The objective of each player is to score the most Victory Points in terms of seizing critical cities and winning battles. The idea is that you are positioning yourself for a major promotion for total command of all your side’s armies for the rest of the war.

2.0 GAME EQUIPMENT
This game is complete if it includes one counter sheet (176 counters), and one map of the eastern United States (which includes all relevant charts and tables necessary for game play). Players will need to provide themselves at least one six-sided die.

2.2 Map
The mapsheet shows the regions of the USA wherein the campaigns of 1863 took place. A grid with points connected by lines regularizes movement and positioning of the playing pieces.

2.3 Theaters
The game map is divided into two Theaters, Western and Eastern. Generally, units may not cross the boundary line—but see the Transfer of Forces rule (3.4) for a special case.

2.4 Scale
Units represent corps, divisions and individual leaders with their staffs. Each turn is one month. The map scale is printed on the map.
2.5 Game Tables & Displays

Tables are used to resolve various game actions and provide critical information, listed as follows.

The Combat Results Tables (CRTs) are used to resolve combat. There are two CRTs: Skirmish and Major Battle.

The General Orders Chart provides explanations for General Orders markers.

The Recruiting Chart provides the cost to recruit units for each player.

The Terrain Effect Chart is used to provide information about the effects of terrain on movement and combat.

Displays are used to organize various game pieces, listed as follows.

The Battle Display is a convenient place to temporarily transfer units engaged in combat.

The Brilliant Maneuver marker box is where the Brilliant Maneuver marker is placed when not in use.

The Leader Display on the map is a convenient place to place units in the same space as a Leader.

The Reserve Areas represents larger areas off the map.

The Reinforcement Boxes are used to organize units not in play.

The Turn Record indicates the current game turn.

The Victory Points (VP) Indexes record the VP for each side in each Theater.

2.6 The Playing Pieces

These are the cardboard pieces. They are referred to as “units” (for military forces), and “markers” (for informational pieces). The two sides in the game are Union and Confederate; Union units are blue, Confederate units are gray. Each side possesses several different types of units, listed as follows.

2.7 Unit Types

There are numerous different types of units, each with slightly different functions or abilities, listed below. Unit sizes are indicated by either X (brigade), XX (division), or XXX (Corps).

Backprinting: The reverse side represents their initial strength (Level 1); their front represents their built up strength (Level 2).

Backprinting: The front side represents them as corps commanders; their reverse represents them as army commanders.

Leaves are mobile units; they have special movement rules.

Static units have no movement factors. They may never move.

2.8 Unit Designation

Units are distinguished by a numerical designation, and many have an abbreviation of their state of origin (for example, Miss = Mississippi) or their affiliation (for example, AG = Advanced Guard).

2.9 Administrative Markers

Administrative markers are used to record various game functions, listed as follows.

Battle: Place this temporarily in a Point where a combat is taking place as a reminder of where to return units.

Brilliant Maneuver: Used in combat to enhance one side’s combat ability.

Control: Indicates captured Points. Union flag is for Union control, Confederate flag is for Confederate control.

Fieldwork: A temporary defensive position; also represents siege works.

River Assault: Indicates a force which moved across river to make an attack.

Turn: Indicates the current turn.

Victory Points: Indicates the current number of Victory Points (VP) won by the player commanding a Theater.

General Orders: These generate random events.

2.10 Definitions

Various terms used throughout the rules are defined as follows.

Battle value (Leaders) is the ability of a Corps or Army Commander to enhance the combat ability of his forces.

Campaign value (Leaders) is the ability of an Army Commander to get his forces moving.

Combat strength is the relative strength of a unit when attacking or defending.

Control a Point: A player “controls” a Point by either occupying it with a friendly unit or by having had a friendly unit move through the Point and no enemy unit has entered that Point since. Use the flag markers to indicate control.

Corps Equivalent: A “corps equivalent” is either an individual corps, or three divisions stacked together.

Force: One or more units in a single Point conducting some action together (such as moving or fighting a battle).

Movement Allowance is the basic number of Points to which a unit may be moved in a single movement phase.

Occupy a Point: A player “occupies” a Point by having a ground unit (mobile or static) physically in it. Occupation supersedes control of a Point.

Pool: Is a pool is an opaque container (such as a coffee mug) into which certain counters are placed. Players then pick counters from the pool to deploy them on the map. When the rules call for a player to pick units from the Pool, the player picks them at random.

Theater: The two halves of the map,
marked by the Theater Boundary Line (Western Front and Eastern Front).

**Victory Points (VP)** are a quantification of how well the commander of a particular Theater is doing. VP enhance recruiting and can be used to determine victory. Players use the Victory Track to record their current VP.

**Units**: A general term for military forces.

**Combat units**: All units with a combat strength of “1” or more; leaders and supply trains, are not combat units, *per se*. There are two types of combat units, mobile units (which can move; they have a movement value of “1” or more) and static units (which cannot move; they have no movement value). There are also riverine units which can move via water routes only.

### 3.0 THEATERS & THEATER COMMANDS

The map is divided into two Theaters, Eastern and Western. Each player commands a Union Theater (one player plays the Union side on one map, and the other player plays the Union side on the other map). Operations for both Union and Confederates forces are restricted by the Theater Boundary line printed on the map.

#### 3.1 Control of Units

Both the Union and Confederacy have a common set of units. A player controls all units on his side within a particular Theater.

**Example**: The Union East player controls all Union units in the East Theater (in Maryland, Virginia, etc.). If a particular Union unit were to be transferred from the East to West Theater, it would come under the control of the Union West player.

#### 3.2 Transfer of Forces

Units may not generally move from one Theater to the other during the course of a player turn, but certain General Orders will cause the transfer of forces (see 8.5). In this case, units are picked up from a Theater and moved to another owing to national level decisions above player control. When a unit is transferred to another Theater, it comes under the control of the other player.

**Designer’s Note**: Players may not otherwise transfer units between fronts.

#### 3.3 States

Northern States are those printed in blue. Southern states are those printed in gray. This will have effects as stated throughout the rules. State boundaries otherwise have no effect on play.

### 4.0 HOW TO WIN

1863’s victory conditions are based on the relative contribution to victory of each player for their side. This will put them in a position to be promoted for higher command and lead their forces to a possible victory in 1864-65 or be drummed out in disgrace.

#### 4.1 Confederate Sudden Death Victory

A Confederate player wins if at any time in the game under the following circumstances (note that there is no sudden death Union victory):

1) **Confederate Western Sudden Victory**: Western Confederate units occupy two or more of the following cities: Cairo, Louisville, Nashville, or Memphis.

2) **Confederate Eastern Sudden Victory**: Eastern Confederate units occupy either Washington DC, or two or more of the following cities: Norfolk, Baltimore or Philadelphia.

**Designer’s Note**: The Confederate sudden death victory conditions represent situations where Southern forces outperformed their historical performance by such a wide margin that it would have radically changed the course of the war.

#### 4.2 Winning by Victory Points (VP)

If no Sudden Death victory has been won, then at the end of the last turn of the game, check Victory Points (VP) for each Theater (see 7.0). These are the total of:

1) VP on the Victory Points track; plus
2) The current number of Recruit Points for cities in enemy territory which your units occupy.

#### 3) Mississipi Flowing Unvexed to the Sea: If the Union Western player controls all Points on the Mississippi River, then he gains 5 extra VP.

4) **Confederate Capital**: If the Union Eastern player occupies Richmond, then he gains 5 extra VP.

### 5.0 SETTING UP THE GAME

Players decide who will command the following sides. Union Eastern and Confederate Western; and Union Western and Confederate Eastern.

#### 5.1 Scenarios

1863 has two scenarios: Standard and Variant. Both scenarios begin in April 1863. Players decide if they will play the Standard or Variant Scenario.

#### 5.2 Scenario Set-up

Set up the map between the players. Punch out the counters. Then place the units and markers per the scenario instructions at the end of the standard rules. Begin playing using the Sequence of Play below (6.0).

### 6.0 SEQUENCE OF PLAY

1863 is played in sequential Game Turns composed of an interactive structure in which each player conducts operations with units of his own Union Theater, then conducts operations with units of his own Confederate Theater (units facing the other player’s Theater). All game actions must be taken within the sequence outlined below.

Each Game Turn is divided into Player Turns. Each Player Turn is divided into a series of segments called “phases.” The player whose turn is currently in progress is termed the "Operating Player;” the other player is the “Non-Operating Player.”

