 4 MPs), and the overland segment length of a Line of Communications may be no longer than 6 MPs (instead of its normal 8 MPs).

4.7 State Militias

Each state has militia troop units separate from its side's regular forces. Each player's Reinforcement Schedule specifies the size of each state's militia (always either 1 or 2 SPs).



4.71 Mobilization: State militia units are normally kept off the map until eligible to be deployed. A player may deploy his state militia immediately after an enemy unit has either:

- 1) Entered some hex of the state, or;
- 2) Moved by river inside the state or along its borders, or;

OVERALL EXAMPLE OF USING AN ARMY COMMANDER AND ARMY HQ

Army Commander Bragg (3 1 6, SL of 2) commands the Army of Mississippi HQ unit with Corps Commanders Polk (6 1 5), Hardee (6 1 6) and Price (4 1 7) all in the same hex, two of which are subordinated to Bragg (SL of 2). Polk and Hardee each command 6 SPs, Price commands 4 SPs, and Bragg commands 2 SPs himself.

Suppose Corps Commander Longstreet (6 2 6) starts the Movement Phase two hexes away. He might move to join Bragg, becoming eligible to be subordinated to him. Bragg would have to relinquish control of one of his already subordinated Corps Commanders to do so.

Note that Longstreet cannot take command of the Mississippi Army HQ unit this phase because he did not start the Operations Segment stacked with it. If the five Leaders then move together, Bragg could provide Army Commander benefits to any 2 of the Corps Commanders as his SL is 2 (say Longstreet and Polk) in an Overrun attack or during the Combat Phase. The SPs under Longstreet, Polk; and Bragg himself would count at full strength, while the others would count less, as per Rule 13.32.



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- 3) Attacked some hex of the state, including naval or battery combat inside the state or along its borders. The phasing player must interrupt his movement while the militia is deployed. A player may elect not to deploy his militia, or only a part of it.

4.72 Deployment: State militia may be placed in the state capital or at any city in the state which is friendly controlled and has a Supply Value of at least 4. *Exception: The Union player may place the Missouri state militia only at St. Louis.* The Confederate Texas state militia is placed at Houston. No more than 1 SP per turn can be placed in a single city.

4.73 State Militia and Supply Capacity: State militia troop units do not count against the Confederate troop SP total for purposes of the Supply Capacity rule (see Rule 6.3).

4.74 Restrictions: State militia may not move, attack, advance or retreat into hexes outside their home state. State militia

eliminated in combat do not re-enter play according to the normal replacement procedures. They are permanently eliminated instead.

4.75 Removing State Militia: During the State Militia Removal Phase, a player must remove state militia from the map if there are no enemy units in the state or along the state's borders. The militia units can re-enter play, if the conditions in Rule 4.71 above are met. *Exception: The Virginia State Militia will disband only if all of Virginia, including Alexandria and Ft. Monroe, is free of Union troop units.*

- a. If the enemy player ever takes control simultaneously of all Supply Sources in a state, the militia are permanently eliminated.

4.76 State Militia in 1863 and 1864: At the start of the 1863 and 1864 scenarios certain state militia units have already been eliminated, as noted in the scenario instructions. Place these aside, they cannot enter play.

5.0 THE SEQUENCE OF PLAY

The War for the Union is played in game turns. Each game turn represents one month of real time. A game turn consists of a joint Monthly Interphase, a Union player turn, a Confederate player turn, and then a joint Troop Withdrawal Interphase. Both the Interphases and a player turn consist of a number of phases and segments. The phases and segments must be carried out in the exact order listed, with each game activity taking place in its proper sequence. During his player turn a player is called the phasing player, and his opponent is called the non-phasing player.

5.1 The Monthly Interphase

The Monthly Interphase consists of nine phases, some of which occur each turn, some only every three turns (quarterly) and one that occurs only once a year. These are briefly described below. Additional detail is presented in Rule 6.0.

5.11 Mutual Promotions Phase: This phase occurs on April turns only. Militia, volunteer, and regular units are promoted to the next higher troop quality grade (see Rule 6.1).

5.12 Kentucky Entry Phase: Starting with October 1861, and every January, April, July and October turn afterwards, if Kentucky has not yet entered the war, the Union player must roll one die for possible entry.

5.13 Confederate Supply Capacity Phase: This phase occurs during January, April, July and October turns only. The Confederate player (only) must add up the Supply Values of his friendly controlled cities to find his total Supply Capacity. This Supply Capacity will determine the overall number of troop units that he is permitted to deploy and the number of armies that he can maintain in play.

Resolve Union Blockade Operations during the Confederate Supply Capacity Phase before calculating the Supply Capacity (see Rule 10.33).

5.14 Mutual Replacement Phase: This phase occurs during January, April, July, and October turns only. Both players proceed to take any troop units replacements they are eligible

to receive. Also, beginning in October 1862, the Union player (only) may replace one naval unit in this phase.

5.15 Confederate Recruitment Phase: During January, April, July and October turns only, the Confederate player (only) may recruit new troop units.

5.16 Mutual Reinforcement Phase: Every month both sides are eligible to receive any reinforcements listed on their Reinforcement Schedules.

5.17 Leader Phase: Every month players may remove or promote their Leaders according to their Reinforcement Schedules.

5.18 Confederate Resource Point Phase: During January, April, July and October turns only, the Confederate player (only) receives 1 Resource Point per Key Industrial City (KIC) that he holds (see Rule 6.82). In this phase the Confederate player (only) may also initiate the construction of ships.

5.19 State Militia Removal Phase: Each turn, remove any state militia on the map if no enemy units are present in their home state.

5.2 The Union Player Turn

The Union Player Turn consists of a Supply Phase, a Movement Phase, a Combat Phase and an Administration Phase.

5.21 The Supply Phase: The Union player must check the supply status of all his units, placing and removing Unsupplied and Isolated markers as necessary. He must then check for any Attrition losses and remove any SPs lost as a result.

5.22 The Movement Phase: The Movement Phase consists of three segments to be followed in strict sequence. These are outlined below:

- a. **Fort and Battery Construction Segment** In this segment the Union player may construct forts in hexes occupied by already entrenched SPs or construct batteries in hexes occupied by forts or already entrenched SPs. At the end of this segment the Union player may now remove any unwanted batteries from the map.
- b. **Operations Segment** - This segment is the heart of the game turn. During this segment the Union player may move his units, conduct overrun attacks, entrench, and destroy or repair rail lines. Rail, River, and Sea Movement occur in this segment. Ships move during this segment and also resolve combat against enemy ships or batteries during this segment.
- c. **Depot Placement Segment** - The Union player may deploy Naval and River Depots in eligible hexes.

5.23 The Combat Phase: The Union player declares and resolves his land attacks. He may also initiate sieges. Finally he checks to see if his own units that are under siege surrender.

5.24 The Administration Phase: The Administration Phase consists of five segments to be followed in strict order. These are outlined below.

- a. **Rail Repair Segment** - This segment occurs every turn. The Union player may repair or convert one rail hex in each theater.
- b. **Supply Judgment Segment.** This segment occurs every turn. During it the Union player may remove Unsupplied or Isolated markers from his units that are no longer in those conditions.
- c. **Battery Un-suppression Segment** - This segment occurs every turn. The Union player may now un-suppress any Union batteries that are currently suppressed.
- d. **Naval Unit Repair Segment** - This segment occurs every turn. Any Union ships that withdrew during the player turn and were inverted are now flipped back over and regain their normal ZOI, subject to any damage effects that they may have. Any damaged Union ships may now be repaired, if eligible.
- e. **Fatigue Recovery Segment** - This segment occurs every turn. The Fatigue Levels of any Union troop units that neither attacked nor Force Marched in the player turn are reduced by one. Troop units under the command of an Aggressive Leader may be able to recover even more levels.

5.3 The Confederate Player Turn

The Confederate player now conducts all the steps outlined in Section 5.2 above, substituting the term The Confederate for The Union. At the end of his Player Turn, adjust the Confederate Supply Capacity markers to reflect any changes that took place during the turn.

5.4 The Troop Withdrawal Interphase

During this Interphase, both players mutually perform any troop withdrawals called for this turn. Players then advance the Month and Year markers to show the passage of one month and start the next turn.

The sequence of play 5.1 through 5.4 above is repeated each turn until the scenario is over. Then determine the winner using the victory conditions.

6.0 MONTHLY INTERPHASE

The Monthly Interphase occurs each turn. It is divided into nine phases, some of which occur each turn, some only every three turns (quarterly) and one that happens only once a year. The Monthly Interphase is very important because in it, players will be making basic manpower and production decisions that will influence the course of the game.

6.1 The Mutual Annual Promotions Phase

During each Annual Promotions Segment, which occurs only in the April Game Turn of each year, both players may promote their troop units to the next higher quality level. Militia become volunteers, and volunteers and regulars become veterans.

6.11 Procedure: Simply replace the troops unit by unit with counters of the next higher quality level. Troop units occupying the Replacement Boxes are eligible to be promoted. They are considered to have gained experience of war during the previous year (that's how they got into the Replacement Box in the first place)! Note that reinforcements arriving this turn are not promoted (they arrive after the Annual Promotions Phase).

6.12 Restrictions: State militia units are never promoted.

"I think that to lose Kentucky is just about the same as to lose the entire war..." - Lincoln, Spring 1861

6.2 Kentucky Entry Phase

Historically, Kentucky began the war neutral. The following rules simulate the situation the state found itself in as both sides attempted to exert pressure on it to join their side.

6.21 Conditional Entry: Starting in October 1861, if Kentucky is still neutral, the Union player rolls a die during this phase on each January, April, July, and October turn. Kentucky joins the Union in October 1861 on a roll of 5 or more. Add one to the Kentucky entry roll in January 1862, add two to the roll in April 1862, and add three to the roll beginning July 1862. Subtract two from the roll if Washington is controlled by the Confederate player. Subtract one from the roll for each Union state capital or major city controlled by the Confederate player. The Union player must perform this die roll each quarter while the state is neutral.

6.22 Automatic Entry: If either side moves units into Kentucky while it is still neutral, the state immediately joins the other side. A ship does not "enter Kentucky" when it moves along the state's Ohio River border, but does enter Kentucky when it moves along those portions of the Tennessee and Cumberland Rivers which flow through the state.

By the start of the 1862, 1863 and 1864 scenarios Kentucky is already on the Union side (late in 1861 Confederate troops moved into the state ending its neutrality).

6.23 Gaining Control of Kentucky: After Kentucky has entered the war, either side may take control of it by occupying all its cities with troop units at the end of the enemy player turn. The first time the Southern player achieves this he receives some extra

reinforcements (see Rule 6.65). The Union player can regain control of the state in the same way and so on.

EXAMPLE: The Confederate player invades Kentucky in September 1861 and occupies all of the cities. Kentucky will become a Confederate state at the end of the Union October 1861 turn if the Confederates still occupy all of the cities in Kentucky.

6.3 The Confederate Supply Capacity Phase

In this phase, which occurs quarterly on every January, April, July and October turn, the Confederate player (only) must determine his overall Supply Capacity, a measure of how well the Confederacy is hanging together as an economic unit.



6.31 Supply Capacity: Each January, April, July and October turn the Confederate Player must determine his Supply Capacity (SC) total. The SC total is the sum of all of the Supply Values of all cities in initial Confederate Territory which are not at that instant occupied by Union troop units, or under siege. A city's Supply Value is printed besides the city, red for Confederate cities, blue for Union, and black for neutral or initially uncontrolled cities. A city need not be a functioning Supply Source (see Rule 7.33) to be counted, but a besieged city is not counted. The supply capacity of a supply city that is completely surrounded, i.e. the six adjacent hexes, by enemy SPs, enemy ZOIs (not ZOCs), or impassable terrain is halved (rounded down).

- Cities with Supply Values printed in black, in friendly border states which are occupied by a Confederate troop unit, do count towards the SC total.
- The Union player resolves his Blockade attempts during this phase (see Rule 10.33). If a city is currently blockaded, it has a reduced Supply Value.

6.32 Procedure: Count up the printed Supply Values of all un-besieged Confederate supply cities and use the SC markers provided to indicate the total SC on the Records Track. Note: The supply capacity of a supply city that is completely surrounded, i.e. the six adjacent hexes, by enemy SPs, enemy ZOIs (not ZOCs), or impassable terrain is halved (rounded down).

EXAMPLE: To represent a current SC total of 54, place the Supply Capacity x10 marker in the box numbered "5" and the Supply Capacity x1 marker in the box numbered "4".

NOTE: The Confederate Player may wish to keep a running total of his SC from turn to turn rather than count it up every three months. Simply adjust the markers as cities fall or become eligible again.

6.33 Supply Capacity Effects: The SC total limits the number of troop units which can enter play at that time and the maximum number of Army HQ units the Confederate player may have on the map. SC effects are felt only when the SC total is computed; the Confederate player need not concern himself with the SC total between quarters. SC effects are as follows:

- Total Troop SPs - Confederate troop SPs may never be brought into play so as to cause total troop SPs (excluding state militia) to **exceed either the current SC total or 100, whichever is less.** There is no requirement to remove SPs

already in play so as to reduce the forces below those levels. If the Confederate player has too many SPs in play, he simply receives no additional ones.

NOTE: This limit of 100 SPs becomes significant only in mid-1862; prior to that the Confederates can't possibly have more than 100 SPs. Supply Capacity shouldn't be a problem before then too unless the Union is doing exceedingly well.

- 2) Replacement/Recruit Limit - the total number of Confederate replacement SPs plus recruit SPs arriving in a single turn cannot exceed 1/4 of the SC total or 25 SPs, whichever is less.
- 3) Army HQ Limit - the SC total limits the number of Confederate Army HQ units allowed in play. The Confederate Reinforcement Schedule includes a chart of the number of Army HQ units allowed at each Supply Capacity. If at the time the Confederate player counts up his Supply Capacity he finds himself in violation of these limits, he does have to remove Army HQ units as necessary to bring his total back in line. A removed Army HQ can reenter play in a later January, April, July or October turn if the Supply Capacity has increased to a sufficient level again.

6.34 Dividing the Confederacy: The Union player may divide the Confederacy by blocking all printed ferry hexsides on the Mississippi River from Memphis southward. The Union is said to block a (printed) ferry when:

- 1) A Union troop unit occupies either adjoining hex, or;
- 2) A Union ship or battery exerts a ZOI on the hexside (see Rule 4.31). In this case a Confederate T class ship does not help keep a ferry open.

6.35 Divided Confederacy Effects on SC: When the Confederacy is divided, compute a separate SC total for the "Trans-Mississippi" area. The Trans-Mississippi consists of the states of Texas, Arkansas, and Missouri, plus the cities of Shreveport and Alexandria in Louisiana. The Confederate player then may not bring in troop units or Leaders in either half so as to cause either:

- 1) The number of SPs in that half to exceed its computed SC total, or;
- 2) The total SP strength in both halves to exceed 100, or;
- 3) The total number of Leaders in play to exceed 17.

Also the limits of Rule 6.33 (3) on the number of Army HQ units in play apply to each half separately. It could happen that the Confederate player would have to remove an Army HQ unit from the Trans-Mississippi area but could then reintroduce it to play in a later turn, east of the Mississippi river.

6.4 The Mutual Replacement Phase

In this phase, which occurs every January, April, July and October turns, both sides are eligible to return a certain percentage of their eliminated units to play, simulating each side's ability to maintain a constant flow of men and material to the front.

6.41 General Rule: During play, all eliminated troop units are placed in their side's Replacement Box. Units are placed in either the Eastern Theater section or the Western Theater section of the

Box depending on which theater they were in when they were eliminated. Eliminated Union SPs in the Western Theater in the Gulf are placed in the Eastern Theater Replacement Box if both of these criteria are met:

- 1) They cannot trace a LOS / LOC to a Western Theater supply source.
- 2) They can trace a LOS / LOC to an Eastern Theater supply source.

During each Replacement Segment (every three turns) each side draws replacements from its Replacement Box.

6.42 Procedure: Each player sorts his troop unit losses in each section of his Replacement Box by quality and type (militia infantry, volunteer cavalry, regulars, etc.). One half of the SPs in each group (rounded down) return to play; the other half are considered permanent losses and are placed with the counters not in use. They are free to be used to make "change" and for future reinforcements. Odd SPs in each section of the same group may be replaced in the same manner. These replacements may return to play in either Theater. Any remaining odd SPs remain in the Replacement Box.

EXAMPLE: A player has 5 SPs of Volunteer infantry in each section of his Replacement Box. He returns 2 SPs of Volunteers to each Theater. The 5th SP may be returned to either Theater. The other 5 SPs are returned to the counter mix.

6.43 Deployment: Replacements from the Replacement Box are placed in their respective theater. If there is an odd SP of the same type in each box, then the replacement may be placed in either theater. If two SPs are replaced in this manner, then 1 SP must be placed in each theater. Units may be placed in any major city or state capital. Confederate Western Theater replacements may also be placed in Houston. A player can use the cities printed in his own Supply Value color in his own territory. Players may also use certain cities in Border States depending on whether the state is under friendly or enemy control (see Rule 2.13). Collectively, these hexes are referred to as Reinforcement Hexes.

- a. A player may use any Reinforcement Hex which is not occupied by enemy troop units at that moment. A troop unit could be deployed at a Reinforcement Hex occupied only by enemy non-troop units. The procedures of Rule 9.18 would then apply. A besieged city cannot be used as its hex already contains enemy units.

- 1) A maximum of 1 SP may arrive in a reinforcement hex that is not currently a functioning supply source (Exception: see Rule 6.43 b.).
- 2) No SPs or leaders may arrive in a reinforcement hex that is completely surrounded, i.e., the six adjacent hexes, by enemy SPs, enemy ZOIs (not ZOCs), or impassable terrain.

NOTE: If an enemy force moved through a friendly city and left no garrison, a player is free to use it as a Reinforcement Hex, even without retaking it with his own forces.

- b. In each theater a maximum of 2 replacement SPs may be placed directly with each friendly Army HQ unit that is in supply instead of in a Reinforcement Hex. The 2 SP limit for adding SPs to Army HQs during the Reinforcement

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Phase still applies if the Army HQ itself is occupying a Reinforcement Hex (such as Richmond) that is also allowed to have 2 SPs placed there as well (see Rule 6.64).

6.44 Restrictions: State militia units cannot be replaced. Also, note that the Confederate SC total of 25 SP maximum will limit the number of replacements the Confederate player can raise in one turn.

Any replacements that cannot be brought into play because of SC limits, stacking restrictions, etc., simply remain in the Replacement Box and are considered as “losses” again the next time replacements are taken. Units can remain in the Replacement Box indefinitely.

6.45 Army HQ and USMRR Replacements: An eliminated Army HQ unit or USMRR unit can return as a replacement in the first January, April, July, or October turn after it was eliminated. Only one Army HQ unit and USMRR unit can be replaced per quarter, however. The Confederate player must expend 2 RPs to replace an Army HQ unit, otherwise it remains in the Replacement Box.



An Army HQ unit returning to play as a replacement is deployed at the same city indicated for its initial deployment. If this city is enemy occupied, the Army HQ unit is deployed at the nearest possible city that is a Reinforcement Hex in the same theater.

6.46 Union Naval Unit Replacements: Unlike the Confederate player, the Union player may never build ships. However, during the Replacement Phase he may return sunk naval units to play, simulating the Union shipbuilding potential. Whenever a Union ship is sunk the Union player may place it in his Replacement Box. Beginning in October, 1862 the Union player may replace one sunk naval unit during this phase every quarter (January, April, July and October). He simply returns a ship to play. A ship can arrive at Washington or Philadelphia in the Eastern Theater, and at St. Louis or Cincinnati in the Western Theater.

6.5 The Confederate Recruitment Phase

Beginning in April 1862, the Confederate player uses his Recruitment Chart to determine his troop reinforcements. He recruits once every three months, in each January, April, July, and October turn. Confederate recruits are always volunteer infantry or cavalry.

NOTE: Through March 1862 all Confederate troop arrivals are specified on the Reinforcement Schedule, the same as for the Union throughout the war.

6.51 Procedure: The Confederate player may place new infantry troop units at each city listed on the chart, in the SP numbers indicated. Confederate recruits arrive at the specific cities where they are recruited. He will not necessarily recruit equal number of troops in each theater.

NOTE: The Confederate player is not required to recruit the maximum amount of SPs that are possible each Recruitment Phase.

- a. The notation, “(KIC)... 1 Volunteer” means that one additional SP of volunteers arrives as long as the KIC at that city still exists and that city is a functioning Supply Source. Otherwise, the bonus SP does not arrive.

- b. The notation, “Port... 1 Volunteer” means that one additional SP of volunteers arrives as long as that city is not blockaded at that time.

- c. A player may only recruit at a city which is not occupied by enemy troop units at that moment. A recruit unit could be deployed at a city occupied only by enemy non-troop units. The procedures of Rule 9.18 would then apply. A besieged city cannot be used to recruit as its hex already contains enemy troop units.

- d. If the Union player controls Houston, Confederate reinforcements and replacements in Texas may arrive in Beaumont. If both Houston and Beaumont are Union controlled, Confederate reinforcements and replacements may arrive in Galveston or Nacogdoches.

6.52 Recruiting Cavalry SPs: The Confederate player may recruit cavalry SPs instead of infantry, at his option. The cavalry SPs may appear at any city having the notation “2 VOL or 1 VOL CAV,” or “1 VOL or 1 VOL CAV”. If the cavalry SP is chosen, the infantry SP(s) are not then recruited.

NOTE: The Confederate player is not required to recruit the maximum amount of cavalry SPs that are possible each Recruitment Phase.

- a. In each 1862 Recruitment Phase, he may recruit one cavalry SP - and only one - per theater, and that only if he is recruiting at least 5 SPs total (including the cavalry SP) in that theater.
- b. In 1863 and after, during each Recruitment Phase, he may only recruit one cavalry SP per quarter total, and then only if he is recruiting at least 5 SPs total.
- c. If the Confederacy is divided, the Confederate player may still take his cavalry recruit in the Trans-Mississippi area even though he can't possibly recruit 5 SPs in just that area.

6.53 Restrictions on Recruiting: The Confederate SC total or 25 SP maximum will limit the number of recruits the Confederate player can raise in one turn (see Rules 6.33 (1) and (2)).

6.6 The Mutual Reinforcement Phase

Each side has a Reinforcement Schedule, indicating what new units are to enter play each turn. Note that forts and batteries do not arrive as reinforcements, but are constructed as the players choose.

6.61 Deploying Reinforcements: Reinforcement Hexes are defined as only those major cities and state capitals printed in the appropriate color, not just any city printed in the appropriate color. Frankfort (Kentucky), Jefferson City (Missouri), and Baltimore (Maryland) are also Union Reinforcement Hexes unless the state is Confederate controlled. The New York Box is also a Union Reinforcement Hex. The Union player may only place reinforcements in the New York Box if he is unable to place them elsewhere in the Eastern Theater. Each Confederate city listed on the Confederate Recruitment Chart is also a Confederate Reinforcement Hex throughout the war (even in turns prior to April 1862 when the Confederate player is not yet using the recruitment procedure). Exception: Troop units may not arrive in Norfolk, Wilmington, or Savannah if blockaded.

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EXCEPTION: Union Regular troops are deployed at specific cities printed on the Union Reinforcement Schedule.

A player may use any Reinforcement Hex that is not occupied by enemy troop units at that moment. A troop unit could be deployed at a Reinforcement Hex occupied by only by enemy non-troop units. The procedures of Rule 9.18 would then apply. A besieged city cannot be used as its hex already contains enemy troop units.

