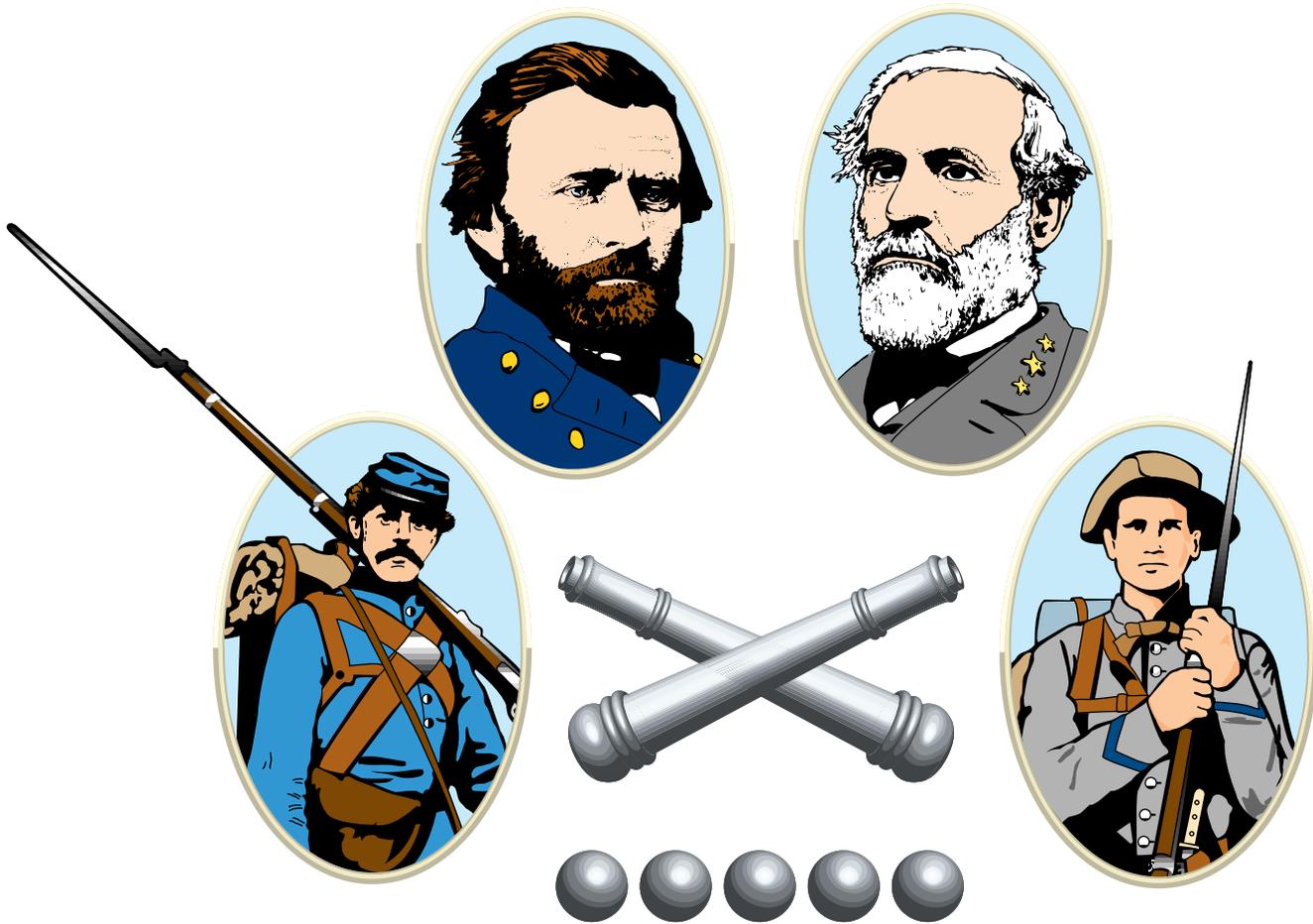# For the People

THE AMERICAN CIVIL WAR 1861–1865

Game Design by MARK HERMAN

By Rodger B. MacGowan ©2006

Rules of Play

TABLE OF CONTENTS

1. Introduction

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 trigger 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 institution of slavery 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 fear that slavery would be abolished. These 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 public debate four basic positions evolved. The hard line Southern perspective was that slavery should be allowed to expand without restriction. The "home rule" position, as articulated by Stephen Douglas, was that each local community should decide whether the state should be slave or free. The Republican party platform, as represented by Abraham Lincoln, was that slavery could continue where it already existed, but no expansion into the territories was toler-

able. Finally, the Abolitionist position was 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 abolition. The moderate appeal of the Republican position in the North 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 United States. Prior to Lincoln's inauguration President Buchanan did little as several other states followed South Carolina's lead, resulting in the formation of the Confederate States of America. Playing a cautious game, Lincoln after his inauguration did not immediately act, trying instead to hold the border states in the Union, while maneuvering the newly declared Confederate States of America into initiating hostilities and open rebellion. The firing on Fort Sumter gave Lincoln the cassus belli he required and he called for volunteers to put down the rebellion. With the call for volunteers several key border states, including Virginia, left the Union and the Civil War began. It is at this point that the action in *For The People* begins.

