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(1.0) DESCRIPTION

Lincoln's War reflects the fickle nature of politics and its influence on military policy-making during the American Civil War. Here, the battlefield is an extension of the political arena. Many historical movers and shakers support or oppose their presidents' war plans. Will YOU as Abraham Lincoln and his cabinet save the Union? Or will YOU as Jefferson Davis and his cabinet succeed in sundering one nation and creating another? How will you direct their political support?

Lincoln's War is a card-driven game using cards to activate generals but, in *Lincoln's War*, activation numbers are also Political Currency, or PC. PC not only activates generals but promotes worthy commanders, purchases war materiel, forces indecisive commanders to act, and represents support for the war. Congressional Support Points, or CSP, are also an important feature of the game. CSP can aid you in battle. A decisive PC point spread is an advantage in winning the game but driving an opponent to 0 PC and 0 CSP at the end of a turn will ensure victory, even in the face of defeat.

Unique features include a diceless combat system, seditious characters, and Immobilization Tokens, or IT. The combat system requires players to husband resources and congressional support to ensure victory. Seditious characters oppose their respective Presidents' handling of the war and sooner or later will erode a president's vital political support. IT are used to reflect not only casualties but, hesitation, confusion, recuperation and even insubordination. PC may be spent to recover from these effects.

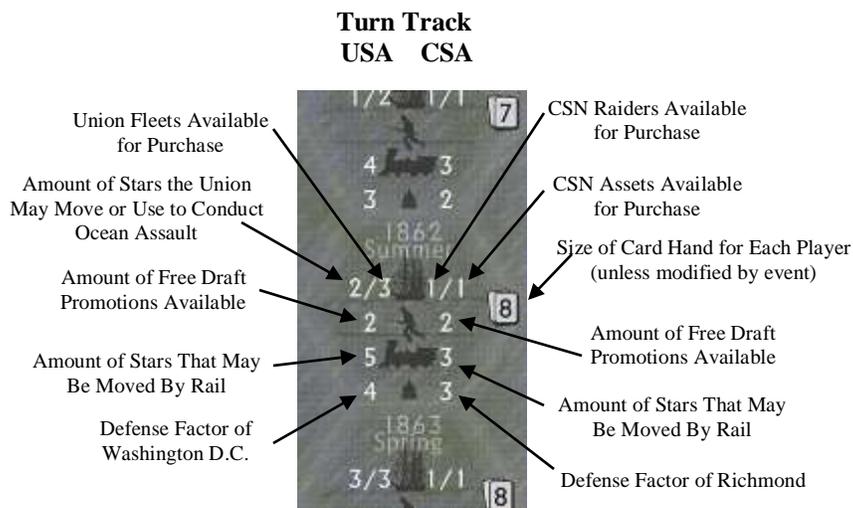
Components

- 22" x 34" Playing Surface
- 176 5/8" Counters and 140 1/2" Counters
- This Rule Book
- Playbook
- Two Double-Sided Player Aids
- Two 6-Sided Dice
- 162 Cards

(1.1) THE PLAYING SURFACE

The Playing Surface contains the game map and the different tracks and boxes that are used during play in *Lincoln's War* and is divided into the following sections:

The Map: This is an abstract depiction of the areas which saw the most action in the American Civil War overlaid by a large hex grid. States are made up of multiple hexes containing their respective abbreviations, and rivers and mountains arranged to conform with the hex-sides. The central red dotted lines indicate initial areas of control.



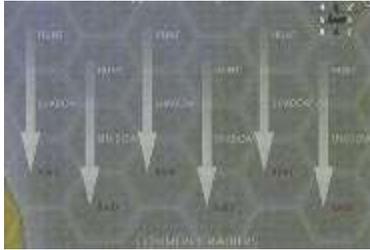
The Turn Track:

This is located on the east edge of the playing surface and is labeled "TURN" with USA and CSA flag icons underneath. There are seven turns on the track, beginning with Summer 1861 and ending at the end of Summer 1864. Each turn box has four symbols: ship, soldier, locomotive and Capitol. Numbers below the USA flag, to the left of each symbol, refer to the Union and numbers to the right, below the CSA flag, refer to the Confederates. To the left of the ship symbol is the number of General stars the Union player may move amphibiously by Ocean followed by the number of Fleets he may build on that turn. To the right of the ship is the number of Raiders/CSN assets the Confederate player may build that turn. (Example: During the Spring 1863 turn, the numbers to the left of the ship symbol are 3/3. The Union may move up to three stars worth of General counters amphibiously by Ocean and also purchase up to three Fleets. The numbers to the right of the ship symbol are 1/1. The Confederates may purchase one Raider and one Asset).. To the left of the soldier symbol is the number of free General star promotions available to the Union due to the draft, and to the right, the number of free General star promotions available to the Confederate. (See 7.2) To the left of the

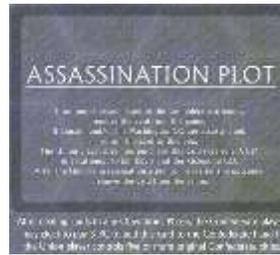
locomotive symbol are the number of General stars the Union may transport by rail in the turn, and to the right, the number of General stars the Confederate may transport by rail. To the left of the Capitol symbol is the intrinsic defense of Washington for that turn, from 2 to 8. To the right of the Capitol symbol is the intrinsic defense of Richmond for that turn, from 1 to 7. (See 2.3: Washington and Richmond).

Commerce Raider Track: Located in the SE corner of the map. Where the Confederate player places purchased Raiders (one per column), and where the Union player places Shadowing and/or Hunting Fleets, no more than two per column.

The Commerce Raider Track



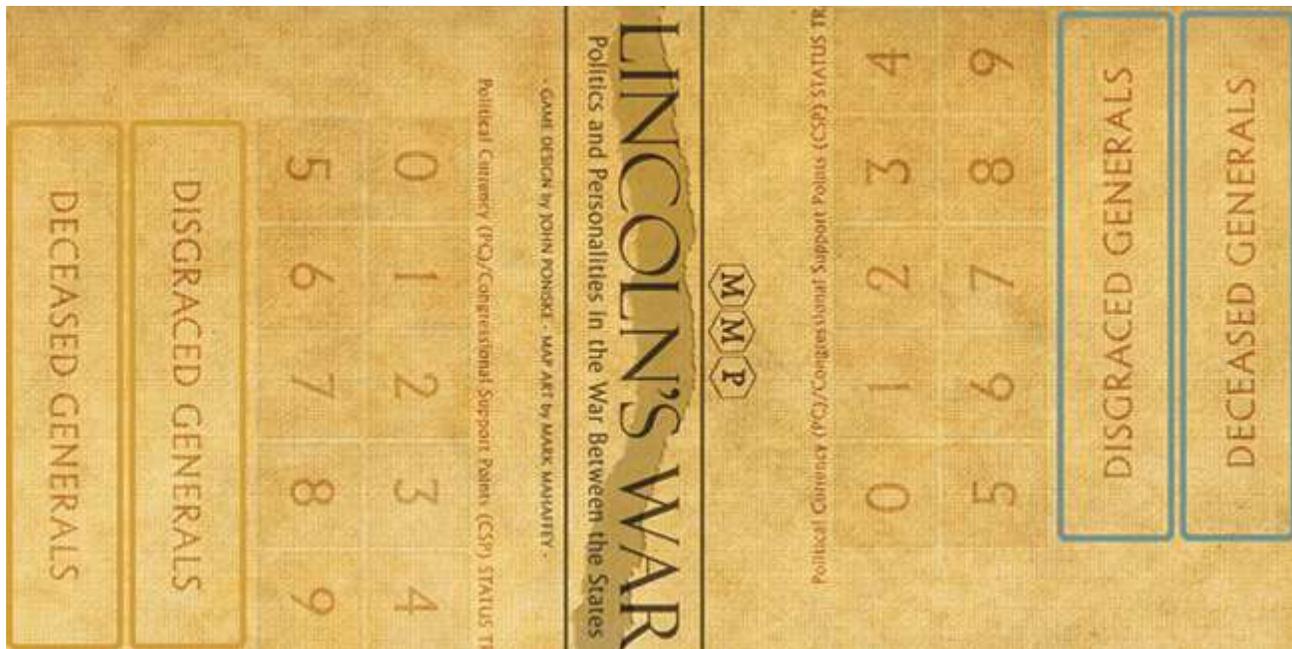
The Assassination Plot Box



The Assassination Plot Box: The location for the Assassination Plot Card.

Political Currency (PC)/Congressional Support Points (CSP) Status Tracks: Where players keep track of their (PC) and their (CSP) totals with their respective tokens.

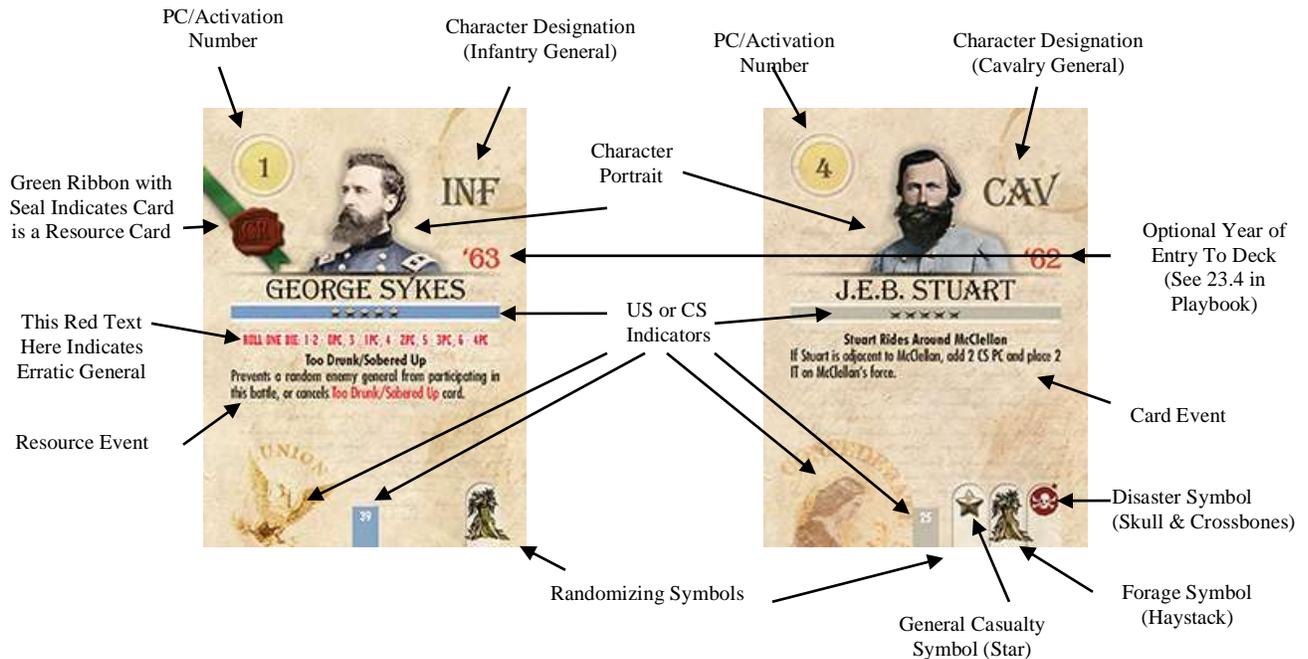
PC/CSP Status Tracks & Disgraced/Deceased Generals Boxes



Disgraced/Deceased Generals Boxes: Generals removed due to IT accumulation, lost in Sieges, Major Armies forced to retreat across rivers, etc. are placed in the DISGRACED GENERALS box. Generals killed in battle are placed in the DECEASED GENERALS box. Operations Deck Boxes: Where players place their unused and discarded Operations cards.

(1.2) THE CARDS

There are 162 cards in the game, 81 Union and 81 Confederate, with each side indicated by a seal in the lower left corner, the color of the highlighting surrounding each card's center stars and the colored number at the bottom, and by the symbols on the back of the cards. Some cards have year designations in large red digits on the right side of them above the individual's name (e.g. '62, '63, or '64). Ignore these designations unless using optional rule 23.4 found in the Playbook.



The Union Deck consists of the following cards by their numerical sequence at the bottom of each card:

- 1-57: Positive Value Activation Cards (upper left number in yellow circle) of which 22 are also combat resource cards
- 58-62: 5 Campaign Cards
- 63-68: 6 Seditious Character Cards with Negative Value Activation (upper left number in pink circle)
- 69: The US Committee On The Conduct Of The War
- 70&71: OPTIONAL--Peculiar Generals
- 72: Zero Value Union Resource Card
- 73: OPTIONAL--Laying A Trap Card
- 74&75: OPTIONAL--Kickstarter Positive Value Activation Cards of which one is also a combat resource card
- 76-81: Union Congressional Support Point Cards

The Confederate Deck consists of the following cards by their numerical sequence at the bottom of each card:

- 1-57: Positive Value Activation Cards (upper left number in yellow circle) of which 18 are also combat resource cards
- 58-62: 5 Campaign Cards
- 63-68: 6 Seditious Character Cards with Negative Value Activation (upper left number in pink circle)
- 69: OPTIONAL: Irregulars Card
- 70&71: OPTIONAL: Peculiar Generals
- 72: Zero Value Confederate Resource Card
- 73: Assassination Plot Card
- 74&75: OPTIONAL--Kickstarter Positive Value Activation Cards of which one is also a combat resource card
- 76-81: Confederate Congressional Support Point Cards

(1.3) THE COUNTERS

The playing pieces in *Lincoln's War* are referred to as *counters*, *markers* and *tokens*. All of these terms are interchangeable in the majority of situations. The primary counters in the game are the pieces which represent the various generals in the game. There are also various markers and tokens in the game that are used to indicate specific conditions such as Port City Staging, Out of Supply, or cities that have been raided and so forth. They also keep track of PC, CSP, and the current turn. Some are used to indicate certain events such as British Intervention and Emancipation Proclamation (which doubles as the Turn Marker).

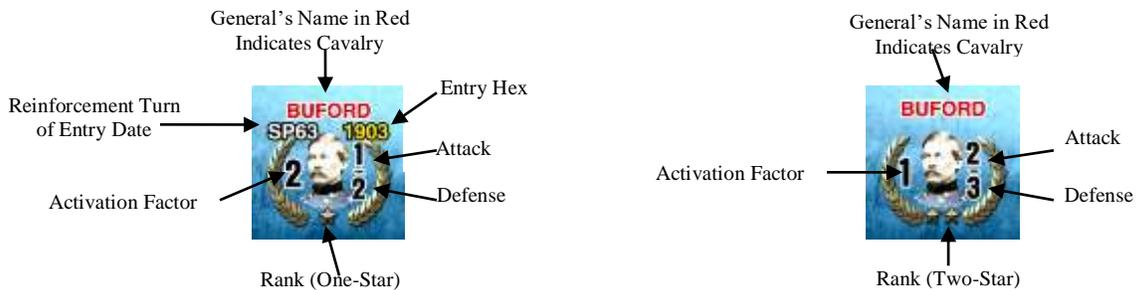
(1.3.1) THE GENERAL COUNTERS

Each general has a counter with a one-star and a two-star side. Some generals also have an extra three-star counter. Cavalry generals have their names in red and do not have three-star counters. Three-star generals have their names in Yellow. As generals increase in rank they generally gain better abilities but this is not always the case. In some instances a general may become more ineffective in some areas as he receives promotions. In the scenarios that start the game in 1861 (see Playbook) , all listed generals start the game on their one-star side except those designated as GICs at the beginning of the game. Setup hexes and hexes of entry for reinforcements are listed in yellow on a general's one-star side. Generals that don't start the game on the first turn enter as one-star reinforcements on the dates listed on their counters. The illustrations below show the various features on the counters.

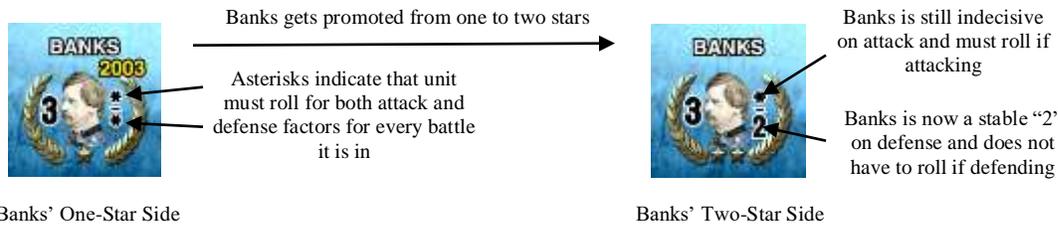
Example of Infantry General Counters



Example of Cavalry General Counters



Example of Indecisive Generals



Examples of Temporary Commanding Officer Counters (all are indecisive)



(1.3.2) MARKER COUNTERS AND TOKENS

Marker counters are used for a variety of different things. Some of these include marking units that are out of supply, marking raided cities, indicating how much IT a Force is carrying, control of enemy cities, among other things. Tokens are basically the same as Markers and the terms can be used interchangeably, but Tokens are generally used to keep track of numbers or scores. So, in this game you might refer to the counters that keep track of things as Tokens (but you don't have to!). Some examples of the Markers and Tokens are shown below in the illustrations.

Examples of Miscellaneous Marker and Token Counters



IT Marker



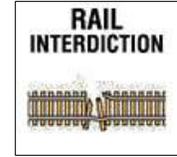
Garrison Marker



Wounded Marker



Raided Marker



Rail Interdiction Marker



Port City Staging Area Token



CS and US CSP Tokens



US and CS PC Tokens

(2.0) BASIC CONCEPTS AND COMMON TERMINOLOGY

(2.1) BASIC CONCEPTS

- Attacker: Generally the moving (activated) force is the attacker. There are two situations where roles are reversed:
 - When playing a Surprise Attack! card and
 - Temporarily during cavalry Harassment (See 13.2.5). This is important as players may hold resource cards which specify use on attack or defense.
- Cavalry influence: There are no zones of control in *Lincoln's War*, but cavalry exerts an influence on the seven hexes under and around it to harass enemy forces and cut supply lines/rail lines. Opposing cavalry generals having influence in the same hex does not result in an automatic cancellation.
- Control of Cities: Friendly controlled cities are those belonging to a side at the beginning of the game (Union-white text on dark grey; Confederates-black text on tan), and those held by a friendly garrison. Enemy controlled cities are those belonging to the opponent at the beginning of the game, and those held by an enemy garrison. Neutral cities are controlled by neither side at the beginning of the game but become controlled by the side that captures them and places a garrison counter on them. Neutral cities are located in Kentucky and Missouri and are dual colored both tan and dark gray. For further information on the Border States--Maryland, Delaware, Missouri and Kentucky, (See 2.4). Control of cities count for Victory Points at the end of the game.
- Impassable hex sides: The Chesapeake Bay, double gray lines which run from hex 2003 to 2104, and New Orleans area, where marked with double gray lines between hex 0713 & 0714. In addition, Major Armies may not enter mountains or cross the Mississippi River.
- Reinforcement entry hex: normally, the hex indicated on the counter but if the hex is in enemy hands, reinforcements should enter at the nearest friendly city. If a cavalry reinforcement is slated to arrive in a hex already containing a cavalry general, place the new arrival in an adjacent friendly hex. This also applies to purchased disgraced generals.
- Resource cards: Cards marked with a green ribbon and seal which can modify the outcome of a battle. (See 10.6.1)
- Tokens: Any counter that is used to keep track of information (e.g. PC tokens) or status (e.g. garrisons).
- Unit categories: Most named counters represent infantry as well as some cavalry. Naval units (8.0) have no combat values. Note that there are no troop counters. Troop strength is abstractly represented by a general's abilities.



(2.2) COMMON TERMS & ACRONYMS

Common terms and acronyms have been combined into this section.

