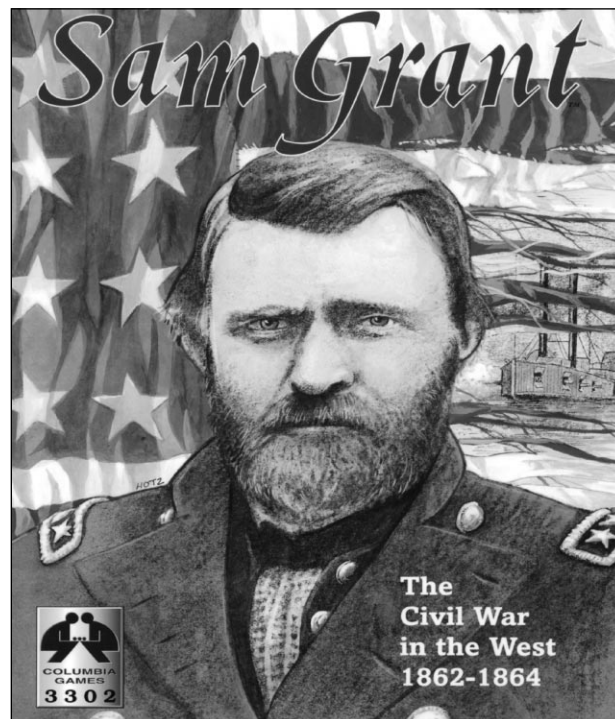
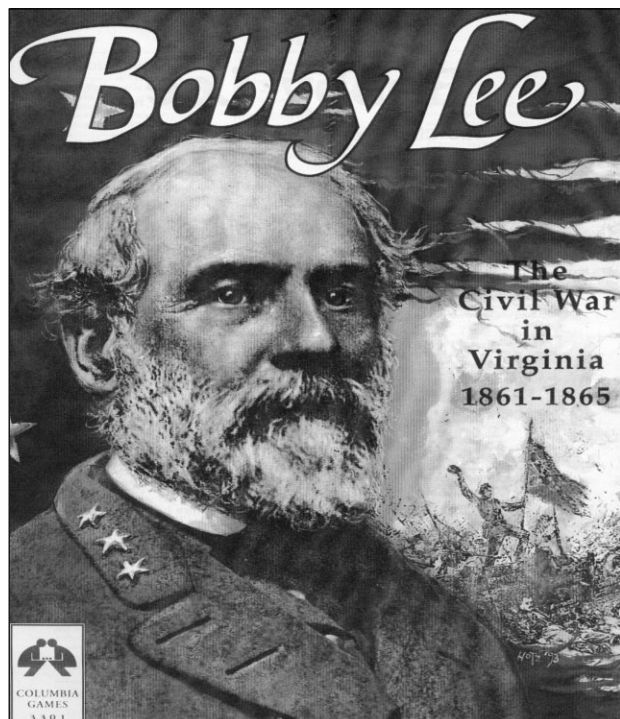


# BOBBY LEE & SAM GRANT COMBINED RULES



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# BOBBY LEE & SAM GRANT

## OVERVIEW

This is a set of unified rules for Bobby Lee and Sam Grant. Each game may be played separately or combined into a two-theater game covering most of the Civil War. These rules supercede all other Bobby Lee and Sam Grant rules and any charts on the game maps.

Rules specific to Bobby Lee are labeled Eastern Theater; those for Sam Grant as Western Theater. All other rules are applicable to both theaters.

## The Maps

The Bobby Lee mapboard covers most of the state of Virginia, plus parts of Maryland and Pennsylvania.

The Sam Grant mapboard covers the western theater of the American Civil War, from St. Louis south to Vicksburg, east to Atlanta, and north to Cincinnati.

A hexagonal grid determines the location and movement of forces. Map features affecting play include rivers, forests, mountain passes, marshes, cities, ports, and railways.

## The Units

Wooden blocks, called units, represent USA (blue) and CSA (gray) divisions and brigades. Unit-types include: HQs, Cavalry, Infantry, Brigade, Garrison, and Field and Heavy Artillery. They normally stand upright on the mapboard with their labels facing the owning player. Because you cannot see the type or strength of enemy units until battles occur, the system provides simple yet elegant Fog-of-War.

## Campaign Years

The game is divided into Campaign Years. The Eastern theater (Bobby Lee) and the two-theater game can be played from 1861 through 1864. Played on its own, the Western theater (Sam Grant) can be played from 1862 to 1864. You can play any single year, any combination of consecutive years, or the entire war. Average playing time per year is 3-4 hours.

## Campaign Months

Each year is divided into twelve Months. Each month starts with a simultaneous Replacement Turn, when players expend a quota of Replacement Points (RPs) to add steps to units in play and/or to rebuild new units. Players now bid for the "Initiative" to see who takes the first Campaign Turn of the month.

Each Campaign Turn begins with one player activating (revealing) one or more Headquarters (HQ) units. These represent centers of command and logistics and exert their effects over a certain distance called "Command Range". Each time an HQ is activated it loses one step of command, which limits how much action is possible before an army must rest and rebuild.

You can "Pass" a Campaign Turn by activating no HQs, (no movement or combat). Two consecutive Passes (one by each player) ends a Month. Months can be as short as two consecutive passes, or involve multiple Campaign Turns when players wish to conduct major offensives.

## Movement & Battles

Only Friendly units within command range of active HQs may move.

Battles occur when units are moved into an enemy occupied hex. Each player deploys his available forces into three positions (Left, Center and Right) and Reserve on one of the battle boards provided. Players then take alternate Battle Turns, firing and moving units until one side retreats or is routed.

Battles can be reinforced from adjacent hexes, and small engagements may evolve into large battles. If the attacker has sufficient logistical capability, battles can last for two or three days. Each day is separated by a Night turn that enables players to retreat safely or re-deploy their forces.

## Supply Lines

Although HQs provide the "supply" needed for unit movement, neither they nor other units can be kept up to strength without maintaining supply lines based on railways and ports. Small groups of units can survive without a supply line by Foraging, but large concentrations require a supply line to avoid attrition losses.

## Victory

Victory Points (VPs) are awarded for capturing enemy towns, and for political criteria reflecting domestic and foreign support for the war. A Victory Track is printed on the mapboard and a single counter is moved up/down this track in response to VPs. A game ends if either player gains a Decisive Victory at the end of any campaign month. If a scenario ends and neither player has obtained a Decisive Victory, a Marginal Victory or Stalemate result is indicated on the track.

## Cockpit of the War

*The area depicted on the Bobby Lee mapboard is sometimes known as the "Cockpit of the Civil War". The area contained both capitals, and political control of the war in this theater dominated all military strategy.*

*Richmond and Washington are separated by a mere 100 miles of fairly level terrain. Even the slowest of armies commanded by the tardiest of generals could march that distance in ten days, and Stonewall Jackson and his "foot cavalry" could have done it in four days. But it took four years for one army to complete the move.*

*Much of what happened in the Eastern Theater of the Civil War can be explained by these few statistics. Most folk, even politicians, knew that victory or disaster lay just a few days march away. The North, in particular, seemed obsessed by the quick potential for calamity. Although the loss of Washington was perhaps not that important in military terms, the political ramifications were possibly fatal. Support for "Lincoln's War" was not universal throughout the North, and Britain and France, both of whom saw economic and diplomatic advantages in recognizing the Confederacy.*

*Many a promising Union campaign was compromised by Lincoln's insecurity for Washington. McClellan's Peninsula Campaign in 1862, a classic example of "Indirect Strategy", after coming within nine miles of Richmond, ultimately failed because Lincoln insisted on keeping one third of the army back to defend Washington against Jackson's rampaging Valley Campaign. And when Hooker wanted to respond to Lee's move north in 1863 by marching south to Richmond, his political bosses insisted he retreat to defend the capital instead; a petulant Hooker resigned in disgust. The retreat north ended with Union victory at Gettysburg, but Hooker's plan might have captured Richmond with better results.*

*Despite several victories within twenty miles of the capital, the Confederates never, except for Jubal Early's token raid in 1864, made a direct attempt to capture Washington. A Confederate victory at Gettysburg might have led to this result, and this is perhaps the greatest "what-if" of that fateful battle.*

## East vs. West

*The Western Theater of the American Civil War had an entirely different character than the Eastern Theater. Far removed from the centers of political control at Washington and Richmond, western generals had more independence, but paid for it with less logistical support. The divided loyalty of two border states (Missouri and Kentucky) brought about a period of "phony war" from April/61 to February/62, during which hostilities were mostly limited to minor engagements. A third key characteristic was the existence of wide, navigable rivers which, when combined with poor railway development in the South, ensured that nearly all strategy hinged on a struggle to control these rivers.*

# BOBBY LEE & SAM GRANT

## 1.0 THE MAPBOARD

### 1.1 Map Orientation

The USA player sits to the North of the board(s), the CSA player to the South.

### 1.2 Home Territory

#### 1.2.1 Eastern Theater

Hexes north of the Potomac are Home Territory to the USA. Hexes south of the Potomac are CSA Home Territory.

**EXCEPTIONS:** *Ft. Monroe (SE corner of map) and West Virginia from Franklin north to the Potomac on both sides of the South Branch River are friendly to the USA.*

#### 1.2.2 Western Theater

USA home territory is all hexes in Illinois, Indiana, and Ohio. Hexes in Kentucky and Missouri are Home Territory to whichever player occupies their control cities:

Kentucky: Louisville  
Missouri: St. Louis

All other hexes are home territory to the CSA, except Knoxville (eastern Tennessee) is USA controlled unless occupied by the CSA.

Border hexes between TN and KY are considered to be in TN for supply purposes only. Border hexes between AR and MO are considered to be in AR for supply purposes only.

### 1.3 Terrain

The mapboard is divided into hexagons (called hexes) which determine the location and movement of units. All partial hexes are playable.

Terrain features that affect play are noted on the Terrain Effects Chart. A hex or hexside is considered to be the terrain type constituting the middle of each hex or hexside; this should be obvious in most cases, but assume the most restrictive terrain if disputes arise. In coastal hexes, only land terrain counts.

#### 1.3.1 Hexside Limits

When not attacking, units ignore Hexside Limits. The terrain of a Hexside affects the rate at which units can enter/leave battles via that hexside. The Attack Limit is the number of units that may attack across a hexside per Campaign Turn. The Reinforce Limit limits the number of units that can

reinforce a battle across the same hexside per Battle Turn.

Both limits are reduced in Mud, usually by half, sometimes becoming zero, which means the hexside is seasonally impassable to attack. DR means a die roll, with 50% chance of success, is required to reinforce.

Supply Lines (11.4) and Command Range (5.12) cannot be traced through Mountain hexsides, nor through seasonally impassable hexsides, namely Marsh and Gaps in Mud. Supply Lines and Command Range can, however, be traced through Major River hexsides.

#### 1.3.2 Forage Limits

The terrain of a Hex determines Forage limits (11.2), which is its ability to support units without a supply line.

#### 1.3.3 Clear

Any hexes that are not Forest, Mountain or Marsh. They have a Forage limit of 4/2 (Dry/Mud) units. The Attack limit is 4/2 and the Reinforcement limit is 2/1 (Dry/Mud).

#### 1.3.4 Forest

Forests are shown only where large, dense tracts existed, such as the Wilderness on the Bobby Lee map and the Canton, Georgia hex on the Sam Grant map. Units must stop when they enter a forest hex, except when the hex is already occupied by a friendly unit. Forest hexes have a Forage limit of 2/1 (Dry/Mud) units. The Attack limit through a forest hexside is 2/1 and the Reinforcement limit is 1/DR (Dry/Mud). Forests also affect combat (see: 7.36).

## TERRAIN EFFECTS

TERRAIN	HEXSIDE LIMITS		HEX LIMITS		
	ATTACK	REINFORCE	MOVE	FORAGE	DEFENSE
	Dry/Mud	Dry/Mud		Dry/Mud	
<b>Clear</b>	4 / 2	2 / 1	No Effect	4 / 2	Basic
<b>Forest</b>	2 / 1	1 / DR	Stop <sup>2</sup>	2 / 1	Double
<b>Marsh</b>	1 / 0	DR / 0	Stop <sup>3</sup>	1 / 0	Double
<b>River<sup>1</sup></b>	2 / 1	1 / DR	N/A	N/A	N/A
<b>Gap/Pass</b>	1 / 0	DR / 0	N/A	N/A	N/A
<b>City</b>	Other Terrain			+2	Basic
<b>Town</b>	Other Terrain			+1	Basic
<b>Fortress</b>	Other Terrain			N/A	Double
<b>Mountain</b>	Impassable				
<sup>1</sup> Minor River or Bridge			<sup>2</sup> Stop if vacant		
<sup>3</sup> Stop when entering a Marsh hex or after crossing a Marsh hexside					

# BOBBY LEE & SAM GRANT

## 1.35 Marsh

There are two types of Marsh terrain: Marsh hexes and Marsh hexsides.

### 1.351 Marsh Hexes

Large areas of flood-prone land, adjacent to rivers, with swamps, bayous or oxbow lakes. Forage limit of 1/0 (Dry/Mud) units. Units must stop when they enter a Marsh hex (vacant or not), even if through a non-Marsh hexside. Marshes also affect combat (see: 7.36).

**NOTE:** *There are no Marsh hexes in the Eastern Theater, only Marsh hexsides.*

### 1.352 Marsh Hexsides

Units must stop after they cross a Marsh hexside (including combination Minor River/Marsh and Forest/Marsh hexsides), whether moving into a Marsh hex or not. The Attack limit is one (1) unit in Dry, and impassable (0) in Mud. The Reinforce limit is DR/0 (Dry/Mud).

**NOTE:** *For combined Marsh/Minor River or Marsh/Forest hexsides, the Marsh hexside Movement, Attack, and Reinforce limits prevail over the Minor River or Forest limits.*

## 1.36 Mountain/Gap (Pass)

Mountain hexes and mountain hexsides are impassable except through a named gap (pass). Only the major passes are shown; while others existed, these could be defended by very small numbers of men. The Attack limits of a Gap are 1 in Dry, impassable in Mud.

**NOTE:** *There are no mountain hexes in the Western Theater.*

## 1.37 Rivers

Rivers follow the closest hexside. Major rivers are impassable to land movement except where a bridge or ford (brown) exists, or where a special move called a River Crossing (10.6) is made. Minor rivers (and bridge/ford hexsides of Major rivers) have Attack limits of 2/1 (Dry/Mud). Major Rivers also enable strategic Naval Movement and Supply for the USA player (only).

Major and Minor rivers are separated by a bold blue line crossing the stream. The division hexside (and all hexsides upstream of it) are Minor rivers.

Generally, only the larger rivers are shown, although a few historically significant streams, such as Bull Run on the Bobby Lee map, have been included.

## 1.4 Cities & Towns

Cities and towns (unless fortified) do not affect movement or combat (this is governed by the terrain of the hex). They generally provide Foraging and Victory benefits to an occupying player. Newly created units can appear in Cities and Towns. All cities and some towns are rated for Victory Points (4.51).



### 1.41 Cities

Red or blue octagons. Cities provide no defensive benefits (unless fortified) but increase Forage Limit by two (+2). Up to three (3) new cadres may appear in a friendly City during a Replacement Turn.

### 1.411 Eastern Theater

There are five cities. USA cities are Washington and Baltimore. CSA cities are Alexandria, Richmond and Petersburg. All cities are fortified.

### 1.412 Western Theater

There are six cities. USA cities are St. Louis, Louisville, and Cincinnati. CSA cities are Memphis, Nashville, & Atlanta. The only unfortified city is Nashville.



### 1.42 Towns

Large red or blue circles. Towns provide no defensive benefit (unless fortified) but are +1 to Forage Limit. One (1) new cadre may appear in a friendly Town during Replacements.



### 1.43 Villages

Small red or blue dots. Unless forts or Ports, villages have no game effect. They are shown for historical interest and to identify hexes.

### 1.44 Ports

Ports enable Naval Movement and Supply, mainly for the USA player.

### 1.441 Eastern Theater

Coastal and river cities, towns, and villages with an anchor symbol are Ports.

### 1.442 Western Theater

All hexes with at least one (1) Major River hexside are presumed to contain ports and/or boat landings.



### 1.45 Forts and Fortresses

Fortified cities or towns are called Fortresses; fortified villages are called Forts. Fortresses provide defensive benefits to units (see 7.6); Forts do not.

# BOBBY LEE & SAM GRANT

## 1.451 Eastern Theater

All cities, plus Alexandria and Ft. Monroe are Fortresses. These are permanent major fortifications, and they provide defensive benefits (7.6). There are no Forts in the Eastern Theater.

## 1.452 Western Theater

When located on a Major River, both Fortresses and Forts interdict the closest specific hexside. Naval movement and naval supply past forts/fortresses when defended by at least one (1) CSA unit is prohibited. See: 10.3

## 1.5 Railroads

Two rail gauges exist, Standard 4'-08.5" and Broad 5'-00". Units moving by rail are penalized for using the two different gauges in the same Rail Move (9.4).

## 1.51 Eastern Theater

Railroads are indicated by brown dashed lines. Standard (-----) and Broad (— — —).

## 1.52 Western Theater

Railroads are indicated by blue or red dashed lines. Standard (blue) and Broad (red).

## 1.6 Supply Hexes

Supply hexes are map edge rail hexes with Red (CSA) or Blue (USA) supply symbols to indicate original ownership. Control of these hexes affects rail movement and rail supply. During a Replacement Turn, one (1) newly built cadre may be deployed in each friendly Supply Hex if desired.

## 1.7 Valley Turnpike

The road (red line) running north/south up the Shenandoah Valley from Staunton to Martinsburg. This road was the only macadamized all-weather road in Virginia. Units starting, moving, and ending a move on this road have +1 hex to Speed, and may treat Turnpike hexsides as Dry during Mud months. For the CSA only, the Turnpike also functions like a railroad for Supply purposes, but does not allow Rail Movement.

## 1.8 Map Clarifications/Errata

### 1.81 Eastern Theater

#### 1.811 Map Clarifications

Conrad's Store: West hexside to

Harrisonburg is mountain & impassable.

