1.0 INTRODUCTION

American Civil War is a two-player game covering the fratricidal War Between the States, with one player commanding Union forces, and the other those of the Confederacy. The primary focus of the game is the land campaigns, with subsidiary mechanisms for economics, politics, recruitment, naval and riverine operations, border state neutrality, and international intervention.

This game was originally published in S&T 43. The original rules are available on the DG website. This version has substantial changes in the sequence of play, battle, and the recruitment (reinforcement) process.

2.0 COMPONENTS

The game consists of the following components:

- These rules, one 22-inch x 34-inch game map, charts, tables, tracks, and displays.
- One die-cut cardboard sheet with 280 playing pieces called counters.
- You must provide at least one six-sided die; more would be useful.

2.1 Map

The map portrays the southeastern portion of the US in which the significant campaigns of the war took place. A hex grid is superimposed on the map to regularize the movement and position of the playing pieces. Each hex has a unique 4-digit number for ease of location and reference. Each hex represents 20 miles from side to side. Each hex contains one or more terrain types. Only numbered hexes are playable.

2.1.1 Water features

Water features play a significant role in the game. They are divided into two broad categories: sea zones and watercourses. Sea zones are portions of the ocean used by Union naval units for...
movement (13.1.1), and for the transport and supply of Union ground forces (13.4). Watercourses exist along hexesides rather than in hexes. They:
• Effect ground (5.0) and naval (13.1) movement.
• May be used to transport ground forces (13.2) and supply (8.12).
• Are used as part of the network making up the CS economy (14.0). Watercourse terrain is hexside rather than in-hex, and affects operations along or across hexesides only. Playable hexes containing both land and water are coastal hexes, either ocean-side or lakeside. Watercourses include all the following.
• Tidal rivers and bay hexesides
  Note: Bay hex sides are completely ocean hex sides between hexes depicting land (coastal hexes). They are not Ocean watercourses.
• Navigable river and lake hexesides
• Minor river hexesides
• Seasonal river hexesides
• River Loop hexesides
• Levees
• Bridge
• Ferries

Map Errata:
• There are four terrain types omitted from the Terrain Key.
• Road Hex (hex 0412)
• Coastal Hex: Is defined as any hex that borders a sea zone (hexes 4122 or 4910)
• Bay Hexside: Treated the same as Tidal Rivers (hex 4710)
• Inlet: See 13.3.3 (hex 4817)
• Delaware is truncated, should be spelled out.
• Hex 3430 has a white circle, Symbol should be a port symbol.
• Hex 0125: change to read “from Marshall”
• Pensacola and Chattanooga are missing their Recruitment Town Symbol.
• Clarification: The portion of the Potomac River starting in hex 4407 (both hexesides) and 4406 (both hexesides) is a Tidal River.

3.2 Play Aids
The game makes use of various charts, tables, holding boxes, and tracks to aid in various aspects of play. All the play aids are on the map or at the end of the rules.

3.3 Counters
Most of the counters represent land and naval combat forces and their leaders. The remainder are markers used for various game functions. The illustrations below identify each type of counter and what the information presented means in game terms. Numbers represented by each strength point represents from one to ten vessels. The term “unit” refers to a single counter of infantry, militia, cavalry, naval vessel, or leader. A unit can be of

The primary goal for both players revolves around the viability of the Confederate economy (14.0). The Confederate player must maintain it at a minimum size to survive, while the Union player must conquer cities and rail junctions to split it into fragments. The Confederate player may invade the north to disrupt Union plans and affect Union political status. After deciding which player will control each side, set up the components (3.1). The game consists of seventeen game turns (3.2), each comprising several phases. Play ends when either player achieves the objectives necessary to win (3.3).

Hex control is established at the start of the game as listed below. Control of a hex changes when entered by the non-controlling player’s forces (ASP only), and may change any number of times per game. Control is important primarily for purposes of supplying forces on the map and establishing the current state of the Confederate economy.

3.1 Setting Up & Hex Control

US Control: All hexes in Iowa, Kansas, Illinois, Indiana, Ohio, Pennsylvania, New Jersey, Delaware, the District of Columbia, and Maryland. These states are defined as “US-States”.

CS Control: All hexes in Texas, Arkansas, Louisiana, Mississippi, Tennessee, Alabama, Florida, Georgia, South Carolina, North Carolina, and Virginia (see below for control of fortresses). These states are defined as “Confederate or CS-states.”

Kentucky: Begins the game as a neutral (15.5).

Missouri & Kansas: Are not controlled by either player. Players control only the hexes occupied by their units at the beginning of the game. All rail hexes are considered Union rail hexes. This area is referred to in the rules as “Missouri”. Fortresses: Fort Pickens (1932) and Fort Monroe (4712) are controlled by the Union player. All other Fortresses are controlled by the player who controls the state they are located in.

Watercourses: May be used freely by both players unless prevented by enemy forces or Kentucky neutrality.

3.1.2 Union Setup
The Union player places the following counters on the map:
- Leader A-0 (rating of 0) in any US state city west of the 37xx hex row.
- Leader B-0 (rating of 0) in any US state city on or east of the 37xx hex row.
forces (3.2.2).
The first player conducts operations with eligible forces. The second player conducts the operations with eligible forces.

IIIA. First Impulse

First Player Impulse: The first player conducts operations with eligible forces (3.2.2).

4.0 RECRUITING

Players receive reinforcements during the Recruitment Phase of each turn. Players place them simultaneously. All reinforcements operate normally in the following Operations Phase. Reinforcements entering the hex grid must be placed as directed. The hex of placement must be supplied, friendly-controlled, and not in an enemy zone of control (EZOC).

4.1 Union Recruiting

4.1.1 Army Strength Points (ASP)

• ASP arrive in the amount stated on the TRT (USA-ASP line) for the current game turn. Add or subtract the current US Political level to this number. The total is the number of ASP the US side receives. The number of ASP counters is a design limit.
• The US player also receives a portion of all ASP lost the previous game turn one. Do not place an OOS marker on the fort.

4.1.2 Supply Status: Determine the supply status of all friendly forces on the map. Mark forces that are out of supply (OOS). If an already-marked force is now in supply, remove the marker.

4.1.3 Fort & Depot Placement: Place available forts and build depots. Units that are used to place these items may not move in this impulse. Players may place militia at this time.

4.1.4 Movement: Move each force one at a time per the movement rules (5.0 & 13.0). The force may suffer attrition due to weather (8.6). It may rally from demoralization (5.3.2). The force may be placed as directed. The hex of placement must be supplied, friendly-controlled, and not in an enemy zone of control (EZOC).

4.1.5 Surrender and OOS Removal Check: At the end of each impulse, check for OOS removal (8.5.2) or surrender (8.5.1).

3.3 How to Win

Victory is determined by the current size of the Confederate economy (14.0), subtracting the current Political status. If the size determined in the Political Phase is smaller than the survival economy, the game ends with a Union victory. If the size determined is larger than the victory economy, the game ends with a Confederate victory.

3.2 Turn Sequence

Each game turn consists of six phases, some of which have multiple actions to complete. Actions must be carried out in the order listed, with only the specific action permitted in each. The player carrying out an action is called variously the phasing, active, or attacking player; the other player is called the non-phasing, inactive, reacting, or defending player.

3.2.1 Sequence Outline

I. Recruitment Phase

Both players determine the number of reinforcements that will arrive during this turn (4.0).

• Both players determine the number of construction points available (4.1.2 & 4.2.4).
• CS player places available forts from the TRT near the map, paying construction point costs as required.
• Both players conduct construction of new units, paying construction point costs as required. CS forts are placed in the appropriate game turn box.

II. Initiative Phase

Each player rolls one die. The player with the higher roll determines who has the initiative. The player with the initiative will be the “First Player” during the Operations Phase. The Confederate player wins ties. Turn the initiative marker to the colored side that indicates which side has the initiative.

III. Operations Phase

Most game activity will take place during this phase as players alternate moving their forces (5.0).

IIIA. First Impulse

First Player Impulse: The first player conducts operations with eligible forces (3.2.2).

VIl. Administrative Phase

V. Political Phase.

Union Political Status: Determine the effects of the current political status (15.1).

Diplomatic Activity:

• Determine the status of Kentucky (ignore on turn “1”).
• Determine the change in the international situation (15.3).

VI. Administrative Phase

• Both sides remove all militia units from the map.
• Flip the turn marker to its first impulse side; advance it and the initiative marker to the next turn.

3.2.2 Player Impulses

The active player conducts the following steps in the given order, during each friendly impulse:

Supply Status: Determine the supply status of all friendly forces on the map. Mark forces that are out of supply (OOS). If an already-marked force is now in supply, remove the marker.

Fort & Depot Placement: Place available forts and build depots. Units that are used to place these items may not move in this impulse. Players may place militia at this time.

Movement: Move each force one at a time per the movement rules (5.0 & 13.0). The force may suffer attrition due to weather (8.6). It may rally from demoralization (5.3.7). The inactive player may react (6.4). Battle (9.0) takes place whenever a moving force enters an enemy-occupied hex.

Surrender and OOS Removal Check: At the end of each impulse, check for OOS removal (8.5.2) or surrender (8.5.1).

3.3 How to Win

Victory is determined by the current size of the Confederate economy (14.0), subtracting the current Political status. If the size determined in the Political Phase is smaller than the survival economy, the game ends with a Union victory. If the size determined is larger than the victory economy, the game ends with a Confederate victory.

4.0 RECRUITING

Players receive reinforcements during the Recruitment Phase of each turn. Players place them simultaneously. All reinforcements operate normally in the following Operations Phase. Reinforcements entering the hex grid must be placed as directed. The hex of placement must be supplied, friendly-controlled, and not in an enemy zone of control (EZOC).

4.1 Union Recruiting

4.1.1 Army Strength Points (ASP)

• ASP arrive in the amount stated on the TRT (USA-ASP line) for the current game turn. Add or subtract the current US Political level to this number. The total is the number of ASP the US side receives. The number of ASP counters is a design limit.
• The US player also receives a portion of all ASP lost the previous game turn (not cavalry or militia) as replacements. The US player totals
his ASP lost the previous turn and divides that number by three. The resultant number is the number of additional ASP the Union receives that game turn.

- The number of ASP arriving may be altered due to the current political situation, draft, and/or control of neutral states.
- Half the total ASP arriving (rounded up) must be placed on or east of hex column 37xx. The remainder of the ASP are placed west of that hex column.
- ASP must be placed in a US-state city. No more than half the total ASP (rounded up) on either side of the dividing line may be placed in any one city.
- Cavalry units may be recruited on or after the game turn eight (TRT). One cavalry unit may be built per turn. Place the cavalry unit in lieu of one ASP received through recruiting.