- a. A maximum of 1 SP may arrive in a reinforcement hex that is not currently a functioning supply source.
- b. No SPs or leaders may arrive in a reinforcement hex that is completely surrounded, i.e., the six adjacent hexes, by enemy SPs, enemy ZOIs (not ZOCs), or impassable terrain.

NOTE: If an enemy force moved through a friendly city and left no garrison, a player is free to use it as a Reinforcement Hex, even without retaking it with his own forces.

6.62 Border State Deployment: Players may also deploy reinforcements at certain specific cities in Border States, depending on whether the state is under friendly or enemy control. The Union Reinforcement Schedule lists the Union cities. The Confederate Recruitment Chart lists how many recruits can be raised at which cities. Each city listed there is also a Confederate Reinforcement Hex throughout the war (even in turns prior to April 1862 when the Confederate player is not yet using the recruitment procedure).

EXAMPLE: In Kentucky, the Union may deploy reinforcements at Louisville and Frankfort when the state is Union controlled, but only at Louisville when the state is Confederate controlled.

- a. If the Union player controls Kentucky, the Confederate player may use Bowling Green for recruiting and to deploy reinforcements if the city is occupied by a Confederate troop unit.
- b. In Missouri each side can use its respective listed cities as Reinforcement Hexes at any time they are not occupied by enemy troop units.

6.63 Theater Deployment Restrictions: All Union militia reinforcements, and Confederate volunteer reinforcements through March 1862, may be placed at Reinforcement Hexes of the player's choosing so long as one half of the infantry SPs, and one half of the cavalry SPs, arrive in each theater. An odd SP may be placed in either theater.

EXAMPLE: Assume the Union Reinforcement Schedule lists 5 militia infantry SPs and one militia cavalry SP are available this turn. In addition, the Union player is eligible to return 2 militia infantry SPs to play as replacements. Three infantry SPs must be deployed in each theater and the Union player is free to decide where to place the remaining infantry SP and the cavalry SP.

6.64 Overall Stacking Restrictions: A maximum of **two Confederate SPs**, or **three Union SPs** (both replacements and reinforcements) can be deployed at a single Reinforcement Hex at a time.

EXCEPTION: Prior to April 1862, a maximum of two Union SPs can be deployed at a single reinforcement hex and a maximum of one Confederate SP can be deployed per state. The maximum number of Union SPs that can be placed at Jefferson City, Louisville, and Frankfort is one less than for other Union Reinforcement Hexes. A

maximum of 1 Union SP can be deployed at Dover or Baltimore.

- a. If the Confederate player is eligible to recruit more than 2 SPs at a particular city he may place the excess at another city in the same state. This need not be a Reinforcement Hex, but it must have a current SC of 2 or greater. The 2 SP limit per hex cannot be exceeded here as well.
- b. In the same way, if the 2 SPs have already been placed at every city in the theater, then the additional SPs can be placed at eligible cities in the other theater, so long as they have a SC of 2 or more. If no other cities are available, the additional SPs are forfeited.
- c. The maximum number of Confederate SPs that can be placed in a border state city is one unless it is a Confederate state. This is increased to 2 SPs if there is a supplied Confederate army in the hex. Note: Confederate reinforcements and recruits may never arrive in St. Louis or Louisville unless playing with optional rule 20.9.
- d. The Confederate Reinforcement Schedule limits the Confederate player to 1 SP per state prior to 4/62. However, a second SP may be placed in a Confederate state in 10/61 and 1/62 if it is a replacement. The limit of 1 SP per hex still applies prior to 4/62.
- e. A maximum of 2 Union SPs can be placed in Washington even after 3/62.
- f. The Union player must place a minimum of 1 SP of reinforcements in Springfield (Illinois), Indianapolis, Cincinnati, Pittsburgh, Harrisburg, and Philadelphia each turn that he receives reinforcements. If the city is controlled by the Confederate player, the Union player may place the SPs in other Reinforcement cities in that Theater, subject to other placement restrictions.
- g. A maximum of 3 Union SPs can be placed on the New York Box (2 SPs prior to 4/62).

6.65 Varying Reinforcements: The number of troop SPs each side receives can be increased or decreased in certain special situations. These are listed below and on each player's Reinforcement Schedule.

- a. When the Confederate player takes control of either Kentucky or Maryland for the first time, if ever, he may receive a special reward of extra troop unit SPs. During the next Reinforcement Phase on the following turn he rolls one die and consults the Bonus Troop Table on his Recruitment Chart. There is a die roll modifier of -2 in 1863 turns and -3 in 1864 or 1865 turns. Bonus reinforcements do count against the overall troop SP limits imposed on the Confederacy if they enter on a January, April, July, or October turn (see Rule 6.33 (2)). A maximum of one of these SPs may be placed at each black supply city, even prior to April 1862.

NOTE: The Confederacy received a large number of border state volunteers at the start of the war, but very few thereafter. Kentuckians in particular were unwilling to enlist while their state remained in the Union. But Confederate armies twice invaded Kentucky hoping to win the state over and obtain a large mass of new volunteers. The game holds out this same hope for the Confederate player.

- b. The Union player loses 1 SP of reinforcements for each of his major cities or state capitals, or 2 SPs for Washington, that is occupied by Confederate troop units. The Union player loses reinforcements for Confederate occupied cities in border states as follows:

- 1) Kentucky – Lose 1 SP if Louisville is occupied (8/61 – 1/62).
- 2) Kentucky – Lose 1 SP if Frankfort is occupied (8/61 – 1/62).
- 3) Kentucky – Lose 1 SP if both Louisville and Frankfort are occupied (after 1/62).
- 4) Missouri – Lose 1 SP if St. Louis is occupied.
- 5) Maryland – Lose 1 SP if both Baltimore and Annapolis are occupied.

- c. He also loses reinforcements if Lincoln loses the 1864 Election (see Section 17.2).

6.66 Leader Reinforcements: Each Leader arrives in a particular theater as indicated on the Reinforcement Schedule. He may be placed at any Reinforcement Hex in the theater or at any Army HQ unit that is in supply in that theater.

- a. The Confederate Player may have no more than 17 Leaders in play at any time. A.P. Hill (arriving 5/63) is the eighteenth Confederate Leader. He, and all Leaders arriving after him, may enter play only if the Confederate player simultaneously removes some other Leader. The Leader can be removed from anywhere on the map. The Confederate player may also remove one of his replacement Leaders and insert the new Leader in his place in the Replacement Pool. A besieged Leader (see Section 14.2) cannot be removed. Note: Divisional leaders do not count against the Confederate leader total.
- b. If the Confederate player removes a Leader or delays the entry of a Leader, he sets that Leader aside. The Leader can then only be used as a replacement Leader if the entire Replacement Pool is exhausted.
- c. Division Leaders: Division leaders do not count towards the number of leaders on the board. Other than the scheduled division leader removals, division leaders cannot be removed to satisfy leader removals. Wounded division leaders may be removed; killed division leaders removals are ignored.
- d. The Confederate 1 0 6 Leader may only be used in Texas and in Louisiana west of the Mississippi River.

6.67 Army HQ Reinforcements: Army HQ units are deployed at specific cities indicated on each side's Reinforcement Schedule. If the city is enemy occupied, the Army HQ unit is deployed at the nearest possible city that is a Reinforcement Hex in the same theater.

In January 1864 and April 1864, the Union player receives the Army of the Gulf and Army of the James HQs. He may place the Gulf Army HQ at any Gulf port he now controls, or at Key West (historically it went to New Orleans). The James Army HQ arrives at Ft. Monroe, but if the Confederates hold that hex it may appear at Philadelphia.

6.68 USMRR Unit Reinforcements: United States Military Railroad unit reinforcements may arrive at any Union major city

or state capital that is connected by Union controlled rail lines to the northern map edge.

6.69 Naval Unit Reinforcements: The Reinforcement Schedules dictate the arrival of all Union ships throughout the game, and all Confederate ships until July 1862, specifying the exact units and the cities where they are to arrive. If the enemy controls the specified city, the ship reinforcement is eliminated.

Beginning 7/63, one I 2 S reinforcement may be an I 2 R reinforcement instead. The I 2 R may arrive at either Ft. Monroe or Philadelphia.

6.7 Leader Phase

In this phase, players must remove Leaders from play and promote other Leaders according to their Reinforcement Schedules.



6.71 Leader Removal: On the Union Reinforcement Schedule, the notation "Remove 1 Leader" indicates the Union player must remove a Leader of his choice from play. Set the Leader aside. The Leader removed may only be used as a replacement if the Union player's entire Replacement Pool is exhausted. Otherwise, the Leader removed never returns. A besieged Leader (see Rule 14.2) cannot be removed.

NOTE: Obviously, the Union player will want to satisfy his removal requirements by firing his inferior Leaders.

6.72 Leader Promotion: Several Union Leaders are promoted to generally higher levels of ability during the game. The Reinforcement Schedule indicates each such Leader by name. All these Leaders have two counters in the game and start using the undated counter with the lower ratings. On the specific turn indicated; replace the Leader counter with the new counter with the corresponding game turn date printed on it. A Leader can be promoted while off the board recuperating from wounds.



NOTE: Scenario instructions will indicate which Union Leaders are already promoted at the start of the scenario.

6.8 The Confederate Resource Point Phase

This segment occurs only quarterly on January, April, July and October game turns. Only the Confederate player will have any activities to perform during this segment.

6.81 Resource Points and Key Industrial Cities: Certain Confederate cities are Key Industrial Centers (KICs) that produce Resource Points (RPs). RPs are required by the Confederate Player to build ships during this phase (see Rule 6.86 below), replace Army HQ units during the Replacement Segment (see Rule 6.4), and construct forts and batteries during his player turn (see Rule 8.0).

6.82 Procedure: In each January, April, July, and October turn the Confederate player accrues one RP for each KIC which is, at this instant a functioning Supply Source (see Rule 7.3). He may spend it immediately or save it for a future turn. Place the RP marker on the Records Track to record the number of RPs accumulated.

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EXAMPLE: 3 RPs would be recorded by placing the RP marker in the “3” box on the x1 Records Track.

6.83 Restrictions: A maximum of 12 RPs may be accumulated. If the Confederate player accumulates 10 or more RPs, flip the RP marker over to its RP +10 side.

6.84 KIC Markers: KIC markers identify the Key Industrial Centers. Place them in the corresponding city hex as described by the scenario set up instructions. If Union troop units occupy the city, the KIC marker is permanently removed and the city ceases to be a KIC, even if recaptured by the Confederate player. Destruction of a KIC does not affect any RPs the Confederate player has already accumulated.



6.85 Gaining Additional KICs: Atlanta becomes a KIC in April, 1862. If Atlanta is occupied by a Union troop unit, the KIC arrives at the beginning of the first quarter that Atlanta is not occupied by the Union. The Kentucky, Missouri, and Maryland KICs are used only when using optional rule 20.9.

6.86 Confederate Shipbuilding: Beginning in July, 1862 the Confederate player may build new ships during his Resource Point Phase. Historically, the Confederate navy struggled with industrial limitations and small shipyards, and so has the following restrictions:

- The Confederate player may only build ships out of his counter mix from those that have not yet been eliminated. He may not rebuild sunk ships except transport class ships which may be rebuilt, and;
- Ships may be built only at the cities of Charleston, Memphis, Mobile, New Orleans, Norfolk, Richmond, Savannah, or Wilmington. To build a ship, the Confederate Player must be able to trace a Line of Supply from the city to a functioning Supply Source containing a KIC.

The Confederate player may build an N 1 R naval unit at Galveston (only). The Confederate player does not have to trace a LOS to a KIC to build an N 1 R or a transport at Galveston. The procedure for building an N 1 R is the same as for building a transport, and;

- The Confederate player may start, complete, or have under construction no more than two ships total per turn. In any single hex the Confederate player can start or finish no more than one ship per turn. He cannot finish one and then start another. Note: The number of Confederate ships under construction does not affect the number of forts or batteries that may be under construction per rule 8.22, and;
- While ships may be built in a hexside faced by a Union battery, if a Union battery faces the hexside at the time the ship is completed, the ship must either engage the battery that turn or else withdraw as though from combat (see Rule 11.28).

6.87 Building Ironclads: To construct an ironclad ship takes three turns. In the first turn, the Confederate player must expend one RP. He places the ironclad unit in the construction hex and places an “Under Construction” marker on top of it. In the third game turn after starting construction (or thereafter) he may complete



the ship by expending one more RP. He removes the “Under Construction” marker and the ironclad becomes operational.

EXAMPLE: In January, the Confederate player expends one RP and places the ironclad on the map with an “Under Construction” marker on it. In April he expends another RP, removes the marker and completes the ironclad.

- The Line of Supply to the functioning Supply Source containing a KIC must be open on the two turns in which the RPs are expended, but not necessarily during the intervening turns.
- An incomplete ironclad has no capabilities. It is destroyed if Union troop units enter the city.
- Not all the ironclads in the counter mix are available to be built in every scenario (by 1863 and 1864, some had been sunk historically). The scenarios list the number of ironclads available for building.

6.88 Building Transports: Transports require one month to build. The Confederate player simply expends one RP and places the counter in the hex with an “Under Construction” marker on it. The transport unit is incomplete until the start of the next Confederate Player Turn. On that turn, remove the marker and the transport unit becomes functional. There need not be a Line of Supply or expenditure of a second RP at that time.



6.89 Units under Construction: Batteries, forts, ships, etc. under construction do not exist, in game turns, on the map until they are completed. Such units cannot be “attacked” until they are completed. However, occupying the hex in which they are being constructed (i.e., all enemy SPs driven from the hex) will eliminate units under construction from play. Batteries that are being upgraded are attacked at their lower value until completed. Also, the battery or fort “Under Construction” limit (of two per theater) only applies to the items being built, not the number of Under Construction markers supplied in the counter mix.



6.9 State Militia Removal Phase

During this phase each turn, if a state has any of its militia units on the map and there are no longer any enemy troop units present in the state, remove the militia units from the map and place them to one side.



6.91 Procedure: A player must remove state militia troop units from the map if there are no enemy units in the state or along the state's borders. Simply pick them up off the map and keep them to one side. The militia troop units can re-enter play, if the conditions in Rule 4.71 are met.

If the enemy player ever takes control simultaneously of all Supply Sources in a state, the militia are permanently eliminated.

“(Forrest) completely disrupted all of the Federal plans... Grant (had) to retreat, getting out of Mississippi entirely and going all the way back to Memphis. Quite incidentally, Forrest armed, equipped, recruited, and fed his cavalry while he was doing all of this. When the raid ended he had more men than he had when it began, all of them excellently mounted; armed, clad, and fed by the United States government.”

– Bruce Catton (*Never Call Retreat*)

7.0 THE SUPPLY PHASE

Troop units, batteries, and naval units are required to be “in supply” to function at full effectiveness. Leaders and forts never require supply. There are three supply conditions in the game: Supplied (“in supply”), Unsupplied, or Isolated. Units in the latter two states suffer the effects listed in the Supply Effects Summary. “Unsupplied” and “Isolated” markers are used to indicate those units in those conditions. After units are judged as to their supply condition, the player must conduct attrition.

7.1 Supply Judgment

A player judges the supply condition of each of his units during his Supply Phase. Units that are Supplied remain so until his next Supply Phase. An Unsupplied or Isolated unit remains in that condition throughout the rest of his Player-Turn, until it is checked again during the Administration Phase.

7.11 Tracing Supply: A unit is in Supply if it can trace a Line of Supply (LOS) connecting it to a Supply Source (see Rule 7.3). If a unit was in Supply the previous Player Turn, but cannot trace a LOS this phase, it becomes Unsupplied. A unit becomes Isolated if it is already Unsupplied and it cannot trace either a LOS or a Line of Communications (LOC) to a Supply Source this phase. A unit never directly goes from being in Supply to being Isolated; it must spend at least one turn being Unsupplied.

7.2 Lines of Supply (LOS) and Lines of Communication (LOC)

A LOS and LOC consist of a short overland segment from the unit to a rail line or river hexside, followed by a path of any length along rail lines, or river hexsides, or sea zones (Union only) in any combination, back to a Supply Source. A LOS and LOC may also be traced from the unit directly to a Supply Source, without an overland segment, if the unit were occupying the Supply Source. A LOS and LOC is traced from the unit to the Supply Source.

7.21 Overland Segment Length: The overland segment is a continuous path of hexes traced through any terrain a land unit could normally move through.

- For LOS purposes, its length can be at most **4 MPs in good weather, or 3 MPs in poor weather**, using the same terrain MP costs a land unit would use to move through or across the hex. The overland segment can be traced through enemy ZOCs, paying the extra MP costs. The presence of a friendly unit in an enemy ZOC does not negate this penalty.
- For LOC purposes, the overland segment portion can be at most 8 MPs in good weather and 6 MPs in poor weather, using the same terrain MP costs a land unit would use to move through or across the hex. However, the overland segment portion of a LOC cannot be traced into or through an enemy ZOC at all, even if a friendly troop unit occupies the hex.

7.22 Other Characteristics: A LOS or LOC can include only one overland segment, starting at the unit tracing the LOS or

LOC. The remainder of the LOS or LOC must be traced along rail lines or rivers, or through sea zones. The overland segment portion of a LOS must terminate in a rail hex, or a Supply Source hex, or a hex bordered by a navigable or tidal river that contains a friendly city or river depot. Either navigable or tidal rivers (including Chesapeake Bay hexsides) can be part of a LOS or LOC, but minor rivers cannot. A LOS or LOC path traced along both a rail line and river can be connected at any rail hex bordered by the river.

LOS-LOC EXAMPLE: A Union unit in hex 2720 might trace an overland segment to hex 2919, along the rail line to Corinth, and then along the river back to Cairo. If the Union player had a river depot in hex 3112, a Union unit in hex 3313 could trace an overland segment to the river depot in hex 3112, and then along the river back to Cairo.



7.23 LOS and LOC Restrictions: The following restrictions apply when tracing a LOS or LOC from a unit to a Supply Source:

- a. The overland segment portion of the LOS (only) cannot be traced into or through a swamp or bayou hex. A unit in a swamp or bayou hex can trace a LOS out to adjacent non-swamp/bayou hexes. Units can trace a LOC into or through a swamp or bayou hex.
- b. A portion of a LOS or LOC traced along a rail line can include an enemy city hex only if friendly troops occupy the city. An “enemy city” in this case is defined as one printed in the opposing player’s supply color, or a city printed in black in an enemy controlled border state.
- c. A portion of a LOS or LOC traced along a rail line back to the Supply Source can include a hex in an enemy ZOC only if friendly troop units occupy the hex. The Supply Source itself can be in an enemy ZOC even if no friendly troop units occupy the Supply Source.
- d. If a portion of a LOS or LOC is traced along a rail line, only intact rail hexes under the player’s control may be used.
- e. A LOS or LOC can be traced into a besieged city only by water. A unit which wants to trace a LOS or LOC to a besieged city, and is not located in the city hex itself, must trace its LOS or LOC into the city by water.
- f. Units in a besieged city cannot trace a LOS or LOC overland or by rail out of the hex. A siege does not of itself prevent a LOS or LOC being traced by river or sea, however.
- g. No part of a LOS or LOC can be traced along or across a river hexside in an enemy ZOI (projected by either enemy ships or batteries).
- h. A LOS or LOC on land cannot be traced through a hex occupied by enemy troop units. The overland segment for a LOS (only) can be traced through enemy ZOCs, paying the extra MP cost. The overland segment for a LOC (only) cannot be traced through enemy ZOCs. Non-troop land units do not block a LOS or LOC in any way, except for batteries projecting a ZOI.

EXAMPLE: A LOS or LOC could be traced through a hex occupied only by an enemy Leader, or an un-garrisoned fort.

- i. A naval unit cannot have an overland segment as a portion of its LOS or LOC. However, it can use a rail line beginning in either hex adjacent to the river hexside that it occupies. A naval unit does not require a city or depot to trace a supply line by river or sea.

EXAMPLE: A Union naval unit on hexside 2513/2514 could trace a LOS along the Mississippi river back to Cairo provided that none of the river hexsides in between are in a Confederate ZOI.

7.24 Tracing LOS and LOC by Sea: Union units can trace a LOS or LOC by sea. The unit simply traces an ordinary LOS or LOC to a naval depot or a port occupied by a Union troop unit. The Union player then traces a continuous path of tidal river hexsides, coastal hexes, and/or sea zones to a Union Supply Source. The Union player may also trace sea supply to the New York Box. Any river hexsides used in tracing the path must be free of Confederate ZOIs.

- a. Only a limited number of troop SPs can be supplied by sea each turn. This is the Union player’s Sea Supply Capacity and this limit is printed on the Game Calendar. There is no limit on the number of ships that can be supplied by sea.
- b. If a unit is Unsupplied, but traces a LOC to a naval depot or port so as not to become Isolated, then it does not count against the Union Sea Supply Capacity that turn.

NOTE: Because the Chesapeake Bay is considered to be tidal river hexsides for game purposes, land units can trace ordinary a LOS or LOC through it, and thus the Union need not use its Sea Supply Capacity to support land units on, say, the Yorktown peninsula.

- c. Union units on the coast must also trace a LOS or LOC to a port or Naval Depot to trace a supply path by sea. To be considered to be on a Supply Head, the units must be in a hex containing a port or Naval Depot. To trace a LOS or LOC from an inland hex, there must be a port or Naval Depot in the coastal hex.
- d. A Confederate port with a red supply capacity number must be occupied by a Union troop unit. Other ports and non-port hexes with Naval Depots do not have this requirement.

NOTE: After judging supply during his Supply Phase, the Union Player may wish to note how much Sea Supply Capacity remains available to be used during his Administration Phase.

7.3 Supply Sources

Each side has supply cities that function as Supply Sources if they meet the requirements in the rules below. If a supply city is eligible to function as a Supply Source, then any number of units can trace a LOS or LOC to it, regardless of its printed Supply Value.

7.31 Cities as Supply Sources: Supply cities are those with printed Supply Values: blue for the Union, red for the Confederacy, and black for neutral or uncontrolled cities. Each side can use the supply cities in its original territory, plus any supply cities in border state territory whose Supply Value is printed in its side’s color, as a Supply Source, whenever they are not actually occupied by enemy troop units. This is true even if an enemy unit was the most recent to occupy the city - once left un-garrisoned a city reverts back to its side.

EXAMPLE: Louisville (hex 3708) has its Supply Value printed in blue so the Union player can use it as a Supply Source, even though the city is in a border state (Kentucky), so long as it is not occupied by Confederate troop units.



A player can never use a city printed in the opposing player’s color as a Supply Source, even if he controls it.

7.32 Border State Cities as Supply Sources: Supply cities in Border States which have their Supply Value printed in black are, when controlled by a player, treated exactly as though they were printed in the controlling player’s supply color; blue for the Union, red for the Confederacy.

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Supply cities printed in black in an enemy controlled state, or in Missouri, are treated as supply cities for the non-controlling player if he occupies them with troop units. Exception: Springfield, Missouri is controlled by the Confederate player unless occupied by a Union troop unit.

EXAMPLE: Charleston (hex 4807) normally is a supply city for the Union, even if unoccupied (because the Union player normally controls the state of West Virginia as a whole), but is a supply city for the Confederates when Confederate occupied. Springfield (hex 1709) in Missouri normally is a supply city for the Confederates, even if unoccupied, but is a supply city for the Union when Union occupied.

EXCEPTION: Knoxville (hex 4214) in Tennessee is a city located in initially controlled Confederate territory. Its Supply Value is printed in black, however, and not red. It normally functions as though it were in a Confederate controlled Border State and thus the Confederate player may treat it as a friendly supply city. If occupied by the Union, the Union player may treat Knoxville as a friendly supply city.