Harpers Ferry: East hexside to Frederick is a major river (bridge) and not a Gap.

Suffolk: NW hexside is James River.

## 1.82 Western Theater

### 1.821 Map Clarifications

Knoxville is a forest hex.

Marietta/Kingston is a gap hexside.

Marietta/Canton is a mountain hexside.

Marietta/Rome is a forest hexside.

Chattanooga/Trenton is a gap hexside.

Gallatin (not on the map) is in the Russellville hex.

There are NO rail bridges across the Ohio or Mississippi rivers.

The bridge from Decatur leads to Huntsville.

### 1.822 Cliffs

Naval Invasions are prohibited to cliff hexsides if the hex is defended. The following hexsides are cliffs:

Grand Gulf (both MS river hexsides)

Vicksburg (both MS river hexsides)

Haynes Bluff (both Yazoo river hexsides)

Fort Pillow (both MS river hexsides)

Island #10 (North MS river hexside only)

Columbus (both MS river hexsides)

### 1.823 Map Errata

Add a supply hex at Waynesborough (Alabama).

## 2.0 THE UNITS

### 2.1 Nationality

Wooden blocks, called units, represent USA (blue) and CSA (gray) divisions and brigades. Attach a label to each block: blue labels on blue blocks; buff labels on gray blocks.

### 2.2 Unit Types

Four main types of units are found in the game: Headquarters, Infantry, Cavalry, and Artillery. These various types are identified by the symbol in the center of a label.

Traditional Civil War uniform trim colors are also used to help identify units: Infantry (blue), Cavalry (yellow), and Artillery (red).

### 2.21 Headquarters

Each side has four Headquarters (HQ) units per theater, which represent army level centers of command and logistics. They can defend themselves in combat at F1 if engaged (including Melee) but cannot Engage or Enfilade.

Three (3) HQs per side are Field commands such as the Army of Tennessee, or the Army of the Potomac.

## The Units

*A full strength Union division (on paper) contained three brigades of 4,000 for a total of 12,000 men. In practice, however, few divisions exceeded 9,000, and later in the war most were lucky to muster 5,000 to 7,000 men.*

*In 1861 the CSA army was organized into brigades, a few containing as many as 4,000 men. By the following year, large divisions of 4-6 brigades with as many as 15,000 troops existed. This is handled by combining CSA brigades into "divisions" in 1861 and breaking some of their later large divisions into two units.*

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Each side also has one Supreme HQ (SHQ), identified by the "Stars & Stripes" and "Stars & Bars" flags. Supreme HQs command strategic movement (see: 5.4).

## 2.211 Eastern Theater HQs

### CSA

- CSA 3: Supreme HQ (East)
- ANV 4: Army of N. Virginia
- AV 3: Army of the Valley
- ANC 3: Army of North Carolina

### USA

- USA 4: Supreme HQ (East)
- AP 4: Army of the Potomac
- AS 3: Army of the Shenandoah
- AJ 3: Army of the James

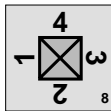
## 2.212 Western Theater HQs

### CSA

- CW 3: Supreme HQ (West)
- TN 4: Army of Tennessee
- KY 3: Army of Kentucky
- MS 3: Army of Mississippi

### USA

- UW 4: Supreme HQ (West)
- TN 4: Army of the Tennessee
- OH 3: Army of the Ohio
- CU 3: Army of the Cumberland



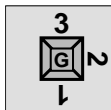
## 2.22 Infantry

Infantry units are divisions, each step being roughly one brigade. They fire at F2, but have F3 in a Melee.

## 2.221 Infantry Brigades

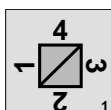
The CSA player has three one-step Infantry brigade units. These are included mainly to confuse Union generals, who habitually overstated CSA strength. They function like infantry but only cost 1RP

**NOTE:** *Brigades may be built in either theater.*



## 2.23 Garrisons

Garrisons are low quality infantry most useful for defense. They function as infantry, except they have F1 on offense and F2 on defense. They always Melee at F2 and Enfilade at F1.

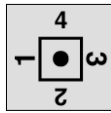


## 2.24 Cavalry

Cavalry units are brigades. Each 1cv step is roughly one regiment. They are excellent for screening and raiding, but limited in battle firepower except in Melee. Prior to 1863, cavalry units have F1 on offense and defense. Beginning January 1863, cavalry fire F2 on offense, and F3 on defense. They always have F3 in Melee, regardless of the year.

## 2.241 Forrest (Western Theater)

One CSA cavalry unit is identified with the letter "F". This is Forrest, a cavalry unit with special abilities (5.5).



## 2.25 Artillery

Artillery units (red) are field guns. Each step (1cv) is 18-24 guns.

## 2.26 Heavy Artillery

These are fortress and siege guns, slow but useful for attacking and defending fortresses. They Attack, Retreat, and Reinforce like normal Artillery, but are eliminated in a Rout.

## 2.3 Speed & Firepower

A unit's type determines its Speed and Firepower. See: Unit Data chart.

Speed is the number of hexes a unit can move per Campaign Turn. Speed varies for Dry or Mud.

Firepower varies with unit type & combat range. With F1, units score hits with 1's rolled; units with F2 hit with 2's and 1's; units with F3 hit with 3's, 2's, & 1's.

## 2.4 Combat Value (CV)

Units have a steps representing their current strength or Combat Value (CV).

Units in play normally stand upright with their labels facing the owning player. The current CV of a unit is indicated by the number on the top edge of the unit.

When units in combat are engaged, they are tipped forward to lie flat, with their current CV on the top edge (from the owners point of view).

## 2.5 Step Reduction

Units lose CV (steps) in combat & supply attrition & gain CV in Replacements. Changes are noted by rotating a unit so the new CV is on its top edge.

## HeadQuarters

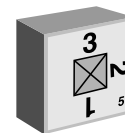
*The CSA named its HQs after states or regions; the USA after rivers. Hence, the CSA had an Army of Tennessee, but the USA had an Army of the Tennessee.*

*HQ units represent both centers of command and logistics. They can defend themselves in combat at F1 if engaged (including Melee) but cannot Engage or Enfilade. They are also the most important units in the game. They alone can empower units to move and fight. See 5.1 for details.*

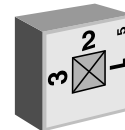
*The greater CSA command range does not reflect superior command, but rather the fact that CSA armies tended to be less dependent on supply trains.*

*Supreme HQs are the most powerful single units in the game because they command the movement of friendly units anywhere in their theater and control strategic movement by rail or sea/river. Activating them more than once per month is possible, but remember the number of units they control declines with each use, yet the cost to replace each step is the same.*

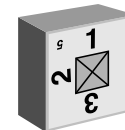
## Step Reduction



Infantry unit at 3cv



Same unit at 2cv



Same unit at 1cv

## UNIT DATA

UNIT TYPE	SPEED		FIREPOWER	REPLACEMENT	
	DRY	MUD	FIRE	CADRE	STEP
INFANTRY	2	1	F2	3	1
BRIGADE	2	1	F2	1	N/A
GARRISON	2	1	F1/F2 <sup>1</sup>	2	1
CAVALRY	3	2	F1/F3 <sup>2</sup>	2	1
ARTILLERY	2	1	F1/F3 <sup>3</sup>	4	2
HEAVY ARTILLERY	1	0	F1/F3 <sup>3, 4</sup>	5	2
CSA HQ	3	2	F1 <sup>3</sup>	4	2
USA HQ	2	1	F1 <sup>3</sup>	6	3

<sup>1</sup>Offense/Defense      <sup>3</sup>Long/Short Range      <sup>5</sup>Defense Only  
<sup>2</sup>F2/F3 in 1863 or later      <sup>4</sup>F2/F3 in fortress battles

# BOBBY LEE & SAM GRANT

## 3.0 PLAY SEQUENCE

A month of play consists of a simultaneous Replacement Turn followed by a variable number of alternating Campaign Turns, then a Victory Check.

### 3.1 Replacement Turn

#### 3.1.1 Replacement Points

Players receive Replacement Points (RPs) at the beginning of each new Month. RPs are used to add steps to units in play, and to build or rebuild units into new cadres. See: 12.0.

**NOTE:** *The first month's replacements are included in starting forces. Always skip the Replacement Turn in the first month of a game.*

#### 3.1.2 Player Initiative

Players "bid" HQs to determine who has the Initiative (first Turn) in a month. Each player sets a die on the mapboard, hidden by his hand, showing the number of HQs he will activate on the first Campaign Turn if he gains the Initiative. Use "6" to indicate a zero bid.

The higher bid wins the initiative and that player must activate the exact number of HQs bid (no more and no less) on the first Campaign Turn. The CSA obtains the initiative in case of TIE bids. If both players bid "zero", the month passes with no turns.

The player who loses the initiative is not required to match his losing bid when he plays.

**EXAMPLE:** *USA bids 2 and CSA bids 2. CSA wins tie, takes first Campaign Turn, and must activate 2 HQs for that turn. USA plays second and is not obligated to activate his bid of 2 HQs.*

### 3.2 Operations

Each month of play has a variable number of alternating Campaign Turns starting with the player who won the initiative. Each Campaign Turn has four phases:

#### 3.2.1 Weather Phase

In the months of November and April (only) the active player rolls for Weather. See: 4.4.

#### 3.2.2 Movement Phase

The active player now activates (reveals) one or more HQ units, enabling the movement of any/all units within

Command Range of active HQs. Units can move one to three hexes depending on their current speed. Active HQs are then reduced one step, returned to upright mode, and moved according to their own speed. Forced marches (if any) are then resolved. All movement must be completed before the Combat Phase.

#### 3.2.3 Combat Phase

Battles result when the Active player moves units into enemy occupied hexes. To begin a battle, the Defender secretly deploys his units into three (3) Positions and an optional Reserve on a battle board. After the Attacker does the same, the battle is fought to a conclusion with a series of alternating Battle Turns, sometimes lasting only one day, sometimes two or more days. Often, several battles in different hexes are fought simultaneously.

During each Battle Turn, units fire or move, and reinforcements from adjacent hexes may enter the battle. After eight battle turns (four per player) a non-combat Night turn has generous allowances to retreat or reinforce before another day of battle is fought.

#### 3.2.4 Supply Phase

After all battles are resolved, the supply status of all friendly occupied hexes is checked. Friendly units must be able to trace a valid supply line or be stacked within Forage Limits. All unsupplied friendly units exceeding Forage Limits are immediately reduced by one step. Largest units must be reduced first (owner's choice in ties).

#### 3.3 Victory Check

After both players pass to end a month, a Victory Check is made to determine if one player has won. See 4.26 and 4.34 for details.

#### 3.4 Pass Turn

Instead of activating HQs, a player can announce a Pass Turn. No movement or battles are possible. However, the supply status of friendly units must still be checked and attrition taken.

A player can Pass one turn, and still play a normal Campaign Turn later on (assuming his opponent does not end the month). Two consecutive Pass turns (one by each player) ends the current month.

## MONTH TURN

### [1] REPLACEMENTS

- Time & Draft VPs
- Determine Month RPs
- Expend RPs on Supplied units
- Rebuild and Deploy Cadres

### [2] OPERATIONS

- Determine Initiative
- Play 1st Campaign Turn
- Play 2nd Campaign Turn
- Repeat alternate Campaign Turns until two *consecutive* Pass Turns

### Campaign Turn

Each has four phases:

#### WEATHER PHASE

- Weather Roll (Apr/Nov only)

#### MOVEMENT PHASE

- Activate HQs (or Pass)
- Move Units in Command
- Deactivate and Move HQs

#### COMBAT PHASE

- Attacker Battle Turn (below)
- Defender Battle Turn
- Repeat until Battle ends

#### SUPPLY PHASE

- Friendly Player Supply

### Battle Turn

Each has five phases:

- Retreats & Pursuit
- Morale Check
- Fire Combat
- Battle Moves
- Reinforcements

### [3] VICTORY CHECK

- Award VPs for cities/towns captured this month. Declare Victory if applicable.

# BOBBY LEE & SAM GRANT

## 4.0 VICTORY

### 4.1 Victory Track

A Victory Track is printed along the West edge of each mapboard. A counter is moved back and forth on this track to record Victory Points (4.5). Each player seeks to move the counter into his own Decisive Victory box. If it is there at the end of a month, that player wins the game.

### 4.2 Scenarios

#### 4.2.1 Eastern Theater

The game is divided into yearly scenarios (1861, 1862, 1863, and 1864), which can be played as independent games, or joined together for two or more consecutive years. One Year scenarios last only 6 months, beginning in May (except 1861 begins in July) and continue until the end of October for that year. Multiple year scenarios play through Winter months as noted in 4.4.

#### 4.2.2 Western Theater

The game is divided into three yearly scenarios (1862, 1863, and 1864), which can be played as independent games, or joined together for two or more consecutive years. Each scenario begins on the month indicated on the O/B charts, and continues until the end of October for that year. Multiple year scenarios play through Winter months as noted in 4.4.

#### 4.2.3 Starting a Scenario

Orders of Battle (OBs) detailing the strength and location of forces for each year are provided on separate charts. Consult the relevant OB and deploy units for Historical or Free Deployment as desired. Any spare unit is placed on the Victory Track in the appropriate space for that year, and the first Month begins.

#### 4.2.4 Historical Deployment

This option is recommended for new players. Follow the Scenario OBs exactly as to type, strength, and location.

#### 4.2.5 Free Deployment

Players can alter the strength and type of units deployed at any of the historical locations.

Deploy as per Historical Game.

Transfer any units between the deployed locations as desired, but always maintain units at their current strength and always keep the same total number of units at each location.

#### 4.2.6 Scenario Victory

If no Decisive victory occurs by the end of October, a Marginal victory wins. A Stalemated game is drawn, but the position of the Victory counter may be compared to next year's start position to see which player has bettered history - a moral victory. However, players are encouraged to continue Stalemates into the next year, playing through the winter months as for a Campaign Game.

#### 4.2.7 Tournament Points

Marginal victories are rated 1, 2, or 3 Tournament Points (TPs). A Decisive victory is worth 5 TPs. A Stalemate is 1TP per side.

## 4.3 Campaign Game

#### 4.3.1 Eastern Theater

The Eastern theater campaign game (Bobby Lee) starts in Jul/61 and continues until one side gains a victory. Play does not end after October but continues through the Winter months (see 4.4 below).

#### 4.3.2 Western Theater

The Western theater campaign game (Sam Grant) starts in Feb/62 and continues until one side gains a victory. Play does not end after October but continues through the Winter months (see 4.4 below).

#### 4.3.3 Combined Game

The combined (two-theater) game allows players to play both the Eastern and Western theaters simultaneously. Refer to section 13.0 for details on combining the two games.

#### 4.3.4 Campaign Victory

If neither side gains a Decisive victory by the end of Oct/64, the CSA wins if it has a Marginal CSA victory (see: Victory Track) at the time. With any other result, continue play into 1865 (and 1866 if necessary) using 1864 RPs. Only a Decisive Victory can now win for either side.

## 4.4 Winter Campaigns

Winter has restrictive effects on operations. Winter rules are in effect from sometime in November through sometime in April.

## Free Deployment

*This option better reflects the doubt regarding enemy strength which always plagued the commanders prior to opening a campaign.*

## CSA Time VPs

*The CSA can win the game simply by parrying USA invasions and letting the passage of time gain them victory.*

## 1864 Election

*Campaign Game victory is based on the possible defeat of Lincoln in the November 1864 election. This was the first time in modern history that a wartime leader faced a free democratic election.*

*Lincoln's opponent, McClellan, the former commander of the US Army who the president had fired in Nov/62, campaigned on a peace platform. His Democrats pledged to negotiate a cease-fire, then call a States Convention to seek a constitutional compromise and thereby end the war. This was a popular plank in mid-64 and defeat for Lincoln seemed certain.*

*However, Sherman's dramatic capture of Atlanta in August brought about a dramatic swing in public support for the war. McClellan tried to moderate the "peace effort" to no avail. He was swept into obscurity with a Lincoln landslide of 212 to 21 electoral votes.*

*So the war continued, and the Union won, and Lincoln paid for his political victory with an assassin's bullet.*



# BOBBY LEE & SAM GRANT

## 4.41 Weather Change

The weather is fixed (Mud or Dry) for most months, but during November and April it changes at some point. In these months (only) each Campaign Turn begins with a weather roll:

MONTH	MUD	DRY
NOV	Odd	Even
APR	Odd	Even

Once the weather changes it remains fixed until the next weather month. That is, when the weather changes from Dry to Mud in November, it remains Mud until April. The player holding the initiative must honor his initiative bid (3.12).

## 4.42 Winter/Mud Effects

Unit speeds in Mud are reduced by one hex. Attack, Reinforce, and Forage limits are reduced, generally halved, but some hexsides (1.31) become impassable.

## 4.5 Victory Points

A counter is moved one space on the Victory Track in the appropriate direction for each Victory Point (VP) won. Some VPs are Political in nature, and are awarded during Replacements. These events cannot immediately win the game because the current month must still be played. Other events are Military and are awarded during or at the end of a month, just before Victory Check.

**NOTE:** *if a player acquires VPs that "exceed" a Decisive Victory, surplus VPs do count towards Victory.*

## 4.51 City & Town VPs

Some cities and towns have rated VPs (white numbers) based on economic, political, and military factors. A player winning control of such settlements receives the rated VPs immediately. These VPs are reversible. That is, the USA wins 2 VPs each time it occupies Nashville, but the CSA wins 2 VPs each time it regains control.

**IMPORTANT:** *cities/towns in Enemy Territory must be occupied by friendly units to maintain control. If left vacant, for any reason, control reverts to the enemy player.*

## 4.511 Siege of Washington

If Washington is besieged or occupied at the end of a month, the CSA is awarded 1 VP. See: 11.81.

## 4.52 Time VPs

One (1) VP is scored by the CSA player during the Replacement Turn of every Month marked CSA VP. Time VPs are not reversible.

The burden of attack rests with the USA. The South only had to defend to win; the North had to invade and conquer the rebel states or risk that European powers might recognize Southern independence. The CSA can win the game simply by parrying USA invasions.