#### 6.1 Sequence of a Game Turn

1) Confederate Eastern Operations Phase
2) Union Eastern Operations Phase
3) Union Western Operations Phase
4) Confederate Western Operations Phase
5) End of Turn Phase

#### 6.2 Operations Phase

Each of the four Operations Phases consists of the following, each performed by the player controlling the Union or Confederate forces for that Theater.

1) **General Orders Phase**: The player must make a check to see if he picks a General Orders marker.

2) **Recruiting & Reorganization Phase**: The player may purchase Reinforcements and Reorganize units under Army commanders for this Theater.

3) **Movement Phase**: The player may move all, some, or none of the units he controls for this Theater.

4) **Combat Phase**: The player initiates combat for forces he controls in this Theater in contact with enemy forces.

**Example**: The Union East player would, during his Operations Phase, make a check to draw and possibly play a General Orders marker; then conduct recruiting and reorganization for Union East units; move Union East units; and...
finally make any attacks with Union East units.
During the Union East Operations Phase, units from other Theaters (Union West, Confederate East or West) could not conduct any actions.

**6.3 End of Turn Phase**
If this is the last turn of the scenario, then the game comes to an end. Otherwise, advance the Turn marker one space on the track.

**7.0 VICTORY POINTS**
Victory Points (VP) represent a player’s overall morale within a theater, as well as political pull with the respective national government. VP affect who wins the game, as well as various game functions.

**7.1 Keeping Track of VP**
VP are recorded on the Victory Point Track using the VP markers on a scale of “zero” to “12”. The scenario will set initial VP levels.

**7.2 Maximum VP**
A Theater’s VP may never exceed 12; any excess is not accumulated.

**7.3 Minimum VP**
If a Theater’s VP reaches zero it cannot go any lower, even if some event would result in a VP deduction to less than zero. This does not cause any sort of defeat.

**Designer’s Note:** Given that this is just one campaign out of a much longer war, a collapse of Theater Morale would not bring things to a crashing halt. It just means that your military career has hit rock bottom.

**7.4 Gaining VP**
You gain VP via the following.

1) **General Orders:** Certain markers will cause a gain of VP.
2) **Winning a Battle:** The instant that you win a battle, you gain one VP for each enemy infantry corps, cavalry corps, artillery reserve, riverine and fort eliminated (other units eliminated provide no VP gain).
3) **Taking an Enemy Recruit City:** The first time that one of your units occupies an enemy VP City with a non-leader, non-supply unit, increase your VP Index by a number equal to its Recruit Value. This can happen once per each city per game. If a city is subsequently recaptured or abandoned, there is no deduction of Points (place a flag marker nearby as a mnemonic.)

**7.5 Losing VP**
You lose VP via the following:
1) **General Orders:** Certain markers will cause a loss of VP.
2) **Losing a Battle:** The instant that you lose a battle, you lose one VP for each friendly infantry corps, cavalry corps, artillery reserve, riverine and fort eliminated (other units eliminated provide no VP loss).
3) **Losing Richmond:** The first time that any Union combat unit occupies Richmond, reduce the VP Index of the Confederate East player by one die roll. This can only happen once per game. If the Confederates subsequently recapture Richmond, they do not regain the Points (place a flag marker nearby as a mnemonic.)

**Designer’s Note:** Remember, if the Confederates occupy Washington DC, the game comes to an immediate end. See the Sudden Death Victory rule (5.2).

**7.6 The Butcher’s Bill**
The number of units which the winner lost in a battle does not reduce the VP he gains, nor give VP to the loser.

**Example:** The Union wins a battle in which each side has one corps eliminated. The Union would gain one VP, while the Confederates would lose one VP.

**7.7 Cashing In VP**
You can voluntarily reduce the VP for a Theater for the following game functions.

1) **Recruit Bonus:** This is explained under the Recruit rule.
2) **Combat Bonus:** This is explained under the Combat rule.

You may never expend VP such that you go to less than zero.

**Designer’s Note:** Voluntarily cashing in VP is a way to increase your short term prospects at victory at the expense of long term theater victory.

**8.0 GENERAL ORDERS**
General Orders represent the many political, military and diplomatic events which affected the Civil War. At the start of play, place all Union General Orders markers in one pool, and all Confederate markers in a second pool.

**8.1 Procedure**
During the General Orders phase, the Operating player must roll one die. If the die roll is even, then pick at random a General Orders marker; if it is odd, do not pick a marker.

**8.2 Explanations of General Orders**
This is on a separate chart (printed at the end of these rules). Each marker will have instructions on what to do with it once picked. Depending on the marker, it may affect the situation in the Theater for which it was drawn, both Theaters, or the other Theater.

**8.3 Disposition**
If a General Order marker reads “Return,” then return it to the pool after play. If it reads “Discard,” remove it permanently from the game.

**8.4 Leaders**
Certain Leaders begin the game in the General Orders pool. If a player picks one of those leaders, then he gains control of him. Place the leader in the same Point with any friendly unit, or in the Reserve Area for that Theater.

**8.5 Transfer of Forces Markers**
Both players have one of these markers. If a player picks it, he must do the following.

1) If Union, select one Corps Commander and two Infantry Corps. Remove them from the map and place them in the Reserve Area for the other Union player.
2) If the Confederate, select one Corps Commander and one Infantry Corps. Remove them from the map and place them in the Reserve Area for the other Confederate player.
3) The player receiving the transferred units must deduct one VP.

**Note:** If a player does not have sufficient units to transfer, there is no further effect.

**9.0 RECRUITING**
You may bring additional units into play by expending Recruit Points (RP) during the Recruiting Phase. RP are not the same as VP. Keep track of RP on a separate sheet of paper.

**9.1 Recruit Points (RP)**
At the start of each friendly Reinforcement Phase, the player determines the number of RP he will receive this turn for the Theater. The player may expend those Points to build reinforcements. All RP must be used in a
A second die roll if you cash in one VP.

Example: The Union East player would conduct recruiting during the Union East Recruiting & Reorganization Phase, but not for the Union West.

9.2 Confederate player RPs (for each Theater)
Total the following.
The RP value of each Confederate Mobilization
City your forces control; plus
The RP Value of the Theater Reserve Area; plus
One die roll if you declare a Draft; plus a second die roll if you Cash In one VP.

9.3 Union player RPs (for each Theater)
Total the following.
The RP value of each Union Mobilization
City your forces control; plus
The RP Value of the Theater Reserve Area; plus
A die roll if you declare a Draft; plus a second die roll if you cash In one VP.

Designer’s Note: You do not receive RP for controlling enemy RP cities. But by so controlling them, you deny their points to the enemy.

9.4 The Draft
A player can declare a Draft at the start of any Reinforcement Phase. Do the following.

Make one die roll; subtract “2” from the result (to get a number from “1” to “4.”) If positive, add that to the total number of RP you gain for cities and the Theater Reserve Area; if negative, subtract it. Any RP from General Orders markers are not affected, however.

Designer’s Note: A Draft represents not only conscription of men for the armed forces, but additional taxes and levies on the civilian sector and consequent economic dislocation.

9.5 Cashing In VP
A player may expend one (and only one) VP in a Recruiting Phase to gain one additional die roll of VP. This can be done only if the player has at least one VP remaining. Deduct the VP from the Index and make the extra die roll.

9.6 Expending RP
The types of units you can buy are listed on the Recruiting Table. Deduct the RP and deploy the units per the Recruiting Table. You must have the RP to expend in order to buy a unit (no deficit spending). Unused RP are not accumulated; they are lost.

1) Combat Units: Corps are always purchased at their Line state (they are built up to Veteran status via winning battles). Units printed only on one side are recruited on that side.

2) Fortresses: To build (or upgrade) a fortress, you must pay the RP and expend one supply train in or adjacent to the Point. Forts are always purchased at their weaker strength (they are built up to their stronger status by expending supply (which, incidentally, cannot be recruited again that same Recruit Phase), see below).

3) Leaders: Leaders are placed only via scenario setup or when picked from the Events Pool.

9.7 Deployment
The Recruiting Table indicates where units are placed.

Reserve Area: In the friendly Reserve Area for that Theater.

Friendly VP city/town: Any city or town with a VP value controlled by that player and on the same side (Union units in cities in Union states, Confederate units in cities in Confederate states).

River Port: A friendly controlled river port. Also, you can place them in an off map box if it is connected via river to the map.

Friendly Occupied Point: Any friendly occupied Point. Unless specifically stated, you need only control a Point to place units there, not occupy it.