#### 4.1.2 Union Construction

The number of construction points available each turn is listed on the TRT (US Construction Points line). Each construction point may build one of the available types of units. No more than one unit of each type may be built each game turn. The number of counters may not be exceeded for each type. Units may only be built on or after the turn in which they are listed on the TRT (Available Builds line). The Union player may build the following types of units:

- NTP: Place constructed NTP in the North Atlantic Sea Zone Holding Box.
- NTP: Place constructed NTP in the North Atlantic Sea Zone Holding Box.
- ASP: Place constructed ASP in any Missouri, Illinois, Indiana, or Ohio, US-state city hex adjacent to a Mississippi or Missouri River hexside.
- USMRR: Place newly constructed USMRR units in any Union supply center hex on the north edge of the map.

**Important:** Union forts are built during the Operations Phase and do not cost construction points.

#### 4.1.3 Union Draft

The Union player may declare a draft at any time after the 1862 election. A draft may be declared more than once. Declare the draft during the Political Phase (3.2.1 & 15.0). Place the three draft markers in order 4-3-2 on the next three turns of the TRT. During each of those turns, increase US recruiting by that number. Then, roll 1d6; halve the result (round up fractions). Reduce the US Political Status marker by that number of boxes.

#### 4.2 Confederate Recruiting

Confederate reinforcements are restricted to ASP and cavalry units (starting game turn four). Forts and naval units are created by the construction process (4.2.4).

#### 4.2.1 CS Recruitment Groups

There are seven recruitment groups. Each group has from two to five recruitment cities. A maximum of seven ASP arrive as normal reinforcements. Only one ASP or cavalry unit may be placed in each of the seven recruitment groups. Units may be placed on any recruitment city connected to at least one other recruitment city in the same group. The city must be connected by road, rail, and/or river to at least one other recruitment city in the same recruitment group. A recruitment city may only be utilized by its recruitment group. If a recruitment group does not currently meet the above city requirements, reinforcements cannot be placed in that recruitment group. Reinforcement groups and cities are listed on the CS Recruitment Group Chart.

**Note:** If a recruitment group is unable to place a reinforcement, the total CSA reinforcements is reduced by one for each recruitment group that does not meet the requirement.

#### 4.2.2 Kentucky

CS controlled supply centers in Kentucky, that are Confederate controlled, may form an eighth reinforcement group. At least two supply centers must be controlled, and they must be connected via valid supply line (8.1) to one another and to the largest fragment of the Confederate economy (14.0). If the above requirements can be met, the CS receives an additional ASP each game turn.

#### 4.2.3 At-Large Reinforcements

After standard recruitment is complete, the CSA player may receive additional ASP due to the current political situation (15.0). These ASP may be placed on any eligible recruitment city, but not on a town already receiving a reinforcement this turn.

#### 4.2.4 Confederate Construction

The Confederate player has a limited ability to construct resources during the game. The current size of the largest fragment of the Confederate economy dictates the number of construction points received each turn. During the Recruitment Phase the CS player divides the current economic value by 10 (round fractions of “.5” or more up). The resulting number is the number of construction points the CS has available. Construction points cannot be accumulated from one turn to another. Points not used during the Recruitment Phase are lost.

- No more than one construction project can be placed in a hex in one game turn and the hex cannot contain enemy units.
- All construction projects are available beginning game turn one. (Cavalry may not be recruited until game turn four).
- Only one of each type of project may be constructed each game turn. This applies to both the initial build and flipping a project to its completed side.

#### 4.2.5 Construction Projects

- **Fort:** Expend one construction point and place the fort in the next game turn box. On that game turn, or later game turn, expend one construction point and set the counter aside. It is placed on the map during any friendly Impulse and follows the procedures in (11.2).
- **Ironclad:** Expend one construction point and place the ironclad in any hex that meets the below requirements, with its construction side up. During any following Recruitment Phase flip the ironclad to its constructed side. The ironclad must be placed in any friendly river or coastal city with a supply line to the largest fragment of the economy. The hex must be adjacent to a navigable river, lake, tidal river or bay hexside. The fragment must include either Richmond or New Orleans. If the hex is occupied by Union ground forces prior to the ironclad being turned to its completed side, the ironclad is eliminated.
- **River Flotilla (RF):** Expend one construction point and place the RF in any hex that meets the below requirements, with its construction side up. During any following Recruitment Phase flip the RF to its constructed side. The RF must be placed in any friendly river or coastal city with a supply line to the largest fragment of the economy. The hex must be adjacent to a navigable river, lake, tidal river or bay hexside. The fragment must include either Richmond, Nashville, Memphis, or New Orleans. If the hex is occupied by Union ground forces prior to the RF being turned to its completed side, the RF is eliminated.

#### Arsenal

- **Arsenal:** Only one may be in construction at a time. Expend one construction point and place an arsenal, construction side up, on any friendly supplied recruitment city, which is part of the largest fragment of the economy. The fragment must include either Richmond, Nashville, or New Orleans. During any following Recruitment Phase, expend one construction point and flip the arsenal to its operational side. The number of arsenals available for construction is limited by the counter mix. On each turn, after completion, if the arsenal is connected to the largest fragment of the economy, place an additional ASP on it. If the hex is occupied by Union forces at any time, the arsenal is destroyed. It can be built again.

**Factory:** Expend one construction point and place a factory, construction side up, on any friendly in supply CS critical supply center contributing to the largest fragment of the economy. The fragment must include either
Richmond, Nashville, or New Orleans. The fragment must include one non-blocked critical port. During any following Recruitment Phase, expend one construction point and flip the factory to its operational side. Each factory contributes one point to the Confederate economy if it is connected to the largest fragment. Points contributed by factories do not count towards Confederate victory, however they do count when determining Survival Economy. If the hex is occupied by Union forces at any time, the factory is destroyed. It can be built again.

Railroad: Expend one construction point and place a CS railroad under construction marker on the map in a supplied hex containing an end of the potential railroad. The existing railroad must be connected to the largest fragment of the Confederate economy. The economy must include either Richmond, Nashville, or New Orleans. During any following Recruitment Phase, the CS player may expend additional construction points to move the unfinished railroad marker one hex along the unfinished segment. Only one additional hex can be completed each game turn. When it reaches the end of the segment, flip it to its finished side; that railroad segment is now operational.

5.1 Movement Allowance
A unit’s movement allowance (MA) is the number of movement points (MP) available to it at the beginning of each friendly player impulse. The MA may be modified due to the presence of a leader, its supply status, and/or its ability to forage. Unused MP may not be saved while moving and to carrying out other activities like entraining, embarking, constructing forts/entrenchment or rally. If a leader is stacked with the force at the beginning of the impulse and moves with the force; add one leader’s rating to the MA of the force. The number of MP available to each non-naval unit is indicated on the TEC. When

5.2 Forces
All ASP, MSP, and leaders in a hex constitute a force (a leader by itself does not constitute a force). There is no limit to the number of these units that may be in a hex at any one time. During each player impulse, the active player may move as many or as few forces as desired. Forces may be moved in any order. The movement of one force must be completed before that of another begins. Once a force has been moved and the player’s hand withdrawn from that force it may not be moved again during that impulse. Movement may trigger enemy reaction (6.4) and/or battle (9.0). Inactive forces may conduct reaction movement during the opposing player’s impulse. In the following rules; the term ASP is used to denote ASP, cavalry, and MSP. Moving forces that initiate a battle, may not move any further that impulse. If the moving force is attacked by a reacting force and wins that battle, it may continue its movement.

Important: While there are no stacking limits. In some cases, the type of terrain or manmade structures may limit the number of strength points that may participate in a defense or attack (9.2).

5.2.1 Splitting a Force
A force beginning an impulse in the same hex need not move together. One part of the force may split off and conduct a move leaving the rest to move later or not at all.

5.2.2 Detaching ASP
A moving force may detach ASP and leave them in hexes along the movement path. Detached ASP may not move again that impulse, even if they have MP remaining.

5.2.3 Attaching ASP
A moving force with a leader may pick up ASP in any hex entered. The attached ASP may not have previously moved in the current impulse, and must stop moving when the attaching force stops. They may be detached (5.2.2).

5.2.4 Massed Force
A force is considered massed if there are eight (8) or more ASP that move as a single force into a hex. If a leader is part of the force, the leader allows the number of ASP equal to his leader rating to not count against this total. A massed force expends one additional MP to enter each hex. Only one leader in force may be used to increase allowable ASP prior to becoming a massed force. Leaders may not apply their movement bonus to a massed force.

5.3 Movement Points
The number of MP available to a force may be modified by supply status, leaders, and other actions performed by the force.

5.3.1 Leadership
If a leader is stacked with the force at the beginning of the impulse and moves with the force, add one leader’s rating to the MA of the force. The leader bonus can be used if the force is OOS or foraging.

5.3.2 Terrain MP Costs
The MP cost of each terrain type is indicated on the TEC. When determining the MP cost of entering a hex, the terrain and the hexside terrain (the hexside the unit crosses to enter the hex) are cumulative. Watercourses and different hexside terrain associated with them effect ground movement in different ways. In many cases, watercourses block movement, and may be prohibited terrain to different types of units. Roads and railroads negate the MP cost of the terrain within a hex, if the moving force entered the hex via a hexside traversed by a railroad or road.

5.3.3 Crossing Watercourses by Ferry
A force may cross at a printed ferry. The MP cost to cross at a ferry is one-half the force’s MA. If the force is ferried into an enemy occupied hex, they must conduct an amphibious assault.

5.3.4 River Loop Hexsides
River loop hexes/hexsides present a special case. A force that begins an
impulse in a river loop hex, may ignore the river hex side penalties when moving thru the loop hexside (i.e., the bottom of the loop) (9.2.1).

5.3.5 Movement Near Enemy Forces
Each time a force exits a hex in an EZOC it must expend “2” MP in addition to the cost of entering the next hex (6.0). The enemy force may be able to react. Battle is triggered when a moving force enters an enemy-occupied hex, or a reacting force enters a hex at the same time as the moving unit. Friendly forces have no effect on movement.

Important: Remember when entering an enemy occupied hex from a hex in an EZOC, the moving force must pay the cost of exiting an EZOC and entering a primary EZOC (PZOC). The enemy occupied hex is also considered a PZOC hex.

5.3.6 Supply & Movement
When moving a force that contains units marked OOS the MA listed on the TRT is halved (round up) A force may not move into a hex that cannot trace a line of supply to a friendly supply source (8.0), unless one of the following conditions is met:
• It is accompanied by a leader or;
• It would be able to forage in the hex entered (8.4.3).

5.3.7 Rally
A demoralized force may attempt to rally by expending its entire MA. It must be in supply. Roll one die for each demoralization marker on a force and:
• Add the leadership rating of one leader in the same hex.
• If the force is in a PZOC, it rallies on a modified roll of 5 or 6. If not in a PZOC, it rallies on a modified roll of 3-6. A force always fails on a roll of “1.”

Note: A force may move, or it may attempt rally. A force may not attempt to rally and move.

5.3.8 Breaching Levees
A force consisting of at least 1 ASP and a leader with a bonus of at least one may attempt to breach a levee (13.3.4) by expending its entire MA. Roll one die. If the result is one, the levee is breached and no longer has any effect on watercourse movement and or supply.