Activate: Play a card to motivate a general or Commanding Officer (CO) to move and/or fight. A card's Political Currency (PC) Number (also referred to as its Activation Number), found in the upper left corner, must be equal to or greater than the general's Activation Cost found on the left side of the general's counter. (See 10.5: Using Cards)

Activation Cost: The cost in PC that it takes to activate a particular general. On a regular general counter this cost is identified by the large number to left of a general's portrait.

Activation Limit: You may activate only one CO per card play unless playing a Campaign. (Also known as the Standard Activation Limit)

Activation Number: Same as a card's Political Currency (PC) Number.

Assets (CSN): These are Ironclads, Submarine (The Hunley), and a False Information Counter belonging to the Confederates.

BI: British Intervention

Blockade Space: Any ocean space containing a blue triangle that is adjacent to an Ocean Port. All Ocean Ports with Blockade Spaces adjacent to them start the game under Confederate control.

Campaigns: Campaigns are actions which allow a player to activate two Forces for movement and/or combat with a single card play. Campaigns are limited to one per turn.

City Defense and Supply Values: These are the values found below the name of the city highlighted in black. The left number indicates the city's defense value and the number to the right indicates the city's supply value. A question mark (in the case of Washington & Richmond) indicates a variable value, an "X" (New Orleans) indicates a zero value, an asterisk on the left (e.g. Michigan or Points NW) indicates that the city may not be attacked, an asterisk to the right (in the case of Ft. Monroe) is just another indication that the city cannot be captured for its supply value and may trace a supply line out to sea to any other number of friendly ports.

CO: Commanding Officer

Commanding Officer (CO): Infantry general commanding a force. The ranking general (most stars) is placed on top of a force. A CO must be activated by playing a card (see above) or moved by rail in order to activate the force. If generals in the same hex are of the same rank, the topmost general is in command. A general alone in a hex is also a CO. A Cavalry general can only be a CO if alone in a hex.

Combat values: The numbers to the right of the general's portrait split by a line in between. The attack value appears above the line and the defense value appears below the line. An asterisk indicates an indecisive general.

Confederate States Naval (CSN): The abbreviated form (CSN) is used extensively throughout the rule book and refers to Confederate Naval Assets and Raiders.

Congressional Support Points (CSP): Represent the Capital's support for military action. Players buy CSP in the Purchase Segment and use them during combat to influence battles. Unused CSP do not carry over into the following turn but can prevent a player from losing if driven to zero PC.

Consolidation Move: A special action that can be performed only by GiCs (11.1.2.4.2)

Contested River Section: A section of river that lies between two successive River Cities where one side controls a city at one end of the section and the other side controls the other. (20.1.1)

Controlled City: A city which is controlled by a side. See "Control of Cities" under "(2.1) Basic Concepts". Control of cities count for Victory Points at the end of the game.

Counter: Any of the square cardboard playing pieces

CS: Confederate States

CSA: Confederate States of America

CSN: Confederate States Naval

CSP: Congressional Support Points

Draft Promotions: Free promotions applicable only to one-star generals (7.2)

Enemy: Forces and cities controlled by the opponent's side.

EP: Emancipation Proclamation

Foray: A special action which allows cavalry units that have not been activated during a card play to conduct Raids and Rail Interdictions for a cost of 1 PC. A Foray does not count as a Standard Activation and doesn't count toward fulfillment of the Eastern Theater Requirement for the Union.

Force: Any number of generals, including a single general, in one hex. The rules for Minor Armies apply to single generals as well. (See 12.1)

Friendly: Forces and cities controlled by a player's side.

Garrison/Garrison Counter: Garrison Counters are double-sided marker counters with a US flag on one side and a CSA flag on the other. They are placed on captured cities to indicate control and also represent a small detachment of men left behind to garrison the city when all other forces have left the city.

GIC: General In Chief

General: A single named counter. A general represents an historical person (rank one to three stars), his staff and the two to six brigades under his command. A general may also be a Commanding Officer (CO) controlling subordinate generals beneath him, or a subordinate.

General in Chief (GiC): Senior general, leader of the Armies. He must be promoted to 3-stars before he can be appointed GIC. (See 11.1)

Immobilization Tokens (IT): IT are used to mark the degree of damage and disruption which combat and other situations (card play, blockade) have caused to combat troops. IT reduce combat values and have some effect on activation. (See 18.0)

Indecisive Generals: Refers to generals whose hesitant, indecisive nature made their actions in the field unreliable at best. An asterisk in lieu of one or both combat values represents Indecisiveness, requiring a die roll on the Indecisive Generals table to determine their combat effectiveness in every battle in which they are involved. (See 16.4)

Indecisive General: A General whose combat factors are unknown, as represented by an asterisk on the counter. Also, on the first turn, all COs are indecisive. A roll must be made on the Indecisive General table to determine his combat value.

IT: Immobilization Token(s)

Major army: A force of three or more generals totaling seven to twelve infantry stars (and possibly one cavalry general). Major armies are more powerful but harder to coordinate and move. (See 12.3) Also, a major army must be commanded by a three-star general.

Minor army: A force of two or more generals totaling between two and six infantry stars (and possibly one cavalry general). (See 12.2)

Marker Counters: Used to indicate various status or conditions in the game (e.g. "Raided", "Rail Interdiction", "No Supply" and "Garrison" counters are all Marker Counters). Also referred to as Tokens and these terms are interchangeable throughout the rules.

Naval Units: In this game, Ironclads, the Hunley and CS Commerce Raiders are Confederate States Naval (CSN) units. These and Union blockading Fleets are collectively called Naval units (See 8.1.1 and 8.1.2).

Neutral City: Cities which are not controlled by either side. Cities that start the game as Neutral are located in Missouri and Kentucky.

Non-Phasing Player: The player who is currently not taking any actions. Usually this means he is waiting for his opponent to complete his portion of an action of some sort, especially when referring to Card Play.

Non-Standard Activation: This term applies to Forays conducted by non-moving cavalry units which have not been activated via the Standard Activation procedure (See 13.2.4)

Ocean Port: An Ocean Port is any coastal city containing a white anchor symbol.

OOS: Out of Supply

PC: Political Currency

PC Number: The value found in the top left corner of a card. Used for activation of COs, adding PC to track, removal of IT from Forces, conducting Cavalry Forays, among other things. Seditious Cards have negative PC numbers.

PCSA: Port City Staging Area

Phases: The segments that make up a game turn

Phasing Player: The player who is currently taking his turn in the sequence of events.

Political Currency (PC): Political advice, presidential influence, military determination or even civilian prestige. This is what players use to raise armies and to carry the fight to the enemy. Political currency determines the course of the war.

Political Currency Number: This is the value in the top left corner of the cards depicting individual persons. This number could be a positive value (yellow) or negative value (pink). The PC value on the cards and their play are the primary driving force of the game. PC can be used for, but not limited to, activating generals, adding to your PC bank, removing negative effects from troops, as well as other things in the game.

Port: Any city along a seacoast or river with an anchor symbol in it. Symbols in white are Ocean Ports and symbols in blue are river ports. Cities with symbols that are colored both white and blue are both River and Ocean Ports. Map Errata: There were some cities that were erroneously printed as being both a River and Ocean Port that should only be considered as

Ocean Ports: Those cities are Mobile, Apalachicola, Savannah, and Charleston.

Random Card Draw: Any card held in the hand (including the 0 Resource card) may be drawn for a random discard. If the 0 Resource card is drawn, it returns to the hand in time for the next activation.

Rail Interdiction Token (RIT): Used to mark rail lines that have been interdicted by cavalry (See 13.5: Rail Interdiction)

Regular General: A counter with a depiction of a general on it as opposed to a TCO counter.

RIT: Rail Interdiction Token(s)

River City: Any city that has a hex side on a river.

River Port: A River Port is any city with a river hex side containing a blue anchor symbol.

Seditious: A card with a negative PC value is a Seditious Character. (See 10.6.7)

Segment: A subsection of a Phase. For example, Draft Promotion (7.2) is a segment of the Purchasing Phase which, in itself, is a segment of the Administration Phase.

Sp: Spring

Standard Activation: This refers to the normal manner of activation. Once per card play a player may activate a single Force for movement and/or combat. Cavalry Forays are not Standard Activations. Play of a Campaign allows two separate Standard Activations (See 10.5.2)

Su: Summer

Subordinate: A general in the same force (hex) as a CO. There will often be more than one subordinate.

TCO: Temporary Commanding Officer

Temporary Commanding Officer (TCO): These represent the command disruption caused by the death in battle, or permanent loss through other means, of a named general. (See 17.0)

Token: Any counter used to keep track of information or status (e.g. PC track Tokens, Garrison Tokens). Also called Marker counters. Throughout the rules these terms are interchangeable.

Turn: The full game is divided into seven distinct segments called Turns, each representing a Spring or Summer Turn. A Turn is complete when the series of events, or phases, listed in the Sequence of Play have been performed by both players.

Uncontested River Section: A section of river that lies between two successive River Cities which are both controlled by the same side. (20.1.1)

Uncontrolled City: A neutral city.

US/USA: United States/United States of America

Va: Virginia

VP: Victory Point

Note: These are the most common terms, required to understand the rules. For more terminology, see Playbook, section 27.

(2.3) UNIQUE CITY EFFECTS

WASHINGTON AND RICHMOND

Washington and Richmond both grew as fortified positions. Consequently, as shown on the Turn Record Track, their intrinsic defenses increase by one each turn. Washington starts with two points of defense and grows to eight by Summer 1864; Richmond starts at one point of defense, growing to seven by Summer 1864. This represents the increased defenses built up around each capital to prevent capture. On the first turn of the game neither city nor any forces within may be attacked.



CHICAGO AND NEW YORK

Chicago and New York at the time of the Civil War were already sprawling metropolises, capable of strong defense works and fierce civilian defense. It is highly unlikely that a Confederate force or army would have penetrated this far and if it did, that it would attempt such an enormous undertaking. For that reason, Confederate units may enter neither the Chicago nor the New York hex. Map Errata: Chicago's defense rating should be shown as an asterisk ("*") rather than a 2 since it cannot be attacked or entered by Confederate units.

NEW ORLEANS

Because of the audacity of Union naval commander Farragut and the unpreparedness of Confederate defenders, New Orleans fell early in the war. To simulate this possibility, New Orleans has no defense unless occupied by a friendly force. Its defense is zero if unoccupied but a resource card (See 16.9.3) can still be used in its defense as in any amphibious invasion. Except for a designated Port City Staging Area (See 14.4.1) New Orleans is the only Confederate Ocean port from which Union forces can advance inland.

CHARLESTON

Thanks to its remarkable natural and man-made defenses, Charleston remained unoccupied through most of the war. This accounts for its high city defense value.

FORT MONROE

Virtually impregnable, Fort Monroe was easily defended by land and by sea. Therefore, the Confederate player may not attack or enter the Fort Monroe hex. Fort Monroe begins the game as a Union Controlled Port City, therefore it provides all of the benefits as such. Union forces may move directly inland from the space without the need of having to use the Port City Staging Area Counter. Even though it does not itself have a supply value, it is a Union Port. Therefore, if Union forces can trace a valid supply line to that space, the supply line could then be extended by sea into any other Union controlled Port, or multiple Ports even, and then again along rail and river lines. You may not move directly from Fort Monroe to Norfolk or vice versa.

BRACKETED REGIONS

There are six hexes representing extended off-board regions which contain an asterisk in place of defense value, across the northern portion of the board and in Texas. These may be traced to as supply bases by the owning player only. If occupied by an opposing player they neither force their owner to lose PC nor do they lend any additional defense to the occupying force or army in the hex. They cannot be the target of raids.

TRANSIT HEXES

There are five hexes along the northern edge of the map (New York, Points NE, Cleveland, Michigan and Chicago) which can be used to bypass cut rails during the Union Rail Phase (See 9.1). Note that some of these hexes are also Bracketed Regions (See above)

(2.4) BORDER STATES

(2.4.1) MARYLAND AND DELAWARE - are for all game intents and purposes under Union control.

(2.4.2) MISSOURI – starts the game divided, and is neither a Union nor Confederate state. Springfield and Neosho are Confederate controlled cities, as indicated by their color, and require no garrison counters unless captured by the Union. Conversely, St. Louis and Kansas City are Union controlled cities, as indicated by their color, and require no garrison counters unless captured by the Confederates. Jefferson City and Hannibal are neutral (as identified by the dual color band) and up for grabs, belonging to whichever side captures them. First entry is free with no combat required. Place a garrison marker of the side that captures it in the city. Add the supply value of the city to your PC track. Unlike cities that start the game under control of one side or the other, neutral cities do not cause the current controlling side a defense penalty for having a garrison counter in them. If subsequently attacked and captured by the enemy, control of that city then passes to the victors and they then place their garrison marker in the city and will not suffer the normal defense penalty for having a garrison counter there. The loser will still lose PC equal to the supply value of the city and the victor will add the same to his PC track. Control of Missouri means controlling four or more of its six cities.

(2.4.3) KENTUCKY – starts the game neutral. Cities in Kentucky may be captured by either side without resistance by having a force move into them during the card play which results in breaking Kentucky's neutrality. At the conclusion of the active player's card resolution, any cities in Kentucky that remain unoccupied become controlled by the opposing player and have the appropriate garrison marker placed on them. Supply value of cities is also awarded at this time. When a player becomes the first to move, attack or retreat a force into any hex in Kentucky, his opponent is immediately granted five PC in addition to the supply value of any cities left uncontrolled by the violator. The player that violated the neutrality places Garrison markers on any cities he may have captured and adds the supply value of any captured cities to his PC track. For the remainder of the game any Kentucky city without a friendly Garrison marker is considered controlled by the opponent's side and should contain a Garrison marker of that side. If cities should change hands afterwards, PC is subtracted and awarded according to the supply value of the city. Like Missouri neutral cities, players in control of neutral Kentucky cities DO NOT suffer the -1 penalty for having a Garrison marker in the city. Until a player controls at least one Kentucky city, no railroads or the one river hex within its borders may be used as part of the player's rail or supply network. Control of Kentucky means controlling three or more of its four cities. `

Note: Kentucky neutrality can be broken without a player capturing a city, such as in the case of retreats. For the rule about Ironclads and Kentucky neutrality see 8.1.2.2.

(3.0) SEQUENCE OF PLAY

(3.1) INITIATIVE PHASE (6.0)

(3.2) ADMINISTRATION PHASE (7.0)

- Purchasing: Purchase Naval units, CSP, promotions (7.1) and Assassination Plot (7.1.9)
- Promote using Draft Promotions (7.2)
- Place Reinforcements (7.3)

(3.3) NAVAL PHASE (8.0)

- Move Naval units (8.1)
- Impose Blockade Effects (8.2)
- Perform Naval Operations in order (8.3):
First, Confederate merchant raiding (8.3.2)
Then, Union search and destroy (8.3.4)

(3.4) RAIL PHASE (9.0)

- Perform Rail transport (9.1)
- Pay for and Absorb TCO (9.2)
- Remove Rail Interdiction Tokens (RIT) (9.3)

(3.5) OPERATIONS PHASE: CARD DRAW AND PLAY (10.0 - 19.0)

Players Draw Cards

- (Optional) Insert decks on Spring turn, shuffle (23.4)
- Play Cards (10.2) or, if one remaining, opt to Pass (10.3)
Adjust and/or Resolve Siege Status Each Card Play Round If Necessary (16.9.5)
Movement and Combat occurs during this phase (12.0 through 16.0)
Determine Eastern Theater Penalty (10.6.8)

(3.6) SUPPLY PHASE. (20.0)

Play Assassination Plot Card (If Previously Purchased During Current Administration Phase)

- Determine supply & Draw forage (20.3)
Resolve any ongoing sieges (16.9.5)
- Remove Raided City tokens (20.5.2)
- Determine IT Casualties/remove all IT and Wound tokens (20.6)
- Remove Raid Tokens (13.2.1)

(3.7) TIMEKEEPING PHASE (21.0)

- Determine Victory (21.1)
- Move CSP marker to 0 (21.2)
- Advance Turn Token on Turn track (21.2)

(4.0) THE PLAYBOOK

The Playbook contains information on additional scenarios for *Lincoln's War*, a listing of definitions and abbreviations used in the rules and on the cards, and optional rules including a variant to enhance the historical sequence of cards available for draw.

(5.0) SETUP (INTRODUCTORY AND CAMPAIGN GAME)

Remove the 0-value Resource cards, the six CSP cards marked with values from 0 to 5, Optional cards and all Campaign cards from each of the Operations Decks. Place the Assassination card in its board box and the US Committee card with the US Campaign Cards. Shuffle the remaining cards in the two Operations Decks and place them in their respective deck boxes. Place the turn token, "No Emancipation Proclamation" side up, on the Summer 1861 hex on the turn track. Use PC tokens to mark 20 PC on the Union PC/CSP Status Track and 15 PC on the Confederate PC/CSP Status Track. Place the Union CSP token on the 0 space and the CS CSP token on the 3 space. Place the British Intervention token in its box above the turn track - no intervention side up. Place generals labeled "Sp" (Spring) or "Su" (Summer) with a year listed on their counter in their respective turn track boxes; they will be reinforcements. Generals with hex numbers but no turn printed on them are placed on the map in the hexes indicated, on their one-star side.

Counter Errata: McDowell starts in Washington (1903), not hex 0903 and Fremont starts in Kansas City (0103), not hex 0203.

In hexes where two or more generals of equal rank are stacked, players may choose which general is to command the force (place the CO on top). Each side now chooses one general to be their GiC by replacing its counter with its corresponding three-star counter and placing the GiC token on top of him. The Union player chooses first and selects between McDowell and McClellan. The Confederate player chooses second and selects between A.S. Johnston and J.E. Johnston. This initial GiC selection takes place in the units' starting hex. Future GiC appointments follow specific procedures (See 11.1).

Finally, place three-star counters, the Hincks unit and all remaining tokens to one side. Players should keep their respective 0 Resource cards in their hands when not in use, and their Campaign and CSP cards nearby and ready for use. For a shorter (three turn) game, see the Tournament setup and other scenarios (See 22.0 Playbook).

(6.0) INITIATIVE PHASE

The player who has the most political currency (PC) has the initiative in each phase of the turn. The Union player has the initiative at the start of all scenarios beginning in 1861. The initiative player goes first in every phase unless he has a 10 or greater PC lead, in which case he may force his opponent to accept initiative and go first for the turn. If players are tied on PC, the player holding the initiative last retains it.

(7.0) ADMINISTRATION PHASE

(7.1) PURCHASING



Players keep track of their Political Currency (PC) by moving their PC markers up or down their respective PC/CSP tracks as they purchase items or add to their totals. Each player has two separate PC markers marked “1” and “10”. Use the “10” marker to track multiples of 10 PC and the “1” marker to track single PC. Purchase options are listed on the Player Aid

Chart. PC from the players’ currently banked PC are used to replace incompetent commanders, purchase promotions and Naval units, and invest in Congressional Support Points (CSP) for help in battle. Purchases may be done in any order a player chooses. All generals that are in supply at the beginning of the administrative phase are eligible for a single promotion (up to their limit in stars) per turn either by purchase or draft promotion but never both.

(7.1.1) PURCHASING A DISGRACED GENERAL

Players may spend one PC to bring back to the board *one* general from the DISGRACED GENERALS box per turn. All generals purchased from the Disgraced General Box return to service at one star, and are placed in their starting hex, or in the nearest friendly city if the starting hex is enemy controlled. Players may only purchase one disgraced general per turn and may not promote him on the same turn.

(7.1.2) PROMOTING TO TWO STAR GENERAL

Spend two PC to promote a chosen, in supply (See 20.0: Supply) one-star general to two stars during the Purchasing Segment. Promote a one-star general to two stars by turning the general over to his two-star side.

Note: A promotion may not be purchased or drafted if it would result in overstacking (See 12.4).