After more than two years of bloody Civil War, President Lincoln dedicated a cemetery on the former battlefield of Gettysburg with this famous resolve in his address, "...that this government of the people, by the people, for the people, shall not perish from this earth." He was wrong in saying that the world would "little note nor long remember what we say here."

Lincoln's 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 who fought here have, thus far, so nobly advanced. 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 gave the last full measure of devotion; that we here highly resolve that these dead shall not have died in vain; that this nation, under God, 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.

Examples of Counters

One Confederate Strength Point (1 SP)

Three Union Strength Points (3 SPs)

Name
Strategy Rating
Political Value
Offense Rating — Defense Rating

Army Marker · Army Strength Marker · General · Cavalry General · Cavalry Brigade · Fort · Elite Unit · Resource Destroyed · Strategic Will x1 · Strategic Will x10 · Operations Queue

Amphib. Assault Marker · Union Blockade Marker · Game Turn Marker · Ironclad · Torpedoes · Strategic Movement Limit Marker · Capital · Union PC Marker · Confederate PC Marker · Union State Control Marker · Confederate State Control Marker

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, retreat before battle, and interception situations. Each general possesses an offensive and a defensive battle rating. Whenever the general is activated and moving he uses his offensive rating for all game functions. If the general is not the active force and not moving he uses his defensive rating for all game functions, in particular interception and retreat before battle. In all cases the attacker in a battle uses his offensive battle rating and the defender uses his defensive battle rating, even if the battle was a result of a successful interception (the intercepting player is still the defender).

Cavalry Brigade: A Cavalry Brigade is an amalgam of a Cavalry General and one Strength Point. It is counted as a Strength Point for combat purposes and it may employ its inherent Cavalry General's ratings for command and modifier purposes. A cavalry general is a subordinate general for all game purposes. A Cavalry Brigade is created the instant a Cavalry General arrives in the game as a reinforcement. There should be no time when a Cavalry General counter is on the map, only on the game turn record track.

Force: A general description of SPs with or without an army marker or generals.

Forts: There are two kinds of forts in the game. Coastal forts are printed on the map. Fort counters can be built and are removed by successful enemy action. A fort that does not have a Strength Point in the space is considered to be ungarrisoned. The fort symbol or counter represents the physical fort, its heavy guns, and the artillerists that man the guns, which is approximately 2,500 men. As a consequence, an ungarrisoned fort is said to have 0 SPs, but is an SP for all game purposes, such as blocking enemy reinforcement placement, blocking Lines of Communication, and affecting battle. A fort can be created through the play of an event or operations card in a friendly controlled space. There are a few rare situations where a Political Control marker is removed from under a fort creating the situation where a fort is in an enemy controlled space. This situation has no impact on the ability of the fort to remain in a space once built.

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 this includes all of the important ones. Several other notable, but less-significant, generals are represented by Event cards. Each general is denoted by a counter with his name, strategy rating, offense-defense battle ratings and political rating. Often a general will not appear in the game until the point in the war when he began to have an Army-level impact.

Naval Conflict: During the Civil War, the naval conflict broke into two distinct types of operations: the blockade and Union combined operations. The blockade portion of the naval war is handled abstractly through Southern reinforcement procedures. Other Union naval and combined operations are handled through mechanisms for exerting Union naval control of rivers, and for conducting amphibious operations. Southern forts, ironclads, and other naval defenses help defend the Confederacy's rivers (especially the Mississippi) and its key ports.

Political Control: For the North, the war was about its ability to defend the Constitution and prosecute the conflict to a Southern defeat. For the South, it was about defending its sovereign territory and its independence. For both sides, the Civil War was about breaking the opponent's Strategic Will. The measure of a player's success in the game is his ability to spread his side's "will" over his opponent (represented as Political Control [PC] markers). Political control is gained by players maneuvering military forces and manipulating political events to spread his side's 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 saves clutter on the map. When the rules require the presence of a political control marker, these spaces, even though a physical marker is not present, meet this requirement. 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. The presence of a force does not change who controls a space, only PC markers determine control.

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 port symbol), and potentially its Strategic Will value in the case of Confederate Resource Spaces. Spaces are connected to other spaces by lines. There are three types of lines: road, rail and river. A rail connection is assumed to have a road connection. Generals and combat units move from space to space along these connecting lines. A space which is connected to another space by a line (road, rail or river) is said to be adjacent to that space. Coastal ports are considered to have imaginary river connections to other ports and to their associated coastal fort, this is important for Strategic movement.