Friendly cavalry corps: Same Point as any friendly cavalry corps.

9.8 Militia Mobilization
When you mobilize militia, pay the RP cost and then roll one die, divide by “2” and round up any fractions. The result ("one" to "three") is the number of militia units you receive. Place them in any friendly controlled cities or towns (Union for Union, Confederate for Confederates). You may conduct only one Call for Militia per Theater per turn.

9.9 Militia Demobilization
You may remove any friendly militia unit from the map at the start of a Recruit Phase and place it back in the Reinforcement box in order to buy and place it somewhere else. The demobilized units can be recruited on the same turn. Only the following units can be demobilized:

1) Militia: These can be demobilized at any point.

2) Fortresses: These can be demobilized only if there is no enemy unit adjacent to their point. A supply unit can be recruited and used to build a fort in the same turn.

Other units cannot be demobilized.

9.10 Replacements
When a unit is eliminated (or supply train is expended), it goes back into the Reinforcement box. It may be purchased via the recruiting process at its regular cost.

9.11 National Reinforcement Boxes
Both the Union and the Confederacy have common reinforcement boxes for all units on their side. A player can recruit a maximum of 50% of the units of one type in a particular Reinforcement & Reorganization Phase. Round up any fractions.

Example: There are three supply trains in the Union pool. The Union West player can mobilize up to two units from it. If there were one unit, then that unit could be recruited.

9.12 Recruit Limits
The number of units in the game is a limit. You cannot construct additional units beyond it.

9.13 Union 19th Corps
This starts the scenario off map in the Union New Orleans box. If the Union Port Hudson Falls marker is picked, the Union West player immediately places it on Natchez. This placement of the 19th Corps costs no RP. It may not move during the Movement Phase of the same turn (the unit has marched in from off the southern map edge). If there are Confederate combat units in Natchez, the 19th Corps must attack them. The 19th Corps may not be otherwise recruited (but it can be replaced normally if eliminated).
10.0 REORGANIZING
During the Recruiting & Reorganizing Phase, you can assign leaders as corps and army commanders. This is explained in detail under the Leader rule (xx).

10.1 Forming an Army
You form an army by placing units underneath a leader who is an army commander. An army can consist of one or more units. You assign a corps commander by placing a leader who is a corps commander on top of that corps.

Example: An army could include an army commander, a corps commander, a cavalry corps and two infantry corps.

11.0 MOVEMENT
During the Movement Phase, the Operating Player may move as many or as few of his units as he desires. Units are moved Point to Point in any direction or combination of directions within the constraints listed by the rule.

Note: There are no ZOC (Zones of Control) in 1863.

All movement from Point to Point requires 1 movement point to be expended from the moving unit, regardless of the terrain in the Point entered (although there are some exceptions; see below).

Note: The Terrain Key on the map lists Routes between Points as 1 MP, but this is not meant to suggest that any moving unit must pay 1 MP to enter a Route and then another MP to enter a Point along that Route. Rather, it is simply meant that movement along any Route to a connected Point is 1MP (except when using rail or riverine movement).

11.1 Movement Factors
Mobile units have two movement factors: the number to the left of the slash is the Movement Allowance when in the Western Theater. The number to the right of the slash is the Movement Allowance when in the Eastern Theater.

11.2 Movement Routes, Restrictions, Prohibitions
Units move along routes (the lines connecting Points). To move from Point to Point costs one movement point per unit, per the following allowances:

1) Roads: All mobile land units may move along roads.
2) Railroads: All mobile land units may move along railroads. See the Railroad Movement rule. Note that railroads may be used like regular roads, also.
3) Tracks: Only partisan ranger units and/or leaders may move along tracks.
4) Rivers: All units may move along rivers. See the riverine movement rule for operations on rivers (see 20.0).

Note: Land units can move along rivers owing to the presence of roads and river transport not otherwise shown in the game.

5) Units which start their movement in a particular Theater may be moved only during the movement phase of their Operations Phase designated in the Sequence of Play.

Example: A Union West unit could be moved only during the Movement Phase of the Union West Operations Phase.

6) A unit may expend all, some or none of its movement points in any one movement phase. Unused movement points may not be accumulated from turn to turn or transferred to another unit.
7) Once a unit has been moved and the player’s hand removed, it may not be moved again.

11.3 Terrain Restrictions
1) Certain types of terrain require a moving unit to Stop. This means the units must end their movement in that terrain. They can move out normally on an ensuing movement phase. This is explained on the TEC.
2) Land units may not enter all-sea Points.
3) Riverine units may enter only river and all-sea Points.
4) Units may, in certain circumstances, leave the map to enter a friendly Reserve Area.
5) Unoccupied enemy Fieldworks have no effect upon movement.

11.4 Enemy Forces
You may move units into a Point containing enemy units but they must stop. In the ensuing Combat Phase, this will trigger a battle.

Designer’s Note: Given the way that the combat system works, units will never start their move in an enemy occupied Point.

However, you are not required to stop your units just because they entered an unoccupied enemy Point.

11.5 Advance & Retreat Irrelevant
Advance and retreat due to combat are not movement, per se, and do not consume movement points (see rules 13.0 and 14.0).

11.6 Supply Movement Enhancement
See the Supply rule for enhancing movement.

11.7 Individual Unit & Army Movement
There are two general ways to move units.

1) As Individual units: In this case, move each unit one at a time. Each unit has a movement allowance equal to the printed movement factor on the counter (West/East).

2) As part of armies: In this case, there must be an army commander in the starting Point. Move the army commander and any/all units in the same Point. An army moves with the movement allowance of the slowest unit in the force. An army can drop off units as it moves. Dropped off units can move no further. A moving army cannot pick up units.

Designer’s Note: The advantage to moving units as part of an army as opposed to individual units is that they can take advantage of the Army Commander rule, see below.

11.8 Corps Commanders & Movement
A unit which has a corps commander assigned to it may have its movement enhanced. Roll one die. If the die roll is less than or equal to the Corps Commander’s Campaign value, then add that dice roll equivalent of movement points to the corps movement allowance. If the number is greater than the campaign value, there is no movement bonus (the corps still can move using the normal movement allowance).

Example: A corps commander has a Campaign Value of “2.” You roll a “1;” the corps (and the corps commander) now has its movement increased by “one.” If a “5” were rolled, there is no movement bonus, but the corps and corps commander can still move normally.

11.9 Army Commanders & Movement
If an army commander is stacked with a Force, that leader can potentially enhance the army’s movement. Roll one die: if the die roll is less than or equal to the Army Commander’s Campaign value, then add that dice roll equivalent of movement points to the Army movement allowance. If the number...
is greater than the campaign value, there is no movement bonus (the Army still can move using the normal movement allowance).

Example: An Army Commander with a Campaign value of “3” rolls a “2.” Add two movement Points to the movement allowance of the army.

11.10 Army or Corps Exclusivity
A single unit may move either individually or as part of an army, but not as both.

Example: You have an army commander and three corps in a Point. You could move them all as one combined army; or have assigned one or two corps to the army commander and they will move with him while the other units move separately; or move each unit individually.

11.11 Leader Movement Restrictions
1) The leader movement bonus can be attempted for a leader moving alone and/or to other leaders moving with him.
2) A commander can make only one attempt to enhance movement per each Movement Phase.
3) A corps commander must move with the corps he commands. Neither unit may be dropped off.
4) An army commander moves with its force, though individual units may be dropped off.
5) You cannot combine more than one leader in a single movement enhancement attempt.

Example: In one Point there is both an army and corps commander assigned to a corps; only one leader could make a movement bonus attempt for that corps.

11.12 Railroad (RR) Movement Procedure
A mobile land unit can move an unlimited number of Points along connected railroad Points (within the restrictions below). This unlimited movement costs the unit “one” movement point. A unit can combine RR and non-RR movement in the same move. It can also enter a Point containing enemy units (but musty cease movement there).

11.13 RR Restrictions
RR movement may be used only via Points which were controlled by the player at the start of a Movement Phase. Confederate units may use RR movement only within Southern states or on north-south state borders. Union units may use RR movement in both Northern and Southern states (provided they are Union-controlled, of course; Use “Union Control” markers to denote control of locations in any Southern states where the Union may rail).

11.14 RR Capacity
The following parameters define RR Capacity.

1) RR Capacity is the number of units which may move by railroad each movement phase per Theater.
2) Each Confederate player may move a maximum of two corps by RR per Theater.
3) Each Union player may move a maximum of three RR moves per movement phase per Theater.
4) Divisions and supply trains count as one third a unit for RR capacity.
5) Leaders can always move by RR. They cost no RR capacity.
6) Static and riverine units cannot use RR movement.
7) A unit may use RR movement more than once per movement phase, but each separate move costs one RR capacity.