5.3.9 Reaction Movement
Reaction movement, is the movement of forces by the in-active player during his opponent’s impulse. Reaction movement does not use MP (6.4).

5.3.10 Rail Movement
A limited number of ground units may be moved by rail. See 7.4 for details.

5.3.11 Movement by Water
Both players may move ground units on rivers. The Union player may move ground units by using Sea Zone Movement (13.1.1).

6.0 ZONES OF CONTROL
ASP and cavalry exert ZOC. ZOC are a mechanism used to portray the effect of nearby enemy forces on movement. They reflect the caution needed to avoid being surprised by a sudden enemy lunge. There are two types of ZOC.

Primary ZOC (PZOC): Encompass the hex the force occupied and the six hexes adjacent to the force.

Secondary ZOC: Encompass the 12 hexes adjacent to the primary ZOC.

6.1 ZOC Restrictions
A force does not exert a primary or secondary ZOC if the force:
• Only consists of MSP and/or leaders.
• Is marked out of supply.
• Is in a fort (11.0).
• Is entrenched (12.0).
• Is a naval force, exception (13.5).

• A force that is demoralized does not exert a secondary ZOC, it does exert a PZOC.

6.1.1 Multiple ZOC
Any number of ZOC, friendly or enemy, may exist in one hex at any one time without affecting, enhancing, or limiting one another. Opposing units may be in one another’s ZOC and each affects the other in the same way. Regardless of the number of EZOC existing in a single hex, the opposing player only pays the MP cost for one EZOC.

6.1.2 Enemy & Friendly ZOC. The ZOC of enemy forces (EZOC) affect the movement and supply of friendly forces. Friendly ZOC do not affect friendly units. In some cases, friendly units can negate the effects of EZOC.

6.2 Primary ZOC
Primary ZOC do not extend into/across the following:
• A hex containing a fort.
• Across ocean hexes or hexsides, tidal river, bay, navigable river, or lake hexside, bridges or ferries.
• A swamp terrain hex.

6.2.1 Primary EZOC Effects
A force may enter, exit, and move from one primary EZOC to another primary EZOC. The force may also exit a primary EZOC and enter a secondary EZOC. Entering and/or exiting a primary EZOC has the following effects:
• A force pays an additional 2 MP when entering a primary EZOC hex.
• A force pays an additional 2 MP when exiting a primary EZOC hex.
• A force exiting a primary EZOC may cause a reaction move by the non-phasing player (6.4).
• A force may not trace a line of supply through a hex in a primary EZOC hex, unless that hex is occupied by a friendly force.

6.3 Secondary ZOC
In addition to the limitations in 6.2, secondary EZOC do not extend into, through, or across:
• Rough terrain hexes.
• Across minor rivers, even if bridged.
• Into enemy-controlled towns, even if not occupied by an enemy force.

6.3.1 Secondary EZOC Effects
A force may enter, exit, and move from one secondary EZOC to another secondary EZOC. The force may also exit a secondary EZOC and enter a primary EZOC. Entering and/or exiting a secondary EZOC has the following effects:
• A force pays an additional 2 MP when exiting a secondary EZOC hex. This cost is cumulative with the MP cost of entering a primary EZOC (6.2.1).
• A force exiting a secondary EZOC may cause a reaction move by the non-phasing player (6.4).
• Secondary EZOC do not block supply.

6.4 Reaction
Each time a moving force leaves a hex in an EZOC, all non-phasing forces exerting a ZOC (primary or secondary) into the exited hex may attempt to react. Temporarily halt the moving force after it exits the hex (the force halts in the hex it was entering). Reaction movement does not cost MP. A force that conducts reaction movement cannot be subject to reaction. For each non-active force, capable of reacting:
• Roll one die and add the rating of any one leader with the force.
• On a modified roll of 5 or 6, the reacting force may move one hex in any direction. The hex entered may be the hex just exited, or entered by the active player’s force. The hexside crossed and the hex entered by the reacting force must be a hex and/or hexside the unit could cross or move into.
Hexside, and then entrain to continue its rail movement. Segmentation has no effect on the railroad for supply purposes, but does break the rail line into separate segments.

A segment of railroad is a single continuous stretch of connected rail hexes. An intervening non-rail hexside, to include a river ferry with a land ZOC, they can react if the phasing player’s force exited a ZOC of a force friendly to the force using railroad reaction. It must meet all rail movement restrictions (7.4), including availability of rail markers.

A reacting force may leave part of the force in the hex from which each reaction move was initiated. Forces left in the hex are eligible to react separately. Reacting forces may not enter a hex occupied by enemy forces that did not cause the reaction movement.

A force that is on a rail hex may react using rail movement. The force using reaction rail movement does not have to exert a ZOC into the hex that caused the reaction, however the phasing player’s force must have exited a ZOC of a force friendly to the force using railroad reaction. It must meet all rail movement restrictions (7.4), including availability of rail markers.

A force may only use railroad reaction if within four hexes connected by railroads from the enemy force that triggered the reaction.

RSP (treating RF for this purpose as RSP) and CS Ironclads may react. RSP may transport ASP when reacting. While RSP and ironclads do not exert a land ZOC, they can react if the phasing player’s force exited a ZOC of a force friendly to the RSP or ironclad. The RSP and ironclad must meet all watercourse movement restrictions. A RSP or ironclad may react by moving up to four hexes.

Railroads are crucial for tying together the components of the Confederate economy (14.0), supply (8.0), and moving ground forces.

Each player controls all railroads in friendly territory at the start of the game. Control of a given rail hex changes when it is entered by an opposing ground force. Control of a rail hex confers control of all rail hexes not connected by rail and/or ferry to an enemy force or enemy-controlled cities or forts. A rail hex is supplied if it has a valid supply path (8.1) to the owning player’s supply source. A player may only use friendly-controlled, in-supply rail hexes. To gain control of a segment of rail, the owning player must control all rail hexes of the segment at the beginning of his player impulse.

A segment of railroad is a single continuous stretch of connected rail hexes. An intervening non-rail hexside, to include a river ferry with rail hexes on both sides, breaks the rail line into separate segments. Segmentation has no effect on the railroad for supply purposes, but does require a force moving by rail to detrain, use regular movement to cross the hexside, and then entrain to continue its rail movement.

Each side is provided with train markers. The number of markers on each side is the limit of each side’s rail capacity for a single impulse. Each train marker can only transport units on one friendly controlled railroad segment. Each train marker has the following capacity:

- Union train markers can transport one USMRR unit on US-state railroads, upgraded CS-state railroads, and US controlled railroads in Kentucky.
- Union train markers can transport up to two ASP, MSP, or cavalry units on US-state railroads, upgraded CS-state railroads, and US controlled railroads in Kentucky.
- Union train markers can transport one ASP, MSP, or cavalry unit in Missouri.
- Union train markers cannot transport any type of unit on CS-state railroads until the rail line has been upgraded.
- CS train markers can transport one ASP, MSP, or cavalry unit on any friendly controlled CS-state railroad and CS controlled rail hexes in Kentucky.

Each player may move a limited number of ground units by rail. A unit may be moved an unlimited number of hexes by rail movement. It may move along all contiguous friendly-controlled and supplied connected rail hexes. The path of rail hexes may not enter a primary EZOC and may not exit a secondary EZOC. A force may combine rail and regular movement in any way during a single impulse, but each train marker may be used to transport just one force along one segment (7.2). To entrain, a unit must:

- Be in a friendly controlled, in supply rail line hex.
- Not be in an un-negated EZOC.

Note: If all friendly ground units are being entrained, an EZOC is not negated due to the presence of friendly units.

Each side is provided with train markers. The number of markers on each side is the limit of each side’s rail capacity for a single impulse. Each train marker can only transport units on one friendly controlled railroad segment. Each train marker has the following capacity:

- Union train markers can transport one USMRR unit on US-state railroads, upgraded CS-state railroads, and US controlled railroads in Kentucky.
- Union train markers can transport up to two ASP, MSP, or cavalry units on US-state railroads, upgraded CS-state railroads, and US controlled railroads in Kentucky.
- Union train markers can transport one ASP, MSP, or cavalry unit in Missouri.
- Union train markers cannot transport any type of unit on CS-state railroads until the rail line has been upgraded.
- CS train markers can transport one ASP, MSP, or cavalry unit on any friendly controlled CS-state railroad and CS controlled rail hexes in Kentucky.

Railroad Construction

There are seven stretches of unfinished railroad in the Confederacy. The US player may build any of these lines using the USMRR, if the entire segment is US controlled. Railroad construction is part of the CS construction process (4.2.5).

- 1926 (Selma) to 1825
- 1625 (Meridian) to 1726
- 1930 (Sparta, Alabama) to 1830
- 2015 (Nashville) to 1815 (Johnsonville)
- 3229 (Brunswick, Ga) to 3329
- 3914 (Danville) to 3815 (Greensboro)
- 3130 to 3132.

Rail lines may be broken by any ground force, including cavalry. The force must expend five MPs to break a rail line. Place a break marker on the line. The break separates the rail line into two segments. The break remains until repaired. A rail line may be repaired by a USMRR (7.7.2) or by a force of at least 1 ASP expending two MP in the hex containing a rail break marker.

USMRR

Southern railroads were sparse in terms of both mileage and facilities. As Union forces advanced into the Confederacy, an organization called the U.S. Military Railway (USMRR) assumed the job of bringing captured southern railroads up to Union standards.

USMRR Movement

USMRR units receive the same MA as other ground forces. USMRR may:

- Only enter contiguous rail hexes by leaving a rail hex, crossing a hexside traversed by the rail line, and entering another rail hex.
- Cross ferry hexsides like other ground units, and may use both rail and water movement.
• Not enter an EZOC unless the hex is already occupied by a Union force.
• Be eliminated, if a CS force with at least one ASP, MSP or cavalry enters a hex occupied by USMRR and no ASP, MSP, or cavalry unit. Place the USMRR in the next game turn box. It is eligible to enter as a reinforcement that turn.
• Be eliminated, if a USMRR unit is alone in a hex that is in an EZOC and is OOS. Place the USMRR in the next game turn box. It is eligible to enter as a reinforcement that turn.

7.7.2 Upgrading
The USMRR may upgrade one hex per “5” MP expended. Upgrading also affects the following:
• Non-tidal river ferry hexes (including 1726/1825) are bridged after upgrading, they no longer require detraining and entraining. Ground units pay the bridge MP costs rather than the ferry cost.
• Unfinished railroads may be completed as part of the upgrading process.
• Railroad breaks are repaired by upgrading.
• Makes CS rail lines useable for US troop movement (7.3)
• Makes CS rail lines to ports useable for US supply (8.1.2)

7.7.3 CS Use of Upgraded Railroads
If a CS-state upgraded railroad segment is restored to CS control, it may be used by the Confederacy normally. Recapture has no effect on the upgrading; if recaptured by the Union player, the upgrades are still in effect. The Confederate player may use the recaptured railroad for all purposes, but only at the original CS capacity.