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

State Control: When the Union player controls (see Political Control) the required number of spaces in a Confederate State (as denoted on the map) AND no undestroyed resource spaces or open blockade runner ports exist in the state, 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 (Missouri, West Virginia and Kentucky) start the 1861 and Campaign scenarios uncontrolled (neutral). Once a Border State is controlled by the Union player it becomes a Union state and cannot change sides. If the Confederate player gains control of a Border State first, then the Union can gain control of the Border State later to make it a Union state.

Strategy Card: Strategy cards 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 (OC) needed to allow the general to move during a strategy round.

Strategic Will (SW): The measure of a side's political stamina (to continue to pursue its objectives) is measured by its Strategic Will. Various game events (summarized in the rules) shift a side's 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.

Strength Point (SP): Each piece with a soldier is an infantry unit called a strength points (SPs), hereafter called in the rules an infantry SP or a non-cavalry SP. The number on the SP counter is the number of SPs present. Each SP represents approximately one Division (about 6,000 men). All infantry units are identical in strength with the color indicating the owning side. When a Cavalry General is placed on the map with an infantry SP, it is replaced with a Cavalry Brigade unit which represents both the Cavalry General and 1 SP of cavalry. A cavalry SP is part of a Cavalry Brigade and cannot exist outside of that unit. Infantry SPs are like change, they can be interchanged at any time for the player's convenience as long as the total infantry SPs in a location are not altered.

1.3 Extensive Example of Play

DESIGN NOTE: This example of play covers the entire 1861 Scenario. It attempts to retell the story of the first year of the war through the For The People lens. The actions taken are in many cases sub-optimal plays, but the historical participants did not have historical hindsight to guide them.

The initial Confederate strategy was defensive and passive, by design and based on the theory that the North could never conquer and occupy such a large territory. In addition, the South pursued the "King Cotton" theory, whereby the South embargoed their own major cash crop to gain European political support. The theory held that the Europeans could not live without Southern cotton and would mediate a satisfactory conclusion to the war. In actuality, the South missed a major opportunity to build up its foreign credit, while the effect of the blockade was very weak. The Union on the other hand focused on securing the border states of Missouri and Kentucky while supporting to the degree possible Southern Unionists in western Virginia and eastern Tennessee. The scenario ends with the Union securing the border states and the fall of northern Tennessee to Union Armies. The initial setup for the scenario is the beginning of the Campaign Game and 1861 Scenario.

The opening Union hand is:
Crittenden Compromise (card number 29)
Kansas (43)   Western Virginia (44)
Lincoln Declares a Blockade (68)

The opening Confederate hand is:
Letters of Marque (91)   Cabinet Intrigue (12)
CSS Sumter: Commerce Raider (50)
Kentucky Anarchy (42)

Spring 1861
The Reinforcement Phase is skipped in its entirety on the first game turn, so play proceeds directly to rule 3.2 (players deal strategy cards). The Game Turn Record Track indicates that only four cards are dealt to each player. During 3.31, the Confederate player declares that he is not playing a Campaign card at this time, so the Union is the first player.

Union Strategy Round 1:
The Union plays Crittenden Compromise and places 2 PCs in KY (Lexington and Louisville). The card is removed from the game. Union SW 100(–), Confederate SW 100(+)

Confederate Strategy Round 1:
The Confederate player plays Letters of Marque and increases Southern SW by one. Since it was already on the plus side there is no change of fortune effect. The card is removed from the game. Union SW 100(–), Confederate SW 101(+)

Union Strategy Round 2:
Kansas is admitted to the Union which allows for the placement of 1 SP in MO. The Union player places the SP in Kansas City. The Kansas card is removed from the game. Union SW 100(–), Confederate SW 101(+)

Confederate Strategy Round 2:
Due to commerce raiding losses from the CSS Sumter, the Union's SW is decreased by one. Union SW 99(–), Confederate SW 101(+)

Union Strategy Round 3:
The Union plays the Western Virginia card and places PC markers in Parkersburg, Grafton and Weston. The card is removed from the game. Union SW 99(–), Confederate SW 101(+)

Confederate Strategy Round 3:
Kentucky Anarchy removes the Union PC markers from Lexington and Lousiville, Kentucky. The Confederate must also remove his Columbus (KY) PC marker, but it is likely to be replaced during the Political Control Phase unless the Union captures Columbus. Union SW 99(–), Confederate SW 101(+)
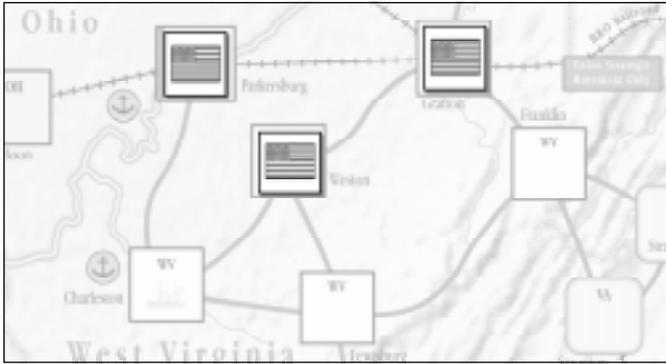
Union Strategy Round 4:
The Lincoln Declares a Blockade card increases the Union blockade level to one. The card is removed from the game. Union SW 99(–), Confederate SW 101(+)