Example: A unit could move via railroad, move off the railroad, move to another railroad, and then move via RR again.

12.0 STACKING
Having more than one unit in a Point is called stacking. There is no limit to the number of units that may be in a stack. However, if any friendly and enemy units become stacked together, movement must cease and combat must be resolved (although administrative markers have no effect on movement or stacking).

13.0 COMBAT
Combat is when one player’s units attack enemy units. Combat takes place during the Combat Phase. Combat is mandatory for units which occupy the same Point as enemy units. The operating force is termed the “attacker;” the non-operating force is termed the “defender.” There are two different Combat Results Tables (CRTs) in 1863 Skirmish and Battle (see below).

Designer’s Note: Combat takes place after you have finished moving all units. Consequently, you can concentrate multiple units in the same Point for an attack.

13.1 Resolving Attacks during the Combat Phase
The attacker may designate and resolve all his combat in any order he desires. All operating units in the same Point as enemy units must attack.

Old Hand’s Note: Units may not attack enemy forces in adjacent Points; all combat is within the same Point only.

13.2 Combat Procedure
For each combat, follow the steps as outlined below.

1) Attack Declaration: The attacker designates the Point in which combat will occur. Transfer all units in it to the Battle Display to resolve that combat.

2) Determine who will choose the CRT (Tactical Initiative):

(2a) Each player determines their Tactical Initiative Rating. Check each force for:

Leader: each player selects one leader in the force and uses its campaign value (this must be the army commander if present, if none is present, you can choose any one, including corps commanders or unattached leaders);

plus:

Cavalry: if a force has any Veteran cavalry, add “one.”

Then, roll one die and add it to the above calculation. The side with the higher total has the Tactical Initiative. In the event of a tie, the defender has the Tactical Initiative.

(2b) The side with the Tactical Initiative chooses the CRT (either Skirmish or Battle).
(2c) Brilliant Maneuver: If one side’s final Tactical Initiative total was “three” or more than the other’s, then that player gains the Brilliant Maneuver marker.

Example: Lee (Campaign value = 6) is engaged in combat against Hooker (Campaign value = 1). The Confederate player rolls a “3” and adds this to Lee’s value; this results in a total of “9.” The Union player rolls a “4” and adds it to Hooker’s value; this results in a total of “5.” Since Lee’s adjusted value is three or more than Hooker’s, Lee gets both the Tactical Initiative and the Brilliant Maneuver marker. If instead the Confederate had rolled a “2” and the Union a “5,” Lee’s total would have been “7” while Hooker’s would have been “8.” Lee would still have the Tactical initiative, but not have gained the Brilliant Maneuver marker.
3) **Determine the Combat Percentage Ratio**

(3a) Total the combat strength of all attacking units and possibly leader battle values for that particular combat.
(3b) Total the combat strength of all defending units which are the target of the attack.
(3c) Divide the attacker’s strength by the defender’s strength and multiple by 100. This gives a percentile ratio.

4) **Supply Declaration:** Each player declares if they will expend a supply train to enhance combat. The attacker declares first, then the defender.

5) **VP Cashing In:** Each player declares if they will expend a VP unit to enhance combat. The attacker declares first, then the defender.

6) **Shift Determination:** Determine the number of shifts for the attacker and defender (for terrain, special units, supply and play of Brilliant Maneuver). Subtract the defender’s shifts from the attacker’s. This will give the final column shift.

7) **Combat Execution:** Consult the appropriate CRT under the appropriate percentile column. Roll one die. Cross index it with the selected percentile column. This will give a Combat Result. Apply the combat result in the order listed under the explanations.

Also, apply any unit promotions (see rule 18.0).

Example 1: The attacker’s total combat strength is “20.” The defender’s total combat strength is “12.” 20 divided by 12 is 1.66, which is equivalent to 166%. Thus, use the “150-199%” column.

Example 2: The attacker has 10 combat factors and the defender 12. 10 divided by 12 is 0.83, which is equivalent to 83%. Thus, use the 50-99% column.

13.3 **One Combat per Phase**
Generally, each unit may attack or be attacked a maximum of once per combat phase. But, see Pursuit (16.0) for a special case.

13.4 **Choice of Combat Results Table**
The player with the Tactical Initiative chooses which CRT (Battle of Skirmish) will be used.

13.5 **Leader Battle Values**
Leader Battle Values can be used to influence combat as follows.

1) The player adds the battle value of friendly corps commanders to the combat strength of the corps to which they are assigned.
2) In addition, the player adds the battle value of one army commander in the Point to the overall strength of the force.
3) Cavalry commanders may add their battle value only to cavalry corps. Admirals may add their battle value only to river flotillas.
4) Unattached leaders count as zero combat factors.

**Note:** Leader battle values are additions to combat strength. They are not shifts to the percentile column (see below).

13.6 **Combat Force Unity**
All attacking units in the same Point must be combined in a single attack. Defending units in the same Point must be attacked as a single combined total; they may not be attacked separately.

13.7 **Combat Shifts**
Shifts are changes to the percentile column for various situations. During the shift determination segment of the combat procedure.

1) The attacker determines his total shifts.
2) The defender determines his total shifts.
3) Subtract the defender’s shifts from the attacker’s shifts. This will give the final shift, either a positive or negative number, or sometimes zero.

13.8 **Cumulative Shifts**
The shifts for each category are cumulative, but generally no more than one shift for each category may be taken.

**Example:** A defending Union force could take a maximum of one a shift for Terrain, one for Supply, one for cashing in a VP, and a fourth for Brilliant Maneuver.

13.9 **Maximums & Minimums**
If an attack is being conducted at the maximum or minimum column, then use that as the base line.

**Example:** If an attacking force has ten times the strength of the defender (1000%), and the defender has one shift, then the use the 500% column (the maximum) as the baseline and shift one column to the left to 400%.

13.10 **Terrain**
Certain terrain will provide shifts. This is always based on the defender’s terrain. If a defender can apply more than one shift, then the single best one is used. See the Terrain Effects Chart. Terrain benefits are not cumulative. A defending force can receive only one multiplication on defense (the most defensible terrain).

13.11 **Rivers**
Units which moved across a river to a non-river Point to attack receive a negative shift. Use the River Assault markers as a mnemonic. A force receives the river defense benefit only if all attacking units moved across rivers.

13.12 **Brilliant Maneuver**
If the attacker has the Brilliant Maneuver marker, then shift the combat one column to the right. If the defender has the Brilliant Maneuver marker, then shift the combat one column to the left.

13.13 **Shifts for Supply**
Each player can expend one (and only one) supply train for a combat shift. The supply train must be in the Point where the combat is occurring. If the attacker has expended a supply train, then shift the combat one column to the right. If the defender has expended a supply train, then shift the combat one column to the left.

13.14 **Shifts for VP**
Each player can expend one (and only one) VP for a combat shift. If the attacker has expended a VP, then shift the combat one column to the right. If the defender has expended a VP, then shift the combat one column to the left.

13.15 **Shifts for Units**
Each of these will provide a maximum of one shift (regardless of the number of units of the type indicated).

1) **Artillery Bombardment:** If the attacker has any artillery, engineer or riverine units attacking a defender in a fortification, shift “one” to the right.

2) **Artillery and Engagement Defense:** Artillery units defending in an engaged combat result provide a “one” shift to the left.

3) **Fortresses:** Units defending in a fortress gain the combat shifts to the left listed on the TEC. Note this is greater for a level
14.4 Leaders
Leaders count as zero combat factors for losses. That is, ignore their Battle Value when eliminating units. Leaders may become casualties as a result of combat, however. Leaders are not otherwise affected by battle losses. They must retreat with a losing force.

14.5 Supply Trains
Supply trains have a “zero” combat factor. The combat result will designate losses to supply trains apart from normal losses.

14.6 Status of Eliminated Units
Units eliminated in combat are returned to the common Reinforcement box for a side (Union or Confederacy). Leaders which are eliminated are permanently out of play.

14.7 Victory Points for Battles
The winner of the battle gains two (2) VP for the elimination of each enemy corps (infantry, cavalry, artillery), riverine and fort. The loser of a battle deducts one VP for the elimination of each friendly corps (infantry, cavalry, artillery), riverine and fort (however, VP can never go below zero). All other units provide no VP. The winner’s losses do not count against him (for a variety of reasons).

