

For ★ THE ★ People™

RULES OF PLAY

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Dedicated to my Mother—

Thank you for teaching me the laughter of life.

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1. Introduction

“Now we are engaged in a great civil war...”

For The People is a game about the American Civil War: 1861-1865. Players take the role of either Abraham Lincoln or Jefferson Davis, as they manipulate the political and military resources at their disposal. These resources come in the form of strategy cards and military units whose sole purpose is to defeat the strategic will of their opponent and achieve their political objectives.

1.1 Causes of the War

The American Civil War was precipitated when South Carolina's state forces fired on Fort Sumter in April of 1861. Although the firing on Fort Sumter was the immediate cause of the war, its underlying cause was a series of political crises fueled by the slavery question. The driving issue was the future of the slavery institution in the newly forming states and territories.

The future of slavery in the territories caused a series of political crises. These crises drove a series of legislative compromises designed to assuage Southern concerns and paranoia that slavery would be abolished. These legislative compromises were designed to maintain a tentative Southern equality in the Senate. The South believed that as long as this balance of votes was maintained they would legally have the power to prevent emancipation.

From this series of political compromises and their public debates four basic positions evolved. There was the hard line Southern perspective that slavery should be allowed to expand without restriction. There was the “home rule” position as articulated by Stephen Douglas that each local community should decide whether the state should be slave or free. The Republican party platform, as represented by Abraham Lincoln, was slavery could continue where it already existed, but no

expansion into the territories was tolerable. Finally, there was the Abolitionist position that the institution should immediately be eliminated. It was the evolution of these four basic positions that caused the collapse of the two party system when the Whig party fractured in the 1850s.

From the ashes of the Whig party arose the Republican party which focused and sharpened the regional issues associated with slavery. The 1860 election saw each of the four candidates represent one of these positions except the abolitionist view. The moderate appeal of the Republican position in the North

“that this Government of the people, by the people, for the people, shall not perish from the earth.”

culminated with the election of Abraham Lincoln to the Presidency. Lincoln's election caused a secession crisis when South Carolina declared that it had withdrawn from the US Constitution. Several other states followed South Carolina's lead which resulted in the formation of the Confederate States of America. Playing a cautious game, Lincoln did not immediately act in an effort to hold the border states in the Union while maneuvering the newly declared Confederate States of America into initiating hostilities and open rebellion. With the firing on Fort Sumter Lincoln had the *cassus belli* he required and he called for volunteers to put down the rebellion. With the call for volunteers several key border states, such as Virginia went out of the Union and the Civil War began. It is at this point that *For The People* begins.

After over three years of bloody Civil War, President Lincoln dedicated a cemetery on the former battlefield of Gettysburg with the words from his address, “...of the people, by the people, for the people, shall not perish from this earth.” He would not live to see the fulfillment of his promise.

THE GETTYSBURG ADDRESS

Four score and seven years ago our fathers brought forth upon this continent a new nation, conceived in liberty, and dedicated to the proposition that all men are created equal.

Now we are engaged in a great civil war, testing whether that nation, or any nation so conceived and so dedicated, can long endure. We are met here on a great battlefield of that war. We have come to dedicate a portion of it as a final resting place for those who here gave their lives that that nation might live. It is altogether fitting and proper that we should do this.

But, in a larger sense, we cannot dedicate—we cannot consecrate—we cannot hallow this ground. The brave men, living and dead, who struggled here, have consecrated it far above our poor power to add or detract. The world will little note nor long remember what we say here, but can never forget what they did here. It is for us, the living, rather to be dedicated here to the unfinished work which they have, thus far, so nobly carried on. It is rather for us to be here dedicated to the great task remaining before us—that from these honored dead we take increased devotion to that cause for which they here gave the last full measure of devotion; that we here highly resolve that these dead shall not have died in vain; that this nation shall have a new birth of freedom; and that this Government of the people, by the people, for the people, shall not perish from the earth.

1.2 Glossary

Army – The term army is used to denote a moving group of pieces that consists of an army marker with associated generals and strength points (SPs).

Battle Rating – An indication of a general's ability in battle and interception situations. A general's battle rating is used to calculate the die roll modifiers for battles and his chances in interceptions.

Force – A general description of SPs with or without army and or generals.

General – A general is a significant named personage of general officer rank who historically held a large independent command during the war. Consequently, only senior leaders are utilized in the game, but don't worry this includes all of the important ones. Several other notable, but less significant generals are represented as Event cards. Each general is denoted by his name, strategy rating, battle rating, and political rating. Often a general will not appear in the game until the point in the war when they began to have an Army level impact.

Land Strength – Each piece with a soldier is an infantry unit with a strength of one called strength points (SPs). Each SP represents approximately one Union Division or Confederate Brigade (~6000 men). All infantry units are identical in strength with the color denoting which side the piece belongs. When a cavalry general moves alone with one SP the unit is considered a cavalry brigade instead of an infantry unit.

Political Control – The Civil War was about breaking the opponent's strategic will. For the North it was its ability to defend the Constitution and prosecute the conflict to a Southern defeat. For the South it was to defend its sovereign territory and defend its independence. It is a player's ability to spread his side's will over his opponent (represented as Political Control [PC] markers) which is the measure of his success in the game. Political control is gained by players maneuvering military forces and manipulating political events to spread his sides strategic ascendancy. Political control markers also denote lines of communication. For purposes of the game, a space that began the game under the control of one side, is assumed to contain a PC marker unless an enemy PC marker is present. This is used to save clutter on the map. All Border State spaces (states of MO, WV, and KY) begin the game as neutral spaces and are controlled by the side whose PC marker is in the space.

Space Control – A player controls a space if he has a political control marker in it. Although a space may at times contain enemy combat units and/or generals, only a political control marker gives a player control of the space. All spaces that begin as Union spaces are considered to have an imaginary political control marker in them. All similar Confederate spaces are considered to also have an imaginary control marker in them. When the rules require the presence of a political control marker, these spaces, even though a physical marker is not present, meet this requirement. Border state spaces (MO, WV, and KY) that do not have a PC marker in them are not controlled by either side. There are eleven Confederate States: Virginia, North Carolina, South Carolina, Georgia, Florida, Alabama, Mississippi, Louisiana, Arkansas, Texas, and Tennessee. There are seven United States represented on the map: Illinois, Indiana, Ohio, Pennsylvania, Maryland, Delaware, and New Jersey. There are three Border States: Missouri, Kentucky, and West Virginia.

State Abbreviations –

AR - Arkansas	KY - Kentucky	OH - Ohio
AL - Alabama	LA - Louisiana	PA - Pennsylvania
DE - Delaware	MD - Maryland	SC - South Carolina
FL - Florida	MI - Mississippi	TN - Tennessee
GA - Georgia	MO - Missouri	TX - Texas
IL - Illinois	NC - North Carolina	VA - Virginia
IN - Indiana	NJ - New Jersey	WV - West Virginia

State Control – When the Union player controls the required number of spaces in a Confederate State (as denoted on the map), the Union controls the state for Strategic Will purposes. Once a Confederate State changes control to the Union it stays that way for the remainder of the game. Border States start the 1861 and Campaign scenarios uncontrolled (neutral). Once a Border State is controlled by the Union player it cannot change sides, but if the Confederate player gains control of a Border State first, then the Union can gain control of the Border State later, just as if it had begun the game as one of the eleven Confederate States.

Strategic Will (SW) – The measure of a sides political stamina to continue to pursue its objectives, is measured by its strategic will. Various game events (summarized in the rules) shift a sides strategic will in a positive or negative direction. Strategic will is used in a number of game functions to determine victory and the outcome of certain political events.

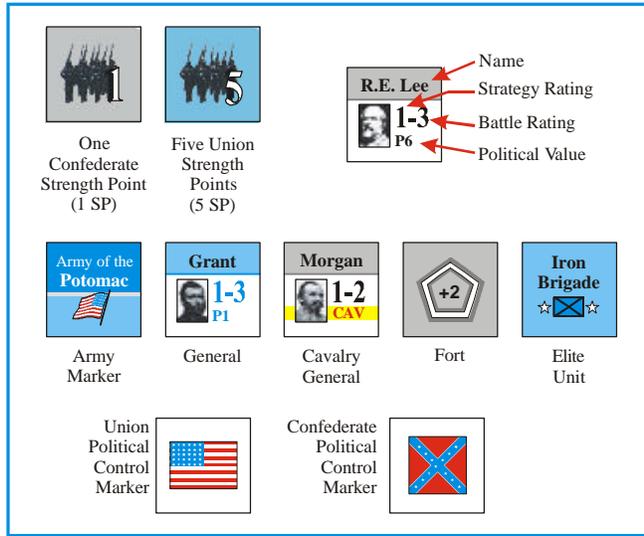
Naval Conflict – During the Civil War, the naval conflict broke into two distinct types of operations: the blockade and Union naval operations. The blockade portion of the naval war is handled abstractly through the Southern reinforcement procedures. The Union naval operations are handled through the interaction of Union offensive maneuvers by sea, relative to the position of Southern forts and ironclads on the Mississippi River and its key ports.

Strategy Card – Strategy cards usually have an Operations value from 1 to 3 and an event. A Strategy card can be played either as an Operations Card (OC) which uses the Operations value on the card or as an Event Card (EC) whereby the instructions of the event are implemented. A player may use an OC to: build forts, move strength points (with or without generals and/or army markers), build armies, place PC markers, and relieve generals from command of an army. Certain strategy card events can only be played by one side, but using the card as an OC is always available. The *Emancipation Proclamation* and *European Intervention* are special events which must occur if possible.

Strategy Rating – The value of an operations card needed to allow the general to move during a strategy round.

Space – The locations on the map are known as spaces. Each space contains some or all of the following information: State to which it belongs, whether it is a port (denoted by a blue box), and potentially its strategic will value. Spaces are connected to other spaces by lines. There are three types of lines: road, rail, or river. Generals and combat units move from space to space along these connecting lines. A space which is connected to another space by a line is said to be adjacent to that space.

2. Setting Up The Game



2.1 Choose Scenario

First the players decide which scenario of the game they are going to play. The start of the campaign game and the 1861 scenario appear below in this section. There is alternatively an 1862, 1863, and 1864 set up which appear in the scenario section. Regardless of which starting point is used, the players can end a game of *For The People* at the conclusion of any Fall game turn (using the appropriate scenario victory conditions) or the Spring 1865 game turn (using the campaign game victory conditions).

2.2 Setting Up

- At the beginning of the game the players shuffle the Strategy cards and place them on the map. Then the players place their pieces according to the initial set up locations. Confederate pieces are placed on the board first. Place the Game Turn marker on the first game turn of the scenario on the Game Turn Record Track and begin play. Note: There is no Strategic Movement on the first turn of the Campaign game.

2.3 Confederate Set Up

- The Confederate player places the indicated pieces in the indicated spaces. All spaces in VA, NC, SC, GA, FL, AL, MS, LA, AR, and TX are considered CSA controlled unless a Union PC marker begins in the space.

Space	General	SPs	Other
Fayetteville, AR	Price	1	
Little Rock, AR		1	
Mobile, AL		1	
Columbus, KY		1	Fort, PC
Ft. Sumter, SC		1	
Dover, TN		1	Fort
Memphis, TN	Polk	1	
Nashville, TN	AS Johnston	1	
Winchester, VA	J Johnston	1	
Manassas, VA	Beauregard	3	
Richmond, VA		1	Fort
New Madrid, MO (Is 10)		0	PC

2.4 Union Set Up

The Union player places the indicated pieces in the indicated spaces. All spaces in IL, IN, OH, MD, PA, NJ, and DE are Union controlled.

Space	General	SPs	Other
Washington, DC	McDowell	5	Fort, Army (Pot)
Ft. Pickens, FL		0	PC
Springfield, IL		1	
Cairo, IL		1	
Indianapolis, IN		1	
Frederick, MD		1	
St. Louis, MO	Fremont	2	PC
Cincinnati, OH		1	
Columbus, OH		1	
Pittsburgh, PA		2	
Philadelphia, PA		1	
Harpers Ferry, VA		2	PC
Ft. Monroe, VA	Butler	1	PC

2.5 Markers

The first game turn is the Spring 1861 turn, the Game Turn Record marker is on the *No Emancipation Proclamation* side. Place the *Blockade* marker on the 0 space of the Blockade Level Track and the *Amphib. Assault* marker on the 0 space of the Amphibious Assault Track. See the scenario section for the victory conditions for the 1861 scenario.



2.6 Border States

- All spaces in KY, WV, and MO (except the St. Louis space which begins under Union control and the Columbus, KY and New Madrid, MO spaces which begin under Confederate control) are neutral and are initially not controlled by either side. Both sides may freely enter Border States from the beginning of the game.

3. General Course of Play

In *For The People* each player takes one of the two sides (Union or Confederate). The Union player is trying to defeat the Confederate player and bring the South back into the United States. The Confederate player is trying to defeat the Union player and win their independence. A player wins by reducing his opponent's "Strategic Will" to the level that fulfills a victory condition (see Victory Conditions). Actions taken by the player such as winning large battles, controlling states, destroying resource centers, and through the play of event cards, affect the opponent's strategic will. The game ends on the last game turn of a scenario or when an automatic victory condition is met.

The following Sequence of events is followed rigidly until all game functions have been completed.

3.1 Reinforcement Phase

NOTE: Step 1 of the Reinforcement Phase is not conducted on the first game turn of any scenario or on game turns 1 and 3 of the Campaign game. Step 2 is conducted on all game turns.

- STEP 1: Both players place their reinforcements on the map. The Union player receives his reinforcements from a fixed schedule (10.3) whereas the Confederate reinforcements are potentially reduced by the number of Confederate States

controlled by the Union (10.4), Union control of the Mississippi, and by the Union blockade (10.5). The Union player places his reinforcements first.

- **STEP 2:** After all SPs have been placed on the map and all strategic movement is complete, all generals that are now available for play, as indicated by the Game Turn Record Track, or were removed due to force elimination last turn, are placed on the map (see 10.6). After all generals are placed on the map, the reinforcement phase is concluded. The Union conducts all strategic movement and general placement before the Confederate player.

3.2 Players Deal Strategy Cards

During each game turn the players are each dealt strategy cards. Four each on turn 1, five on turn 2, six on turn 3 and seven on turns 4 through 13. Whenever the strategy deck is exhausted, *OR* based on a special event card (4.9), the deck is immediately reshuffled and play continues.

3.3 Strategy Rounds

- **3.31 WHO PLAYS FIRST:** If the Confederate player can and does play a *Major* or *Minor Campaign* strategy card and uses it as an EC card, the Confederate player goes first. Under all other situations the Union player plays the first strategy card and goes first.
- **3.32 PROCEDURE:** After one player has played the first strategy card then the other player plays a strategy card. The players continue to alternate playing strategy cards until all cards in each player's hand have been played. Due to how the strategy cards are played, one player may exhaust his cards prior to the other player. In this event, the player who still has strategy cards plays them, one at a time, until he has played out his entire hand. When all the cards in each player's hand have been played the strategy rounds are completed. Note: when a strategy card is played the opponent can potentially play a card to "counter" the original card played. The player who played the "counter" card still conducts his normal strategy round if he has any cards remaining.