NOTE: The coding of supply cities by color represents roughly the sympathies of the people in various parts of the border states. The game assumes that people would always try to support the side they sympathize with, but can do so more effectively if their state actively joins one side.

7.33 Supply City Eligibility: A supply city is a functioning Supply Source only if it is part of a network of at least three supply cities connected by LOCs.

7.34 Ineligible Supply Cities and Supply: A supply city that is not eligible to function as a Supply Source can still allow a number of friendly SPs to trace a LOS or LOC to it equal to its printed Supply Value. Each ship or battery counts as 1 SP for purposes of this rule. Units must trace a normal LOS or LOC to the city to claim this benefit. Ineligible supply cities are still considered Supply Sources for purposes of naval unit repair (Union only, see Rule 15.41). The supply capacity of a supply city that is completely surrounded, i.e. the six adjacent hexes, by enemy SPs, ZOIs (not ZOCs), or impassable terrain is halved (rounded down).

NOTE: A supply city may only use its supply capacity once per game turn. Example: There are 4 SPs in a 2 supply capacity city. Two SPs are supplied during the supply phase. The supply city could not then also supply the other 2 SPs during the supply judgment segment of the Administration Phase.

7.35 Map Edge Supply Sources: Union units may also trace supply along railroads that lead off of the north edge of the map. Union units may also trace supply to the New York Box by sea.



7.33 SUPPLY CITY ELIGIBILITY EXAMPLE:

Suppose the Union navy is blocking the Mississippi but the Confederacy controls Little Rock, Camden, Shreveport, and the area in between. Little Rock-Camden-Shreveport would then be a three-way network so those supply cities all qualify as Supply Sources. If the Union were to take Camden, then Little Rock would no longer be a Supply Source.

7.4 Supply Heads

A Supply Head is any hex connected solely by rail, river and sea zones to a Supply Source. In other words, any hex from which a player could trace a LOS to a Supply Source without an overland segment portion. Any hex containing a functioning Supply Source would of course qualify. Supply Heads are important for lessening attrition, recovering Fatigue, and initiating sieges.

7.5 Attrition

Troop units suffer attrition when Unsupplied, Isolated, Overstacked, at Fatigue Level 3 or 4, or when occupying swamp or bayou hexes. Attrition affects only troop units, never Leaders, forts, ships, or batteries.

7.51 Determining Who Suffers Attrition: The Stacking Chart shows how many SPs can stack together safely in a hex without suffering attrition. Attrition affects any troop unit SPs in excess of those limits.

EXAMPLE: A player has 28 SPs of units stacked in a hex that qualifies as a Supply Head. Only 18 SPs may safely stack there, immune from attrition. Only the excess SPs (in this case 10 SPs) of his choice must suffer attrition.

Any troop unit SPs who are Unsupplied, Isolated, at Fatigue Level 3 or 4, or stacked in a swamp or bayou hex must suffer attrition, regardless of stacking. Only the troop unit SPs suffering attrition are counted when determining what column to use on the Attrition Table.

EXAMPLE: If a hex contains 6 Unsupplied SPs and 4 Supplied SPs, use the "5-6" column on the Attrition Table when determining attrition results for the former.

7.52 Attrition Procedure: Determine attrition losses using the following procedure. Locate the column of the Attrition Table corresponding to the number of SPs undergoing attrition. Roll one die, modifying it as shown underneath the table, and cross reference the final result with the column to find the number of SPs lost. The owning player chooses which SPs to eliminate.

NOTE: SPs lost to attrition are placed in the Replacement Box. If a force is completely eliminated due to Attrition, any leader remains on the board in the hex. He is free to move normally.

Roll a die separately for each stack undergoing attrition. In the event that certain die roll modifiers apply to some units in a stack but not all, use the worst die roll modifier to apply to the stack as a whole. Add an additional +1 to the attrition die roll for each turn past the first turn that a SP is Isolated. For example a stack on its second turn of Isolation would have a +3 DRM; +2 for the Isolated state and a +1 for one turn past the first turn.

7.53 Special Cavalry Attrition: An additional +1 DRM is added to the attrition roll if the unsupplied force is 50% or more cavalry SPs. An additional +2 DRM is added to the attrition roll if the isolated force is 50% or more cavalry SPs.

EXCEPTION: Cavalry SPs stacked with a Cavalry Leader are exempt from this special cavalry attrition rule.

NOTE: Cavalry forces required enormous quantities of fodder and remounts; without these they quickly broke down. The "cavalry leaders"

in the game were all men with a special knack for obtaining such supplies even while deep in enemy territory.

If 50% or more of the SPs are cavalry, then at least one of the attrition losses must be a cavalry SP.

8.0 FORT AND BATTERY SEGMENT

This segment occurs at the beginning of a player's Movement Phase. During this segment a player may construct new forts and batteries. At the end of this segment, a player may remove unwanted river batteries from the map.

8.1 Fort Construction

Forts represent elaborate defensive works that can be built by players. There are two types of forts: Forts and Improved Forts. Forts affect land units only.



8.11 Procedure: To build a fort, a player must first have an entrenched, troop unit in the hex at the beginning of this segment. The troop unit must be able to trace a LOS to a functioning Supply Source. If the hex itself is a functioning Supply Source, this LOS is automatic. He begins construction by placing a fort counter in the hex with an "Under Construction" marker on top. If an entrenched troop unit, still able to trace a LOS as above, is in the hex at the start of the player's next Fort and Battery Segment, the fort is completed. The entrenchment and "Under Construction" marker are both removed (a troop unit cannot entrench in the same hex as a friendly fort). If not, the fort counter is removed (it can be used again in a later turn) and the player would have to start over again.

The Confederate player (only) must expend 1 RP each time he begins fort construction or upgrade. The RP is expended even if he fails to complete the fort.

8.12 Construction Limits: Each scenario will specify the fort or fort upgrades counters available for construction to each side. Each player can construct only that number of forts. Each player may have a total of at most two forts and/or batteries under construction (including upgrades) in each theater each turn.

8.13 Improved Forts: A player may upgrade a regular fort to an Improved Fort by repeating the fort construction procedure in Rule 8.11 above. A troop unit is not required but the fort must be able to trace a LOS to a functioning Supply Source. Place the Improved Fort counter and an "Under Construction" marker on top of the fort to indicate that it is being upgraded. The fort continues to function at its previous strength while it is being upgraded.

NOTE: Players may begin building Improved Forts in October 1863.

8.14 Restrictions: No more than one fort per hex is allowed. Once constructed, a fort may not be moved. If enemy troop units enter a hex where a regular fort is being built, the fort counter is eliminated. An eliminated fort may not be re-used nor may a player dismantle a fort and re-build it somewhere else.

8.2 Battery Construction and Facing

Batteries represent heavy guns in emplacements designed to protect against naval attack. Batteries are divided into two types, river batteries and coastal batteries. Like forts, both players may construct batteries during the course of the game.



8.21 Procedure: To construct a battery, a player must have either an entrenched troop unit, or a fort, in the hex. The troop unit or fort must be able to trace a LOS to a functioning Supply Source. If the hex itself is a functioning Supply Source, this LOS is automatic. He begins construction at the start of this segment by placing a battery counter in the hex with an “Under Construction” marker on top. At the start of the player’s next Fort and Battery Construction Phase, if the conditions above are still satisfied, the battery is completed and the “Under Construction” marker is removed. If not, the battery counter is removed (it can be used again in a later turn) and the player would have to start over again.

The Confederate player (only) must expend 1 RP each time he begins battery construction. The RP is expended even if he fails to complete the battery. In addition, the Confederate player can only build new batteries of strength 2. If no 2 strength counter is available he cannot build a battery. A Union battery can be built at any strength for which a counter is available.

8.22 Construction Limits: Each scenario will specify the battery counters available for construction to each side. Each player can construct only that number of batteries. Each player may have a total of at most two forts and/or batteries under construction (including upgrades) in each theater each turn.

EXAMPLE: A player might have one fort and one battery under construction in the same theater, but he could not have one fort and one battery being constructed plus another battery being upgraded all in the same theater.

8.23 Restrictions: No more than one coastal battery, or two river batteries per hex is allowed. Once constructed, a battery may not be moved. If enemy troop units enter a hex where a battery is being built, the battery counter is eliminated. Exception: If the player building the battery has besieged troop units in the hex, the battery is not eliminated because of this situation. The Union player may re-use an eliminated battery counter. The Confederate player may not; once eliminated the battery counter is gone for good.

NOTE: The Confederacy was very short of heavy cannon.

8.24 Upgrading Batteries: A player can upgrade an un-suppressed battery by repeating the construction procedure in Rule 8.21 above. Place the new battery strength counter and an “Under Construction” marker on top of the battery to indicate that it is being upgraded. The battery continues to function at its previous strength while it is being upgraded. An entrenched SP or a fort is needed to upgrade an existing battery.

- a. A 2 strength battery can be upgraded to strength 3 or directly to strength 4. The higher strength counter must come from among those listed as “available for building” in that scenario. Once upgraded, the 2 strength counter is removed (place it in the Upgraded Batteries Box) and cannot be used for building again in that scenario. It can be used to substitute for a “reduced” battery (see Rule 11.38).

- b. An upgrade cannot be started or finished while the battery is suppressed. If a player starts an upgrade and the battery then becomes suppressed, he must first unsuppress the battery and then finish the upgrade. A battery upgrade that is halted by an S result does not continue to count against the two constructions per turn limit. However, repeating the construction process to remove an S* result does count against the two per turn limit.

- c. A player may upgrade a battery in the same turn that enemy units attack it, combat does not abort the upgrade operation. However, if enemy units take a hex in which a battery is being upgraded, both the lower and higher strength battery counters are lost (permanently in the case of the Confederacy). S* and R* are covered in Rule 11.38.

- d. The Confederate coastal batteries at Ft. Morgan and Wilmington have a strength of “2” printed on their back side and a strength of “4” printed on their front. The Charleston battery has a strength of “3” on its back side and a strength of “5” on its front. They start the war at their lower strengths. The first time the Confederate player upgrades any of these batteries he simply flips the counter over to show the higher strength. He does not have to stack a second battery counter on top. If any named battery is Reduced (see Rule 11.38) during the course of the game, it may only be upgraded to its higher strength if the Confederate player expends another river battery counter - of at least strength 3 - from his pool of batteries available to be built. If he does so, he may then flip the reduced named battery back to its higher strength.

NOTE: An entrenched SP or a fort is needed to upgrade an existing battery.

8.25 Batteries and Naval Units: A player may construct or upgrade a battery regardless of the presence of enemy ships. If a battery has enemy ships in its ZOI at the instant construction is completed, then the enemy player has a choice in his next Operations Segment. He may simply leave peacefully - move the units out of the battery’s ZOI - in which case no combat occurs. Or he may decide to attack the battery immediately.

8.26 River Battery Facing: A river battery is said to face (or equivalently, “occupy”) exactly two adjoining sides of its hex. The counter symbol defines facing as per the figure below (the guns have been emplaced along the corresponding river hexsides). A player may, if he wishes, build a battery so as to face just one river hexside, with the other facing towards land.



- a. A player may not construct a river battery to face a hexside already faced by an enemy battery, suppressed or not. Friendly river batteries in the same hex must be built so that their facings do not overlap. Friendly river batteries can be built in adjoining hexes so as to face the same hexside however.
- b. A river battery exerts a ZOI into the navigable or tidal river (but not minor river) hexsides it faces. It has no effect on any other hexsides.

8.27 Coastal Battery Facing: A coastal battery is considered to occupy its coastal hex. It exerts a ZOI over that hex. It also exerts a ZOI over all navigable or tidal river (but not minor river) hexsides of that hex. Thus, a coastal battery blocks Sea Movement into its hex, and also River Movement along any navigable or tidal river flowing into its hex. It also blocks a Line of Supply by sea through its hex.

8.3 Battery Removal

At the end of this segment, a player may voluntarily remove river batteries from the map. Only river batteries may be removed, and a LOS must exist from the battery to a functioning Supply Source (i.e. there must be some route by which the battery can get away from its present location). The battery counter can then be constructed again in a later turn. The player cannot use it for new construction until the next turn, but the counter could be used during the same turn if a different battery is reduced.

EXCEPTION: The Fort Jackson battery cannot be removed using this rule, even though it is a river battery.

NOTE: The Confederate player may wish to use this rule to rescue one of his irreplaceable battery counters from an exposed position.

9.0 LAND OPERATIONS

The Operations Segment is the heart of the game turn, where most of the game action takes places. All land units move in this segment, but land units wait until the Combat Phase to conduct combat, unless attempting an Overrun attack. The rules below govern the various types of land movement permitted during the Operations Segment, as well as various movement related activities that take place during movement.

9.1 March Movement

March Movement (or simply, “moving”) is ordinary overland movement in which a land unit expends Movement Points (MPs) for each hex entered or hexside crossed. Infantry and cavalry troop units, Leaders and Army HQ unit may all conduct March Movement. However, infantry troop units, militia cavalry troop units, and Army HQ units may move only if under the command of a Leader (see Section 4.4). These troop units still use their own unique Movement Allowances (MAs), however, to determine how far they may move, and not the Leader’s MA. Volunteer and veteran cavalry troop units may move without being under the command of a Leader.

9.11 Procedure: Each unit’s printed Movement Allowance (MA) is the maximum number of MPs it can expend each Operations Segment. Each unit can be moved as many or as few hexes in any directions the player wishes just as long as it does not exceed its printed MA. A player can move none, some, or all of his units in his Operations Segment and is never required to move a unit. When moving a unit, move each unit from one hex to another, tracing a continuous path of hexes. A unit expends a certain number of MPs to enter each hex, or cross each hexside. The MP cost depends on the terrain in the hex the unit enters and along each hexside it crosses. Units may not move off the map.

The Terrain Effects Chart (TEC) lists the MP costs and effects of terrain when moving. Terrain MP costs are cumulative.

EXAMPLE: To move directly from one swamp hex to another would cost 1 MP plus an additional +2 MPs (for a total of 3 MPs).

9.12 Movement Sequencing: Units can be moved singly or in stacks as a player wishes. A player can combine stacks during movement and continue moving them as one stack. He may also split up a stack during movement and finish the moves of different units separately.

EXCEPTION: Forced Marches are executed one Leader at a time, see Section 9.2.

From the instant a player splits up or forms a stack in this way, all units in the stack are considered to have expended the greatest number of MPs expended by any unit in the stack.

EXAMPLE: A player could move one unit 2 MPs and another 1 MP, stack them, and move the stack 1 more MP, and then move each unit to a separate hex. When the units split up each is considered to have expended 3 MPs.

9.13 Movement Allowance Reductions: A unit’s Movement Allowance (MA) is reduced by 1 if it is Unsupplied, Isolated or when at Fatigue Level 2 or greater (see the Supply Effects and Fatigue Effects Summaries). Cavalry loses 2 MPs when F4. A unit’s MA is also reduced by 1 if the weather for this turn is poor.

EXCEPTION: A unit’s MA is never reduced to less than 1, no matter how many of the above conditions apply.

9.14 Minimum Move: Regardless of MP costs, a unit that has at least 1 MP can march at least one hex provided that it does not cross prohibited terrain. A unit that moves one hex from one enemy ZOC to another without sufficient MPs to do so is not eligible to recover Fatigue Points that turn. Further, if the required MP cost would exceed the Movement Allowance of the unit by two or more, the unit incurs an additional Fatigue Point.

EXCEPTION: A unit which uses Rail, River or Sea Movement is not always entitled to march one hex. It must be able to pay the full MP cost to enter the next hex. Also, USMRR units (see Rule 9.7) are not always guaranteed at least one hex of movement. Rule 9.14 above does not apply to them.

9.15 Ferry Effects: Units can cross tidal river hexsides only through ferry hexsides that are not blocked by the presence of an enemy naval unit’s ZOI.

The Confederate player can use his special ferry to move a unit directly between Montgomery and Selma, Alabama (see Rule 2.33). He can also move units directly between New Orleans and

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Fort Jackson, and between Mobile and Fort Morgan (see Rule 10.52).

9.16 Fort Effects: By itself, a fort has no combat strength. It does not prevent enemy units from entering its hex and has no effect on March Movement. If enemy units do enter the fort's hex when no friendly troop units are present, the fort is eliminated (see Rule 9.18 below).

Friendly units occupying the same hex as a fort are either **inside** or **outside** the fort. Either way, the fort aids the troop units when defending (see Rule 14.0). Units may go inside a friendly fort only during their Operations Segment (this requires no additional MPs), or during the enemy player's Combat Phase when enemy troop units attack the hex, or when forced to execute a retreat (see Rule 14.12). Place units that are inside the fort underneath the fort counter to show they occupy it. Units outside the fort are stacked on top.

EXCEPTION: Naval units may never go inside forts, nor gain a defensive benefit of any sort from them.

9.17 Enemy ZOC Effects: A unit must pay an additional +1 MP to move directly from one enemy ZOC hex to another. A unit need not stop its move upon entering an enemy ZOC; units can enter and exit enemy ZOCs at any time provided they can pay the added MP cost. There is no penalty for simply leaving an enemy ZOC to move to another hex with no enemy ZOC.

9.18 Enemy Occupied Hexes: A troop unit can enter a hex occupied by enemy troop units only if the enemy troop units are "inside" a besieged fort (see Rule 14.1). A troop unit can freely enter a hex which contains only enemy non-troop units. The effect on these is as follows:

- 1) Enemy Army HQs, forts, batteries, and USMRR units, are eliminated, and;
- 2) Enemy Leaders may become a casualty as per Rule 13.72. If he does not become a casualty, he is removed from play for one full turn and then returns as an ordinary reinforcement in that same theater.

EXAMPLE: If an enemy Leader were removed in April, he would sit out May and return in June.

- a. A Leader by himself is not allowed to enter a hex that contains any type of enemy land unit (including a fort or battery).
- b. Enemy naval units affect land movement only through their ZOI blocking units from crossing river hexsides. Otherwise land units ignore naval units (since the latter are on the water).

9.2 Force March Movement

During the Operations Segment a player may attempt to Force March a unit beyond its normal movement allowance, at the risk of incurring additional Fatigue Levels or suffering a SP loss. Unlike ordinary March Movement, Force March is declared and resolved one Leader at a time.

9.21 Procedure: A player must indicate which of the units under the command of a Leader will attempt to Force March and point out the route the force will take. A player must plan ahead the rest of the stack's move when declaring a Force March. The player now rolls one die. Then for each troop unit type in the stack, separately compute how many extra MPs the unit type will need for the Force March and locate the corresponding column of the Force March

FORCE MARCH EXAMPLE: Leader Sheridan commands 2 SPs of volunteer infantry and 2 SPs of militia infantry, and are moving from Alexandria in hex 6006 to Winchester in hex 5704, requiring 4MPs. He first moves from hex 6006 to 5805 (2 MPs). The Union player now declares a Force March attempt to hex 5704. The SPs will need one extra MP to reach the hex. The Union player rolls a "5". For the volunteer SPs, this remains a "5" (-1 for Sheridan's MA of 8 and +1 for the Rough terrain) and cross indexed on the "1" column. The result is a "1" so the volunteers gain the MP they need and complete the move to hex 5704. The militia SPs also gain the -1 modifier for Sheridan's high MA, but also suffer a penalty of +2 for being militia quality troops and +1 for the Rough terrain so the die roll is modified to a "7". Cross indexing a "7" result with the "1" column on the Force March Table, the result is 1(F). The militia SPs gain 1 MP they need and complete the move to hex 5704 but they also gain 1 Fatigue Level.



Table. Add to the die roll all modifiers which apply to that troop unit type and cross reference the final number generated with the column determined earlier to obtain the result. Immediately move each troop unit type as far as possible along the indicated route.

NOTE: Roll just one die for the entire stack that is force marching, but determine the MP column and die roll modifiers by troop unit type, because they may differ. For example if the stack contains both militia and veteran infantry.

NOTE: Units in the same corps (under the command of the same corps leader) do not have to split up if the SPs end up obtaining different number of MPs on the Force March Table. They do incur any required losses or Fatigue points. When two or more corps force march together (if the army makes one roll), each corps must move as far along the force march route as possible.

9.22 Force March Table Results: The following results are possible when rolling on the Force March Table:

1 to 4	The unit gains that number of MPs
F	The unit increases its present Fatigue level by one
*	The entire force loses one SP of its choice
Note: all the above may occur together. For example 1(F)*	

- a. Troop units only (not Leaders or Army HQ units) may incur a Fatigue Result when Force Marching. Place a Fatigue marker corresponding to the new Fatigue Level on top of the unit(s). There are four different Fatigue Levels: F1 (least severe), F2, F3, and F4 (most severe). A troop unit which is currently at Fatigue Level 1 (F1) and incurs another Fatigue Level then becomes Fatigue Level 2 (F2), and so on. Units at F4 incur no additional effect from further Fatigue. For the impact of Fatigue see the Fatigue Effects Summary.
- b. Troop units only (not Leaders or Army HQ units) may incur a SP loss Result when Force Marching. The entire force can lose just 1 SP per Force March attempt. If a * result occurs for more than one unit, ignore the additional ones. If the force marching stack contains both infantry and cavalry, lose the SP from the majority type. If have equal numbers, player chooses which SP to lose.

9.23 Restrictions: A player may not Force March units any farther than the route he had planned, even if the Force March Result gives him more MPs than needed to complete it. A player must move his force as far along the planned route as his Force March Result allows.

- a. A unit may gain through Force March only as many MPs as its original printed Movement Allowance, thus a unit can at most double its MA by Force March.
- b. A Force March may include an Overrun attempt (see Rule 9.3) but if the Overrun fails, the units may not be able to expend all of the MPs its Force March Result allowed.
- c. Units may not Force March on the first turn of any scenario.

9.24 Leaders and Force March: Each single Leader can be used for a Force March attempt once per Operations Segment.

A Leader cannot increase his own MA by Force March. Only troop units may Force March. Since leaders cannot increase their movement allowance by force marching, a Leader cannot move a stack more than his movement allowance. Example: A 5 MF Leader could only force march infantry units an additional 2 MPs. Corps leaders must accompany troop units under their command, including VOL and VET cavalry, along their force march route. The leaders may drop off some SPs and continue moving. This restriction does not apply to Army Commanders unless the SPs are directly under their command.

9.25 Army Commanders: Army Commanders can allow several Leaders to Force March at the same time. The Army Commander and his subordinate Corps Commanders can Force March using the same die roll, and execute their Force March together. Apply the die roll modifier for the Army Commander's movement allowance (if any) to all troop units stacked in the hex. Each troop unit led by a subordinate Corps Commander must also use the die roll modifier for their Corps Commander's printed MA (if any) as well as the Army Commander's.

NOTE: This rule is useful if a player wants to Force March an entire army as one big stack to Overrun something, or apply a good Army Commander's die roll modifier to his whole force.

An Army HQ unit can only be Force Marched by its Army Commander. The procedure is the same as for troop units. If the Army Commander simultaneously Force Marches troop units under his own command, the Army HQ unit is considered to be the same quality as what are the most numerous troop units accompanying it (if a tie, use the better quality). If no troop units accompany it, treat the Army HQ unit as volunteer quality.

EXAMPLE: If a stack comprised of an Army HQ unit, 2 volunteer SPs and 2 veteran SPs Force Marches, the Army HQ unit is treated as veteran quality. If the stack also had 3 militia SPs, the Army HQ unit would be treated as militia quality.

9.26 Leaderless Cavalry: Volunteer or veteran cavalry SPs (only) can Force March without the presence of a Leader. When they do so, declare and resolve the Force March separately for each cavalry unit - as though they were under the command of a separate Leader - even if they happen to follow the same route. All cavalry type units may also Force March normally under the command of a Leader, just like infantry.