## 4.53 Drafts/Conscription

During any Replacement Turn, a player can conduct a Draft. The USA player rolls 1d3+1 (a range of 2 - 4) and the CSA player 1d3. The number generated is the number of infantry, brigade and/or garrison cadres received, deployed like any other cadres. A player's first draft in any year surrenders 1VP to the opponent; a second draft in the same year costs 2 VPs; a third draft costs 3 VPs, etc. Draft VPs are not reversible.

## 4.54 CSA Emergency Forces (Western Theater)

The CSA player may quickly add to his forces, but at a cost in VPs. The applicable forces and VP costs are noted on the CSA O/B chart. These VPs are never reversible. All CSA emergency forces must be deployed in the same hex.

## 4.55 Emancipation

Once per game, during Replacements, the USA player may announce the Emancipation Proclamation. The USA must have **won** a major battle (with 6+ CSA units) during the previous month).

In Bobby Lee, Emancipation gives the USA 3 VPs. In Sam Grant, it gives the USA 2 VPs. In a two-theater game, the USA receives these VPs in both theaters. The CSA receives double RPs in each theater for that Replacement Turn (reflecting a surge of volunteers after the declaration). See 13.7.

**NOTE:** *Emancipation cannot be proclaimed when playing the 1863 or 1864 scenarios - it is already factored into starting VPs. It can be declared in these years in a Campaign game.*

## 4.56 Kentucky Neutrality (Two-Theater War)

The two-theater war begins in 1861, with Kentucky neutral. The first player to enter Kentucky loses 2 VPs permanently. These VPs are not reversible.

## Drafts

*Both sides imposed conscription laws after volunteer support ebbed after the bloody battles of 1861 and 1862. Although the drafts proved to be almost worthless, they still created riots and political turmoil, especially in the North.*

## The Gulf War

*Faced with a serious shortage of manpower in the West, the CSA chose to strip forces from the Gulf coast and from west of the Mississippi in an attempt to defend against invasion from the North. This did produce a quick influx of CSA troops (many of them wasted at the Battle of Shiloh) but it led to USA occupation of New Orleans for the duration of the war.*

*Three hexes south of the Sam Grant mapboard lies the Gulf Coast, including the key cities of Mobile and New Orleans. This area was originally planned to be included in this game, but extensive playtesting convinced us to exclude it. The US Navy dominated the coast, making defense all but impossible. New Orleans fell as early as April 1862. The CSA never could find enough men to attempt recovery of her largest city, nor could the USA supply a large enough force via the Gulf to significantly expand this "beachhead" northward. All in all, the Gulf coast war was much ado about nothing, and is better simulated by the CSA Emergency Forces rule.*

## Emancipation Proclamation

*Contrary to popular belief, the American Civil War began as an issue over States' rights, not slavery. Lincoln originally pledged that the border states could keep slavery if they supported the Union, but his Emancipation Declaration, which became law on January 1st, 1863, forever changed the historical perception of why the Civil War was fought. At the time, the main effect of the declaration was to deny the CSA the foreign recognition and support she needed to win.*

*Lincoln, of course, harbored anti-slavery sentiments, but knew that very few Northerners would die for such a cause. He persuaded his reluctant Cabinet to support emancipation because it would discourage foreign intervention on the Confederate side, and provide the government with "a just cause" to continue the war against growing Northern opposition. Lincoln agreed that a public announcement would be delayed until after the Union had won a major battle so that emancipation would not be viewed as a desperate and cynical ploy to save the Union. A "victory" at Antietam gave Lincoln his chance and the proclamation became law January 1, 1863.*

*The Emancipation Proclamation changed public perception of the war, but was clearly more a political than human-rights document. Abolition of slavery was specifically exempted in the border states supporting the North (Missouri, Kentucky, and Maryland) and in Union controlled portions of Tennessee and Louisiana, affecting only the "states in rebellion"*

# BOBBY LEE & SAM GRANT

## 5.0 MOVEMENT

### 5.1 HQ Units

Both sides have four HQ units per theater: three Field HQs and one Supreme HQ. HQs have steps denoting command value (CV), some with a maximum 4cv, others with a max. 3cv.

Every time an HQ is activated, it loses one step of CV. HQs can also take losses in combat and are rebuilt during the Replacement Turn.

#### 5.11 HQ Activation

HQs are activated by tilting them forward, face-up in the hex they occupy. When activated, Field HQs exert a Command Range and any/all friendly units within this range can move. After commanding movement (but before Force-March resolution) all active HQs are reduced one step, returned to upright (hidden) mode, and may then be moved according to their own current speed. HQs can (if desired) also force-march.

**IMPORTANT:** HQs may be activated at 1cv, but are eliminated.

#### 5.12 Command Range

USA HQs have a command range of one hex, meaning they can command the movement of friendly units in their own hex and in all adjacent hexes. CSA HQs have a command range of two hexes.

Command Range cannot be traced through impassable or seasonally impassable terrain nor through enemy occupied hexes, but may cross all rivers.

#### 5.121 Exceptional Leaders (Eastern Theater)

Beginning June 1862, the ANV HQ has a Command Range of three (3) hexes. (Lee takes command)

Beginning March 1864, the AP HQ has a Command Range of two (2) hexes. (Grant takes command)

#### 5.13 Supreme HQs

Supreme HQs do not have a command range, but rather control Strategic Movement. See: 5.4

## 5.2 Stacking

Any number of units can be stacked in a playable hex, but hexes have a Forage Limit. Unsupplied units in excess of this limit will lose one step of CV at the end of each friendly Campaign Turn (including Pass turns). Units may move through friendly units without penalty.

## 5.3 Unit Movement

Units are moved individually for 1-3 hexes, depending on their current Speed. Units can only move once per Campaign Turn, except they may also reinforce or retreat from a battle in the same Campaign Turn.

### 5.31 Move & Attack Limits

Except where terrain requires units to stop, any number of units may enter or pass through a friendly occupied or vacant hex. Units that enter a hex containing enemy units are Attacking. They must stop and a battle results.

Any number of units may also cross a passable hexside, except when attacking. Attack hexside limits vary with terrain and weather. Once the current Attack Limit of any battle hexside is met, that hexside is closed to all further movement except for battle reinforcements and retreats. Gap and Marsh hexsides are impassable (rated 0) for Attack in Mud.

### 5.32 Forced Marches

A player has the option to Force-March any moving unit (including HQs) attempting to move it one extra hex. Units can force-march to Attack, but not to Reinforce or Retreat.

#### 5.321 Force-March Procedure

Move the force-marching unit normally, and identify it with a die. After completing all other moves for this turn (so that players cannot move other units in response to force-march results) roll 1d6 for each force-marching unit.

#### 5.322 Die Roll Modifiers

Cavalry are +1 to force-march; Artillery -1. Units attempting to force-march across a rough terrain hexside (anything but clear terrain) or during Mud turns must reduce their die-roll by one. If both conditions apply, subtract 2.

## 5.4 Strategic Movement

Strategic Movement is possible only when a player activates his Supreme HQ (SHQ). The SHQ does not have command range, but instead can move a given number of friendly units located anywhere within its theater. Units need not be in supply to move strategically.

The number of Strategic Moves available equals the current CV of the SHQ. That is, a 3cv SHQ can command three strategic moves, a 2cv SHQ can

## Bobby Lee

Robert Edward Lee was born in Virginia on 19 Jan 1807. He graduated second in his West Point class of 1829, and went on to serve in the Mexican-American War. At the outbreak of the Civil War he was offered command of all Union forces, but declined when his native state of Virginia seceded. Initially an advisor to CSA President Jefferson Davis, he assumed command of the Army of Northern Virginia in 1862. He surrendered this same army to US Grant on 9 April 1865.

## Sam Grant

Grant was born 27 April 1822, in Ohio as Hiram Ulysses Grant. An error in registration at West Point listed him as Ulysses Simpson (his mother's maiden name) Grant, or just U. S. Grant. His fellow cadets nicknamed him "Uncle Sam Grant" (because of his initials) and then just Sam Grant. The name stuck, but was used only by close friends and associates from his West Point days.

## Headquarters

HQ units represent both centers of command and logistics. They can defend themselves in combat at F1 if engaged (including Melee) but cannot Engage or Enfilade.

The greater CSA command range does not reflect superior command, but rather the fact that CSA armies tended to be less dependent on supply trains. Most of the war in the west was fought in territory friendly to CSA forces.

## Supreme HQs

Supreme HQs are the most powerful single units in the game because they command the movement of friendly units anywhere on the board and control strategic movement by rail or river. Activating them more than once per month is possible, but remember the number of units they control declines with each use, yet the cost to replace each step is the same.

## Force-Marches

Force-marching favors the CSA. Southern armies always seemed to be able to march faster than their Union opponents, mainly because they had much shorter logistical tails and lighter backpacks.

FORCE MARCH		
USA	CSA	RESULT
1-4	1-3	No extra hex & -1cv for stragglers
5-6	4-6	One extra hex with no penalty
-1 Mud		-1 Rough Terrain
-1 Artillery		+1 Cavalry

# BOBBY LEE & SAM GRANT

command two moves, etc. After each activation, the SHQ is reduced one step, turned upright, and may then be moved like any other HQ. There are four kinds of Strategic Moves:

**Land Move:** the unit can make any normal land move, namely 1-3 hexes according to current speed. Units moving normally by strategic command may attack or force-march (subject to the rules of each) and combine their moves with those of Field HQs.

**Rail Move:** a unit that is already on a railroad can move any distance along friendly connecting railroads (see: 9.0). Units may not Attack, but may Rail Move to friendly hexes (8.1) and enter a battle as reinforcements.

**Naval Move:** USA units located in a friendly port may move to any friendly port or invade any coastal or river hex. Naval movement can be any distance along Major River hexsides, except where blocked by CSA controlled Forts/Fortresses.

**River Crossing:** Units may cross any Major River by pontoon bridge or local ferry traffic. See: 10.6.

## 5.5 Forrest Cavalry Unit (Western Theater)

The CSA "Forrest" cavalry unit can move (not strategically) every CSA turn without HQ command, except in a "Pass" turn. Otherwise, this unit moves and fights like any other cavalry unit.

If destroyed, the Forrest unit may be rebuilt as a normal cavalry unit. Also see 13.3.

## 6.0 BATTLES

### 6.1 Battle Resolution

Battles occur when the Active player (the Attacker) moves units into hexes containing enemy units (the Defender). They are fought to a conclusion with a series of alternating Battle Turns. Battles can last one or more days and end when one side retreats or is eliminated.

Battles are transferred to the Battle Boards provided.

Two or more battles are often fought during the same Combat Phase. A player must complete all phases of a Battle Turn in one battle (of his choice) before proceeding to the next.

### 6.2 Battle Deployment

Players deploy their units (upright) into three Positions representing the Left, Center, and Right of a battle line. The Defender deploys first. The first unit must be deployed in the Center, the second (if any) on any Wing, and the third on the other Wing. Additional units may be deployed in the Reserve behind the three Positions, or in other Positions as desired. There is no limit to the number of units deployed in any Position.

The Attacker deploys second. He must match the Defender's deployment with at least one unit per opposing position, but may then deploy as he wishes. The Defender can't alter his deployment once the Attacker begins to deploy. After both sides have deployed, the Attacker has the first Battle Turn.

**NOTE:** An HQ, assuming there is at least one other unit to hold the Center, may always be deployed in the Reserve.

### 6.3 Battle Time

A day of battle involves four (4) pairs of alternating Battle Turns (Dawn, Morning, Afternoon, and Dusk) followed by a Night Turn for each side. Note that the Attacker has the first day turn, but the Defender has the first night turn.

#### 6.31 Night Turns

During a night turn, both players must Disengage from offensive battle positions and all units currently Disrupted (7.13) recover. The Defender, who has the first night turn, now has two basic choices:

Retreat any units from the battle. Units can retreat without pursuit, and normal retreat hexside limits (7.12) are doubled.

Reinforce the battle and continue the fight into another day. Any adjacent units, including recovered Disrupted units, can reinforce, with double hexside limits.

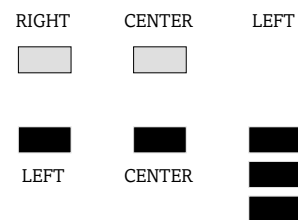
The Attacker now has the same two choices, except that to continue fighting for another day, he must have a Battle HQ. See: 6.32.

If both players elect to continue the fight into the next day, each player may freely deploy Night Reinforcement and Reserve units (Defender first) but may not alter the locations of other units. The next day of battle then begins with the Attacker's Dawn turn.

### Nathan Bedford Forrest

*A millionaire slave trader and planter, ranked by most military historians as the best cavalry commander of the war. Bedford Forrest first enlisted as a private, but soon became colonel of the 7th Tennessee Cavalry which he raised. He refused to surrender at Ft. Donelson, escaped with 1000 men, and then exercised what amounted to independent command of a cavalry division. Time and time again, he raided and defeated Union garrisons and supply depots, tying up forces ten times his size in futile efforts to counter his deprivations. He commanded all CSA cavalry in the West late in the war. A hard riding and merciless soldier, Forrest is reputed to have killed over 20 Union soldiers in single combat, and led the infamous raid on Ft. Pillow in 1864 when a garrison of 300 black troops were slaughtered after they surrendered. After the war, impoverished but undefeated, Forrest was likely the first Grand Wizard of the Ku-Klux-Klan.*

### Battle Deployment



*Two defending units (Gray) are deployed, one Center and one Right. Five attacking units (Black) are deployed, one Center, one Left (to match Gray) and the remaining three units can be deployed as desired, in this case three on Black's Right (Gray's Left).*

### Battle Fog of War

*Units are deployed in upright mode to hide their strength. They remain upright until they fire or are engaged. Units are never revealed until **all** moves in a Battle Turn are made. Once revealed, units must remain face-up until they move to the Reserve (or Retreat).*

# BOBBY LEE & SAM GRANT

## 6.32 Battle HQs

A second day of fighting is possible only in battles where the Attacker has an HQ present and is willing to reduce it one step to continue the fight. Otherwise, the Attacker must do a night retreat. If the decision is to continue the fight, the Attacker reveals the Battle HQ, reduces it 1cv, and then does a Night reinforcement.

A third day of battle requires the Attacker to reduce his Battle HQ by another step, and so on. The Attacker can have two (or more) Battle HQs in a battle; the Defender can fight indefinitely without a Battle HQ. Strategic HQs cannot be Battle HQs.

## 6.4 Regrouping

When a battle ends, the Victor may Regroup, meaning he can Retreat any/all units from the battle OR Reinforce (not both) with any/all adjacent units. All normal retreating or reinforcing rules apply. Units that Regroup must do so at the instant of victory and are Disrupted (7.13) until the end of the current Battle Day (if another battle is still being fought).

## 7.0 BATTLE TURNS

Each Battle Turn consists of five phases, resolved in the order given, one battle at a time.

- Retreat & Pursuit (7.1)
- Morale Checks (7.2)
- Combat (7.3)
- Battle Moves (7.4)
- Reinforcements (7.5)

### 7.1 Retreats

The first phase of a Battle Turn allows a player to Retreat any/all units in a Battle into certain (7.11) adjacent hexes. Units can retreat from any battle position, but are subject to Pursuit Fire (7.14) if Engaged or Disrupted. Units retreat individually in any order. Retreating units receive terrain benefit.

### 7.11 Retreat Hexes

The Attacker may only retreat into adjacent hexes (whether friendly occupied or vacant) only via hexsides used to attack/reinforce the battle. In most cases this should be obvious, but players may place coins in vacant hexes to clarify retreats as necessary. The Attacker can never retreat into another battle hex.

**NOTE:** *If the Attacker occupies an adjacent hex, but does not attack or reinforce the battle from it, he can't retreat to it.*

The Defender can retreat into any adjacent hexes unavailable to the Attacker. The Defender can also retreat units into an adjacent Battle Hex (provided he is the Defender in that battle too) moving to the friendly Reserve, where they are disrupted just like any other retreating unit.

### 7.12 Hexside Limits

Retreating units are subject to hexside Attack Limits per Battle Turn during Day retreats, and double this for Night retreats. That is, for a daytime Battle Turn a maximum of two (2) units can retreat across a forest hexside in Dry weather, but four (4) units can at night.

### 7.13 Retreat Disruption

Retreated or Regrouped units are disrupted and cannot be used to reinforce another battle in the same Battle Day. They are turned face-down, but recover at the end of the current Battle Day, when they are available as Night reinforcements. Units that retreat at night are disrupted through the next Battle Day, if any.

Disrupted units in a battle (this can happen if the Defender retreats to an adjacent battle) must stay in Reserve until they recover at the end of the current Battle Day. They may, however, Retreat normally at any time. Disrupted units are eliminated in a Rout (7.15).

### 7.14 Pursuit Fire

A player can retreat unengaged units without penalty, but all Engaged units are subject to Pursuit Fire. Compare the speed of each pursuing unit to the speed of the slowest retreating unit in that Battle Position. Faster units pursue at F2, same speed units at F1, and slower units cannot pursue. Hits are distributed normally. Pursuit fire can lead to a Rout (7.15).

### Disruption

Units are Disrupted when they Retreat from a battle or Regroup, to ensure that they cannot immediately reinforce battles being fought simultaneously in other hexes. Units generally recover from Disruption at the end of the current battle day, and always recover when a player's Campaign Turn ends.

### Phased Retreats

Players may conduct partial retreats of engaged units by Disengaging (7.43) some units in one battle turn, then retreating them as unengaged units on their next battle turn. A phased retreat with Cavalry units holding the line often works best since they are subject to Pursuit Fire only if engaged by enemy Cavalry.

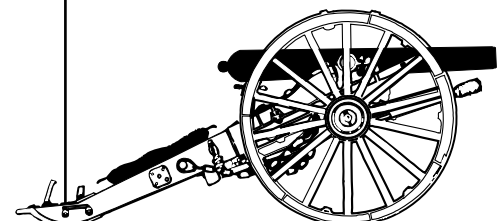
### Cavalry Pursuit

Cavalry units, because of their speed, are ideal pursuing units. If a player suspects his opponent is about to retreat, engaging him with cavalry is best. Conversely, leaving only cavalry to hold engaged columns will lessen enemy pursuit.