- **Example:** If the Union plays an operations card (OC) to move a corps and the Confederate player plays "Mud March" to cancel that move. The Confederate player still plays the next strategy card.

3.4 Political Control Phase

- This phase consists of two segments. Players first place their capital markers in a space (if necessary) and then determine political control.
- **CHANGE CAPITAL SEGMENT:** If a side's capital was occupied by enemy combat units, then the capital must be moved to another friendly space (11.22). The player loses Strategic Will (SW) points if forced to reposition his capital (12.6).

POLITICAL CONTROL DETERMINATION SEGMENT

STEP 1: Both players place friendly Political Control markers (PCs) in all spaces containing friendly SPs. If the space contains an enemy PC, it is immediately removed by flipping the PC onto its other side (Note: If a Confederate SP is in a Southern state or a Union SP is in a Northern state and "flips" a PC marker, in actuality the enemy PC marker is removed re-establishing friendly control of the space).

STEP 2: Next both players determine who controls the Confederate and Border States (12.1). State control is determined by a side having PC markers in the required number of spaces as denoted by the values on the map.

STEP 3: Lastly, Union War Weariness and Confederate War Guilt are implemented (12.9).

3.5 Attrition Phase

During this phase all spaces containing three or more SPs experience attrition (rule 9).

3.6 End of Turn

After all attrition has occurred the game turn is concluded. The game ends immediately if either player fulfills an automatic victory (17.2), or on the last turn of the scenario. If neither of these conditions is met, start a new game turn.

4. Strategy Cards

Design Note: The strategy cards are the engine that runs this design. The cards are designed to present the player with his political and operational options. The use of strategy cards as political instruments will slow the operational tempo of military operations. The converse is also true, but both sides spent the early years of the war, 1861 and 1862 mobilizing and organizing their war efforts.

4.1 Operations Cards (OC)

- A Strategy Card can be used as an Operations Card (OC) or as an Event Card (EC) (Exception: Emancipation Proclamation). You cannot use a strategy card as both. When a player uses the numerical rating on the card (one through three) to conduct a game function the card is being used as an OC. Playing a strategy card as an OC allows you to do one of the following:
 - Move forces or Generals alone (4.2)
 - Place forts on the map (4.3)
 - Bring army markers into play (4.4)
 - Relieve an army's general (4.5)
 - Place PC markers (4.6)

4.2 Moving Forces

Using an OC to move forces (SPs, generals, or armies) is covered under the movement rules. In general, movement is characterized by the size of the movement—either army, corps, division, or cavalry brigade; and the mode—either land, naval, or rail. A move may not mix different modes on the play of the same OC.

EXAMPLE: A general moving with three SPs could not use both land and naval movement on the play of a single OC.

4.3 Fort Creation

- A player may place a fort in any friendly controlled space that does not contain a fort by playing a 2 or 3 value OC. The space must be in supply (8.1) and no enemy SPs may be present. No more than one fort can be placed in a space. The Union player may have up to ten forts in play at one time, the Confederate may have up to five forts in play at one time. Once a fort is in play it cannot be removed voluntarily. Forts that are removed due to enemy action are available for replacement back into the game.

4.4 Army Creation

4.41 IN GENERAL: Playing a 2 or 3 value OC allows an army marker to be placed on any controlled space containing at least one general and five or more in supply SPs. After the army is created, remove the general(s) and associated SPs to the Army Strength Track located along the side of the map. Use the corresponding army SP marker to denote the current strength of the army, place the commanding general, cavalry generals, and other generals in the appropriate boxes.

- 4.42 DESIGNATING THE COMMANDING GENERAL: If more than one general is present, then the one with the highest political value is the commanding general. In cases where two or more generals have the highest political value, determine the commanding general randomly. Once a general is in command of an army he can only be replaced with another general by relieving him (4.5). Once a general is the commanding general, he remains in that role unless he is relieved.

4.5 Relieving Generals

4.51 PROCEDURE: A player may only replace a commanding general of an army by relieving him. In order to relieve an army commanding general there must be at least one other non-cavalry general in the army—cavalry generals may never be placed in command of an army. The player plays an OC of any value and states he is relieving an army commanding general. Only one army commanding general may be relieved per OC card play (Exception: 4.52). A relieved general is either transferred (4.52), demoted (4.53) or permanently removed from the game. The player that relieves a general immediately reduces his SW by the general’s political value. The player may designate any other general in the army as the new commanding general. If the new commanding general did not have the next highest political value in the stack, then 2 SW points are paid for each general the new commanding general was promoted over.

SUMMARY:

SW penalty = general’s political value

-2 SW = for each general the new commanding general is promoted over.

EXAMPLE: Fremont is the commanding general of the Army of the Potomac with Butler, Banks, and Grant present. The player plays a 1 OC card and states he is replacing Fremont with Grant. Fremont is removed from the game and Grant is the new commanding general of the Army of the Potomac with Butler and Banks remaining as subordinate generals. The Union player then reduces his SW by 14 points (Fremont’s political value of 10 plus 2 for General Banks and 2 for General Butler both of whom have higher political values than Grant.

- 4.52 TRANSFER: The commanding general of an army who has been relieved can be immediately promoted to command of another army. If the player decides to reshuffle his command structure in this manner, the relieved general must be immediately placed into the new army (this assumes a valid LOC) and an immediate relieving the general procedure is conducted.

EXAMPLE: Grant is the commanding general of the Army of the Cumberland with Sherman and Thomas as subordinate generals. The Union player plays any value OC and pays one SW point for relieving Grant and promoting Sherman as the new commanding general. There is no additional cost for Sherman because his political value is equal to, not less than Thomas’. Grant is intended to be the new commanding general of the Army of the Potomac which currently has Meade in command with Burnside as a subordinate general. Grant is placed in the army and another relieving procedure is immediately conducted whereby the player pays an additional 2 SW points for relieving Meade and an additional 2 SW points for promoting Grant over Burnside who has a higher political value than Grant. The total cost of this transaction is 5 SW points. Grant is now in command of the Army of the Potomac and Sherman is in command of the Army of the Cumberland. Historical Note: This is basically what happened in the Summer of 1864.

- 4.53 DEMOTION: The commanding general of an army who has been relieved can be demoted. A demoted general is placed on the game turn record track to re-enter play during the next reinforcement phase.

Operation Card Value

COLOR CODING: A grey circle indicates a Confederate Event; a blue circle indicates a Union event. A circle with both colors indicates an event which can be used by either player.



3

22



JOSIAH GORGAS

Chief of Ordnance

Confederate immediately receives three SPs in any friendly controlled space free of Union SPs. No more than one SP per state.

Card I.D. Number

Event

EXAMPLE: To continue the example from 4.52, Meade after being relieved by Grant as the commanding general of the Army of the Potomac would be placed on the game turn record track and then brought into play during the next game turn. Note: This is how a Halleck could be brought to Washington to advise the President, plus add some defensive capability and a Meade could be subsequently brought back into the Army of the Potomac as a subordinate to Grant.

4.6 Placing Political Control Markers

A player may use a strategy card to place PC markers on the board. If the strategy card is played as an EC, place the number of PC markers indicated within the specifications of the card. If the strategy card is played as an OC then the number of PC markers placed is equal to the value of the OC.

EXAMPLE: If you played a strategy card with an OC value of 3 you could place three PC markers.

RESTRICTIONS:

- A player may place PC markers in any space that contains any number of friendly SPs or in a Border State space that is still neutral (no PC marker or enemy SP present). Exception: 5.5 Cavalry Brigade
- A player cannot use an OC to place PC markers if his Capital has been captured that turn. A player can still place PC markers with an EC even if his capital is displaced.
- A space can never contain more than one PC marker.
- A player can never use an EC to place a PC marker such that it would destroy a resource center, displace a capitol, capture a coastal fort (either directly or by converting its associated port), or destroy a fort marker.

4.7 Event Cards (EC)

4.71 PROCEDURE: All Strategy Cards can potentially be played as an Event Card (EC). Event Cards allow the player to incorporate critical events into their overall strategy. Each event strategy card carries specific instructions as to which side can play the event, when they can be played, and the effects of their being played. Note: A strategy card whose event calls for the card to be removed from play, does not occur if the card is used as an OC, only when the event is successfully played.

4.72 ENEMY EVENT CARDS: A strategy card with an enemy event may be played as an OC. Event cards used as OCs do not have their instructions implemented.

4.73 DISCARDING: If a player has at least one strategy card in his hand when it is his turn he must play it or conduct a discard. Discarding a card counts as a strategy card play, but none of the instructions of the card are implemented. Special Event Cards cannot be discarded voluntarily.

- 4.74 EVENTS THAT REMOVE SPs: Certain cards force the removal of SPs from the map. Unless the card specifies which side “chooses”, the player who played the card chooses which SPs are removed.
- *Confederate chooses:* Balls Bluff, Union Arms Production Delay
- *Union chooses:* Union 90 Day Enlistments Expire, Draft Riots in NY, Contraband of War
- *The person playing the card chooses:* Dysentery
- 4.75 INTERRUPT CARDS: Some cards allow a player to “interrupt” the other player’s action, for example *Mud March*. When a player interrupts the other person’s card play with a card such as *Mud March*, the conditions of the “interrupt” card

override or modify the original card’s instructions. Upon completion of the interrupt sequence, the player who played the “interrupt” card then takes his normal strategy round.

- 4.76 DISCARD CARDS: Certain cards allow a player to remove a card from the other player’s hand, such as *Confederate Railroad Degradation*. The card that is removed is discarded. After the removed card is discarded, the player who lost the card takes his normal strategy round. Special Exception: The Forward to Richmond card if played by the Confederate player as an event card allows him to remove a Union player card which is discarded. The Forward to Richmond card is then used by the Union player as his card play for the next strategy round.

4.8 Major and Minor Campaign Strategy Cards

4.81 These cards allow a player to move two or three army, corps, division, or cavalry brigade moves on the play of only one EC. Complete the movement of each general or army plus any resulting battles prior to moving the next general or army. No SP, general or army marker can be moved twice with the same campaign card—you must move a different force each move. Neither side can play more than one *Major* or *Minor Campaign* card as an EC per game turn, although the card can still be used as an OC.

4.82 NAVAL MOVEMENT: Only one of the moves in a *Major* or *Minor Campaign* can be a naval move (see rule 6).

4.9 Special Event Cards

There are two special event strategy cards: *Emancipation Proclamation* and *Foreign Intervention*. Once these cards have had their event implemented they are removed from the game.

- 4.91 EMANCIPATION PROCLAMATION: Regardless of which player picks the *Emancipation Proclamation* card, it must be played during the Strategy Round at the first opportunity if its conditions are fulfilled. If the conditions for playing it are not fulfilled it is placed in the discard pile as the last card played that game turn. The discarding of the Emancipation Proclamation special event card causes the strategy deck to be reshuffled before the next game turn. If the conditions of the Emancipation are fulfilled, flip the game turn marker to its Emancipation Proclamation side as a mnemonic to apply Confederate war guilt SW penalties (12.9). In the unlikely event that both the *Emancipation Proclamation* and the *Foreign Intervention* are in the same player’s hand, the *Emancipation Proclamation* is the last card played unless its condition is met earlier in the turn.
- 4.92 FOREIGN INTERVENTION: The *Foreign Intervention* card must be played during the strategy round if its conditions are fulfilled. However, you don’t have to play it right away, you can wait until the last round if you wish. It cannot be played if the conditions for playing it are not fulfilled unless it is the last card in the player’s hand (Exception: see Emancipation Proclamation), then it can be played as an OC (If the special Emancipation Proclamation exception occurs then it cannot be played as an OC, but the deck is reshuffled). The playing of the Foreign Intervention event card as an OC causes the strategy deck to be reshuffled before the next game turn. Once Foreign Intervention occurs the following conditions prevail for the remainder of the game.
 1. The Union Blockade Level is reduced by one and cannot rise above a level of four for the remainder of the game.
 2. The Union reduces his reinforcements by 2 SPs during each reinforcement phase (Union player choice) for the remainder of the game.
 3. Union Strategic Will is reduced by 10.

5. Land Movement

Design Note: The Civil War was fundamentally a war of maneuver. The game views land operations as a series of varying size operations. The operational tempo of the game is dictated by the player through the play of Operations Cards. The larger the operation the greater its capability to alter the political and military situation on the ground. Hence, armies have a greater ability, due to their larger logistical organization, to advance and leave a trail of PC markers behind them. For the same reasons, armies are, with few exceptions, unable to use naval movement. At the other end of the spectrum the Confederacy's cavalry brigades when used independently can stop the advance of a large army by preying upon its line of communication. An essential tactic in the Southern repertoire.

5.1 Land Movement in General

5.11 PROCEDURE: Land movement occurs along road and rail connections between spaces. It costs one space of movement to move from a space to any adjacent space, whether by road or rail connection. Moving units which enter an enemy occupied space (see 5.7) must stop and conduct a battle (rule 7). *Note: there is no limit to the number of strength points that may be in a space at one time.*

5.12 FOUR TYPES OF LAND MOVEMENT: Land SPs are moved as either an army, corps, division, or cavalry brigade. An army move is when the commanding general of an army is activated by an OC and moves the army marker and all its associated SPs. A corps move is when a general without an army is activated by an OC and moves from one to six SPs. A division move is when one to three SPs move without a general or army. A cavalry brigade move is when a cavalry general with one SP moves alone. *Note: the terms army, corps and division*

are not rigidly based upon their historical definition, but are used within the rules as terms of convenience.

5.13 MOVEMENT RATES: Organizations move up to the following distances when activated: An army move is six spaces with up to 15 SPs and any number of cavalry and other generals. A corps move is eight spaces with up to six SPs plus the corps general and one additional general or cavalry general. A division move is up to five spaces with one to three SPs with no generals. A cavalry brigade may move ten spaces with one SP plus the cavalry general but no additional generals.