9.3 Overrun Attacks

An Overrun attack is a movement related activity that occurs during the Operations Segment. Troop units conducting ordinary March Movement or Force Marching may conduct an Overrun attack as part of their move and, if possessing sufficient odds, continue to move using their remaining MPs regardless of the success of the attack. The number of MPs that a troop unit has available during a movement phase is determined at the beginning of the phase. Fatigue points incurred during movement, such as during overrun combat, do not affect the number of MPs available that turn.

9.31 Procedure: An Overrun attack can involve only a single moving stack. The phasing player must follow the procedure below:

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- 1) Move adjacent to the defending stack that is to be Overrun and announce the Overrun attempt, and;
- 2) Expend the MPs necessary to enter the defender's hex (but do not actually enter the hex at this stage). The overrunning stack may ignore the ZOC of the enemy troop unit(s) being overrun when calculating the number of MPs required. It may not ignore the ZOCs of enemy troop units in adjacent hexes however, and;
- 3) Calculate the odds. The attacker must achieve at least a 4:1 combat odds ratio against the defending units in the hex. If at least 4:1 odds have been achieved, immediately compute any die roll modifiers and resolve the Overrun attack exactly as a normal attack is conducted during the Combat Phase (see Rule 13.0).

9.32 Post Overrun Procedure: If the Overrun attack vacates the defending hex, the attackers must immediately occupy it. They pay no additional MP costs to do so (they already did so in Rule 9.31 step (2) above). Regardless of whether the Overrun attack vacates the defending hex, if the attackers have any additional MPs remaining they can continue moving or even attempt another Overrun against the same or a different hex.

9.33 Insufficient MPs: A unit can Overrun only if it can pay the full MP cost to enter the defender's hex. The Minimum Move Rule 9.14 does not entitle a unit to conduct an overrun for which it cannot pay the necessary MP costs.

9.34 Insufficient Odds: If the attacker makes a mistake and discovers that he does not have the required 4:1 odds after declaring an Overrun attack, he may move no farther. Instead, he must wait until the Combat Phase, and then must attack the hex. He can bring up additional units, but cannot execute the attack until the Combat Phase.

9.35 Restrictions: A single unit or hex can be the target of multiple Overrun attempts each Operations Segment. In any event, naval units never contribute strength or take part in an Overrun attempt, either when attacking or defending.

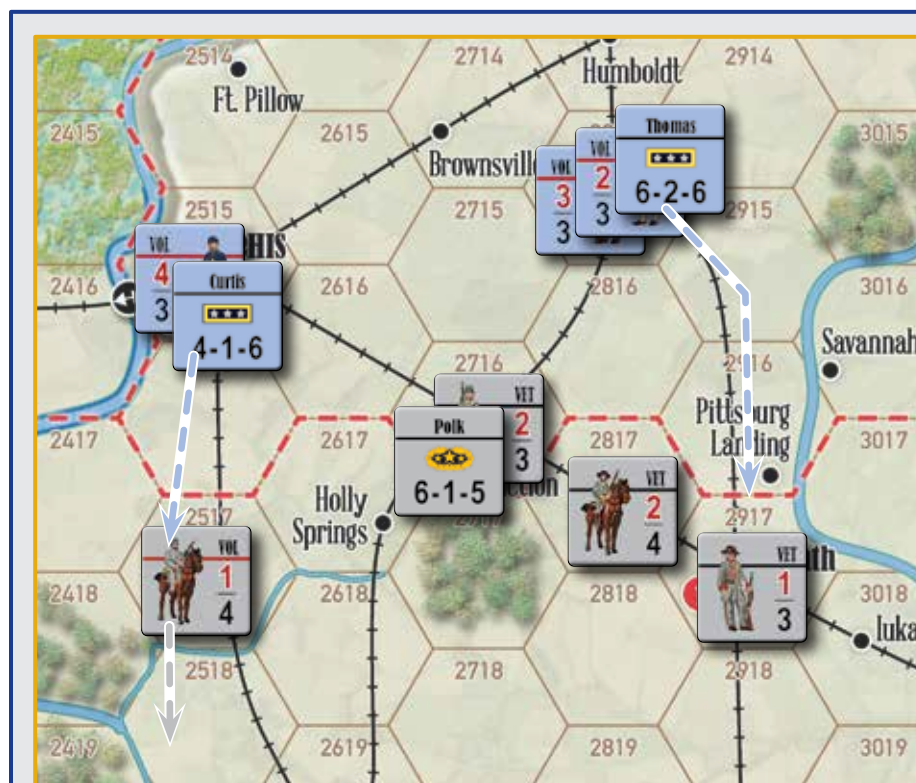
9.36 Overruns and Forced March: Units may conduct Overruns while using Forced March movement. A stack can have its Force March path go through a stack being overrun. It keeps expending MPs until the enemy stack is eliminated or retreated, then it may continue on its path. Alternately, a moving stack can designate that its Forced March path be along the retreat path of the stack being overrun. This simulates a superior force hounding a smaller one for the entire move.

9.4 Entrenching

Entrenching is a movement related activity that occurs during the Operations Segment. Troop units conducting ordinary March Movement (but not Force Marching) may entrench, typically as the final part of their move. There are two levels of Entrenchments: Level 1 and Level 2.

9.41 Procedure: To entrench, a troop unit ordinarily must expend 2 MPs in a hex. Militia infantry require 3 MPs to entrench. Place an Entrenchment marker on top of the troop unit. Each troop unit entrenches for itself. Other troop units entering the hex do not automatically become entrenched. When an entrenched unit leaves the hex, the Entrenchment marker is removed.

- A troop unit not under the command of a Leader, and thus unable to move, may still expend MPs in its hex for the purposes of becoming entrenched.
- A troop unit which remains stationary in its hex throughout its Operations Segment, and does not engage in Rail



OVERRUN EXAMPLE: Curtis moves to 2516 and spends 1 additional MP to overrun 2517. The Confederate cavalry unit retreats before combat to 2518 (see Rule 13.2). Curtis advances into 2517 but cannot continue to overrun the cavalry unit because the odds are now only 3-1 due to the minor river.

Neither Curtis nor Thomas can overrun 2716 because neither can achieve 4-1 odds. Note that Curtis and Thomas cannot move to 2715 and then combine for the overrun since an Overrun attack must be made by a single moving stack.

Thomas moves to 2916 and wishes to overrun 2917. However, the cost of entering the defender's hex is 2 MPs since it costs 1 additional MP to move through the ZOC of the Confederate units in 2817. Thomas may attempt to achieve the extra MP required by force marching. If successful, he may overrun 2917.

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Destruction (see Rule 9.6) may always entrench, even if it does not have the necessary MPs to do so.

- c. The presence of an Army HQ unit in the hex never affects the entrenched status of friendly troop units. Only troop units may entrench, not Army HQ units.
- d. Beginning 10/63, both players may construct improved entrenchments known as Level 2 entrenchments. Units that are already entrenched and in supply may construct a Level 2 entrenchment by expending all of their MPs. Units that are at Fatigue Level 3 or 4 may not construct Level 2 entrenchments.

NOTE: As the war progressed, the armies and leaders became more proficient at digging entrenchments.

9.42 Entrenching in Enemy ZOCs: If a troop unit attempts to Entrench in a hex that is also in an enemy ZOC, it must spend the entire Operations Segment stationary in the hex. Place an Entrenchment marker atop the troop unit at the end of the Operations Segment. It is still considered to have spent only the required number of MPs to entrench, however, and could spend the remainder of its Movement Allowance (if any) doing something else in the hex (like Rail Destruction).

9.43 Leaving Entrenchments: A troop unit ceases to be entrenched at the instant it either leaves the hex or conducts an attack. If any other units in the hex remain entrenched, place the now un-entrenched troop unit above the Entrenchment marker to indicate it is no longer entrenched.

NOTE: To attack, a troop unit must leave its Entrenchments. But if it remains in the hex, it can rebuild them next turn.

9.44 Entrenchment Effects: If at least half of the troop unit SPs in a hex defending against an attack are in Level 2 entrenchments, the attacker must subtract two from his die roll. If at least half of the troop unit SPs are entrenched, but not at least half at Level 2, subtract one from the die roll.

9.45 Restrictions: Cavalry units may not entrench. A troop unit cannot Force March and Entrench in the same Operations Segment. In addition, a unit in the same hex as a friendly fort, either inside or outside the fort, cannot entrench.

NOTE: All forts are assumed to already include some "Entrenchments".

9.5 Rail Movement and Rail Control

Rail Movement is a type of strategic movement that allows units to travel vast distances via the rail lines. Any land unit that possesses a printed Movement Allowance may use Rail Movement during the Operations Segment. Unlike some other forms of movement, Rail Movement does not require a Leader, but Rail Movement, and tracing a LOS or LOC along a rail line, may only take place over friendly, intact rail lines.

9.51 Rail Line Control: The instructions in each scenario will specify which rail lines each side controls at the start of the play. Players should use the Railhead markers to indicate who controls the line. Place the Railhead marker in the specified hex to show the point of farthest control. Note that only one side can control a hex's rail line.



9.52 Establishing Control: A rail hex which a player does not control at the start of the scenario becomes friendly only if the player repairs it according to the procedures outlined in Rules 9.7 and 15.1. Simply moving a unit into the hex is insufficient to establish control of the rail.

9.53 Border States and Rail Control: When a border state joins a particular side its rail lines become friendly to that side.

- a. Missouri's rail lines are always controlled by the Union player despite Missouri belonging to neither side.

EXCEPTION: If using Optional Rule 20.9 and Missouri joins the Confederacy, its rail lines are controlled by the Confederacy.

- b. While Kentucky is neutral (see Rule 6.2) its rail lines are friendly to neither side. Once it joins a side, its rail lines become friendly to that side.

9.54 Rail Capacity: Only a limited number of troop unit SPs can move by rail each turn. The Game Calendar gives this number - the Rail Capacity - for each side in each year. Poor weather turns reduce a side's Rail Capacity by one for that turn. Leaders and USMRR units count nothing towards a side's Rail Capacity (they ride for free). Each cavalry SP counts double against a side's Rail Capacity. The Confederate player has a Rail Capacity of 1 in Texas. This is independent of the Confederate Rail Capacity shown on the Game Calendar. This rail capacity cannot be used outside of Texas nor can the Rail Capacity shown on the Game Calendar be used in Texas. The Texas capacity is not reduced by poor weather.

- a. The Union player may expend no more than half (rounded up) of his Rail Capacity in any one theater each turn. The Confederate player has no such restriction.

EXAMPLE: If the Union Rail Capacity is 8 this turn, the Union player can spend 4 points in the east and 4 points in the west, but not 5 in the east and 3 in the west.

- b. To move a troop unit from one theatre to the other, either across the Ohio border or while off the map (see Rule 9.57), the Union player must expend one Rail Capacity point from each theater. To move a USMRR unit across this same border, he must pay one Rail Capacity point from the theater the USMRR unit starts in.

EXCEPTION: There is no additional charge to move between theaters south of the Ohio border, for example between Nashville and Macon. In this case, charge the move to the theater in which the unit begins the Rail Movement.

9.55 Rail Movement Procedure: A unit expends 1 MP to entrain for Rail Movement. Once entrained, a Confederate unit can move up to 40 hexes by rail in a single Operations Segment. A Union unit can move an unlimited distance. Rail Movement must be along a continuous path of intact, friendly controlled rail line hexes (see Rule 9.51 above). If a unit wishes to March, Force March, Entrench, engage in Rail Destruction, or Attack after its Rail Movement, it expends another 1 MP to detrain. Otherwise it automatically detrains at a 0 MP cost. Units cannot remain entrained at the end of their Operations Segment.

EXCEPTION: USMRR units pay no MP cost to detrain.



9.56 Rail Movement Over Rivers: Units may cross over rivers when using Rail Movement by using ferries and bridges. To use a ferry costs +1 additional MP (for a total entraining cost of 2 MPs), when the unit passes over the ferry. A bridge costs nothing extra.

EXCEPTION: Neither a bridge nor a ferry may be used if it is in the ZOI of an enemy naval unit.

Confederate units may use the Montgomery-Selma ferry (see Rule 2.33) when using Rail Movement. This costs 5 hexes out of the 40 hex move allowed. Only 2 SPs may use this ferry per turn.

9.57 Off Map Rail Movement: The Union player (only) may move units using Rail Movement off of the northern map edge. All rail lines which exit the north map edge are considered to be mutually joined. Units using Rail Movement exit the map at any such hex and re-enter it at any other. Union units in the N.Y. Box may rail onto the map via hexes 6800 or 6900.

9.58 Combining Rail and March Movement:

After paying the 1 MP cost to detrain, a unit is free to engage in ordinary March Movement, Entrenching, Rail Destruction, and/or declare an attack if it has enough MPs remaining or otherwise meets the requirements for doing so. A unit may use the MPs gained through Force March to pay for the detraining MP cost, but not to pay the entraining MP cost.

EXAMPLE: A unit with a low Movement Allowance might entrain, move by rail and then attempt Force March (if under the command of a Leader) in order to get enough MPs to detrain.

Remember that Leaders can only command troop units if the two begin the turn together. A player cannot move a Leader and a troop unit by rail to the same hex from two different places, and then use the Leader to command the troop unit.

9.59 Rail Movement Restrictions: A unit cannot entrain more than once per turn. A unit cannot use Rail Movement, then conduct March Movement, then use Rail Movement again.

- a. Units may not move by rail into, out of, or through a hex containing an enemy ZOC. Rail movement is permitted into, out of, or through a hex where the effects of enemy ZOCs have been negated (see Rule 4.23).
- b. Units may not move by rail into, out of, or through a hex containing a Rail Break marker (see Rule 9.6) nor may the non-overland segment portion of a LOS or LOC be traced through such a hex.
- c. Units cannot use Sea or River Movement in the same turn they use Rail Movement.
- d. A unit which uses Rail Movement is not always entitled to march one hex. It must be able to pay the full MP cost to enter the next hex.

"I had ordered General Rousseau ...to break up the railroad-links between Georgia and Alabama ...this expedition was in the nature of a raid and must have disturbed the enemy somewhat; but as usual, the cavalry did not work hard enough, and the damage was soon repaired."

General W.T. Sherman (Memoirs)

9.6 Rail Destruction



Rail Destruction is a movement related activity that occurs during the Operations Segment. Troop units conducting ordinary March Movement (but not Force Marching) may engage in Rail Destruction, typically as they move along.

9.61 Procedure: Troop units must expend MPs to destroy rail lines. Infantry SPs must expend 1 MP, cavalry must expend 2 MPs, per hex of rail line destroyed. Place a Rail Break marker in the hex.

9.62 Leaderless Troops: A troop unit not under the command of a Leader, and thus unable to move, may still expend MPs in its hex for the purposes of Rail Destruction. A troop unit could also expend MPs to entrench in the same Operations Segment, if its Movement Allowance is sufficient.

EXAMPLE: A volunteer infantry unit could both entrench (2 MPs) and destroy rails (1 MP). In poor weather, when its Movement Allowance is only 2, it could do one or the other.

9.7 Rail Repair



Rail Repair is a movement related activity that occurs during the Operations Segment. USMRR units (only) conducting ordinary March Movement (they may not Force March) may engage in Rail Repair during the course of their move during the Operations Segment.

NOTE: Both players will also have a chance to repair rails during their respective Administration Phases, but the Union player may also do so during the Operations Segment thanks to his USMRR units.

9.71 USMRR Units: USMRR units are units whose primary purpose is to repair and convert rail lines to friendly Union control. They are not considered to be troop units, except as noted below.

9.72 USMRR Units and Movement: When moving overland, USMRR units may only conduct ordinary March Movement along rail lines. They cannot Force March, nor are they guaranteed one hex of movement. Rule 9.14 does not apply to USMRR units. USMRR units may not move directly from one enemy ZOC to another. USMRR units may not use Sea Movement.

- a. USMRR units may use Rail Movement. Like other units, a USMRR unit must pay 1 MP to entrain, but counts nothing towards the Union Rail Capacity when moved by rail, unless moving from one theater to another (see Rule 9.54). A USMRR unit cannot repair rail hexes the same turn it moves by rail.
- b. USMRR units may use River Movement. Like other units, a USMRR unit must pay 1 MP for River Movement. One T class naval unit can carry one USMRR unit. USMRR units may only debark onto rail hexes. A USMRR unit cannot repair rail hexes the same turn it moves by river.

9.73 USMRR Units and Combat: If a USMRR unit is in a hex with no friendly troop units, it can be attacked. The USMRR is automatically eliminated and the attacking units may advance into the hex. If the USMRR is stacked in a hex with friendly

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units which are forced to retreat, it must retreat along a friendly controlled rail line or it is eliminated.

9.74 Rail Repair Procedure: Union USMRR units (only) may repair rail hexes. This “repair” will both remove Rail Break markers from the hex and convert the rail hex to Union control. Rail hexes must be “repaired” to be converted to Union control even if they do not contain a Rail Break marker. Union USMRR units automatically repair rail hexes by simply entering the hex, expending the appropriate MP costs to enter the hex as per the TEC.

9.75 Restrictions: Hexes undergoing repair must be connected to a Union Supply Head (not necessarily a Reinforcement Hex) by a continuous path of friendly controlled rail hexes, free of enemy troop units or their ZOCs. Friendly troop units will negate enemy ZOCs for this purpose.

- a. A rail hex in an enemy ZOC can be repaired only if it is also occupied by a friendly troop unit. An enemy occupied hex cannot be repaired.
- b. If a USMRR unit cannot repair a rail hex when it moves into the hex, it may repair the rail hex in a later turn by expending 1 MP. Example: The Union player has built a rail line from Washington to Richmond. During the winter, the USMRR unit crosses the James River to Petersburg. Since Petersburg is not connected to Richmond by rail at the current time, place a NO RAIL marker on the Richmond/Petersburg hexside.
- c. A rail hex cannot be used for Rail Movement the same turn it is repaired. It may be helpful to conduct rail repairs as the last activity in the Operations Segment to avoid confusion.

10.0 NAVAL UNIT OPERATIONS

All naval units move during the Operations Segment and, unlike land units, also conduct combat during this segment as well. The rules below govern the various types of naval movement permitted including blockade operations, as well as the rules governing the transportation of land units by naval units. Naval combat rules are found in Rule 11.0.



10.1 Types of Sea Terrain

Naval units may move along the various bodies of water printed on the map. In general, water terrain consist of three basic types, sea zones, coastal hexes, and river hexsides. These are further explained below.

10.11 Sea Zones and Coastal Hexes: Sea terrain includes sea zones and coastal hexes. A coastal hex is any hex where at least one entire hexside borders a sea zone. There are many hexes which contain a small amount of sea, but not an all sea hexside. These hexes are considered land, not coastal hexes.

EXAMPLES: *The Virginia Capes and Cape Fear are sea zones. Hexes 6411, 6315, and 5919 (Wilmington) are coastal hexes. Hexes 6114, 5521 and 2530 are land hexes, not coastal hexes.*

EXCEPTIONS: *Baltimore (hex 6104) and Washington (hex 6005) are considered coastal hexes for sea movement purposes. See Rule 2.31.*

10.12 River Terrain: Naval units may move along tidal and navigable rivers. Naval units may not move along minor (non-navigable) rivers. When on rivers naval units are considered to occupy hexsides, rather than hexes. The player may place the naval unit in either adjoining hex, orienting the hexside facing symbol printed on the counter to show the naval unit's location.

At each river's mouth are two coastal hexes separated by a river hexside. A naval unit would need to expend MPs to move from the river hexside to one of the coastal hexes, and vice versa. A naval unit may either lurk in the river hexside, or move out into the coastal hex. To indicate a river position, point the hexside indicator towards the river. To indicate the naval unit is occupying a coastal hex, orient the hexside indicator towards any hexside away from the river.

10.13 Chesapeake Bay: Naval units may move through the Chesapeake Bay along all bay hexsides too. These are treated exactly as tidal rivers for movement purposes, and the hexes they border are treated as the banks of the tidal rivers. Naval units may also move up rivers that flow into the Chesapeake such as the Potomac and the James. Naval units may move between the bay and the ocean only via hexside 6410/6411.

10.14 Mobile Bay: Mobile Bay (see Rule 2.32) is treated as a navigable river for purposes of naval unit movement.

10.15 Galveston Bay: Hexside 1033/1032 of Galveston Bay (see Rule 2.35) is treated as a navigable river for purposes of naval unit movement.

10.16 Sabine Pass: Sabine Pass (hexside 1232/1331) is treated as a navigable river hexside for purposes of naval movement (see Rule 2.35a.).

10.17 Atchafalaya Bay: Hexside 2032/2132 is treated as a navigable river hexside for purposes of naval unit movement (see Rule 2.38).

10.18 Other all Bay hexsides are treated like Chesapeake Bay hexsides. Examples include 6504/6604 in the Delaware Bay, 6315/6316 in Pamlico Sound, 5025/5124, 4831/4931, and 2531/2532.

10.2 Naval Unit Movement

Naval units move through sea zones, coastal hexes, and along river hexsides during the Operations Segment in accordance with the rules below.

10.21 Procedure: Naval units expend MPs to enter sea zones, coastal hexes, or river hexsides, to transport land units, and to attack. The Naval Movement Chart lists these MP costs. Naval units do not require Leaders nor must they be in command to move. When moving, naval units must move along continuous bodies of water. This means:

- 1) A naval unit in a sea zone can move to a coastal hex or river hexside bordering that sea zone, or vice versa, or it can move to a bordering sea zone.

EXAMPLE: A naval unit in the Virginia Capes sea zone could move to hex 6411 or enter the Chesapeake Bay via hexside 6410/6411 or move to the Outer Banks sea zone.

- 2) A naval unit in a coastal hex can move to an adjacent coastal hex across any partly sea hexside, but not through an all land hexside.
- 3) A naval unit in a river hexside can move to an adjoining river hexside, but not directly to any other river hexside.

EXAMPLE: Naval units cannot jump from the Tennessee River to the Cumberland River across the Ft. Donelson hex.

10.22 Movement Sequencing: Naval units can be moved singly or in stacks as a player wishes. A player can combine stacks during movement and continue moving them as one stack. He may also split up a stack during movement and finish the moves of different naval units separately.

From the instant a player splits up or forms a stack in this way, all naval units in the stack are considered to have expended the greatest number of MPs expended by any naval unit in the stack.

EXAMPLE: A player could move one naval unit 2 MPs and another 1 MP, stack them, move the stack 1 more MP, and then move each naval unit to a separate hex. When the naval units split up, each is considered to have expended 3 MPs.

10.23 Restrictions: Not all types of naval units can traverse all types of water. Seagoing (S) naval units may enter only sea zones, coastal hexes, or tidal river hexsides. They may not enter Mobile Bay or Galveston Bay.

- a. Confederate riverine (R) naval units and Union riverine transport naval units (only) may never enter coastal hexes or sea zones. These types of naval units may move along the hexside of a coastal hex provided that they are moving along a river hexside.

EXAMPLE: A riverine unit could move to the 6410/6411 river hexside.

NOTE: While riverine naval units cannot enter sea terrain, those that set up or appear in coastal hexes (like Charleston) are allowed to remain there.

NOTE: Confederate riverine vessels often were constructed from river steamers. At most the Union navy would use such vessels as transports. Thus the two types have similar movement restrictions; and neither would attempt ocean waters.

- b. Union riverine units other than transports may enter coastal hexes or sea zones, but at risk. The Union player must roll one die for each such unit the first time it moves into a coastal hex or sea zone each turn. If a naval riverine unit spends an entire Operations Segment stationary in a coastal hex or sea zone, he must roll at the end of the segment. He must roll just once per naval unit per turn; if the naval unit survives the roll it can move normally for the rest of the turn. This die roll occurs before any combat in the hex the naval unit tried to enter is resolved.