8.0 SUPPLY
Supply affects a ground force’s (not leaders) ability to move and to fight. Naval forces do not need supply. A force is either supplied or out of supply (OOS) at any given moment. It is supplied if it has a supply line (8.1) to a valid supply source (8.2 & 8.3). An OOS force suffers penalties (8.5) unless it can forage (8.4.3).

8.1 Line of Supply
A supply line always includes an overland line, and may include a watercourse and/or rail line. The overland line is traced from the force to either a supply source or to the beginning of the watercourse/rail line. The watercourse/rail line must be traced to a supply source. Important: No portion of a supply line may be traced through impassable terrain, enemy-occupied hexes, enemy fort hexes, naval combat unit hexes (and their water course interdiction zone) or non-negated primary EZOCs.

8.1.1 Overland Supply
Overland supply is traced as though the force being supplied was moving along the path, from its current hex back to a rail line, watercourse, or supply source. The length of the path is limited to the number of MP noted for the overland supply line on the TRT for that turn. The overland line must be a single contiguous segment. Once it reaches a watercourse/rail line, it may not include any non-watercourse/rail hexes. The line may begin and end in the same hex if the hex includes the start of a watercourse/rail line. If an overland supply line is traced across a ferry (both printed and if using a US RSP, or CS RF, the MP cost is one-half the total supply MP length for that season (round down).

Note: Roads do negate the MP cost of other terrain in the hex.

8.1.2 Watercourse/rail line Supply
Watercourse and rail line supply lines may be of any length if a single continuous line can be traced from the end of the unit’s overland line to a supply source. It may include any number of changes from watercourse to rail and back again. Watercourses may include any combination of ocean, bay, tidal river, navigable river (including seasonal rivers in winter and spring), fennes, and/or lake hexes. A watercourse line must start and end in a city, depot, fortress or fort. A ferry is not a break in a rail line for supply tracing purposes.

Exception: Only Union forces can trace supply via ocean watercourses.

8.1.3 Sea Supply
US ground forces may trace supply lines across the ocean to a US-controlled port with a rail/river supply line to a US supply source. There are two methods to provide supply:
• One NTP must be committed to each coastal hex to be supplied (the NTP must begin the impulse in the same sea-zone as the coastal hex). Union forces can trace an overland supply line to the coastal hex. Rail lines may not be used when tracing supply to a coastal hex.
• One NTP can supply all Union controlled ports in a sea zone, The NTP must begin the impulse in the sea-zone the port is connected to. Union forces can trace an overland supply line to each supplied port. Upgraded rail lines may be used when tracing supply to a supplied port (7.7.2).

Exception: A Union controlled fortress hex with a completed fort, is treated as a port for determining NTP requirements for the fort and its maximum garrison (11.3).

8.2 Union Supply Sources
Union supply lines must be traced to one of the supply symbols along the north edge of the map. Each source can supply an unlimited number of Union forces. The source does not function if occupied by a Confederate force, but regains its capability as soon as the Confederate force no longer occupies the hex.

8.3 Confederate Supply Sources
Confederate supply lines may be traced to the following:
• At least one CS controlled, Confederate, critical supply center or critical port, or:
• Any CS-controlled, Confederate, supply center that itself can trace a line of supply to at least one other CS-controlled, Confederate, supply center. If this option is used, only a limited number of ground strength points may be supplied by the supply centers. One ground strength point may be supplied for every supply center that can trace a line of supply (like a unit, overland to a rail/watercourse line and then to the original supply center) to the original supply center. Using this method some strength points of a force could be in supply, and others out of supply. Mark them appropriately.

8.4 When to Check Supply
Supply checks are made at the beginning of each friendly player impulse. All OOS markers on a force may be removed if the force is found to be in supply. Mark any forces found to be OOS with an OOS marker. A force or unit may have more than one OOS marker. At the end of a friendly impulse, prior to checking for surrender remove OOS markers from those forces found to be in supply. Check all remaining OOS forces for surrender.

8.4.1 Battle Supply
When a force is marked with its first OOS marker, place a battle supply marker on the force. The battle supply marker may stay with the force until used or the units, in a later impulse are determined to be in supply. Battle supply markers may be used to avoid the OOS combat effects. If used to avoid OOS combat effects the marker is removed. Battle supply does not affect any other OOS effect.

8.4.2 Supply Depots
Depots are a means of extending a force’s overland supply line and of stockpiling supplies. A supplied force of at least one ASP (not cavalry or MSP) may build a depot in any hex by expending its full MA.
• A maximum of three depots may be built in a hex.
• Only one depot may be built in each hex per impulse.
• The US side may create a chain of depots to extend a supply line. This chain may contain any number of hexes using depots.
- The CS side may only use one hex with depots to create a supply line. They may create as many depots as desired, but a single force can only be supplied through one depot hex.
- Depots may be destroyed voluntarily by a friendly ground unit by expending 1 MP.
- Depots are destroyed if an enemy ground unit enters the hex. Once built, each depot in a hex, may provide supply via an overland supply line for up to 3 MSP/ASP or cavalry unit. In the next friendly impulse, a depot may:
  - If the depot is in supply it may continue to provide supply via an overland supply line.
  - If the depot is OOS it may provide supply for up to 3 MSP/ASP via overland supply line. In this case, the depot is expended and removed from the map.

**Designer’s Note:** The number of depot counters provided with the game is not a design limit.

### 8.4.3 Foraging
At the beginning of a friendly impulse (when checking for supply), a force may forage in the hex it occupies or any one adjacent hex that is in the force’s primary ZOC (5.3.6).
- The hex selected may not be in a primary EZOC, even if occupied by a friendly unit.
- The size of the force may not exceed the foraging capacity of the hex selected (Forage Table).
- The force cannot be subdivided for foraging purposes; if the force is larger than the foraging capacity of the hex selected, the entire force is OOS. A player may not voluntarily eliminate units to enable the force to forage.
- A foraging unit is marked OOS and suffers the effects listed in 8.5, but never will have more than one OOS marker placed on it. If the force has two OOS markers, remove one of them after successful forage.
- A force may forage in a hex any number of impulses; however, it may check for forage only once per impulse.
- A hex may only be foraged once per impulse.

### 8.5 OOS Effects
An OOS force suffers the following effects:
- Its movement allowance is halved.
- Battle outcome die rolls are modified by 1 for each OOS marker (9.4).
- A force with two OOS markers is subject to surrender (8.5.1).

#### 8.5.1 Surrender
An OOS force with two OOS markers at the end of a friendly impulse surrenders. A force that surrenders (including leaders) is removed from the map. A political event may take place if a CS force surrenders (15.1).

**Important:** In some cases, part of force could have two OOS markers and other parts only one, or none. Only the ground units marked with two OOS markers surrender. Leaders only surrender if all the units in the force surrender.

#### 8.5.2 Removing OOS Markers
If a force marked OOS has a valid supply line at the beginning or end of a friendly impulse, remove all OOS markers.

### 8.6 Weather Attrition
Forces may suffer demoralization for certain weather if:
- The current turn is a winter turn and;
- The force has moved during the current impulse and;
- The force is north of the snow line. The snow line is defined as any hex north of hex 4813 along the line of the southern borders of Virginia, Kentucky and Missouri/Kansas to hex 0113.
- The current turn is summer and;
- The force ended the impulse in a swamp hex (the swamp hex may contain a city or port).

At the end of each impulse, roll one die for each affected force. If the force is in a city or port when checked, subtract one from the die roll. On a modified die roll of 5 or 6, the force is demoralized (9.9).

### 9.0 BATTLE
Battle occurs when a moving force, either an active force or a non-active reacting force, attempts to enter an enemy-occupied hex. The moving/reacting force is the attacker. Only one attacking force and one defending force are involved in a single battle. A moving force may attack any number of times if it has the required MP remaining to enter the enemy hex. A single defender may be attacked any number of times per enemy impulse.

#### 9.1 Battle Sequence
When conducting a battle, follow the below steps in order:
1. Determine participants (9.2).
2. Determine the strength of each side and the final strength ratio (9.3).
3. Determine outcome (9.4 & 9.5).
4. Determine losses (9.6 & 9.7).
5. Mark units demoralized if needed (9.9) and retreat if required (9.10) or desired (9.10.1).
6. Determine the political effect (9.11).
7. Determine leader effects (9.12).

#### 9.2 Participating Forces
All ground units in a hex on both sides must take part in the battle with the exceptions noted below. One leader may, but is not required to, participate for each side.
- In some type of terrain and/or manmade structure, there is a limit on the number of strength points each side can participate in battle (TEC).
- Units garrisoning a fort need not take part in a combat, if there is a friendly field force in the hex.
- MSP do not take part in attacks; they are ignored when attacking. A force consisting entirely of MSP and/or leaders cannot enter an enemy occupied hex.
- Naval forces in the hex may participate, as desired by the owning player.

#### 9.2.1 River Loops
A defending force in a river loop hexside receives a -1 DRM bonus if the attacking force crossed the bottom of the river loop hexside (5.3.4). This bonus is in addition to any other modifiers or restrictions imposed by the river hexside itself.

#### 9.3 Determine Strengths & Ratio
Each side conducts the following.
- Total the number of participating ground strength points. Strength point totals may be modified by terrain and maximum allowable strength point may be restricted (TEC).
- Identify if a leader will participate in the battle (attacker declares first). Only one leader may be selected to participate in the battle. If a leader participates in the battle, add his rating to the total strength points. The leader bonus may not exceed the total number of ground strength points in the force. See 9.12 for effect on a leader that participates in the battle. If a player decides not to have a leader participate in the battle, the leader is ignored for all purposes, including determining outcome.
- Divide the attacker’s total strength by the defender’s total strength and express the result as a ratio. If the ratio falls within the below ratios, apply the modifiers listed:
  - Less than 75%: Subtract 2 from the outcome die roll.
  - 75% to 99%: Subtract 1 from the outcome die roll.
  - 100% to 149%: No effect.
  - 150% to 299%: Add 1 to the outcome die roll.
  - 300% or more: Add 2 to the outcome die roll.

#### 9.4 Determine Outcome
Roll 1d6 and consult the Outcome Column on the Combat Results Table (CRT). Modify the die roll based on the final ratio (9.3) and the modifiers.
listed below: A modified die roll of less than 1 remains 1; a modified die roll of more than 6 remains 6.
+2: If more than one-half of the defending force is demoralized.
+1: If a leader participated in the attacking force.
+1: If the defending force contains OOS units.
-1: If the attacking force crossed a minor river to enter the defender’s hex.
-1: If the attacking force contains OOS units.
-2: If more than one-half of the attacking force is demoralized.
-2: If the attacking force is conducting an amphibious landing.

9.5 Battle Outcome
The final die roll yields one of the following outcomes:
**Defender Wins (D Win):** The defending force wins the battle. The attacker is demoralized and must retreat.
**Draw:** Neither side wins or is demoralized. MSP has been eliminated. Leaders are only eliminated due to 9.12.
**Attacker Wins (A Win):** The attacker wins the battle. The defender is demoralized and must retreat.