SUMMARY:

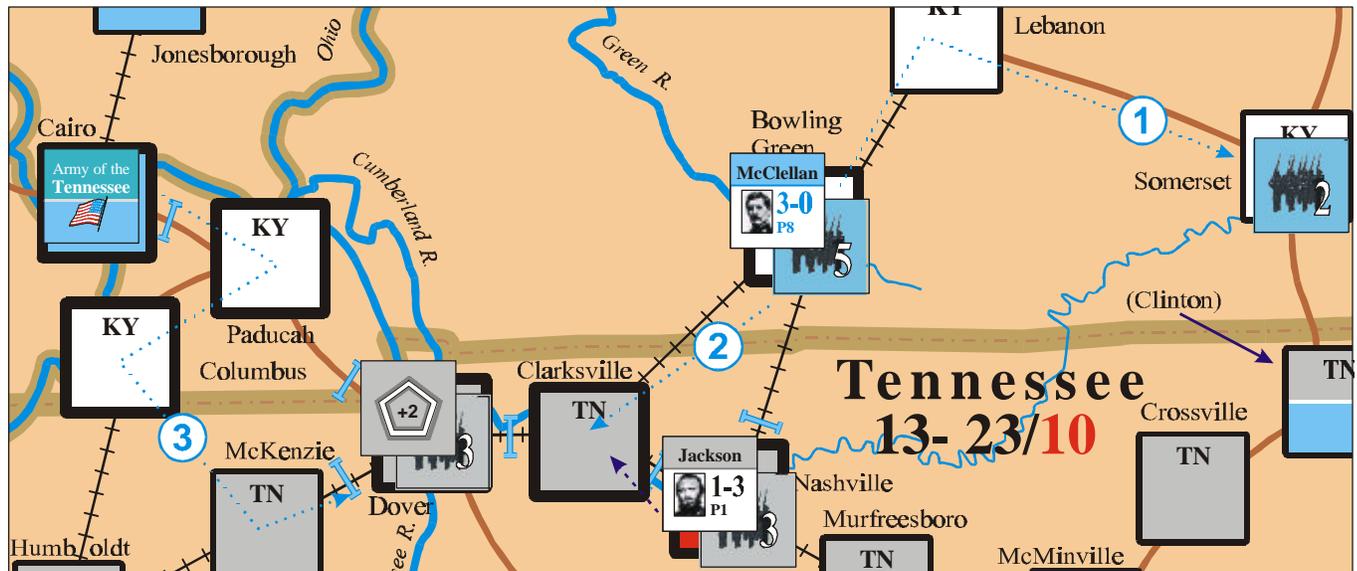
Organization	Max. Size	Movement	Generals
Army	15 SPs	6 spaces	unlimited
Corps	6 SPs	8 spaces	2
Division	3 SPs	5 spaces	0
Cavalry Brigade	1 SP	10 spaces	1

5.14 ACTIVATION: Normally only one general is activated when a strategy card is played (unless a *Major* or *Minor Campaign* event card is played); however, that same general can be activated each round. A general is activated when an OC is played whose value is equal to or greater than the general's strategy rating.

EXAMPLE: A general with a 3 strategy rating can be moved on the play of a 3 OC. A general with a 2 strategy rating can be moved on the play of a 2 or 3 OC. A general with a 1 strategy rating may be moved on the play of a 1, 2, or 3 OC.

• **5.15 UNREVEALED GENERALS:** All generals are revealed after placement, see 10.61.

5.16 PICKING UP AND DROPPING OFF SPs: An army or corps move may freely pick up and drop off SPs during its move as long as there are never more than the maximum allowable units moving with the army or corps at a given time.



EXAMPLE: The Union plays a Major Campaign card allowing him three moves. The first move is a division move sending two SPs to Somerset. Note that the two SPs cannot enter Clinton, Tennessee because division moves cannot enter enemy controlled spaces in an uncontrolled state. His second move is a corp move which activates McClellan with his 5 SPs. McClellan's move is stopped in Clarksville when Jackson's corps intercepts him (successful on a fie roll of 1-3).

That battle is fought before the Union player can make his third move, which is to activate the Army of the Tennessee and move it to Dover. Since armies can move six spaces, the Union player uses and additional two spaces to place PCs in Columbus and in McKenzie. Note that if Jackson is still in Clarksville, he could intercept into Dover and reinforce the three SPs already there. The Union move is over after the battle in Dover is resolved.

A division move can drop off, but not pick up SPs. A cavalry brigade move can neither pick up or drop off SPs. Generals may be dropped off and picked up like SPs, but the general used to activate the move is exempted and cannot be dropped off. Additionally, the highest political value non-commanding general in an army may never be dropped off.

5.2 Army Moves

5.21 PROCEDURE: An army marker may move when its commanding general is activated (5.14). An army move may move the commanding general and up to 15 SPs plus all generals and cavalry generals associated with that army.

- 5.22 ONE ARMY PER SPACE: An army may move through a space with another friendly army. If as a consequence of movement or retreat there would be more than one army in a space at the end of a move, one of the armies is removed from play with all generals being removed and available for returning to play next turn. The removal of an army in this matter carries the normal SW penalty and the political value of the army's commanding general (4.5). The SPs all become part of the remaining army. *Note: This is not a good mechanism for removing bad generals.*

5.23 MOVEMENT RESTRICTIONS: Army moves may never use the rail movement bonus. Army moves may not use naval movement unless it is one of the two special army-size naval moves listed in rule 6.15.

5.24 DEFAULT COMMANDING GENERAL: If an army marker temporarily loses its commanding general and no replacement is immediately available, the army has a default commanding general (no counter) with a 3 strategy rating and a zero battle rating (the basic rating of most Union generals), but it cannot voluntarily move until the commanding general is replaced.

5.25 BATTLES AND MOVEMENT: An army move does not necessarily conclude at the end of a battle (see 5.73).

5.26 MOVEMENT AND POLITICAL CONTROL: An army move has a unique capability to convert an enemy PC marker or place a PC marker in a neutral or enemy controlled space by expending an additional space of movement in the space. In 1861, 1862, and 1863 the army must be in supply to utilize this capability. This restriction is lifted from 1864 until the end of the game.

EXAMPLE: If a Union army entered the neutral space of Bowling Green, KY and expended an additional space of movement, a Union PC marker could be placed in Bowling Green (total cumulative expenditure of 2 spaces). The Union army could then enter Clarksville, TN and expend another additional space of movement, placing a Union PC marker in Clarksville (total cumulative expenditure of 4 spaces). The Union army could then enter Nashville, TN that contains an enemy SP and fight a battle (total cumulative expenditure of 5 spaces). If the Union army wins the battle it could either move into an adjacent space or expend its last space of movement to place a Union PC marker in Nashville.

- 5.27 McCLELLAN (Optional):
- *Designer's Note: One of the big problems with McClellan is finding good reasons to use him while knowing that there are better Generals to put in command of armies. Historically, McClellan was a tremendous organizer, military icon, and was the architect of the Army of the Potomac which adored him. To*

capture these subtleties the following optional rules can be used to better represent this enigma of a general.

- Besides his special naval capability (6.15[a] which is not optional), the Union player receives the following two bonuses for McClellan:
 - (a) When McClellan is placed in command of an army that is within 4 spaces for the Union capital, the Union gains a one time bonus of +5 SW.
 - (b) The Union receives an extra SP during his reinforcement phase when McClellan is an army commander located in or adjacent to the Union capital. This SP must be placed in McClellan's army.

5.3 Corps Moves

- 5.31 PROCEDURE: A corps may move when its commanding general is activated (5.14). A corps move can move up to six SPs plus one additional general or cavalry general. A corps move may use rail or naval movement. A corps move does not necessarily cease at the conclusion of a battle (5.73). A Cavalry General can not conduct Corps move.

- 5.32 CORPS MIXING WITH OTHER ORGANIZATIONS: A corps may move through a space with any combination of friendly generals, SPs and one army marker. If as a consequence of movement or retreat the corps at the end of its movement (not moves through) occupies a space with a friendly army marker, then it is immediately incorporated into that army. A Corps move through a space containing a friendly army is not automatically incorporated into that army.

- Rule 5.32 Definition: Corps Activation For the purpose of these rules a corps is one or more Generals stacked with SPs without an army marker.

1. The general in command of a corps is the General with the highest political value. If there is a tie, owner's choice.
2. If a general starts a phase in command of a corps he cannot be relieved of command by moving or stripping him of all the SP's. He must end up the phase commanding a corps of at least 1SP unless his corps is destroyed in battle. Exception: If the general ends up in a stack with another general, the higher ranking general would now have command. Also the general could end up being incorporated into an army if it ends its movement in the Army's space. Here are several examples:

- a. If a general is stacked with 1-3 SP's you could not make a division move to strip all SP's from the general. At least one SP must be left behind.
- b. If during a corps movement a general (who is stacked with an SP) is picked up, he must either be dropped off during movement with at least 1 SP or he remains with the new stack (possibly taking over command if he is higher ranking for subsequent activations).

3. Rule 2 above is not superceded by rulebook 5.6 (General reorganization). The end result of using 5.6 must be as in one of the above examples. If a general begins the phase in command of a corps he must end the phase in command of a corps (although it could be a different corps) or stacked with a corps with a higher ranking general, or stacked with an army as a subordinate general.
4. The highest ranking non-commanding general in an army may not leave the army either by being dropped off or with a corps move or by the use of rule 5.6. Using 5.6 you could move in a higher ranking general and move out the now

superceded general in the same move. Essentially you are stuck with the highest ranking non-commanding general in an army.

- 5. Cavalry generals or subordinate generals who are not the highest ranking may be moved or dropped from an army by themselves. Also the non-commanding general of a corps could be moved out by himself.
- 5.33 CORPS DETACHMENT FROM AN ARMY: A corps move can originate from within an army. The only restriction is the General activated for the corps move cannot be the Commanding General or the General with the highest political rating who is not the Commanding General. The strategy rating of the general being activated for the corps move determines the OC cost. If the corps move takes the last SP from the army, the army is eliminated and an SW penalty is assessed.

5.4 Division Moves

5.41 PROCEDURE: One to three SPs that occupy the same space can be activated by the play of an OC. The number of SPs that can move on an OC is equal to the value of the OC. A division move is concluded at the end of a battle.

5.42 MOVEMENT RESTRICTIONS: Division moves may drop off SPs, but may not pick up SPs. Division moves may not enter enemy controlled spaces in uncontrolled enemy or Border States.

EXAMPLE: A Union SP conducting a division move may *NOT* enter an enemy controlled space in Tennessee if Tennessee is still Confederate controlled. A Union SP conducting a division move could enter a friendly space (Union PC Marker) in Tennessee even if Tennessee is still Confederate controlled *OR* could enter an enemy controlled space in Tennessee if Tennessee is Union controlled.

- 5.43 NAVAL MOVEMENT: Moving SPs by naval movement without a general is still considered a corps move. What this means is the division move can enter an enemy controlled port without a general because the Navy is supplying that leadership as in a corps move, but after entering the enemy controlled port all division move restrictions then apply. Regardless of how many SPs make the division move by sea it still costs a 3 OC card or an event card to make a naval move.

5.5 Cavalry Brigade Moves

- *Design Note: Cavalry brigades are raiding forces whose main function is to cut LOCs. They are not faster Corps movements designed to capture territory. Although the game doesn't use explicit cavalry SPs, a cavalry general with a SP is effectively the equivalent. The intent is once formed and moved as a cavalry brigade, the unit is not intended to move into enemy territory and convert into infantry to circumvent the rules on Cavalry Raid limitations.*
- 5.51 PROCEDURE: A cavalry brigade may move when a cavalry general is activated (5.14). One SP stacked with a cavalry general is assumed to be a cavalry unit and moves at the cavalry movement rate. A cavalry general may not leave a space alone (even for a reorganization move) if only one SP is present unless another general (cavalry or regular) is present in the space. A cavalry brigade move ceases at the conclusion of a battle.
- 5.52 CAVALRY RAID LIMITATIONS: A cavalry brigade can either flip a physical PC marker in a neutral space or remove a PC marker in a friendly space (one that bears the color code of that side) which contains an enemy PC marker, through the play of an OC. A cavalry brigade cannot place a PC marker in any

space that was originally an enemy space or is currently a neutral space without a PC marker (e.g., in particular Confederate Resource spaces or a Capital space). Exception to Rule 11.1: A cavalry brigade (a cavalry general and one SP alone) cannot place PC markers during a Political phase. They still flip or remove PC markers during the PC phase.

5.6 Generals Moving Alone

- Generals can move alone by playing an OC card. The play of an OC card, any value, can move an unlimited number of generals, without SPs, at once. The one exception to this rule is no space with an army may move its commanding general *OR* the general who is not the commanding general, but has the highest political value in the space. Consider this a reorganization move. A general moves like a cavalry unit (10 spaces). A general moving independently can move an unlimited number of spaces along the railroad. Generals can use naval movement to go from port to port during a reorganization move. Note: Rail and road movement on the same OC is prohibited. A general moving without SPs may not enter enemy controlled spaces or spaces containing enemy SPs.

5.7 Movement into Enemy Spaces

5.71 WHO MAY ENTER: An army, corps, division, or cavalry brigade move with at least one SP may attempt to enter a space containing enemy SPs. A general without any accompanying strength points may not enter a space containing an enemy general and/or SPs.

5.72 OVERRUNS: If the force ratio (see 7.53) is 10 to one or greater then there is no battle. The smaller force is eliminated and the larger force may continue moving.

- 5.73 MOVEMENT AFTER BATTLES: An army or corps move does not necessarily cease movement at the conclusion of a battle. If the moving army or corps is twice the size or more of the defending force and wins the battle the army or corps can continue moving. An army or corps could theoretically fight as many battles of this type as it has spaces of movement.

5.74 GENERALS WITHOUT SPs: If a force enters a space solely occupied by an enemy general(s) then the general(s) are placed on the Game Turn Track for entry during the next reinforcement phase.

5.8 Interception

- 5.81 PROCEDURE: Any force with a general (not a General alone) may attempt interception. An interception can occur whenever an enemy force enters an adjacent space that does not contain an enemy SP or fort. The interception attempt is successful if the interception die roll is equal to or less than the commanding general's battle rating. Modify the die roll by -2 if a cavalry general is making the interception or if a cavalry general is present in the army or corp. A successful interception allows the force to be placed in the space prior to the enemy force entering the space causing an immediate battle. If the interception fails the enemy force continues its move. Note: In a successful interception the whole force must move, not part of it (Exception: SPs in excess of movement restrictions must remain).

SUMMARY:

Successful if die roll \leq general's battle rating
-2 to die roll if a cavalry general is present

5.82 ONE ATTEMPT PER MOVE: A player may only attempt one interception attempt per enemy move.

EXAMPLE: If a Confederate force moves around a Union army or corps, the Union player may only attempt to intercept it once. If the Confederate move is part of a *Major Campaign* event card then the Union player may attempt to intercept the move once, but would still have the ability to intercept each of the subsequent two Confederate moves once each.

5.83 BATTLE DIE ROLL MODIFIER: The player that made the successful interception gets a +2 Die Roll Modifier (DRM) in the subsequent battle.