(7.1.3) PROMOTING TO THREE-STAR GENERAL

Spend three PC to promote a chosen, in supply, two-star general to three-stars during the Purchase Segment. Only certain two-star generals that also have a three-star counter in the game may be promoted to three-stars. Only three-star generals are eligible to be named General in Chief (GiC).

(7.1.4) APPOINTING A GENERAL IN CHIEF (GiC)



A player’s initial GiC (See 11.1) is the general he picks and promotes (for free) to three-stars during set-up. His GiC status is shown by placing the GiC token on top of him. Thereafter it will cost a player four PC to give the GiC position to another general (Political deals must be made). If the GiC lost a battle in the previous turn, it is easier to replace him; the cost is then only two PC. This must take place in the player’s capital city if unoccupied by the enemy. (See 11.1)

(7.1.5) APPOINTING A COMMANDING OFFICER (CO)

When a player immediately wishes to swap the commanding officer (top general in a stack) with another commander of equal rank in the same stack, he pays one PC and places the new CO on top of the stack.

(7.1.6) PURCHASING CSP (CONGRESSIONAL SUPPORT POINTS)



CSP represent congressional political and material support for favored generals or military ventures. Players may buy up to 10 CSP, not to exceed 10, at a cost of one PC each and store them on the Status Track using the CSP token. If a player has banked CSP, he may commit zero to five CSP in support of most battles. CSP may not provide support in: Cavalry-only battle in a Raid hex (13.2.2); Defense of any undefended city or port (14.1.3, 14.2.2, 16.9.3); Confederate attack in Union territory (16.3.1) or Cavalry-only battle in a retreat (16.9.2). He does so by choosing the card representing the desired CSP denomination and placing it face down during combat results determination (16.3). After combat, players subtract committed CSP from their Status Tracks. Both players remove all unused CSP Points from their Status Tracks after the Victory Determination phase (21.1), the penalty for raising hopes of success but not following through.

(7.1.6.1) PC and CSP equivalence

CSP and PC can be used to cover shortfalls when there are none left of the other type *only when explicitly allowed by the rules*, for example: PC for CSP - (8.3.2 - Confederate Raider Effects); CSP for PC - (7.1.9.2 - Replacing the CO due to Assassination

Plot), .1.2.1 (Involuntary Replacement of a General in Chief) and (16.8.2 - Death of a General). Otherwise, PC and CSP are not interchangeable.

(7.1.7) PURCHASING CONFEDERATE STATES NAVAL (CSN) ASSETS AND RAIDERS

The Confederate player may pay one PC for one Raider and/or one PC for one randomly drawn CSN asset each turn. After looking at the drawn Asset, the Confederate player may place the Asset in a friendly controlled Confederate Port (maximum of two Assets per port) and may place the Raider directly in a Commerce Raider Track Raid hex (maximum of one Raider per hex) or in a friendly Confederate Ocean Port of his choice. (See 8.1.2).

(7.1.8) PURCHASING UNION FLEETS

The Union player may purchase Blockading Fleets at a cost of two PC each. The number of Fleets the Union player may purchase is indicated by the second number to the left of the ship symbol in each turn box. Place purchased Fleets in Washington, Baltimore, Philadelphia, and/or New York.

(7.1.9) THE ASSASSINATION PLOT



If the Union holds five Confederate cities at the start of an Administration Phase, the Confederate player may purchase the “Assassination Plot” card during the Purchasing Segment for three PC to attempt to assassinate Lincoln and the CO of a US force in Washington. If on the rare occasion there is no force in Washington, ignore that portion of the card. The card does not count against the Confederate player’s hand size and must be played during the subsequent Supply Phase, even if the Union player has lost any or all of the required five cities. It cannot be carried over into a subsequent turn. If the plot is successful (in other words, if at least one of the two targets is killed), the Assassination Card becomes available to the Union player who may purchase it during any subsequent Administration Phase, also for three PC. As before, this does not count against his hand size and it must be played during the subsequent Supply Phase of the same turn in which it was purchased to attempt to assassinate Jefferson Davis and the CO of a Confederate force in Richmond.

Likewise, if there is no force in Richmond, simply ignore that portion of the card. If the Confederate plot fails completely, the matter ends there and the card is removed from play.

(7.1.9.1) Playing the card: During the Supply Phase when the Assassination card is played, roll one die for the President (Lincoln or Jefferson) and one die for the Union or Confederate CO in their respective capital (if any). In both cases a roll of 6 is successful and the target is killed. If the President is killed, it is assumed that his successor is now in charge, and that player immediately discards a random card from his hand and pursues the war with one fewer card in the following Operations Phases each turn for the rest of the game. If the CO is killed, and IS NOT the GiC, remove the current CO from the game and replace him with a TCO of equal rank in stars. Whether the CO is the GiC or not, VP will be awarded at the end of the game (See 21.3).

(7.1.9.2) Replacing the CO: If the CO was not the GiC, he immediately is replaced by a TCO counter of equal stars. If the affected player has another general of equal rank to the TCO then he may make that general the new CO. If none of equal rank, then the TCO remains in command until replaced or absorbed following the procedures outlined in 17.0. If the GiC was killed, replace him with a three-star TCO counter and pay four PC to promote a replacement to GiC status. This must be done in the capital if possible. Follow the procedures outlined in section 11.1.2.

If the affected player has fewer than four PC on his Status Track, he must substitute CSP. If the affected player has fewer than four PC and CSP total, he pays whatever he has down to zero PC and zero CSP resulting in an automatic victory for his opponent. **TIP: If the Assassination Card was purchased, make sure you have plenty of PC/CSP on your track to cover a disastrous result!**

(7.1.9.3) On the last turn: If the Confederate player chooses to play the card on the last turn, effectively denying the Union player the opportunity to purchase the card, and is successful in prosecuting the plot, the Union player may retaliate immediately with an attempt on Davis and the Richmond CO by paying three PC provided he has enough PC on his track to pay for it. Follow the regular procedure for playing the card.

(7.2) DRAFT PROMOTIONS

Draft Promotions are free and take place in the Administrative Phase. Only one-star generals may receive draft promotions and, like purchased promotions, increase a general’s number of stars by one. In Summer 1862, the Union receives two free draft promotions. In Summer 1863 and 1864, the Union receives four free draft promotions. In Summer 1862, 1863 and 1864, the Confederate receive two free draft promotions. If a general in a force is promoted to a rank above that of the force’s CO, the newly promoted general becomes the CO in the hex and is placed on top of the stack free of charge. No command change occurs if the promotion merely makes a general equal in rank to the current CO. Generals must be in supply to receive a draft promotion. You may not make any promotions that would result in a hex being overstacked.

By Spring 1864, the Confederate Player will be facing a manpower shortage. After designating generals for draft promotion, roll one die for each. On a roll of 3-6 sufficient troops are available and that promotion is made. On a roll of 1-2 the promotion fails and does not occur.

(7.3) REINFORCEMENTS

Reinforcements are placed by players simultaneously after all purchases and promotions have taken place. Each newly minted one-star general arrives in the hex printed on the general's counter. If a general is placed in the same hex with an existing force he enters as a subordinate. If placement would cause overstacking (See 12.4), or if the entry hex is enemy occupied, the reinforcing general is placed instead in the nearest friendly city. If a cavalry reinforcement is slated to arrive in a hex already containing a cavalry general, place the new arrival in an adjacent friendly hex.

(8.0) NAVAL PHASE

(8.1) NAVAL MOVE

The player with initiative will have determined who moves first (See 6.0), Union (See 8.1.3) or Confederate (See 8.1.1 and 8.1.2). The Naval Phase should not be confused with any amphibious movement/assault of Generals. This phase consists solely of the movement of the actual ship counters, Blockading, Raiding and Hunting Confederate Raiders. All movement of Land Forces via river or sea is conducted during the Operations Phase.

(8.1.1) CONFEDERATE RAIDERS



The Confederate player can move any or all Raiders currently on the board without cost between any friendly Ocean Ports and "Raid" hexes on the Commerce Raider Track. He may also place a newly purchased Raider into a friendly Ocean Port or directly to an empty "Raid" hex on the Commerce Raider Track if desired. Only one Raider is allowed per column. If a Raider attempts to leave or enter a port that is completely blockaded (See 8.2) he must roll a die. On a roll of 3-6 the Raider succeeds, on a roll of 1-2, the unit is removed from the game (considered captured or sunk). If the Confederate player already has one or more Raiders on the Commerce Raider Track, he may shift any Raiders one hex to an empty adjacent "Raid" hex, but if he does this he may not make a commerce raid roll with that Raider this turn. The Confederate player may also move one or more Raiders back to the relative safety of his Ocean Ports. Multiple Raiders may occupy the same Ocean Port.

(8.1.2) OTHER CONFEDERATE STATES NAVAL (CSN) ASSETS



In addition to the six Raiders, the Confederate player has seven Naval Asset tokens available for purchase to him during the Administration Phase - five Ironclads, one Submarine (The Hunley), and one False Information Counter. These are all placed aside face down near the game board with the "Asset" side showing during the game setup (an opaque container may also be used) and are drawn randomly. As with Raiders, one Asset may be purchased each turn at the cost of one PC. A Naval Asset is placed in a friendly port, either River or Ocean. No more than two Assets may share a port, whether Ironclad, Hunley, or False Information Counter, but up to two Assets may share a port with any number of Raiders. The Confederate player may examine the counter after he draws it but Assets are kept on their reverse side (marked "Asset") when they are placed on the map. If an Asset is sunk it is removed from the game.

(8.1.2.1) Ironclad Assets: Ironclads placed on a river port may move up to four river hexes during the Confederate movement segment of the Naval Phase. The Confederate player may move all, some or none of his Assets during his portion of the turn. They must start and end their turn in a friendly port. A Naval Asset placed in a friendly ocean port may not move unless its port is captured by land attack. Ironclads have no attack factor. Ironclads in a port hex add +1 to the defense of the port, no matter what direction the attack comes from. When a Confederate River Port with an ironclad is captured via land attack, the ironclad is moved to the closest friendly Port on a river within 4 hexes or, if none are available, it is considered scuttled and removed from play. If attacked via amphibious River Assault and defeated, the Asset is lost. If the False Information Counter is in a Port that is attacked it is revealed, removed and placed back into the Confederate Asset draw pile before any combat takes place. When a friendly Ocean Port with ironclads is captured by land, the ironclads are moved to the nearest friendly Ocean Port within four hexes; otherwise they are considered to be lost at sea in transit and are removed from play. When a friendly Ocean Port with ironclads is captured by amphibious invasion, the ironclads are scuttled with no chance of escape and removed from the game. If the Union player has played the Andrew H. Foote card for the event, from that point through the end of the game any CS Asset that would be forced to retreat is destroyed instead. See notes in the Union Card Manifest (separate file) on the Foote card.

(8.1.2.2) Ironclads and Kentucky: An ironclad moving along a river inside Kentucky (the river hexside between 0806 and 0905) violates Kentucky neutrality. An ironclad moving along any of Kentucky's border rivers can be said to be traveling along the opposite bank and do not violate Kentucky neutrality, however the player may also choose to have it violate neutrality if desired.

(8.1.2.3) Hunley Asset: The Hunley may only be placed in a friendly ocean port. The Hunley may roll to cancel a Union amphibious attack against its port once per game. If it rolls 3-6 the attack is cancelled; a roll of 1-2 has no effect. In either case, once the Hunley has been rolled for, it is permanently removed from the game. Under no other circumstances can the Hunley assist in the defense of a city nor move so if the city is taken, the unit is lost.

(8.1.2.4) False Information Asset: The blank represents false information. It moves as if it were an ironclad. If revealed by the Union player, the blank is removed to the Asset pool where it can be drawn again and the Union force may continue its movement.



(8.1.2.5) Destroying A CSN Asset By Blockade: At the end of the Naval Phase, if the Union player has an Ocean Port fully Blockaded that does not contain a Confederate Force but does contain a Confederate Naval Asset (Raiders are exempt), he may attempt to remove that unit by rolling a die. The Confederate unit is destroyed on a roll of 4-6. If there are two assets, a separate roll is made for each. (See 8.3.4) If the Union has played the Andrew H. Foote card for the event, from that point on through the end of the game they add +2 to their die rolls. A Confederate Naval Unit may NEVER be attacked separately by land Forces. The Port in which it is residing along with any Force there would have to be attacked as a normal battle. If the Foote card has been played for the event, then for the rest of the game any attack that would force an asset to retreat destroys it instead.

(8.1.3) UNION BLOCKADING FLEETS



The Union Player may move some or all of his Fleets during the Naval Phase. He may move Fleets out of ports to blockade a Confederate Port by moving to a Blockade Space indicated by a blue triangle or to the SHADOW space if there is a raider in that column on the Commerce Raider Track, or to the HUNT space if the corresponding SHADOW space is already occupied by a Fleet. The player may also move Fleets from one Blockade Space to any other Blockade Space or to a SHADOW space if there is a Raider in that column on the Commerce Raider Track, or to a HUNT space if the corresponding SHADOW space is already occupied by a Fleet. Only one Blockading Fleet is allowed per Blockade Space (exception Savannah, (See 8.2), Shadow Space or Hunt Space. Blockading Fleets may move freely between the Commerce Raider Track and Blockade Spaces outside of enemy Ocean Ports. To move a Fleet to a SHADOW or a HUNT space (if there is already a Fleet in that column's SHADOW space), there must be a Confederate Raider in that column's RAID hex.

(8.2) BLOCKADE EFFECTS

When all Blockade Spaces (blue triangles) around a particular Ocean Port are occupied by Blockading Fleets, that port is effectively blockaded.

Note that the sea hex-side adjacent to Savannah has two triangles, so two Union Fleets are required in that hex to blockade Savannah successfully. Also, Savannah is mistakenly shown on the map to be a dual Sea/River Port. This is a printing mistake since there is no river in Savannah; hence it is an Ocean Port only.

(8.2.1) BLOCKADE EFFECTS ON CITY DEFENSES

Any port that is blockaded has its defense decreased by one point, making the port more vulnerable to land attacks and amphibious invasions. There is no effect on any units that may occupy that port other than possible supply (See 8.2.2).

(8.2.2) BLOCKADE EFFECTS ON CONFEDERATE FORCES

After the Union blockades Ocean Ports with a total value of seven supply points, the cumulative effects of the overall blockade begin to be felt by the Confederacy. Once this is accomplished, every additional blockaded supply point beyond the required seven points forces the Confederate player to place one IT token on a Force or Forces of his choice, excluding Irregulars (23.2). No more than one IT per Force may be placed due to blockade effects. IT must first be placed on any out of supply (OOS) Forces until no OOS Force remains free of Blockade induced IT (i.e. over and above any existing IT already placed for any other reason), and only then can they be placed on Forces in supply. Any excess IT due to the blockade which cannot be placed on any Confederate unit are lost and may not be accumulated from turn to turn. The same blockaded port(s) can inflict IT on the Confederate player turn after turn.

If the Union player manages a successful amphibious attack against a port city and occupies it, those blockading fleets are freed to be used elsewhere. A port occupied by a Union Force or Garrison Token is considered blockaded for the purposes of rule 8.2.

(8.3) RAIDING AND HUNTING RAIDERS

The Confederate commerce raider fleet was small, and destroyed only 5% of the Union merchant fleet during the war, but caused a reaction among Union ship owners well out of proportion to the damage inflicted. Maritime insurance rates skyrocketed and

many Union ship owners raced to sell their vessels to shipping lines in other countries with the result that America lost its predominant position in shipping to Britain until well into the 20th century. During Raiding Operations, the Confederate player always goes first.

(8.3.1) PLACING COMMERCE RAIDERS

The Confederate Player may buy Commerce Raiders in the purchasing segment starting in Summer 1861, a maximum of one per turn for one PC. Place the newly purchased Raider in a Raid hex (maximum of one Raider per hex) or friendly Ocean Port. If in a port it may then move during the Naval Phase onto the Commerce Raider Track into any of the RAID hexes it chooses (maximum of one Raider per hex), or any other CS Ocean Port. Multiple Raiders may occupy the same Ocean Port. Raiders already occupying a RAID hex may also choose to move to any friendly Ocean Port.

(8.3.2) CONFEDERATE RAIDER EFFECTS

During the Naval Phase, each Confederate Raider occupying a RAID hex that has not moved this turn (8.1.1) rolls a die. If the Raider is unopposed, a die roll of 4-6 results in the Union losing one CSP, or a PC if no CSP are available. When a Raider faces one Fleet the Union will lose a CSP or PC on a Raider die roll of 5-6. When a Raider faces two Fleets the Union will lose a CSP or PC only on a Raider die roll of 6.

(8.3.3) HUNTING RAIDERS

The Union player may purchase Fleets (See 7.1.8 and Turn Track), placing them in any Union port (Washington, Philadelphia, Baltimore and/or New York) during the Purchase segment. During the Naval Phase, existing Union Fleets may be moved from port to blockade duty or to the Commerce Raider Track and from then on between the track and the blockade duty.

There are two Union Fleet boxes opposing each RAID box. The Union must shadow a given commerce Raider before it can place a Fleet in the corresponding HUNT box. During the Naval Phase, the player may place a Union Fleet in the SHADOW box opposite an active Commerce Raider first, then in the HUNT box. Union Fleets may not be placed in a HUNT or SHADOW box if no Raider is in that column; they must either remain in a Union port or be assigned to blockading positions.

(8.3.4) SINKING COMMERCE RAIDERS AND CS NAVAL ASSETS IN OCEAN PORTS

The Union player rolls one die for each group shadowing and/or hunting a Raider. A Union Fleet alone sinks its Raider on a roll of 6. If he has both a Shadowing Fleet and a Hunting Fleet, one die is rolled and the Raider is sunk on a result of 4-6. Raiders may remain on the Commerce Raider Track for the remainder of the game or until sunk. Raiders still on the Commerce Raider Track at the end of the game earn VP for the Confederate player. Raiders in ports do not count for VPs at the end of the game. At the end of the Naval Phase, if the Union player has an Ocean Port fully Blockaded that contains a Confederate Asset (not a Raider), he may attempt to destroy that unit by rolling a die. The Confederate unit is lost and removed from the game on a roll of 4-6. CSN Raiders in port may not be the targets of Union Blockading Fleets and may only be destroyed via Amphibious Attacks or attempts to run Blockades. If a fully Blockaded Confederate port that contains a Raider is successfully captured by a Union attack from land, it MUST attempt to escape by trying to run the Blockade (See 8.1.1).

(8.3.5) RETURNING UNION FLEETS

At the end of the Naval Phase, unopposed Union Fleets on the Commerce Raider Track must be reassigned to a Friendly Port.

(9.0) RAIL PHASE

(9.1) RAIL TRANSPORT

Players may rail generals currently located on a rail hex to any other rail hex as long as both are connected by one continuous sequence of rails, regardless of who controls cities on intersecting lines. A general may also rail to a friendly force which is on a rail line in order to reinforce it as long as stacking limits are not exceeded. A rail connection can be as long as the entire map, but at no time may transport be conducted into or out of a hex that is cut by an RIT or an enemy City, Force or Garrison. You may rail adjacent to an RIT or enemy Force or Garrison but must end rail movement there. The Union can always rail around obstacles by using transit hexes on the northern map edge which connect various Northern cities (See 2.3). Most times, riling is simply done by moving the general from his departure point directly to his destination. It is not necessary to show which rails are used unless obstacles make it essential to indicate a particular path.

A player's rail transport capacity in General stars is listed on the turn record chart. Numbers to the left of the locomotive silhouette indicate Union capacity. Numbers to the right indicate the Confederate capacity. Players may not travel by rail through any interrupted rail hex. A rail line is interrupted at any point where a rail hex a) is occupied by the enemy, b) goes through an enemy controlled city or contains an enemy garrison token, or c) contains an RIT. Forces carrying IT (which can only happen after the effects of blockade are resolved) can move by rail but each IT is equivalent to a star. A CO may also detach subordinates and rail them without IT or leave IT behind with subordinates and rail himself without IT.