9.6 Defender Losses
After the battle outcome has been determined, the attacking player rolls one die to determine losses for both sides.
- Do not modify the die roll by the battle outcome (i.e. AL +/-1 or 2). Those modifiers are only applied when determining attacker losses.
- The defender determines his losses first. Defender losses are based on a percentage of the attacker’s strength as directed by the Defender Loss column of the CRT. When determining, losses do not count leader bonuses, use the raw strength point total prior to any modifiers in 9.4.
- Cross reference the die roll with the defender loss column and modify the percentage result as follows:
  - 10% if the defending force is entrenched.
  - +10%; If the attacking force had an attack ratio of 150% or greater.
  - +20%; If the attacking force had an attack ratio of 200% or greater.
- The result is the percentage of the total attack strength of the attacker prior to any losses. Round fractions of one-half or greater up.

9.7 Attacker Losses
Attacker losses are based on the defender’s numerical loss, modified as directed by the Attacker Loss column of the CRT. Use the result of the die roll from 9.6, modified as follows:
- +1: For each leader in the defending force.
- +1: If the defender was entrenched.
- -1: For each leader in the attacking force.
- Modifier based on the result of the outcome (the AL +2 to -1).
- Possible results are:
  - DL -2: The attacker loses strength points equal to the defender’s loss, minus two strength points.
  - DL -1: The attacker loses strength points equal to the defender’s loss, minus one strength point.
  - DL: The attacker loses strength points equal to the defender’s loss.
  - DL +1: The attacker loses strength points equal to the defender’s loss, plus one strength point.

9.8 Taking Losses
Deduct the appropriate number of strength points from each side, adjusting counters as needed. It is possible for one or both sides to lose zero, or for one or both sides to be eliminated. Naval strength points cannot be taken to satisfy losses. All losses must be taken by ASP prior to taking losses from MSP. A cavalry unit can only be taken as a loss if all ASP and MSP have been eliminated. Leaders are only eliminated due to 9.12.

9.9 Demoralization
The losing force is always demoralized. In the case of a draw, neither force is demoralized. Mark a demoralized force with a demoralized marker. A force may have more than one marker at a time; each affects it in future combat and each must be removed individually (5.3.7). The effect of demoralization is the unit has no secondary ZOC and has modifiers applied during a battle.

9.10 Retreat
The losing force must retreat. If a losing force is unable to retreat, one-half of the total force (round down) is eliminated. The remaining portion of the force remains in the hex. Units that conducted an amphibious assault may retreat onto their transport or cross back via ferry after suffering the required losses. Units eliminated due to inability to retreat surrender (8.5.1).

9.10.1 Retreat from a Draw
In the case of a draw the defender first declares if he will retreat. If he decides not to retreat, the attacker may then declare a retreat. If both sides decide not to retreat, they remain in the hex. In the next impulse, the active side must either conduct an attack or move out of the hex. This does not apply if one force or the other is in a fort/entrenchment.

9.10.2 Retreat into Fort/Entrenchment
If a force outside of a friendly fort or entrenchment in the hex is forced or voluntarily chooses to retreat, it may retreat into the fort/entrenchment or chose to retreat out of the hex.

9.10.3 Length of Retreat
A retreating force may retreat one or two hexes at the discretion of the owning player. No MP are expended, but a retreating attacking force must end its impulse after the retreat.

9.10.4 Direction of Retreat
The retreating force must move per the following priorities.
- It may not enter a primary EZOC. The opposing force projects no secondary ZOC and projects a primary ZOC from the hex it entered from if the attacker.
- It may not enter/cross prohibited terrain.
- It may not enter an unnegated secondary EZOC if there is an available hex without a secondary EZOC.
- It must move toward a friendly supply source to which it has a valid overland supply line. If it does not have a valid overland supply the force must still retreat towards the closest hex where it could establish a valid supply line.
- If more than one hex meets all the requirements, the owning player may select the course of the retreat.

9.11 Political Effect
If the outcome of a battle is not a draw, determine the political effect, roll 2d6 and compare it to the defender’s battle strength determined in 9.6. If the die roll is less than or equal to the defender’s battle strength modify the US political rating.
- If the US force won: Add one to the US political rating.
- If the CS force won: Subtract one from the US political rating.

9.12 Effects on Leaders
After resolution of all battle results, each side that has remaining strength points, consults the Leader Battle Effects Table. Roll 2d6 and add the defender’s strength point total determined in 9.6 (max of 6). Cross reference the modified die roll with the columns for the winning and losing side. Implement the results. Promotions, wounded, and killed results only affect the leader chosen to participate in the battle (9.3). A leader could be promoted and killed or wounded on the same die roll.
- **Promoted:** Promote leader one level. Level 3 leaders cannot be promoted.
- **Wounded:** Roll 1d6 and halve the result (round up). Place the leader that many turns hence on the TRT. The leader becomes available during the Recruitment Phase of that turn.
- **Killed:** Remove the leader from the map. The leader counter may be reused.
Fort include the necessary cannon and crews to give it an anti-vessel capability. A fort may be placed by a force, construction side up, during the Fort and Depot Placement Step of a friendly impulse. Only one fort can be placed in a hex and you still have an ASP there, place a fort marker, construction side up, in the hex.

### 11.2 Placing Forts
A fort may be placed by a force, construction side up, during the Fort and Depot Placement Step of a friendly impulse. Only one fort can be placed in a single hex. A fort may be placed in a hex with an entrenchment, however see 12.0.

- The force must consist of at least one ASP. It must be in supply, in a city or fortress hex or adjacent to any water feature, other than a minor river (this includes seasonal rivers). The hex must be friendly controlled and free of enemy units. Announce the placement of a fort in the hex. The opponent may react (6.4) as though you have left the hex. Once reaction and any resulting battles are completed, if no enemy forces are in the hex and you still have an ASP there, place a fort marker, construction side up, in the hex.

- Once placed, an Under-Construction Fort is treated as a Damaged Fort (13.6). This will not, if adjacent to enemy naval units, trigger a Naval Combat (13.6) as the Movement part of the Impulse is over.

- The placing force may not retreat from the hex.

- If the fort was placed in a fortress hex, and the placing force is still in the hex, the fort counter is flipped to its completed side at the end of impulse it was placed.

- In any other hex, if both the force and marker are still in place and supplied during the same step of the next friendly impulse, the fort may be flipped to its constructed side. Flipping the marker may trigger reaction. If the force is still in the hex after any reaction moves and battle, the marker can be flipped.

### 11.3 Garrisons
Fort include the necessary cannon and crews to give it an anti-vessel capability, and enough defenders to provide a defense strength of one. A maximum force of two strength points plus any leaders may be added to the garrison. A fort marker and the units (including the garrison) inside the fort do not exert ZOC. An Under Construction/Damaged/Silenced fort has a garrison and may still hold up to two strength points, defending as an entrenchment (12.2) if attacked by a ground force. A silenced fort with no ASP or MSP are in the hex and if there is an enemy ASP present.

### 11.4 Fortresses
The forts printed on the map are pre-war fortresses. They become forts only when containing a fort counter. A fortress is never destroyed, even if a fort marker is on it. A fortress can be re-fortified, and may change hands, any number of times.

### 11.5 Destroying A Fort
A fort is destroyed due to a successful siege (11.8), by being stormed (11.8.3), or voluntarily by the owning player at the beginning of any friendly impulse. Forts cannot be destroyed by naval combat (13.6). A destroyed fort marker may be reused, but a Confederate marker must become available through the construction process. Forts with their construction side up, due to incomplete construction or naval attack, are considered damaged (silenced or not) (13.6), they function as an entrenchment when defending against a ground force. It may be returned to fort status at the beginning of the next impulse at no cost.

### 11.6 Naval Interdiction
A fort (unless silenced) in a hex adjacent to a watercourse hexside or hexes limits movement along the hexside by a naval force. A force of any type of naval units may attempt to run past the fort instead of attacking it. Move the force into the first hexside adjacent to the fort, then conduct naval combat with only the fort conducting fire. Roll 1d6 and halve the result. The result is the number of times the fort may fire on the naval force. If the force survives, move it to the next hexside and so on. Damaged vessels must turn back to the hexside from which the attempt was launched; they cannot move again that impulse.

### 11.7 Field & Garrison Forces
A force consisting of any type ground units may operate in the same hex as a fort. If the force remains outside the fort, it is called a field force. Place it on top of the fort marker, it does not receive the benefit of the fort during battle. A force inside the fort cannot react or attack. It does receive the benefit of the fort when defending. If an enemy force moves into a fort hex (or a hex with both a fort and entrenchment) combat may ensue.

- If all defending forces are inside the fort the moving player may storm (11.8.3) or lay siege to (11.8) the fort.

- If there are defending forces outside the fort, in entrenchments and/or as a field force the moving player must attack those units as a combined force (the units in the fort are ignored).

- A defending field force may attempt to react into the fort and/or entrenchment prior to combat.

- After determination of any reaction movement, the attacking force must attack all enemy units outside the fort. Any units in an entrenchment receive the benefits of the entrenchment, while units remaining as a field force do not.

- If the combined defending force is forced or voluntarily retreats, the units may retreat into the fort (up to the maximum allowed). Units unable to retreat into the fort must retreat per normal retreat rules. The entrenchment is removed. The attacking player must then decide to lay siege to the fort, or storm the fort. This is the only case in which an attacking force may conduct a second attack in the same impulse.

### 11.8 Siege
A force may move into an enemy fort hex during its movement if no field force is present in the fort’s hex, or, if a field force is present but has been...
forced to retreat after a battle. When the force enters the hex, and there is not an enemy field force in the hex, the fort is under siege. A besieged fort may trace supply to an adjacent watercourse, however, it may not trace an overland supply line. If the fort is OOS, the fort and any units in it will suffer the usual OOS effects (8.5). A siege ends if the besieging force leaves the hex, or if the fort is destroyed/surrenders.

11.8.1 Relief
A friendly force outside the fort may attempt to lift the siege by attacking the besieging force. The besieging force must leave at least 1 ASP (plus 1 ASP per strength point inside the fort) to maintain the siege. If the requisite number of ASP are not left, the force in the fort may conduct a sortie and add any ASP conducting the sortie to the relief force attack.

11.8.2 Sortie
A force of ASP inside a fort may attempt to lift the siege by attacking the besieging force directly. This is done as the movement for the force in the fort only, but may be done simultaneously as noted above. A sortie constitutes leaving the fort, so the sortie force does not receive the combat benefit of the fort. If defeated, the sortie force must return to the fort.

11.8.3 Storming the Fort
A storming attempt is an attack by the besieging force on the fort. The maximum force allowed to storm a fort is three plus any leaders. It is conducted like any other battle, with the defending force receiving the benefit of the fort. If all defending ASP and the garrison SP are eliminated, the assault has been successful; the fort is destroyed. Defending strength points do not retreat, and are never demoralized. The one strength point garrison is always the last strength point lost.