5.9 Rail Movement

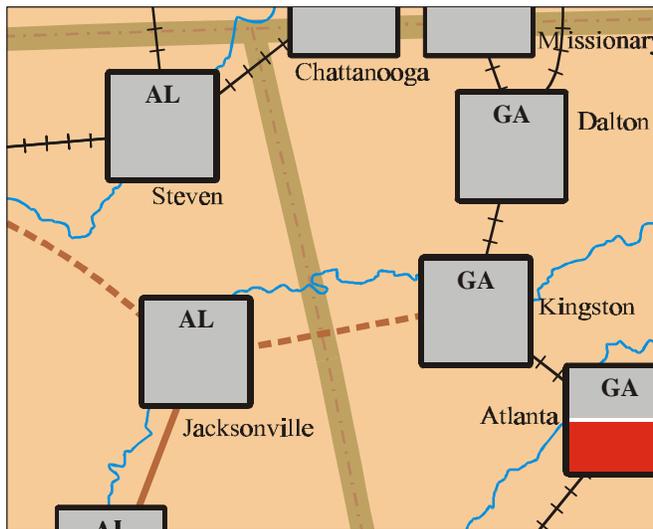
5.91 PROCEDURE: A corps, division, or cavalry brigade move may use rail movement. If the entire movement occurs along rail line connections through friendly controlled spaces—no road connections used—then the force moves two additional spaces. Generals moving independently can use rail movement, but can move an unlimited number of spaces along the railroad. Strategic rail movement is different than rail movement and occurs during the reinforcement phase (see rule 10).

5.92 RESTRICTIONS: A force using rail movement may not enter an enemy occupied space, even if it has a friendly PC marker in it.

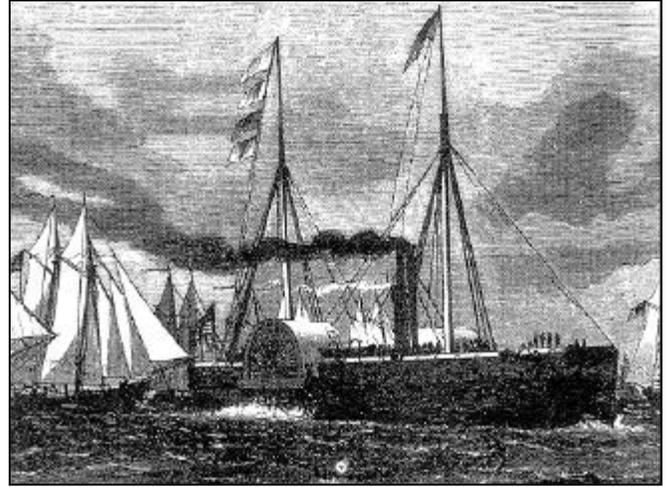
5.93 CONFEDERATE RAIL CONSTRUCTION: At the beginning of the game the Meridian, MS to Demopolis, AL connection and the Greensboro, NC to Danville, VA connection is a road connection. In any game turn in 1864 or 1865 the Confederate player may complete both the Meridian, MS to Demopolis, AL rail connection and the Greensboro, NC to Danville, VA rail connection by playing a 2 or 3 value OC. For the remainder of the game these rail connections exist for all game purposes.

5.10 Northeast Alabama

- The two dotted land paths leading out of Jacksonville, Alabama to Decatur and Kingston, represent difficult country for military operations. Only Confederate generals, generals (with or without SPs) and Confederate Armies may use these paths and only if they have been activated with a 3 value OC or a *Major* or *Minor Campaign*.



Historically, Hood used this route for his invasion of Tennessee in late 1864.



6. Naval Movement

Design Note: During the Civil War the naval conflict broke into two distinct types of operations: the blockade and Union naval operations. The blockade portion of the naval war is handled abstractly through the Southern reinforcement procedures. The Union naval operations are handled through the interaction of Union offensive maneuvers by sea relative to the position of Southern forts and ironclads on the Mississippi River and the key coastal ports.

6.1 Naval Movement Procedure

- 6.11 PROCEDURE:** Basically, only the Union player can use naval movement; however, the Confederate player has a limited capability (see 6.5). Naval movement is conducted from any Union controlled port or coastal fort space (which are ports) into any other port or coastal fort (either side's control). *Note: port spaces on rivers are included within this definition.* To move a force using naval movement the Union player must first either play an event card that permits a naval move or play a 3 valued OC. The Union force is picked up from its origination space and placed in its destination space. If the Union force fights a battle and loses, the Union force is placed back in its origination space. Upon arrival in the destination space, the Union force's move is complete. *Note:* Units cannot use land and naval movement on the same activation.

6.12 SIZE: A naval move can consist of up to three Union SPs plus one general (exception: see 6.15). The general is optional, and a force using naval movement without a general can still make an amphibious assault (6.4) due to the naval leadership not explicitly represented in the game.

6.13 CONFEDERATE COASTAL FORTS: Naval movement is never permitted past a Confederate coastal fort. Naval movement into a Confederate coastal fort is permitted. The Union player may move past a coastal fort to its associated port, if the Union player has a friendly PC marker on the fort.

6.14 CONFEDERATE FORTS: Naval movement is permitted past a Confederate fort (not coastal fort) if a "running the guns" procedure (6.3) is initiated.

- 6.15 ARMY-SIZE NAVAL MOVEMENT:** *There were two premier examples of extraordinary Army-Navy cooperation during the war; McClellan's Peninsula Campaign and the Western Riverine operations along the Mississippi. To simulate these larger scale operations the Union has a limited ability to move army size units using naval movement (Exception: Naval*

Retreat). The following two army-size naval moves may only be conducted if a *Major* or *Minor Campaign* card is played and the naval move consumes all the moves allowed by the campaign card—no other move is allowed.

(a) If General McClellan or a general with a 1 strategy rating is the commanding general of an army he may conduct a naval move with an army between any combinations of the four spaces: Washington DC, Aquia Creek, VA, Urbanna, VA, and Fort Monroe, VA.

(b) Any Union general with a strategy rating of 1, commanding an army with nine or less SPs, may conduct Riverine Movement (see 6.2). The entire movement must begin and end on a riverine port, follow navigable river paths, and as in all naval operations may not conduct more than one “running the guns” procedure (6.3). *Historical Note: This simulates Grant’s large turning movement around Vicksburg.*

6.2 Riverine Ports and Riverine Movement

6.21 RIVERINE PORTS: Ports on rivers are treated similarly for naval movement purposes like those on the coast, the only distinction is the naval movement must be traced along navigable river paths, through an unlimited number of river ports, until the destination is reached.

6.22 RIVERINE MOVEMENT: To conduct riverine movement the SP traces its movement along navigable rivers through an unlimited number of spaces until it reaches its desired location or enters a space with a Confederate fort or coastal fort. If the moving force passes through a space with a fort, *NOT* coastal fort, a “running the guns” procedure is conducted (6.3).

6.23 CONFEDERATE IRONCLADS: No Union riverine movement is permitted through a space containing a Confederate ironclad, but is permitted into the space with the ironclad.

6.3 Running the Guns

6.31 PROCEDURE: A Union force using riverine movement may attempt to move through a space with a Confederate fort by “running the guns.” To resolve a “running the guns” attempt, roll one die—on a die roll of 1-3 it fails; on a roll of 4-6 it succeeds. If the die roll is successful the force continues moving toward its destination. If the die roll fails the moving force is placed back in the space from which it began its movement. A moving force may not conduct more than one “running the guns” procedure per move.

6.32 RETREATING PAST CONFEDERATE FORTS: If a moving Union force successfully passes a Confederate fort using the “running the guns” procedure and loses a subsequent land battle in its destination space, the surviving force is placed back in its origination space and the force loses an additional SP.

6.4 Amphibious Assault

6.41 PROCEDURE: An amphibious assault occurs when a naval move enters an enemy occupied space. The Confederate defender of an amphibious assault receives DRMs in the ensuing battle if he has one or more of the following in the space: an ironclad, fort, torpedo or the Hunley submarine. The Union player receives a DRM equal to his current Amphibious Assault Modifier as indicated on his Amphibious Assault Track (it starts at zero and is increased by the play of certain event cards) and a +2 if conducting the attack with the *Admiral Foote* or *Admiral Porter* event card. If both sides have DRMs, then subtract the lesser from the greater to obtain a single DRM. After subtracting one sides’ DRMs from the other, the final

Amphibious Assault modifier may not be greater than +3; that is the maximum benefit for this category (although other DRMs, such as battle ratings and force ratios may still be applied).

EXAMPLE: The Union has an Amphibious Assault Modifier of +1, the Confederate has a fort, ironclad, torpedo and the Hunley (a total of +6). The final DRM for Amphibious Assaults is +3 for the Confederate. Players would then apply the other modifiers.

CONFEDERATE DRM SUMMARY:

- +2 if an ironclad is present (no more than one)
- +2 if the space contains a fort
- +1 if the space contains the Hunley submarine
- +1 if the space contains torpedoes

6.42 EFFECTS ON MOVEMENT: If the Union wins the battle the movement is complete and the force remains in its destination space. If the Union loses the battle the force is placed back in its origination space.

6.5 Confederate Riverine Movement

6.51 CROSSING NAVIGABLE RIVERS: All river ports have the river running through their space. However, in actuality the space resides on a particular side of the river, which is denoted by a symbol on the map. If the Union has Naval Control (6.6) over that space, then the Confederate player may not cross the symbol during its movement. This simulates the inability of the Confederacy to cross the river at that location. The Confederate player retains his ability to cross the river in locations where the Union player does not have naval control.

- 6.52 CONFEDERATE RIVERINE MOVEMENT: The Confederate player may make division moves of one SP using riverine movement where the Union doesn’t have naval control. A Confederate division move using riverine movement may never enter or pass through a space containing a Union SP (thereby preventing the Confederate player from ever making an amphibious assault). Exception: A Confederate Riverine naval move can be intercepted. The battle is resolved as an amphibious assault. When the Confederate division move arrives at its destination space its movement is complete. The Confederate player may never make any other types of naval movements. Note: This is how the Confederate player moves units from Columbus, GA to Fort Gadson and into Grand Ecore and Alexandria, LA. Also note: Confederate riverine movement is conducted on the play of any value OC, not just a three OC as in Union naval movement. Basically, the Confederate should, as a rule of thumb, use one OCs to conduct riverine movement.

6.6 Union Naval Control

- *Design Note: Union Naval Control should be thought of as a pressure that is exerted along all navigable rivers from the North and against Confederate coastline spaces from the Sea. Union naval pressure prevails unless the South can block the pressure with forts or ironclads. One way to think about it is Union Naval control emanates from where the Ohio (both ends) and the Mississippi River flows off the North edge of the map (even though they are not navigable at those points). At the beginning of the Campaign game Cairo is connected to those sources of Union naval pressure that flows down the Mississippi, Ohio, Cumberland and Tennessee rivers. The Confederate fort at Dover, TN (Forts Henry and Donaldson) blocks this pressure from reaching Nashville, TN. The Confederate fort at Columbus, KY blocks this pressure from reaching south along the Mississippi.*



7. Battle

Design Note: Most histories of the Civil War place extraordinary emphasis on the large battles fought during the conflict. In actuality it was the constantly evolving Union strategy of logistic warfare that eventually brought the South to its knees. The primacy of the strategic turning movement and the tactical defense were the key dynamics of the military art of this period. Basically, an army could not be destroyed, except in extraordinary circumstances when its line of retreat was obstructed by a river or enemy forces (e.g., Vicksburg and Appomattox respectively). This fact is built into the game mechanics whereby an army, once defeated, is very hard to re-engage in battle (7.22).

Another key element in the design's view of battle was the fact that force ratios, one of the most common elements in most Civil War games, played a very small role in battle outcome. It was the size of the battle more than anything else that drove the amount of casualties taken. Unless one force grossly outnumbers another, force ratio plays a very small role in battle effects.

While on the note of casualties: If one were to look at the number of strength points lost in an historical account and look at the amounts a side could lose in this game, it would appear at first glance that this game will produce higher casualties than the historical record would indicate. The reason for this is a strength point in this game represents a Union division or a Confederate brigade, not a gross aggregation of men as in other strategic Civil War games. Pickett's division at Gettysburg was not wiped out to the last man, but three SPs were combat ineffective after the unit was repulsed. The Combat Results Table was developed using an algorithm which takes losses in the battle and converts it into SPs made ineffective due to casualties. This is why the battle casualties will appear higher than a strict multiplication of SPs times losses would initially indicate from historical accounts.

7.1 Battle Definitions

A battle occurs whenever an army, corps, division, or cavalry brigade enters an enemy occupied space and the defender cannot be overrun (5.72) and cannot or chooses not to Retreat Before Battle (7.2). A space occupied by only generals does not trigger a battle (5.74). If a battle occurs it is resolved immediately. The moving force is always the attacker and the non-moving force is always the defender, regardless of the overall strategic situation. In the case of an interception, the intercepting force is always the defender.

7.2 Retreat Before Battle

7.21 CAVALRY RETREAT: When an army, corps, or division move attempts to enter a space occupied solely by a cavalry brigade then the cavalry brigade can (not must) automatically

retreat before battle. This may occur even if the moving force contains a cavalry general.

7.22 ARMY/CORPS IN RETREAT: If an army or corps has lost a battle during the current movement then the army, at the player's option, can automatically retreat before battle.

7.23 DISCRETIONARY RETREATS: Any army or corps that has *not* lost a battle in the current movement may attempt to retreat before battle. To resolve the attempt roll a die. If the die roll is less than or equal to the commanding general's battle rating, then the attempt is successful. As in interceptions, if the army or corps has a cavalry general present, the die roll is modified by -2.

EXAMPLE: Sherman moves against the Confederate Army of Tennessee in northern Georgia. The Confederate army is led by J. Johnston (battle rating of 1) and contains a cavalry general (Wheeler). The Confederate retreat before battle attempt would succeed on a die roll of 1-3.

- 7.24 RETREAT BEFORE BATTLE PROCEDURE: The defender may move his force into any adjacent friendly controlled or neutral space which is not the one from which the enemy force is moving from and is free of enemy SPs. If no such space exists or the retreat before battle die roll was unsuccessful then a battle occurs. Effectively, this means that a Cavalry brigade deep in enemy territory can be brought to battle if it is surrounded by enemy PC markers.

7.25 GENERALS WITHOUT SPs: If a force enters a space solely occupied by an enemy general(s), then the general(s) are placed on the Game Turn Track for entry during the next reinforcement phase.

7.3 Battle Resolution

7.31 PROCEDURE:

- A) Players first count up the total number of SPs (both sides) in the battle. This sum determines the size of the battle (Large, Medium, or Small).
 - B) Then the players individually determine their cumulative DRMs (7.5).
- C) Each player rolls a die (and modifies it as calculated in step B above) to determine his opponent's battle losses on the Combat Results Table (CRT) (see 7.9). The attacker determines the defender's losses from the defender column and the defender determines the attacker's losses from the attacker column. Read across the die roll line into the appropriate column (large, medium or small). Each side loses the specified number of SPs. Neither side can inflict casualties in excess of twice its strength (Exception: an ungarrisoned coastal fort can cause a maximum 1 SP of damage even though it counts as zero SPs).
- 7.32 PROCEDURE AFTER BATTLE RESOLUTION: The side that took the most losses on the CRT (not those actually taken), loses the battle. In cases of ties, the defender wins unless the CRT result indicates that the attacker wins the battle in cases of a tie (the * results). The loser of the battle retreats (7.6). The winner now solely occupies the battle space. If the winner was the defender, then he remains in the space and the battle round is complete. If the winner was the attacker and began the battle twice the strength or more of the loser, the winner can continue his movement if it was an army or a corps move. If the attacker won the battle and is less than twice the strength of the winner, he remains in the battle space and the battle round is completed.