### Pursuit Fire Example

The USA Left Wing contains a 2cv Cavalry and 1cv Infantry, engaged by a CSA 4cv Cavalry and 3cv Infantry. In his Retreat Phase, the USA player decides to Retreat. The speed of the Retreating units is based on that of the slowest unit, namely Infantry. The CSA player gets Pursuit Fire of 4xF2 by his Cavalry (faster) and 3xF1 by his Infantry (same speed). If two hits are scored, the first must be taken off the stronger unit (Cavalry) and the second off either unit.

Optionally, the USA player could have Disengaged the Infantry back to the Reserve and held the line with the Cavalry. If the USA Cavalry survives the enemy turn, his Infantry can now Retreat unmolested from the Reserve, and the engaged Cavalry can only be pursued by the CSA Cavalry, and only then at F1 (same speed). Disengaging both USA units to the Reserve for Retreat next turn would not help since the CSA units would then be in an Enfilade position and as such they may pursue Reserve units.



3" Ordnance Rifle

# BOBBY LEE & SAM GRANT

## 7.15 Routs

A rout occurs (instantly) when the Center position of your battleline is occupied by an unopposed enemy unit, or when an enfilading enemy unit fires on your vacant Center. A rout is treated as an immediate and mandatory retreat, and Pursuit Fire is Doubled, meaning that every pursuing unit fires twice. Routs are subject to all normal Retreat rules, including current Retreat Limits (7.12). Units that cannot Retreat (for any reason) and Disrupted (7.13) and Heavy Artillery units are eliminated if Routed.

## 7.2 Morale (optional)

All friendly 1cv units, currently engaged by enemy units, are required to make Morale Checks at the start of each friendly Battle Turn. Roll 1d6 for each 1cv unit:

- 1 - 3 Morale Poor: Unit must make a (forced) Disengage battle move.
- 4 - 6 Morale Good: Unit may conduct any desired fire or move.

## 7.3 Combat

A player may fire any/all engaged units, but any unit that fires may NOT move in the next phase. Units in the Reserve may not fire, nor be fired at, except by Heavy Artillery or Enfilading units conducting Pursuit Fire. Units may only fire once per Battle Turn, in any order desired by the owning player.

## 7.31 Firepower

To "fire" a unit, roll one die per CV (i.e., 3 dice are rolled for a 3cv unit). Units have a rated "Firepower".

FIREPOWER	HITS
F1	1
F2	1 / 2
F3	1 / 2 / 3

- HQs: cannot move to Engage. They fire at F1 if engaged, and also Melee at F1.
- Infantry (including Brigades): cannot fire until engaged. They must first make an Engage move (firing next turn) or can fire at enemy units that have already engaged them. They generally fire at F2 on offense and defense, but have F3 in a Melee.
- Garrisons: cannot fire until engaged. They must first make an Engage move (firing next turn) or can fire at enemy units that have already engaged them. Garrison units fire F1 on offense and F2 on defense. They also have F2 in a Melee.

- Cavalry: cannot fire until engaged. They must first make an Engage move (firing next turn) or can fire at enemy units that have already engaged them. Prior to 1863, they fire at F1 on offense and defense. Beginning January 1863, cavalry fires F2 on offense and F3 on defense (due to acquiring repeating rifles). Cavalry always has F3 in Melee, regardless of year. They can move two spaces on the battleboard.
- Artillery: has two ranges, long (unengaged) and short (engaged). Long range allows guns to fire at F1 into enemy units in the opposite battle position, but if that position is engaged, rolls of "6" are hits against friendly units. Short range (firing at engaged enemy units) gives F3. Artillery has F1 in Melee.
- Heavy Artillery: can only be deployed in the Center position, and cannot move (except to Retreat) once deployed. They can fire on enemy units in ANY Position, including the enemy Reserve. They normally fire at F1/F3 (long range/short range), but get F2/F3 when Defending or Attacking a Fortress. Heavy Artillery has F1 in Melee. Also see 2.26.

## 7.32 Combat Losses

For every "hit" scored, an engaged enemy unit is immediately reduced one step (1cv) by rotating it until the new lesser CV faces the opposing player. Losses must be applied to the unit with the highest CV at the instant of fire, although the owner may choose which of several equal-strength units takes a loss. When a cadre (1cv unit) takes a hit, it is eliminated, but may later be rebuilt as a replacement.

## 7.33 Counter-Battery

Artillery units may, if desired, target revealed enemy artillery units at long range, and may themselves be targeted by any engaging enemy units. When targeting, a unit fires at a specific artillery unit, and all hits scored are applied only to this target unit.

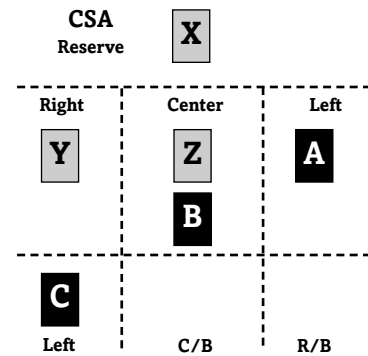
## 7.34 Enfilade

Units may conduct Enfilade fire on enemy units in adjacent (horizontal) positions under certain conditions:

- Engaged units can never Enfilade.
- Unengaged units (any type except HQs) in their own battleline Enfilade at F1.
- Unengaged units (any type except HQs and Garrisons) in the enemy battleline Enfilade at F2.

**NOTE:** units conducting Enfilade fire do not move to engage, but fire directly from their enfilading position.

## ENFILADE DIAGRAM



Unit A has occupied Gray's Left. Unit Z can not enfilade A since it is engaged by B, but can fire normally on B. Unit Y can enfilade B with F1 since it is adjacent and unengaged. Unit A can enfilade unit Z with F2 because it enfilades from a Position in the enemy battleline. Unit X located in the Gray Reserve can terminate the Enfilade on Z by engaging A. Unit C can terminate the enfilade on B by engaging Y.

## Enfilade and Pursuit

Enfilading units (7.34) are presumed to "engage" and may pursue units retreating from an adjacent Position and/or Reserve. There is never Pursuit Fire in Night Retreats.

## Offense and Defense

The terms Offense and Defense are not the same as Attacker and Defender. The first two refer to the current battle situation; the second to the original status of the Battle Hex. During any battle, a position last held exclusively is friendly to that player. When engaged, the player holding a friendly position is on Defense and his opponent is on Offense. Hence, the Defender is on Offense if he moves to engage the Attacker's battle positions; the Attacker in such situations is on Defense. The Defender is also on Offense when attempting to recapture one of his own flank positions. In the Enfilade Diagram above, unit A would be "defending" its current position if engaged by unit X.

# BOBBY LEE & SAM GRANT

## 7.35 Melee

When already engaged, the Active player may elect to Melee with enemy units in any Position instead of firing at them. All melees must be resolved before any other units fire that turn.

Melee combat is simultaneous. Infantry (including Brigades) and Cavalry melee at F3, Garrisons at F2. Artillery (Field and Heavy) and HQs only have F1.

Once both sides have fought, players (Active player first) now choose to fight a second round or Disengage (7.43). Neither player can reinforce a Melee. Half hits do carry over from the first round of the melee to the second.

If the Active player has not won the position by the end of the second round (if any), he must immediately Disengage.

If a battle occurs in a Forest or Marsh hexes, units on defense still have double defense (7.36) in melee combat. Melee Combat is restricted in Fortress (7.6) battles.

## 7.36 Double Defense

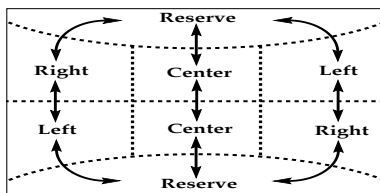
Defending units in Fortress (7.6) battles have Double Defense (DD) in their own battleline, but not when engaging the Attacker in his battleline.

If a battle occurs in a Forest or Marsh hex, units of both players have Double Defense when defending their own battleline.

Units with Double Defense take only a 1cv step loss for every two (2) hits scored in the Battle Turn. Single hits carry over from one unit's fire to another, but a leftover single hit at the end of the Battle Turn is forfeit. A one-eighth rotation of a unit indicates a temporary "half-hit" taken.

## 7.4 Battle Moves

Each friendly unit that did NOT fire this Battle Turn can make ONE Battle Move to an adjacent battle position. All possible moves (except Outflank) are illustrated in the adjacent diagram. Lateral or diagonal movement between battle Positions is prohibited, and units can never move to the enemy Reserve.



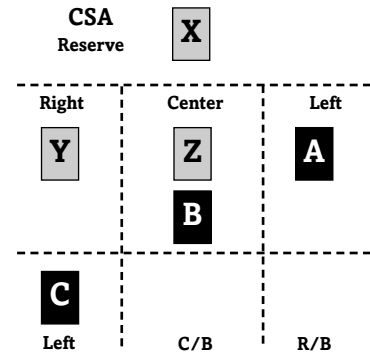
## 7.41 Engaging

When units move to a position containing enemy units, even if that position already contains friendly units, they are Engaging. Infantry (including Brigades and Garrisons), Cavalry, and Field Artillery units can Engage. Revealed Field and Heavy Artillery can be Targeted (7.33). HQs and Heavy Artillery can never Engage, but can be Engaged. Units that are engaged (both sides) must be revealed (turned-face-up) after all movement that Battle Turn is completed.

## 7.42 Disengaging

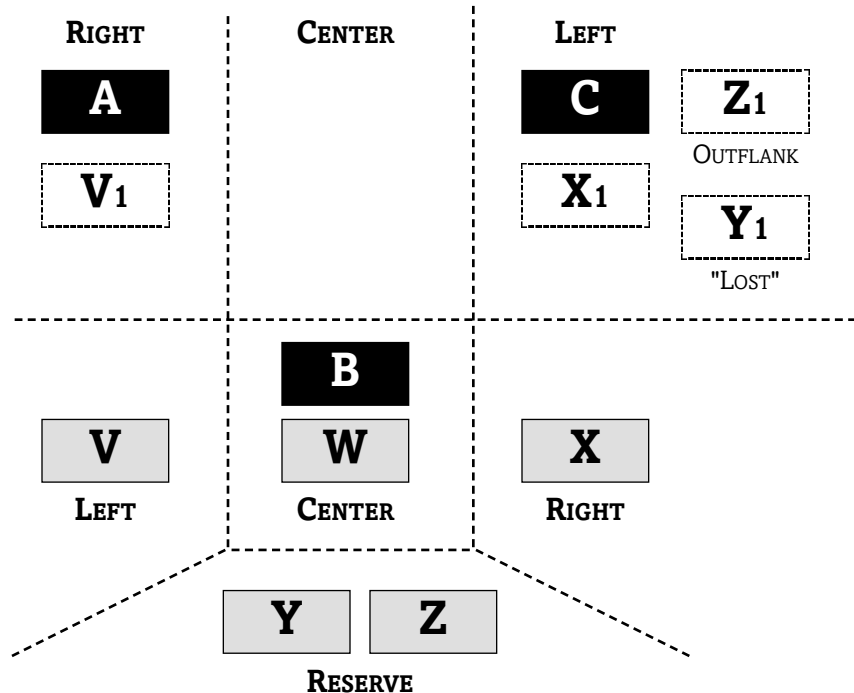
Moving engaged units to an unengaged friendly position, such as from the enemy Right to friendly Left, or from an engaged friendly Right to the Reserve. Disengaging units are not subject to pursuit fire (unless Retreating).

## MELEE DIAGRAM



In the Diagram above, units **B** and **Z** (already engaged) can Melee. This option can be taken by either player in their own Combat Phase. If **B** fails to win the position (Gray Center) after the second melee round, it must Disengage to its own Center. If **Z** activates a melee, and fails to eliminate **B**, then **Z** must Disengage to its own Reserve. Since this automatically creates a Rout (**B** now holds the enemy Center) to initiate a melee in this situation for **Z** is risky.

## Battle Moves



**ENGAGE:** Unit **V** can Engage unit **A** by moving to **V1**, but cannot fire in same turn. Unit **Y** and/or **Z** could engage **B** which has already engaged **W**.

**DISENGAGE:** Unit **B** has engaged unit **W** and can only Disengage to own Center. Unit **W** could disengage to Gray Reserve, but this creates a Rout since **B** now occupies the Gray Center.

**OUTFLANK:** Unit **C** is engaged by unit **X** moving to **X1**. Reserve units **Y** and **Z** could now Outflank, noted as **Y1** and **Z1**. Unit **Y1** fails the march and is "lost" for this turn. Unit **Z1** succeeds, engages **C**, and fires immediately.

# BOBBY LEE & SAM GRANT

## 7.43 Outflanking

A special type of Engage move to a Right or Left position of a friendly or enemy battleline. The flank position must be engaged normally (even if engaged this turn). Only Reserve units can Outflank.

Outflanking units are moved to just outside the engaged flank and turned face-down. After all other Battle Moves are complete, a 1d6 Force March roll is made for each Outflanking unit, using all normal modifiers for weather, battle hex terrain, cavalry, etc.

- Success: the unit succeeds in finding and engaging the enemy flank and gets an immediate normal battle fire (not melee).
- Failure: the unit is "lost" and remains face-down adjacent to the flank Position until the owner's next battle turn. On subsequent battle turns "Lost" units may roll again to make their Outflank. If successful, they may Engage and Fire, or move back to Reserve. If again unsuccessful, they remain Lost for yet another turn, and so on. Units that are still lost when Night falls, or when their own side Retreats or Routs, suffer a 1cv loss and must Retreat (no pursuit).

**IMPORTANT:** *Units may Outflank enemy units that have engaged or occupied the friendly battleline, but may not bypass such an engagement to Outflank or occupy the enemy battleline.*

Units may use the Outflank rule to attempt a move of two (2) spaces on the battleboard (like cavalry) but they cannot also Enfilade or Fire that turn.

## 7.44 Cavalry Moves

Cavalry units have the unique ability to make two consecutive Battle Moves in one Battle Turn. Hence, they can move from the Reserve to their own Left and then Engage the enemy Right, or move from their own Right to their own Left (via the Reserve). They cannot, however, both Disengage and Engage (or vice-versa) in the same turn, nor can they combine an Outflank move with any other battle move.

## 7.5 Reinforcements

As the last step in a Battle Turn, unengaged units in adjacent hexes can enter a battle as reinforcements. They enter the friendly Reserve and are available for use in the next friendly Battle Turn just like any other Reserve unit.

## 7.51 Reinforcement Limits

Reinforcements are restricted by the terrain of the hexsides they cross to enter the Battle Hex (see: Terrain Effects chart). Hence, in Dry weather, two units can reinforce via each Clear hexside, but only one unit can reinforce via each Forest hexside. Units cannot reinforce by Rail movement. Reinforcement across certain hexside terrain may require a successful 50/50 1d6 die roll. Success (4+) allows one unit to reinforce, Failure means no reinforcement is allowed via that hexside that Battle Turn.

Reinforcements are not, of course, allowed through impassable hexsides such as Gaps and Marshes in Mud, nor across Major Rivers where no bridge exists (exception: 7.53).

## 7.52 Victorious Units

Units of the victorious player in a battle, excluding those that Regrouped, can reinforce another battle in an adjacent hex (at the normal rate) beginning on the battle turn after their victory.

## 7.53 Nighttime Reinforcements (Western Theater)

The USA player has the unique ability to reinforce (Night turn only) across Major River hexsides where no bridge/ford exists provided he is the Defender of the battle. Nighttime reinforcements are subject to a hexside limit of 2 units.

This rule reflects USA dominance in river control and supply, and is applicable only in the Western Theater. Historically, troops from the Army of Ohio saved Grant's military career at Shiloh when they reinforced his battered divisions at night across the Tennessee River.

## 7.6 Fortress Battles

Fortress (not fort) battles are fought under special rules:

- They are "one Position" battles. Both players deploy only in the Center, and resolve the battle without reference to flanks. Outflank and Enfilade are ignored.
- All units defending a fortress have Double Defense (7.36). This does not apply if defending units engage the Attacking player's Center.
- Attacking units cannot initiate a melee against units Defending a Fortress. Defending units can melee, but without Double Defense.

## Outflank example

*A CSA cavalry unit (+1) attempts to Outflank in a Forest hex (-1) in Mud (-1). This gives a net die roll modifier of -1. Therefore, a successful Outflank will require a roll of 5+.*

## Double Defense Example

*The USA initiates a battle for Vicksburg. The CSA could remain on defense and get double defense, but elects to go on offense and engage the USA units in their battleline, hoping to defeat them before they can reinforce in strength. In doing so, however, they lose their double defense advantage. The CSA units can still disengage to their own line during the battle and again obtain double defense.*

## Battle Stacking (optional)

*Players may wish to limit stacking in the Left, Center, and Right positions to a maximum of four (4) units, keeping the Reserve as unlimited. This rule operates in our Civil War card game Dixie.*

# BOBBY LEE & SAM GRANT

## 8.0 HEX CONTROL

Control of Ports and Rail Lines is important for Supply. Control of certain cities and towns affects Victory Points.

### 8.1 Friendly Hexes

All hexes in Home Territory (1.2) are friendly unless occupied by enemy units. Zones of control do not exist. An Enemy hex is a hex friendly to the opponent.

**IMPORTANT:** *Hex Control is determined by the position of units at the beginning of every PHASE (Movement, Combat, or Supply) in a Campaign Turn. Prior occupation and/or movement through a hex does NOT affect hex control.*

For example, a player cannot move units to an enemy hex and then rail move units to the same hex. The destination hex for a Rail Move must be friendly at the beginning of the Movement Phase.

## 9.0 RAILROADS

### 9.1 Rail Control

Players automatically control rail lines in Home Territory (1.2), unless the enemy controls them. The CSA can never move or supply along Northern rail lines. The USA may move and supply along CSA railroads provided **every** rail hex is occupied by a USA unit.