Example: A one-star general will travel by rail; if he has an IT on him, he will be the equivalent of a two-star general to move, subtracted from the total number of stars available for riling that turn.

Note: No general may use both naval transport and rail transport in the same turn.

(9.2) ABSORB TCO (SEE 17.0)

Once rail movement is completed, players with generals capable of promotion stacked with TCO may pay to absorb them, including newly arrived reinforcements. The cost of absorbing one TCO star is one PC, and the absorbing general is promoted. A general can only absorb one TCO star per turn. If a hex with a TCO counter contains more than one regular general counter, each general may pay one PC to absorb one TCO star up to the amount of stars on the TCO counter. Only infantry generals can absorb cavalry TCO stars due to cavalry restrictions. Once all stars on a TCO counter have been absorbed, remove the counter from the board for future availability if needed.

(9.3) REMOVE RIT

Once rail movement is completed, all rail interdiction tokens (RIT) are removed from the map.

(10.0) OPERATIONS PHASE: CARD DRAW AND PLAY

(10.1) (OPTIONAL) INSERT DECKS IN SPRING TURNS OF 1862, 1863 AND 1864

Shuffle new cards into remaining deck. Do not add discards (see Optional rule 23.4).

(10.2) FIRST TURN RESTRICTIONS

On the first turn of the game there are several restrictions applied to both players:

You may not attack the enemy capital (Washington or Richmond).

Seeing The Elephant (See 16.4.1): All COs are indecisive generals and must roll on the appropriate table to determine their combat value.

Campaigns may not be conducted on the first turn of the game (Summer '61).

IT may not be removed by purchase during the first turn of the game. At the end of the first turn IT is removed per normal rules.

(10.3) CARD DRAW AND CARD PLAY

PLAYERS NOW DRAW CARDS

Hand size varies from turn to turn and may be affected further by the playing of cards. This is also indicated on the turn track.

| SUMMER '61 | SPRING '62 | SUMMER '62 | SPRING '63 | SUMMER '63 | SPRING '64 | SUMMER '64 |
|---------------|---------------|---------------|---------------|---------------|---------------|---------------|
| 6 | 7 | 8 | 8 | 8 | 7 | 6 |

The players' 0 (zero) Resource cards are always available; they do not count towards hand size. Once used or discarded (randomly or otherwise), they immediately return to the hand. The player who has the initiative (see 6.0) goes first.

(10.3.1) RESHUFFLING PLAYERS' DECKS

Reshuffling of a player's deck is triggered:

- When a player draws the last card from his deck, he must immediately shuffle his deck (including discards) before drawing new cards
- When an Irregular is dispersed (See Optional rule 23.2.5)
- When cards are added at the beginning of a Spring turn (See Optional rule 23.4)
- When the Emancipation Proclamation occurs (See 19.1).

(10.4) ENDING CARD PLAY (OFFERING TEMPORARY PEACE TALKS)

Players alternate card play until both pass consecutively or have both played the last card in their hands. A player may pass if he holds no more than one card in his hand which he wishes to keep into the next Operations Phase. If his opponent also immediately passes while holding one card, the phase ends (consider this to be offering temporary peace talks). If the opponent chooses to play the last card remaining in his hand, spurning peace talks, the passing player gains three (3) PC or he may choose to play his remaining card. If the opponent has more than one card left, he may play all the cards but one without penalty. No player may pass on the last turn of a scenario: all remaining cards must be played at that time.

(10.5) RETAINING CARDS

After one or both players pass, the card(s) retained will carry into their next hand. This card will count against their upcoming card draw. E.g., if a player holds a card at the end of Spring 1862, he will only draw seven cards for Summer 1862 (hand size limit that turn is eight). A player may never hold over a Special Campaign Card or the US Committee on the Conduct of the War Card.

(10.6) USING CARDS

Most cards can be used to:

- 1) Activate a force to move by land, river or sea and/or fight
- 2) Add PC to a player's Status Track
- 3) Remove immobilization tokens
- 4) Take advantage of the resource or event on the card played.

You may use any combination of 1-3 above OR you may play the card for its event or resource (See 10.5.4)

Both players' Operations Decks have 81 cards (including optional cards). Most cards have a character Section on the upper half of the card representing a key politician, military figure, or civilian. Historical roles are indicated by the bold initials in the upper right-hand side of the card next to the card's PC Value. Abbreviations used for characters and in card text are defined in the Playbook (See 28.0). The lower half of the card is the Event Section. When played as an event, this will affect either the political situation or combat. The Campaign cards, the Seditonist cards, the US Committee on the Conduct of the War card and the Assassination card have no character or separate events section as they are the event.

When playing cards for their event, should there be any discrepancy between the rules and the card text, the card text will take precedence.

Card capabilities represent the respective Union and Confederate war efforts, and the personalities on the cards are there only to add historical flavor. While it is true that the PC value on cards generally correspond to the historical effectiveness of the personality on the card (the more positive effect the person has on the overall war effort, the higher the PC number), any direct correlation between the person on the card and the actions taken when that card is played is often purely coincidental. Also, there is no relationship between a general pictured on an Operations Card and that same general's counter in the game.

Example: Even when a general has been killed in combat and his counter removed to the Deceased Generals Box, it has no effect on the play of the card that bears his portrait. The card along with its abilities stays in play and is not removed.

Instead of using the PC found on a card for a single purpose, *LINCOLN'S WAR* allows a player to immediately use the PC not only to activate forces but to remove IT and then bank the remainder.

Example: The Judah P. Benjamin card (six PC) is played. Lee (activation "1") is activated. This leaves five PC to play with. Let's say A.S. Johnston's force has been battered in Tennessee and has two IT. Two PC could be spent to remove the IT and bring Johnston's force back up to snuff. That would leave three PC to bank on the Status Track. Then again, Johnston could be ignored and five PC could be banked. OR forget the activation and IT removal and convert all six to PC. OR use the card's event which allows the Confederate player to bank three PC while stripping the Union of three of his PC (a useful tactic when the Union is near zero on the Status Track). And since this is a six PC card it may also be used instead to conduct a Dual-Theater Secret Campaign (10.7.3.2)

(10.6.1) GAINING (OR LOSING) POLITICAL CURRENCY

In the upper left hand corner of most operations cards is the political currency (or PC) value. Imagine the card to be direct personal advice or abstract influence on the President. PC indicate the theoretical effect influential people had on their country's morale.

(10.6.2) ACTIVATION

Use card points to activate (See 2.2) one Force commander (the CO) per card (unless conducting a Campaign) to move and fight by paying the activation cost of that CO. The number to the left of a Regular General's portrait is that unit's Activation Cost. Once a CO is activated, all units in his Army are also activated along with him. Unless you are conducting a Campaign, which activates two separate Forces, you may not activate more than one Force per card play for movement and/or attack. (Exception: See 13.2.4 Cavalry Forays) Generals who have more IT on their unit than their star rank add a +1 modifier to activate. The Reluctant to Follow Orders token increases a general or CO's activation number by two and prevents the detachment of subordinates for the remainder of the turn. Keep in mind that you MUST play a card that has as many or more Activation Points (positive number on the upper left corner of a card) as the CO's Activation Cost in a Force (plus any modifiers) to activate it.

(10.6.3) IT REMOVAL

Beginning in 1862 PC may be used to remove IT from forces in supply at the rate of 1 PC per removal of 1 IT up to the limit of the card's PC value, thus encouraging them to rejoin the fight. Only IT that were in place before a card is played may be removed during the same card play (in other words, an IT placed due to a battle during the current card activation cannot be removed by using PC during this card's play). (See also 18.2)

(10.6.4) COLLECTING PC

Play a card to add some or all of its PC value to the Status Track. A card may be used for one purpose, say the activation of a "2" CO, and then convert any unused PC by adding the value to the Status track. Remember, players who have zero PC and zero CSP at the end of a turn lose the game.

(10.6.5) ERRATIC PERSONALITY CARDS

There are eight Confederate and nine Union Erratic Personality Cards in the game. These can be identified by the writing that starts with "ROLL ONE DIE" in red text underneath the individual's name. For the South, these individuals are: Beauregard, Braxton Bragg, Thomas Bragg, Curry, Polk, Toombs, Van Dorn and Wigfall. For the North, these individuals are: Banks, Burnside, Butler, Kilpatrick, McClellan, McClelland, Stanton, Sykes and Weed.

Each has a one or two PC value but also allows the player to roll instead, hoping for more PC. Should a player wish to "press" the individual instead of taking the one or two PC in the upper left hand corner, he rolls one die and consults the Erratic Personality table on the card. This is a gamble; a roll of 1 or 2 will net "0" PC. PC obtained from an Erratic Personality card may be used in the same manner as PC values on any other card, individually or in combination: to activate, remove IT or simply add to the Status Track.

To use the event on an Erratic Personality Card, or to use it as a Resource if a green ribbon is present, a roll *must* be made and is only successful on a result of 3-6. That is to say the event or resource may not be used if the roll results in "0" PC!

(10.6.6) EFFECTS OF ZERO PC

Political Currency may fall to zero any number of ways: through imprudent spending, having to play a seditious character (or two), combat reversals, or negative events played by one's opponent. Although a player's PC can never fall below zero, having zero PC has adverse affects. When a player has zero PC, his side may carry out Commerce raiding/hunting, and defend normally but lacks the will to carry on an offensive war. Specifically:

- He may not attack or advance into enemy held hexes;
- He may not conduct amphibious operations;
- He may not place RIT; and
- He may not order cavalry Raids or Forays.

A player who is reduced to zero PC and then is required to lose more PC, must first lose an equal amount of CSP if he possesses them, or as much as he has, which will satisfy the requirement. If a player's Status Track is at zero PC at the end of a turn AND his CSP are at zero, his country's will to fight collapses and his opponent wins (21.1).

(10.7) CARD EFFECTS

(10.7.1) RESOURCES

A green ribbon and red wax seal means the card is a combat resource. Descriptions of the effects of the resource are located on the lower half of the card. Approximately 20% of the cards in both decks offer the attacker and/or defender additional support in combat. A player may use no more than one resource card during combat. See 16.3 for use of resources in combat.

(10.7.1.1) Kickstarter Cards

Both Confederate and Union cards 74 and 75 are optional for use. If you choose to use them simply add them to their respective decks. This will add 2 additional positive value cards, of which one is a combat resource card, to each deck. Although you *may* choose to do so, there is no need to remove other cards in the decks if using these as indicated in the Playbook under 23.4.2.

(10.7.2) EVENTS

Events (if any) are found on the lower half of a card. When using a card's event instead of its PC Value, read the event text and follow the instructions. Events may affect players' Status Tracks or the command and control of a force. Events that specify a time frame may only be played during that period. Most events are self explanatory; the following events require additional explanation. To use the event on an Erratic Personality Card, or to use it as a resource if a green ribbon is present, a roll *must* be made and is only successful on a result of 3-6. That is to say the event may not be used if the roll results in "0" PC!

(10.7.3) CAMPAIGNS

Campaigns allow the activation of two separate Forces on a single card play. Each Force is activated separately and each moving Force and any resulting combat is resolved prior to moving a second Force. You may not move all of your units separately and then attack. Attacks from more than one hex are prohibited unless stated otherwise in the rules or by special cards. There are 2 different ways that a player may conduct a campaign each turn. Only one campaign per turn may be conducted using either one or the other methods. Being able to conduct a campaign requires the player to have at least 10 PCs on his track at the moment the campaign card is played. Both activated forces must also be free of IT.

(10.7.3.1) Method One: Special Campaign Cards

Each player has five Special Campaign Cards which are set aside from their main decks. These are as follows:

1. Eastern Theater (VA)
2. Up North (IL, IN, OH, PA, and MD)
3. Kentucky/Tennessee (Anywhere in TN or KY)
4. Down South (Anywhere in NC, SC, GA, FL, AL or MS)
5. Trans-Mississippi: (IA [Card mistakenly says WI], MO, KS, AR, Indian Territory, LA and TX)

Each Turn a player may draw one fewer card than his maximum, look at them, and then decide to take the Campaign Card of his choice from the pool as his final card draw if he wishes. Otherwise he draws his final card from the deck. A player's choice of a campaign card is revealed to his opponent. To play a campaign card the player must have 10 or more PC. The forces activated using the campaign card must be free of IT at the moment of activation.

Play of a campaign card allows two designated forces to be activated with no cost to PC. Both forces must end their movement in the region named on the campaign card. Only one of the forces moved may conduct an amphibious assault or amphibious movement and both forces must be designated before any movement or battle takes place. An unused campaign card must be returned to the player's Campaign Card pool at the end of the turn. Campaign Cards may be reused in a different turn. Neither player may use a campaign card in Summer 1861. The Confederate player may not use a campaign card in Summer 1864.

(10.7.3.2) Method Two: Dual-Theater Secret Campaigns (6-Value Cards)

Each player has a total of five "6-Value" PC Activation cards in his deck. You may opt to use one of these 6-Value cards per turn if you hold one in your hand to conduct a campaign in two separate theaters. Unlike the Special Campaign Cards, you don't have to tell your opponent in advance that you hold a card that will allow you to conduct a campaign. Campaigns conducted by this manner **MUST** take place in two separate theaters of the player's choice. This is the only way a player may conduct a campaign in two separate theaters and is only announced to your opponent when the card is played. All other rules regarding theater operations apply to this method (i.e. both activated forces must be free of IT and must end their movement in two separate theaters). If this method of Campaign is exercised, all six of the PCs on the card are expended and may not be used for any other purpose. This counts as the player's allowance of one campaign per turn if he chooses to do so. You may still draw a Special Campaign Card during the card draw segment, but if you choose to play a 6-Value Card for a Campaign you lose the ability to use the Special Campaign Card. Drawing a Special Campaign Card while holding a 6-Value Card could be used as a bluffing strategy.

(10.7.4) RELUCTANT TO FOLLOW ORDERS (SEE ERRATA IN DESCRIPTION)



Each deck holds a Reluctant to Follow Orders card which is played as a Resource card in combat. Using the Reluctant to Follow Orders event increases a CO's activation number by two and prevents the detachment of subordinates for the remainder of the turn. This is indicated by placing the RELUCTANT TO FOLLOW ORDERS token on the designated CO. This token is removed in the supply period of the turn in which it was placed.

The US card with this event is Card# 20: George Meade

ERRATA: The CS card with this event is Card# 55: James Longstreet. This card was incorrectly printed with the wrong event, "Superior Ground". It should say "Reluctant to Follow Orders" and have the same text as the George Meade card except you replace the reference to "CS" with "US". Players may want to cover the incorrect text with a sticky label with the correct text or, if using card sleeves, just slide a note in the sleeve. Whatever works for you!

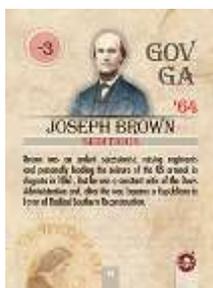
(10.7.5) BLOCKADE RUNNERS

(Three Confederate cards) A Confederate blockade runner generates PC based on the card's text but only if a particular port has not yet been effectively blockaded (8.2). If the indicated port has been effectively blockaded the card may still be spent using its printed activation value or attempt to run the blockade for additional points. (See 8.1.1)

(10.7.6) REMOVING PC

Some events allow for the subtraction of PC from an opponent's Status Track. In most cases a player cannot prevent the loss. Seditious cards are discarded and require the subtraction of PC by a player from his own Status Track if that player is politically unprepared. Play of a seditious card counts as a player's card play for the round. There are some situations which allow players to discard seditious character cards without PC penalties but the discards still count as card plays unless otherwise specified.

(10.7.7) SEDITIOUS CHARACTERS



Each side has six Seditious Character cards in their decks. They are identified by the pink negative PC/Activation Number in the top left hand corner and are labeled "SEDITIOUS" in red across the center of the card. These represent historical characters who in some way hindered their country's war effort. They subtract PC from a player's Status Track, unless they can be nullified. A player may discard Seditious freely, one at a time, if he maintains a PC total of 10 or more, however the discard of a Seditious counts as a card play round. Also read events carefully as several non-seditious cards allow for mitigating the damage seditious cards can cause. If at any time you hold three or more Seditious cards in your hand, you may reveal them to your opponent then discard all but the highest negative value card; draw a card from your deck for every Seditious card discarded in this manner. Should you be unlucky enough to receive again three or more seditious, discard all but the two highest negative value cards and replace. If you should have neither PC nor CSP in reserve, you can discard seditious one per card play without any further negative effect.

(10.7.8) UNION EASTERN THEATER REQUIREMENT, PENALTY AND REWARD

Because the capitals of the Union and the Confederacy were in such close proximity in the Eastern Theater, Virginia became the central focus of the war for both governments. For the purposes of this rule, the Eastern Theater includes all hexes in Virginia. When the “Play Cards” segment of the Operations phase is complete, both players determine whether the Eastern Theater penalty applies.

(10.7.8.1) The Union Penalty:

Each turn the Union must activate (see 11.0) a force in VA or one which moves into VA each turn or lose two PC. Cavalry Foray Raids (See 13.2.4) do *not* fulfill this requirement since they are not activated by the Standard Activation process. It must be accomplished by a Force that was activated in the normal manner. A cavalry Force activated by the Standard Activation process *may* fulfill the requirement. If the activated force leaves VA during that activation, the penalty will still apply. If a Union Force is outside of Virginia and attacking into Virginia, the attack must be successful and the Union Force must advance into the attacked hex to avoid the penalty. However, even on a failed attack, the Union would still gain the one PC bonus for an attack on a Confederate Force or city in Virginia (See 10.7.8.2) Cavalry Forays, Cavalry Harassment, Cutting Supply and Rail Interdiction in themselves do not fulfill the requirements to prevent the penalty from occurring, nor do they count for an attack into the Eastern Theater.

(10.7.8.2) **The Union Rewards:** There are two ways the Union player can earn PC in the Eastern Theater (Virginia) over and above regular battle awards.

- **Every attack**, including a cavalry raid, *except by Foray*, on a Confederate Force or city in the Eastern Theater (regardless of outcome) earns the Union player 1 PC. EXCEPTIONS: Cavalry Foray Raids, Cavalry Harassment, Cutting Supply and Rail Interdiction do not count as attacks as regards this rule. (See 10.6.8.1).
- **Once per turn**, if a Union force moves adjacent to Richmond in any way (either by regular movement or advance after combat), the Union player receives an additional one PC.

(10.7.9) US COMMITTEE ON THE CONDUCT OF THE WAR CARD



This is a unique card possessed by the Union player at the start of the game and should be kept along with his Campaign Cards until selected for use. The player can choose to add it to his hand ***before picking any of his cards*** from the deck during the Draw Cards Segment of the Operations Phase. The US player draws this in place of a normal card draw so he would draw one less card from his regular draw.

The card allows the Union player to promote a US CO that has won a minor or major victory against a Confederate Force during the same turn the card is drawn. Vacant cities do not count toward the fulfillment of this event. The card may be played for its event on any subsequent card play round during the same turn after a battle has been won and counts as a normal card play. Whether the card is played or not on the same turn it was added to a player's hand, he then passes it to the Confederate player who then adds it to his Campaign Card pool and may, on a subsequent turn, choose to put it in his hand before his normal card

draw. The card may not be held over into the next turn. However, when the Confederate player uses the card, it allows him to force the demotion of either a two-star or a three-star Union CO that lost a battle to a CS one-star CO during the same turn that the card was drawn. In this instance, the Union CO would lose one star. Whether the card is played or not during the same turn it was added to the CS player's hand, it returns to the Union player's pool and the cycle continues as above.

(10.7.10) RANDOMIZING SYMBOLS



At the bottom of most cards are one or more randomizing symbols, which represent good or bad fortune. A player whose force is out of supply is looking for Forage (20.3), represented by a haystack. After a battle, players look for—and hope to avoid—yellow stars which represent commander casualties. At the same time players hope to avoid disaster or reversal in combat by avoiding skull and crossbones symbols.