12.0 ENTRENCHMENTS
Entrenchments are field fortifications giving a field force some of the advantages of a fort but without the means to hinder naval movement. Entrenchments may only be built in a city and only one entrenchment may be placed in a hex. Entrenchments can be placed in a hex containing a fort, however the 2 ASP requirement must be maintained in the entrenchment, and may not be in the fort. Any number of ground units may be in an entrenchment.

12.1 Entrenching
An entrenchment may be placed if all the following requirements are met:
• The hex must contain a city and cannot contain enemy units.
• There must be a minimum of two ASP (not militia or cavalry) present in the hex.
• The force must be in supply to place an entrenchment, although an entrenched force may remain in the entrenchment if it becomes OOS.
• The force expends its entire MA for that impulse.
An entrenchment is removed if any of the following occur:
• There are less than two friendly ASP in the entrenchment. ASP outside of the entrenchment do not count towards this total.
• If all defending forces in the hex retreat or eliminated.
• The entrenchment may be removed voluntarily by the owning player. Place the entrenchment marker at the end of the impulse. Forces may move in and out of entrenchments.

12.2 Entrenchment Effects
An entrenched force does not exert a ZOC, cannot react in any manner. An entrenched force cannot attack, it must exit the entrenchment during a friendly impulse. If attacked, the entrenchments confer an advantage to the defenders. There may be both an entrenched force and a field force in the hex, treat them as one force in the same manner as in 11.7.

13.0 NAVAL OPERATIONS
There are five different types of naval forces, each with its own capabilities.

US Naval Strength Points (NSP): Are used to attack forts and other naval vessels, and may support defending Union ground forces. They move through sea zones and along bay and tidal river hexsides.

US Naval Transport Points (NTP): Carry strength points and/or USMRR units through sea zones, and along bay and tidal river hexsides.

US Riverine (NTP) and CS River Flotilla (RF): Operate like NSP, but are restricted to navigable river, lake, and bay hexsides.

CS Ironclads: Operate like riverine units but may not attack forts.

13.1 Naval Movement
There are two kinds of naval movement: sea movement using zones off the hex grid, and movement along watercourses on the hex grid.

Note: There are coastal hexes that are bisected by land with watercourses on two or more hexes. Note that naval units in those hexes do not block naval movement on both sides of the hex. Players should clearly define which side the naval unit is on.

13.1.1 Sea Zone Movement
There are five sea zones, the West Gulf, East Gulf, South Atlantic, Mid-Atlantic, and North Atlantic. The East Gulf is connected to both the West Gulf and South Atlantic off the map. Only Union NSP and NTP may move through sea zones. A vessel may move any number of sea zones in each impulse. NSP must end each impulse in a sea zone with at least one Union-controlled port or a minimum of one NTP in the Sea Zone Box. Sea-Zone Boxes are provided on the map to hold NTP within a sea-zone.

Note: NTP blockading CSA ports are considered in the corresponding sea zone and must adhere to the above paragraph.

13.1.2 Watercourse Movement
All naval vessels moving on the hex grid move along watercourse hexsides only. When stopped, place each vessel counter in a hex adjacent to the hexside with the top pointing toward the hexside it is in. The vessel is in the watercourse, not in the hex, so its presence has no effect on ground unit movement. During each impulse, a vessel may traverse as many contiguous eligible hexsides as desired (but see 11.6).

13.2 Sea Transport
NTP do not have combat abilities. Each NTP may carry ASP or USMRR.

Sea Transportation consists of three parts: embarkation, travel, and debarkation. All three must take place in a single Union impulse.

Embarkation: Takes place in supplied Union-controlled ports only. The ground force to be transported must begin the Union impulse in the port, and the NTP must begin its move in the sea zone containing the port. Embarkation does not require the expenditure of MP. Units can be embarked at a Union controlled fortress, however those units can only disembark at Union controlled port in a US State.

Transport: The NTP may move any number of sea zones during the Union impulse.

Debarkation: The transported force may be landed at a Union-controlled port or on any coastal hex to include a Confederate-controlled port. The NTP may not run past a Confederate fort. In all cases, the debarking force may move no farther in that impulse. A landing made in a primary EZOC zone: 4 points.

NTP Capacity: The transport capacity of an NTP varies depending on the mission and distance traveled. Each strength point requires 1 point of capacity. An USMRR requires 2 points of capacity. NTP have the following capacities:
• Embarking and debarking from Union controlled ports in the same sea-zone: 4 points.
• Embarking and debarking from Union controlled ports in different sea-zones or debarking in a Union controlled hex in any sea zone: 2 points.
• Embarking from a Union controlled port and debarking in a non-Union controlled hex (including ports): 1 point.
13.3 Watercourse & Terrain Restrictions

13.3.1 River Loops
When conducting watercourse transport (13.4) the loop hexside (5.3.4) is counted as the river line.

13.3.2 Seasonal Rivers
Seasonal river hexsides act as navigable rivers during winter and spring turns. During summer and fall turns they act as minor rivers (TEC).

13.3.3 Sand Bars
Sand bar hexsides prohibit all naval movement. Naval units of any type may not cross a sand bar hexside. Some sand bars show inlets at the juncture of two sand bar hexsides. NSP and NTP may enter a sea zone via those hexsides.

13.3.4 Levees
Levees block all naval movement across them. Levees also block watercourse supply line. Levees may be breached. Once breached the watercourse divided by the levee becomes contiguous.

13.3.5 Bridges
Bridges allow ground forces to ignore watercourse hexside crossing restrictions and/or MP costs. A force may use a bridge to enter an enemy occupied hex, however they are making an amphibious assault.

13.3.6 Amphibious Assault
If a force is debarked into an enemy occupied hex or enters the hex via bridge or ferry operation, the moving force must execute an amphibious assault. An attacking force conducting an amphibious assault subtracts two from the battle outcome die roll and if forced to retreat must eliminate one-half of the surviving force (round down).

13.4 Watercourse Transport
Both players have a limited capacity to transport units along watercourses without using a naval counter. A maximum of one ASP/MSM or one USMR that begins an impulse in a friendly-controlled town may be moved any distance along contiguous navigable river, lake, tidal river, and/or bay hexsides. It may not move through enemy naval units, or past enemy forts. The force may be landed on any hex adjacent to the final hexside entered. If landed in an EZOC, the landing triggers reaction. If landed in an enemy occupied hex, it triggers battle.

13.4.1 Riverine Transport
A US RSP or CS RF may carry 1 ASP/MSM. They must start the impulse together and travel together. The RSP/RF may not enter a hexside that would result in naval combat. The ASP/MSM may be landed on any hex adjacent to the last watercourse hexside entered. Landing in an EZOC triggers reaction. The ground unit may not move any further that impulse.

13.4.2 Riverine as Ferry
A US RSP or CS RF that does not move in an impulse may be treated as a ferry by friendly ground forces. The MP cost is the same as using a printed ferry (5.3.3). If the force is ferried into an enemy occupied hex, they must execute an amphibious assault (13.3.6).

13.5 Watercourse Interdiction
A naval force prevents enemy ground forces crossing any unbridged watercourse hexside within six contiguous hexsides of the naval force’s position. This effect is blocked by any hexside not traversable by the naval force, or by an enemy fort interdicting the naval force’s movement.

13.6 Naval Combat
Opposing naval vessels in the same watercourse hexside, or a naval vessel on a watercourse hexside of a hex containing an enemy fort, must engage in naval combat. Naval combat is conducted in rounds. Naval combat consists of any number of rounds, at least one round must be conducted.
- All naval vessels may engage in naval combat.
- NTP may not fire. They may be fired on if there are no other type friendly naval vessels (damaged vessels count), or fort present when the enemy player declares a unit’s target.
- CSA vessels in the hex that are under construction are ignored, unless there are no other CSA naval vessels or fort in the hex. If alone in the hex, with enemy vessels it is eliminated.
- At the beginning of each round, each player rolls 1d6, the player with the higher result (Union side wins draws) has the choice to withdraw part or all his naval force. Withdrawn vessels may withdraw to any hex they are eligible to move into during normal naval movement. If no such hex exists, the naval vessel cannot withdraw. If he does not withdraw all his naval vessels or if he has a fort participating, he then selects one unit and one target, then conducts its fire.
- For each firing unit, roll 1d6, if the vessel or fort is not damaged a result of 5 or 6 inflicts one hit on the target. If the firing unit is damaged, it hits on a DR of 6 only.
- The first hit on a naval vessel causes the vessel to be damaged. A second hit sinks the vessel. The first hit on a completed fort, flips the fort to its construction side (it is damaged and fires at a reduced value). A hit on a damaged fort (construction side up) silences the fort. A silenced fort may not fire for the remainder of that impulse and is ignored for all purposes except ground combat where it functions as an entrenchment (12.2).
- The opposing player then may withdraw part or all his naval force. If he does not withdraw all his naval vessels or if he as a fort participating, he selects one unit and conducts its fire.
- Continue the above process until all eligible units have fired, or one side has withdrawn all surviving units.
- After all eligible units have fired once, if both side still have eligible units in the location, conduct a second round of combat by rolling 1d6 to determine which side fires first. Continue this process until one side or the other does not have any eligible units in the location.
- At the end of the naval combat, all damaged naval vessels must move to the nearest friendly port or for RSP, RF and Ironclads any city on a tidal or navigable river. They are repaired upon reaching that port. If they cannot move to a friendly port they are eliminated.

13.7 Naval Units in a Land Battle
NSP and RSP and CS Ironclads (not CS RF & US NTP) may contribute their strength to a force defending a hex adjacent to the vessel’s hexside. Each vessel adds two to the defending strength in the battle, but never more than the ground force strength (prior to any adjustments). The vessels may not be used to absorb losses.

14.0 CONFEDERATE ECONOMY
The Confederate economy is the primary arbiter of victory and defeat in the game, as well as the source of Confederate military power. The economy consists of CSA-controlled Confederate critical supply centers (SC) and Confederate critical ports connected to one another by Confederate-controlled railroads, watercourses/sea zones, and/or roads (Critical SC and Critical Port Chart) For ease of play each of the below critical supply centers and ports have their corresponding values printed on the map. As the Union player captures or cuts off these locations, the economy will shrink.

14.1 Confederate Critical Supply Centers
To function as part of the CSA economic system a critical supply center must be connected by either a road, waterway, or railroad to other critical supply centers.
American Civil War

- The connection is traced in the same manner as when tracing supply (8.0), except that an overland path cannot be used.
- During the Victory Check Phase, the CSA player totals the economic value of all numbered supply centers that can trace a connected line to each other. If there are numbered supply centers that are not connected to all other numbered supply centers those un-connected supply centers are not counted. The CSA player determines which fragment (group) has the largest total value and uses that fragment as his total economic value.
- Next count the value of all numbered critical ports connected to at least one of the numbered supply centers used to determine the economic value. To be counted, the port must be able to trace a connection to at least one counted supply center via either rail, road or watercourse. The port must also be able to trace a connection from the port to a sea zone using either tidal river or ocean hexside. That path may not be traced over a sand bar, past an enemy fort or a Union NSP. The total value of connected numbered ports is added to the Confederate economic value.
- Count each factory that is connected to the largest fragment and that is connected to either Richmond, Nashville, or New Orleans and one numbered port that is part of the same fragment. This total is also added to the Confederate economic value.
- Use the CS Economy track on the map to record the current value of the economy for victory and construction purposes.