### 9.11 Western Theater

The blue railroads in KY and MO can be used by the CSA provided they control these states. However, the red/blue railroad link is a gauge change.

### 9.2 Rail Movement

A Rail Move consists of moving one unit any distance along controlled railroads, and costs one Strategic Move (see: 5.4) except as noted below.

To make a rail move, a unit must begin on a friendly rail line, move **any** distance along **friendly** rail lines, and end its move on a friendly rail line. Units may never rail into or through enemy controlled rail hexes, nor attack or retreat by Rail Movement.

### 9.3 Offboard Rail Moves

For one Rail (Strategic) Move, units may move (off-board) between two friendly Supply hexes, by starting on one Supply hex and moving to another in the same theater. Normal and offboard rail

moves may be combined by expending multiple strategic moves.

Provided both supply hexes are on the same map edge, there is no **extra** offboard movement cost to exit at one supply point and enter at another.

### 9.4 Rail Gauges

If a rail move involves travel on different gauges, players must expend an extra strategic move each time the rail gauge changes, or terminate the move in the junction hex.

### 9.5 Rail/Naval Moves

Rail and Naval moves may be combined, but each switch expends one (1) strategic move.

### 9.6 Theater Railroads

#### 9.61 Eastern Theater

##### 9.611 Military Railways

The rail connection from Washington to Alexandria did not exist in 1861. This link exists in January 1862, or six months after the USA maintains continuous occupation of Alexandria.

##### 9.612 Valley Turnpike

For the CSA only, the Valley Turnpike functions like a railroad for Supply purposes, but does NOT allow Rail Movement. See: 1.7.

#### 9.62 Western Theater

##### 9.621 Big Crow Tunnel

The CSA player has the option to cut the railway at Big Crow (mark hexside with a penny) during any Campaign Turn, except when the Tullahoma and Stevenson hexes are Union occupied. The blockage is permanent.

Between Tullahoma and Stevenson the Nashville & Chattanooga line traversed a long tunnel at Big Crow Gap, which was destroyed by explosives in 1863. This cut the railway for the duration of the war and left Sherman during his Atlanta campaign with only the Nashville & Decatur railway as a supply line.

##### 9.622 Selma-Montgomery

While there is no rail connection between Selma and Montgomery, supply can be traced between them along the Alabama River. Naval movement is not possible.

### Hex Control

*A player must always maintain occupation of a hex in enemy territory to effect control. Hence, for the USA to keep control of Nashville, they must always have at least one unit deployed there. If they vacate the hex, for any reason, control reverts back to the CSA.*

### Railroads

*All major railroads are shown. The Virginian rail net was chaotic (two different gauges were in use) and undeveloped because numerous deep rivers offered easy and cheap water transport. This proved to be a major problem for both armies, but especially for the Confederacy because of Union naval dominance.*

### Rail Control

*Maintaining forces in Rail Supply in CSA Territory, requires the USA to garrison every CSA Rail Hex. The USA player will soon discover that the deeper he penetrates south, the more difficult it is to maintain a rail supply line. The extensive use of Naval supply lines (such as Grant used in his Vicksburg Campaign) should be seen in this light.*



# BOBBY LEE & SAM GRANT

## 10.0 NAVAL MOVEMENT

### 10.1 Naval Control

The USA had naval supremacy throughout the Civil War. The USA player can use naval (river, sea, or combination) movement and supply between any two friendly ports, provided neither passes an enemy controlled port, nor an enemy controlled fort/fortress (see 10.3).

### 10.11 Eastern Theater

The CSA player can only use naval movement and supply within the James and Appomattox Rivers, and only while he controls Norfolk.

**NOTE:** *Fort Monroe is a James River port, downriver of Norfolk.*

*Therefore, USA movement and supply to/from Fort Monroe is not affected by CSA control of Norfolk.*

### 10.2 Navigable Rivers

Only Major rivers are navigable. The change from Major to Minor river is noted by a blue bar. Naval movement and supply are prohibited south of a CSA fort even if the move does not bypass the fort, but see 10.6.

### 10.21 Eastern Theater

Major rivers are navigable by Naval Movement to the highest upstream port, referred to as the Head of Navigation:

The highest upstream port is the Head of Navigation for any particular river. Hence, Washington is the head of navigation on the Potomac. This term is not synonymous with a change from Major to Minor river. Although rapids and fords prevent navigation above Washington, the Potomac is major to Cumberland. Similarly, the James is major far above Richmond.

### 10.22 Western Theater

The Tennessee River is a special case because the Muscle Shoals prevented navigation upstream of Florence although the river is Major to Chattanooga. Naval supply & movement are prohibited upriver of the shoals.

### 10.3 Naval Movement

A Naval Move is defined as a move from one friendly port to another friendly port (including navigable river ports). The move must be traced along major river hexsides and cannot bypass a CSA-occupied fort or fortress. One Naval Move costs one Strategic Move per unit.

Rail and Naval Moves can be combined, but each switch costs one Strategic Move. A unit can never make a Naval Move past an enemy controlled port.

### 10.4 Naval Invasions

A Naval Invasion is a Naval Move (USA only) that begins in a friendly port and terminates in any coastal or navigable river hex (enemy-occupied or not, including neutral hexes). The move cannot bypass a CSA occupied fort/fortress, but can be against the fort/fortress itself. Invasions expend two (2) Strategic Moves per unit. Invasion battles cannot be reinforced by Naval Movement, but can be from adjacent hexes as normal.

Only USA infantry can invade. Invading infantry can retreat using naval retreat during the invasion battle (only).

**Note:** *Naval invasions are prohibited to cliff hexsides if the hex is defended.*

### 10.5 Naval Retreats

Invasion units may retreat to adjacent friendly hexes as normal. Invasion units (only) may also retreat by Naval Move. This is treated as a free move back to the hex/port they came from, but such units receive double pursuit fire (roll twice) if engaged. If a Rout occurs, engaged units are eliminated while unengaged units may retreat subject to pursuit fire. USA units that did not invade cannot perform a naval retreat.

### 10.6 River Crossings

Where no Bridge/Ford exists, major rivers can always be crossed with a River Crossing move. This special move represents employing a pontoon bridge or local river transport. The unit must start its move on one side of the river, cross the river hexside, and then stop in the adjacent hex. Each unit making a River Crossing expends one (1) strategic move if the destination hex is friendly and two (2) strategic moves if enemy-controlled or neutral. Units can never Attack, Reinforce, or Retreat via River Crossing moves. River Crossings may NOT be combined with other moves.

### 10.61 Eastern Theater

Downstream of Heads of Navigation (10.21), units can only cross rivers by using Naval Movement.

### Major & Minor Rivers

*Players must be clear on the distinctions between Major and Minor rivers. Minor rivers are crossable on each hexside. Major rivers can only be crossed at bridges, or by Naval Movement (USA only) and River Crossing moves.*

### River Forts

*Maintaining occupation of River Forts is the only way for the CSA to contest the USA advantages of naval movement and supply.*

*A fort can revert back to CSA control if left vacant by the USA player, but this does NOT make the fort interdict a river again; only a fort actually occupied by a CSA unit can impede USA river traffic.*

*Important: Most forts control only one major river hexside. However, in the Western theater, Paducah controls two hexsides (Tennessee and Ohio rivers); Cairo also controls two hexsides (Mississippi and Ohio rivers).*

River:	Head of Navigation
Potomac:	Washington
Rappahannock:	Port Royal
York:	West Point
James:	Richmond
Appomattox:	Petersburg
Susquehanna:	Harrisburg

### Why No Gunboat Units?

*Although the woefully out-manned and out-gunned CSA Navy made the odd heroic effort to resist, control of the western rivers was never in doubt. The few CSA gunboats that did exist spent most of the war hiding from the Union fleet.*

*Gunboats in the game required clumsy "hexside" movement and combat, which was too much hassle for an activity that was USA dominated anyway. The function of naval power was to deny naval movement and supply to the enemy and secure the same for friendly forces. USA naval dominance is reflected by allowing them Naval Movement and Supply whereas the CSA is prohibited from these activities.*

### Naval Movement Examples

*The CSA controls Acquia Landing. This prevents USA naval movement from Alexandria to Ft. Monroe via the Potomac.*

*The USA player controls St. Louis, Cairo, Paducah, Louisville, and Cincinnati on the Mississippi and Ohio Rivers. USA can move units between any two of these towns, such as from St. Louis to Louisville. If, however, the CSA gain control of Paducah, USA movement past this fort is prohibited.*

# BOBBY LEE & SAM GRANT

A River Crossing is more restrictive than a normal Naval Move or Naval Invasion. In the Western theater, the USA player has no need of this special move except to cross the Tennessee upstream of the Muscle Shoals. River Crossings are permitted south of a CSA occupied fort - this is how Grant bypassed, besieged, and then captured Vicksburg.

Players must pay special attention to bridges crossing major rivers. None of these existed across the Mississippi and Ohio rivers in the mapped area, but the Tennessee and Cumberland rivers had several key bridges, mostly rail bridges. The absence of a rail bridge may have no effect on USA supply because rail and naval supply may be combined.

## 11.0 SUPPLY

### 11.1 Supply Phase

The last phase in any Campaign Turn (after all movement and battles are resolved) is a Supply Phase. At this time, the active player determines the supply status of friendly units (only) which immediately take supply attrition as necessary.

### 11.2 Forage Limits

Each playable hex can support a number of units without a Supply Line, depending upon terrain and weather:

Terrain	Dry	Mud
Clear	4 units	2 units
Forest	2 units	1 unit
Marsh	1 unit	None

A City in the hex adds two units (+2), and a Town adds one unit (+1) to these totals. Urban bonuses are not affected by Mud. Hence, a city in clear terrain has a Forage Limit of six (6) units in Dry and four (4) units in Mud.

### 11.3 Supply Sources

Friendly Rail Supply hexes (9.2) in Home Territory are Supply Sources. These are Supply Sources to which Rail and/or Naval supply lines must be traced.

### 11.31 Eastern Theater

In the Eastern theater, the USA has three (3) Supply hexes identified with a blue supply symbol. The CSA also has three (3) Supply hexes, identified with a red supply symbol.

### 11.32 Western Theater

The USA has four (4) Supply hexes identified with a blue supply symbol, and five (5) CSA Supply hexes identified with a red supply symbol (see 1.823).

### 11.33 Capture

Control of enemy Supply Sources reduces the number of Replacement Points (12.2) received each month.

- For each USA Supply Source controlled by the CSA, reduce USA RPs (in that theater) by 3.

- For each CSA Supply Source controlled by the USA, reduce CSA RPs (in that theater) by 2.

This effect continues for as long as control is maintained.

**NOTE:** *The reduction in the number of RPs received is determined during the Replacement Turn. Temporary control of a Supply Source during a month has no effect.*

### 11.34 Baltimore

The port of Baltimore is a Supply Source for the USA, meaning rail and/or naval supply lines can be traced to this port. Other ports without Rail Supply, such as Fort Monroe, function as Supply Sources only if a Naval Supply line can be traced to Baltimore.

### 11.4 Supply Lines

A hex is supplied when it is on or adjacent to a friendly Supply Line or friendly Supply Source. A supply line consists of a continuous Rail or Naval supply line (they may be combined) that can be traced to a friendly Supply Source.

**NOTE:** *adjacency for supply purposes cannot be traced through impassable hexsides except major rivers.*

### 11.41 Rail Supply Lines

Any controlled rail line (9.1) linking to a Supply Source (9.2) functions as a rail supply line.

### 11.411 The Valley Turnpike (Eastern Theater)

For the CSA **only**, the Turnpike also functions like a railroad for Supply purposes, but does not allow Rail Movement.

### Cavalry Raids

*Since units can function without a Supply Line indefinitely provided they obey foraging limits, the use of Cavalry to raid towns and railways behind enemy lines is an effective and ever present threat. A player's entire supply line may be cut by just one Cavalry unit occupying a key railroad hex. Although the effect of this may seem like a minor nuisance in that unsupplied units may avoid supply attrition if they obey foraging limits, the real danger is that unsupplied units cannot receive Replacement Points. This can destroy many a promising campaign, and force a player to desperately chase the raider all over the map. Keep in mind that Cavalry can move four hexes with a force-march; it is particularly embarrassing when a cavalry unit gallops into an unguarded city like Atlanta or St. Louis. Northern generals will soon come to both hate and respect Bedford Forrest.*

# BOBBY LEE & SAM GRANT

## 11.42 Naval Supply Lines

### 11.421 Eastern Theater

Naval Supply lines, equivalent to Rail Lines, exist between friendly ports provided they do not bypass enemy-controlled ports. The CSA only has Naval Supply on the James River. Rail and Naval Supply lines may link to form a continuous Supply Line. Note, however, the restrictions in 11.33.

### 11.422 Western Theater

Naval Supply lines only apply to the USA player. They follow Major Rivers (only) but may not bypass CSA occupied forts or fortresses. Rail and Naval Supply lines may link to form a continuous Supply Line.

The Union may not trace supply up the Mississippi from New Orleans.

## 11.5 Supply Capacity

The Supply Capacity of a supplied hex is unlimited, meaning any number of units can exist in a supplied hex. The Supply Capacity of an unsupplied hex equals its Forage Limit (11.2).

## 11.6 Supply Attrition

During the Supply Phase all friendly units in excess of supply capacities lose one step. As usual, the largest units in the hex must be reduced first.

### 11.61 Supply Attrition Example

The USA player has seven units in a clear terrain hex, adjacent to a friendly railway supply line. All units are supplied. However, if the rail supply line is cut by CSA control, Forage Limit drops to four units. Three of the seven units are now unsupplied. Assuming the USA player has not committed the sin of putting himself out of supply (it happens!) he will have a turn to disperse his unsupplied units for foraging. If this is not done, the unsupplied units (owner's choice) take 1cv supply attrition in the Supply Phase. In Mud, five units would be affected.

## 11.7 HQ Supply

An HQ unit can provide supply to all unsupplied units within its own command range. During the Supply Phase, a player has the option to negate supply attrition within these hexes by revealing an HQ and reducing it by 1cv.

## 11.8 Siege & Surrender

A hex (or group of adjacent hexes) is besieged if all adjacent playable hexes are occupied by enemy forces and the hex(es) also have no Naval Supply. At the end of each month, all units in besieged hexes are reduced by 1cv. This loss is in addition to any losses taken by units in a friendly Supply Phase for exceeding Foraging Limits.

### 11.81 Washington

If Washington is besieged at the end of a month, the CSA is awarded 1 VP. Siege of Washington VPs (1 per month) continue if the CSA occupies Washington. The USA does not receive any VPs for laying siege to a CSA controlled Washington.

### 11.82 Surrender

During a Campaign Turn, the active player may request/demand the surrender of besieged forces. The besieged player may accept/decline as he wishes. A besieged player may also, during his own Campaign Turn, voluntarily surrender besieged forces and this must be accepted.

Besieged units eliminated due to attrition/combat are permanently removed from the game and cannot be rebuilt. Besieged forces that surrender (when possible) are still eliminated, but may be rebuilt normally.

## Honors of War

*Standard military practice throughout the long history of war has been to offer surrender to an invested enemy in a fortified position. If accepted, quarter and honorable terms would normally be granted. If refused, then no quarter should be expected because of the high losses the attacker would likely take overcoming the defender.*

*Despite the odd heroic fight to the last man (Remember the Alamo) most invested forces chose honorable surrender.*

*There were several notable surrenders of large garrisons during the war, including 11,000 Confederates at Fort Donelson (Feb/62) to Grant and 13,000 Federals at Harpers Ferry (Sep/62) to Jackson, two days before the Battle of Antietam.*

*Although POW camps did exist on both sides (several had nasty reputations) the prevailing custom until 1864 was to parole or exchange prisoners.*

## Supply Examples

*The USA has units in Fair Oaks, White House, West Point, and Yorktown. The units in Fair Oaks and White House can trace a rail supply line to West Point, then by Sea Supply to Baltimore. The units in West Point and Yorktown, located in supplied ports, are in supply. However, if Yorktown is re-occupied by the CSA (or even if left vacant by the USA), then the sea supply line to West Point is cut. This means all USA units in West Point, and all units tracing to this port (Fair Oaks and White House) are unsupplied and subject to Forage Limits.*

*The USA occupies Ft. Donelson, Nashville, Franklin, Murfreesboro, and Shelbyville. Supply is traced by rail to Nashville, and then by river down the Cumberland and up the Ohio to Cincinnati. Supply cannot be traced to Cincinnati by rail because Gallatin is not occupied and this is CSA territory. This supply line is dependent on maintaining control of Ft. Donelson (CSA control would cut the naval supply line) and a cautious US commander would be wise to also hold Gallatin to ensure an alternate rail and naval supply to Cincinnati via Louisville.*

## Strategic Notes

*In the eastern theater, the CSA cannot trace rail or naval supply north of the Potomac. Therefore, the South can never have a supply line in the North.*

*In the western theater, the CSA cannot trace naval supply. Therefore, they cannot have a supply line north of the Ohio, nor west of the Mississippi.*

*CSA units can, however, function in these areas there by stacking within Forage Limits, or with HQ Supply (11.7).*

# BOBBY LEE & SAM GRANT

## 12.0 REPLACEMENTS

### 12.1 Replacement Turn

At the beginning of each Month (except the first month of a game) players execute a simultaneous Replacement Turn:

- Award Political VPs (Time, Draft, and Emancipation)
- Determine RPs.
- Add Steps to units in supply
- Build and Deploy new Cadres

**NOTE:** *the Replacement Turn is simultaneous so that players cannot pay full attention to their opponent's replacement strategy. However, if a conflict arises as to which player has the last deployment, etc., the CSA player always has this right.*

### 12.2 Replacement Points

Each player receives a specified number of Replacement Points (RPs) each month. These vary by year as shown on the Month RP chart and may be reduced for several reasons (see 11.33, 12.21 and 12.22). RPs are expended either by adding replacement Steps to units in play, or by rebuilding surplus and/or eliminated units into Cadres. Any unspent RPs are forfeit - use 'em or lose 'em.