Sea Effect on Union Riverine Units	
Die Roll	Effect
1 – 7	No effect
8	Naval unit damaged D1
9	Naval unit damaged D2
10	Naval unit sunk

See Rule 11.26 for effects of damage.

10.24 Enemy Occupied Hexes: A naval unit may enter a hex or hexside occupied by enemy naval units. Combat occurs immediately, see Rule 11.0. A naval unit cannot end its move in the same hex or hexsides as an enemy naval unit or un-suppressed battery.

NOTE: Transports may not enter hexsides containing an enemy naval unit, including transports by themselves, unless accompanied by a non-transport naval unit.

Land units other than batteries have no effect on naval movement. Naval units in turn only affect land movement through projecting their ZOIs along rivers, preventing crossing. When naval units occupy a river hexside, it is alright to stack them in an adjoining hex occupied by enemy land units (the land units are on land, the naval units are in the river).

10.25 Union off Board Naval Movement:

Union naval units (and Union land units using Sea Movement) can move off of the southern edge of the map to go around Florida. To go around Florida, a naval unit exits the map from the Jacksonville sea zone and moves through the East Florida, Florida Keys, and the West Florida sea zones to reach the Eastern Gulf sea zone, or vice versa.

NOTE: The Union port of Key West is in the Florida Keys sea zone.

- a. Similarly, Union naval units may move into the Long Island sea zone from the N.Y. Box, or vice versa.
- b. The Confederates can never move to Key West or the N.Y. Box or take them from the Union.

10.3 Blockade Operations

The Union player (only) may initiate the blockade of Confederate ports. Blockades are implemented quarterly. Naval units may initiate Blockade Operations on the first turn of a quarter only. Blockades are resolved on the last turn of a quarter.

10.31 Who May Blockade: Any seagoing (S) class naval unit can blockade. Non Type S naval units may blockade only if on a river or bay hexside (applies to Norfolk, New Berne, Mobile, New Orleans, or Galveston). Damaged naval units cannot participate in blockade operations. Also, the naval unit must have begun the Operations Segment in a sea zone, coastal hex, the Chesapeake Bay, or a port hex. If the port selected is on a tidal river but not on a coastal hex, the port must be able to trace a path of hexsides

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to a sea zone that is free of the ZOIs of Confederate naval units and batteries.

EXCEPTION: *Memphis, although a port for Sea Movement purposes (see Rule 10.6 below), is not considered a port when determining if naval units stacked there are eligible to engage in blockade operations.*

10.32 Procedure: During the first turn (only) of the quarter, Union type S naval units may initiate blockade operations by moving to coastal hexes adjacent to each port. They may also initiate blockade operations from the sea zone bordering that port by placing them next to the port being blockaded. Type R and S naval units may also be positioned on bay or river hexsides anywhere between the sea zone and the port. Put a BLOCKADING marker on top of the blockading naval units.



Naval units on blockade duty may leave during any movement phase. Remove the BLOCKADING markers from these naval units when they leave blockade duty. However, only naval units on blockade duty at the end of the quarter count for blockade purposes.

10.33 Resolving Blockade: During the quarterly interphase, before calculating the Confederate SC total, roll a die for each port being blockaded by at least one naval unit. If the die roll is less than or equal to 2 times the number of ship factors, the port is blockaded for the following quarter.

DRMs

- 1 Naval Leader with the blockading force
- 2 New Orleans or Pensacola
- 4 If there is a Union battery blocking access to the port from the sea zone. *EXAMPLE: Ft. Monroe and Norfolk, or Ft. Pickens and Pensacola.*
- +2 If there is a Confederate battery between the sea zone and the port. *EXAMPLE: Ft. Jackson and New Orleans.*

If successful, place a BLOCKADED marker on the port. A blockaded port has its supply capacity reduced by one for the following quarter. Exception: If the number of un-blockaded Confederate controlled ports is less than 3, reduce the Confederate SC by another point. If all Confederate ports are controlled or blockaded by the Union player, reduce the Confederate SC by an additional 2 points. All BLOCKADED markers are removed during the quarterly interphase after the Confederate Recruitment Phase.



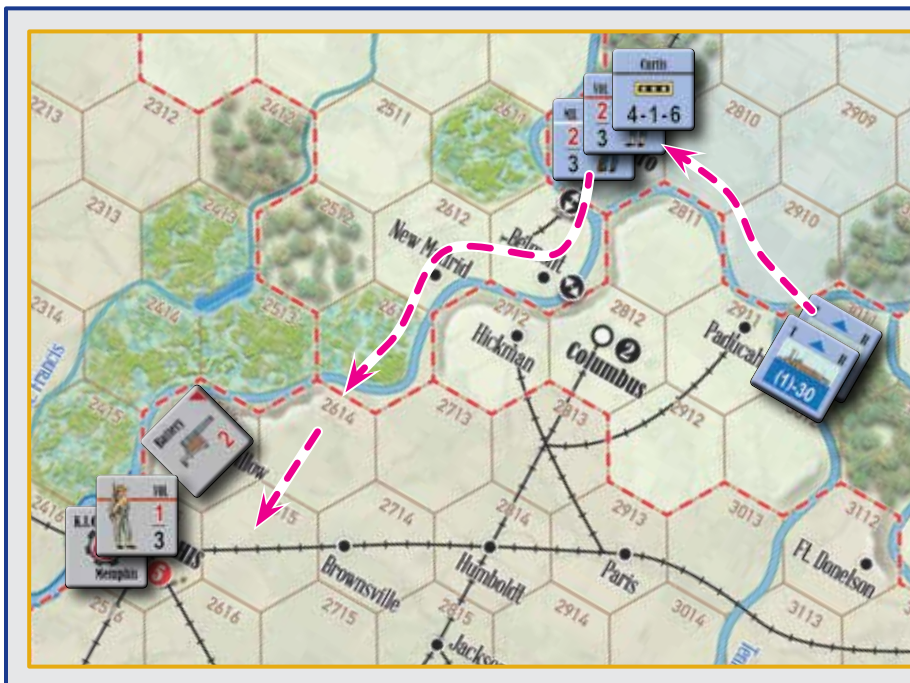
EXAMPLE: *AN2S, a N1S, and Farragut are blockading Wilmington. The Confederates have a coastal battery at Wilmington. The Union player has 6 blockade points (2 x 3 ship factors). The net DRM is +1 (+2 for the battery, -1 for Farragut). The Union player rolls a '7' (modified to an '8'). Since the net roll is greater than the number of blockade points, Wilmington is not blockaded.*

10.4 River Movement by Land Units

Land units can travel up and down rivers using the River Movement rules outlined below. In general, the sole purpose of the riverine "T" class naval units in the game is to provide for this transportation. Land units using River Movement are not required to be under the command of a Leader. Leaders by themselves may also move on non-transport naval units. A maximum of one leader may be transported on a non-transport naval unit.



10.41 Procedure: To begin River Movement, the land unit must first move to a hex bordered by a hexside that the transport naval unit can enter. The player moves the transport naval units to that hexside and embarks the land unit. Place the land unit underneath the transport naval unit to show it is embarked. The player may then move the transport naval unit according to the rules below. At any later time he can then debark the land unit into one of the hexes adjoining the transport's hexside. While embarked, the land



10.47 COMBINING LAND AND RIVER MOVEMENT EXAMPLE:

The Union player has Curtis, two volunteer, and two militia SPs at Cairo and two river transports in hexside 3010/3011. He could move the transports to Cairo, pick up the troop units and Leader (this costs each transport 3 MPs), carry the troop units and Leader to hex 2614, debark them (this costs 5 MPs to each transport), and continue moving the transports if he wished. The troop units and Leader would all expend 1 MP for the river move. Suppose now the Union player wished to attack Memphis. Each of the units must spend 1 additional MP for the debarkation. Curtis and the volunteer and militia SPs can all move to hex 2615 using their third MP.

unit has no capabilities or functions; it is “inside” the transport.

10.42 Embarkation: The transport expends 3 MPs for each embarkation or debarkation no matter how many land units are involved. This MP cost is 5 MPs if the embarkation or debarkation occurs in any hex other than a friendly port or city. Each land unit embarked pays 1 MP for the river move, however long it actually is.

10.43 Debarkation: Land units may not end the turn embarked. At the instant the transport has only 5 MPs remaining it must stop and immediately debark its land units.

EXCEPTION: If the transport is moving to a friendly city or port within 2 more MPs, the transport may continue moving to the city or port and debark its land unit there at a cost of 3 MPs.

- a. Land units can debark only into a hex that actually adjoins the transport’s hexside.

EXAMPLE: From hexside 6110/6210 a land unit could not debark into 6109. From hexside 3111/3212 a land unit could not debark into 3112.

- b. A land unit may debark in a hex containing enemy troop units only if the hex also contains a friendly fort. Since in this case, the fort must necessarily be besieged, place the debarking units inside the fort. If a hex contains no enemy troop units, but only a suppressed battery, Leader, or ungarrisoned fort, then a unit may debark there and Rule 9.18 applies.

EXCEPTION: See Rule 10.7 Naval Invasions.

10.44 Transport Capacity: Each transport class unit can carry up to 2 SPs of troop units, or one Army HQ unit or one USMRR unit at a time. Cavalry units and leaders may be moved by river transports. Normal embarkation and debarkation costs apply. Each cavalry SP counts as only 1 SP towards the transport capacity. Leaders do not count against the transport capacity but are required to pay the embarkation and debarkation costs. A transport can carry and debark some land units, pick up others and carry them in the same turn, and so on indefinitely as long as it has the MPs needed.

Any number of land units may be picked up and/or debarked in a single hex by transports in a single turn so long as no transport exceeds the transport capacity limits outlined above.

10.45 Combat Effects on Transports: If a transport is sunk, any troop units, Army HQ or USMRR units it is carrying are lost. Any Leader on board is checked for becoming a casualty as a Naval Leader (see Rule 11.27).

10.46 Restrictions: A unit which uses River Movement is not always entitled to move at least one hex. It must be able to pay the full MP cost for River Movement. In addition, a transport may not embark or debark a unit when in a hexside occupied by enemy naval units or blocked by an enemy battery. The enemy naval unit or battery must first be driven away or suppressed in combat. Players may not use a “chain” of transports to move land units more than once per turn. Units may not embark more than once per turn.

10.47 Combining Land and River Movement: A land unit can conduct ordinary March Movement before and after being

transported. It may conduct Force March only after being transported, not before. Land units may attack after debarking.

- a. In order to conduct ordinary March Movement, Force March, Entrench, engage in Rail Destruction or attack after debarking, land units must pay 1 additional MP to debark, beyond the 1 MP required for River Movement. A land unit may attempt to gain this additional MP by declaring a Force March after it debarks.
- b. Land units cannot conduct Rail Movement or Sea Movement in the same turn they conduct River Movement.

10.5 Transports as Ferries

A player may use a transport class unit to serve as a ferry across a tidal river hexside.

10.51 Procedure: Transport class units must begin the Operations Segment occupying the tidal river hexside the ferry is to cross. The transport may not move during that turn. The player simply announces that it will function as a ferry that turn. He can then move land units through that hexside in the same way as any other ferry printed on the map. Any number of land units may use the ferry. Unlike ordinary ferries, a transport serving as a ferry can be used even when in an enemy ZOI.

A player may declare a transport is serving as a ferry during his Supply Phase as well. He may then trace a LOS or LOC across it. The transport still cannot move for the remainder of the turn, but still functions a ferry for land units that turn.

10.52 Special Confederate Ferries: The Confederate player has a permanent special capability to ferry between New Orleans and Ft. Jackson (hex 2533), and between Mobile and Ft. Morgan (hex 3031). He may move 1 SP of troop units (and any number of Leaders) between each city and the corresponding fort each turn (in either direction). This special ferry does not require a transport naval unit to use. Land units do not require a Leader to make this move, and the ferry may be used during ordinary March Movement costing 1 MP.

These special ferries can be used only if the river hexsides connecting the city with the fort are free of Union ZOIs. Union land units in between the city and the fort have no effect. Note that the Confederate player could use one of these ferries to retake an unoccupied Union fort.

10.6 Sea Movement by Land Units



The Union player (only) may move land units by sea. Sea Movement is handled somewhat abstractly. No naval units per se are required to move units by sea, but certain limits are in effect. Troop units, Leaders and Army HQ units may use Sea Movement; USMRR units may not. Troop units do not need to be under the command of a Leader to use Sea Movement.

10.61 Requirements: Land units may use Sea Movement to or from friendly ports (including Key West and the N.Y. Box), coastal hexes, and hexes on tidal rivers (including Chesapeake Bay). Units may not use Sea Movement to enter non-tidal river hexsides, including Mobile Bay or Galveston Bay.

- a. A friendly port is any port in original Union territory, or any

port in friendly border territory whenever no Confederate troop units occupy it. A port in original Confederate territory or Confederate controlled border territory is friendly only if a Union troop unit occupies it (including Memphis).

- b. For purposes of these rules a coastal hex is defined as a non-port seacoast hex, or a non-port hex bounded by a tidal river.

10.62 Procedure: To move a land unit using Sea Movement, the unit must begin the Operations Segment in a port or coastal hex. Note that this differs from the rules governing Rail or River Movement, where a unit can move first before employing either. Even though the naval units providing sea transport are abstractly represented, the units conducting sea moves must expend MPs to embark or debark. Sea Movement may be up to 30 MPs in length, counting hex/hexside MP costs as for a riverine (R) naval unit (see the Naval Movement Chart). Movement must be traced along a continuous path of sea zones, coastal hexes, or tidal river hexsides. It costs 3 of the 30 MPs to embark or debark at a friendly port or naval depot and 5 MPs to embark or debark in any other type of hex. Like river movement, a unit moving by sea must be able to pay the debarking cost to land.

EXAMPLE: A unit begins its move in a port and expends 3 MPs to embark, expends 4 MPs to move along four tidal river hexsides, expends 20 MPs to move through ten sea zones, and then 3 more MPs to debark in a friendly port (for a total of 30 MPs).

10.63 Sea Movement Capacity: Only a limited number of SPs may use Sea Movement each turn. This number varies year by year and appears on the Game Calendar. Cavalry units and leaders may use sea movement. Normal sea movement costs apply. Army HQ units and cavalry SPs count as 2 SPs towards the Sea Movement Capacity when moving by sea; any number of Leaders may use Sea Movement.

10.64 Hex Limits on Sea Movement: Only a limited number of SPs may start and/or end Sea Movement in a hex in a single turn (see Sea Movement and Supply Capacities on the Naval Movement Chart). An un-occupied Confederate controlled city or port is treated as a coastal hex on the first turn that Union forces land there using Sea Movement (only 2 SPs may land there). This hex limit is independent of any land units that enter the hex by using River Movement. An Army HQ unit counts as 2 SPs against the limit.

EXAMPLE: If the Union player has a naval depot in a hex, the limit is 4 SPs per turn. He could move 4 SPs into the hex, or move 2 SPs there and move 2 out, or move 3 SPs in one direction and 1 SP in the other.

10.65 Restrictions: A unit which uses Sea Movement is not always entitled to move at least one hex. It must be able to pay the full MP cost for Sea Movement. In addition, a land unit using Sea Movement cannot enter an enemy ZOI during its transit, nor may it end its move at sea.

10.66 Combining Land and Sea Movement: If a land unit uses Sea Movement to move from one friendly port to another, it may then subsequently conduct ordinary March Movement, Force March Movement, entrench, engage in Rail Destruction, or attack after completing its Sea Movement, but not before. In order to do

so, land units must pay 1 additional MP to debark, beyond the 1 MP required for Sea Movement. A land unit may attempt to gain this additional MP by declaring a Force March upon debarking.

- a. A land unit which starts or ends its Sea Movement in any hex other than a friendly port (see Rule 10.61 a.) cannot undertake any other type of movement or movement related activity in that turn, and may attack only if undertaking a "Naval Invasion" (see Rule 10.7 below).

EXCEPTION: A Leader may use Sea Movement, land on a coastal hex, and then place under his command friendly troop units already present in the hex, and attack with them during the Combat Phase.

- b. Land units cannot conduct Rail Movement or River Movement in the same turn they conduct Sea Movement.

10.7 Naval Invasions

A Naval Invasion occurs when units use Sea or River Movement to enter a hex occupied by enemy troop units, a fort, or a battery. There are two types of Naval Invasions: Sea Invasions and River Invasions. The Union player may conduct both types of invasions. The Confederate player may only conduct River Invasions.

10.71 Procedure: Land units conducting a Sea Invasion must start in a friendly port and in supply. Move the land units using Sea Movement to the hex to be invaded, following all the Sea Movement rules in Rule 10.6 above, and place them atop the Confederate units. Units conducting a River Invasion must start in a city hex or on a Naval / River Depot and in supply. Move the land units using River Movement to the hex to be invaded, following all the River Movement rules in Rule 10.4 above, and place them atop the enemy units.

The invading units are not considered to have taken the hex yet, they are just stacked there for convenience. The invading troop units must attack the defending units in the hex during the Combat Phase. Note that troop units which use Sea Movement to land in a non-port hex cannot then attack an adjacent hex that turn. Sea Invasions can only take place against enemy occupied hexes directly.

Invasion of a hex containing an enemy SP, fort, or battery requires a leader. Using Sea Movement or River Movement to land in an un-occupied enemy hex is not considered to be an invasion and does not require a leader.

10.72 Restrictions: A leader must accompany the invading troop units and he must be used to initiate the attack. The leader must accompany the invading troops even when invading a hex containing only an enemy battery or fort but no troops. Other troop units in adjacent hexes can join in, but the invading Leader must be used to initiate the attack (see Rule 13.13).

At most two SPs at a time can invade a single hex. Army HQ units cannot make a Naval Invasion. Troop units making the invasion cannot conduct an Overrun against the invasion hex, no matter what the odds.

10.73 Combat and Naval Invasions: There is a -1 DRM die roll modifier to the attacker when conducting a Naval Invasion. This die roll modifier does not apply if other troop units already on

land join in the attack. In either case, naval units may contribute combat factors the same as in any other combat (see Rule 13.4).

10.74 Failure of Naval Invasion: If the invasion attack fails to drive off all the defending troop units out of the hex, the invading units are immediately retreated. Units conducting a sea invasion are placed in the nearest friendly port or naval depot. Units conducting a river invasion are placed in the nearest friendly city or river depot in the direction from which they came. Units may not retreat to an adjacent land hex unless it contains a friendly port, city, or depot as above. Also, units may not retreat to a depot that was placed in the invasion hex that turn (see Rule 12.11 b.).

An aggressive Leader can attempt a second invasion attack against the same hex before retreating, provided he did not suffer an “R” result in the first attack. He could not make a second attack in that turn after retreating due to a failed invasion.

10.75 Defender Withdrawal: In a Naval Invasion, as in any other combat, defending units can withdraw inside a fort. If the invading player cannot start a siege then he must go ahead with his attack, and withdraw if the attack fails. If the defender retreats into the fort as a result of combat, the invading player must either make a second attack (if eligible), start a siege, or retreat.

11.0 NAVAL AND BATTERY COMBAT

“Naval Combat” refers to battles involving only ships on both sides. “Battery Combat” means combat between ships on one side and a battery on the other. The procedures are similar but not identical. Both types of combat differ from land combat in that they are conducted during the Operations Segment of the turn, interwoven with naval unit movement, and not during the Combat Phase. Naval units expend MPs to conduct combat and may continue to move afterwards.



11.1 When Combat Occurs

The phasing player’s moving naval units must stop and attack when they enter a hex/hexside occupied by enemy naval units, a hex occupied by an enemy coastal battery, or a hexside in an enemy battery’s ZOI. A suppressed enemy battery does not compel naval units to stop or attack. Naval and battery combat are both resolved during the Operations Segment of the Movement Phase. In both cases the attacker can move in as many naval units from as many different places as he wishes before resolving the battle. Naval units and batteries can fight any number of different battles per turn, limited only by the MP costs required to do so.

11.11 Defender Options: If the defender has both naval units and a battery (whether suppressed or not) present in the combat, he has two options:

- 1) He can fight both a naval and a battery combat, either one first at his option, or;

- 2) He can immediately “withdraw” his naval units, as though from naval combat (see Rule 11.28) and fight only with the battery. He could also withdraw only some naval units and fight with others. Any such withdrawals are executed immediately after the attacker moves his final naval unit into the combat, but before the combat is resolved.

NOTE: In essence, the defender’s naval units are deciding whether they will fight in front of the battery’s guns, or lie back behind them, or run while the battery delays the enemy units.

11.12 Attacker Options: If the phasing player’s (“attacker”) naval units fight a battery in one of its two river hexside facings and then immediately move on to its second hexside facing, they are not required to stop again and engage that same battery; they can keep moving. Nor may they engage the battery again that segment, a naval unit is not allowed to attack the same battery twice in one Operations Segment.

EXAMPLE: Suppose a Confederate river battery faces the north and northwest sides of hex 2514. Union naval units could enter the north hexside, fight the battery, and then move on down the river to Memphis without fighting again in the northwest hexside.

11.13 Multiple Defending Batteries: It can happen that two batteries belonging to the same player face the same river hexside from opposite sides of the river. If a naval unit enters such a hexside it must engage both batteries. The phasing player can choose which battery to fight first. If the naval unit is damaged by the first battery, it must still take fire from the second battery before leaving the hexside. The naval unit must pay the MP costs for two separate combats.

11.2 Naval Combat Procedure

A naval battle is fought in a series of rounds. In each round players simultaneously “fire” with some or all of their naval units and then can withdraw units if they wish. A naval combat can last any number of rounds; it ends only when all naval units on one side or the other have been sunk or withdrawn.

11.21 Unit Limits in Naval Combat: Only a limited number of naval units from each side can take part in a round. This limit depends on the sea terrain type the combat is occurring in. See the Naval Units Allowed per Round or Wave Chart on the Naval CRT.

11.22 Naval Unit Commitment: At the start of the first round each player (attacker first) chooses which naval units he will commit to combat initially. In each round of fighting a player must commit to combat as many naval units as possible, up to the limit permitted, from among his naval units that have not yet “withdrawn” (see Rule 11.28)

- a. Uncommitted units take no part in the round. They can neither fire nor be fired at. At the start of each subsequent round each player can reinforce the battle with his uncommitted naval units. Naval units already in the battle remain engaged until they are sunk or withdrawn.

EXAMPLE: Three Union riverine naval units attack two Confederate riverine units plus a transport in a navigable river hexside. Each player commits two riverine naval units (the maximum allowed) to the first

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round. The Confederate transport, being uncommitted sits out the first round. In the first round one Union naval unit is damaged. The Union player withdraws it and commits his third riverine naval unit in its place. If one of the Confederate riverine naval units were sunk, the transport would then have to be committed and the Union player could fire at it. If the battle had occurred in a tidal river hexside, all three units on each side would have had to be committed from the start.

11.23 The Round: Each round consists of an exchange of fire by the committed naval units on each side. The attacker allocates his fires first, but results are applied to each side only after both sides have fired. A player may fire with any of his naval units at any of the enemy naval units, subject to the following:

- 1) He can fire at a transport (that is, a committed transport) only if he fires at all the non-transport units in the same round (the enemy naval units automatically “screen” their transports), and;
- 2) He can fire two or more units against the same target only if he fires at every unit in that round (a player cannot “gang up” without engaging all the enemy naval units).