(11.0) ACTIVATION

General Concepts



The play of a card is what activates one CO and his subordinates to move and fight. Activating a GiC or committing a campaign card may activate more than one force (See 11.1 General In Chief and 10.6.3 Campaign Cards). Cavalry generals are the only subordinate generals that may be activated separately while subordinate to a CO. Activation occurs when a card is played with a PC value greater than or equal to the CO's activation number. If the PC Value (Activation Points) of the card is higher than what it took to activate the CO, the excess may be used to add PC to the PC track or remove IT from another Force.

Example: The Union player wants to send Butler to help defend Washington. Butler's activation number is three, which requires the Union player to expend a three PC value card that might otherwise have been used to bank three PC on the political currency track ... if only Butler wasn't so dilatory.

When activating a CO, excess PC may be banked on the PC track or to remove IT from another Force.

Example The Union player activates Grant (his activation value is 1), but the only cards available are all twos. A "2" activation card is spent to move Grant and the single excess PC bumps up the Union PC Track by one or removes one IT from another friendly Force.

(11.0.1) COMMANDING OFFICERS (CO)

The CO is the top general in a force. He must be the highest ranking general and/or the general who occupied the hex into which other general(s) of equal or lesser rank have moved. Regardless of rank, cavalry generals may never be CO of a Force containing one or more Infantry generals. When a CO is activated, all subordinates in his hex may be moved as desired as a group or reorganized into smaller forces (See 12.1-12.3, Force, Minor and Major Armies). Subordinate cavalry generals may be independently activated out from under a CO, using their specific activation cost, but subordinate infantry cannot. (See 11.2 Subordinates) A non-cavalry general alone in a hex is considered a CO.

(11.0.2) VOLUNTARY REPLACEMENT

Once a force with more than one general is formed, there are three ways to replace a CO voluntarily: a) promote an infantry subordinate to a higher rank during the purchase segment or by event; b) appoint an infantry subordinate whose rank is equal to the CO to take his place in the purchase segment (See 7.1.5) at a cost of one PC, or c) move the GiC or any other more senior general into the force's hex (with or without subordinates).

(11.0.3) INVOLUNTARY REPLACEMENT

There are several ways for a CO to lose his position involuntarily, including losing rank due to combat or inadequate supply situation, or via negative events. When a CO's rank falls below that of one or more of his subordinates, it is up to the player as President to choose a new CO from among the most senior subordinate generals in the hex, at no PC cost.

(11.1) GENERAL IN CHIEF (GIC)



The GiC is the general whom the President has charged with leading all of his armies. Thus he holds a rank superior to all other generals.

(11.1.1) THE FIRST GIC

Players' first GiCs are chosen from among the initial generals on the board which have a three-star counter as described in Setup Instructions (See 5.0). Once chosen, the favored general's one-star counter is replaced with his three-star counter and the GiC token is placed on top of him. This is done in the chosen general's starting hex.

(11.1.2) REPLACING A GIC

(11.1.2.1) Voluntary Replacement

A player may decide that he wants to replace his existing GiC. He may do so with another three-star general of his choice who did not lose a battle the previous turn. This is done during the Purchase segment of the Administration Phase. The cost for doing so is four PC. If the current GiC lost a battle in the previous turn, the cost to replace him is reduced to two PC (politically, it is easier to replace a failure). The replacement three-star general must be in play on the board. After paying the PC cost, relocate the new GiC according to the Replacement Procedures (11.1.2.3) and place the GiC token on top of the new general.

(11.1.2.2) Replacement Due To GIC Death Or Capture

If a GiC is demoted, thereby losing his three-star status, a new GiC must be chosen in his place. The same general may not be chosen as the new GiC but may be chosen in subsequent replacements if desired. When a GiC is disgraced as a result of demotions caused by removal of IT, remove the GiC token and place the general in the DISGRACED GENERALS box. If the GiC is killed, remove him to the DECEASED GENERALS box and replace him in the hex with a three-star TCO (See 17.0). In all cases, the opponent gains four PC and the player who lost the GiC must pay four PC to appoint a new GiC immediately. If a player has fewer than four PC on his Status Track, he must substitute CSP. If those are not available either, he pays whatever he has (down to zero PC and zero CSP) to appoint his new GiC. The new GiC must be a three-star general; if there are no three-star generals on the map, it must be a two-star general, who is immediately promoted to a three-star at no additional cost. In the rare event that there are no three or two-star generals on the map then a one-star may be chosen for an additional two PC (for a total of six PC). The same procedures described above are used if a player does not have enough PC. All GiC appointments are conducted according to the Replacement Procedures (11.1.2.3).

(11.1.2.3) Replacement Procedures

All new GiCs must be placed in their respective capitals unless under enemy control. Simply move the new GiC from his current location on the board to the capital. If the capital is enemy controlled, players have the choice to relocate him to the city closest to their captured capital (if there is more than one city fitting this description then the owner chooses), OR they may be brought into the nearest Major Army to the captured capital. If placement of the new GiC would produce an overstacked condition, simply displace enough stars from the stack to an adjacent space until stacking limits are met. If there are no

adjacent spaces to displace excess units to, place them in the nearest friendly city. If the Major Army option is selected, you may select the current CO of that army (in which case no relocation takes place), or replace him with your desired choice. Simply move the GiC counter on top of that army and make sure stacking limits are complied with.

(11.1.3) GIC ABILITIES

(11.1.3.1) Seniority

The GiC always becomes the CO of any stack he moves into or which enters his hex. Like superior COs, he may pick up forces and keep moving. Unlike other COs, he can perform a Consolidation Move.

(11.1.3.2) CONSOLIDATION MOVE

A GiC may start his activation by moving any or all generals in adjacent hexes into his own hex. This is referred to as a Consolidation Move. No matter how many different adjacent hexes he consolidates units from, this special action counts as only one movement point towards his movement allowance. More than twelve stars (six in a mountain hex) may overstack temporarily in a hex during GiC consolidation, as long as stacking restrictions are met by the end of the GiC's move. If after the Consolidation Move, the GiC finds himself in command of a Major Army, he may move one additional hex without attacking, or attack from the hex without moving. If he finds that he only commands a Minor Army after Consolidation, he may move an additional two hexes without attacking, or an additional one hex plus make an attack. If forces being consolidated into a GiC's hex have IT, the GiC may remove up to three of them at no cost (18.2).

(11.1.3.3) Foisting The Blame

If a GiC is involved in a *Military Disaster* (16.8.3), he can select one of his subordinate generals, player's choice, to take the blame and the demotion for the disaster.

(11.2) SUBORDINATES

All generals below the CO are considered his subordinates for as long as they remain beneath him. Generals are ranked by the number of stars they possess; the more stars, the higher the general's rank and the larger his intrinsic command. One-stars equal approximately two brigades (4-5,000 men); two-stars equal four brigades; three-stars equal six brigades. *Note:* Star ranking is abstract and is as much a matter of political influence as military hierarchy.

(11.2.1) SUBORDINATE INFANTRY

Any general who moves into a hex occupied by a CO of equal or greater rank becomes a subordinate of that commander. If however a general enters the hex of a general or CO of lesser rank, the moving general becomes the CO and the stationary general(s) his subordinate (See also 12.4).

Infantry subordinates may only be detached when their CO is activated. When a subordinate is promoted so that he outranks the current CO, he automatically assumes command without paying PC to appoint him CO.

(11.2.2) SUBORDINATE CAVALRY

Cavalry generals (13.0) may not command other generals, but subordinate cavalry generals may be activated separately within a force. Since they can never be COs, cavalry generals cannot attach other generals to themselves, not even other cavalry generals. They may move through a hex occupied by a CO of equal or higher rank without having to stop and become a subordinate of the hex's commander but a cavalry unit can be absorbed into a CO's force when the CO passes over or lands in the cavalry unit's hex; note that this is not mandatory as is the case with infantry. Note that cavalry generals' stars do not count for stacking limits. Cavalry generals' names are printed in red.

Example: Wheeler is part of Polk's force. Because Wheeler is cavalry, he can be activated with a 1 activation card instead of the 3 activation card necessary to activate the force commander, Polk. When 1 star Wheeler moves into 2 star Bragg's hex, he is not required to stop and become Bragg's subordinate as an infantry general would. Being cavalry, he can ignore rank issues and continue on into another hex.

Subordinate cavalry involved in a battle, if obliged to retreat, simply remains with the CO to whom it is subordinated. The retreat ends there. If IT are placed on it after combat, they will automatically be transferred to the main force.

(12.0) MOVEMENT AND STACKING

Activating minor or major armies is more efficient than activating individual generals. When activating a CO and its subordinate units, they may disperse or remain together. In any case, if any units are being moved separately, each unit or stack must complete its movement and resolve any combat before moving another unit. This mainly applies to Campaigns and dispersing units from a stack.

(12.1) FORCE

Any number of generals in a hex are a “FORCE” (including a single general), and with sufficient stars can be either a Minor Army (12.2) or a Major Army (12.3). Lone one-star generals in a hex are a Force, but too small to be considered an Army. A lone two or three-star general may be referred to as a Minor Army due to its increased size, and all lone generals in a hex operate under the rules for Minor Armies. A Force with a single infantry general (one, two, or three-stars) may also contain 1 cavalry general, but the cavalry general may not outrank the Force CO. (See 13.0) A single-general force may move three hexes without attacking or two hexes and then attack an adjacent hex. It may move into Mountains and move across rivers without penalty.

(12.2) MINOR ARMIES AND SINGLE UNITS

All rules governing Minor Armies also apply to single units in a hex. A Minor Army is a combination of Infantry generals totaling two to six stars and may also contain one cavalry general of either one or two stars, but the cavalry general may not outrank the Force CO. (See 13.0). A Minor Army does not pack as much punch as a Major Army, but it is more mobile. Minor Armies may move three hexes without attacking or two hexes and then attack an adjacent hex. They may move into Mountains and move across rivers without penalty.

(12.3) MAJOR ARMY

The CO of a Major army MUST be a three-star general. A Major Army is a combination of Infantry generals totaling between seven and twelve stars and may also contain one cavalry general of any rank. A Major Army is powerful but cumbersome. It may move one hex and attack an adjacent hex, OR it may move two hexes but then may not initiate attack. Major Armies may not move/attack across rivers unless they begin and end their activation adjacent to the river, and may not move/attack into mountains or cross/attack across the Mississippi under any circumstances (See Terrain Effects 15.0).

(12.3.1) MAJOR ARMY MOVING ACROSS A RIVER

A major army can cross a river other than the Mississippi if it starts its activation immediately adjacent to the river and uses its entire activation to cross. It cannot then attack another hex however it can defend normally. A Major Army may not move across the Mississippi River. It must disperse into Minor Armies to do so and may not rejoin on the same card phase. It may rejoin on the next card phase if desired.

(12.3.2) MAJOR ARMY ATTACKING ACROSS A RIVER

A major army can attack across a river if it starts its activation immediately adjacent to the river and does not move before combat. If victorious, it may advance into the vacated hex. It may not attack across the Mississippi.

(12.3.3) MAJOR ARMY RETREATING ACROSS A RIVER

If forced to retreat across a river, a subordinate general of the Major army must be demoted or disgraced.

(12.3.4) DISPERSING A MAJOR ARMY

Major armies may separate into several minor armies to enter mountains or cross rivers. The resulting minor armies and/or forces still have the Major Army restrictions on movement for this activation. The effects of dispersal are the following:

1. Movement is restricted to one hex and an attack into a second hex, OR two hexes and no attack.
2. Movement across a river to attack BUT ONLY if the minor army has not moved a hex prior to crossing the river.
3. Minor armies dispersed from a major army MAY NOT rejoin as a major army on the other side of a river in the same activation.

(12.4) STACKING

Stacking limits are checked and must be met after the completion of movement or actions of any kind (normal movement, retreats, beginning and end of any siege, promotions, etc...) Stacking restrictions per hex correspond to the Army size. If a three-star general is present in the hex (meaning capable of commanding a Major Army), then the stacking limit for that hex would be twelve stars worth of units plus one cavalry unit of any rank. Likewise, if a three-star general is NOT present (allowing for only a Minor Army), then the stacking limit would be six stars worth of Forces plus one cavalry unit of any rank. With or without a three-star general you may never have more than six stars plus a cavalry unit in a mountain hex. You may NEVER do anything that would create an overstacked condition (Exception: GiC consolidation move). For example, promoting a general in a hex that is already at its full stacking limit is not allowed, nor would moving or retreating into a hex be allowed if it would cause an overstacked condition. Cavalry units that have more stars than the CO of an Army may not combine with that Army (Example: a two-star cavalry general may not be in the same hex as a Force containing only one-star infantry generals). Naval Units have their own rules of how many ships are allowed in a single port. Other than their own restrictions, Naval Units of any type never count against stacking for land units in the same port with them.

(12.5) FRIENDLY OCCUPIED HEXES

A Force may end their move in a hex containing another friendly Force as long as this does not cause an overstacked condition. Whenever a CO moves into a hex containing a CO of equal or greater rank, then he and his subordinates become subordinate to the CO occupying that hex and that Force's movement ends immediately. Be careful who you put in charge of whom.

A Force may pass through a friendly occupied hex if the CO of the moving Force outranks the existing CO in the hex being entered. In this case the higher ranking, moving CO may pick up a force in the hex and continue moving. If this occurs then the Force that was picked up may move along with its new CO, or be dispersed, and moved up to the amount of hexes the activated CO has left in his movement allowance. Units may not be dispersed from a force and re-enter the same force on the same activation.

(12.5.1) EFFECT OF REMOVAL OF IT BY FRIENDLY FORCES

A Force commanded by a higher ranking CO must always end their move in a hex with another friendly Force that contains IT if they wish to remove any of that IT per rule 18.2: IT REMOVAL & TRANSFER. However if they wish to forfeit the option to remove IT then they may continue moving up to their full movement allowance.

(12.6) RESTRICTED HEXES

Certain cities and hexes representing larger off-board regions, indicated by bracketed names, may not be captured by an opponent.

(12.7) FOG OF WAR

A force can only be examined by its controlling player. A player may ask if a force is a Major or Minor army and must be answered truthfully. This is especially important regarding certain cavalry rules.

(12.8) DISPERSING A FORCE

Activated forces may disperse to multiple destinations but once they leave their CO's hex they will require multiple cards to activate and recombine, unless recombined through GiC consolidation or campaign cards (See Dispersing a Major Army: 12.3.4, General In Chief 11.1 and Campaign Cards 10.6.3). Dispersed units or stacks are moved one at a time with any combat being resolved prior to moving any other units.

(12.9) COMBINING FORCES

A general or CO who enters a hex containing another general or CO of equal or greater rank must end his move in that hex. This represents the pause required to "sort out" command and strategy. *Note:* this rule does not apply to the GiC (See General In Chief 11.1).

(12.10) OUT OF SUPPLY UNITS

Once an out of supply force moves back into supply, the OOS marker is immediately removed and the unit is back in supply.

(12.11) ADVANCE AFTER COMBAT & CAPTURING ENEMY CITIES

See section 16.10 for advancing after combat and the associated rules that apply to this.

(13.0) CAVALRY (COUNTERS WITH GENERAL'S NAME IN RED TEXT)



(13.1) CAVALRY RESTRICTIONS AND PLACEMENT

(13.1.1) STACKING

No more than one cavalry unit, including Cavalry TCOs may occupy the same hex (See 17.5). Cavalry stars never count in calculating an Army size. A force with five infantry stars and two cavalry stars would still be considered a five star Minor Army. A cavalry general may never outrank the CO of a Force, nor can a cavalry unit ever be CO of a Force containing a non-cavalry general. Only infantry generals may be COs of an Army. A cavalry general may not end his movement in a hex containing friendly infantry units if he has more stars than the CO in that hex. He may have the same amount of stars but never more (Example: a two-star cavalry unit could not end its movement in a hex containing only one-star generals). Likewise, a one-star

cavalry unit could not be promoted to two-stars if there were only one-star generals in the same hex.

(13.1.2) PLACEMENT OF CAVALRY REINFORCEMENTS

If a cavalry reinforcement is slated to arrive in a hex already containing a cavalry general, place the new arrival in an adjacent friendly hex. Likewise, if at any time a player realizes he has more than one cavalry general in a hex (which is illegal but could occur by mistake), choose the last general that entered the hex and place it in an adjacent friendly hex.

(13.1.3) CONTROLLING ENEMY CITIES WITH CAVALRY

If a lone Cavalry unit enters an enemy city, that city is considered captured only for as long as the unit remains in the city. If vacated, control of the city reverts back to its original owner unless an infantry unit can be moved in and a Garrison Token placed. Cavalry COs never place Garrison Tokens, however a cavalry CO benefits from the modified city defense as if there were a garrison counter in it. In effect, the unit itself is also acting as the Garrison (See 16.10.2)

(13.2) CAVALRY ACTIONS

Along with being able to move and have combat just like other units, cavalry also have abilities that are specific only to them. Cavalry units may:

- **Activate normally and move and/or engage in combat like regular infantry, either separately or as part of an Army**
- **Conduct Raids**
- **Conduct Rail Interdictions**
- **Conduct Forays**
- **Harass moving enemy Forces**
- **Interdict enemy supply lines**

(13.2.1) STANDARD ACTIVATION

Cavalry units may be activated according to the standard activation procedures that would apply to any unit in the game for movement and combat (See 10.5.2 & 11.0). Cavalry generals are the only units in the game that may be activated separately when part of an Army. Cavalry units, alone or part of an Army, activated in this way may do any of the following:

- Move and/or fight in the normal manner
- Move and/or conduct a Raid (See 13.2.2)
- Move and/or place/ remove RIT (13.2.3)

(13.2.2) CAVALRY RAIDS

 Cavalry may conduct raids against any hex containing an enemy Force or city. To conduct a raid, a cavalry general must be activated and either be located or moved adjacent to an enemy force, or next to a city with a supply value of 1 or 2. Cavalry activated out of a major army may attack or raid an adjacent hex even after moving two hexes. When starting a raid, ask if enemy cavalry is present. If enemy cavalry is in the hex to be raided, a regular battle ensues between the two cavalry generals. Ignore terrain defensive modifiers, and no CSP or resource card may be expended (See also 16.9.2). Cavalry Raids may not be conducted across rivers.

(13.2.2.1) Conducting A Raid

To conduct a Raid, roll on the Cavalry Raid Table and check for failure or success. Two-star cavalry generals get a +1 modifier to their die roll (more likely to succeed). Cavalry generals also have a modifier of -1 to the die roll if out of supply at the moment of activation and -1 per IT carried. All of these modifiers are cumulative. Raids can be carried out against Forces and cities, either alone or together. If an enemy Force is present in the hex being raided and the raid is successful, the raiding side is awarded PC equivalent to the *raided* CO's stars. If raiding a vacant city, then the PC award will be one for one per the city supply value. Any single CO or any vacant city may only be successfully raided once per turn. Once successfully raided, place a "Raided" marker on the city or CO to indicate that it can no longer be a target of raids. If unsuccessful, Raids may continue to be conducted each Card Play Round until a successful Raid occurs. If by chance a Raided CO decides to disperse units from his Army, the CO retains the Raided marker and any Forces that were dispersed may now become the target for new Raids. Any Raided markers are removed at the end of the Supply phase. Cavalry Raids conducted by Standard Activation (not Forays) into the Eastern Theater grant a one PC Reward for the Union Player (See 10.6.8.2).

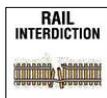
CAVALRY RAID TABLE

DIE ROLL

| | 1 | 2 | 3 | 4 | 5 | 6 |
|-------------|------|------|---------|---------|---------|---------|
| RAID Result | FAIL | FAIL | SUCCEED | SUCCEED | SUCCEED | SUCCEED |

Modifiers: +1 for a 2-Star Cavalry General. -1 for Out of Supply. -1 per IT. All effects are cumulative.