#### 12.21 Trans-Mississippi RPs (Western Theater)

USA control of the Mississippi River severs the CSA from Trans-Mississippi RPs like Arkansas, Texas, etc. Such control is accomplished when St. Louis, Memphis, and Vicksburg are all under USA control. This reduces the CSA by 2 RPs per month for as long as such control exists, but does not increase USA RPs.

**NOTE:** *If playing the 1864 scenario, the CSA starts with 8 RPs/month.*

#### 12.22 Kentucky & Missouri RPs (Western Theater)

Kentucky and Missouri start the 1862 game under USA control because they control Louisville (Kentucky) and St. Louis (Missouri). However, if a control city is occupied by the CSA, state loyalty switches, and the CSA gets +1RP per month per city on each subsequent Replacement Turn until the city is recaptured by the USA (if ever). This bonus does not reduce USA RPs.

### 12.3 Replacement Steps

Players may add any number of replacement steps to existing units, provided they have a valid Supply Line (11.4). The RP cost of one step for each unit type is noted in the Step column on the Unit Costs chart.

### 12.4 Building Cadres

Unbuilt or eliminated units are raised as cadres (1cv units) within Home Territory.

The RP cost of a cadre for each unit type is noted in the Cadre column on the Unit Costs chart. Replacement steps may not be added to newly built cadres in the same Replacement Turn.

#### 12.41 Cadre Deployment

One (1) new cadre can be built in each friendly Town or Supply Hex, and up to three (3) units in each friendly City. Cadres may be placed in unsupplied towns or cities but cannot be built up beyond 1cv.

##### 12.411 Eastern Theater

Note that Ft. Monroe is not a town/city. USA cadres cannot be built there, but RPs can be added to existing units there.

##### 12.412 Western Theater

The CSA can build one (1) cadre in Knoxville or Little Rock, AR if they are friendly. The USA can build up to three (3) cadres in each of St. Louis and Louisville. Only one (1) CSA cadre can be built in these cities if they are under CSA control.

### Cadre Cost

*The higher cost of the first step (cadre) reflects the expense of creating the basic infrastructure of a new unit. Steps cannot immediately be added to new cadres because it takes time [training] as well as equipment to build a combat unit.*

# BOBBY LEE & SAM GRANT

## 13.0 TWO THEATER WAR

Players may simultaneously play both Sam Grant and Bobby Lee. Played together, most of the Civil War is covered.

When played together, the Sam Grant map does not adjoin the map in Bobby Lee. The scale is different, and the two maps are separated by the Appalachian Mountains, which saw minimal action during the war.

### 13.1 Start Date & Forces

The start date is Jul/61 in both theaters. In the East, OB and starting locations are as given in Bobby Lee. In the West, historical opening forces and locations are given below. Free deployment can be used in both theaters if desired. Note that NO Kentucky hexes are occupied. The first player to enter Kentucky loses 2 VPs permanently (see: 4.56).

#### USA

- St. Louis: UW3, Inf 3, Inf 2, Art 2
- Rolla: Cav 2
- Irontown: Cav 1
- Cape Girardeau: Inf 2, Inf 2
- Cairo: TN2, Inf 2, Inf 2, Art 1
- Evansville: Inf 2
- New Albany: Inf 3
- Cincinnati: OH1, Inf 2, Inf 2, Art 1

#### CSA

- Atlanta: Gar 2, Inf 1
- Vicksburg: Inf 1
- Corinth: Cav 2
- Memphis: Inf 2, Art 1
- Ft. Henry: Inf 2
- Ft. Donelson: Inf 2, Art 1
- Nashville: CW3, Inf 3, Cav 3, Art 2
- Clarkesville: KY1, Inf 3, Cav 2 (Forrest)
- Knoxville: Inf 2

#### Militia Units

- Louisville: Garrison 2\*
- Frankfort: Garrison 1\*

\*These units (Kentucky Militia) become active (and defend their cities) if Kentucky Neutrality is violated. If the CSA invades Kentucky, they become USA units, and if the USA invades they become CSA units. These units function like any other Garrisons.

**ERRATA:** Give the USA +1 VP (in the Western theater only) at the beginning of the scenario.

## 13.2 Theater RPs

Monthly RPs for both theaters are added together and then allocated as desired, except each theater must receive a minimum of 50% (dropping fractions) of its scheduled RPs. Resource Points lost due to captured Supply hexes are subtracted from the minimum.

### 13.3 Unit Transfers

Units can move from one theater to the other by employing "off-board" rail movement (see 9.3), except the USA must expend two (2) strategic moves per unit, and the CSA only one (1). Generally, a unit can move between any two Supply Hexes, but units from Lynchburg (East) must appear at Knoxville (West). HQs and Heavy Arty can never be transferred.

The Forrest unit can be transferred to the Eastern theater. Brigade units can be transferred to the western theater and may also be built there.

### 13.4 Theater Initiative

Two dice are used by each player to make separate bids for each theater. One die applies to the East and one to the West. The USA player's left die and the CSA player's right die are the East bids.

If the initiative differs for the two theaters, resolve the CSA initiative in that theater, and then the USA player takes a turn in both theaters.

Important: when both players bid zero or make consecutive "Pass" turns in one theater, no further plays can be made there this month.

### 13.5 Theater SHQs

Strategic Moves must be expended in their respective theaters. Theater Unit Transfers must be commanded by the HQ of the origin theater.

### 13.6 Theater Victory

Victory Tracks are kept separately for each theater. The game is won if a player gains a Decisive Victory in either theater at the end of any month. The CSA also wins if the USA fails to win by the end of Oct/64.

### 13.7 Emancipation

In the two-theater game 2 VPs are awarded in the West and 3 VPs in the East. The CSA gets double RPs in both theaters in that month (only).

### Theater RP Example

*In 1862, the USA receives 16 RPs (East) and 14 RPs (West) for a total of 30 RPs. The minimum allocations per theater are 8 (East) and 7 (West). This leaves 15 RPs to be spent as the USA player desires.*

*However, if the CSA captured one USA Supply hex in the West, the USA would receive 16 RPs (East) and 11 RPs (West) for a total of 27 RPs. The minimum allocations per theater are 8 (East) and 5 (West). This leaves 14 RPs to be spent as the USA player desires.*

### Theater Initiative Example

*Example: CSA player bids 2 (East) and 2 (West). USA player bids 3 (East) and 2 (West). The CSA player wins the initiative in the West (tie bid) and the USA player wins in the East. The month opens with the CSA activating 2 HQs in the West. After this is resolved, the USA plays in both theaters, but must activate 3 HQs (winning bid) in the East.*

# BOBBY LEE & SAM GRANT

## GEOGRAPHICAL GAZETTEER

### THE EAST

#### Fort Monroe

During the War of 1812 a weak system of coastal defenses allowed the British to sail with impunity into Chesapeake Bay and sack Washington. After the war the government built an ambitious new system of coastal defenses, one of them Fort Monroe.

Named after President James Monroe, construction began in 1819 on the site of the former Fort George, destroyed by a hurricane in 1749. It was the largest stone fort ever built in North America. Equipped with an impressive armament of 380 siege and coastal guns, the fort dominated the entrance to the Chesapeake Bay and the James River.

The fort itself was thought to be impregnable, especially from an attack from the sea against its massive guns. And the landward approach, along a narrow sand spit dominated by artillery, would have been a fearful task for the bravest of troops.

For these reasons, and despite its isolated location deep in hostile Virginia, no serious attempt was made by the Confederacy to capture Fort Monroe. From this stronghold the Union was able to mount the campaigns leading to the capture of Norfolk and Yorktown, and its permanent garrison of 5,000-10,000 troops were an ever-present threat to the Confederate flank. Although never attempted, a determined Confederate assault might have succeeded which would have totally changed the character of the war in this area.

#### Norfolk

This town was an important federal naval base, seized and occupied by the South early in the war. The C.S.S. Virginia, an ironclad converted from the Merrimac, controlled the entrance to the James River, having sunk or disabled all opposition from traditional wooden frigates. Fortunately for the Union, the U.S.S. Monitor, a revolutionary iron-clad with a single revolving turret housing two eleven-inch Dahlgren guns, arrived to dispute the CSA dominance and a famous duel between both vessels was fought in March/62, ending in stalemate. This allowed a massive build-up of Union troops at Fort Monroe for McClellan's planned Peninsula Campaign and Norfolk, judged indefensible, was abandoned by the CSA in April/62. The C.S.S. Virginia then had to be scuttled since she had too deep a draft to escape upriver. The fall of Norfolk gave the Union permanent sea superiority in the James Estuary.

#### Shenandoah Valley

The scene of Stonewall Jackson's famous Valley Campaign of 1862, this fertile valley, averaging 10-15 miles wide, runs between the Allegheny and Blue Ridge mountains from Staunton north to Harpers Ferry. Often referred to as the "Breadbasket of the Confederacy" the Valley also offered the Confederates a relatively easy route to invade the North, screened from Union observation by the Blue Mountains. For the Union it was less useful, since moving up the Valley (toward Staunton) led them further and further away from Richmond.

#### The Peninsula

The narrow neck of land stretching SE from Richmond to Fort Monroe. Although the Peninsula had been settled for more than two hundred and fifty years (Jamestown was founded in 1607 near Williamsburg) the region was still wooded and swampy in 1861. McClellan mounted his ill-fated Peninsula campaign here in 1862, starting from Fort Monroe.

#### Tidewater

The name given to the coastal region east of a line drawn between Fredericksburg and Richmond. Surprisingly, this rich farming area almost sat out the war. Other than the York River R. R. from Richmond to West Point, railways in the region were non-existent and this discouraged the Union from mounting operations there.

#### The Wilderness

The large tract of forest, south of the Rappahanock, west of Fredericksburg. Vegetation consisted of ash, cedar, fir, maple, and oak trees, laced with dense undergrowth and swamp. Maneuver was difficult because the roads were few and primitive. Vicious battles were fought within the Wilderness in 1863 and 1864.

#### West Virginia

The mountain folk of western Virginia, a hardy group of individualists who worked small, rocky farms, had little in common with the prosperous farmers of the Tidewater region. Few westerners could afford slaves and resented the domination of rich slave-holders in Virginian politics. When war began, the Union immediately mounted a campaign led by McClellan to win control of this region. Aided by local sympathy for the Union cause the campaign was an easy victory for McClellan (creating the illusion he was a man of action) and the mountains remained under permanent Federal control despite the attempted intervention of no less a general than Bobby Lee. Lincoln rewarded the loyalists by allowing the creation of a separate state of West Virginia in 1863.

### THE WEST

#### East Tennessee

The mountain folk of eastern Tennessee were largely pro-Union throughout the war. This is why Knoxville is a blue town that must be garrisoned by the CSA. USA control of Knoxville severs the only railway to Virginia which is one of the five CSA supply sources.

#### Fort Henry

Located on low ground on the east bank of the Tennessee River, this fort was incomplete, dominated by heights across the river, and subject to flooding. This poor location was chosen only because of Kentucky neutrality - better fort sites existed inside the state. Before Grant's troops arrived, Fort Henry was largely abandoned and was captured by US gunboats after a brief shelling.

#### Fort Donelson

Located 12 miles from Ft. Henry, on a bluff on the south bank of the Cumberland River. It was also incomplete, but had a far better location and was better prepared for defense than its sister fort. Bold action by Grant and timid CSA generalship led to the surrender of 12,000 troops here in Feb/1862.

#### Island Ten

Strong Confederate fort on a Mississippi island, fifty miles north of Memphis. The fort was besieged by USA forces commanded by Pope, aided by US gunboats, and taken on April 8th after the large 7,000 man Confederate garrison surrendered.

#### Kentucky & Missouri

Border slave states, both neutral throughout much of 1861. The Governors of both states favored the Confederacy (each state had a star in the Confederate flag) but the Legislatures were pro-Union which allowed the North to establish rival state governments and support loyal forces in the states. The CSA, anxious not to antagonize the delicate political balance, did not occupy them with military forces at the beginning of the war (a bad mistake as it turned out).

#### Paducah

War in the Western Theater did not get serious until Grant launched his Ft. Henry & Ft. Donelson campaign in Feb/62, ten months after the war began. This delay was mainly due to the neutrality of Kentucky, which served to keep both armies apart. In September 1861, Grant was ordered to seize and occupy Columbus, a strategic town on a high bluff overlooking the Mississippi. A CSA army under General Polk got wind of the plan and occupied Columbus first. Grant immediately countered by occupying Paducah. Both acts were violations of Kentucky's neutrality, and although Polk could indignantly point to Federal intent, the CSA was the first aggressor, and an "outraged" Kentucky Legislature voted to join the Union.

# BOBBY LEE & SAM GRANT

## **Artillery, 2.25, 2.26**

- Firepower, 7.31
- Counter Battery, 7.33
- Engaging, 7.41
- Movement, 7.42
- Attack Limits, 5.31

## **Baltimore, 11.34**

### **Battles, 6.0**

- Battle Turns, 7.0
- Battle Time, 6.3
- Deployment, 6.2
- Night, 6.31
- Regrouping, 6.4
- Resolution, 6.1
- Second Day Battles, 6.32
- Victorious Units, 7.52

### **Battle Moves, 7.4**

- Battle Turns, 7.0
- Retreating, 7.1
- Morale, 7.2
- Combat, 7.3
- Movement, 7.4
- Reinforcements, 7.5

### **Brigades, 2.221**

### **Cadres, 12.4**

- Deployment, 12.41

### **Campaign Game, 4.3**

### **Cavalry, 2.24**

- Battle Moves, 7.44
- Force-March, 5.32
- Forrest, Nathan Bedford, 5.5, 13.3
- Firepower, 7.31
- Melee Combat, 7.35
- Outflanking, 7.43
- Pursuit Fire, 7.14

### **Cities, 1.41**

- Forge Bonus, 11.2
- Victory Points, 4.51

### **Combat, 7.3**

- Combat Losses, 7.32
- Combat Phase, 3.23
- Counter Battery, 7.33
- Enfilade, 7.34
- Firepower, 7.31
- Forest Combat, 7.36
- Fortress Combat, 7.6
- Melee Combat, 7.35

### **Combat Value (CV), 2.4**

### **Conscription, 4.53**

### **Disengaging, 7.42**

### **Disruption, 7.13**

### **Double Defense, 7.36**

### **Drafting, 4.53**

### **Emancipation, 4.55**

### **Emergency Forces, 4.54**

### **Enfilade Fire, 7.34**

### **Engaging, 7.41**

### **Firepower, 7.31**

- Enfilade, 7.34
- Melee, 7.35
- Outflank, 7.43

### **Foraging, 1.32**

- Limits, 11.2
- Mud Effect, 4.42

### **Force-Marches, 5.32**

### **Forest, 1.34**

- Forest Battles, 7.35, 7.36
- Forest Movement, 1.34

### **Fortresses, 1.45**

- Fortress Battles, 7.6

### **Gaps, 1.36**

### **Garrisons, 2.23**

### **Grant, U. S., 5.121**

### **Hex Control, 8.0**

- Home Territory, 1.2

### **Headquarters, 2.21, 5.1**

- Activation, 5.11
- Battle Deployment, 6.2
- Battle HQs, 6.32
- Command Range, 5.12
- Supply, 11.7
- Supreme HQs, 5.13, 5.4

### **Home Territory, 1.2**

### **Infantry, 2.22**

- Movement, 2.3
- Firepower, 7.31

### **Initiative, 3.12**

### **Kentucky Neutrality, 4.56**

### **Lee, Robert E., 5.121**

### **Marsh, 1.35**

- Hexes, 1.351

- Hexsides, 1.352

### **Melee Combat, 7.35**

### **Morale, 7.2**

### **Movement, 5.0**

- Battle Moves, 7.4
- Unit Movement, 5.3

### **Mud, 4.42**

### **Naval Movement, 10.0**

### **Night Turns, 6.31, 7.12, 7.53**

### **Outflanking, 7.43**

### **Pass Turns, 3.4**

### **Ports, 1.44**

### **Pursuit Fire, 7.14**

- Routs, 7.15

### **Railroads, 1.5, 9.0**

- Big Crow Tunnel, 9.621
- Control, 9.1
- Gauges, 9.4
- Rail Movement, 9.2
- Offboard Rail Moves, 9.3
- Rail Supply Lines, 11.41
- Selma-Montgomery, 9.622

### **Regrouping, 6.4**

### **Reinforcements, 7.5**

- Hexside Limits, 7.51

### **Replacements, 12.0**

- Cadres, 12.4
- Points, 12.2
- Steps, 12.3

### **Retreats, 7.1**

- Disruption, 7.13
- Hexside Limits, 7.12
- Pursuit, 7.14
- Retreat Hexes, 7.11
- Routs, 7.15
- Naval Retreats, 10.5

### **Rivers, 1.37**

- Attack Limits, 1.37
- Navigable Rivers, 10.2
- River Crossings, 10.6

### **Routs, 7.15**

### **Scenarios, 4.2**

### **Sequence of Play, 3.0**

### **Sieges, 11.8**

- Surrender, 11.82
- Washington, 11.81

### **Speed (units), 2.3**

- Winter/Mud Effect, 4.42

### **Stacking, hexes, 5.2**

### **Stacking, battles, sidebar p 14**

### **Step Reduction, 2.5**

### **Strategic Movement, 5.4**

### **Supply, 11.0**

- Attrition, 11.6
- Capacity, 11.5
- HQ Supply, 11.7
- Railroad Supply, 11.41
- Naval Supply, 11.42
- Supply Hexes, 1.6, 9.3, 11.3
- Supply Phase, 3.24, 11.1
- Supply Sources, 11.3

### **Supreme HQs, 5.13, 5.4**

### **Surrenders, 11.82**

### **Terrain, 1.3**

- Clear, 1.33
- Foraging, 11.2
- Forest, 1.34
- Marsh, 1.35
- Mountain, 1.36
- Rivers, 1.37

### **Tournament Points, 4.25**

### **Towns, 1.42**

- Control, 8.0
- Forge Bonus, 11.2
- Victory Points, 4.51

### **Two Theater War, 13.0**

- Emancipation, 13.7
- Initiative, 13.4
- Replacements, 13.2
- Start Date & Forces, 13.1
- Supreme HQs, 13.5
- Unit Transfers, 13.3
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### **Units, 2.0**

- Firepower, 2.3, 7.31
- Movement, 5.3
- Speed, 2.3
- Types, 2.2
- Valley Turnpike, 1.7, 9.612

### **Victory, Scenario, 4.26**

### **Victory Points, 4.5**

### **Victory Track, 4.1**

### **Villages, 1.43**

### **Washington, Siege of, 11.81**

### **Weather, 4.4**

- Weather Rolls, 4.41
- Winter Effects, 4.42

### **Winter Campaigns, 4.4**

## 1862: February

### Department of Missouri

**Halleck\*** UW 4 St. Louis (5)  
 Sherman Infantry 3 St. Louis  
 Prentiss Infantry 2 St. Louis  
 Smith Cavalry 2 St. Louis  
 DuBois Artillery 4 St. Louis

### Army of the Tennessee

**Grant** TN 3 Cairo (5)  
 Hurlbut Infantry 3 Cairo  
 McClernand Infantry 3 Cairo  
 Wallace Infantry 3 Cairo  
 Taylor Artillery 2 Cairo  
 Smith Infantry 3 Paducah (1)

### Army of the Mississippi

**Pope** MS 2 Irontown (7)  
 Stanley Infantry 1 Irontown  
 Hamilton Infantry 1 Irontown  
 Palmer Infantry 2 Irontown  
 Paine Infantry 1 Irontown  
 Plummer Infantry 1 Irontown  
 Lothrop Artillery 1 Irontown  
 Granger Cavalry 2 Rolla (1)

### Army of the Ohio

**Buell** OH 3 Louisville (3)  
 Wood Garrison 2 Louisville  
 Mendenhall Artillery 2 Louisville  
 Thomas Infantry 3 Lebanon (1)  
 Mitchell Infantry 3 Mumfordsville (4)  
 McCook Infantry 3 Mumfordsville  
 Nelson Infantry 3 Mumfordsville  
 Terrill Artillery 2 Mumfordsville  
 Indiana Cavalry 2 Mumfordsville W1 (1)  
 Kentucky Cavalry 3 Somerset (1)  
 Crittenden Infantry 2 Calhoun (1)

\* Halleck may not command *Army of Ohio* troops until March/62 turn.