EXAMPLE: If one N class naval unit engages one N and T class naval units, the N class must fire against the N class, not the T class. If three naval units engage three naval units there can be no doubling up. If four naval units engage three, a player may double up on one target and engage the remaining two with one of his each, but could not concentrate three units against one of the enemy naval units.

- a. The non-phasing player (the defender) can fire at any of the attackers, not necessarily at the one that fired at him, so long as he follows the other restrictions outlined above.

11.24 Procedure: The firing player totals the combat strengths of all the naval units firing at the target in that round. All naval units firing at the same target are always combined; they cannot fire separately. The firing player divides this total by the target unit's combat strength to obtain a combat ratio, rounding off in favor of the defender. He then rolls one die, adds all applicable die roll modifiers from those shown by the Naval Combat Results Table (NCRT), and cross references the final modified die roll with the odds column on the NCRT to obtain the final result.

Fire at a ratio of less than 1-4 automatically has no effect. Fire at a ratio of 4:1 or greater is resolved on the 4:1 column.

11.25 Modifiers: Unsupplied or Isolated supply status reduces a naval unit's combat strength, as shown on the NCRT and Supply Effects Summary. Damage to a naval unit also reduces a naval unit's combat strength when firing (see Rule 11.26). Retain all fractions when calculating odds in these conditions.

- a. Note that an ironclad gets just a die roll modifier of +2 when firing at a transport, and not +4.
- b. If the naval unit carrying the Naval Leader is committed to a round of combat, then the Naval Leader's DRM benefits all of his naval units firing in that round.
- c. When calculating whether at least 50% of the attacking factors are type I, count all Combat Strengths at face value regardless of any Combat Strength modifiers that may apply.

11.26 Combat Results: There are four possibilities that can occur as the result of a combat round. These are:

-	No effect
D1	Damaged Level 1. Place a D1 marker on the naval unit. If a naval unit is D1, it exerts a ZOI only in the hexside that it occupies and loses 20% of its Movement Allowance. The unit now also fires at one half of its printed combat strength (but its combat strength when defending is unchanged).
D2	Damaged Level 2. Place a D2 marker on the naval unit. If a naval unit is D2, it no longer exerts a ZOI and loses 40% of its Movement Allowance. The unit now also fires at one quarter of its printed combat strength (but its combat strength when defending is unchanged).
S	Sunk. Remove the naval unit from play.

NOTE: Damage effects are cumulative. A naval unit that is already D1 goes to D2 when it incurs another D1 result. A naval unit that accumulates 3 or more damage points is considered sunk. Round off Movement Allowance fractions to the nearest whole number.

11.27 Naval Leader Casualties: If a naval unit carrying a Naval Leader is sunk, he can become a casualty. Roll a die and consult the Leader Casualty Table as if he was a 2 BR Leader, the same as for a casualty on land. If the Leader survives the die roll unharmed, place him with any other friendly naval unit in the stack. If all naval units with the Naval Leader are sunk, he is eliminated with them.

11.28 Naval Unit Withdrawal: At the end of each round either player may withdraw any or all of his naval units (whether committed to battle that round or not). Flip the counter over to indicate it is withdrawing. The defender announces withdrawals first. Note that withdrawal occurs at the end of the round, and so a player must fight at least one round of combat before he can withdraw anything.

- a. Withdrawn naval units sit out the rest of the combat. A player cannot later return a withdrawn naval unit into the battle.
- b. After all the combat rounds have been resolved each withdrawn naval unit must make a withdrawal move. This occurs after all combat rounds have been fought, not at the instant of withdrawal. The naval unit must make a withdrawal move no matter how the final results of the combat turned out. Withdrawn naval units can make their withdrawal moves, separately or in stacks, however the player wishes.
- c. To execute a withdrawal move a player simply moves the naval unit(s) up to 10 MPs. A withdrawing naval unit may move up to 10 MPs no matter how many MPs it had remaining when it entered combat. All regular naval movement rules apply (the naval units might even fight again). Withdrawing naval units must at least vacate the hex/hexside where the battle occurred, but need not move the full 10 MPs if their owner does not wish it.

- d. Naval units of the phasing player (the attacker) must begin a withdrawal move by moving directly to the hex/hexside from which they entered the scene of the battle. Naval units of the non-phasing player (the defender) that withdraw cannot enter the hex/hexside the attacker came from (naval units cannot withdraw “forward”).
- e. A withdrawn naval unit loses its ZOI until its owner’s next Administration Phase. Withdrawal entails no special adverse effects in any further combat.

NAVAL COMBAT SUMMARY

- 1) Naval units of the phasing player enter hex / hexside. Each player decides which naval units to commit to the first round.
- 2) Each Round:
 - a. Commit additional naval units, up to the maximum limits allowed.
 - b. Naval units fire simultaneously, the attacker allocating fire first. Players may only double up on targets only if all other enemy naval units are being fired at.
 - c. At the end of each round, each side may withdraw (defending player decides first). Flip withdrawing ships over.
- 3) After the battle, withdrawn units make “withdrawal moves” of up to 10 MPs. Victorious attacking naval units may continue moving. First they must expend 3MPs per round of the battle.

11.29 Continuing Movement after Combat:

If the naval units of the phasing player (the attacker) win the battle, then they can continue moving afterwards. Each naval unit must first expend 3 MPs for each round of combat that was fought. Each naval unit pays this MP cost for all the rounds fought, even if it was not committed in every round. If this exhausts the naval unit’s Movement Allowance then its movement is finished for that turn. This MP cost is assessed only after all the rounds have been fought, to determine how much farther the phasing player’s naval units may move. Naval units may always fight any number of rounds no matter how many MPs those rounds would cost (they simply would run out of MPs to continue the move after the battle).

- a. Withdrawing naval units can only make withdrawal moves after combat. These are always up to 10 MPs in length, as per Rule 11.28 above.

11.3 Battery Combat Procedure

Only type N or I class naval units can attack batteries. Type R or T class naval units cannot (you cannot ram a battery). Type R and T class naval units can attempt to move past batteries. In this case simply go through the combat procedure below, but the R and T class naval units cannot fire.

11.31 Forming Waves: The phasing player (“attacker”) arranges his naval units in waves. He states which naval units will make up each wave and also the order in which the waves will fight the battery. The maximum number of ships allowed per wave is the same as the number allowed per round of combat (see Rule 11.21). A player need not put the maximum possible number of ships in each wave, however.

11.32 Battery Combat: Battery combat consists of each separate wave exchanging fire with the battery once. The separate waves fire separately just once at the battery, but each ship in the wave is fired on by the battery. Each wave fires just once (unlike naval combat in which a unit may fire many times over several rounds of combat). If one wave’s fire suppresses or destroys the battery then later waves need not fight. But as long as the battery remains unsuppressed, each wave must attack in the order designated.

11.33 Battery First Fire: When a wave exchanges fire with a battery, the player owning the battery fires first with it against each and every unit in the attacking wave. The results of these fires takes effect immediately before the ships in the wave get to fire back. The surviving ships in the wave then fire as a group at the battery.

11.34 Battery Fire Procedure: To fire with a battery, a player indicates the target ship, rolls a die and adds the die roll modifiers listed near the Battery vs Naval Table. Read the result from the column corresponding to the battery’s combat strength, cross indexed with the final adjusted die roll. Combat results are interpreted the same as for the NCRT (see Rule 11.26).

11.35 Battery Fire Modifiers: A river battery is fully effective only when firing from a bluff hexside. All coastal batteries, except Galveston, are automatically considered to be “on bluffs”. Ft. Jackson, even though a named river battery, is not on a bluff. If not firing from a bluff the player must subtract 1 from his dice roll.

EXAMPLE: A battery in hex 3012 would be firing ‘from a bluff’ against hexside 3012/3112, but not against hexside 3012/3111.

NOTE: Batteries were much more effective when they could fire down at ships from high ground.

A battery must be in supply to fire with full effectiveness during the turn (see Rule 7.0). Subtract 1 from the battery’s fire on the Battery vs Naval Table if the battery is Unsupplied or Isolated.

11.36 Wave Fire Procedure: To fire at a battery a player totals all the Combat Strengths of the naval units in the wave and subtracts the battery’s Combat Strength to obtain a combat differential. The player rolls a die, adds the die roll modifiers beside the Naval vs Battery Table and reads the result from the column corresponding to the differential. Fire at a differential of less than –2 automatically is no effect. Fire at a differential of greater than +5 resolved on the +5 column.

11.37 Wave Fire Modifiers: In case of fractions (due to lack of supply or damage to the attacking naval units) round off in favor of the battery. Add 1 to the die roll if firing at a battery through a non-bluff hexside. If the naval unit carrying the Naval Leader is in a wave attacking the battery, then the Naval Leader’s DRM applies to that wave and all subsequent waves in that stack attacking the battery that turn.

11.38 Wave Fire Results: There are six possibilities that can occur as the result of a combat round. These are:

-	No effect
S	Suppressed Level 1. Place a S1 marker on the battery. The battery is Suppressed. Suppression takes place immediately. The battery loses its ZOI and cannot fire. Any remaining waves need not fight it (although they may) and the naval units may resume movement. Other naval units may move through the hexsides guarded by the battery without engaging it this Operations Segment (although they may engage it if they wish). Suppression lasts until the non-phasing player's next Administration Phase.
S*	Suppressed Level 2. Place a S2 marker on the battery. The suppression effects are the same as for S1 except for the requirements to remove an S2 marker. A player must be able to trace a line of supply to a functioning Supply Source to remove an S2 marker. Additionally, the Confederate player (only) must also expend 1 RP to remove an S2 marker.
R	Reduced. The battery is both reduced and suppressed Level 1. The battery is flipped to its reduced strength side and a S1 marker is placed on the battery. If the battery does not have reduced strength side, or is already reduced, it is eliminated.
R*	Reduced. The battery is both reduced and suppressed Level 2. The battery is flipped to its reduced strength side and a S2 marker is placed on the battery. If the battery does not have a reduced strength side, or is already reduced, it is eliminated.
X	The battery is eliminated.

BATTERY COMBAT SUMMARY

- 1) Naval units of the phasing player enter hex/hexside. Any non-phasing naval units present may withdraw immediately, fight naval combat immediately, or wait to fight after the battery combat is over.
- 2) Phasing player groups his units into waves. Waves attack separately, once each. Each wave must attack as long as the battery remains un-suppressed.
- 3) Battery fires separately at each naval unit in each wave, applying the results immediately. The wave then fires as a group against the battery, applying the result immediately.
- 4) After all waves have been engaged (or the battery has been suppressed), the attacker's naval units can continue moving after first expending 5 MPs per wave that fought. Naval units cannot remain in the ZOI of an un-suppressed battery.

11.39 Continuing Movement after Combat:

If the naval units of the phasing player (the attacker) suppress the battery then they can continue moving afterwards. Each naval unit must first expend 5 MPs for each wave that fought the battery. If this exhausts the naval unit's Movement Allowance then its movement is finished for that turn. This MP cost is assessed only after all the waves have fought, to determine how much farther the phasing player's naval units may move. Each wave may fight the battery once per turn no matter how many MPs all the waves would cost (they simply would run out of MPs to continue the move after the battle).

- a. After suppressing or eliminating a battery, a naval unit may continue moving in either direction after expending the required number of MPs. If the naval units do not suppress or eliminate the battery, they may only continue moving in the direction from which they came. Exception: If the naval units are unsupplied or isolated, they may continue moving towards the direction that will get them back in supply. This situation could occur on the turn after a naval unit moves past a suppressed battery or if the enemy player constructs a battery "behind" the naval units. If the naval units do not have sufficient MPs to continue moving, the phasing player must shift them to the nearest hex or hexside in the direction from which they came. That is, not in the ZOI of the enemy battery.
- b. The naval units cannot attack that same battery again that Operations Segment. Each naval unit can fight only one round against each enemy battery per Operations Segment. Other naval units can still attack that battery of course.

12.0 THE NAVAL AND RIVER DEPOT SEGMENT

During this segment, the Union player (only) may place naval depot markers in coastal hexes. In effect a naval depot is a temporary landing facility of limited capacity. It functions as a Supply Head allowing the Union player to trace a LOS to it, and to move a greater number of troop units through it using Sea Movement than might otherwise be allowed. A naval depot is not the equal of a port, but may be treated as a port sometimes if the rules below allow it.

Either player may place river depot markers during this segment (see Rule 12.14).

12.11 Naval Depot Placement: The Union player may place naval depot markers in coastal or tidal river hexes. This is done now during this segment, at the end of the Union Movement Phase. Thus a naval depot has no effect on Sea Movement during the Operations Segment of the Union player turn, but can be placed to effect sieges in the ensuing Combat Phase.



- a. The hex selected must be occupied by a Union troop unit. In addition, the hex selected must be connected by a path of continuous tidal river hexsides, coastal hexes, and sea zones, free from of enemy ZOIs, back to a Union Supply Source.

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- b. The Union player can place a naval depot in a hex which he is attacking by Sea Invasion. If the invasion fails the naval depot must be immediately removed.

12.12 Naval Depot Limits: The Union player can use no more than a certain number of naval depots at a time. This limit varies year by year and appears on the Game Calendar.

12.13 Naval Depot Functions: Naval depots have three main functions in the game. These are:

- 1) Naval depots serve to increase the number of Union troop units that can use the hex for Sea Movement.
- 2) Naval depots count as Supply Heads. Union troop units can trace a LOS or LOC to a naval depot occupied by a Union troop unit. The Union player first traces an overland segment to the depot, then a continuous path of tidal river hexsides, coastal hexes, and sea zones from the depot to a Union Supply Source. Any river hexsides used in tracing the path must be free of Confederate ZOIs. Only a limited number of troop unit SPs can trace a LOS to naval depots each turn (see the Game Calendar). If a troop unit is Unsupplied, but traces a LOC to a naval depot so as not to become Isolated, then it does not count against the Union limit that turn.
- 3) Damaged naval units may be repaired at naval depots (see Rule 15.4).

NOTE: A naval depot is not a unit. It just indicates that the Union navy has made arrangements to ship supplies, troops etc. to that point.

12.14 River Depots: A player receives a river depot for each river transport that he has in play at the start of the scenario. A player also receives a river depot each time he brings another river transport into play. Similarly, a player loses a river depot each time one of river transports is sunk. River depots may only be used in the theater in which they were received. Similarly, if a river transport is sunk, the river depot must be removed in that same theater. Essentially, the number of river depots that may be in play in each theater is equal to the number of transport that are in play in that theater.



- a. When tracing a LOS along rivers, players must trace an overland supply path to a friendly city or river depot and then along the river to a Supply Source. This process is similar to using naval depots to trace supply by sea. A player may place a river depot during the Naval and River Depot Segment in a hex occupied by a friendly troop unit provided the path from that hex along the river to a Supply Source does not enter an enemy ZOI. Like naval depots, a river depot can serve as a Supply Head.

NOTE: A river depot is not required to trace a LOC by river.

- b. Unlike naval depots, river depots have no effect on how many SPs can embark or debark in the hex.
- c. Ft. Jackson and Ft. Morgan function as river depots for the Confederate player provided he has a SP, battery, or fort in the hex. Ft. Monroe functions as a river depot for whoever controls it.

12.15 Depots and Combat: Naval and river depots have no effect on enemy land or naval units. Enemy naval units have no effect on

depots. A depot is removed if an enemy troop unit enters its hex. Place removed depots aside with others that are not in use. The depot may be used again.

EXCEPTION: A friendly depot can remain in a hex if friendly troop units in the hex go inside a fort, or if friendly units are besieging a fort in the same hex.

12.16 Voluntary Removal of Depots: During this segment, a player may also remove any depot markers that he no longer wishes to have in their present positions. A depot marker cannot be placed back on the map the same turn it is removed, but it can be reused in later turns.

"It is well that war is so terrible - we should grow too fond of it!"
- R.E. Lee, watching his men counterattack at Fredericksburg

13.0 LAND COMBAT

A player may use his troop units and naval units to attack enemy land units (troop units, Army HQs, forts, batteries, USMRR units, and Leaders) during the Combat Phase. He must follow the rules presented in this section. He may also attack during the Operations Segment using an Overrun attack, but still resolves the attack using the procedures outlined here. Land combat occurs only at these times.

13.1 Initiating Combat

Attacking is always voluntary except when insufficient odds occur during an Overrun attack, and in Naval Invasions. During the Combat Phase a player declares his attacks one at a time, in any order he wishes, and resolves each combat situation completely before declaring the next. To attack, the phasing player (the attacker) must be able to initiate combat.

13.11 Attacker's Requirements: Combat is conducted against adjacent hexes, except when attacking into or out of a besieged fort (see Rule 14.2) or when conducting a Naval Invasion (see Rule 10.7). Troop units other than veteran cavalry must be under the command of a Leader (see Rule 4.4) in order to attack.

Veteran cavalry troop units can attack without being under the command of a Leader. Their "assumed Leader" is considered to have a BR of 1 but cannot be subordinated to an Army Commander. The attacker may still place his veteran cavalry under the command of a Leader to gain the benefit of a Leader with a higher BR.

13.12 Defender's Requirements: All units in the hex under attack take part in the defense, they cannot be attacked separately. However, defending units which have retreated from a previous combat to occupy a hex now under attack may not help those units defend. Defending units are not required to be under the command of a Leader to defend in combat. However, if there are Leaders present in the defending hex then at the instant of combat, the defending player must assign as many SPs of troop units as possible to the various Leaders also present in the hex. The Leader's Battle Ratings will be used to modify the results of combat. If the number of defending troop unit SPs exceeds

the combined Command Ratings of the Leaders present, the defender can apportion the troop unit SPs among his Leaders however he likes. Like the attacker, any veteran cavalry not under the command of a Leader are assumed to be commanded by a Leader with a BR of 1.

13.13 Leader Designation: In each combat the attacker designates one of his Leaders present to initiate the attack. Additional Leaders in the same or adjacent hexes can take part but not necessarily at full strength (see Rule 13.32).

- a. It is possible for the attacker to attack only with veteran cavalry units and no Leaders. The attacker then picks one troop unit to initiate the attack; the others are considered to be under the command of separate 1 Battle Rated Leaders for purposes of Rules 13.32 and 13.53 below.
- b. VOL and VET cavalry may attack if they are no more than 2 hexes away from the initiating leader. Note: This 2 hex path cannot be traced through a hex containing enemy troops (unless they are besieged). VOL cavalry must still be under the command of a leader.

13.14 Multi-Hex Combat: A single defending hex can be attacked by as many enemy units in as many of the six adjacent hexes as can be brought to bear (see Rule 13.13).

EXCEPTION: A besieged hex can be attacked only by units in the same hex and an Overrun attack can involve just one moving stack.

Different Leaders in the same hex can attack different enemy occupied hexes, or the same one. Each separate defending hex is a separate combat resolution, requiring the attacker to nominate a separate Leader to initiate the attack.

13.15 Multiple Attacks: A unit can attack or be attacked twice in the same Combat Phase, but only if the second combat is initiated by an aggressive Leader making his second attack of the phase. The aggressive Leader need not also have initiated the first combat in which the units were involved. No unit can engage in combat more than twice per phase.



13.16 Combat Restrictions: Forts, batteries, and USMR units may never attack. They may of course be stacked with troop units that can attack but contribute nothing to the combat. Forts in a hex under attack do have special effects (see Rule 14.1).

13.2 Cavalry Retreat before Combat

Cavalry units have a limited ability to avoid combat. After the attacker has declared an attack, but before he specifies exactly which units are attacking and resolves the attack, any defending cavalry troop units may retreat before combat. This retreat option exists both in normal combat and in Overrun attacks.

13.21 Who May Retreat: Only volunteer and veteran cavalry troop units (with or without Leaders) can retreat before combat. If these troop units are currently at Fatigue Level 3 or 4, they may not do so. An Army counter may not retreat before combat even if all of the troop units stacked with it are cavalry.



If a stack consists partly of troop units that are eligible to retreat before combat, and partly of those that cannot, the troop units eligible to retreat before combat can do so and leave the others to be attacked. Cavalry may retreat before combat even if all possible hexes are enemy occupied (see Rule 13.73 c.).

13.22 Procedure: Units that retreat before combat conduct a retreat of one hex just as though they had suffered a “retreat” result on the CRT (see Rule 13.73). Cavalry troop units that retreat before combat do incur the one Fatigue Level increase for units that retreat. If the defending hex is entirely vacated, the attacking units may advance into the hex and are considered to have carried out a successful attack (thus preventing Fatigue Recovery in the Administration Phase, see Rule 15.51).

EXCEPTION: If the cavalry retreats inside a fort, then the attackers can only advance if they initiate a siege (see Rule 14.2).

13.23 Intercepting Retreat before Combat: If the defending cavalry units do retreat before combat, they may still be attacked, but only by the attacker’s cavalry units (including militia and volunteer cavalry under the command of a Leader). The attacker has a choice; he can either allow the retreat before combat to occur or attack the retreating units with whatever cavalry he has available as a separate combat. In an Overrun, the attacking cavalry can still attack in this way even if the odds are now less than 4:1.

13.24 Interception Resolution: If the attacker does intercept the retreating cavalry and attack, the defending cavalry units still retreat, no matter what the outcome of the battle. Even if the defending cavalry suffers a “retreat” result as a result of the combat, it retreats just once, but does suffer a second increase in Fatigue Level. If the attacking cavalry unit(s) suffers a “retreat” result, they must retreat but any other attacking units in the stack can still occupy the hex vacated by the retreating cavalry units.

13.3 Computing Combat Strengths

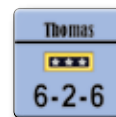
To resolve a battle each player must total the effective Combat Strengths of his troop units. This is equal to the number of SPs the troop units possess. Leadership, the terrain being fought over, supply or its lack, and Fatigue all may cause troop unit Combat Strengths to be multiplied by $\times 1/2$ or $\times 3/4$, as indicated on the Combat Strength Multiplier Chart. Retain all fractions after multiplication.

NOTE: For simplicity, players may assume that two cumulative $\times 3/4$ strength modifiers are equal to one $\times 1/2$.

EXAMPLE: If 9 SPs which are halved attack 3 defending SPs which are unmodified the final odds ratio would be $4 \frac{1}{2}$ to 3 or 3:2.

13.31 General Rule: The effects of forts and other terrain are not always cumulative (see Rule 14.1). Otherwise, all Combat Strength multipliers below are cumulative.

13.32 Leadership: The Combat Strength of troop units under the command of each attacking Leader are modified depending on who was chosen to initiate the attack, as follows:



- 1) Troop units under the command of the Corps Commander chosen to initiate the attack are counted at full Combat Strength, and;

- 2) Troop units under the command of other Corps Commanders in the same hex as the initiating Corps Commander are counted at $\times 3/4$ Combat Strength, and;
- 3) Troop units under the command of other Corps Commanders stacked in different hexes from the Corps Commander initiating the attack are counted at $\times 1/2$ Combat Strength.

In all cases, the defender's troop units in the hex under attack are always counted at full Combat Strength, regardless of the presence of Leaders.

13.33 Supply: Unsupplied and Isolated troop units suffer a Combat Strength multiplier of $\times 3/4$ and $\times 1/2$ respectively when either attacking or defending. It is possible that some troop units in a combat will be at different states of supply. When troop unit Combat Strengths are being determined, players must carefully calculate the reductions for only those units affected by lack of supply.

13.34 Fatigue: Troop units at Fatigue Level 2 suffer a Combat Strength multiplier of $\times 1/2$ when attacking but are unaffected when defending. Troop units at Fatigue Level 3 or 4 cannot attack at all and suffer a Combat Strength multiplier of $\times 1/2$ when defending. It is possible that some troop units in a combat will be at different Fatigue Levels when unit Combat Strengths are being determined. Players must carefully calculate the Combat Strength reductions for only those units affected.