(13.2.3) RAIL INTERDICTION



When a cavalry CO is activated it may, at any time during movement, place or remove a Rail Interdiction Token (RIT) on a rail hex that it occupies or is adjacent to unless the hex is occupied by an enemy unit or is adjacent to enemy cavalry of equal or greater rank. You may not interdict across any rivers. Any units, enemy or friendly, may use rail movement up to, but not past, a Rail Interdiction Token since the rail is, in effect, torn up at that point. A cavalry CO may place one RIT per activation. A Cavalry unit may conduct Rail Interdiction via Foray (see 12.2.4). Cavalry may not lay an RIT and conduct combat or Raid on the same activation. If contested by another cavalry CO (i.e. the enemy also has a cavalry unit adjacent to the same hex), the higher ranking unit will either allow or deny RIT placement. If the opposing cavalry generals are of equal rank, the RIT is not placed.

(13.2.4) CAVALRY FORAYS

Forays are special cavalry actions used to conduct Raids and Rail Interdictions that may be carried out by ignoring the Standard Activation limit of one CO per card play. Forays may be conducted by *cavalry units only*. A cavalry unit that *has not been activated* via the Standard Activation procedure (i.e. the single activation per card play) may conduct a Raid or a Rail Interdiction into a *single adjacent hex* for a cost of 1 PC from a card play. This is the case, even if the Activation Cost of the cavalry unit's commander is 2. For this reason, a Foray Raid does NOT fulfill the Eastern Theater requirement (See 10.6.8.1), nor does it count toward the 1 PC Reward for Raiding into the Eastern Theater (10.6.8.2). A cavalry unit may not Foray more than once per card play. Forays may not be conducted across rivers. Cavalry units conducting Forays **MAY NOT MOVE** for this special action. If part of an Army that was not Activated, they may act independently. No movement occurs in a Foray. A Foraying cavalry unit only has the capability to Raid or place RIT. They may not remove RIT. Forays are carried out in one of the six hexes adjacent to the hex the unit occupies. A player may conduct as many Forays as he has non-active cavalry units and his card play can afford, all at the cost of 1 PC each. The same units may conduct Forays on consecutive card plays as long as the above conditions are met. Follow the rules for Raids and Rail Interdictions when conducting Forays.

(13.2.5) CAVALRY HARASSMENT DURING OPERATIONS PHASE (NON-PHASING PLAYER)

A cavalry general (whether alone or with a larger force) may attempt to harass a moving enemy Force in each adjacent hex entered by that moving Force during the *Operations Phase only* (No Harassment is permitted during the Rail Phase). Cavalry cannot harass across a river, into enemy city hexes or into any hex already occupied by an enemy Force. They also may not harass into a space which is under attack, even if a vacant city, nor into a space that an enemy is advancing or retreating into after combat. Harassment is voluntary and does not require activation to do so.

(13.2.5.1) Resolving Cavalry Harassment

If a player has a cavalry unit, whether alone or stacked with other units in its hex, and an enemy Force moves adjacent to that hex, the player may state that he is harassing the enemy force with his cavalry unit. If the moving Force has not used its full movement allowance it must pause to resolve the harassment before continuing its movement using the following procedure: First, all cavalry from both sides are revealed. If the moving Force contains no cavalry, then it receives IT equal to the stars of the harassing cavalry unit (one or two IT).

If the moving Force contains cavalry, then opposing stars are compared. If they are equal in stars then there is no effect. If there is a difference in the amount of stars, then the weaker Force receives one IT (because cavalry generals are only one or two stars in strength, then there can only be a difference of one). **EXCEPTION:** See 13.2.5.2.

If the moving Force has not used all of its movement allowance it may then continue its move. If it then moves adjacent to the same hex and/or another hex containing cavalry then the opposing player has the option to harass once again. Follow the same procedures as above until the moving Force has completed its movement.

(13.2.5.2) Harassment From Multiple Hexes

If an enemy Force moves adjacent to more than one friendly Force, and each friendly Force contains a cavalry unit, then each cavalry unit would have the opportunity, one at a time, to harass the moving force in the same hex. Follow the regular procedures for each harassment.

(13.2.6) INTERDICTING SUPPLY LINES

Enemy cavalry will automatically cut supply into hexes which it could harass during enemy movement, including rail hexes. Check during the supply phase. If a hex is contested by both a friendly and an enemy cavalry CO (i.e. the enemy also has a cavalry unit adjacent to the same hex), the higher ranking unit will be the one exerting influence. Cavalry COs of equal rank (stars) nullify each other and supply is not interdicted. Cavalry may not interdict across rivers, cut river or ocean supply, but can

cut rail supply via this procedure or by the placing of RIT. RIT prevent either side from using rail movement into or through a hex with an RIT counter on it, no matter which side place the RIT. The track is, in effect, torn up.

(14.0) AMPHIBIOUS MOVEMENT AND ASSAULTS

In Lincoln's War there are two completely distinct and separate forms of amphibious operations, River Movement & Assault and Ocean Movement & Assault. River and Ocean amphibious operations may both be used each turn according to each type's star limits. Using any type of amphibious operation still requires the play of a card to activate any Force involved.

(14.1) RIVER MOVEMENT & ASSAULT

The Union may use River Movement OR River Assault but not both in the same turn. Amphibious movement and assaults take place during the Operations Phase. The Confederates may use River Movement but not River Assault.

(14.1.1) RIVER MOVEMENT

Every Operations Phase (once per turn) the Union may move up to two stars and the Confederates one star by river. The units must start and end their turns in a hex that has a river hexside. They do not need to begin or end in a city. They may choose to end their turn in any hex that has a river hexside along the path of travel. The paths may be traced along any series of connected rivers and can be as long as desired as long as: 1) they do not enter any river hexsides of a hex belonging to an Enemy Controlled Port along the path, and 2) the enemy does not have Forces on both sides of a river hexside along the path. You may move up to, but not into, a river hexside falling into either of these two conditions and then land on either side of the river as long as there are no enemies in that hex. You may move past an enemy Force that borders only one side of a river (in effect, you are moving along the opposite bank). You may also disembark on the opposite side of a river that contains an enemy Force. If moving two stars of Union troops they must start and end their turn together. You may not move one star one way and one star a different way. If the Union chooses to move only one star by river it loses the option to move the other star for the rest of the turn. Movement points may not be accumulated from turn to turn. These forces are activated the normal way, through card play. They may be dispersed from a larger activated force to perform this movement if desired as long as the above requirements are met. The Union may choose to use River Movement or River Assault, but not both during the same Operations Phase (Once per season or game turn). New Orleans is both a River and an Ocean Port.

(14.1.2) RIVER ASSAULT

Only the Union may perform River Assaults, and only if they have at least 10 PC on their track. The Confederates may never use River Assault.

The Union may choose to use their two star limit to perform a River Assault instead of a River Move. To do this, the Union Force must start in a Friendly Port and may then attempt to assault the first Enemy Controlled Port it runs into along any path of connected rivers. All other rules in 14.1.1 apply.

(14.1.3) RESOLVING RIVER ASSAULTS

Assaults are resolved exactly as in regular combat except that the attack is coming from the river and not from another hex. The attack itself takes place in the defender's hex. An unoccupied city's defense against amphibious assault is equal to the city's defense value plus a single resource card the Confederate player may play, and any Naval Assets present in the city itself. The Confederates may never play CSPs to defend an unoccupied city. Naval Assets alone do not constitute occupation. There are no negative modifiers applied to the assault force for attacking by river. If the assault is successful, the assaulting Force occupies the port. If there were any Confederate Naval Assets in a River Port that was successfully captured via amphibious assault then they are considered destroyed and removed from the game.

If the assault fails or is a Stand Off, the Union forces retreat back to the nearest friendly port in the direction they came from. After a failed River Assault the retreating amphibious force takes one additional IT but the amphibious commander does not lose a star as he would in a failed ocean port invasion. After capturing a river port the Union player may vacate the hex on a subsequent turn and retain control of the port with a garrison counter. A captured river port increases the length of a river supply line.

(14.2) OCEAN MOVEMENT & ASSAULT

The Union may use Ocean Movement OR Ocean Assault. Never both in the same turn (Operations Phase). The Confederates may never use Ocean Movement or Assault.

(14.2.1) OCEAN MOVEMENT

Beginning with the Spring 1862 Turn, the Union will be allowed to move a Force of one star by sea. These forces are activated the normal way, through the use of card play and may be dispersed from a larger activated force located in a friendly or captured

port. The number of stars they may move each turn during the Operations Phase will continue to increase until the number reaches the maximum of five stars during the Spring of 1864 turn. This number of stars allowed to move by sea is indicated on the turn record track and is the number furthest to the left of the ship icon. Sea Movement is entirely separate from River Movement. As in River Movement, this may only be done once per turn (Operations Phase). You may move all, some or none as you wish, but if you opt to move any Force by sea all forces must move together. Any stars left over after movement are lost for that turn and may not be accumulated from turn to turn. To move by sea, forces must start and end their turns in a friendly Ocean Port. They may move any distance desired as long as they control both ports. This would include any captured port as well. They may not continue to move after landing. New Orleans is both a River and a Ocean Port.

(14.2.2) OCEAN ASSAULT

Only the Union may perform Ocean Assaults, and only if they have at least 10 PC on their track. Assaults are resolved exactly as in regular combat except that the attack is coming from the sea and not from an adjacent land hex. The attack itself actually takes place in the hex being attacked. An unoccupied city's defense against amphibious assault is equal to the city's defense value plus any Naval Assets and a resource card the Confederate player may have in his hand to assist with the defense. The Confederates may never play CSPs to defend an unoccupied city. There are no negative modifiers applied to the assault force for attacking by sea. If the assault is successful the Union must occupy the port with the assaulting force. If the assault fails or is a Stand Off, then the Union forces must retreat back to the nearest friendly port from the direction they came from and the CO (unlike a failed River Assault) is demoted. He would be disgraced if only having one star. If there were any Confederate Naval Units of any type in a port that was successfully captured via amphibious assault then they are considered destroyed and removed from the game.

The Union player may vacate a captured port and still retain control of that port with a garrison token. A captured river port increases the length of a river supply line.

(14.3) SPECIAL WATER RULES

New Orleans serves as both an Ocean and a River Port; however you may not combine sea and river movement on the same turn with the same force.

There are several other Ports that are marked on the map as being both Ocean and River Ports. This is erroneous and should be ignored. These Ports are: Charleston, Savannah, Apalachicola, and Mobile. These Ports are Ocean Ports only.

(14.4) CAPTURED CONFEDERATE PORTS AND THE PORT CITY STAGING AREA

Due to logistical limitations, the Union player may not move inland out of a captured ocean port except New Orleans and, starting in the Spring 1863 turn, one other captured ocean port with a supply factor of at least 2 which he can designate as a Port City Staging Area (See 21.2.1). He may, however, spring amphibious invasions from any captured ocean port into another ocean port.

(14.4.1) PORT CITY STAGING AREA PROCEDURE:

 The Union player may indicate one captured port with a 2 or more supply status as a Port City Staging Area (PCSA) by placing the PCSA marker on the captured port during the Operations phase. This port may be used as a supply source for Union forces inland, and also a port from which forces can be moved inland. New Orleans, once captured, always serves that purpose, but another captured port can be so designated starting in Spring 1863. It does not matter whether this second port was captured by land combat or amphibious assault. (See 14.2)

Procedure: The staging area can be a port which has already been captured, but once assigned there are only two ways in which it can be moved:

- 1) If the Confederates recapture the port, the PCSA marker is removed and another captured Confederate port may be assigned the status of staging area at no cost starting with the next turn.
- 2) The Union player may also elect to change the current location of the Port City Staging Area Marker beginning on any turn after the initial placement. To do this, the PCSA Marker may be removed at no cost from its current location during the Operations Phase. It may not be relocated on the same turn it is removed, nor can it be removed on the same turn it is placed. On any subsequent turn after its removal, the Union Player, during the Operations Phase, may then select any captured port with a 2 or more supply status to relocate the PCSA for a cost of 5 PCs. This means that to relocate the PCSA in this manner it will take at least two turns, one turn to remove it from its current location and another turn to replace it.

The PCSA marker will provide all the benefits of full blockade with respect to blockade effects (see 8.2), as well as victory points if still in place at the end of the game. The city can be assaulted and recaptured by the Confederates in which case it cannot be used by Union forces as a source of supply. The Union will of course have the option of trying to recapture it and designating it again as a PCSA on the following turn.

(15.0) TERRAIN EFFECTS

Note: Terrain effects for combat are not cumulative. For example, a force in a two-strength city attacked from across a river must use either the city defense value or the defensive bonus for defending against a cross-river attack (defender's choice).

- Ocean Hexes may only be occupied by Union fleet counters for the purpose of blockading ocean ports.
- Mountains prevent the stacking of more than six stars (cavalry stars are ignored). Movement of two hexes into or through mountain hexes prevents attacking. Major armies may not enter mountains. A force may still move one hex and attack in a mountain hex. Defenders in mountains gain +2 strength points in combat.
- Rivers - Major armies may not move nor attack across rivers, unless they are adjacent at the moment of activation. They may not move nor attack across the Mississippi River at any time. Defenders attacked across a river gains +2 strength points in combat. Rivers are also used for troop transport and supply.
- Rails indicate the approximate path of Major rail lines and are used for troop transport and supply.
- Cities provide city defense (first number in a city hex) bonus to a friendly force defending in its hex. If a city has no force present, it defends alone with its defense value. If a city is occupied by an enemy force (there is a garrison token present), its defense is reduced by 1 (See 16.10.2).
- River Ports - Ports with a blue anchor symbol may be used for amphibious river movement (14.0).
- Ocean Ports - Ports with a white anchor symbol may be used for amphibious ocean movement. Confederate Ocean ports may be blockaded. An ocean port provides its city defense unless blockaded. If blockaded, an ocean port has its city defense reduced by one. New Orleans is both an Ocean and a River port.

(16.0) COMBAT

Combat Sequence

Attacker: Declare combat (16.1)

Defender: Select Voluntary Withdrawal option (16.2)

Select and reveal Resource and CSP cards. (16.3)

Reveal all combat units (16.3)

Roll for indecisive generals (16.4)

Seeing the Elephant (Summer 1861 only) (16.4.1)

Compare total combat strengths (attack vs. defense) (16.5)

Consult Combat Results Table, Check For Loser Rout and Apply Results (16.6)

Draw replacement card for spent resources (16.7)

Draw card for general casualty/disaster result. (16.8) Possible Victory Reversal if Major Victory (16.8.3)

Check for automatic promotion (16.6.5)

Record PC loss/gain (16.6)

Retreat (16.9)/Advance (16.10)/Siege (16.9.5)

(16.1) DECLARING COMBAT

To declare an attack, the activated force must be adjacent to a defending force or city. The attacker and defender cannot be separated by prohibited hex-side. A Major army which has already moved two hexes cannot attack. A single-general Force or Minor Army which has already moved three hexes cannot attack.

Note: Although an attacking force does not physically move into the hex which it is attacking, all combat is presumed to take place within the defender's hex. If it must retreat, the attacking force does not actually move, but instead remains in the hex from which it attacked. If more than one Force is moving on a single card play (such as dispersing a stack or the play of a Campaign Card) each Force moves and conducts any combat prior to the movement of another Force. You may not move several separate Forces and then attack an enemy from multiple hexes.

(16.1.1) USING THE BATTLE! MARKER



It is recommended that beginners use the Battle! marker. The attacker places the Battle! marker in the target hex. The marker may eventually be moved to reflect a changed situation resulting from the play of Confederate cards 31 (To Steal a March) or 54 (Surprise Attack!) or Union card 29 (Surprise Attack!) as resource cards.

(16.1.2) ATTACKS ON EMPTY OR VACATED CITIES

Any city which does not contain a force, or one that has been abandoned by a defending force which has voluntarily withdrawn before combat will fight with its inherent defense ability as combat value (Example: without a defending force, St. Louis would defend at a combat value of two). A Resource card may be spent to improve a city's defense but not CSP, whereas the attacker may use both Resource and CSP. The city falls if the result of the battle causes more IT than its defense factor plus any defense resource card played, otherwise IT is never placed on an empty city. The attacker, whether successful or not, will incur one, and only one, IT and must draw a card for General Casualty Check but ignore Disaster symbols. Other than cities which started the game as neutral, if a city is under a garrison token, its defense value is reduced by 1 but not less than zero (See 16.10.2).

If the city is lost, the defender subtracts a number of PC equal to the city's supply value from his Status Track and the victor adds the same amount to his.

(16.2) VOLUNTARY WITHDRAWAL

A defending force may attempt to withdraw before battle if free of IT, or if it has fewer IT than the attacker. If successful the attacker may not continue moving. If the defending force has no cavalry but the attacking force does, withdrawal is not allowed. When attempting to withdraw before battle, roll one die. The voluntary withdrawal succeeds on a modified die roll of 3 or greater; the die roll is modified by subtracting the defending CO's activation number (higher activation is a handicap) and subtracting one per IT on the defender. The attempted withdrawal, whether successful or not, gives the attacker one PC per star of the defending CO. See 16.9 to determine where the withdrawing force retreats. A retreating force that includes cavalry reduces the attacker's retreat gain to one PC regardless of the rank of the retreating general. If the defender consists solely of cavalry, free of any IT and the attacking force does not contain cavalry, the retreating cavalry is automatically successful and the attacker gains no PC for this retreat. If a cavalry unit in this instance has any IT on it then it must roll for attempting to withdraw. Whether a defender withdraws before or retreats after battle, the attacker must occupy the abandoned hex with one or more of the generals in the force or take an extra IT. (See 16.9)

(16.2.1) CAVALRY RETREATS AND WITHDRAWALS BEFORE BATTLE

If the defender opts to withdraw before battle, the attacker earns no PC if the attacker has no cavalry and the defender consists entirely of cavalry. If the defender opts to withdraw, and his force contains both infantry and cavalry, the cavalry acts as a screen. Disregard the number of stars possessed by the retreating CO as the attacking player only receives one PC. If a cavalry general retreats and the attacker also possesses cavalry, a cavalry battle ensues—only the Cavalry units participate; neither terrain modifiers, CSPs nor Combat Resources are used in a cavalry battle (See also 13.2)—in the hex being vacated. Regardless of the outcome, the defender's cavalry and whatever portion of the force to which it is attached continues to retreat to the intended hex. The pursuing cavalry and the force to which it is attached advances to the vacated hex.

(16.3) SELECT RESOURCE CARDS AND DETERMINE CSP SUPPORT

Support cards are played when two Forces become engaged in combat. Both players simultaneously reveal TWO support cards: a Resource card and a CSP card. Players have the option to place face-down a Resource card from their hand OR the zero value Resource card. They may also play a CSP card worth zero to five CSP but may not commit more CSP than available. If a player does so, only the available CSP may be spent and used in combat. The defender will activate his Resource card event BEFORE the attacker unless event texts indicate otherwise.

After resources and CSPs have been committed players then reveal all units participating in the battle.

Example: After the Union defender declines to withdraw, he looks at his stored CSP (he has seven) and at his resource cards (he has a "Pontoons" card – usable only as an attacker crossing a river, and "Superior Artillery" usable as the attacker or defender). He decides to boost his defense by six strength points using his "Superior Artillery" card which gives him three additional strength points and the three-point CSP card. He places both cards face-down on the table as his opponent chooses and places his two cards. Both players reveal their cards simultaneously and add these additional points to their respective forces' strength.

(16.3.1) RESTRICTION ON THE CONFEDERATES IN THE NORTH

The Confederate player may not use CSP in any combat in or into Union territory whether on attack or defense. CSP *can* be used for defense if CS units are being attacked from Union territory but they themselves are *not* in Union territory. For the purpose of this rule, Kentucky and Missouri are not considered Union territory.