Example: The Confederates attack and win a battle. They eliminate two Union Corps while losing one corps of their own. The Confederates would gain four VP while the Union would lose two VP.

14.8 Retreat & VP
Units eliminated owing to retreat restrictions count for to determine VP gained normally.

Designer’s Note: Since combat results are generally in percentage of printed combat strength of non-leader units, it becomes more effective to gain high percentiles by using leaders and shifts as opposed to piling on more units, since that can cause massive casualties.

Note: The owning player always determines the direction of the retreat of his own units.

15.1 Types of Retreat
There are two general types of retreat result:

Normal retreat: The player who controls the units moves them one Point. All units in a normal retreat move together.

Panic retreat: The player who controls the units rolls one die for each unit. On an odd result the unit must be retreated one Point. On an even result, retreat the unit two Points. The controlling player moves the units.

15.2 Retreat Restrictions
Retreat is subject to the following restrictions, if a unit is unable to retreat within these restrictions, it is eliminated instead.

1) Units may never retreat into Points containing enemy units.
2) Units may not retreat across Points they could not otherwise enter.
3) Units may retreat into and through Points containing friendly units. This does not affect units retreated, though.
4) Units may retreat off the map into a Reserve Area, ceasing their movement in that area.
5) A panicking unit must terminate the retreat the indicated number of Points away from its former position. It cannot, and can retreat only a portion of the number of the obligated Points, it is eliminated in the last Point in which it was able to retreat.
6) All units in a retreating stack must retreat together to the same Point.

15.3 Effects of Terrain on Retreat
Units may retreat into or through any type of terrain which they could enter via movement. They do not cease a retreat for entering “Stop” terrain.

15.4 Failure to Retreat
A unit which cannot retreat as indicated above is eliminated. In no case may a unit be retreated into a Point which would cause it to be eliminated if other retreat paths are available. This is regardless of who runs the retreat.

15.5 Static Units & Retreat
Static units which are required to retreat are eliminated instead. This is in addition to any losses for combat.

15.6 Fortress Negation of Retreat
Units defending in a fort ignore retreat and
panic; they stay in place. If a unit outside of a fortress makes the first Point of a panic retreat into a friendly fortress it ceases its movement in that Point. In this case, it does not have to go the distance.

15.7 Fortresses & Hold Your Position
If a defending force has a fortress, and that fortress survives the combat, then in addition to negating any defender retreat result, the attacker must retreat one Point. This is so even if the attacker was otherwise the winner. The attacker still gains any VP for winning the battle.

16.0 PURSUIT
Pursuit is a special form of movement which may occur after one side wins a battle via a "DS" or "DE" result.

16.1 Pursuit Procedure
If a combat result calls for a player to conduct a pursuit, he may check to see if a pursuit occurs. A pursuit occurs only if there is an army commander in the winning force. Roll one die. If this result is less than or equal to the Army Commander's Campaign value, you may initiate a pursuit. Move units in the winning force as follows:

1) leaders, cavalry, partisan rangers: two Points.
2) Infantry corps, riverines: one Point.
3) All other units: no Points.

16.2 No Movement Cost
Some, none or all units may pursue. Pursuit does not expend movement points. It may be in any direction. All pursuing units must move together. Units can pursue into Points containing enemy units, but must cease movement at that Point and initiate Pursuit Combat.

16.3 Pursuit Cohesion
Since all units must pursue together, you could move either a force of cavalry/partisan rangers/leaders two Points but no infantry. If you include infantry, then the combined force could only pursue one space (per the limit of the infantry's movement).

16.4 Pursuit Restrictions
Units can pursue only into terrain they could otherwise enter. No railroad or naval transfer movement may occur. Riverines may not transport land units in a pursuit (but could otherwise pursue together along rivers).
Units which can pursue two Points can move through rough terrain without stopping.

16.5 Pursuit Combat
You can pursue into a Point containing enemy units. At the completion of that move, the pursuing units must attack those units. This is a special case allowing combat more than once per unit per combat phase. If there are other friendly units in that Point, they join in the combat as one combined force. If a subsequent victory allows another pursuit, you can continue conducting pursuit combat.

Designer's Note: Pursuit combat is a useful way to roll over enemy units which were left behind as delays.

17.0 LEADERS
Leaders have two sides. Their front side shows them as corps commanders; their reverse side shows them as army commanders. The scenario will designate whether each leader begins the game as an army or corps commander. You assign leaders to army and corps commands during the Recruiting & Reorganization Phase.

17.1 Promotion to Army Command
Leaders are generally placed on their corps commander side. A leader may be flipped to his army command side only:

1) By scenario start instructions.
2) If a Command Shakeup marker is picked and played.
3) If there are currently no army commanders on the map for a Theater (which may occur as a result of Leaders being eliminated in combat).

17.2 Army Commands
A leader must be on his army commander side to command an army. Indicate this by placing the leader unit on top of a stack of friendly units. This provides the bonuses for movement and combat described in those rules. If a Theater has more than one army commander, then only one may be assigned per army.

17.3 Corps Commands
A leader must be on his corps commander side to command a corps. Assign the leader by placing the unit on top of the corps. This provides the bonuses for movement and combat described in those rules. A corps commander can be assigned only to a corps (xxx) unit (not divisions, etc.). No more than one leader may be assigned to a particular corps.

Corps commanders, once assigned to a corps, must remain assigned to their corps until:

1) either/both the leader/corps are eliminated; or
2) a subsequent Reorganization Phase (when they can be unassigned or assigned to another corps in the same Point).

Note: When moving, corps commanders may not "drop off" from their corps. Army commanders and unassigned corps commanders can move separately.

17.4 Army Commander Limits
There is a limit to the quantity of army commanders that may be assigned to a Theater, explained as follows.

1) Both the Union and Confederacy may have a maximum of one army commander on the Eastern Theater.
2) Both the Union and Confederacy may have a maximum of two army commanders on the Western Theater. If there is more than one army commander in a Point, then the player chooses which one will use its leader values; they are not additive.

17.5 New & Old Army Commanders
Generally, corps and army commanders remain on their respective sides of the counter until reorganization. During the General Orders Phase, an event may cause a player to replace an army commander. If so, flip the army commander to its corps command side. You then can choose any available corps commander in the Theater and flip it to his army commander side.

17.6 Replacing Army Commanders
If an army commander is eliminated from the map for any reason, then you can, during the next Reorganization Phase for that Theater, select and then flip a corps commander to his army commander side.

17.7 Cavalry Commanders
Certain leaders have a cavalry symbol (two crossed sabers). They can apply their command values only to cavalry type units. They can never be promoted to army command.

17.8 Admirals
Certain Union leaders have a naval symbol
Leaders have a combat strength of “zero” when on their own. Their combat strength counts only when added to non-Leader units.

 Leaders are not otherwise affected by combat results. If all friendly units in a battle are eliminated other than leaders, then make a survival check per above.

 At the end of each combat, both sides check all corps commanders which were involved for casualty status on their reverse side (printed with a thick watermark line across the counter), and veteran status on the front (with no such line).

17.11 Leader Battle Casualties

At the end of each combat, both sides check all corps commanders which were involved for possible casualties. Roll two dice for each corps commander, the leader is a casualty on a die roll of “12.” Remove him from play permanently.

 Note: Leaders eliminated do not count for determination of Victory Points.

Army commanders and unassigned leaders never make casualty checks.

17.11 Leader Escape

If at any time enemy combat units are in a Point containing friendly leaders, and there are no friendly combat units in that Point, then make a survival check for each leader. Roll one die: if the result is less than or equal to that leader’s campaign rating, the leader escapes. Place him in the friendly Reserve Area for the Theater. If the result is greater than the campaign rating, the leader is captured and permanently removed from play.

17.12 Leader Reinforcements

Certain leaders begin the game in the General Orders pool. If they are picked, they are received as reinforcements. Place them on any friendly unit on their corps commander side.

18.0 SEEING THE ELEPHANT

Infantry, cavalry, and artillery corps, plus riverine units are always printed with their line status on their reverse side (printed with a thick watermark line across the counter), and veteran status on the front (with no such line).

18.1 Promoting Units

If a battle ends in one side winning, the winning side does the following:

For each enemy corps, riverine or fort eliminated, the winner can automatically promote one participating line corps, or one line riverine unit. Simply designate the unit to be promoted and that unit is raised to a veteran (flip it over).