15.0 POLITICS
This section deals with a variety of Union political and Confederate diplomatic issues. All the events described below affect the status of the Political Status track on the map.

Note: The US political status may never exceed “+4” or go below “-4”.

15.1 Political Status
The current political status is immediately affected as follows.
+1: US capture of each of the following cities: Richmond, New Orleans, and Charleston South Carolina. If the CSA recaptures these cities, subtract one from the current political status.
+1: If the Confederacy violates the neutrality of Kentucky.
-1: For the Confederate capture for each city in a Union-state or Union supply source for the first time. Recapturing the lost hex does not recover the point.
-1: If the Union violates the neutrality of Kentucky.
+1: If a CS force surrenders, roll 1d6, if the result is less than the current turn number, Kentucky joins the Union. Immediately conduct the following:
- The CSA player deploys 1 ASP in any two Kentucky towns not occupied by the CSA.
- The CSA player places 1 ASP on any two Kentucky towns not occupied by the CSA.
- The CSA player deploys 1 ASP in any two Kentucky supply centers not occupied by the CSA.

15.2 US Elections
Union elections take place during the Political Phase of the Fall 1862 and Fall 1864 turns. At each of those times, roll 1d6 and add the current political value to the die roll. If the result is 5 or more, there is no effect on the game and any previous modifications are cancelled. If the result is less than five, the following modifications are implemented:
• Subtract the resulting number from all future US reinforcement arrivals.
• Subtract two from each subsequent game turn’s minimum economy level needed for the Confederacy to survive.

15.3 Confederate Diplomacy
During each Political Phase in which the US Political marker is in a negative box of the track, roll one die and modify the roll by the current political status. If the modified result is equal to one of the below values, implement the diplomatic result.
“0”: The Confederacy receives overseas aid, increase the at-large reinforcement points by one for the following turn only. This may occur any number of times.
“-1”: European powers offer of mediation is accepted, increase the at-large reinforcement points by one for the following turn. No Union attacks may be made on a hex containing a CS supply center in the following turn. This may occur any number of times.
“-2”: European powers recognize the Confederacy, increase the at-large reinforcement points by one and halve the Union reinforcements for the following turn. All Confederate ports now have an economic value of two. Once this event occurs, no further aid, mediation, or recognition may occur.
“-3”: European powers intervene on behalf of the Confederacy, halve the Union reinforcements for the rest of the game and remove all Union NSP. All Confederate ports now have an economic value of three. Once this event occurs, no further diplomatic action occurs.

15.4 Appalachia
The shaded area in the center of the map encompassing most of the mountainous regions of Kentucky, Virginia, North Carolina, Tennessee, Georgia, Alabama and South Carolina was a Union sympathetic area. It has the following effects.
• Confederate forces do not exert secondary ZOC into Appalachia hexes.
• Subtract 2 from rally die rolls for a demoralized Confederate force, but it always rallies on a roll of 6.

15.5 Kentucky
Kentucky begins the game as a neutral. Kentucky may remain neutral indefinitely, or it may join one side or the other. Until Kentucky’s neutrality is violated or Decides for the Union (15.5.1) neither play may:
• Move forces into Kentucky (15.5.2).
• Use any type of river movement in Kentucky. Movement along the Mississippi or Ohio Rivers on Kentucky’s perimeter does not constitute an invasion.

15.5.1 Kentucky Decides for the Union
Starting with game turn two, during each Political Phase, roll one die. If the result is less than the current turn number, Kentucky joins the Union. Immediately conduct the following:
• The CSA player deploys 1 ASP in either Bowling Green or Paducah.
• The Union player places 1 ASP on any two Kentucky towns not occupied by the CSA.
• The Union player immediately gains control of all Kentucky towns, rail hexes, and rivers except those hexes occupied by Confederate forces and may raise militia there for the remainder of the game.

15.5.2 Kentucky is Invaded
Either side may violate Kentucky’s neutrality at any time prior to 15.5.1 succeeding. If a player moves a force into a hex in Kentucky or attempts to trace supply through a hex in Kentucky, pause the game. Kentucky joins the opposing side.
• The opposing player immediately gains control of all Kentucky hexes, towns, supply centers, and rail hexes not currently occupied by the violating player.
• If the Union player violates Kentucky’s neutrality; The CSA player immediately deploys 1 ASP in any Kentucky supply center not occupied by a Union force. Subtract one from the Union’s political status. The CSA player also consults the Militia Table and deploys all allowed militia in any supply center (no more than one in each) not controlled by the Union player. Beginning the next game turn, if the CSA controls more Kentucky supply centers than the Union, he may place 1 ASP in any CSA controlled supply center during each Recruitment Phase.
• If the CSA player violates Kentucky’s neutrality, The Union player immediately deploys 2 ASP in any two Kentucky supply centers not occupied by a Confederate force. Add one to the Union’s political status. The Union player consults the Militia Table and deploys all allowed militia in any supply center (no more than one in each) not controlled by the Confederate player. Beginning the next game turn, if the Union controls more Kentucky supply centers than the CSA, he may place 1 ASP in any Union controlled supply center during each Recruitment Phase.
Missouri and Kansas are considered one area for game purposes. They are not considered friendly to either side.

- The CSA player may use CSA controlled supply centers in the area (8.3).
- If the CSA controls St Louis and can trace a supply line from St. Louis to a CSA controlled critical supply center that is counted as part of the CSA economy, the CSA player may add four to the CSA economy.

### Terrain Effects Chart

<table>
<thead>
<tr>
<th>Terrain Type</th>
<th>Movement Effects</th>
<th>Battle Effect</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>1 MP</td>
<td>----</td>
<td></td>
</tr>
<tr>
<td>Rough</td>
<td>2 MP</td>
<td>4 Stack</td>
<td></td>
</tr>
<tr>
<td>Swamp</td>
<td>2 MP</td>
<td>4 Stack</td>
<td></td>
</tr>
<tr>
<td>RR</td>
<td>1 MP</td>
<td>OTIH</td>
<td>Connects for CS Economy &amp; Supply Line</td>
</tr>
<tr>
<td>Road</td>
<td>1 MP</td>
<td>OTIH</td>
<td></td>
</tr>
<tr>
<td>Entrenchment</td>
<td>OTIH</td>
<td>Ox2</td>
<td>Connects for CS Economy</td>
</tr>
<tr>
<td>Fort</td>
<td>OTIH</td>
<td>D3, Max garrison 2 SP, max storm 3 SP</td>
<td></td>
</tr>
<tr>
<td>City</td>
<td>OTIH</td>
<td>OTIH</td>
<td></td>
</tr>
<tr>
<td>Minor River</td>
<td>+1 MP</td>
<td>-1 DRM</td>
<td>No Naval or Riverines</td>
</tr>
<tr>
<td>Navigable River</td>
<td>Cross by ferry/ riverine only</td>
<td>Amphib only</td>
<td>Attack across using riverine only (no Naval) Supply line</td>
</tr>
<tr>
<td>Tidal River</td>
<td>Cross by ferry/ riverine only</td>
<td>Amphib only</td>
<td>Attack across using RSP or NTP. Supply Line</td>
</tr>
<tr>
<td>Bridge</td>
<td>Negates River</td>
<td>OTIH</td>
<td>Connects for CS Economy &amp; supply</td>
</tr>
<tr>
<td>Ferry</td>
<td>1/2 MP</td>
<td>Amphib only</td>
<td>Connects for CS Economy &amp; supply</td>
</tr>
<tr>
<td>River Loop Hexside</td>
<td>See 5.3.3</td>
<td>-1 DRM</td>
<td>See 9.2.1 for battle effect</td>
</tr>
<tr>
<td>Port</td>
<td>OTIH</td>
<td>OTIH</td>
<td>Embark &amp; Disembark (naval)</td>
</tr>
<tr>
<td>Coastal</td>
<td>OTIH</td>
<td>OTIH</td>
<td>Embark &amp; Disembark (naval)</td>
</tr>
<tr>
<td>Appalachia</td>
<td>OTIH</td>
<td>OTIH</td>
<td>Increase US foraging limit by 2. CS do not exert secondary ZOC. CS rally die roll -2 modifier (always rally on 6)</td>
</tr>
<tr>
<td>Break a rail line</td>
<td>5 MP</td>
<td>Force must consist of at least 1 ASP.</td>
<td></td>
</tr>
<tr>
<td>Repair a rail line break</td>
<td>2 MP</td>
<td>Force must consist of at least 1 ASP.</td>
<td></td>
</tr>
<tr>
<td>Rally</td>
<td>All</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Place a Fort</td>
<td>All</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Entrench</td>
<td>All</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Enter a Primary EZOC</td>
<td>+2 MP</td>
<td>MP costs for EZOC are cumulative</td>
<td></td>
</tr>
<tr>
<td>Exit a Primary EZOC</td>
<td>+2 MP</td>
<td>MP costs for EZOC are cumulative</td>
<td></td>
</tr>
<tr>
<td>Exit a Secondary EZOC</td>
<td>+2 MP</td>
<td>MP costs for EZOC are cumulative</td>
<td></td>
</tr>
</tbody>
</table>

### Attrition

Winter months any force that moves and ends north of the snow line (8.6). Summer months any force that ends its impulse in a swamp hex. Roll one die, subtract one if the force is in a city or port. If the modified result is 5 or 6, the force is demoralized.

### Tidal Rivers and Bay Hexsides

Block ground movement. Ground forces can move along or across them only via naval transport. All naval units may travel along them. A hexside adjacent to the open ocean is connected to the ocean.

### Navigable Rivers and Lake Hexsides

Block ground movement, except at ferry or bridge, must use transport to attack across. Ground forces can move along using riverines, river flotillas, and ironclads. NSP and NTP may not operate on them.

### Minor River Hexsides

Slow ground movement and may affect battles. Naval units may NOT operate on them.

### Seasonal River Hexsides

Act as navigable rivers during winter and spring turns. During Summer and Fall turns they act as minor rivers.

### River Loop Hexsides

Are treated as either tidal or navigable rivers, depending on the icon color. The player controlling the loop hex receives a special advantage when crossing the river, and during naval battle.

### Levees

Block all naval movement across them, but may be breached (5.3.8). Once breached the watercourse divided by the levee becomes contiguous.

### Bridges

Negate watercourses for ground movement purposes only.

### Ferries

Enable ground forces to cross the watercourse hexside.

### Snow Line (8.6)

The snow line is defined as any hex north of hex 4813 along the southern borders of Virginia, Kentucky, Indiana, Illinois, Missouri, and Kansas to hex 0113.