7.33 WHEN THE WINNER IS ELIMINATED: If the attacker wins but is eliminated, the defender does not retreat and remains in the space. If the defender in the battle wins but is totally eliminated, the following procedure is used:

- If the space contained a fort or coastal fort the defender wins and the attacker retreats.
- If the space did not contain a fort or coastal fort and the defending force had a general present, the attacker occupies the space, but his movement is completed.
- If the space did not contain a fort or coastal fort, and the defending force did not have a general present, then the attacking force can continue moving if it began the battle more than twice the size of the defender; otherwise, the attacker's movement is completed.

- 7.34 WHEN BOTH SIDES ARE ELIMINATED: In small battles it is possible for both sides to be eliminated. In this situation the side with the smaller CRT result is the winner and retains one SP. A CRT asterisk result is less than a non-asterisk result of the same value (Example: if the result is 1/1* the attacker wins). In case of ties, both sides retain one SP, but the attacker is the loser.

7.35 DISPLACEMENT OF ARMY MARKERS AND GENERALS: If an army is eliminated, remove its marker from the map and place it on the Game Turn Record Track to become available for building during the next reinforcement phase (see 12.7). When a general's force is eliminated in battle he is placed on the game turn record track and brought back into play during the next reinforcement phase.

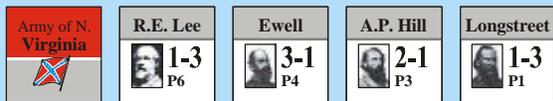
7.4 Battle Ratings

7.41 IN GENERAL: Each general has a battle rating. This rating is used as a DRM for battle resolution. Basically, only the commanding general's battle rating is used in each battle. However, if the commanding general is with an army, up to two of his subordinates may also contribute their battle ratings (see 7.42). If the force is not an army, the general with the highest political rating in the stack is the commanding general (in case of ties roll a die). Note that in an army, the general with the highest political rating is not always the commanding general (4.4).

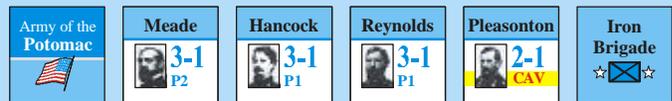
7.42 ARMY VS. ARMY BATTLES: When two opposing armies are in a battle each army receives:

- If the Union commanding general has a battle rating equal to or greater than the Confederate commanding general's battle rating, then the Union army's DRM is equal to the sum of the Union commanding general, plus the battle ratings of any *two* subordinate generals in the army (no more than one of which may be a cavalry general) *OR*
- If the Union commanding general has a battle rating less than the Confederate commanding general's battle rating, then the Union army's DRM is equal to the sum of the Union commanding general's battle rating plus *one* subordinate general battle rating (Union player's choice).
- The Confederate army DRM is always equal to the Confederate commanding general's battle rating plus the battle ratings of any *two* subordinate generals in the army (no more than one of which may be a cavalry general).

COMPREHENSIVE EXAMPLE OF PLAY



(12 SPs)



(14 SPs)

This example is based on the battle of Gettysburg. The Army of Northern Virginia is in the Chambersbur, PA space. The Army of the Potomac is in the Frederick, MD space. The Army of Northern Virginia is led by Robert E. Lee, who is its commanding general with Ewell, Hill, and Longstreet as subordinate generals with 12 SPs. There is no cavalry general with the Confederate army.

The Army of the Potomac is led by George Meade, with Pleasonton as a cavalry general and Hancock and Reynolds as subordinate generals. The Union army has 14 SPs and one elite unit (Iron Brigade).

The Confederate player uses an OC to move the Army of Northern Virginia which enters the Gettysburg, PA space. The Union army makes an interception die roll, which is successful on a 1-3 (Meade's battle rating of 1 minus two for Pleasonton). The die roll is two, and the Army of the Potomac is placed in the Gettysburg space, which initiates a battle.

The Army of Northern Virginia has a +5 DRM. This is calculated by taking Lee's +1 (ordinarily a +3, but Stuart is absent), +3 for Longstreet, and +1 for either Ewell or Hill.

The Army of the Potomac has a +6 DRM. This is calculated by taking Meade's +1, +2 for the interception, +1 for Hancock, +1 for Reynolds, and +1 for the elite unit. Note that the Union player is allowed to count two subordinates because Lee's battle rating, due to lack of cavalry, is equal to Meade's

Since the number of combined strength points in the battle is 26, it is a large battle. The Confederate player rolls the die, adds 5 to the result, and looks up the defender's result. The Confederate player rolls a 3, which results in an 8, yielding a 4* result. The Union player rolls a 4, which results in a 10, yielding a 6 result. Since the Confederate player took more casualties than the Union player, the Confederate player loses the battle. Since the Union player rolled a modified 10, leader casualties are calculated. The Union player has a 50% chance of losing a subordinate or cavalry general, the Confederate has only a 16% chance. The die rolls result in neither side losing a general, so both sides reduce their army tracks by the indicated number of losses (the Union player also eliminates the Iron Brigade because his losses exceeded two SPs) and the Confederate player retreats his army back into the Chambersburg, PA space.

7.43 ARMY VS. OTHER BATTLES: When an army fights any size force other than another army, the army has a battle DRM of the commanding general, plus the battle ratings of *two* subordinate generals in the army (no more than one of which may be a cavalry general).

7.44 NON-ARMY FORCES: Only the commanding general's battle rating is used if the force is not an army. A cavalry general's battle rating may only be used in lieu of another general if the cavalry general is the sole general in the space.

7.5 Battle Resolution Die Roll Modifiers

- All die roll modifiers are cumulative. DRMs can not be withheld from a battle to reduce the possibility of leader casualty.
- 7.51 ELITE UNITS: Elite units enter play through the three *Elite Units* strategy cards. Each player has two elite units and this is the maximum that can be in play on each side at any one time. Each elite unit present in your force provides you with a +1 DRM. The use of an elite units DRM is voluntary. If a player uses one or more elite unit DRMs and the force takes 2 or more casualties, one elite unit is eliminated (Note: this removal does not satisfy a SP loss). An eliminated elite unit can reenter play if the *Elite Units* strategy card is played again.



7.52 CAVALRY INTELLIGENCE: In army vs. army battles, a side's commanding general has his battle rating reduced by two, but never less than zero, if no cavalry unit is present with the army. This penalty does not apply in non-army battles or army vs. other battles (7.43 & 7.44). This reduction does effect 7.42 calculations.

7.53 FORCE RATIO: A force ratio is the relative size of the larger force to the smaller force. If a side has a 5 to 1 or greater force ratio advantage in the battle, that side receives a +4 DRM. If a side has less than 5 to 1, but a 4 to 1 or greater force ratio advantage, that side receives a +3 DRM. If a side has less than 4 to 1, but a 3 to 1 or greater force ratio advantage, that side receives a +2 DRM. If neither side has at least a 3 to 1 force ratio advantage, then there is no force ratio DRM in that battle.

FORCE RATIO SUMMARY:

+4	5-1 or greater
+3	4-1
+2	3-1

7.6 Retreat

- 7.61 PROCEDURE: The loser of a battle must retreat one space. A retreating force retreats as a unit and cannot detach any SPs or Generals.
 - THE ATTACKER: The attacker must always retreat into the space from which it entered the battle. If this space was enemy controlled, then the attacker loses one additional SP. If the attack was an amphibious assault, the force is returned to its origination space.
 - THE DEFENDER: If possible, the retreat must be into a friendly controlled space where a LOC (8.1) can be traced, but not the one from which the attacker initiated the battle. If not possible, the retreat may be into an enemy PC marker, but not SPs. The Confederate player cannot retreat across a navigable river in Union naval control. The attacker decides which space the defender retreats into if the defender must retreat into an enemy controlled space and there is more than one such space available for retreat. If the retreat ends on an enemy PC marker, it loses one additional SP.

- 7.62 NAVAL RETREATS: A Union force in a Confederate port that must retreat is moved (not optional) to any friendly port in a Union (not border) state. If the force has to retreat past one or more enemy controlled forts, the force surrenders (7.63). Note: Armies can retreat by Sea.

7.63 SURRENDER: If a force cannot retreat due to the presence of enemy SPs, and/or Union Naval control, then the force surrenders and is removed from play. Generals are placed in the player's reinforcement box and can be brought into play as a reinforcement in the next game turn.

7.64 FAILED AMPHIBIOUS ASSAULTS: See 6.32 and 6.42.

7.65 MOVEMENT AFTER RETREATS: See 5.73

7.7 General Casualties

- If either or both players rolls a modified 10 or greater on the die roll, then a general casualty may occur. If an attack is made at 1-3 or less odds or the attacker is out of supply, then there is no defender General Casualty die roll. The attacker still makes General Casualty die rolls if applicable. If an attack is made at 3-1 or greater odds or the defender is out of supply, there is no attacker General Casualty die roll. The defender still makes General Casualty die rolls if applicable. Each player who is eligible for a leader casualty makes one attempt to determine whether one of his generals is dead. The player that rolled the modified 10 loses a general on a die roll of one to three. The player that did not roll the modified 10 loses a general on a die roll of one. The commanding general is never killed unless he is the only general in the battle. If there are several generals who could be killed, determine the corpse randomly (excluding the commanding general). Note: If both players roll a modified 10 then they each make one, not two, general casualty roll with a general lost on a one to three for both players.

7.8 Battle Casualties

- The CRT indicates the number of SPs the opponent's force loses in the battle. No force can inflict losses in excess of twice its strength, regardless of the CRT result, but never less than one if the result on the CRT calls for at least one lose (such as when an ungarrisoned coastal fort defends against an amphibious attack). If one or more elite units are used as die modifiers in a battle and the force loses two or more SPs in the battle then one elite unit is removed as a casualty (7.51). Note: Removal of an elite unit does not satisfy a SP loss.

7.9 Combat Results Table (CRT)

1D6	Large		Medium		Small	
Die Roll	Att	Def	Att	Def	Att	Def
1	1	1	1	0	0	0
2	2	2	1	1	1	0
3	3	2	1	1	1	0
4	3	3	1	1	1	1
5	3	3	1	1	1	1
6	4	3	1	2	1	1
7	4	4*	2	2*	1	1*
8	4	4*	3	2*	1	1*
9	5	5*	3	2*	1	1*
10	6	5*	3	3*	2	1*

Size Force ≥ 20 SP 6-19 SPs ≤ 5 SPs

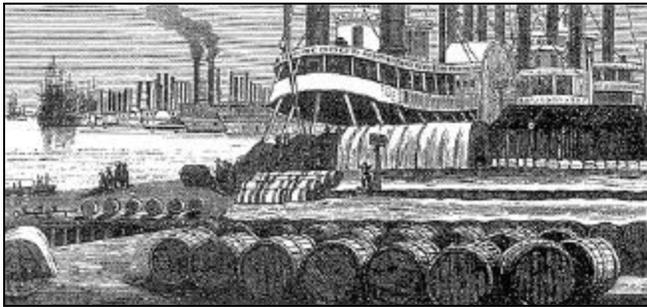
Key:

#: Number of SPs lost by the opponent.

- #*: Number of SPs lost by the defender. In case of ties in non-resource/capital spaces, the defender loses. Note: A destroyed resource center still confers this benefit.

EXAMPLE 1: A Union force with three SPs commanded by Thomas (battle rating of 2) attacks a Confederate force of six SPs commanded by Longstreet (battle rating of 3). A total of nine SPs are involved, so the battle uses the Medium columns of the CRT. The only applicable DRMs are the battle ratings. The Union player rolls a 6 which is modified to a 8 which achieves a 2* result, while the Confederate rolls a 4 which is modified to a 7 which achieves a 2 result. Since both results are 2's, the asterisk breaks the tie and the defender (Longstreet), with four SPs remaining, must retreat.

EXAMPLE 2: A Union force with two SPs commanded by Sherman (battle rating of 3) attacks a single Confederate SP in a fort at Little Rock, Arkansas (a resource space). A total of three SPs are involved, so the battle uses the Small columns of the CRT. The Union rolls a 4 which is modified to a 7 which achieves a 1* result. It doesn't matter what the Confederate rolls since all die rolls would achieve a 1 result. Each side loses one SP. Due to the asterisk result the Union would have won this battle, except Little Rock is a resource space which negates the asterisk. Sherman retreats with one SP, but the fort at Little Rock is now ungarrisoned.



8. Logistics

Design Note: The logistic system in the game is designed to capture the most important aspects of lines of communication without any bean counting. The strategy rating for most generals was based on their perception on the state of logistic support they required before they would move. Generals with higher strategy ratings required very complete logistic arrangements before they would take the offensive. One of Grant's great strengths was his ability during the Vicksburg campaign to take logistic risks which most of his contemporaries would have deemed unacceptable.

8.1 Lines of Communication

A unit is in supply if it has a Line Of Communication (LOC). A unit has a LOC if it can trace a path of spaces to an ultimate supply source. All spaces of the path (except the space the force is in) must be friendly controlled or neutral, and free of enemy SPs. Alternatively, the Union player can trace a LOC to any port space where he has naval control. If a unit cannot trace an LOC it is out of supply and must forage during the attrition phase.

EXAMPLE: If the Union has naval control over Vicksburg then a Union army in Vicksburg with a friendly PC marker is in supply because it is in a friendly controlled port over which it has naval control. The same army in Meridian, MS could trace a path of spaces through Forest and Jackson, MS to Vicksburg to be in supply.

8.2 Ultimate Supply Sources

- Union railroads that exit the North map edge and Union controlled ports (must include control over its associated coastal

fort if present) are Union ultimate supply sources. Undestroyed Confederate resource spaces and open blockade runner ports (10.52) are Confederate ultimate supply sources if they have a LOC to another undestroyed resource space or open blockade runner port. *For example, Richmond would be an ultimate supply source if it has a LOC to Wilmington or Fayetteville, NC.* If all Confederate resource spaces and blockade runner ports are destroyed or closed the Union player wins an automatic victory.

8.3 Effects of Out of Supply

Armies without a LOC cannot receive reinforcements or generals. A force engaged in battle without a LOC (judged at the instant of battle) yield a +2 DRM to the opponent—both sides could receive the out of supply DRM in a battle. Cavalry units traveling alone (cavalry general and one SP) and SPs in coastal forts are not effected by being out of supply.

8.4 Forage

Any unit that cannot trace an LOC is considered to be foraging. During the attrition phase all units that are foraging suffer attrition a second time based on its current size.

EXAMPLE: If a unit were at a strength of 3 and was foraging, it would lose one SP for the first attrition, but no further attrition due to foraging, since the size is now two not three.