18.2 When Promotion Occurs

Unit promotion is done after the combat result is applied, but before any retreats or pursuits.

19.0 SPECIAL UNITS

There are special units in the game with special capabilities, listed as follows.

19.1 Engineers

Engineers have the following abilities:

1) The RP cost to build forts and fieldworks is reduced if an engineer is in a Point. See the Recruit Table.
2) If an engineer unit is moving with an army, then that army does not stop in the first rough terrain Point it enters. It may move one more Point (and then must cease movement regardless of terrain). Also, this applies to engineers moving on their own. This does not allow an army to move through enemy units.
3) Normally, a riverine may not move via a Seasonal River in July or later turns. But, if a riverine is transporting an engineer, then it may move from one Point to another along a Seasonal River at any time. However, this consumes the riverine’s entire movement for the turn. A single engineer may perform this for all riverines in a moving force.

19.2 Partisan Rangers

These can move via tracks. The Optional rules give additional abilities.

19.3 Supply Trains

Supply trains are required to build a fort, and may be expended to enhance combat. Furthermore, they only consume 1/3 of a rail capacity when moved via rail.

20.0 RIVER OPERATIONS

Riverine units may move (and retreat/advance) only along river and all-sea Points (also see 21.6). They otherwise function as combat units.

Errata: The Terrain Key refers to “River Movement” under the Seasonal River Route terrain type, but it should refer to Riverine Movement instead.

20.1 Riverine Infiltration

A riverine unit may continue moving regardless of the presence of enemy units. Otherwise, a riverine must cease movement in a Point only when it enters a Point containing enemy riverines and/or enemy forts.

20.2 Riverine Transport

A riverine unit may transport one friendly non-riverine unit (plus any number of leaders). “One unit” includes one corps. Divisions and supply trains each count as one half of a unit.

20.3 Transport Procedure

To transport, the riverine moves (or starts in) the Point containing the unit to be transported, picks it up, moves it, and then drops it off. Transported units must be disembarked at the end of the move. Both the riverine and transported unit may move into a Point containing enemy units, thereby stopping. The transported unit may not otherwise move in that turn. A riverine ceases movement in the Point in which it disembarks the transported units.

20.4 Seasonal Rivers

The sections of the Missionaries and Cumberland rivers marked “Seasonal” can be used for river movement only during April, May and June turns. Otherwise, treat them as roads. But, see the Engineers rule for an exception.

Designer’s Note: This may mean that riverines can be stuck on one side of a Seasonal River.

20.5 Admirals

The Union has admiral leaders. These can only apply their values to riverines. They do not...
have to disembark (they may). Non-admirals cannot apply their values to riverines.

21.0 NAVAL TRANSFER
The Union Eastern player can transfer forces via the sea.

21.1 Procedure
The transferred unit must start either in the Union Eastern Base or in a coastal or port Point. Move the unit to any other coastal or port Point, or the Reserve Area. This consumes the entire movement for that unit for the turn.

21.2 Port Requirement
Either the starting Point or the landing Point (or both) must contain a port symbol. Note that the Union East Reserve Areas contains a port.

Example: A unit could move from a port to a coastal Point, or a coastal Point to a base, but not directly from one coastal Point to another.

21.3 Capacity
The Union Eastern player can transfer two corps equivalent per movement phase. A “corps equivalent” is one corps, or two supply trains or divisions (or one of each). Any number of leaders may also be transferred.

21.4 Amphibious Assault
Units may land in Points containing enemy units. They attack them normally in the ensuing combat phase.

21.6 Riverines
Riverine units can move via all sea Points, but must end the move on a coastal Point, river Point, or a Reserve box (or are eliminated). Riverine movement is in addition to naval movement capacity. Riverines cannot transport land units by sea, however.

22.0 LOGISTICS
A player can expend supply trains to enhance movement and combat, explained as follows.

22.1 Movement Enhancement
To enhance the movement of units in a Point, expend one supply train. All friendly units which began the movement phase in that Point have their printed movement factors doubled. The doubling is done before determining any movement enhancement for leaders (any leader movement enhancement is not doubled).

22.2 Combat Enhancement
Players may declare a combat enhancement during the Supply Declaration step of the Combat Procedure (see 14.4). First the attacker declares and then the defender declares. Expend the supply train and the combat is thus shifted “one” in your favor (to the right for the attacker, to the left for the defender). No more than one supply train can be expended per combat.

22.3 Restrictions
The supply train must be in the same Point as the combat. For second and subsequent rounds of Engaged results, you must make this decision at the start of every round of combat (see Combat Results Explanations).

22.4 Supply Train Units
These are treated as other land units. They have no combat strength. Enemy units must cease movement when they enter a Point containing supply trains (even if they are the only units in the Point), in which case, make a Supply Capture Check (see 22.6).

22.5 Supply Trains in Combat
Certain combat results will automatically eliminate all supply trains in a Point. This is before other losses are extracted, supply trains which are in the same Point as friendly combat units which conduct combat are affected by retreat results (attacking or defending). They cannot conduct pursuit.

22.6 Supply Capture Checks
A player checks for the capture of enemy supply trains under the following circumstances:

1) If, at any time in the turn, there are friendly combat units in the same Point as enemy supply trains and there are also no enemy combat units in that Point.
2) If a combat result calls for the elimination of enemy supply trains and the player wins the battle.
3) Supply trains which are eliminated by retreating into a forbidden Point do not make this check.

If any of these circumstances apply, check to see if supply was captured per the procedure below (22.7).

22.7 Supply Capture Procedure
To determine if a supply train was captured, assume the conditions of 22.6 apply, roll one die

Odd die roll result: Supply train eliminated.
Even die roll result: Supply train captured.

If a supply train is captured, remove the enemy’s supply train unit, then take a friendly supply train from the friendly Reinforcement box and place it in that Point (if any are available). This costs no RP.

22.8 Burning Supply Trains
You may, at the start of any friendly Reinforcement & Reorganization Phase, eliminate any friendly supply trains in your Theater.

Designer’s Note: This may be useful to free them up for recruiting elsewhere, or to avoid the possibility of their capture.

22.9 Shenandoah Valley ( *= CSA Movement Bonus)
Confederate units which begin their movement phase are in automatic movement supply; they do not need to expend a supply train to get the movement bonus.

23.0 THEATER RESERVE AREAS
The Union and Confederacy in each Theater has a Reserve Area, representing larger areas off the map.

23.1 Deployment
You may deploy mobile units in a Reserve Area. Each Reserve Area also gives the number of RP received for that Theater as a mnemonic.

23.2 Movement
Units may move in or out of a Reserve Area by paying one movement point. A unit using normal or river movement (20.0) must stop movement when entering a Reserve Area. Units entering the map from a Reserve Area pay normal movement costs. There is no limit to the number of units which may be in a Reserve Area, although enemy units may never enter a friendly Reserve Area.

Units can use railroad and riverine movement into or out of a Reserve Area if connected by those routes. A unit may use railroad movement through a Theater Reserve Area.

23.3 “To Baton Rouge”
Ignore this in the standard rules. It is used with the optional Raiding rule.

24.0 FOG O’ WAR
A player commanding in a Theater can always examine stacks of friendly units in that Theater. He may not examine stack in other Theaters. Also, a player can only
24.1 Reconnaissance
At the instant that any friendly unit moves into a Point containing an enemy unit, both sides may examine all units in the Point. This is for the duration of the ensuing combat.

25.0 EXPLANATION OF COMBAT RESULTS (PER 14.0)

AD: Attacker Defeated. Eliminate 25% of attacking combat strength. Retreat surviving attacking units one Point. Defender is the winner. No pursuit.

AE: Attacker Annihilated. Eliminate all attacking combat and supply trains. Defender is the winner. No pursuit.

AM: Attacker Ambushed. Eliminate one attacking combat unit (any size). Retreat surviving attacking units one Point. Defender is the winner. No pursuit.

AS: Attacker Shattered. Eliminate all supply trains in the attacking force. Eliminate 50% of the attacking combat strength. Panic surviving attacking units. Defender is the winner. No pursuit.

DD: Defender Defeated. Eliminate 25% of the defending combat strength. Retreat surviving defending units one Point. Attacker is the winner. No pursuit.

DE: Defender Annihilated. Eliminate all defending combat and supply trains. Attacker is the winner. Attacker may attempt a pursuit.

DM: Defender Ambushed. The defender must eliminate one combat unit (any size). All surviving defending units retreat one Point. Attacker is the winner. No pursuit.