13.35 Terrain: Troop units attacking into various types of terrain suffer a Combat Strength multiplier of $\times 3/4$ or $\times 1/2$, or may even be prohibited from doing so. These penalties are listed on the Combat Strength Multiplier Chart. Defending troop units are always unaffected by the terrain they are defending, and always use their full Combat Strengths. It is possible that some attacking units in a combat will face different terrain penalties when troop unit Combat Strengths are being determined. Players must carefully calculate the Combat Strength reductions for only those units affected by the terrain type.

13.36 Army Commanders and Unit Strengths: When attacking, the presence of an Army Commander (stacked with his Army HQ unit) improves the percentage of the troop unit Combat Strengths that can attack. When an Army Commander is designated the initiator of the attack, all troop units under the command of his subordinate Corps or Army Commanders (see Rule 4.5) are counted at full Combat Strength, whether they are stacked with him or are in an adjacent hex.



- a. If the attacker has two or more Army Commanders present in the attack, one Army Commander may be designated to initiate the attack and then count the other Army Commander as one of his subordinates. All troop units under the subordinate Corps Commanders of both Army Commanders would then be counted at full strength.
- b. An Army Commander has this beneficial effect on troop unit combat strengths only if he initiates the attack or is subordinated to another Army Commander who initiates the attack.

13.4 Naval Support of Land Combat



Type N or I class naval units may add their Combat Strength ("support") to friendly troop units during the Combat Phase, either on the attack or defense, even if they have already engaged in Naval Combat this turn. Type R or T class units cannot (a ram isn't going to have much effect on shore).

13.41 Requirements: Naval units can support attacks only against hexes containing a city, fort, or battery. Naval units can support defending units in any terrain type. To give support, naval units must be located in the defender's hex or adjacent in one of its river hexsides. A naval unit may never give support, either offensively or defensively, during an Overrun attack.

It can happen that a naval unit will be on one side of a hex with an enemy river battery on different sides. The battery does not then prevent the naval unit from supporting combat in the hex. If there is no city or fort in the hex, however, a naval unit can support the attacker only if it is in one of the battery's hexsides that the battery faces (in which case, of course, the battery must first be suppressed).

13.42 Procedure: A supporting naval unit simply adds one half its Combat Strength to the total of the friendly troop unit's Combat Strength. A maximum of two naval units may support a ground attack from a navigable river hexside, three from a tidal river hexside, or four from a coastal hexside.

An attacking naval unit adds one half its Combat Strength regardless of where it is stacked with respect to the Leader initiating the attack. It would not be halved again, for instance, if it were in a different hex.

13.43 Restrictions: The number of naval units that may support an attack from river or coastal hexsides is limited to the number of naval units that can attack from **one** hexside. The number of effective naval support factors that can be added to a combat cannot exceed the number of effective ground factors. Naval units may only support one attack during the Combat Phase.

EXCEPTION: They may also support one second attack.

13.44 Combat Results Against Naval Units:

The size of the weaker force (see Rule 13.71) is figured without including naval units. Ships cannot suffer losses from the land CRT, and they ignore Fatigue or Retreat results.

13.5 Die Roll Modifiers

When resolving combat the attacking player rolls a die and modifies the result for various factors including Leadership, terrain, troop unit morale, and so on, as listed on the Combat Die Roll Modifier Chart. These die roll modifiers are often more important than the overall Combat Strength total of a side in determining combat results.

NOTE: Particularly for the Confederate Player, leadership and morale die roll modifiers can help to offset the Union's sheer numerical preponderance in the early years of the war.

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13.51 General Rule: All die roll modifiers are cumulative except where noted below. However, the die roll is never modified by more than plus or minus 4 for all reasons combined.

In calculating die roll modifiers for morale, leadership, and terrain count all troop unit SPs at face value regardless of any Combat Strength multipliers that may apply as well.

EXAMPLE: 8 SPs of veterans count as 8 SPs for computing the morale die roll modifier, even if they happen to be Unsupplied or Isolated.

13.52 Morale: Each quality of troop units has a morale value. These values are as follows:

Militia, State Militia	0
Volunteers, Regulars	1
Veterans	2

Each player calculates an overall morale die roll modifier for his force. The morale die roll modifier is the highest number that does not exceed the morale values of more than half his force. The attacker will add his die roll modifier to his CRT die roll, and subtract the defender's.

EXAMPLE: A force of 2 militia SPs, 2 volunteer SPs, and 2 veteran SPs would have a overall morale die roll modifier of 1 (four of the six SPs have a morale value of at least 1, but only the two veteran SPs have a morale value greater than 1).

13.53 Leadership: Each Leader's Battle Rating (BR) is used to determine the overall leadership die roll modifier for both sides. Each player totals how many of his SPs are under the command of Leaders of each BR, and calculates a leadership die roll modifier by the rule as for the morale die roll modifier. For the defender to calculate his leadership die roll modifier, he must place his troop units under the Leaders present in the defending hex at the instant of combat.



13.54 Terrain: The defending player (only) receives favorable die roll modifiers when defending in rough or forest terrain (the attacker must subtract 1 from his CRT die roll) as well as when occupying entrenchments or forts. The attacker never receives a favorable die roll modifier for terrain.

- The defender receives a die roll modifier for entrenchments in the hex only if at least 50 % of his troop SPs are entrenched (see Rule 9.44).
- Units defending inside a fort receive no other terrain die roll modifiers or benefits, except for rivers, other than the -2 for the fort. Units defending outside a fort still receive a -1 die roll modifier plus any other terrain benefits the hex provides. Units defending inside an Improved Fort receive a -3 DRM and -2 when defending outside.

NOTE: The fort still gives some tactical advantages even when the main battle line is outside it.

13.55 Fatigue: If half or more of an attacker's Combat Strength comes from troop units at Fatigue Level 1 (F1), he suffers a die roll modifier of -1. When figuring "half or more", count at half strength any attacking units which are F2, but otherwise count all troop units at their SP face value. In the same way, the attacker receives a +1 DRM when half or more of the defender's troop



units are at Fatigue Level 2 or 4. In this case count at half strength any defending units which are F3 or F4.

EXAMPLE: Five SPs at F1 attack together with 6 SPs at F2. The 6 SPs are halved for being at F2. Counting the 6 SPs as 3 leaves 5 out of 8 SPs at F1, or more than half, so the adjusted die roll modifier to the attacker is -1. So, in this combat, the attacker will have just 8 SPs with a -1 die roll modifier.

13.56 Army Commander Leadership: When an Army Commander is involved in combat, the owning player must first compute a leadership die roll modifier for all the participating Corps Commanders (whether they are subordinated to the Army Commander or not).



When computing that leadership die roll modifier, count any SPs directly under the command of the Army Commander as being under a 0 BR leader for purposes of the corps leader DRM calculation. Over and above this leadership die roll modifier, add the Army Commander's BR as well. If one Army Commander has a second Army Commander under his command (see Rule 4.53), all subordinate Corps Commanders under both Army Commanders benefit from the first Army Commander's BR.

EXAMPLE: Army Commander Grant (4 2 7, SL of 3) leads his subordinate Corps Commanders Sherman (8 2* 7) and McClelland (4 0 6) along with 15 SPs in an attack. Eight of the SPs are led by Sherman, a Leader with a BR of +2, and so the Union player's first leadership die roll modifier is +2, to which Grant adds his BR of +2. The Union leadership die roll modifier total for the combat is now +4.*

- Each player's total leadership die roll modifier may never exceed +4.

EXAMPLE: If Army Commander Lee (with a BR of +3) led a force with an initial leadership die roll modifier of +2 for his subordinate Corps Commanders, he would add just +2 of his own BR for a total of +4 (instead of +3 for a total of +5), because the total maximum allowed per side is +4.

13.6 Combat Resolution Procedure

To resolve a battle, divide the total adjusted attacking Combat Strength by the total adjusted defending Combat Strength, to obtain one of the simplified combat ratios (round down) shown on the Land Combat Results Table (Land CRT). Retain all fractions when calculating the ratio. Attacks at odds greater than 4-1 are resolved as a 4-1. Attacks at odds less than 1-3 are not allowed.

EXAMPLE: 17 attacking SPs vs. 9 defending SPs rounds down to a simplified odds ratio of 3:2. 7 attacking SPs vs. 3 1/2 defending SPs would be a 2:1.

The attacker then rolls one die, adjusts it for any die roll modifiers, and cross references the adjusted die roll with the simplified odds column determined previously and reads the result. The result to the left of the slash applies to the attacker, the result to the right applies to the defender. Combat results take the form of SP losses to each side and possibly retreat and Fatigue results as well.

If there are no defending troop units in the hex, all Army HQs, forts, batteries, and USMRR units are automatically eliminated. If enemy troop units advance into the hex, the procedures of Rule 9.18 apply to any leaders remaining in the hex.

13.7 Combat Results

The combat results printed on the Land CRT generally take the form of a capital letter, indicating SP losses, sometimes followed by an (R) result symbolizing that side has to Retreat as well. Use the following definitions to interpret the Land CRT:

- L - Light SP losses
- L* - Light SP losses, the attacker may also incur a Fatigue point (see Rule 13.74).
- M - Moderate SP losses
- H - Heavy SP losses (a “bloodbath”)
- (R) - That side must Retreat at the conclusion of the combat.

13.71 SP Loss Results: The actual number of SPs lost depends on the size of the weaker force. On the Combat Loss Matrix (CLM) each player cross references his own SP loss result letter with the total number of SPs in the weaker force to find his own SP loss. The total number of SPs in the “weaker-force” is its SP face value, prior to any combat strength modifiers.

- a. The results “*” and “**” require an additional die roll to determine whether a single SP is lost, as indicated on the CLM. If both sides have suffered a “*” or “**” result, the attacker only rolls one die and that die roll applies to both sides.
- b. Each player removes his own SP losses, placing them in his Replacement Box.
- c. Whenever at least half a player’s SPs are cavalry, or whenever a player suffers an H result and both sides have cavalry SPs present in the battle, at least one SP of any SP losses he suffers must be a cavalry SP.
- d. At least half the SPs removed must have a morale value equal to or greater than that side’s morale die roll modifier in the combat. Case c. above supersedes this requirement should the two conflict.
- e. Whenever all troop units in a hex are eliminated, any Army HQ unit in the hex is eliminated. Other non-troop units remain in the hex. If enemy troop units advance in, the procedures of Rule 9.18 apply, just as though the enemy troop units had entered the hex during movement.

“Every advance by my men was purchased with a drop of my blood.”
– Confederate Colonel

13.72 Leader Casualties: Players must determine if any Leaders have become casualties during the battle. This is done at the same time they remove any SP losses. Players check for Leader casualties at the following times:

- 1) Whenever the Land Combat die roll, before any die roll modifications, is a ‘5’ or ‘6’- each Leader who is in command of troop units in the Battle may become a casualty (Army Commanders check only on a ‘5’ roll), or;
- 2) Whenever all troop units in a hex are eliminated, each Leader in the hex may become a casualty. This is true regardless of whether enemy troop units advance after combat or not, or;

- 3) When a naval unit carrying a Leader is sunk, that Leader may become a casualty, or;
- 4) When enemy troop units enter a Leader’s hex (see Rule 9.18) he may become a casualty.

- a. Each Leader is checked for individually. A player rolls a die and consults the Leader Casualty Table (LCT). If roll a net ‘2’ (after applying any DRM) on the Leader Casualty Table, roll again to determine whether the Leader is killed or wounded. Army Commanders, or Corps Commanders with a BR of 0 or 1, have the die roll modified, as the LCT indicates. If a Leader is killed, he is removed from the game immediately. If a Leader is wounded, he is removed from the game for three turns. For example, a Leader wounded in April would return in August. He returns not to the game map, but to the Leader Replacement Pool (see case d. below).

NOTE: The better Leaders (at least in terms of BRs) are the ones most likely to be killed or wounded: cf. Stonewall Jackson, John Reynolds, J.E.B. Stuart, James McPherson, James Longstreet, etc.

- b. Each side has five ordinary replacement Leaders and one replacement cavalry Leader for their Replacement Pool. The Union also has a replacement naval Leader. The Reinforcement Schedules list these Leaders in the order they are to be used. When a Leader is killed or wounded the next available replacement Leader in the pool is placed with the stack that incurred the Leader casualty. If there are no troop units remaining in the hex, or if the stack is besieged, the replacement Leader enters as a reinforcement the following turn. A cavalry Leader must be replaced by the cavalry Leader in the pool if that Leader is still available. The cavalry Leader can also replace any regular Leader if all the replacement Leaders in front of him are used up. A Naval Leader must be replaced by a Naval Leader.
- c. When a leader gets killed or wounded while conducting an overrun, his troops may continue moving with the replacement leader after expending one additional MP.
- d. When a wounded Leader completes his three turn convalescence, he is placed in the Replacement Pool, becoming first in line there. He can then be brought on to the map as a reinforcement whenever the player wishes. Some other un-besieged Leader must simultaneously be removed from the map. A player may instead keep the convalescing Leader in the Replacement Pool and use him to replace the next Leader casualty.
- e. No replacement leaders are brought on for killed or wounded division leaders.

13.73 Retreat Results: When troop units suffer an “R” result their owner immediately retreats them one hex. Troop units stacked together must retreat to the same hex. When attacking troop units and their leader retreat, other SPs under command of that leader that did not attack must also retreat. They do incur 1 Fatigue point for the retreat. If all the troop units in a hex retreat, the Leaders, plus any Army HQ or USMRR units stacked with them, retreat too. Fort and battery units, however, may never retreat.

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- a. Units may never retreat across tidal or navigable rivers (even where there is a ferry), nor into or through impassable terrain, nor off the map.
- b. Units must avoid retreating into an enemy ZOC if possible. Failing that, they must if possible avoid retreating into the ZOC of the enemy troop units they just fought. If no non-controlled hex is available, the units can retreat into an enemy ZOC and end their retreat there. They suffer no ill effect for doing so.

NOTE: Units are not required to avoid retreating into an enemy ZOC that has been negated (see Rule 4.23).

- c. Units may even retreat **through hexes occupied** by enemy troop units, but only if every adjacent hex not occupied by enemy troop units is blocked as defined in case a. above. Defending units may even retreat through units that just attacked them if there are no other possible retreat routes. The effects are the same as retreating through hexes occupied by enemy troops that did not attack them. A non-troop unit does not inhibit retreat. If a troop unit retreats into its hex, the procedures of Rule 9.18 apply. Attacking units may never retreat through the enemy units they just attacked however. If the **retreating** units total less than four times the SP total of the enemy units they retreat through, then they suffer additional SP losses, in addition to those suffered on the CRT, for each enemy occupied hex they retreat through. This additional SP loss is equal to 1 SP for every enemy cavalry SP and 1 SP for every 2 enemy infantry SPs in the hex retreated through. If the retreating units outnumber the enemy units in SPs by 4-1 or more, then no additional losses are suffered. Enemy units never suffer any ill effect when retreated through. The retreating units must continue to retreat until they are no longer in a hex occupied by an enemy troop unit.
- d. If a player has two or more hexes that meet the retreat requirements above equally well, he must retreat to the hex from which he can trace the shortest (in MPs) LOS at that instant, taking his choice in case of a tie.
- e. Units inside a besieged fort are eliminated if forced to retreat. Units inside a fort that is not besieged retreat to an adjacent hex. Units attacking from a hex containing a friendly fort may retreat into the fort to satisfy the retreat result. Units defending “outside a fort” may retreat “inside the fort” instead of to an adjacent hex. A unit cannot retreat from an adjacent hex into a hex containing a friendly besieged fort and then “retreat inside the fort”. It could retreat through the hex as per case c. above but it could not end the retreat there.
- f. Units inside an Improved Fort may ignore a retreat result unless it is an H(R) result.
- g. Attacking units which retreat cannot attack again that Combat Phase. Defending units can take part in combat again during that Combat Phase only if attacked by an aggressive Leader making his second attack of the phase. In any other case, units do not contribute to the defense of any hex they happen to be in after retreating. If the units defending that hex are forced to retreat (or are eliminated) all units in the hex retreat, as a group. Units which retreat a second time in this way do not incur any additional Fatigue Levels for this second retreat.

- h. Units which cannot retreat are eliminated. Place any troop units in the Replacement Box. Leaders must take a casualty check (see Rule 13.72). If they survive the check, they are placed with the nearest friendly stack.

13.74 Combat Results and Fatigue: Troop units only (not Leaders, Army HQ or USMRR units) may suffer Fatigue from combat. SP losses and retreats concurrently cause troop units to suffer an increase in Fatigue Levels as follows:

Increase Fatigue one level if an L* result occurs during Poor weather or during a second attack by an aggressive leader.

Increase Fatigue one level if an M result occurs

Increase Fatigue two levels if an H result occurs

Increase Fatigue one level if an R result occurs

These increases are cumulative.

EXAMPLE: A player receives a combat result of H(R) to his side. This result would inflict a total of 3 additional Fatigue Levels on his troop units, two for the H result and one more because his side has to retreat as well.

Place a Fatigue marker corresponding to the new Fatigue Level on top of the troop unit(s). Fatigue Level 1 (F1) is the least severe Fatigue level; Fatigue Level 4 (F4) is the greatest. A troop unit that is at F1 and suffers an increase of one Fatigue Level becomes F2 and so on. A unit at F4 suffers no additional effect from further Fatigue increases. See the Fatigue Effects Summary for the effect on the various Fatigue levels on units.

13.8 Advance after Combat

If all the defending units in a hex are eliminated or forced to retreat, the attacker may advance any or all of his attacking units into the vacated hex. The defender may never advance after combat, even if all the attacking units were forced to retreat.

13.81 Who May Advance: All infantry units, militia cavalry, and Army HQ units can advance after combat only if the Leader who commanded them in the attack also advances. Volunteer and veteran cavalry units may advance with or without the presence of a Leader.

- a. When a Leader advances he may take with him troop units who were under his command during the attack, including those who did not participate in the attack.
- b. Units may advance in spite of the presence of forts or batteries. All forts and batteries in the defending hex are simply eliminated if the defending units vacate the hex and the attacker advances into it.

EXCEPTION: If the attacker incurs a retreat result and there is an enemy fort or battery remaining in the hex, the attacker cannot advance. Instead the attacker remains in place but still suffers the additional Fatigue Point for the “retreat” result.

13.9 Second Attacks

Aggressive Leaders have the unique ability to attack twice per turn. An Aggressive Leader can initiate two attacks per Combat Phase. If he suffers a “Retreat” result in his first attack, however, he cannot initiate a second.



13.91 Requirements: To take part in a second attack, a troop unit must:

- 1) Be under the command of an Aggressive Corps Commander, or under the command of a Corps Commander who is subordinate to an Aggressive Army Commander, and;
- 2) Both the troop units and the Aggressive Leader initiating the second attack cannot have suffered a “Retreat” result earlier in the Combat Phase, and;
- 3) Both the troop units and the Aggressive Leader initiating the second attack cannot have already participated in more than one attack in the Combat Phase. Naval units may also support the second attack by an Aggressive Leader even if they supported a first attack earlier in the Combat Phase.

13.92 Sequencing: Second attacks by Aggressive Leaders can be initiated any time after all Leaders’ first attacks have been resolved. This includes all attacks by non-aggressive Leaders. Prior to making the second attack, the player may rearrange which Leaders are in command of which troop units.

13.93 Retreat before Combat Effects: If a cavalry force retreats before Combat from an Aggressive Leader during the Combat Phase, that uses up one of the Aggressive Leader’s two attacks.

14.0 FORT AND SIEGE COMBAT

When a hex containing a fort is attacked, the defender may choose to defend inside or outside the fort. If he has more troop unit SPs in the hex than can stack inside the fort (see Rule 4.12) then they all must defend outside. Players cannot have some troop units inside and other outside in the same battle. Troop units that occupy a besieged fort always defend inside. Unless specifically stated otherwise, all rules pertaining to forts also apply to Improved Forts.

14.1 Fort Combat

When the defender occupies a hex containing a fort, special rules are in effect. The defender may choose, at the instant of combat, to be either inside the fort, or outside the fort, but in either case is considered to be defending the hex.



14.11 Defender Outside Fort: When the defender opts to defend outside a fort, the attacker suffers a die roll modifier of -1 (-2 for an Improved Fort), and all other terrain modifiers apply (if any).

14.12 Special Retreat Option: Units defending outside a fort or an improved fort can satisfy a “Retreat” result by retreating “inside” the fort, instead of to an adjacent hex.

EXCEPTION: The defender must retreat out of the hex on an L/H(R) result.

If the defender retreats inside the fort, the attacker may advance into the hex and start a siege (see Rule 14.2 below). The defender may retreat just some units inside the fort, the others may retreat

normally to an adjacent hex. Similarly, when a land unit occupying a hex containing a friendly fort attacks an enemy unit in an adjacent hex, but suffers an attacker retreat result, it may retreat into the fort to avoid leaving the hex.

EXCEPTION: The attacker must retreat out of the hex on an H(R)/L result.

Units outside of a friendly Improved Fort may always retreat back into the Improved Fort, even on an H(R) result.

14.13 Defender Inside Fort: If the defender opts to defend inside the fort to receive the attack, the attacker may either start a siege (see Rule 14.2 below) or go ahead with the attack from the adjacent hex. Note that defending inside the fort does not cost the defender a Fatigue Level, it is not considered to be a “Retreat”.

- a. An attack against units defending inside a fort incurs a -2 die roll modifier (-3 Improved Fort), but no other terrain die roll modifiers may be claimed.

EXCEPTION: Units defending inside a fort do receive any river terrain benefits that apply to the combat.

- b. Once a defender goes inside a fort - either by deciding to defend inside, or to satisfy a “Retreat” result after combat - he must stay inside for the remainder of that player-turn. He cannot come outside the fort again to face another attack later that turn, he must still defend inside.

14.2 Siege Combat

A siege is possible when the units choose to defend inside the fort, or when they retreat inside the fort after combat, and the attacker does not wish to directly attack the fort.



14.21 Procedure: The phasing player (attacker) can advance his units into a fort hex occupied by the defender’s troop units and declare a siege provided he meets the requirements below:

- 1) The hex containing the fort itself or a hex adjacent to the fort hex is a Supply Head for the attacker, and;

NOTE: The besieging player need only have a Supply Head adjacent to the besieged hex; he does not necessarily have to trace a LOS to that hex. Example: Charleston with a Naval Depot in hex 5423.

- 2) The troop units advanced into the hex containing the fort total at least 50% more SPs (at face value, ignoring supply penalties, etc.) than the defenders. If the defender is inside an Improved Fort, the attacker must have twice the number of defender SPs to besiege the fort.

If the attacker can meet these requirements, he may declare a siege. Place a “Siege” marker in the hex.

- a. A player can start a siege during his Movement Phase if the defender retreats into a fort before or after an Overrun attack.
- b. If an aggressive Leader advances to start a siege after his first attack of the Combat Phase he forfeits his chance to make a second attack. If he wants to attack a second time he should do so from the adjacent hex, then advance. An aggressive Leader who starts a siege following an Overrun attack is free to initiate two attacks during the Combat Phase.

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14.22 Continuing the Siege: At the end of the Combat Phase of his player turn, after all attacks have been resolved, a player must check each of his sieges in progress. If he no longer meets the requirements in Rule 14.21 above, his units must retreat to an adjacent hex. They retreat exactly as though from combat, except that this retreat does not cause any Fatigue Levels to accrue. The units defending inside the fort do not exert any ZOC to interfere with this retreat.

14.23 Effects of Siege on Defenders: Land units of the besieged side can enter or leave the fort only by River or Sea Movement.