## 1863: April

### Department of the West

**HALLECK** UW 4 St. Louis (1)\*  
 \* Halleck really in Washington, D.C.

### Army of the Tennessee

**GRANT** TN 4 Providence (6)  
**McClernand (13th Corps)**  
 Osterhaus Infantry 3 Providence  
 A.J. Smith Infantry 3 Providence  
 Hovey Infantry 3 Providence  
 Carr Infantry 2 Providence  
 Bussey Cavalry 2 Providence  
 Guns Artillery 2 Providence

### Sherman (15th Corps)

Steele Infantry 3 Duckport (5)  
 Blair Infantry 3 Duckport  
 Tuttle Infantry 2 Duckport  
 Guns Artillery 2 Duckport

### Hurlbut (16th Corps)

W.S. Smith Infantry 3 Memphis (4)  
 Kimball Infantry 3 Memphis  
 Lauman Garrison 3 Memphis  
 Veatch Garrison 3 Memphis  
 Grierson Cavalry 3 Grand Jct. (1)  
 Dodge Garrison 3 Corinth (1)

### McPherson (17th Corps)

Logan Infantry 3 Hard Times (4)  
 McArthur Infantry 2 Hard Times  
 Quinby Infantry 2 Hard Times  
 Guns Artillery 3 Hard Times

### Army of the Cumberland

**Rosecrans** CU 2 Nashville (6)  
 Granger Garrison 2 Nashville  
 Mitchell Garrison 1 Ft. Donelson (1)  
**Thomas (14th Corps)**  
 Baird Infantry 3 Murfreesboro (5)  
 Negley Infantry 2 Murfreesboro  
 Brannon Infantry 2 Murfreesboro  
 Reynolds Infantry 2 Murfreesboro  
 Guns Artillery 4 Murfreesboro

### McCook (20th Corps)

Davis Infantry 3 Nashville  
 Johnson Infantry 3 Nashville  
 Sheridan Infantry 3 Nashville  
 Guns Artillery 3 Nashville

### Crittenden (21st Corps)

Wood Infantry 3 Carthage (4)  
 Palmer Infantry 2 Carthage  
 Van Cleve Infantry 3 Carthage  
 Guns Artillery 3 Carthage

### Cavalry Corps

Stanley Cavalry 2 Franklin (2)  
 Minty Cavalry 2 Franklin  
 Zahm Cavalry 2 Danville (1)

### Army of the Ohio

**Burnside** OH 2 Frankfort(5)  
 Hartsuff Infantry 3 Frankfort  
 Cox Infantry 3 Frankfort  
 Shackelford Cavalry 2 Frankfort  
 Guns Artillery 2 Frankfort  
 Militia Garrison 3 Louisville (2)  
 Militia Garrison 2 Louisville

## 1864: May

### Department of the West

**Sherman** UW 4 Nashville (2)  
 Rousseau Infantry 3 Nashville  
 Gillem Cavalry 3 Franklin (1)  
 Ammen Infantry 3 Bowling Green (1)  
 Burbridge Garrison 3 Louisville (1)  
 Washburne Garrison 2 Memphis (1)  
 Sturgis Cavalry 2 Grand Jct. (1)  
 Grierson Cavalry 3 Corinth (1)  
 Dennis Garrison 2 Vicksburg (2)  
 Hawkins Garrison 2 Vicksburg

### Army of the Tennessee

**McPherson** TN 3 Huntsville (4)  
 Stolbrand Artillery 4 Huntsville  
**Logan (15th Corps)**  
 Osterhaus Infantry 3 Huntsville  
 Harrow Infantry 3 Huntsville  
 M. Smith Infantry 2 Athens (1)  
 J. Smith Infantry 3 Columbia, TN (1)

### Dodge (16th Corps)

Sweeny Infantry 3 Stevenson (2)  
 Veatch Infantry 3 Trenton (1)  
 Ross Artillery 2 Stevenson

### Blair (17th Corps)

Crocker Infantry 3 Tusculumbia (1)  
 Leggett Infantry 3 Decatur (2)  
 Maurice Artillery 2 Decatur

### Army of the Cumberland

**Thomas** CU 3 Chattanooga (9)  
**Palmer (14th Corps)**  
 Johnson Infantry 3 Chattanooga  
 Davis Infantry 3 Chattanooga  
 Baird Infantry 3 Chattanooga  
 Houghtaling Artillery 3 Chattanooga

### Hooker (20th Corps)

Williams Infantry 3 Chattanooga  
 Geary Infantry 3 Chattanooga  
 Butterfield Infantry 2 Chattanooga  
 Reynolds Artillery 4 Chattanooga

### Howard (4th Corps)

Stanley Infantry 3 Cleveland (4)  
 Newton Infantry 3 Cleveland  
 Wood Infantry 2 Cleveland  
 Osborne Artillery 3 Cleveland

### Elliot (Cavalry Corps)

Garrard Cavalry 3 Red Clay (3)  
 McCook Cavalry 2 Red Clay  
 Kilpatrick Cavalry 2 Red Clay

### Army of the Ohio

**Schofield** OH 2 Knoxville (5)  
 Hovey Infantry 2 Knoxville  
 Judah Infantry 1 Knoxville  
 Cox Infantry 1 Knoxville  
 Shields Artillery 2 Knoxville  
 Stoneman Cavalry 2 Loudon (1)



## 1862: February

### Department of the West

**A. Johnson** CSW 3 Nashville (2)  
 Breckinridge Garrison 2 Nashville  
 Wharton Cavalry 2 Atlanta (1)

### Army of Kentucky

**Hardee** KY 3 Bowling Green (6)

Hindman Infantry 4 Bowling Green  
 Buckner Infantry 4 Bowling Green  
 Guns Artillery 2 Bowling Green  
 Guns Artillery 2 Bowling Green  
*Forrest* Cavalry 2 Bowling Green  
 Wheeler Cavalry 2 Columbia (1)  
 Floyd Infantry 2 Russellville (1)  
 Pillow Infantry 2 Clarkesville (1)  
 Clark Infantry 3 Hopkinsville (1)  
 Crittenden Infantry 2 Knoxville (1)

### Army of Mississippi

**Beauregard** MS 2 **Humboldt** (1)

Polk Infantry 3 Columbus (4)  
 McCowan Infantry 3 Columbus  
 Cheatham Infantry 2 Columbus  
 Stewart Garrison 1 Columbus  
 Guns Artillery 2 Memphis (1)  
 Villepigue Garrison 2 Ft. Pillow (1)  
 MacKall Infantry 1 Island #10 (1)  
 Brewer Cavalry 3 Paris (1)  
 Tilghman Infantry 2 Ft. Henry (1)  
 Johnson Infantry 3 Ft. Donelson (1)

### Reinforcements (Mar/62+)

The following units may arrive in *any* CSA supplied rail hex on the March/62 Replacement Turn (or later). The CSA lose 2VPs *permanently* for each **corps** taken (2 units can be taken for 1VP) simulating the loss of off-board territory (such as New Orleans) which had been defended by these forces. The historical assembly towns are given for interest.

### Bragg's Corps

Bragg Infantry 4 Corinth  
 Ruggles Infantry 3 Corinth  
 Guns Artillery 3 Corinth  
 Alabama Cavalry 3 Corinth

### Van Dorn's Corps

McCulloch Infantry 4 Memphis  
 Price Infantry 3 Memphis  
 Pike Cavalry 2 Memphis  
 Guns Artillery 3 Memphis

**NOTE 1:** All reinforcement units can be built normally with monthly RPs to avoid the VP loss.

**NOTE 2:** Exchange the *Army of Kentucky (KY)* headquarters (at current CV) for *Army of Tennessee (TN)* headquarters in May/62 turn. The Army of Kentucky HQ can then be deployed as desired at 1cv.

## 1863: April

### Department of the West

**J. Johnston** CSW 3 Selma (1)  
 Walker Garrison 3 Montgomery (1)  
 Smith Garrison 2 Atlanta (1)

### Army of Tennessee

**BRAGG** TN 3 Tullahoma (5)

#### Hardee's Corps

Beckinridge Infantry 4 Tullahoma  
 Cleburne Infantry 4 Tullahoma  
 McCowan Infantry 3 Tullahoma  
 Guns Artillery 3 Tullahoma

#### Polk's Corps

Cheatham Infantry 4 Shelbyville (4)  
 Hindman Infantry 3 Shelbyville  
 Withers Infantry 4 Shelbyville  
 Guns Artillery 2 Shelbyville

#### Cavalry Corps

*Forrest* Cavalry 3 Columbia (2)  
 Pegram Cavalry 2 Columbia  
 Wheeler Cavalry 3 McMinnville (2)  
 Wharton Cavalry 3 McMinnville

### Army of Kentucky

**Buckner** KY 1 **Knoxville** (3)

Stewart Infantry 4 Knoxville  
 Preston Infantry 3 Knoxville  
 Guns Artillery 2 Knoxville  
 Armstrong Cavalry 2 Loudon (2)

### Army of Mississippi

**Pemberton** MS 1 **Vicksburg** (6)

Stevenson 1 Garrison 3 Vicksburg  
 Stevenson 2 Garrison 3 Vicksburg  
 M. Smith Infantry 4 Vicksburg  
 Forney Infantry 3 Vicksburg  
 Guns Artillery 3 Vicksburg  
 Bowen Infantry 3 Grand Gulf (1)  
 Loring Infantry 4 Jackson, MS (1)  
 Ruggles Infantry 2 Okolona (1)  
 Van Dorn Cavalry 2 Tupelo (1)

### Longstreet's Corps (Sep/63)

This Corps may arrive at Atlanta (or any CSA rail hex connected to Atlanta) from the Army of Northern Virginia in the Sep/63 Replacement Turn (or later at CSA discretion.) No VP loss is taken if like units (any CV) are returned to the East before April/64. If not, a 1VP loss applies in May/64 RP turn.

McLaws Infantry 3 Chattanooga (3)  
 Hood Infantry 4 Chattanooga  
 Alexander Artillery 3 Chattanooga

**NOTE:** In combined *Bobby Lee* game, this specific reinforcement is ignored; transfers of units can occur at any desired time.

## 1864: May

### Department of the West

**Bragg** CSW 3 Atlanta (2)  
 GA Militia Garrison 2 Atlanta

### Army of Tennessee

**Johnston** TN 3 Dalton (10)

#### Hardee Corps

Cheatham Infantry 4 Dalton  
 Cleburne Infantry 4 Dalton  
 Walker Infantry 4 Dalton  
 Bates Infantry 3 Dalton  
 Guns Artillery 3 Dalton

#### Hood Corps

Hindman Infantry 4 Dalton  
 Stevenson Infantry 4 Dalton  
 Stewart Infantry 4 Dalton  
 Guns Artillery 3 Dalton

#### Wheeler Cavalry Corps

Martin Cavalry 2 Kingston (2)  
 Kelley Cavalry 3 Kingston  
 Hume Cavalry 3 Rome (1)

#### Forrest Cavalry Corps

*Forrest* Cavalry 4 Tupelo (2)  
 Armstrong Cavalry 2 Tupelo

### Army of Mississippi

**Polk** MS 2 **Montgomery** (7)

Guns Artillery 1 Montgomery  
 Loring Infantry 3 Montgomery  
 French Infantry 3 Montgomery  
 Cantey Infantry 3 Montgomery  
 Mercer Infantry 2 Montgomery  
 Quarles Garrison 2 Montgomery  
 Reynolds Garrison 2 Selma (2)  
 Jackson Cavalry 3 Selma

CSA	61	62	63	64	Mix
HQ	2/4	3/8	4/8	3/8	4/13
Infantry	8/17	12/31	13/45	11/38	16/64
Garrison	1/2	3/5	4/11	3/6	4/12
Artillery	3/4	3/6	4/10	3/7	5/15
Cavalry	2/3	4/9	6/15	6/17	6/24
<b>TOTALS</b>	<b>17/35</b>	<b>25/59</b>	<b>31/89</b>	<b>26/76</b>	<b>35/128</b>

**SCOTT** **USA 3** **Washington (4)**  
**Department of Northeast Virginia**  
**McDowell** **AP 3** **Alexandria (9)**  
 Tyler Infantry 3 Alexandria  
 Hunter Infantry 2 Alexandria  
 Heintzelman Infantry 3 Alexandria  
 Runyon Infantry 2 Alexandria  
 Miles Infantry 2 Alexandria  
 Palmer Cavalry 1 Alexandria  
 Ricketts/Ayres Artillery 2 Alexandria  
 Carlisle/Griffin Artillery 2 Alexandria  
**Department of Pennsylvania**  
**Patterson** **AS 2** **Harpers Ferry (4)**  
 Cadwalader Infantry 2 Harpers Ferry  
 Keim Infantry 2 Harpers Ferry  
 Sanford Infantry 1 Harpers Ferry  
 Cocke Cavalry 1 Martinsburg (1)  
 Wallace Infantry 1 Cumberland (1)  
**Department of Annapolis**  
**Banks** **AJ 1** **Baltimore (4)**  
 Williams Infantry 1 Baltimore  
 Shields Infantry 1 Baltimore  
**Military Districts**  
 Mansfield Garrison 3 Washington  
 Artillery 1 Washington  
 Heavy Arty 1 Washington  
 Barry Garrison 2 Baltimore  
 Butler Garrison 2 Ft. Monroe (2)  
 Artillery 2 Ft. Monroe.

**HALLECK** **USA 4** **Washington (3)**  
**Army of the Potomac**  
**McClellan\*** **AP 4** **Ft. Monroe (21)**  
**Sumner: II Corps**  
 Richardson Infantry 2 Ft. Monroe  
 Sedgewick Infantry 3 Ft. Monroe  
 Frank Artillery 3 Ft. Monroe  
**Heintzelman: III Corps**  
 Hooker Infantry 3 Ft. Monroe  
 Kearny Infantry 3 Ft. Monroe  
 DeRussy Artillery 4 Ft. Monroe  
**Keyes: IV Corps**  
 Couch Infantry 3 Ft. Monroe  
 Peck Infantry 3 Ft. Monroe  
 Casey Infantry 2 Ft. Monroe  
 West Artillery 3 Ft. Monroe  
**Porter: V Corps**  
 Morell Infantry 3 Ft. Monroe  
 Sykes Infantry 3 Ft. Monroe  
 Hunt Artillery 4 Ft. Monroe  
**Franklin: VI Corps**  
 Slocum Infantry 3 Ft. Monroe  
 Smith Infantry 3 Ft. Monroe  
 Platt Artillery 2 Ft. Monroe  
**Cocke: Cavalry Corps**  
 Rush Cavalry 2 Ft. Monroe  
 Blake Cavalry 2 Ft. Monroe  
 Stoneman Cavalry 3 Ft. Monroe  
**Department of the Rappahannock**  
**McDowell: I Corps** **AJ 2** **Manassas (4)**  
 McCall Infantry 3 Manassas  
 King Infantry 3 Manassas  
 Franklin Artillery 3 Manassas  
 Ord Infantry 3 Acquia (1)  
 Bayard Cavalry 1 Warrenton (1)  
**Department of the Shenandoah**  
**Banks** **AS 2** **Harpers Ferry (5)**  
 Williams Infantry 3 Harpers Ferry  
 Shields Infantry 3 Harpers Ferry  
 Hatch Cavalry 1 Harpers Ferry  
**Department of Western Virginia**  
**Fremont**  
 Blenker Infantry 1 Moorefield (1)  
 Schenck/Milroy Infantry 2 Franklin (1)  
**Military Districts**  
 Wadsworth Garrison 3 Washington  
 Heavy Arty 3 Washington  
 Dix Garrison 2 Baltimore (2)  
 Heavy Arty 1 Baltimore  
 Wool Garrison 3 Ft. Monroe  
 Saxton Garrison 2 Harpers Ferry  
 Whipple Garrison 2 Alexandria (1)

USA	1861	1862	1863	1864	Mix
HQ	4/9	4/12	4/12	4/11	4/14
Infantry	11/20	18/49	24/56	22/51	24/72
Cavalry	2/2	5/9	8/16	8/19	8/24
Artillery	4/7	6/19	6/16	6/17	6/24
Garrison	3/7	5/12	5/13	5/13	5/15
HvyArty	1/1	2/4	2/5	2/6	2/8
TOTALS	25/46	40/105	49/118	47/117	49/157

\* McClellan shipped six corps south to Ft. Monroe for his ill-fated Peninsula Campaign. Some military analysts argue that leaving two or three corps with McDowell (instead of just one) for the planned simultaneous drive south on Richmond would have been a war-winning strategy. Given the tortoise record of both men, the claim is suspect, but players with hustle may want to experiment by deploying II and III Corps in Alexandria.