9. Attrition

Design Note: More men died from disease than from battle during the Civil War. The Union lost 93,400 men due to battle and 210,900 due to disease. The comparable Confederate statistics are 94,000 due to battle and 164,000 due to disease. During a normal game turn, even with no battle fought a tremendous drain of resources will occur due to attrition.

During the attrition phase all spaces on the board are evaluated for attrition. If the space contains one or two SPs it suffers no attrition. If the space contains three to six SPs it loses one SP. If the space contains more than six SPs it loses two SPs. After attrition, those units that cannot trace a LOC experience a second round of attrition based on their current values.

ATTRITION SUMMARY:

SPs	Lose
1-2	0
3-6	1
> 6	2

EXAMPLE: A seven SP force without a LOC would first lose two SPs for attrition, bringing it down to five SPs and then would lose one SP due to the forage.

10. Reinforcements

Design Note: Both sides receive reinforcements through different means. The Union reinforcement rate is more reliable whereas the Southern reinforcements rate is tied to its ability to produce the implements of war. Consequently, Confederate reinforcements are based on state control and blockade running to arm its manpower, and tends to be local in nature. Some ECs effect or produce additional reinforcements.

As stated in the design note in the battle section of the rules, an SP represents a unit, not a pure aggregation of men. The South had a superior replacement system to that employed by the Union whereby standing units were reconstituted with fresh recruits. The

Union system placed new recruits in new regiments while allowing standing units to deteriorate until they were disbanded. These realities are built into the reinforcement system. The Confederacy generates a higher proportion of units from their population base than the Union, due to its more efficient replacement system.

10.1 In General

- Both sides receive new SPs and generals during the reinforcement phase of each game turn. Generals are placed after Strategic Movement. There is an abbreviated reinforcement phase during the first turn of all scenarios (3.1).

10.2 Strategic Movement of Reinforcements

- 10.21 PROCEDURE: After all reinforcements are on the board each player may move SPs, up to their strategic rail limit (see below) to any space connected by a railroad (Note: All spaces in the rail path must be friendly controlled spaces; neutral spaces do not count for these purposes). Generals can not use Strategic Movement (10.6). An army can receive a SP if it has a LOC directly to the location of the SP (it does not have to be a rail connection; however, each reinforcement taken directly into an army counts against the player's strategic rail limit).
- 10.22 STRATEGIC RAIL LIMITS: The Union strategic rail limit is **15 SPs** whereas the Confederate strategic rail limit is **7 SPs** per game turn. Neither side may exceed its limit in a given turn and unused portions cannot be saved from turn to turn. Rail movement that occurs during the strategy phase (5.9) does not count against this limit. A counter is supplied for use on the Army Strength Track as a mnemonic device. Generals cannot use strategic movement (10.6).

10.23 VIA NAVAL MOVEMENT: The Union player can move reinforcements by sea to friendly controlled ports, but no enemy forts may be passed as per the "running the guns" procedure. Any Union reinforcements moved by naval movement count against the Union strategic rail limit.

10.3 Union Reinforcements

- 10.31 PROCEDURE: Union reinforcements are always received first. The Union player receives the following reinforcements each game turn during the reinforcement phase. Union reinforcements can be taken into multiple eligible spaces.
 - EAST: If Washington is held by the Union and it can trace a LOC via rail connections off the north map edge, the Union player receives **8 SPs** in Washington. If the above condition cannot be met then the Union player receives **4 SPs** in any friendly controlled space in PA, DE, or NJ free of Confederate SPs. If no legal spaces are available then the SPs are lost.
 - CENTRAL: The Union player receives **6 SPs** in any friendly controlled space(s) in OH or IN free of Confederate SPs. The space(s) must be able to trace a LOC via road or rail connections off the north map edge. If no legal spaces are available then the SPs are lost.
 - WEST: The Union player receives **4 SPs** in any friendly controlled space(s) in IL or in St Louis, MO. The space(s) must be free of Confederate SPs and must be able to trace a LOC via road or rail connections off the north map edge. If no legal spaces are available then the SPs are lost.

10.4 Confederate Reinforcements

10.41 IN GENERAL: The Confederate can receive up to 15 reinforcements per game turn—up to nine for the Confederate States (10.42), one each for the Border States of MO and KY (10.43) and up to four for blockade running activity (10.5).

- 10.42 CONFEDERATE STATES: The Confederate player receives **9 SPs** per game turn for his states. These reinforcements can be placed in any one of the eleven Confederate States—no more than one SP per state—which is currently under CSA control. The space may not contain a Union SP or Union PC marker. Reinforcements (either due to reinforcements or due to card play) may not be placed in a pro-Union space. Confederate reinforcements can be taken directly into Coastal forts. The Confederate reinforcement rate is reduced by one for each Confederate State—not Border State—the Union controls. It is also reduced by one if the Union player currently has naval control of the entire length of the Mississippi River. Reinforcements for Confederate States can never be reduced below zero.

10.43 BORDER STATES: If the Confederate controls MO it gains an additional SP. If the Confederate player controls KY it gains an additional SP. These SPs must be placed in friendly controlled spaces in the Border State that generated them.

10.5 Blockade Running Activity

- 10.51 BLOCKADE ZONES: There are four blockade zones: North Atlantic, South Atlantic, East Gulf, and West Gulf. Each zone has a list of ports associated with it. As long as a Blockade Runner zone has at least one open blockade runner port, the Confederate player must attempt to make a blockade runner die roll. Note, there are no Blockade Runner die rolls during the first turn of any scenario, or during Game Turn 3. If all blockade runner ports for a particular zone are closed, then no blockade runner die roll attempt can be made and a 2 SW penalty is taken (12.5).

10.52 BLOCKADE RUNNER PORTS: Blockade runner ports are those Southern ports that have a blockade runner symbol and through which blockade reinforcements are received. A blockade runner port is either open or closed. An open port is one which is Confederate controlled and whose associated coastal fort, if any, is also Confederate controlled. Any port which does not meet both of these conditions is closed. The following ports are associated with the four Blockade Zones:

North Atlantic:	Wilmington, NC, Morehead City, NC, Norfolk, VA
South Atlantic:	Charleston, SC, Savannah, GA, Jacksonville, FL, Fernandina, FL
East Gulf:	Mobile, AL, Pensacola, FL, Columbus, GA
West Gulf:	Sabine City, TX, New Orleans, LA

10.53 BLOCKADE VALUE: The Union player's blockade value is determined by the number of strategy card events that he has played to effect this. The Union player keeps track of his current blockade value with the Blockade Value Track on the mapboard. The blockade value starts at zero in the campaign game and in the 1861 scenario and can never exceed five.

The following cards can effect the Blockade Value:

- Ship Island/Key West*
- Beaufort/Port Royal Captured*
- Lincoln Declares Southern Blockade
- Gideon Welles, The Naval Program
- General Scott, The Anaconda Plan

** Historically, it was the capture of the forward logistic bases, as illustrated by the Beaufort/Port Royal and Ship Island/Key West cards, that enabled the Union blockade forces to stay on station longer, dramatically increasing the effectiveness of the blockade. Each time one of these cards is played represents one*

of the two named locations being captured by a small scale amphibious operation, or, in the case of Key West, new construction, which turns these locations into naval logistic bases.

10.54 GENERATING REINFORCEMENTS: For each blockade zone the Confederate player rolls a die. If the die roll is greater than the current Union blockade value, then the Confederate player receives one SP in any open blockade runner port in that zone. If the die roll is equal to or less than the Union blockade value, then the Confederate does not receive an SP for that zone and pays a two point SW penalty (12.5).

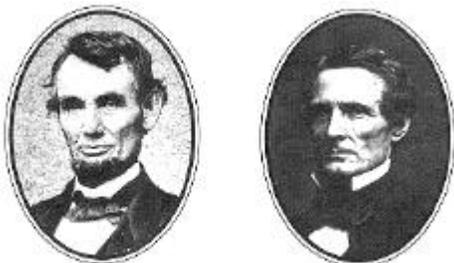
EXAMPLE: The Union blockade value is 3. In the West Gulf the die roll is 2, in the East Gulf the die roll is 3, in the South Atlantic the die roll is 4, and in the North Atlantic the die roll is 5. This results in no reinforcement for the two Gulf zones (with a four point SW penalty) and one reinforcement in each of the Atlantic zones. Each SP must be placed in a blockade runner port within that zone.

10.6 Bringing Generals into play

- **10.61 PROCEDURE:** During each reinforcement phase generals are placed face down on the map. Generals are placed after Strategic Movement. Prior to randomly picking which general gets placed on the map, the player must first announce which space it is to be placed in. A leader may not be placed in a space that does not have a LOC.
- When placing an unrevealed General onto the board, the player declares what space the unrevealed leader is to be placed and then does so. After all unrevealed Generals from both sides have been placed on the board, they are all (Union and Confederate simultaneously) automatically revealed.
- An unrevealed general may not be placed in a space unless there is a friendly SP in the space. If more than one unrevealed general is to be placed in the same space, there must be one SP per unrevealed general in the space. Generals that are already in the space do count against this limit for these purposes.
- **10.62 LEADERLESS ARMIES FIRST:** Any army which is in supply and without any general in the space must have a general placed there before other spaces are chosen. A General can not be placed in a leaderless army that does not have an LOC. If this situation occurs the player is free to place any other Generals in other spaces since he cannot fulfill the requirements for 10.62.
- **10.63 COMMANDING GENERAL:** The first general in a space with an army is automatically the commanding general. When an army is formed with more than one general, then the general with the highest political rating becomes the commanding general (4.42). If more than one general has the highest political rating then the owning player chooses.

10.7 90 Day Volunteers

Neither player receives reinforcements on the Fall 1861 turn to reflect the enlistment time of the 90-day volunteers expiring. Players still receive generals and may use strategic movement.



11. Political Warfare

Design Note: The game is won or lost by the Union's ability to penetrate and destroy the Southern political and logistic infrastructure as portrayed through the placement of political control markers.

11.1 Changing Political Control Due to Occupation

- During the political control phase of each turn, you can place a friendly PC marker in any space containing one or more friendly SPs. If an enemy PC marker was also present, it is removed by flipping the marker over to its other side (Exception: 5.5 Cavalry Brigades).

11.2 National Capitals



11.21 PURPOSE: A player must have his capital piece on the map to place PC markers with an OC. Events which place PC markers are exempt from this condition. At the beginning of the game Washington, DC is the Union National Capital and Richmond, VA is the Confederate National Capital.

11.22 FORCING THE GOVERNMENT INTO FLIGHT: If a force enters the space with an enemy capital, the capital piece is immediately removed from play. If the move into the space causes a battle, the capital piece is removed from the board only if the enemy wins the battle. If a player is forced to relocate his National Capital, there is a severe SW penalty (12.6). A player may not voluntarily reposition his capital.

- **11.23 REPLACING THE NATIONAL CAPITAL:** If the capital piece had been temporarily removed from play, it must be replaced on the map during the following political control phase in any friendly controlled space with a LOC. A player may place his capital piece in any friendly controlled space in a state which began the campaign game under that player's control. If the Confederate player places his capital in a space which is not either a resource space or a blockade runner port then the Confederate immediately loses 10 SW points. If the Union places his capital in any space which is *not*: Philadelphia, Trenton, Dover, Annapolis, Columbus (OH), Indianapolis, or Springfield then the Union immediately loses 10 SW points.

12. Strategic Will

- Each side begins the campaign game with 100 Strategic Will (SW) points (The Union marker on its minus side, the Confederate marker on its plus side). Various actions taken by each player can reduce and increase the respective SW values.

Design Note: The strategic will model in this game should drive a player's actions. Players should become familiar with which events drive the strategic will model. It is the absolute and relative value of each side's strategic will that determines the current state of the war. A player must simultaneously manage both the absolute risks taken, such as whether to fight a large battle, and the direction of his fortune. The ability to change the direction of public perception yields bonus effects. The ability to manage the changing fortunes from good news to bad and vice versa is an important strategy element in the design. The side that makes the most benefit from change of fortune bonus points can often determine the winner.

12.1 State Control

12.11 CONFEDERATE STATES: During the political control phase, if the Union player controls a number of spaces in a Confederate state equal to its control value (as listed on the map), the Union player gains control of that state. When a

Confederate state becomes Union controlled, the Confederate player loses SW points equal to the value of the state (as listed on the map). Once a Confederate state has become Union controlled, it cannot revert back to Confederate control even if all spaces are recaptured by the Confederate player. Once a Confederate state becomes Union controlled, Union division moves are permitted into Confederate PC markers within that state (5.42).

- 12.12 UNION STATES: During the political control phase if the Confederate player gains control of three or more spaces in a Union state (includes neutral states that are Union controlled for the entire turn) the Union player loses 5 SW points and the Confederate player gains 5 SW points per game turn per state. Exception: If the South controls both spaces of Delaware the Union suffers the 5 SW penalty.

12.13 BORDER STATES: Border States start the 1861 and Campaign scenarios uncontrolled. The first side to gain control of a Border State gains its SW value and removes all enemy PC markers from that Border State except from spaces containing enemy SPs. After removing those PC markers, he can place his own PC markers in all empty spaces in that Border State.

- If the Union player gains control of a Border State first, it remains Union controlled for the remainder of the game.
- If the Confederate player gains control of a Border State first, then the Union can gain control of the Border State, just as if it had begun the game as one of the original eleven Confederate states (at which time the Confederate player must subtract the Border State's SW value and the Union player adds the SW value).

12.14 STATE CONTROL VALUES: The first number is the states SW value; the second is the number of spaces required for control.

<i>Border State</i>	<i>SW Value</i>	<i>Spaces Required for Control</i>
MO	10	7
KY	10	7
WV	5	4
<i>Confed. State</i>	<i>SW Value</i>	<i>Spaces Required for Control</i>
TN	10	13
AR	5	6
TX	7	3
LA	7	6
MS	7	10
AL	7	9
GA	15	12
FL	5	5
NC	7	10
SC	7	9
VA	15	14

12.2 Confederate Resource Spaces

If a Union PC marker is placed in a Confederate resource space it has a destruction marker placed in it. Cavalry brigades may not place a PC marker in a resource space (5.52). Once destroyed, a resource space cannot be repaired, even if the Confederates regains control of the space. Whenever a resource space is destroyed, the Confederacy loses its value in SW points and the Union gains its value in SW points.

<i>Resource Space</i>	<i>SW Value when Destroyed</i>
Richmond, VA	12
Charleston, SC	3
Fayetteville, NC	3
Augusta, GA	4
Macon, GA	2
Columbus, GA	3
Atlanta, GA	5
Selma, AL	2

Jackson, MS	4
Nashville, TN	5
Memphis, TN	5
Marshall, TX	1
Little Rock, AR	1

12.3 Battle Outcome

The winner of a Large Battle gains 3 SW points and the loser of the battle deducts 5 SW. All other sized battles cause no SW point changes.