- Besieged units can attack, but only against the besieging units in their hex. Friendly units in adjacent hexes (“relieving” units) may join in. If the besieged and relieving units are required to retreat, then the besieged units must retreat back inside the fort, and the relieving units may not retreat inside the fort.
- If the besieged units are forced to retreat when defending, then they are eliminated.

EXCEPTION: Leaders may attempt to escape by water if both of the following conditions exist:

- 1) One of the hexsides is a navigable river, tidal river, or on a coastal hex.
- 2) There is not an enemy ZOI on all of these hexsides.

Roll for leader casualty. If the leader survives, he returns as a reinforcement on the second following month.

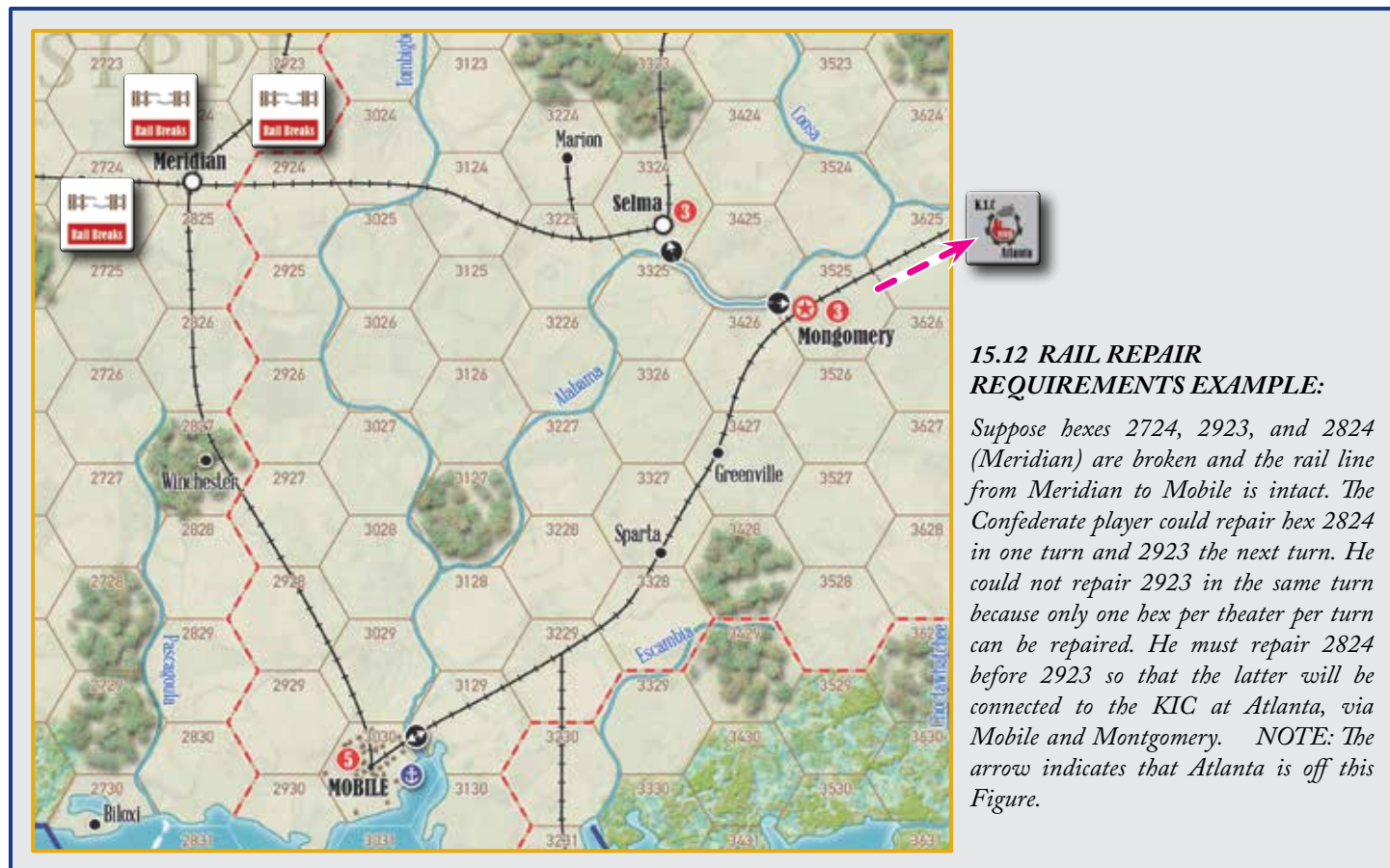
14.24 Effects of Siege on Attackers: Once a siege has been established (placement of the Siege marker), units of the besieging

side can move into or through the hex as though the fort and its defenders were not there. Besieging units may entrench, but may not build a fort or repair rail lines in a besieged hex. Besieging units may construct a battery but not in a hexside containing a besieged enemy battery. The besieging player may place a river or naval depot in the hex. The hex may function as a Supply Head if the besieging player can trace a sea or river supply path from the hex. The besieging force may be attacked by enemy naval units that are supporting an attack if there is a city in the hex or a battery belonging to the besieging force on the hexside with the ships.

- The besieger can attack the fort, but only with those units occupying the same hex as the fort.
- The besieged force controls the city in the hex for ZOC and embarkation/debarkation purposes. The besieging units are not considered to be in the city for purposes of movement and ZOC costs.

14.25 Surrender: A besieged fort may surrender. This can happen only if the fort cannot trace a LOS. A fort in a supply city hex can surrender if and only if the city is no longer a part of a three city supply network (see Rule 7.33).

Surrender occurs at the end of the Combat Phase of the besieged (defending) player, after all attacks have been resolved. If the fort cannot trace a LOS during the defender’s Supply Phase, and did not get back into supply during his Combat Phase, then at the end of his Combat Phase the defending player rolls one die. Add the BR of the senior besieged leader; subtract 1 for every turn past the first turn that the fort has been besieged. Add 1 to the roll for an Improved Fort.



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NOTE: The senior leader is the Army Commander, if an army is besieged; otherwise, it is the corps commander with the highest CR.

If the final adjusted roll is 5 or less, the fort immediately surrenders. All besieged units are eliminated.

EXAMPLE: Corps Commander Polk is besieged inside a fort that can no longer trace a LOS. This is the third turn that the fort has been besieged. The Confederate player rolls a die and gets a 6. To this he adds Polk's BR, a +1, and subtracts 2 for two turns past the first turn for a final net roll of 5. The fort surrenders.

14.26 Replacing Surrendered Units: Besieged troop units cannot be replaced after being eliminated by surrender or by being forced to retreat after an attack by the besieging player. Do not put them into the Replacement Box. Leaders are also automatically eliminated - there is no casualty die roll. Exception: See Rule 14.23 b.

USMRR or Army HQ units can be replaced as after any other form of elimination (see Rule 6.45).

15.0 THE ADMINISTRATION PHASE

During the Administration Phase of each turn, a player will undertake certain bookkeeping activities and determine the status of his units for the opposing player's half of the turn. The Administration Phase consists of five segments to be followed in strict order, a Rail Repair Segment, a Supply Judgment Segment, a Battery Un-suppression Segment, a Ship Repair Segment, and a Fatigue Recovery Segment.

15.1 Rail Repair Segment

During this segment, a player may repair rail line breaks. He may also "repair" enemy controlled rail line hexes so as to take control of those rail line hexes themselves. This Rail Repair Segment is in addition to any rail line repair performed during the Operations Segment portion of the turn by USMRR units.



15.11 Repair Capacity: Each player may repair one rail hex per theater per turn. This hex can be anywhere in his original theater territory, or in border state territory, or the city of Washington (for either side). The one rail hex per turn may be in an enemy ZOC only if the hex is occupied by a friendly troop unit. The one hex per turn may not cross a river or mountain hexside during poor weather. No unit or Leader is required to repair rail lines in this segment, the player simply nominates a rail line hex to be repaired. Advance the rail control marker one hex "forward".

NOTE: The allowance of one hex per theater per turn simulates the substantial repair abilities of local work crews. Only the Union had a military organization - the U.S. Military Railroad - devoted to rail repair, and its work made a substantial contribution to the Union victory.

15.12 Requirements: The hex repaired must be connected to a functioning Supply Source by a path of continuous friendly

rail lines. The path must be free of enemy units and ZOCs but friendly troop units occupying the path negate enemy ZOCs for this purpose.

- For the Confederate Player, the Supply Source selected must contain a KIC. No RP expenditure is required however.
- For the Union Player, the Supply Source must also be a Union Reinforcement Hex; a minor city will not suffice.

15.2 Supply Judgment Segment:

During this segment of his Administration Phase, the player checks the supply status for all his Unsupplied or Isolated units (only), including suppressed batteries and damaged naval units.



15.21 Procedure: If a unit's supply state has improved since supply was last checked (during his Supply Phase earlier in the turn), adjust its marker accordingly; otherwise make no changes.

EXAMPLE: If a unit was judged to be Unsupplied in a player's Supply Phase, but is now judged to be Supplied, remove its Unsupplied marker. If by this segment, the unsupplied unit is now Isolated simply leave the Unsupplied marker on the unit. Do not place an Isolated marker on the unit.

15.3 Battery Un-suppression Segment

During this segment, a player may remove any Suppression markers on his batteries. If S, remove the Suppressed marker. If S*, the Confederate player must also expend a RP to remove the Suppression. These Suppression markers will have, of course, been placed during the opposing player's turn, as a result of the batteries being attacked.

15.4 Naval Unit Repair Segment

During this segment, a player may repair damaged naval units. When a naval unit is repaired, simply remove the Damaged marker from it. If D1, remove the damaged marker. If D2, a two-step procedure is required: Turn 1 - D2 to D1, Turn 2 - D1 removed. Players still roll if required. The naval unit regains its full capabilities when repaired. Also during this segment, any naval units which withdrew from combat should now be flipped back over. They regain their full capabilities.



15.41 Eligibility: To be eligible for repair, a naval unit must be able to trace a LOS, and occupy one of the following:

- A friendly port or naval or river depot hex, or;
- Either St. Louis, Cincinnati, or Cairo (Union only), or;
- Richmond (Confederates only).

In addition, the naval unit must not have been damaged in this game turn. A naval unit which reaches port in a turn after it was damaged can attempt repair in the same turn it reaches port.

Capacity: A maximum of one naval unit may be under repair in a hex per turn. Exception: The Union player may have two naval units under repair at a Union major city or the N.Y. Box at a time.

15.42 Confederate Repair Procedure: In order to repair a naval unit the Confederate player must also be able to trace a LOS from the hex where repair is taking place to a KIC. Repair of a D1 naval unit does not require any RPs to be expended, but the Confederate player must expend a RP to repair a D2 naval unit to D1. He must then roll a die on each turn of repair. On a roll of 1-5 the naval unit becomes repaired (either D2 to D1 or D1 to fully repaired). Subtract one from the die roll for each turn past the first turn of repair attempt **if** the naval unit remains in that hex.

NOTE: The RP expenditure is only made when the repair attempt is successful.

15.43 Union Repair Procedure: The Union player may repair naval units without any die roll at any port, or at St. Louis, Cincinnati, or Cairo, so long as the port or city is at that time a functioning Union Supply Source.

- a. The Union player may also attempt repair at port hexes that are not Union Supply Sources, or at a naval or river depot. He must be able to trace a LOS from the port or depot to a functioning Union Supply Source. He must then roll a die on each turn of repair. Similar to Confederate repairs, a roll of 1-5 advances the naval unit one level of repair. Subtract one from the die roll for each turn past the first turn of repair attempt **if** the naval unit remains in that hex.
- b. The Union player may also attempt repair at Confederate port hexes he has captured. He must be able to trace a LOS from the port to a functioning Union Supply Source and the port must be occupied by at least 1 Union SP. As above, roll a die. On a roll of 1-5 the naval unit becomes repaired. Subtract one from the die roll for each turn past the first turn of repair attempt **if** the naval unit remains in that hex.

15.5 Fatigue Recovery Segment

During this segment, a player's troop units may remove Fatigue Levels incurred earlier in the turn or previous turns.

15.51 Eligibility: If a troop unit does not Force March or conduct an Overrun attack in the Operations Segment, or attack in the Combat Phase during the player turn, it can recover (remove) Fatigue Levels. Its Fatigue Level decreases one level during this segment. Adjust the Fatigue Level marker accordingly. Troop units may recover from Fatigue even if they do not have a Leader stacked with them.

15.52 Aggressive Leader Benefit: If, in addition to the requirements listed in Rule 15.51 above, the troop unit spent the entire Movement Phase under the command of an Aggressive Leader and is currently stacked with that Aggressive Leader at the start of this segment, then its Fatigue Level is reduced by two levels, instead of one.

An Aggressive Army Commander can transmit his Fatigue Level recovery bonus to his subordinate Corps Commanders. Troop units under the command of the subordinate Corps or Army Commanders stacked with, or adjacent to, an Aggressive Army Commander can recover two levels of Fatigue too, as though their Corps or Army Commander was an Aggressive Leader. The troop units must still meet the requirements listed in Rule 15.51.

15.53 Supply Head Benefit: If, in addition to the requirements listed in Rule 15.51 above, a troop unit can recover from F4 to F2 in one turn provided all of the following criteria are satisfied.

- 1) It is on a Supply Source or Supply Head.
- 2) It did not move more than one hex.
- 3) It did not entrench or cut rails.
- 4) It is not in an enemy ZOC.
- 5) It is under command of a leader.

NOTE: The supply head benefit may not be combined with the aggressive leader benefit to recover three Fatigue levels in one turn.

"Well, if new men won't finish the job, then old men must; and as long as Uncle Sam wants a man, here is Ben Falls."

- Comment, when asked to reenlist, of Ben Falls (KIA Spotsylvania)

16.0 THE TROOP WITHDRAWAL PHASE

The Troop Withdrawal phase occurs at the end of the game turn, after both player turns have been completed. In certain turns indicated on the Reinforcement Schedules a player must remove a portion of his troop units from play. Withdrawn units do not go into the Replacement Box, they are simply lost.

EXAMPLE: In the July 1861 turn the Union player must remove half his militia troop units.

NOTE: On the Union side, withdrawals simulate the expiration of enlistments. On the Confederate side they simulate the effects of desertion and disease as the Confederacy's dwindling resources reduced its ability to maintain its forces.

16.11 Uniformity of Removals: When removing one half, one third, etc. of the troop units of a particular type, at least a half, a third, etc. (rounded down) of the cavalry SPs of that type must be removed. Also, state-by-state, the player must remove at least a half, a third, etc. (rounded down) of the troop units of that type in that state. Washington is considered part of Maryland. Alexandria and Ft. Monroe are considered part of Virginia. In essence, a player must make uniform removals across the map. In total, of course, he must remove one half, one third, etc. (rounded down) of all the troop units of that type on the map.

- a. The same proportion must also be removed from the Replacement Box. Treat the box as a separate "state". Removals from the Replacement Box must be split between theaters as evenly as possible.
- b. In no case can besieged troop units be removed to satisfy the withdrawal totals.

16.12 Confederate Veteran Removals: In December of 1862, 1863, and 1864, the Confederate player must remove a portion of his veteran SPs. The portion depends on the Confederate Supply Capacity (SC) at that time. On the Confederate Reinforcement Schedule appears a chart showing, for each range of SC values,

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the fraction of veteran SPs to be removed. If the Confederacy has been divided, count up the total SC for both halves.

NOTE: Notice that the Confederate SC will not change between counting it at the end of a December turn, and counting it again for the Reinforcement Phase at the start of a January turn.

"Up to the Battle of Shiloh I, as well as thousands of other citizens, believed that the rebellion against the Government would collapse suddenly and soon if a decisive victory could be gained over any of its armies ... but then, indeed, I gave up all hope of saving the Union except by complete conquest."

-U.S. Grant (Memoirs)

"All we seek is to be left alone."

-Jefferson Davis

17.0 VICTORY CONDITIONS

During play, the Confederate Player (only) scores Victory Points (VPs). In general, his VP total at the end of the game determines the winner. Each scenario specifies the VP totals required for each side's victory. The VP Chart summarizes the VP awards, certain of which are elaborated below.

NOTE: VP awards reflect, among other things, the political and economic impact of military events. This includes possible foreign intervention. Given unlimited time, the power of the Union would inevitably crush the Confederacy. The victory conditions reflect that the Union might not have unlimited time - war weariness of other factors might abruptly end the conflict. What is important here is that it is not necessary for the South to stage a victory parade through Northern cities to win, he need only hang together well enough to frustrate the North's attempt to conquer him.

17.1 Earning Victory Points

The Confederate player earns (or loses) VPs for accomplishing various things. These include each point of Supply Capacity he controls at the end of the game, capturing and holding Union cities, isolating Washington, and avoiding the division of the Confederacy. These are elaborated on below.

17.11 VPs for Capturing Cities: The Confederate player scores VPs for capturing and controlling Union **major cities and state capitals**. A "Union" city is any city in original Union territory, including St. Louis, or in a border state loyal to the Union.

EXCEPTION: In Kentucky, the Confederate player never receives VPs for Bowling Green or Columbus. The Confederate player does receive VPs for any city captured in Missouri except Springfield even though Missouri is not considered Union territory.

- The first time Confederate troop units occupy each Union city at the end of a game turn, the Confederate player receives a VP award.

EXCEPTION: The Confederate player does not receive VPs for capturing cities in Kentucky on the game turn that Kentucky enters the war as a Union state per rule 6.82. Example: The Confederates invade

Kentucky in September 1861 and capture Frankfort. They would not receive the VPs for the first capture of Frankfort until the end of the October 1861 turn, and then only if they still controlled Frankfort.

He receives additional VPs each later time Confederate troop units occupy that city at the end of a game turn, as per the chart below:

Victory Point Awards		
Location	Initial Capture	Each Later Turn Held
Washington	4 VPs	2 VPs
Major City	2 VPs	1 VP
State Capital	2 VPs	1 VP
Minor City	1 VP	0 VPs

The Confederate player can receive the initial capture award just once per city (even if he loses it later and then retakes it). He can receive the award for holding the city any number of times.

- The Confederate player receives only 1 VP for the first capture of Jefferson City, Louisville, Frankfort, Baltimore, or Annapolis. The Confederate player receives 1 VP for each later turn that the Confederates occupy Louisville and Frankfort, or Baltimore and Annapolis. No points are received for Jefferson City after the turn of first capture.

17.12 The Fall of Washington: The Confederate Player receives the Victory Points indicated above for taking and holding Washington. In addition, the following benefits below accrue:

- 1) Lower Union Morale** - The morale rating of all Union units is considered to be one less than normal at any time the Confederates occupy Washington, and;
- 2) Fewer Union Reinforcements** - After the first Confederate capture of Washington the Union player's next reinforcements are reduced by two MIL SPs, one per theater.
- 3) The Confederate player may recruit two additional VOL SPs**, one per theater, at any of his recruitment cities subject to the usual limit of two SPs per city.

Both of these effects on reinforcements occur only once, following the first Confederate capture of Washington.

NOTE: The Union greatly feared the political effects of even a brief Rebel occupation of Washington. In 1862, some 40,000 men were held back to protect the city from just 15,000 men under Stonewall Jackson. In 1864, the entire Union VI Corps was sent to guard Washington from a similar threat from Jubal Early. The Confederate player can try similar psychological pressure in the game.

17.13 Isolating Washington: The Confederate player receives 1 VP at the end of each game turn that the Union cannot trace a rail line from Washington to the north map edge. This rail line path can pass through a Confederate ZOC only if a Union troop unit occupies the hex.

EXCEPTION: The Confederate player does not receive this VP if he also controls Washington at the same time.

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17.14 Divided Confederacy: VPs are scored in most scenarios depending on whether the Confederacy has been divided (see Rule 6.34).

17.15 Eliminating Army HQ Units: The elimination of an Army HQ unit would represent a tremendous defeat, and therefore affects victory considerably as follows:

- 1) If the Potomac Army HQ is eliminated, the Confederate player receives 10 VPs. If the Northern Virginia Army HQ is eliminated, he loses 10 VPs.
- 2) If any Union Army HQ other than Potomac is eliminated, the Confederate player receives 5 VPs. If any Confederate Army HQ other than Northern Virginia is eliminated, he loses 5 VPs.

NOTE: Army HQ removal to meet Supply Capacity restrictions does not constitute "elimination" under these rules.

17.16 The Victory Point Chart:

Points	Action
15	If Lincoln loses the election (see Rule 17.2).
10	Army of the Potomac HQ eliminated.
5	Each other Union Army HQ eliminated.
5	Confederacy not divided, 1863 and after.
4	At the instant Kentucky joins the Confederacy for the first time. See note below.
4	Initial capture of Washington.
2	Subsequent occupation of Washington.
2	Initial capture of Union major city or state capital.
1	Subsequent occupation of Union major city or state capital.
1	Initial capture of Union minor city.
1	Washington cannot trace a rail line to the north map edge.
1	Each point of Supply Capacity at end of game.
-2	Each KIC destroyed.
-5	Confederacy divided in 1861-62.
-5	Each Confederate Army HQ unit, other than Northern Virginia, eliminated.
-10	Army of Northern Virginia eliminated.

NOTE: The Confederate player does not continue to receive VPs for subsequent occupation of Louisville and Frankfort while Kentucky is a Confederate state.

17.17 Victory Point Track: Players use the Victory Point Track to keep track of Confederate VPs. There are four VP Markers: 1861, 1862, 1863, and 1864-1865. The flip side of a VP marker represents the number of VPs + or - 10.

- a. They are placed to track the number of VPs obtained during that calendar year. The total number of VPs is equal to the total of all VP markers currently on the Track.
- b. The 1861 VP marker is removed from the Track at the beginning of the 1/63 turn, the 1862 marker is removed at the beginning of the 1/64 turn, and the 1863 marker is removed at the beginning of the 1/65 turn.

"This morning, as for some days past, it seems exceedingly probable that this Administration will not be re-elected. Then it will be my duty to cooperate with the President-elect so as to save the Union between the election and the inauguration; as he will have secured his election on such grounds that he cannot possibly save it afterwards."

- Lincoln (Secret Memorandum, Aug. 23rd., 1864)

17.2 The 1864 Election

Immediately at the start of the November 1864 game turn - in both the 1864 scenario and the campaign game - the Union player must determine the result of the Presidential Election.

17.21 Procedure: The Union player rolls one die to determine the result of the election. He adds the modifiers listed below. If the adjusted die roll is 8 or greater, Lincoln has lost the election.

Election Die Roll Modifiers

- 2 Union controls Richmond
- 2 Army of Northern Virginia eliminated
- 1 Each other Confederate army eliminated
- 1 Union controls Atlanta
- 1 If the Confederacy is divided (see Rule 6.34).
- 1 If Confederate SC is less than 52
- +1* For each Union major city, except Washington, controlled by the Confederacy.
- +1 Each Union Army, other than the Army of the Potomac, eliminated
- +2 Army of Potomac eliminated
- +2 If the Confederates control Washington

**NOTE: For purposes of this roll, St. Louis and Louisville are considered to be Union major cities.*

17.22 Effects of Lincoln Losing: If Lincoln loses the election, the following effects occur:

- 1) The Confederate player receives 15 Victory Points, and;
- 2) The number of Union militia reinforcements received per turn, if any, is reduced by two SPs (one per theater) in all turns starting with November 1864, and;

3) The morale rating of all Union troop units is reduced by one for the remainder of the game (this effect is not cumulative with the reduction of morale for the Confederates also capturing Washington), and;

4) If playing the campaign scenario, the game ends after the February 1865 game turn. The Confederate player wins a decisive victory if the South has not been conquered (see Scenario 19.5) by that time.

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