(16.4) ROLL FOR INDECISIVE GENERALS

Indecisive Generals are generals who have asterisks in place of attack and/or defense values. Their value in battle will most likely change from one battle to the next, and must be rolled for in every battle in which they participate. Roll for Indecisive General values on the Player Aid Random Results Table.

(16.4.1) SEEING THE ELEPHANT

On turn one (Summer 1861) ONLY, all COs are considered to be indecisive and their attack or defense value must be rolled for (See 16.4, Roll for Indecisive Generals). Other generals under command of a CO in a force fight normally.

(16.5) COMPARE COMBAT STRENGTH

Total Attack Strength: Possible Resource card plus possible committed CSP plus total attack strength of entire force minus attacker's IT = total attack strength.

Total Defense Strength: Possible Resource card plus possible committed CSP plus total defense strength of entire force plus terrain bonus (if any) minus defender's IT = total defense strength.

(16.6) CONSULT COMBAT RESULTS TABLE, CHECK FOR LOSER ROUT, APPLY RESULTS

(16.6.1) STAND-OFF (0-1 DIFFERENCE)

If, after combat results are tallied and the total difference between the Forces engaged is zero or one point, the battle is considered inconclusive and the result is a Stand-Off. The attacker returns to the hex he attacked from (retreats) and both players make a General Casualty Check (See 16.8). There is no other effect.

(16.6.2) MINOR VICTORY (2-4 DIFFERENCE)

If the result is a two to four point difference, the battle is a Minor victory. Both players make a General Casualty Check (See 16.8). The loser, if defending, retreats and gains two IT. The winning force, if attacking, receives one IT (if the force divides during advance, put the IT on the force advancing into the hex). The winner gains PC equal to the number of stars possessed by his opponent's CO; if the winner captured a city in the combat, he also gains PC equal to the city's supply points while the previous owner of the city subtracts PC equal to the value of the city supply. The winner, if attacker, must advance at least one general into the vacated hex to claim a city's supply points. A victor can decline advance into a battle space at the cost of one IT penalty.

(16.6.3) MAJOR VICTORY (5 OR MORE DIFFERENCE)

If the winner's total was five points or more than his opponent, the battle is a Major victory. Both players make a General Casualty Check and Disaster Check (16.8). If there is no Victory Reversal (16.8.3), the loser retreats and receives IT equal to the difference in combat strengths. The winner receives IT equal to half the difference in combat strengths (rounded up). The winner must advance his entire force into the vacated hex. The winning side earns PC equal to the number of stars possessed by his opponent's CO as well as PC for capturing a city (if any) equal to the city's supply points. The previous owner of the city subtracts PC equal to the value of the city supply. If the defeated force is in a city and offers siege then the city is not considered captured.

(16.6.4) ROUT

ONLY LOSING FORCES MAY ROUT. THE WINNER OF A BATTLE NEVER ROUTS.

Before determining if a battle is a rout or not, all combat losses (IT placements) take place exactly like in any other battle with any terrain and card bonuses added. Losses are determined and IT placed. PC is awarded to the victor accordingly for the defeated CO and city supply if any (defeated player loses PC for the city in this case) and if, at the end of a battle, the losing Force finds that it has MORE ITs than the total combat factors of its Force (attack or defense depending on its role in the battle), including any IT it carried prior to battle but *not including* any terrain or card resource factors, then a Rout has occurred. The victor still takes IT equal to half the difference in combat strengths in the battle (rounded up), BUT NOT TO EXCEED THE STRENGTH OF THE ROUTED FORCE. To calculate the strength of the force, add the total combat factors of the routed force (either attack or defense depending on its role in the battle) and subtract any IT it carried with it prior to the battle, if any. No card or terrain bonuses are added to this. For the loser of the battle, first remove all IT from the routed force. Next, the routed Force's CO is sent to the Disgraced Generals Box. Then place IT on the remainder of the defeated Force equal to the amount of *stars* remaining in that Force. Finally, the routed Force must retreat one hex if it was the defender or, if in a city with at least a two supply rating, may offer siege but must take an additional IT to do so (this is the only way a routed defending unit may remain in its original hex). A routed attacking force remains in the hex adjacent to the defender that it attacked from unless the loss of its CO would cause an overstacked condition. If a routed attacking force finds that it is overstacked after losing its CO, then retreat the lowest number of stars possible one hex so as to comply with stacking restrictions. Defenders never advance unless the attacking force is totally eliminated, then it would have an option to advance none, some or all of its units into the vacated hex. If a routed defending force retreats it has the option to break up and retreat to different hexes as long as each separate force retreats closer to a friendly city OR supply line. This counts as the retreat for the battle. It is *not in addition to* any retreat due to being a minor or major victory. If the defeated force retreats, then the victorious force must advance all units that participated in the battle into the vacated hex. If the routed force was a Minor Army and chooses to remain in a city and offer siege it must do so as one force and may not break up. If the routed force was a Major Army and, due to combat results, finds itself overstacked from the loss of its three-star CO, it must break up in such a way so as not to be overstacked at the end of its retreat. In this last instance, it may still offer siege but only with the maximum amount of units to prevent overstacking in the city. Any excess must retreat. Draw cards for general casualties. If a routed force suffers a general casualty during the card draw, the disgraced CO is exempt from any result. The result must be applied to another unit in the Force. Ignore Disaster Symbols (16.8.3) in a Rout.

(16.6.5) AUTO-PROMOTION

A CO can earn an automatic promotion in two cases: First, when a force attacks and defeats an enemy force that contains twice as many stars as the attacker, and second, whenever a force defeats an opponent's GiC, attacking or defending. Immediately following the battle, the victorious CO is promoted, if possible, one rank (i.e. from one to two stars or two to three stars). This promotion is granted by a grateful nation and costs the player no PC. Automatic promotions may NOT be declined. If the CO is already at his maximum rank then this is ignored. No other units within a stack may receive the promotion.

(16.7) DRAW TO REPLACE SPENT RESOURCE CARDS

Once combat is over, if a player played a resource card other than his 0 resource card, draw a new card to replace it. Players may use resource cards in combat that have no effect in order to draw a new, and with luck, a better card. Draw the replacement card prior to performing the general casualty check.

(16.8) GENERAL CASUALTY AND DISASTERS



After determining the results of a battle AND after drawing a card to replace any resource card used in the battle, each player must draw a card to check for General Casualty and Disasters if the Combat Results Table requires it. If a player draws a card with a star icon, two dice are rolled for one of his generals to determine casualty results. If there is more than one general in the force, the player rolls one die; if the roll is even, the targeted player (player drawing the star) chooses the general to be hit. If the roll is odd, his opponent chooses the general to be hit. The opponent now rolls two dice to determine the general's fate and consults the General Casualty Table. Results will vary depending on the rank of the general. If the result shows a different rank general, then pick a general of the indicated rank in the same stack instead and re-roll. If there are no other generals of the indicated rank then the result is a Miss. If a general is the GiC, a CO, or lone general in a hex, then a -1 modifier is applied to the results. Use the same procedure when generals are targeted by card events. If a Sharpshooter Card Event is played, the owner of the card chooses which general will be targeted and adds two to the die roll. Modifiers are cumulative. Check for Disasters (16.8.3) for Major Victories only.

General Casualty Table

| | Die Roll | | | | | | | | | | | |
|--------|----------|--------|--------|--------|--------|--------|-------|-------|-------|-------|------|------|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 1-Star | Miss | Wound | Wound | Wound | Wound | Wound | Wound | Wound | Kill | Kill | Kill | Kill |
| 2-Star | Miss | 1-Star | 1-Star | 1-Star | Wound | Wound | Wound | Wound | Wound | Kill | Kill | Kill |
| 3-Star | Miss | 2-Star | 2-Star | 1-Star | 1-Star | 1-Star | Wound | Wound | Wound | Wound | Kill | Kill |

Modifiers

If GiC, CO, or Lone General: -1

If Sharpshooter Event: +2

(16.8.1) WOUNDED



If wounded, a Wound token is placed on the affected general. A general may take more than one wound without being killed. For the remainder of the turn, that general is +1 to activation and -1 to his attack and defense for each wound he has suffered. Should a general be wounded or killed due to combat resource card play in a battle, that side still must perform a General Casualty Check, possibly resulting in two separate casualties. If the result is a Miss then follow regular procedures. One wound token may be removed from each general during the supply phase.

Example: If an enemy general was targeted three separate times in a turn (hoping for a kill result) and gets a Wound result each time, he would have placed three separate Wounded markers on top of him. The results for each Wounded marker are cumulative. During the Supply Phase he may remove one of the Wounded markers and continue the next turn with two.

(16.8.2) KILLED

If killed, the general is removed and placed in the ELIMINATED BOX, and is permanently out of the game. His opponent earns no PC for this. A number of TCO (17.0) stars equal to the number of dead general's stars are placed in the hex from which the dead general was removed. If the general was part of an Army, the TCO units are now part of that same Army. In this instance, if there is another regular general in that Army of the same rank as the TCO counter, the regular general automatically becomes the new CO of that Army at no cost (if there are more than one the owner chooses) and the TCO becomes a subordinate. If not, the TCO remains in command. (See TCO: 17.0)

(16.8.3) DISASTER SYMBOLS



After a Major Victory, players should also look for DISASTER symbols (skull and crossbones) on the General Casualty card draw for possible additional combat effects:

- If neither side draws a Disaster symbol, there is no effect.

- If the battle result was a skirmish or minor victory, ignore disaster symbols.
- If the battle result was a major victory and only the victor draws a DISASTER symbol there is no additional effect.
- If the battle result was a major victory and only the loser draws a DISASTER symbol, the loser of the battle takes one more IT and demotes a general (if all generals are already one star, the owner chooses which one is disgraced and removed to the DISGRACED GENERALS box).
- If the battle result was a Major Victory and both players draw a DISASTER symbol, a Victory Reversal results. Ignore the normal combat results. Instead, both sides take three IT and if the attacker was the victor in the battle he retreats back into its hex. The defender does not retreat. The attacker's CO loses one star and if possible a subordinate of the owning player's choice takes command of that force (exception: A GiC can foist blame and demote a subordinate; See 11.1.3.3). If the defender was originally the victor of the battle he must retreat one hex and the attacker advances into the vacated hex. The same rules as above would also apply to the defending CO and Force.
- Rout: Ignore Disaster symbols. (16.6.4)
 Attacking force against vacant or undefended city: Ignore Disaster symbols. (See 16.9.3)
 Successful breaking of a siege via attack: Ignore Disaster symbols (See 16.9.5.4.2).

(16.9) RETREAT

(16.9.1) RETREAT PATH

All combat is assumed to take place in the defender's hex. If the attacker loses the battle he would simply return to the hex adjacent to the defender that he attacked from and the defender remains in position. The remaining rules here specifically address battles when the defender loses the battle.

Retreat priority is first into a friendly city, and second to a defensible position (either into the mountains, or across a river). However, if outside of its territory, a retreating (or withdrawing, see 16.2) Union force must first retreat to one of three adjacent hexes to its north if any are available, and a Confederate force must first move to one of three adjacent hexes to the south. If this is not possible, he must move into an adjacent, unoccupied, uncontrolled hex towards the closest supply city if any are available. A force may be required to violate Kentucky neutrality if no other option exists, that is to say a Union force would retreat into Kentucky to avoid retreating south. A Confederate force would retreat into Kentucky to avoid retreating north. When retreating, a force may not voluntarily disperse unless a Rout has occurred (See 16.6.4); all generals must retreat to the same hex if at all possible. If retreating into a hex where the force would violate stacking limits (12.3.1), or would violate Major army rules regarding crossing a river or moving into mountains (12.3), the force must be divided and retreat to two separate hexes.

(16.9.2) RETREATS AND WITHDRAWALS BEFORE BATTLE

See 16.2: Voluntary Withdrawal

(16.9.3) VACATED OR UNDEFENDED CITIES

Any city abandoned by a defending force which has voluntarily withdrawn before combat leaving no Force in the city is attacked as a vacant city (See 16.1.2).

(16.9.4) RETREATING FROM PORTS

Any Union force retreating from a captured Confederate port with no land-based supply route must retreat by water to the nearest friendly (Union or captured Confederate) port. He surrenders the port, loses PC equal to the supply value of the city and the victor gains the same number of PC. The CO of the retreating force also loses one star. His opponent also gains PC equal to the number of stars held by the retreating CO before his demotion.

(16.9.5) SIEGES

During the Civil War sieges were common and very costly for both sides; therefore the following rules reflect this reality. A defending force in a city with a supply value of two or more may refuse to retreat and offer siege if it loses a battle. If it chooses to remain in the city, the force takes one additional IT. The attacking force then has the option to besiege the defenders or not.

(16.9.5.1) Refusing Siege

If the attacking force chooses NOT to besiege the city then certain political penalties will apply as follows based on the level of victory:

- 1) Minor Victory: Victor loses one PC and defender gains one PC
- 2) Major Victory: Victor loses two PCs and defender gains two PCs
- 3) Rout: Victor loses three PCs and defender gains three PCs

If a siege does not occur then both sides are free to activate and move normally on the next card play.

(16.9.5.2) Accepting Siege

If the victor chooses to besiege the defender then the following process is followed:

1) The attacker moves his victorious force in its entirety on top of the defending units to indicate that the city is now under siege. The defender may not activate his besieged force or move out of the city, nor may the attacker disengage from the siege until the defenders have been eliminated, the siege has been broken by a separate attacking friendly force belonging to the defender, or the siege is automatically terminated at the end of the Supply Phase of the current turn.

2) Both sides have one additional IT added to their force for every round of the besieging side's card play. It is not necessary to activate the besieging force for this to happen. However, the besieging force MAY be activated to cause TWO ITs to be added to both side's Forces instead of just one, although it may not disengage from the siege. If the attacker chooses to activate the besieging force he may not activate another force on the same card play unless he is playing a campaign card. The defending force may NOT remove any IT while under siege. The besieging force may remove as many IT as it can afford at the cost of TWO PC per IT.

(16.9.5.3) Reinforcing A Siege

The defending player (the player under siege) may NEVER reinforce his besieged force. The attacking player (the besieging player) may freely reinforce his besieging army as long as army stacking limits are not exceeded. The reinforcing units may enter the siege using their full movement factor (i.e. do not consider entry into the siege as an attack).

(16.9.5.4) Resolving Sieges

There are 3 ways to end a siege as follows:

1) DEFEAT THE DEFENDER

If the defender accumulates ITs equal to or greater than double his total defense capability (total defense capability = defense value of all his generals + either the city or the terrain defense bonus, whichever is greater. Indecisive Generals are worth zero for this calculation) then all of his generals are removed to the Disgraced Generals Box and he loses PCs equal to the supply value of the city. The attacking force captures the city and receives PCs equal to the defender's CO stars and the supply value of the captured city. No General Casualty Cards are drawn in this instance. The siege is immediately ended for the remainder of the turn and any IT may be removed at the normal cost of one for one PC per IT.

2) BREAKING A SIEGE VIA ATTACK

If the defender can bring up another friendly Force adjacent to the besieged city he may attack the besieging army using the rules for normal combat. His besieged units may not participate in the attack. The besieging force would be the defender in this case and all terrain bonuses would apply other than the city defense. Resource cards and CSP may also be used. Combat results are applied as normal but if the besieging army is forced to retreat, their CO goes to the Disgraced Generals Box, the siege is broken, and the victor is awarded PCs equal to the defeated CO's stars. If by chance the besieging force becomes routed in this instance, rules for Rout take precedence. There would be no "double demotions" or disgraces. Except for Routs, General Casualty Cards ARE drawn in this situation. IT may now be removed at the normal cost of one for one PC for IT and the formerly besieged army may once again be activated. The victorious Army would advance the maximum amount of units into the hex without exceeding stacking limits. If a three-star general commanded the victorious army and the besieged Army was a minor army, first advance the three-star, then advance the maximum amount of units without exceeding stacking limits. Any leftover units would remain where they attacked from.

3) END OF TURN (SUPPLY PHASE)

If the defenders have survived the Operations Phase then all units (attacking and defending) remain in the city under siege until the END of the Supply Phase. All units under siege are considered to be out of supply (since it is assumed that they are being starved out) and must take an additional 1 IT per general in the Force and DO NOT draw cards for forage. This may cause the defenders to be defeated per the "Defeat the Defender" rule above. In this case, follow those procedures and the siege is ended. Besieging units are considered to be in supply if they can trace a valid supply line. If not, they too are OOS. The besieging units follow all of the normal procedures for checking supply and add or remove IT per the Supply Phase (20.0). If after the supply check is done and the defenders have survived the siege then the attacking army moves back to the hex which it came from originally. If not able to do so, then any other adjacent hex closer to a friendly city or supply route must be chosen. The CO of the besieging force is disgraced and placed in the Disgraced Generals Box. Any IT accumulated remains on each side's stack and is removed per end of turn rules. The defenders gain PCs equal to the besieging CO's stars. No General Casualty Cards are drawn.

(16.9.6) INABILITY TO RETREAT

If a force is required to retreat and has no legal retreat path, all generals in that force are removed from the map and placed in the DISGRACED GENERALS box. If a force is required to retreat in a way that violates stacking restrictions, subordinates must lose stars to satisfy stacking restrictions before the CO loses stars. A force must retreat into one hex if possible but if a Major army is forced to retreat into the mountains, it must split into two smaller forces to satisfy the stacking rule restricting the entry into a mountain hex to a Minor army (2-6 stars). A force may retreat into multiple hexes to avoid overstacking. If a Major army retreats across a river, a subordinate general of the Major army must be demoted or disgraced (12.3.4).

(16.10) ADVANCE AFTER COMBAT PROCEDURES AND RELATED EFFECTS

(16.10.1) ADVANCE AFTER COMBAT

When the attacker wins a Minor Victory, he advances as many involved generals as he wishes into the hex abandoned by the defender, up to his entire attacking force. The attacker must always advance at least one general or he receives one additional IT. Any generals who advance must take any IT incurred during the battle. In the case of a Major Victory or Rout, the entire attacking Force must advance. If the attacker is the loser of the battle then he simply stays in the hex adjacent to the defender that he attacked from (since combat is considered to take place in the defender's hex). The defender remains in his original hex unless the battle outcome causes the attacking force to be entirely eliminated and its hex vacant. The defender then has the option to advance as many or as few units into the vacated hex.

(16.10.1.1) Capturing a City

Whenever a city changes control, the CO of the force capturing the city suffers 1 IT to simulate disorganization, no matter how overwhelming the attack was.

Example: Lyon with a minor army sends Sigel to capture adjacent Springfield MO. Note that Sigel, as CO of his own force, gets one IT for doing this, not Lyon.

(16.10.2) Garrison Tokens



After capturing a Neutral or enemy city, place one of your garrison tokens in the hex to represent control of the city and the garrison left behind. If a city that was originally friendly to the enemy is captured, Garrison Tokens allow the owning player to use the defense strength of the city but must apply a minus one modifier but not less than zero. This represents resistance of the city's inhabitants while under occupation. If the city was originally a Neutral City, then whichever side is currently in control gains the full Defense Value of the city without the negative modifier. Garrison tokens are removed from cities retaken by friendly forces and their Defense Value returns to normal. Garrison tokens can extend a line of supply along a river or rail network.

Example: A Union force (with a garrison marker) attacked in Chattanooga may choose to defend using the modified city value (2 - 1 = 1 to reflect the local population's lack of co-operation with the occupying force) or fight outside the city using the terrain if desired (in this case, two for mountains or two for river).

Cavalry CO never place garrison tokens. If a cavalry CO captures an enemy city, it is only controlled for as long as the cavalry occupies the city. A cavalry CO benefits from the modified city defense as if there were a garrison counter in it (as above).