12.4 Impact of Changing Fortunes of War

The last movement of the SW markers is denoted by placing it on its plus (SW points were added) or negative (SW points were subtracted) side. Whenever the direction of the SW marker changes from negative to plus, the value of the SW transaction is increased by 2 (for example, winning a large battle after some previous SW subtraction adds 5 SW, not 3). Whenever the direction of the SW marker changes from plus to negative the value of the SW transaction is increased by 3 (for example, losing a large battle after some previous SW addition subtracts 8 SW, not 5). During the Political Control Phase the order of multiple SW effects is determined by the player to whom they effect and the way they effect changing fortune.

12.5 The Union Blockade

Each time the Confederate fails to gain an SP from a blockade runner die roll or is prevented from making a die roll because there are no eligible blockade runner ports, he loses 2 SW points (10.54).

12.6 National Capitals

- Each time the Union player must relocate his capital he loses 30 SW points. Each time the Confederate player must relocate his capital he loses 15 SW points (11.23). This penalty is paid the instant the space containing the capitol maker is occupied.

12.7 Army Markers

- If a player must remove an army marker due to elimination in battle, retreat, or if stacked with another army marker, he loses SW points. A Union army removed costs the Union player 10 SW points; a Confederate army removed costs the Confederate player 5 SW points. Also, see McClellan's effect (5.27).

12.8 The Mississippi River

If the Union player during the political control phase has naval control of all spaces on the Mississippi River he gains 10 SW points. This is a one time bonus and is not lost if the Confederate later recaptures one or more spaces on the river.

For the purpose of this rule, the Mississippi consists of the following spaces:

- WV: Wheeling, Parkersburg
- OH: Cincinnati
- IN: Evansville
- KY: Louisville, Paducah, Columbus
- IL: Cairo, Alton
- TN: Memphis, Clarksville, Dover, Nashville, Pittsburg Landing
- MS: Vicksburg, Grand Gulf
- LA: Port Hudson, New Orleans, Ft. Phillip-Jackson
- AL: Tuscombua, Decatur
- MO: New Madrid, St. Louis

12.9 Union War Weariness and Confederate War Guilt

During the political phase of each Fall game turn the Union player loses five SW points. During the political phase of each Fall game turn after the *Emancipation Proclamation* special event has taken effect, the Confederate player loses 5 SW points.

Scenarios

The scenarios are intended to be played in the following manner. Begin and end a scenario as indicated in the description and determine victory as per the relevant victory conditions. Alternately, start a scenario and play to the end of another scenario. This allows for a play through of the game to vary from three to six, nine, twelve, or thirteen game turns, yet reach an adjudication of the winner.

Note: In the set up references, the following rules hold true for all scenarios.

- (a) The commander of an army is underlined.
- (b) PC stands for the placement of a friendly PC marker.
- (c) Fort stands for the placement of a friendly fort marker.
- (d) Army designations are for historical purposes only.
- (e) The SW markers indicate with either a + or – sign which side they begin on at the beginning of the scenario.
- (f) Washington, DC is the Union capital in all scenarios; place the Union capital marker in this space.
- (g) Richmond, VA is the Confederate capital in all scenarios; place the Union capital marker in this space.

13. 1861 Scenario

13.1 Set Up

The set up for the 1861 scenario is in sections 2.3 and 2.4.

13.2 1861 Victory Conditions

The 1861 scenario ends at the conclusion of the Fall 1861 Game Turn. The Union player wins if he controls MO, KY, and WV, or Confederate SW is less than 80. The Confederate player wins if he controls MO and KY, or Union SW is less than 85. All other results are draws.

HISTORICAL SCORE: Union controlled MO, KY, and WV with a Union SW of 105 and Confederate SW of 100. Union victory.

13.3 Strategic Will

Both sides begin with 100 SW: Confederate (+), Union (–)

14. 1862 Scenario

14.1 Confederate Set Up

The Confederate player places the indicated pieces in the indicated spaces. All spaces in TN, VA, NC, SC, GA, FL, AL, MS, LA, AR, and TX are considered CSA controlled unless a Union PC marker begins in the space.

<i>Space</i>	<i>General</i>	<i>SPs</i>	<i>Other</i>
Ft. Morgan, AL.....		1	
Fayetteville, AR.....	Van Dorn, Price....	2	
Little Rock, AR.....		1	
Pensacola, FL.....		1	
Savannah, GA.....		1	
New Madrid, MO.....		1.....	Fort, PC
Corinth, MS.....	<u>AS Johnston</u> , Polk,.....	5.....	Army (Tenn)
	Beauregard, Bragg		
Wilmington, NC.....		1	
Ft. Sumter, SC.....	Pemberton.....	1	
Chattanooga, TN.....		1	
Knoxville, TN.....	Smith.....	1	

Strasburg, VA.....	1		
Fredericksburg, VA.....	<u>J Johnston</u> , Stuart..	6.....	Army (NVa)
Richmond, VA.....		2.....	Fort
Williamsburg, VA.....		1	

14.2 Union Set Up

The Union player places the indicated pieces in the indicated spaces. All spaces in IL, IN, OH, MD, PA, NJ, and DE are Union controlled. With the exception of New Madrid, MO, all Border States spaces in MO, KY, and WV are Union controlled (PC markers are present, but not listed in set up).

<i>Space</i>	<i>General</i>	<i>SPs</i>	<i>Other</i>
Washington, DC.....		3.....	Fort
Ft. Pickens, FL.....			PC
Ft. Pulaski, GA.....		1.....	PC
Springfield, IL.....		2	
Cairo, IL.....	Pope.....	3	
Somerset, KY.....		1	
Anapolis, MD.....	Butler.....	3	
St. Louis, MO.....		1	
• Pittsburg Landing, TN.....	<u>Halleck*</u>	5.....	Army (TN), PC
Nashville, TN.....	<u>Buell</u> , Rosecrans...	4.....	Army (Cb), PC
Dover, TN.....			PC
Winchester, VA.....	Banks.....	3.....	PC
Harpers Ferry, VA.....			PC
Manassas, VA.....	<u>McClellan</u> ,.....	13.....	Army (Pot)
	McDowell, Burnside		
Ft. Monroe, VA.....		1.....	PC
Lewisburg, WV.....	Fremont.....	2	

** Note: Grant is the real commander, but in terms of the game, Halleck is calling the shots and soon after Shiloh takes the field. Grant's independent role really begins in 1863.*

14.3 Markers

The first game turn is the Spring 1862 turn; the Game Turn Record marker is on the No *Emancipation Proclamation* side. The Union Naval Blockade is on 2 and the Amphibious Assault Modifier is on 1. There is a resource destruction marker in Nashville, TN.

14.4 Cards

Remove the following cards from the strategy deck prior to beginning the scenario: Western Virginia, Kansas, Kentucky Anarchy, Crittenden Compromise, CSA Recognizes KY, MO, and DE, Pre-War Treachery, Trent Affair, Brazil Recognizes the Confederacy, and Cotton is King.

14.5 Starting Strategic Will

Union SW: 105 (+), Confederate SW 100 (–)

14.6 Victory Conditions

The 1862 scenario ends at the conclusion of the Fall 1862 Game Turn. The Union player wins if he has a SW that exceeds the Confederate player's SW by 20 points. If the Confederate player has a higher SW than the Union, the Confederate player wins. All other results are draws.

15. 1863 Scenario

15.1 Confederate Set Up

- The Confederate player places the indicated pieces in the indicated spaces. All spaces in VA, NC, SC, GA, FL, AL, MS, LA, AR, and TX are considered CSA controlled unless a Union PC marker begins in the space. Note: Tullahoma, TN has a Union, not Confederate, PC marker in it.

Space	General	SPs	Other
Little Rock, AR.....	Price.....	1	
Mobile, AL.....	J. Johnston.....	1	
Pensacola, FL.....		1	
Savannah, GA.....		1	
Shreveport, LA.....	E.K. Smith.....	1	
Post Hudson, MS.....		2	Fort
Vicksburg, MS.....	<u>Pemberton</u>	5	Fort, Army (MS)
Jackson, MS.....		1	
Tupelo, MS.....		1	
Fayetteville, NC.....		2	
Wilmington, NC.....		2	
Charleston, SC.....	Beauregard.....	2	
Ft. Sumter, SC.....		1	
Shelbyville, TN.....	Forrest.....	1	
Tullahoma, TN.....	<u>Bragg</u> , Polk, Wheeler.....	7	Army (Tenn)
McMinnville, TN.....	Morgan.....	1	
Chattanooga, TN.....		1	
Knoxville, TN.....		2	
Sabine City, TX.....		1	
Fredericksburg, VA.....	<u>Lee</u> , Jackson, Stuart.....	12	Army (NVa)
Richmond, VA.....		3	Fort
Petersburg, VA.....	Longstreet.....	2	

REMOVED GENERALS: A.S. Johnston, Van Dorn

15.2 Union Set Up

The Union player places the indicated pieces in the indicated spaces. All spaces in IL, IN, OH, MD, PA, NJ, and DE are Union controlled. All Border States spaces in MO, KY, and WV are Union controlled (PC markers are present, but not listed in set up). Note: Tennessee is Union controlled.

Space	General	SPs	Other
Washington, DC.....	<u>Halleck</u> , Butler.....	8	Fort
Ft. Pickens, FL.....			PC
Ft. Philip/Jackson, LA.....			PC
Jacksonville, FL.....		1	PC
Brunswick, GA.....		1	PC
Ft. Pulaski, GA.....		1	PC
Cairo, IL.....		2	
Louisville, KY.....		1	
Somerset, KY.....	Burnside.....	5	
Baton Rouge, LA.....	Banks.....	3	PC
New Orleans, LA.....		1	PC
Baltimore, MD.....		2	
Springfield, MO.....	<u>Curtis</u>	5	Army (SW), PC
St. Louis, MO.....		1	PC
Corinth, MS.....		2	Fort, PC
New Bern, NC.....		2	PC
Morehead City, NC.....		1	PC
Memphis, TN.....		6	PC
McKenzie, TN.....			PC
Humboldt, TN.....			PC
Grand Junction, TN.....			PC
Lexington, TN.....			PC

Pittsburg Landing, TN.....			PC
Nashville, TN.....		4	Fort, PC
Murfreesboro, TN.....	<u>Rosecrans</u> , McDowell	12	Army (Cb), PC
Dover, TN.....			PC
Tullahoma, TN.....			PC
Franklin, TN.....			PC
Clarksville, TN.....			PC
Waynesboro, TN.....			PC
Columbia, TN.....			PC
Manassas, VA.....	<u>Hooker</u> , Pleasonton, Stoneman	15	Army (Pot), PC
Ft. Monroe, VA.....		2	PC
Norfolk, VA.....		2	PC
Parkersburg, WV.....		1	
Charleston, WV.....		1	
Grafton, WV.....	Fremont.....	1	
Ft. Gadson, FL.....			PC

- REMOVED GENERALS: McClellan, Buell, and Pope

15.3 Markers

The first game turn is the Spring 1863 turn; the Game Turn Record marker is on the No *Emancipation Proclamation* side. The Union Naval Blockade is on 3 and the Amphibious Assault Modifier is on 2. There are resource destruction markers in Nashville and Memphis, TN.

15.4 Cards

Remove the following cards from the strategy deck prior to beginning the scenario: Western Virginia, Kansas, Kentucky Anarchy, Crittenden Compromise, CSA Recognizes KY, MO, and DE, Pre-War Treachery, Trent Affair, Brazil Recognizes the Confederacy, and Cotton is King, Letters of Marque, Great Sioux Uprising, *Emancipation Proclamation*.

15.5 Starting Strategic Will

Union SW: 85 (+), Confederate SW 80 (-)

15.6 Victory Conditions

The 1863 scenario ends at the conclusion of the Fall 1863 Game Turn. The Union player wins if he has a SW that exceeds the Confederate player's SW by 25 points. If the Union player has 10 or fewer SW superiority over the Confederate player, the Confederate player wins. All other results are draws.

16. 1864 Scenario

16.1 Confederate Set Up

- The Confederate player places the indicated pieces in the indicated spaces. All spaces in VA, NC, SC, GA, FL, AL, MS, LA, AR, and TX are considered CSA controlled unless a Union PC marker begins in the space.

Space	General	SPs	Other
Demopolis, AL.....	Polk.....	3	
Mobile, AL.....		1	Fort
Camden, AR.....	Price.....	3	
Pensacola, FL.....		1	
Baldwin, FL.....		1	
Atlanta, GA.....		1	Fort
Savannah, GA.....		1	Fort
Dalton, GA.....	<u>Johnston</u> , Hood, Wheeler.....	9	Army (Tenn)
Shreveport, LA.....	Smith.....	1	

Alexandra, LA	1
Gainsville Jet, MS..... Forrest	1
Wilmington, NC	1
Weldon, NC	1
Goldsboro, NC	1
Charleston, SC..... Beauregard	3
Rodgersville, TN....Longstreet, Morgan.....	3
Nacogdoches, TX	1
Strasburg, VA	1
Wilderness, VA Lee, Ewell, Hill.....	12..... Army (NVa) Stuart
Richmond, VA.....	2..... Fort
Petersburg, VA	1..... Fort
REMOVED GENERALS: Jackson, Van Dorn, A.S. Johnston, Pemberton, Bragg	

16.2 Union Set Up

- The Union player places the indicated pieces in the indicated spaces. All spaces in IL, IN, OH, MD, PA, NJ, and DE are Union controlled. All Border States spaces in MO, KY, and WV are Union controlled (PC markers are present, but not listed in set up). Tennessee and Florida are Union controlled.