### SP

Strength points

### OTIH

Other terrain in the hex

### Forage Table

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Winter</th>
<th>Spring</th>
<th>Sum/Fall</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>Rough</td>
<td>0</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Swamp</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>City</td>
<td>+1</td>
<td>+2</td>
<td>+2</td>
</tr>
<tr>
<td>Coastal (1)</td>
<td>1</td>
<td>1</td>
<td>2</td>
</tr>
</tbody>
</table>

(1) Coastal hexes, override all other hex terrain except city.
American Civil War

CS Recruitment Group Chart

<table>
<thead>
<tr>
<th>Trans-Mississippi</th>
<th>Gulf Coast</th>
</tr>
</thead>
<tbody>
<tr>
<td>Logansport</td>
<td>Columbus, MS</td>
</tr>
<tr>
<td>Shreveport</td>
<td>Mobile</td>
</tr>
<tr>
<td>Camden</td>
<td>Pensacola</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Mississippi River Valley</th>
<th>Montgomery 2225</th>
</tr>
</thead>
<tbody>
<tr>
<td>Monroe</td>
<td>Columbus, GA</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Atlantic Coast</th>
<th>Atlanta 2722</th>
</tr>
</thead>
<tbody>
<tr>
<td>New Orleans</td>
<td>Mccon 2925</td>
</tr>
<tr>
<td>Memphis</td>
<td>Augusta 3323</td>
</tr>
<tr>
<td>Jackson</td>
<td>Savannah 3527</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Piedmont</th>
<th>Charleston, SC 3824</th>
</tr>
</thead>
<tbody>
<tr>
<td>Columbia</td>
<td>Decatur 1920</td>
</tr>
<tr>
<td>Danville</td>
<td>Nashville 2015</td>
</tr>
<tr>
<td>Tidewater</td>
<td>Columbia 2017</td>
</tr>
<tr>
<td>Raleigh</td>
<td>Chattanooga 2419</td>
</tr>
<tr>
<td>Richmond</td>
<td>Knoxville 2716</td>
</tr>
</tbody>
</table>

Militia Recruitment Table

<table>
<thead>
<tr>
<th>State or Area</th>
<th># of MSP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Missouri, Maryland, Delaware</td>
<td>0</td>
</tr>
<tr>
<td>Other US-states</td>
<td>roll 1d6, result is # of MSP</td>
</tr>
<tr>
<td>CS-states</td>
<td># of CS controlled supply centers in state divided by 3</td>
</tr>
</tbody>
</table>

CS Critical Supply Centers & Critical Ports

<table>
<thead>
<tr>
<th>City</th>
<th>Hex</th>
<th>Value</th>
<th>Port</th>
<th>Hex</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Atlanta</td>
<td>2722</td>
<td>1</td>
<td>Charleston</td>
<td>3824</td>
<td>1</td>
</tr>
<tr>
<td>Chattanooga</td>
<td>2419</td>
<td>1</td>
<td>Mobile</td>
<td>1730</td>
<td>1</td>
</tr>
<tr>
<td>Gadsen</td>
<td>2221</td>
<td>1</td>
<td>New Orleans</td>
<td>1132</td>
<td>1</td>
</tr>
<tr>
<td>Memphis</td>
<td>1218</td>
<td>1</td>
<td>Norfolk</td>
<td>4713</td>
<td>1</td>
</tr>
<tr>
<td>Nashville</td>
<td>2015</td>
<td>3</td>
<td>Pensacola</td>
<td>1931</td>
<td>1</td>
</tr>
<tr>
<td>New Orleans</td>
<td>1132</td>
<td>3</td>
<td>Proctorville</td>
<td>1333</td>
<td>1</td>
</tr>
<tr>
<td>Richmond</td>
<td>4410</td>
<td>4</td>
<td>Savannah</td>
<td>3527</td>
<td>1</td>
</tr>
<tr>
<td>Selma</td>
<td>1926</td>
<td>1</td>
<td>Wilmington</td>
<td>4320</td>
<td>1</td>
</tr>
</tbody>
</table>

CSA Economy Table

<table>
<thead>
<tr>
<th>Turn</th>
<th>Survival</th>
<th>Victory</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>12</td>
<td>23</td>
</tr>
<tr>
<td>2</td>
<td>11</td>
<td>22</td>
</tr>
<tr>
<td>3</td>
<td>11</td>
<td>21</td>
</tr>
<tr>
<td>4</td>
<td>10</td>
<td>21</td>
</tr>
<tr>
<td>5</td>
<td>10</td>
<td>21</td>
</tr>
<tr>
<td>6</td>
<td>9</td>
<td>20</td>
</tr>
<tr>
<td>7</td>
<td>9</td>
<td>20</td>
</tr>
<tr>
<td>8</td>
<td>8</td>
<td>19</td>
</tr>
<tr>
<td>9</td>
<td>8</td>
<td>18</td>
</tr>
<tr>
<td>10</td>
<td>7</td>
<td>17</td>
</tr>
<tr>
<td>11</td>
<td>7</td>
<td>16</td>
</tr>
<tr>
<td>12</td>
<td>6</td>
<td>15</td>
</tr>
<tr>
<td>13</td>
<td>6</td>
<td>14</td>
</tr>
<tr>
<td>14</td>
<td>5</td>
<td>12</td>
</tr>
<tr>
<td>15</td>
<td>5</td>
<td>10</td>
</tr>
<tr>
<td>16</td>
<td>4</td>
<td>8</td>
</tr>
<tr>
<td>17</td>
<td>4</td>
<td>4</td>
</tr>
</tbody>
</table>

Combat Results Table

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Outcome</th>
<th>Defender Loss</th>
<th>Attacker Loss</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>D Win (AL +2)</td>
<td>10%</td>
<td>DL -2</td>
</tr>
<tr>
<td>2</td>
<td>D Win (AL +1)</td>
<td>20%</td>
<td>DL -1</td>
</tr>
<tr>
<td>3</td>
<td>D Win (AL +1)</td>
<td>20%</td>
<td>DL</td>
</tr>
<tr>
<td>4</td>
<td>Draw</td>
<td>20%</td>
<td>DL</td>
</tr>
<tr>
<td>5</td>
<td>Draw</td>
<td>20%</td>
<td>DL +1</td>
</tr>
<tr>
<td>6</td>
<td>A Win (AL -1)</td>
<td>30%</td>
<td>DL +1</td>
</tr>
</tbody>
</table>

Defender Loss is determined using percentage of Attacking Force.

Outcome DRM

+2; If the defending force is demoralized.
+2; If attacker strength is 300% or more of defender strength
+1; If attacker strength is 150% to 299% of defender strength
+1; If a leader participated in the attacking force.
+1; If the defending force contains OOS units.
-1; If a leader participated in the defending force.
-1; If the attacking force crossed a minor river.
-1; If the attacking force contains OOS units.
-1; If attacker strength is 75% to 99% of defender strength
-2; If the attacking force is conducting an amphibious landing.

Defender’s Loss Modifiers

-10% if the defending force is entrenched.
+10%; If the attacker had an attack ratio of 150% or greater.
+20%; If the attacker had an attack ratio of 200% or greater.

The result is the % of total attack strength of the attacker prior to any losses. Round fractions of one-half or greater up.

Attacker Loss Modifiers

+1; For each leader in the defending force.
+1; If the defender was entrenched.
-1; For each leader in the attacking force.

Modifer based on the result of the outcome (the AL +2 to -1).

Leader Battle Effects Table

<table>
<thead>
<tr>
<th>Action</th>
<th>Winning Side</th>
<th>Losing Side</th>
<th>Both sides if a draw</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>&gt;8</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Promote*</td>
<td>&gt;8</td>
<td>&gt;12</td>
<td>&gt;10</td>
</tr>
<tr>
<td>Wounded</td>
<td>10</td>
<td>8-10</td>
<td>9-10</td>
</tr>
<tr>
<td>Killed</td>
<td>11-12</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

* Add the defender’s SP total determined in 9.6 (maximum modifier of 6)

Note: Do not forget to subtract the political status when determining Economy.

Sequence of Play

I. Recruitment Phase
II. Initiative Phase
III. Operations Phase
III.A. First Impulse
   First Player Impulse
   Second Player Impulse
III.B. Second Impulse
   First Player Impulse
   Second Player Impulse
IV. Victory Check Phase
V. Political Phase
   Union Political Status
   Diplomatic Activity
VI. Administrative Phase

Player Impulses

Supply Status
Fort & Depot Placement
Movement
Surrender Check

Combat Results Table

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Outcome</th>
<th>Defender Loss</th>
<th>Attacker Loss</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>D Win (AL +2)</td>
<td>10%</td>
<td>DL -2</td>
</tr>
<tr>
<td>2</td>
<td>D Win (AL +1)</td>
<td>20%</td>
<td>DL -1</td>
</tr>
<tr>
<td>3</td>
<td>D Win (AL +1)</td>
<td>20%</td>
<td>DL</td>
</tr>
<tr>
<td>4</td>
<td>Draw</td>
<td>20%</td>
<td>DL</td>
</tr>
<tr>
<td>5</td>
<td>Draw</td>
<td>20%</td>
<td>DL +1</td>
</tr>
<tr>
<td>6</td>
<td>A Win (AL -1)</td>
<td>30%</td>
<td>DL +1</td>
</tr>
</tbody>
</table>

Defender Loss is determined using percentage of Attacking Force.

Outcome DRM

+2; If the defending force is demoralized.
+2; If attacker strength is 300% or more of defender strength
+1; If attacker strength is 150% to 299% of defender strength
+1; If a leader participated in the attacking force.
+1; If the defending force contains OOS units.
-1; If a leader participated in the defending force.
-1; If the attacking force crossed a minor river.
-1; If the attacking force contains OOS units.
-1; If attacker strength is 75% to 99% of defender strength
-2; If the attacking force is demoralized.
-2; If attacker strength is less than 75% of defender
-2; If the attacking force is conducting an amphibious landing.

Defender’s Loss Modifiers

-10% if the defending force is entrenched.
+10%; If the attacker had an attack ratio of 150% or greater.
+20%; If the attacker had an attack ratio of 200% or greater.

The result is the % of total attack strength of the attacker prior to any losses. Round fractions of one-half or greater up.

Attacker Loss Modifiers

+1; For each leader in the defending force.
+1; If the defender was entrenched.
-1; For each leader in the attacking force.

Modifer based on the result of the outcome (the AL +2 to -1).

Leader Battle Effects Table

<table>
<thead>
<tr>
<th>Action</th>
<th>Winning Side</th>
<th>Losing Side</th>
<th>Both sides if a draw</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>&gt;8</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Promote*</td>
<td>&gt;8</td>
<td>&gt;12</td>
<td>&gt;10</td>
</tr>
<tr>
<td>Wounded</td>
<td>10</td>
<td>8-10</td>
<td>9-10</td>
</tr>
<tr>
<td>Killed</td>
<td>11-12</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

* Add the defender’s SP total determined in 9.6 (maximum modifier of 6)