When the Cavalry force leaves, it relinquishes control (See also 13.1.4).

(17.0) TEMPORARY COMMANDING OFFICER (TCO)

A Temporary Commanding Officer (TCO) counter replaces any regular general who has been killed. It is assumed that, in most cases, such temporary officers would not be prepared for such a post and therefore be hesitant and unreliable. Along with the confusion and disorganization that would follow such an event, that unit will suffer certain penalties to reflect this. Therefore, a TCO will have an inherent activation rating of "3" and be considered an Indecisive General (See 16.4) for its combat ratings. Whenever a general is killed (not disgraced) and removed from the game, a TCO counter of equal stars and unit type (Infantry or Cavalry) is substituted for the original counter. If it happened to be the CO of an Army and there is another general in that stack with an equal number of stars, then that general would now be the new CO of the stack with the TCO becoming a subordinate. If there is more than one general of equal rank, then the owner chooses which will be the new CO. If there are no other generals in the stack of equal rank then the TCO remains in command until replaced or absorbed during the Rail Phase (See 9.2). If a cavalry general is killed, it must be replaced by a cavalry TCO counter of the same rank. However, since two cavalry units may never occupy the same hex, the cavalry TCO may only be absorbed by infantry. TCOs may move and conduct attacks and defense remembering that they do so as Indecisive Generals. If part of a Force, TCO counters are activated whenever the CO is activated. It is very possible that a TCO could end up being the CO of an Army.

A TCO exiting a Force can carry away ITs equal to its star rating.

(17.1) TCO COUNTER FEATURES



TCO counters are either Cavalry or Infantry and are identified as such at the top of each counter and by their silhouettes. They do not have an activation number on them as regular general counters do because the inherent activation of all TCO counters is a "3". Counters will

have one, two or three stars on them which correspond to the regular general counter that they replace.

Each counter features a black asterisk to indicate that it is an Indecisive General. A two-star counter features a large "+1" and a three-star counter features a large "+2", both within red circles. These numbers are their die roll modifiers when rolling on the Indecisive General table. A one-star counter has no modifier.

(17.2) TCO IN COMMAND

TCOs operate as any other officer in command. They must be activated with a card play and they may attack and defend. To illustrate the TCO's lack of preparation for command, it cost three PC to activate a stack commanded by a TCO. To illustrate a TCO's lack of preparation for combat, a TCO is considered to be an Indecisive General (per 16.4) and must be rolled for in any combat and adding any modifier for two and three-star counters.

(17.3) TCO AS A SUBORDINATE

As with any other subordinate commander, a TCO activates when the Commanding Officer (CO) of the Force is activated. A TCO, being an indecisive general, must roll to determine attack and defense strength for purposes of combat (See 17.2 and 16.4).

(17.4) EFFECTS OF BATTLE ON TCO

If a General Casualty takes place after any combat (See 16.8) and the affected force contains a TCO counter (whether as a commander or subordinate), the TCO cannot be chosen as the casualty as long as there is a regular general in the same force. A regular general must satisfy the requirement. If there is no regular general available, then the TCO must satisfy the requirements. If a TCO is disgraced for any reason it is removed from the board and its star rating lost. It does not get placed in the "Disgraced Generals" Box.

A TCO subordinate that survives a Rout carries IT equal to its star rating just like any other unit when it retreats from being routed.

(17.5) ABSORBING TCO STARS (SEE 9.2)

TCO stars can be absorbed in the rail phase, after rail movement. The cost in PC is 1 PC per star absorbed.

Only Regular General units stacked with a TCO may absorb a TCO's stars. Any given unit can absorb only one star per turn.

A one-star general would absorb one star from a TCO counter and be promoted to its two-star side. If a two-star general has a three-star counter in the game, then it too may absorb one star from a TCO counter and be promoted to its three-star counter. For each star absorbed from the TCO counter, reduce the TCO counter by one star until it is eliminated from play.

TCO stars, including cavalry TCO, can only be absorbed by infantry units.

Regular Cavalry Generals may NEVER absorb any TCO stars since this would require stacking cavalry units together in the same hex which is not allowed (See 13.0).

(17.6) RAILING TCOs

TCOs are railed like any other force. The star value of the unit is treated like any other regular general counter. Note that absorbing TCO happens after rail moves, so it is possible to rail generals to a hex with TCO in order to absorb them, or vice-versa.

(18.0) IMMOBILIZATION TOKENS (IT)



Immobilization Tokens (IT) indicate damage, command-level disruption, lack of supply, confusion, indecision, rivalry or any number of debilitating circumstances. Accumulation of IT can immobilize or even destroy a Force.

(18.1) IT EFFECTS

Forces carrying IT may move and attack but do so subtracting the number of attached IT from their Force's attack and defense factors. This could cause a force to have a negative strength in combat and rout determination, therefore making it important to try to keep Forces from becoming laden with IT and then having to engage in battle. In addition, a general or CO carrying more IT than his star rank takes one additional PC to activate.

Example: Two-star Grant normally takes one PC to activate. If the force he commanded carried four IT, more than his two star rank, it would take two PC to activate him. Note that in this example Grant had TWO more IT than the amount of stars in his rank and it still only cost 1 additional PC for his activation.

(18.1.1) PLACING IT WITHIN A FORCE

IT are always placed on the entire Force and not on any one general, regardless of how the IT was incurred.

(18.2) IT REMOVAL AND TRANSFER

IT may not be removed with PC during the 1861 turn due to the widely held belief that the war would last no more than a few months. Beginning in 1862, players may use all or part of an operations card's PC to remove IT from a supplied force. This represents Congressional material support and political pressure for generals to "Get on with the war."

Subordinates (including TCOs) may be detached from an IT-encumbered force but such subordinates may only be assigned IT equal to or less than the number of the detached stars

Example: A force carrying four IT detaches a two-star general. The general could carry away with him zero-to-two of the IT. A single star general could be detached with zero or one IT.

At the same time, a general or force without IT moving into an IT-encumbered force can remove a number of IT equal to the rank of the CO moving into the hex. A lone cavalry unit, or one which is part of an Army, may do the same thing provided it has no IT, does not cause an overstacked condition, AND the Force it is joining doesn't contain any cavalry itself. Any time IT is removed in this manner, the units entering the hex must end their move in the hex, even if the CO of the moving Force outranks the CO of the hex he moved into. In the latter instance, if the higher ranked, moving CO wants to continue any portion of his move without ending it upon entry, he may do so if he has remaining movement points but then he may NOT remove IT in this manner. Units may not be dispersed from a force and re-enter the same force on the same activation. (See 12.5: Friendly Occupied Hexes for further clarification) A GiC conducting consolidation could draw an IT-encumbered force into his hex and, if unencumbered himself, eliminate up to three IT due to the strength of his own personality. Example: A two-star general is moved into a hex containing a force with three IT. As soon as the two star general enters the hex the owning player may remove two IT; this reflects new vitality and vision reviving dispirited troops.

Conversely, an IT encumbered force moving into a friendly force without IT transfers its IT to the newly combined force (exception, GiC consolidation).

Example: A force carrying four IT moves in to join with another force carrying 2 IT. The newly created force now has six IT.

(19.0) EMANCIPATION PROCLAMATION (EP) & BRITISH INTERVENTION (BI)

(19.1) EMANCIPATION PROCLAMATION (EP)



TRIGGER: The Emancipation Proclamation occurs based on the deteriorating Confederate military and political situation. Beginning in Summer 1861 EP is triggered immediately when a Confederate two- or three-star CO commanding a force of six stars or more suffers a defeat or retreats before battle AND the Union has a certain lead in PC. The required Union PC lead is: Summer 1861 - 10; Spring 1862 - 9; Summer 1862 - 8; Spring 1863 - 7; Summer 1863-6; Spring 1864 - 5; Summer 1864 - 4. PC lead is checked after all necessary PC additions and subtractions have been performed (battle results, possible city capture, general casualties and/or replacement of a killed CO, retreat before battle).

When the EP is declared the following steps are implemented:

1. The Union receives no PC award for EP (it will receive a VP award at the end of the game). Flip the EP/Turn token to indicate that this is the case.
 2. British Intervention is no longer possible.
 3. The Confederate receives one free promotion immediately.
 4. The Confederate receives two PC.
 5. The Hincks counter is placed on the next turn of the turn track and will enter in Washington as a reinforcement in that turn.
- RESULTS:** When the EP is declared, immediately flip the turn token to its Emancipation Proclamation side. Both players reshuffle their discards back into their decks.

(19.2) BRITISH INTERVENTION (BI)



TRIGGER: If EP has not been declared by the end of Spring 1863, British Intervention can be declared by the Confederate player if a Union three-star CO sustains a Major Defeat, a Rout, or retreats before battle AND the Confederate player has a certain lead in PC. The required Confederate PC lead is: Spring 1863 - 7; Summer 1863 - 8; Spring 1864 - 9; Summer 1864 - 10. PC lead is checked after all necessary PC additions and subtractions have been performed (battle results, possible city capture, general casualties and/or replacement of a killed CO, retreat before battle, retreat from a port). British Intervention may take place earlier if a Union three-star CO sustains a major defeat or retreats before battle North of the North/South border, or if the Confederates take Washington DC. No Confederate PC lead is required if the conditions are met before Spring 1863. As the Union player, it is a strategic priority to do everything possible to prevent this. If it seems too easy to trigger BI then players may want to adjust the conditions which cause the occurrence or the effects of it. The BI counter is placed in its box at the top of the turn record track at the beginning of the game on its "No British Intervention" side up. If intervention occurs, flip the counter over to its "British Intervention" side.

RESULTS: The Confederate player immediately gains five PC and may replace any one card in his hand with a new card chosen from his discard pile. The Confederate player adds three PC to his Status Track at the beginning of every turn after BI has been declared.

(20.0) SUPPLY PHASE

Check that every force can trace a valid supply line. A force's supply begins in the hex it occupies and extends two hexes from that hex to a friendly city or a rail/river hex which in turn traces along the rail/river line (no restriction on distance) to friendly cities that provide enough supply points to match the number of stars in the force. The Confederate player may not use rivers in the North for supply. Supply may not be traced overland past the two hex restriction unless by rail or river line.

A combination of rail and river hexes can be used to trace supply.

A rail path is blocked if any intervening rail hex contains an enemy city, enemy cavalry interdiction, enemy Force, enemy Garrison Token, or an RIT.

You may never trace a supply route through any enemy unit's hex. Uncontested Cavalry on or adjacent to the supply route (13.4) cuts land/rail but not river, supply lines.

A Raided City token means that supply can be traced through but not into that city (i.e. its supply value is 0 until the Raided Token is removed).

The Union may use Ocean Port Supply (See 20.2)

(20.1) TRACING SUPPLY INTO AND ACROSS RIVERS

An Uncontested River Section is a section of river that lies between two successive River Cities which are both controlled by the same side. That section of river is said to be friendly to him and unfriendly, or enemy, to his opponent.

A Contested River Section is a section of river that lies between two successive River Cities where one side controls a city at one end of the section and the other side controls the other.

A River City is a city hex that has a least one hex side on a river.

Players may always trace supply across or into friendly Uncontested River Sections.

Players may never trace supply across or into unfriendly Uncontested River Sections.

The Union player may always trace supply across or into a Contested River Section.

The Confederate player may only trace supply across or into a Contested River Section if he has an Asset in the city that he controls in that section, otherwise he may not do so.

CSN Assets, enemy cities, and enemy Garrison Tokens along a river always block supply routes.

If the river route contains an enemy infantry force in a hex that has a hex side on that river (a lone cavalry general does not count), a die roll is made to see if supplies get through. If the number rolled is even then supply can be traced past the enemy unit. If the number rolled is odd then supply is blocked by the enemy unit.

(20.2) OCEAN PORT SUPPLY

The Union may trace supply to friendly and captured ocean ports across any number of ocean hexes back to Union ocean ports.

(20.2.1) PORT CITY STAGING AREAS



The Union player may designate one captured port with a two or more supply value as a Port City Staging Area (PCSA) by placing the Staging Area Token on the captured port. See 14.4 for rules on how to place, use, and move PCSAs.

(20.3) RESOLVE ASSASSINATION PLOT CARD IF PLAYED

If the Assassination Plot Card was purchased on this turn it gets resolved now. Follow the procedures outlined in 7.1.9.

(20.4) REMOVE IT, WOUND MARKERS & CHECK SUPPLY STATUS OF ALL UNITS

For every five IT a Force has at the beginning of the Supply Phase, one general belonging to that Force is demoted and suffers a one star loss (owner's choice). Star loss either means flipping a general from three to two stars or from two stars to one. If a one-star general suffers the loss he is removed from the game by placing him in the DISGRACED GENERALS Box but can later be brought back during a future Administration phase by paying one PC from the owning player's track. **Only one general per turn** may be brought back from the Disgraced Generals box. Five IT are removed from the Force at the time of each demotion. Lone generals removed to the DISGRACED GENERALS Box in satisfaction of IT removal lose all remaining IT.

After all demotions for IT accumulation are complete, one wound marker per general may be removed from all generals. Leave any remaining IT totaling less than five on any Force that is still carrying any until the supply status for each Force is checked. There should not be five or more IT on any stack at this time. Once supply is checked, all Forces that are In Supply may now remove any remaining IT from them at no charge. Any Forces that are Out of Supply may NOT remove any IT on them.

Example: Lone Pillow (one-star) is carrying twelve IT. Disgracing him removes five, leaving seven, but as he is alone, the remaining IT are simply removed, leaving him with none. Pillow is then placed in the DISGRACED GENERALS box. Had he been part of an Army *in supply* carrying the twelve IT then two stars worth of demotions (owner's choice) would have to take

place, leaving the Army with the two left over IT which would then be removed automatically. Had the Army in the above example been *out of supply* then the two stars worth of demotions would still take place but the remaining two IT would remain on the Army.

(20.5) OUT-OF-SUPPLY EFFECTS

Important Note: If a Force is carrying IT and is found to be Out of Supply at this time, then that amount of IT is permanent throughout the Supply Phase and *may not be removed by the Foraging process*. It might be good to record any pre-existing IT prior to Foraging, or keep any existing IT separate from IT placed while conducting the Foraging process.



Foraging: If a Force is out of supply during the Supply Phase, place one IT (in addition to any IT that the Force may already be carrying) and an Out-of-Supply token on it. Each general present in an Out of Supply hex then draws a card from his deck to find the results of his foraging (exception: COs with subordinates and cavalry generals draw TWO cards). If a forage symbol, a haystack, is found at the



bottom of the card, that general removes one IT from the force. Each general that fails to find forage instead *adds* an IT to the force (See 18.1.1). However, if more forage is found than the number of generals in the hex, the IT placed at the beginning of the Supply Phase may be removed. When all cards have been drawn for foraging and more IT were added to the Force due to the lack of drawn forage symbols, then add the newly acquired IT to any pre-existing IT the

Force may have already had on it. If the IT total is five or more, then demotions occur again as in 20.4 and any remaining IT stays with the Force.

Example: Three-star Sherman finds himself out of supply in Georgia. He commands four subordinates, two-star Halleck, and one-star McClelland, one-star Thomas, and one star cavalry Stoneman. He is allowed seven forage draws: two for the CO, two for subordinate cavalry and one for each remaining subordinate. He draws a total of six forage symbols, one more than he needs with five generals in the hex. As a result he incurs no additional IT this supply phase and may remove the one IT placed at the beginning of the phase. If luck had turned against Sherman and he had drawn only four forage symbols he would have been forced to take two IT (one at the start of the phase for being out of supply and one for not finding enough forage), weakening his force in enemy territory.

Promotion: Out-of-supply generals may not be promoted except by absorbing TCO stars.

Activation: An out-of-supply CO pays one additional PC to activate.

(20.6) PLACING AND REMOVING TOKENS

Any general(s) detached from an out-of-supply force receive an Out-of-Supply token. OOS tokens are automatically removed from forces as soon as a line of supply is opened up. OOS tokens are **ONLY** placed during the Supply phase.

IT tokens can be removed by play of cards (See 10.6.3), Removal and Transfer by Forces (See 18.2), and Removal during the Supply Phase (See 20.4). Once there are fewer than five IT remaining, they cannot be removed if the force is OOS at the end of the turn. See 18.1 and 20.5 for effects.

(20.7) COMMANDERS AND FORAGE

Rank has its privileges. A CO draws two cards to determine forage instead of one. If either card reveals a forage symbol, that general is safe from the effects of being out of supply that turn and if two forage symbols are drawn one may be assigned to a subordinate. For the purpose of this rule, a lone infantry general does not act like a CO; however a lone GiC is considered a CO for this purpose. If lack of forage causes a demotion, the controlling player determines which general is demoted. Forage cannot be retained from turn to turn.

(20.7.1) CAVALRY AND FORAGE

Out-of-supply cavalry generals also suffer the initial IT placement but like COs, cavalry generals draw two cards for forage (better mobility means a wider search area) and if two forage symbols are drawn one may be assigned to another subordinate in the same force. Forage cannot be retained from turn to turn.

(20.7.2) RAIDED CITY TOKENS

Once all Forces have resolved their supply checks, remove all Raided City tokens.

(21.0) TIMEKEEPING PHASE, VICTORY DETERMINATION, RESET CSP TRACK

(21.1) VICTORY DETERMINATION

Players then check their PC and CSP totals. Any number of unused CSP protects a player who has been driven to 0 PC from losing at the end of a turn, however if at the end of a turn a player has driven his opponent to 0 PC AND 0 CSP, he has won a political victory. This represents the enemy's political collapse and the game ends immediately and the victor rejoices in his auto-victory.

If play has continued to the end of the Summer turn of the year both players agreed would end the game, count points for objectives achieved.

(21.2) CSP MARKER, TURN TOKEN

If a collapse does not occur (10.5.6), the CSP marker on the Status Track is moved back to 0. Advance the turn token.

(21.3) VICTORY DETERMINATION

INTRODUCTORY SCENARIO SU '61-SU'63:

Confederates must win with an 8 point difference (Disregard points for control or lack of control of the Mississippi and the same with Southern Ports during this scenario)

TOURNAMENT SCENARIO

Union must win with an 8 point difference

CAMPAIGN GAME

Union must win with a 15 point difference

VICTORY POINT TABLE

| Situation | VP | Side |
|--------------------------------|--------------------------------------|-------------|
| Total PC remaining | ? VP (1 VP per 3 PC, rounded down) | US/CS |
| No Emancipation Proclamation | 3 VP | CS |
| Prevent British Intervention | 3 VP | US |
| Assassination of President | 3 VP | US/CS |
| Assassination of CO in Capital | 1 VP | US/CS |
| Enemy stars out of supply | 1 VP per star | US/CS |
| Control of Kentucky | 3 VP (requires three of four cities) | US/CS |
| Control of Missouri | 3 VP (requires four of six cities) | US/CS |

| | | |
|--------------------------------------|---|-------|
| Control of Major Cities | 1 VP per two-value Supply city (Petersburg, Norfolk, Raleigh, Wilmington, Columbia, Savannah, Nashville, Memphis, Baton Rouge, Mobile) | US/CS |
| | 2 VP per three-value Supply city (Charleston, Atlanta, Vicksburg, New Orleans) | US/CS |
| | 4 VP for Washington | CS |
| | 4 VP Richmond | US |
| Control of Cities on the Mississippi | If the Union player has control of Memphis, Vicksburg, Port Gibson, Natchez, Baton Rouge & New Orleans at the end of the game he is awarded a 6VP bonus in addition to the regular VP awards for the individual cities. | US |
| Control of Southern Ocean Ports | 1 VP per blockaded or controlled Southern Ocean Port | US |
| | ? VP supply value of a Southern Ocean Port not effectively blockaded (See 8.2) and not occupied by Union Force or garrison token | CS |
| Raiders in play (not CSN Assets) | 1 VP per raider in a Raid Hex (not in port) | CS |