DR: Defender Retreated. All defending units and supply trains must retreat one point. Attacker is the winner. No pursuit.

DS: Defender Shattered. Eliminate all defending supply trains. Eliminate 50% of the defender’s combat strength. Panic surviving defending units. Attacker is the winner. Attacker may attempt a pursuit.

ENG: Engaged. Eliminate 25% of the attacker’s combat strength. Eliminate 25% of the defender’s combat strength. The attacker must attack again (if there is anything to attack with; if not, the defender wins). This is resolved the same as the first round, except that defending artillery provides a one column shift to the left. Subsequent Engaged results apply until a non-engaged result occurs. If a Brilliant Maneuver marker was played at the start of the battle, it is applied throughout all subsequent rounds.

PR: Probe. Neither side takes any losses. Attacker retreats attacking units one Point. No pursuit. No winner or loser.

Other Leader Casualty Checks: See rule 17.11.

Supply Train Capture: The winner of a battle checks for capture of eliminated supply trains per rule 22.4. Also, check if all combat units friendly to the supply trains are eliminated in that battle.

26.0 1863 SCENARIO SET UP

26.1 General
Players set up the scenario in the order below. Where a slash is used (/), this means that you can set up units in any or all of those locations.

a) Place the Turn marker on April 1863.
b) Neither side begins with any Victory Points.
c) Place in the Confederate Pool: all Confederate General Orders markers.
d) Place in the Union Pool: all Union General Orders markers.
e) Place in the Confederate Pool: all Confederate General Orders.
f) Units are placed per below. Corps commanders must be assigned to a corps in the stated force. Army commanders are deployed with the force indicated.

Units: These are given in terms of unit type, size, and any line or veteran status. Unit designations are parenthesized; this is if you want to do a historical deployment. If there is no identification, then use any available unit of the type.

26.2 The Union East
The Union East player places the following Union units in the East Theater.

Stafford Heights: Hooker (army commander); Meade corps commander; 4 x veteran infantry corps (1, 2, 4, 6); 3 x line infantry corps (3, 11, 12); 1 x veteran cavalry corps (Potm); 1 x veteran artillery (Potm); 1 x engineer brigade (Potm); 1 x supply train; fieldwork.

Fort Monroe: Level 1 Fort.

Fort Monroe/Norfolk: Dix (corps commander); 2 x line infantry corps (4, 7); 1 x veteran riverine; 1 x supply train.

Cumberland: 1 x line infantry corps (8).

Harper’s Ferry: Level 1 Fort.

Washington DC: 1 x line infantry corps (Potm); Level 2 fort; 2 x supply trains.

Alexandria: Level 1 fort.

Baltimore: Level 1 fort; 1 x supply train.

26.3 The Confederate East
The Confederate East player places the following Confederate units in the East Theater:

Fredericksburg: Lee (army commander); Jackson, Longstreet, Stuart (corps commanders); 3 x veteran infantry corps (1 N Virg, 2 N Virg, 3 N Virg); 1 x veteran cavalry corps (N Virg); 1 x partisan ranger (Moseby); 1 x supply train; fieldwork.

West Point/Malvern Hill/Petersburg: DH Hill (corps commander); 1 x line infantry corps (S Virg); fieldwork.

Richmond: 1 x supply train; Level 2 fort.

Richmond/Petersburg: 1 x garrison division.

Drewry’s Bluff: Level 1 fort.

Shenandoah Mountains: 1 x garrison division.

26.4 The Confederate West
The Confederate West player places the following Confederate units in the West Theater:

Vicksburg: Pemberton (corps commander), Forrest (corps commander); 1 x veteran infantry corps (1/Miss); 1 x veteran cavalry corps (West); 1 x supply train; Level 1 Fort.

Jackson: J. Johnston (army commander); 1 x line infantry corps (2/Miss); 1 x supply train.

Tullahoma/Chattanooga: Bragg (army commander); Hardee (corps commander); Wheeler (cavalry corps commander); 2 x veteran infantry corps (1 Tenn, 2 Tenn); 1 x veteran cavalry corps (Tenn); 1 x supply train; entrenchment.

Knoxville: Buckner (corps commander); 1 x line infantry corps (3 Tenn).

Grenada: Level 1 fort.

Fort Pemberton: Level 1 fort.

Tupelo: 1 x garrison division.
Cumberland Gap: 1 x garrison division, fieldwork.

26.5 The Union West
The Union West player places the following Union units in the West Theater:

Memphis/Lagrange: Grant (army commander); Sherman, McClellan (corps commanders); 2 x veteran infantry corps (15, 17); 1 x line infantry corps (13); 1 x veteran artillery corps (Tenn); 1 engineer brigade (West); 1 x supply.

Memphis: Porter (admiral); 2 x veteran riverines.

Nashville/Murfreesboro: Rosecrans (corps commander); 1 x veteran infantry corps (14); 2 x line infantry corps (21, Res); 1 x line cavalry corps (Cumb); 1 x supply train.

Lexington: Burnside (corps commander); 1 x veteran infantry corps (9); 1 x line infantry corps (22); 1 x supply train.

Corinth: 1 x line infantry corps (16).

Cairo: 1 x supply train.

Natchez: Farragut (admiral); 1 x veteran riverine.

Any Union controlled towns in Kentucky/Tennessee/Illinois: 3 x garrison divisions.

New Orleans-Baton Rouge box: 1 x line infantry corps (19).

Place all remaining Union Leaders in the Union General Orders pool.

Place all remaining Union units in the Union Reinforcement box.

Place all remaining Confederate Leaders in the Confederate General Orders pool.

Place all remaining Confederate units in the Confederate Reinforcement box.

Union Controlled on West map: Helena (Arkansas), Corinth (Alabama), Natchez, Memphis, Humboldt, Lagrange, Shiloh, Nashville, Franklin, Murfreesboro, the blue upside-down triangle just northwest of Nashville (in Tennessee), all cities, towns and all Points with railroads in Kentucky, Missouri, Illinois, Louisville.

Confederate Controlled on West map: all other cities, towns and all Points with railroads in Louisiana, Mississippi, Alabama, Georgia, Union Controlled on East map: all cities, towns and all Points with railroads in Pennsylvania, Delaware, Maryland and West Virginia; Alexandria, Stafford Heights, Fort Monroe, Norfolk (in Virginia), Manassas.

Confederate Controlled on East map: all cities, towns and Points with railroads in Virginia other than the ones controlled by the Union.

The game is now ready to play. Use the Sequence of Play (4.0).

26.6 Scenario Variant: Go West
This presupposes that the Confederate government decided to follow Gen. Longstreet’s plan and concentrate on the Western theater. When using this option: during the Turn 1 Confederate East General Orders phase, the player must select the Transfer of Forces Event marker (do not otherwise pick). After all units are set up, make the transfer called for by the marker (to the West) and implement the VP Change.

27.0 GENERAL ORDERS EXPLANATIONS (RULE 7.0)

27.1 Union
Copperheads: if any Confederate units currently occupy any city or town in a Northern state in this Theater, then the Union player for this Theater rolls one die and deducts that number of RP for this turn (to a minimum of zero). Return.

Command Shakeup: Each Union player may promote one Corps Commander to Army Command while reverting one Army Commander to Corps Command (see the Leader rules). Return.

Emancipation Proclamation: The Union player for this Theater gains one additional die roll of RP this turn. Return.

Peripheral Campaign: The Union player for this theater rolls one die: on an odd result he gains one RP plus one VP; on an even result he loses two RP for this turn. Return.

Those People! Keep and play at the start of any one attack you make during this turn in any point within the Confederacy. This will give an additional one column shift to the right. Return at the end of your turn (even if you make no attacks).

Transfer of Forces: See the Transfer Rule. You must place the indicated units in the Reserve Area for the other Union Theater. The other Union player loses one VP. Discard.

27.2 Confederate
Blockade Runners: The Confederate player for this Theater rolls one die, divides the result by “2”, and rounds up any fraction (to get a number from “1” to “3”). He received that number of additional RP this turn. Return.

Command Shakeup: Each Confederate player may promote one corps commander to army command while reverting one army commander to corps command (see the Leader rules). Return.

European Diplomacy: At the end of this combat phase, the Confederate player for this Theater gains three additional VP for each Northern city his units occupy. Return.

Peripheral Campaign: The Confederate player for this Theater gains three additional VP for each Northern city his units occupy. Return.