<b>HALLECK</b>	<b>USA 4</b>	<b>Washington (3)</b>	<b>HALLECK</b>	<b>USA 2</b>	<b>Washington (4)</b>
<b>Army of the Potomac</b>			<b>Army of the Potomac</b>		
<b>Hooker</b>	<b>AP 4</b>	<b>Falmouth (6)</b>	<b>GRANT/Meade*</b>	<b>AP 4</b>	<b>Culpepper (12)</b>
<b>Reynolds: I Corps</b>			<b>Hancock: II Corps</b>		
Doubleday	Infantry 3	Acquia (12)	Barlow	Infantry 3	Acquia (5)
Wadsworth	Infantry 2	Acquia	Gibbon	Infantry 3	Acquia
Robinson	Infantry 2	Acquia	Birney	Infantry 2	Acquia
1 Cps (Hunt)	Artillery 3	Acquia	Mott	Infantry 2	Acquia
<b>Couch: II Corps</b>			Tidball	Artillery 3	Acquia
Hancock	Infantry 3	Acquia	<b>Warren: V Corps</b>		
Gibbon	Infantry 2	Acquia	Griffin	Infantry 3	Culpepper
French	Infantry 2	Acquia	Robinson	Infantry 3	Culpepper
Hunt	Artillery 2	Acquia	Crawford	Infantry 2	Culpepper
<b>Sickles: III Corps</b>			Wadsworth	Infantry 3	Culpepper
Berry	Infantry 3	Manassas (9)	Wainwright	Artillery 3	Culpepper
Birney	Infantry 3	Manassas	<b>Sedgewick: VI Corps</b>		
Whipple	Infantry 2	Manassas	Wright	Infantry 3	Falmouth (4)
Hunt	Artillery 3	Manassas	Getty	Infantry 3	Falmouth
<b>Meade: V Corps</b>			Ricketts	Infantry 2	Falmouth
Griffin	Infantry 3	Acquia	Tompkins	Artillery 3	Falmouth
Sykes	Infantry 2	Acquia	<b>Burnside: IX Corps</b>		
Humphreys	Infantry 1	Acquia	Potter	Infantry 2	Warrenton (4)
Hunt	Artillery 3	Acquia	Willcox	Infantry 2	Warrenton
<b>Sedgewick: VI Corps</b>			Ferrero	Infantry 3	Warrenton
Brooks	Infantry 3	Falmouth	Edwards	Artillery 2	Warrenton
Howe	Infantry 2	Falmouth	Stevenson	Infantry 1	Manassas (1)
Newton	Infantry 3	Falmouth	<b>Sheridan: Cavalry Corps</b>		
Burnham	Infantry 2	Falmouth	Custer	Cavalry 2	Culpepper
Hunt	Artillery 3	Falmouth	Devin	Cavalry 2	Culpepper
<b>Howard: IX Corps</b>			Davies	Cavalry 3	Culpepper
Devens	Infantry 2	Manassas	Gregg	Cavalry 2	Culpepper
Steinwehr	Infantry 2	Manassas	Bryan	Cavalry 3	Culpepper
Schurz	Infantry 1	Manassas	Chapman	Cavalry 2	Culpepper
<b>Slocum: XII Corps</b>			<b>Army of the James</b>		
Williams	Infantry 3	Manassas	<b>Butler</b>	<b>AJ 3</b>	<b>Ft. Monroe (9)</b>
Geary	Infantry 2	Manassas	<b>Gillmore: X Corps</b>		
<b>Stoneman: Cavalry Corps</b>			Terry	Infantry 3	Ft. Monroe
Gamble	Cavalry 3	Warrenton (8)	Turner	Infantry 2	Ft. Monroe
Devin	Cavalry 2	Warrenton	Ames	Infantry 2	Ft. Monroe
Merritt	Cavalry 1	Warrenton	<b>Smith: XVIII Corps</b>		
McIntosh	Cavalry 3	Warrenton	Brooks	Infantry 2	Ft. Monroe
Huey	Cavalry 2	Warrenton	Weitzel	Infantry 1	Ft. Monroe
Gregg	Cavalry 3	Warrenton	Hinks	Infantry 1	Ft. Monroe
Farnsworth	Cavalry 1	Warrenton	Schenck	Artillery 2	Ft. Monroe
Custer	Cavalry 1	Warrenton	Kautz	Cavalry 2	Suffolk (1)
<b>Department of Virginia</b>			<b>Army of the Shenandoah</b>		
<b>Dix AJ 2</b>	<b>Ft. Monroe (2)</b>		<b>Siegel</b>	<b>AS 2</b>	<b>Harpers Ferry (1)</b>
Dix	Garrison 3	Ft. Monroe	Sullivan	Infantry 3	Winchester (2)
Getty	Garrison 2	Norfolk (1)	Stahel	Cavalry 3	Winchester
Peck	Infantry 3	Suffolk (1)	<b>Military Districts</b>		
Keyes	Infantry 2	Yorktown (1)	Haskins	Garrison 3	Washington
<b>Department of Shenandoah</b>			Hunt	Artillery 4	Washington
<b>Schenck</b>	<b>AS 2</b>	<b>Winchester (3)</b>	Whipple	Heavy Arty 4	Washington
Kelly	Infantry 3	Winchester	Wool	Garrison 3	Alexandria (1)
	Artillery 2	Winchester		Garrison 3	Baltimore (2)
Milroy	Garrison 3	Harpers Ferry (1)		Heavy Arty 2	Baltimore
<b>Military Districts</b>			Dix	Garrison 2	Ft. Monroe
Haskins	Garrison 3	Washington	Getty	Garrison 2	Norfolk (1)
	Heavy Arty 3	Washington			
Whipple	Garrison 2	Alexandria (1)			
Wool	Heavy Arty 2	Baltimore (1)			

\* GRANT/Meade AP has Command Range 2

**LEE CSA 2****Army of the Potomac****Beauregard**

Bonham/Ewell  
 Jones/Kershaw  
 Longstreet/Cocke  
 Early/Evans  
 Imboden  
 Pendleton  
 Holmes  
 Hampton

**Army of the Shenandoah****Johnson**

Jackson/Bartow  
 Smith/Bee  
 Stuart

**Army of the Peninsula**

Magruder  
 Magruder  
 Hill, D.H.

**Military Districts**

Crump  
 Huger

**Richmond (2)****ANV 3**

Infantry 4  
 Infantry 2  
 Infantry 3  
 Infantry 2  
 Artillery 1  
 Artillery 2  
 Infantry 2  
 Cavalry 3

**AV 2**

Infantry 3  
 Infantry 4  
 Cavalry 1

**ANC 1**

Infantry 2  
 Brigade 1

Garrison 2

Garrison 2  
 Artillery 1

**Manassas (7)**

Manassas  
 Manassas  
 Manassas  
 Manassas  
 Manassas  
 Manassas  
 Manassas  
 Manassas  
 Fredericksburg (1)  
 Centreville (1)

**Winchester (4)**

Winchester  
 Winchester  
 Winchester

**Yorktown (3)**

Yorktown  
 Yorktown

Richmond

Norfolk (2)  
 Norfolk

**LEE CSA 3****Army of Northern Virginia****Johnson\***

Pendleton  
 Whiting  
 Longstreet 1  
 Longstreet 2

**Stuart: Cavalry Corps**

Hampton  
 Fitz Lee  
 W. Lee

**Army of the Valley****Jackson**

Ashby  
 Crutchfield  
 Winder  
 Ewell 1  
 Ewell 2  
 Johnson

**Army of the Peninsula****Magruder**

Magruder  
 Jones  
 McLaws  
 Hill, D.H. 1  
 Hill, D.H. 2  
 S.D. Lee  
 Hill, A.P. 1  
 Hill, A.P. 2

**Military Districts**

Holmes  
 Walker

Huger

**Richmond (3)****ANV 4**

Artillery 3  
 Infantry 3  
 Infantry 4  
 Infantry 2

Cavalry 3  
 Cavalry 3  
 Cavalry 1

**AV 3**

Cavalry 3  
 Artillery 2  
 Infantry 4  
 Infantry 4  
 Brigade 1  
 Infantry 1

**ANC 2**

Infantry 2  
 Infantry 1  
 Infantry 2  
 Infantry 4  
 Infantry 2  
 Artillery 3  
 Infantry 4  
 Infantry 3

Garrison 3  
 Garrison 3  
 Heavy Arty 1  
 Garrison 3  
 Artillery 2  
 Brigade 1

**Fredericksburg (3)**

Fredericksburg  
 Fredericksburg  
 Culpepper (3)  
 Culpepper

Culpepper  
 Wilderness (1)  
 Port Royal (1)

**Harrisonburg (1)**

New Market (3)  
 New Market  
 New Market  
 Luray (2)  
 Luray  
 Staunton (1)

**Yorktown (7)**

Yorktown  
 Yorktown  
 Yorktown  
 Yorktown  
 Yorktown  
 Yorktown  
 Yorktown  
 Williamsburg (2)  
 Williamsburg

Petersburg (1)  
 Richmond  
 Richmond  
 Norfolk (3)  
 Norfolk  
 Norfolk

\* Robert E. Lee assumes command of ANV as of June/62.  
 Command Range of ANV increases to three (3) hexes.

CSA	1861	1862	1863	1864	Mix
HQ	4/8	4/12	4/12	4/11	4/13
Infantry	8/22	13/36	12/42	13/36	14/56
Cavalry	2/4	4/10	6/22	5/19	6/24
Artillery	3/4	4/10	4/10	4/11	4/12
Garrison	2/4	3/9	2/5	2/6	3/9
Brigade	1/1	2/2	3/3	2/2	3/3
HvyArty	0	1/1	1/2	1/3	1/4
TOTALS	20/43	31/80	32/96	31/88	35/121

SEDDON	CSA 3	Richmond (5)	SEDDON	CSA 2	Richmond (7)
<b>Army of Northern Virginia</b>			<b>Army of Northern Virginia</b>		
<b>LEE ANV 4</b>	<b>Fredericksburg (7)</b>		<b>LEE ANV 4</b>	<b>Gordonsville (8)</b>	
<b>Lee: I Corps*</b>			<b>Longstreet: I Corps</b>		
Pendleton	Artillery 3	Fredericksburg	Kershaw	Infantry 2	Gordonsville
Anderson	Infantry 4	Wilderness (3)	Field	Infantry 2	Gordonsville
McLaws	Infantry 4	Wilderness	Alexander	Artillery 3	Gordonsville
Walton	Artillery 2	Wilderness	Pickett	Infantry 4	Hanover Jct. (1)
<b>Jackson: II Corps</b>			<b>Ewell: II Corps</b>		
A.P. Hill 1	Infantry 4	Fredericksburg	Early	Infantry 2	Wilderness (4)
A.P. Hill 2	Infantry 3	Fredericksburg	Johnson	Infantry 3	Wilderness
Rodes 1	Infantry 4	Fredericksburg	Rodes	Infantry 3	Wilderness
Rodes 2	Infantry 2	Fredericksburg	Long	Artillery 3	Wilderness
Ramseur	Brigade 1	Fredericksburg	<b>A.P. Hill: III Corps</b>		
Early	Infantry 4	Port Royal (3)	Anderson	Infantry 4	Gordonsville
Colston	Infantry 3	Port Royal	Heth	Infantry 4	Gordonsville
Crutchfield	Artillery 3	Port Royal	Wilcox	Infantry 3	Gordonsville
<b>Stuart: Cavalry Corps</b>			Walker	Artillery 3	Gordonsville
Fitz Lee	Cavalry 4	Culpepper (3)	<b>Stuart: Cavalry Corps</b>		
W. Lee	Cavalry 4	Culpepper	Hampton 1	Cavalry 4	Fredericksburg (2)
Robertson	Cavalry 3	Culpepper	Hampton 2	Cavalry 4	Fredericksburg
<b>Army of the Valley</b>			Fitz Lee	Cavalry 4	Sperryville (1)
<b>Imboden</b>			W. Lee	Cavalry 4	Port Royal (1)
Imboden	Cavalry 4	<b>Harrisonburg (4)</b>	<b>Army of the Valley</b>		
Jones 1	Infantry 4	Harrisonburg	<b>Beckinridge</b>		
Jones 2	Cavalry 4	Harrisonburg	Beckinridge	<b>AV 2</b>	<b>New Market (4)</b>
<b>Army of North Carolina</b>			VMI Cadets	Infantry 2	New Market
<b>Longstreet</b>			Imboden	Brigade 1	New Market
Hampton	Cavalry 3	<b>Petersburg (4)</b>	<b>Army of North Carolina</b>		
Pickett	Infantry 4	Petersburg	<b>Beauregard</b>		
D.H Hill	Garrison 3	Petersburg	Whiting	<b>ANC 3</b>	<b>Petersburg (3)</b>
Hood	Infantry 4	Wakefield (3)	Jones	Garrison 3	Petersburg
French	Infantry 2	Wakefield	Ransom	Artillery 2	Petersburg
	Brigade 1	Wakefield	Hoke	Infantry 2	Richmond
<b>Richmond Military District</b>			Colquitt	Infantry 2	Richmond
Elzey	Garrison 2	Richmond	Elliot	Infantry 3	Richmond
Walker	Artillery 2	Richmond	Stevens	Brigade 1	Richmond
	Heavy Arty 2	Richmond		Garrison 3	Richmond
Stevens	Brigade 1	Richmond		Heavy Arty 3	Richmond'

\* Lee commanded I Corps while Longstreet was temporarily in command of Army of North Carolina.

### MONTH TURN

#### [1] REPLACEMENTS

- Time & Draft VPs
- Determine Month RPs
- Expend RPs on Supplied units
- Rebuild and Deploy Cadres

#### [2] OPERATIONS

- Determine Initiative
- Play 1st Campaign Turn
- Play 2nd Campaign Turn
- Repeat alternate Campaign Turns until two *consecutive* Pass Turns

#### Campaign Turn

Each has four phases:

##### WEATHER PHASE

- Weather Roll (Apr/Nov only)

##### MOVEMENT PHASE

- Activate HQs (or Pass)
- Move Units in Command
- Deactivate and Move HQs

##### COMBAT PHASE

- Attacker Battle Turn (below)
- Defender Battle Turn
- Repeat until Battle ends

##### SUPPLY PHASE

- Friendly Player Supply

#### Battle Turn

Each has five phases:

- Retreats & Pursuit
- Morale Check
- Fire Combat
- Battle Moves
- Reinforcements

#### [3] VICTORY CHECK

- Award VPs for cities/towns captured this month. Declare Victory if applicable.

UNIT DATA					
UNIT TYPE	SPEED		FIREPOWER	REPLACEMENT	
	DRY	MUD	FIRE	CADRE	STEP
INFANTRY	2	1	F2	3	1
BRIGADE	2	1	F2	1	N/A
GARRISON	2	1	F1/F2 <sup>1</sup>	2	1
CAVALRY	3	2	F1/F3 <sup>2</sup>	2	1
ARTILLERY	2	1	F1/F3 <sup>3</sup>	4	2
HEAVY ARTILLERY	1	0	F1/F3 <sup>3, 4</sup>	5	2
CSA HQ	3	2	F1 <sup>3</sup>	4	2
USA HQ	2	1	F1 <sup>3</sup>	6	3

<sup>1</sup>Offense/Defense      <sup>3</sup>Long/Short Range      <sup>5</sup>Defense Only  
<sup>2</sup>F2/F3 in 1863 or later      <sup>4</sup>F2/F3 in fortress battles

TERRAIN EFFECTS					
TERRAIN	HEXSIDE LIMITS		HEX LIMITS		
	ATTACK	REINFORCE	MOVE	FORAGE	DEFENSE
	Dry/Mud	Dry/Mud		Dry/Mud	
Clear	4 / 2	2 / 1	No Effect	4 / 2	Basic
Forest	2 / 1	1 / DR	Stop <sup>2</sup>	2 / 1	Double
Marsh	1 / 0	DR / 0	Stop <sup>3</sup>	1 / 0	Double
River <sup>1</sup>	2 / 1	1 / DR	N/A	N/A	N/A
Gap/Pass	1 / 0	DR / 0	N/A	N/A	N/A
City	Other Terrain			+2	Basic
Town	Other Terrain			+1	Basic
Fortress	Other Terrain			N/A	Double
Mountain	Impassable				

<sup>1</sup>Minor River or Bridge      <sup>2</sup> Stop if vacant  
<sup>3</sup> Stop when entering a Marsh hex or after crossing a Marsh hexside

REPLACEMENTS				
YEAR >	1861	1862	1863	1864
USA EAST >	12	16	20	18
USA WEST >	10	14	18	16
CSA EAST >	8	10	12	10
CSA WEST >	8	10 <sup>1</sup>	12 <sup>1</sup>	10 <sup>1, 2</sup>

<sup>1</sup> Reduce by 2 if the CSA loses control of the Trans-Mississippi (12.21).  
<sup>2</sup> CSA receives 8 RPs/month in 1864 scenario unless Trans-Mississippi is regained.

FORCE MARCH		
USA	CSA	RESULT
1-4	1-3	No extra hex and -1cv for stragglers
5-6	4-6	One extra hex with no penalty
-1 Mud		-1 Rough Terrain
-1 Artillery		+1 Cavalry

WEATHER		
MONTH	MUD	DRY
NOV	Odd	Even
APR	Odd	Even