<i>Space</i>	<i>General</i>	<i>SPs</i>	<i>Other</i>
Washington, DC	<u>Halleck</u>	4.....	Fort
Little Rock, AR.....	Curtis.....	5.....	Army (SW), PC
Arkansas Post, AR.....		1.....	PC
Clarksville, AR.....			PC
Fayetteville, AR.....			PC
Decatur, AL		1.....	PC
Ft. Pickens, FL.....		1.....	PC
Ft. Gadson, FL.....			PC
Tallahassee, FL.....		1.....	PC
St. Marks, FL.....			PC
Jacksonville, FL.....		1.....	PC
Brunswick, GA		1.....	PC
Ft. Pulaski, GA		1.....	PC
Cairo, IL.....		1	
Lexington, KY		1	
Somerset, KY.....		1	
New Orleans, LA		1.....	PC
Port Hudson, LA	Banks.....	5.....	PC
Baton Rouge, LA		1.....	Fort, PC
Baltimore, MD.....		3	
Springfield, MO.....		1.....	PC
St. Louis, MO	Rosecras, Pleasonton..	3.....	PC
Grand Gulf, MS			PC
Forest, MS			PC
Meridian, MS.....			PC
Jackson, MS.....			PC
Vicksbug, MS		4.....	Fort, PC
Corinth, MS		1.....	Fort, PC
New Bern, NC		1.....	PC
Morehead City, NC.....		1.....	PC
Knoxville, TN	McDowell*	4.....	PC
Memphis, TN.....		1.....	PC
Cleveland, TN.....		1.....	PC
• Dover, TN		1.....	PC
Humboldt, TN.....			PC
Grand Junction, TN.....			PC
Lexington, TN.....			PC
Pittsburg Landing, TN			PC
Franklin, TN			PC
Clarksville, TN			PC
Waynesboro, TN.....			PC

Columbia, TN			PC
McKenzie, TN.....			PC
Shelbyville, TN			PC
Nashville, TN.....		4.....	Fort, PC
Murfreesboro, TN		2.....	PC
Tullahoma, TN.....		2.....	PC
• Chattanooga, TN....	<u>Sherman</u> , Hooker	15.....	Army (Cb), PC Stoneman, McPherson
Sabine City, TX		1.....	PC
Winchester, VA			PC
• Manassas, VA	<u>Grant</u> , Meade	15.....	Army (Pot), PC Burnside, Hancock
Ft. Monroe, VA.....	<u>Butler</u>	7.....	Army (TN)*, PC
Harpers Ferry, VA		1.....	PC
Norfolk, VA.....		2.....	PC
Grafton, WV	Fremont	1	

* *Note: Leaders marked with an asterisk have historically been reassigned or removed from command, but are used her to denote other minor independent commands.*
** *Actually Army of the James.*

- REMOVED GENERALS: McClellan, Pope, Buell, Reynolds

16.3 Markers

The first game turn is the Summer, not Spring, 1864 turn; the Game Turn Record marker is on the *Emancipation Proclamation* side. The Union Naval Blockade is on 4 and the Amphibious Assault Modifier is on 3. There are resource destruction markers in Nashville, TN, Memphis, TN, Little Rock, AR and Jackson, MS.

16.4 Cards

Remove the following cards from the strategy deck prior to beginning the scenario: Western Virginia, Kansas, Kentucky Anarchy, Crittenden Compromise, CSA Recognizes KY, MO, and DE, Pre-War Treachery, Trent Affair, Brazil Recognizes the Confederacy, and Cotton is King, Letters of Marque, Great Sioux Uprising, *Emancipation Proclamation*.

16.5 Starting Strategic Will

Union SW: 65 (+), Confederate SW 50 (-). The Union has already received the Mississippi River SW Bonus.

16.6 Victory Conditions

The last game turn is the Spring 1865 Game Turn. The victory conditions are the same as the campaign game (17.2 & 17.3), including the possibility of an automatic Confederate win at the conclusion of the Fall 1864 game turn if the Union SW total is less than 50 points.

17. Campaign Game

17.1 Set Up

The Campaign game uses the 1861 set up. The Campaign game begins on the Spring 1861 game turn and concludes on the Spring 1865 game turn, unless an Automatic Campaign Game Victory condition is met prior to the conclusion of the Spring 1865 game turn.

17.2 Automatic Campaign Game Victory

17.21 STRATEGIC WILL: The Union player wins instantly if the Confederate SW value reaches zero. The Confederate player wins instantly at the end of the 1864 game turn if the Union player SW is less than 50, *OR* at the conclusion of any game

turn the Confederate SW value is greater than twice the Union SW total.

17.22 CONFEDERATE RESOURCES: The Union wins instantly if the Confederate player has no un-destroyed resource spaces or open blockade runner ports.

17.3 Winning the Campaign Game

At the end of the game, if the Union player has control of ten Confederate or Border States, he wins; all other situations are Confederate victories. Each Union State with three or more Confederate PC markers in it cancels one Confederate State controlled by the Union player for victory condition purposes. The Union player gains the equivalent of one state for each factor of 25 point differential of SW points he possesses greater than the Confederacy.

EXAMPLE: If the Union player has 51 more SW points than the South, it counts as two states.

18. Designer Notes

This is the third game based on the *We The People* system. One of the critical design issues that I wanted to reflect in the design was the extreme difficulties Lincoln and Davis had in coordinating operations between theaters. The card system handles this issue very handily, but it was found in playtesting that there was too much military activity in the early phases of the war. This necessitated the restriction on the number of strategy cards dealt prior to 1862. This restriction reflected the mobilization and training required to get the war in motion.

Another critical issue that faced both Presidents was the difficulties faced in replacing commanding generals who had political constituencies. The cost in strategic will reflects the loss of political support engendered by these actions. Another subtlety in the system is the loss of several 3 valued operations cards when they are used as an event card. This puts pressure on both sides to replace commanding generals with strategic ratings of 3 with ones with lower ratings or suffer lower probabilities of movement due to card distribution.

One of the biggest changes between this game and the previous two in the series is the replacement of the battle cards with a more traditional combat results table. This was done for two reasons. First, I wanted to have the maximum number of strategy cards in the mix due to the length of the game and the need to reshuffle at least once. Second, the number of combat situations slowing the game down. An important consideration of the CRT is it reflects something that most games on this topic get wrong. There is a large body of research, including my own, that shows that combat outcome was fairly insensitive to force ratios. The size of the battle had a far greater impact on the kinds of casualties inflicted. This is reflected in the types and kinds of results found in the CRT.

The area of the designs that went through the most revisions was the naval game. The goal was to capture the importance of the Union naval and riverine advantage without having it dominate the design. Each revision amalgamated more and more of the detail into a more streamlined set of procedures. This latest version seems to meet all of my objectives while keeping faithful to the history.

Due to the more maneuver orientated character of the war, the map has a significant number of spaces relative to the previous

two designs. This allows you to execute the campaigns of the war, but it did add campaign playtime. By giving you a scenario for each year of the war and the ability to end the game at the end of any scenario should allow you to customize your *For The People* experience to your life style.

In follow-on *General* articles I will cover other aspects of the game design, but for now enjoy.

Mark Herman

19. Card Clarifications

- There are several “counter” cards (e.g., *Mud March*) that can be played during an opponent’s turn. If a player uses a “counter” card during an opponent’s card play, that player still takes his strategy round card play as normal.
- There are several cards that provide additional SPs (e.g., *Glory Hallelujah*). Each card specifies whether a LOC is required or not when placing these SP on the map. Assume a LOC is not required if the card doesn’t explicitly state an LOC is required.
- **Wilson Creek/Belmont:** The SPs move like a Corps since they move as if they had a General present.
- **Forward to Richmond:** The army must be moved. The Union advance may convert spaces by placing PC markers while implementing the *Forward to Richmond* card. All SPs associated with the army must move; no SPs can be left behind or dropped off.
- **Red River Campaign:** The way the *Red River Campaign* card works is the Union uses it as an OC card. If, at the conclusion of movement, a Union SP is in one of the stipulated spaces, then a PC marker may be immediately placed in the objective space, fulfilling the event requirement. If the Union fails to get a SP into one of the required spaces the SW penalty is incurred.
- **Empty Haversacks:** The first condition on the card is a counter to an opposing move; the second condition, referring to attrition, cannot be played as a counter, but played as a player’s normal card play. If this second condition is played against an enemy force which has no LOC, the enemy force does *NOT* take a second attrition.

CREDITS

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INVENTORY

1	22" x 32" mapboard
2	Counter sheets (#1 and #2), a total of 408 pieces
96	Strategy cards
1	24-page rules booklet
1	Box with lid
2	Six-sided dice

STRATEGY CARD LIST

The first number is the card number, the second number denotes the OC value, and the letter code denotes who can use the event (B = both, C = Confederate, U = Union).

1. 1 U Empty Haversacks	50. 1 C CSS Sumter, Commerce Raider
2. 2 C Copperheads	51. 1 C Confederate Torpedoes
3. 1 B Forward to Richmond	52. 3 C Trent Affair
4. 1 B Costly Mistake	53. 1 C CSS Arkansas
5. 1 B Dysentery	54. 1 C CSS Virginia
6. 1 B Ambush	55. 1 C CSS Tennessee
7. 1 B Mud March	56. 1 C CSS Hunley
8. 1 B 3 Cigars	57. 2 U Admiral Foote
9. 3 U Clara Barton	58. 2 U Admiral Porter
10. 3 U Dorothea Dix	59. 2 U Farragut
11. 2 U Nathaniel Lyon	60. 2 U USS Monitor
12. 3 C Cabinet Intrigue	61. 3 U Ship Island/Key West
13. 2 C Missouri Guerrilla Raids	62. 2 C Financial Crisis
14. 3 U Red River Campaign	63. 2 U Beaufort/Port Royal Captured
15. 1 C Mosby's Raiders	64. 1 U USS Kearsarge Sinks CSS Alabama
16. 2 U Grierson's Raid	65. 1 C Union 90-Day Enlistments Expire
17. 3 C CSA Purchasing Agents	66. 1 B Wilson's Creek
18. 2 U Confederate Inflation	67. 2 U J.B. Eads, Riverine Ironclads
19. 1 B Belmont	68. 2 U Lincoln Declares Southern Blockade
20. 3 C Union Arms Production Delayed	69. 3 U Gideon Wells, The Naval Program
21. 3 C Confederate Overseas Agent	70. 2 U Gustavus Fox, Ironclad Building Program
22. 3 C Josiah Gorgas, Chief of Ordnance	71. 3 U General Scott, The Anaconda Plan
23. 2 C Bermuda Blockade Surge	72. 2 U John Ericsson's Monitor Fleet
24. 3 C Pre-War Treachery	73. 1 C Ball's Bluff
25. 1 U Confederate Railroad Degradation	74. 2 U Political Crisis
26. 3 B Cotton is King	75. 2 C Western Concentration Block
27. 3 C Choctaw Indians	76. 2 U Great Sioux Uprising
28. 1 B Franz Sigel	77. 2 C Stop the War
29. 2 U The Crittenden Compromise	78. 3 B Personal Advisor
30. 3 U Glory Hallelujah	79. 1 C Indian Allies
31. 2 U Contraband of War	80. 1 C Southern Religious Revival
32. 3 C Dixie Land	81. N B Emancipation Proclamation
33. 1 C Orphan Brigade	82. 3 B Foreign Intervention
34. 1 B Elite Units	83. 3 B Major Campaign
35. 1 B Elite Units	84. 3 B Major Campaign
36. 1 B Elite Units	85. 3 B Minor Campaign
37. 2 C Confederate Scientist	86. 3 B Minor Campaign
38. 2 C George W. Rain, Increased Gunpowder Production	87. 3 B Minor Campaign
39. 2 C Draft Riots in New York	88. 3 B Minor Campaign
40. 3 U Emergency Call for Volunteers	89. 1 C Quaker Guns
41. 2 C Gov. Harris, Tennessee Confederate	90. 3 C Habeas Corpus
42. 2 B Kentucky Anarchy	91. 2 C Letters of Marque
43. 1 U Kansas	92. 2 C Baltimore Revolts
44. 2 U Western Virginia	93. 2 U Strategy Board
45. 3 U Food Shortage	94. 2 U Strategy Board
46. 1 U Pro-Union Secessionist in Tennessee	95. 2 U Strategy Board
47. 3 C CSA Recognizes KY, MO, MD and DE	96. 2 U Strategy Board
48. 3 C Brazil Recognizes the Confederacy	
49. 3 C CSS Alabama, Commerce Raider	

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SEQUENCE OF PLAY SUMMARY

1. Reinforcement Phase
Step A is not conducted on the first game turn of any scenario or on game turns 1 and 3 of the Campaign game. Step B is conducted on all game turns.
 - A. Place reinforcements (rule 10)
 - B. Strategic Rail
 - C. Place generals (10.5)
2. Deal Strategy Cards (3.2)
3. Conduct Strategy Rounds (3.3)
4. Political Control Phase (rule 3.4)
 - A. Change capital if necessary (11.23)
 - B. Place PC markers in all spaces containing friendly SPs (11.1).
 - C. Determine Confederate and Border State control (12.1).
 - D. Implement War Weariness and Confederate War Guilt if it is a Fall game turn (12.9).
5. Attrition Phase (rule 9)
6. End of Turn

INTERCEPTION & RETREAT BEFORE BATTLE

Successful if die roll \leq general's battle rating
-2 to die roll if a cavalry general is present

AMPHIBIOUS ASSAULT MODIFIERS

CONFEDERATE

- +2 if an ironclad is present (no more than one)
- +2 if the space contains a fort
- +1 if the space contains the Hunley submarine
- +1 if the space contains torpedoes

UNION

- +? Current Amphibious Assault Modifier
- +2 for Foote or Porter strategy card

*All modifiers are cumulative.
Total impact may not exceed +3 (see 6.4)*

BATTLE DRMS

- Battle Ratings (7.4)
- Force Ratio (7.53):

+4	5-1 or greater
+3	4-1
+2	3-1
- Elite Units (7.51): +1 per elite unit
- Interception (5.7): Defender +2
- Cavalry Intelligence (7.52): -2 to commanding general's battle rating (army vs. army battles only).
- Fort (no Amphibious Assault) : +2 Defender
- Out of supply (8.3): opponent receives +2
- Amphibious Assault Modifiers (6.4): +3 Maximum

GENERAL CASUALTIES

Conducted if a player rolled a modified 10 in a battle.
Rolled modified 10 or greater: Leader killed on a 1-3
Rolled less than 10: Leader killed on a 1.

STRATEGIC WILL SUMMARY

Impact of Changing Fortunes of War (12.4)

SW marker changes from negative to plus: +2
SW marker changes from plus to negative: +3

SW Point Summary

1. RESOURCE SPACE DESTROYED: Confederacy loses SW points equal to resource value. Union gains SW points equal to the resource value.
2. Large Battle: Winner +3/Loser -5.
3. UNION BLOCKADE: -2 per failed blockade running die roll.
4. UNION CONTROL OF CONFEDERATE STATE: Confederacy subtracts state value (one time only).
5. CONFEDERACY CONTROLS THREE SPACES IN A UNION STATE (includes a Union controlled border state): Union -5/Confederacy +5 per turn, per state.
6. CAPTURE OF NATIONAL CAPITAL: Union -30, Confederacy -15.
7. REMOVAL OF AN ARMY MARKER: Confederacy -5, Union -10.
8. UNION NAVAL CONTROL OF Mississippi: +10 Union (one time only).
9. BORDER STATE:
 - Changes from neutral to controlled: Add SW value to new controller.
 - Changes control from Confederate to Union: Union adds SW value and Confederate subtracts SW value.
10. Union War Weariness: -5 each Fall turn.
11. CONFEDERATE WAR GUILT: -5 each Fall turn after the *Emancipation Proclamation* special event has taken effect.

MOVEMENT SUMMARY

Organization	Max. Size	Movement	Generals
Army	15 SPs	6 spaces	unlimited
Corps	6 SPs	8 spaces	2
Division	3 SPs	5 spaces	0
Cavalry Brigade	1 SP	10 spaces	1

RUNNING THE GUNS

1-3 it fails; 4-6 it succeeds.

MODIFIER: -1 if the space contains torpedoes.
*Confederate ironclads prevent Running the Guns.
Hunley has no effect.*



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