Shafts of Malice: Roll one die. Odd result = remove Bragg leader from the map and place the counter in the Confederate pool; even result = remove Johnston leader from the map and place the counter in the Confederate pool. If the leader was an army commander, immediately promote one other leader to army command. If the leader is not in play, or there are no corps commanders in the Theater, then no effect. Discard.

Those People! Keep and play at the start of any one attack you make during this turn in any point within the Confederacy. This will give an additional one column shift to the right. Return at the end of your turn (even if you make no attacks).

Transfer of Forces: See the Transfer Rule. You must place the indicated units in the Off-Map Base for the other Union Theater. The other Confederate player loses one VP. Discard.

Port Hudson: The Union player receives the XIX Corps as a reinforcement.

Place it on Natchez or “Union New Orleans-Baton Rouge Box.” Discard.
### RECRUITING CHART

<table>
<thead>
<tr>
<th>Unit</th>
<th>RP Cost Union</th>
<th>RP Cost Confederate</th>
<th>Deployment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leader</td>
<td>-</td>
<td>-</td>
<td>Via General Orders pool</td>
</tr>
<tr>
<td>Line Infantry Corps</td>
<td>5</td>
<td>5</td>
<td>Reserve Area, Friendly VP city.</td>
</tr>
<tr>
<td>Line Cavalry Corps</td>
<td>7</td>
<td>6</td>
<td>Reserve Area, Friendly VP city.</td>
</tr>
<tr>
<td>Line Artillery Reserve</td>
<td>7</td>
<td>9</td>
<td>Reserve Area, Friendly VP city.</td>
</tr>
<tr>
<td>Garrison Division</td>
<td>2</td>
<td>2</td>
<td>Reserve Area, Friendly VP city.</td>
</tr>
<tr>
<td>Engineer Brigade</td>
<td>3</td>
<td>4</td>
<td>Reserve Area, Friendly VP city.</td>
</tr>
<tr>
<td>Partisan Ranger Division</td>
<td>2</td>
<td>1</td>
<td>Reserve Area, Friendly VP city; friendly cavalry corps.</td>
</tr>
<tr>
<td>Militia</td>
<td>1*</td>
<td>1*</td>
<td>Friendly city/town; one Call for Militia per Recruiting Phase. (*Roll one die, divide by two, round up fractions to determine number of militia deployed.)</td>
</tr>
<tr>
<td>River Flotilla</td>
<td>8</td>
<td>10</td>
<td>Reserve Area, Friendly port city/town.</td>
</tr>
<tr>
<td>Supply Train</td>
<td>2</td>
<td>3</td>
<td>Reserve Area, Friendly VP city.</td>
</tr>
<tr>
<td>Fortress (Level 1)</td>
<td>4</td>
<td>6</td>
<td>Friendly occupied point. Cost halved if engineer in point. Requires supply.</td>
</tr>
<tr>
<td>Fortress (Level 2)</td>
<td>2</td>
<td>3</td>
<td>Level 1 Fortress in point. Cost = “1” if engineer in point. Requires supply.</td>
</tr>
<tr>
<td>Fieldwork</td>
<td>0</td>
<td>0</td>
<td>Friendly occupied point (must either contain an engineer unit or expend a supply unit)</td>
</tr>
</tbody>
</table>

Note: “Friendly” for Union means a Union controlled point in a Union state; for Confederate means a Confederate controlled point in a Confederate state.

### SUMMARY OF IMPORTANT INFORMATION

#### VICTORY POINTS (RULE 7.0)

<table>
<thead>
<tr>
<th>Condition</th>
<th>VP Change</th>
</tr>
</thead>
<tbody>
<tr>
<td>Occupy an enemy VP city (first time)</td>
<td>Gain VP equal to value. Do not count cities occupied at start of game.</td>
</tr>
<tr>
<td>Win a Battle (14.1)</td>
<td>Gain 2 VP for each enemy Corps, Riverine and Fort eliminated.</td>
</tr>
<tr>
<td>Lose a Battle (14.1)</td>
<td>Lose 1 VP for each friendly Corps, Riverine and Fort eliminated.</td>
</tr>
<tr>
<td>General Orders (8.0)</td>
<td>See event explanations.</td>
</tr>
<tr>
<td>Union first occupies Richmond</td>
<td>Confederate East loses one die roll of VP.</td>
</tr>
<tr>
<td>Confederates occupy Washington DC or two of Norfolk, Baltimore, Philadelphia</td>
<td>Confederate Sudden Death Victory (4.0).</td>
</tr>
<tr>
<td>Confederate units occupy two of: Cairo, Louisville, Nashville, Memphis</td>
<td>Confederate Sudden Death Victory (4.0).</td>
</tr>
</tbody>
</table>

**Pick General Orders (rule 8.0):**
- Roll one die.
  - **Even result:** Pick one marker
  - **Odd result:** No effect

**Tactical Initiative (13.2):**
- Roll one die, plus: One Leader Campaign value (must be army commander if present); and Veteran Cavalry Corps: +1 (one max)

**Seeing the Elephant (rule 18.0):**
- Winner promotes one corps or one riverine for each enemy corps and fortress eliminated.

**Supply Capture (rule 22.0):**
- Roll one die.
  - **Even result:** Supply unit captured
  - **Odd result:** Supply unit eliminated
### Terrain Effects Chart

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Movement Cost</th>
<th>Defense Shift</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Open</td>
<td>1</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Shenandoah Valley</td>
<td>1</td>
<td>0</td>
<td>Confederate units are in automatic supply for movement if they start here.</td>
</tr>
<tr>
<td>Rough Wilderness</td>
<td>Stop</td>
<td>-1</td>
<td></td>
</tr>
<tr>
<td>Rough Mountain</td>
<td>Stop</td>
<td>-1</td>
<td></td>
</tr>
<tr>
<td>Town</td>
<td>1</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>City</td>
<td>1</td>
<td>-1</td>
<td>Number is Recruit and VP value</td>
</tr>
<tr>
<td>Port</td>
<td>Other terrain</td>
<td>Other terrain</td>
<td>See Naval Movement.</td>
</tr>
<tr>
<td>Road</td>
<td>1</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>Track</td>
<td>1 *</td>
<td>-</td>
<td>*Leaders and Partisan Rangers only</td>
</tr>
<tr>
<td>Railroad</td>
<td>1</td>
<td>-</td>
<td>See also railroad movement.</td>
</tr>
<tr>
<td>River</td>
<td>1</td>
<td>0*</td>
<td>See Riverine movement (20.0). * -1 if a River Assault</td>
</tr>
<tr>
<td>Seasonal River</td>
<td>1</td>
<td>0*</td>
<td>River movement can be used only during April, May and June turns. Otherwise, treat as road.</td>
</tr>
<tr>
<td>Coastal</td>
<td>Other terrain</td>
<td>Other terrain</td>
<td>See naval movement.</td>
</tr>
<tr>
<td>Sea</td>
<td>prohibited</td>
<td>prohibited</td>
<td>See naval movement.</td>
</tr>
<tr>
<td>State border</td>
<td>Other terrain</td>
<td>Other Terrain</td>
<td></td>
</tr>
<tr>
<td>Northern State</td>
<td>Other terrain</td>
<td>Other Terrain</td>
<td>See Recruiting rule and General Orders.</td>
</tr>
<tr>
<td>Southern State</td>
<td>Other terrain</td>
<td>Other Terrain</td>
<td>See Recruiting rule and General Orders.</td>
</tr>
<tr>
<td>Theater Reserve Area</td>
<td>Stop</td>
<td>-</td>
<td>Union only in Union areas, Confederate only in Confederate areas. Must cease movement if enter via Normal or River movement. May continue movement if enter via railroad movement.</td>
</tr>
</tbody>
</table>

**Units and Markers**

<table>
<thead>
<tr>
<th>Fortress Level 1</th>
<th>Other terrain</th>
<th>-1</th>
<th>Negates retreat for friendly units.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fortress Level 2</td>
<td>Other terrain</td>
<td>-2</td>
<td>Negates retreat for friendly units.</td>
</tr>
<tr>
<td>Fieldwork</td>
<td>Other terrain</td>
<td>-1</td>
<td>Fieldwork is incorrectly referred to as Entrenchments on the map DRM chart.</td>
</tr>
</tbody>
</table>

**Notes:**
- **Movement** = Number of movement points to enter the hex or cross a hexside.
- **Stacking** = Stacking limit for the hex.
- **Defense Shift** = Number of shifts defender receives if in terrain.
- **Other terrain** = Use other terrain in hex to determine movement or combat costs.