Confederate Strategy Round 4:
During the early part of the war Secretary of State Seward believed he could control Lincoln. The culmination of his cabinet intriguing was a memorandum he wrote to the President. Lincoln deftly dealt with the problem, but the Union papers continued to decry that the administration had no policy and that Lincoln was not the man for the job. The Cabinet Intrigue card decreases Union SW by three. There would be other intrigues, mostly by Salmon Chase (the card is not removed). Union SW 96(–), Confederate SW 101(+)

Now that all of the cards have been played the Strategy rounds portion of the turn is concluded. During the Political Control Phase spaces that contain in-supply non-cavalry SPs have PC markers placed in their space. The only spaces that meet this criteria are Columbus, KY (Confederate PC marker) and Kansas City, MO (Union PC marker). After PC markers have been placed, State control is determined. The Union now has 3 PC markers in West Virginia, one shy of converting the state, 2 PC markers in MO (St. Louis and Kansas City), and none in KY. The Confederate player has 1 PC marker in KY (Columbus).

The Union now has 3 PC markers in West Viginia, one shy of converting the state.

During the Attrition Phase the Union loses 1 SP (from Washington, DC) while the South loses 1 SP (from Manassas, VA).

During the End of Turn Phase, it is determined that the scenario is not concluded, so a new turn is begun.

Summer 1861

During the Reinforcement Phase the Union player places 8 SPs in Washington, DC, 6 SPs in Cincinnati, OH, and 4 SPs in St. Louis, MO. The Confederacy first rolls the die for each of his four blockade zones and rolls a 1 for the North Atlantic Zone, a 2 for the South Atlantic zone, a 3 for the Western Gulf and a 6 for the Eastern Gulf. The North Atlantic zone die roll is not greater than the Union blockade level of 1, so no SP reinforcement is generated in this zone and the Confederate SW is reduced by 5 (–2 SW for failing to roll higher than the blockade level and an additional –3 for change of fortune). The blockade runner reinforcements are placed in New Orleans LA*, Mobile AL*, and Savannah GA. Confederate state reinforcements (9) are placed one per space in the following locations:

Nashville, TN	Fayetteville, AK
Pensacola, FL*	Wilmington, NC*
Manassas, VA	Charleston, SC*
Monroe, LA*	Fort Morgan, AL
Atlanta, GA*	

*SPs that will use Strategic movement

During the Strategic Movement Step, the Union makes the following moves (total of ten, below the allowed maximum of 15):

1) 2 SPs (port to port) from DC to Fort Monroe, VA
2) 1 SP from Springfield, IL to Cairo, IL

3) 3 SPs from DC to Cairo, IL
4) 2 SP from Pittsburgh, PA to Columbus, OH
5) 1 SP from Philadelphia, PA to Cairo, IL
6) 1 SP from Cincinnati, OH to Cairo, IL

During the Strategic Movement Step, the Confederate makes the following moves (total of seven, equal to the maximum allowed):

1) 1 SP from Wilmington to Manassas, VA
2) 1 SP from Charleston, SC to Manassas, VA
3) 1 SP from Monroe, LA to Nashville, TN
4) 1 SP from Pensacola, FL to Columbus, KY
5) 1 SP from Mobile, AL to Columbus, KY
6) 1 SP from New Orleans to Manassas, VA
7) 1 SP from Atlanta, GA to Knoxville, TN (note that Confederate SPs cannot be placed on Pro-Union spaces so the only way to get them to locations like Knoxville, is to expend either Strategic Movement, play of Card 80 Southern Religous Revival, or during strategy rounds).

Then arriving generals are placed on the map. The Union generals are placed on their unrevealed side. It is discovered when both sides reveal their generals that Buell and Rosecrans are in Cincinnati, OH, Halleck and Pope are in Cairo, IL, McClellan is in Frederick, MD, Banks is in Harper's Ferry, VA and Burnside is in DC. The Confederate generals are placed on their unrevealed side and when revealed it is discovered that Stuart is in Manassas, VA, Smith is in Knoxville, TN and Bragg is in Nashville, TN. Immediately following Stuart's placement in Manassas one of the 6 SPs in Manassas is removed from the map with the Stuart counter and replaced with the Stuart Cavalry Brigade counter.
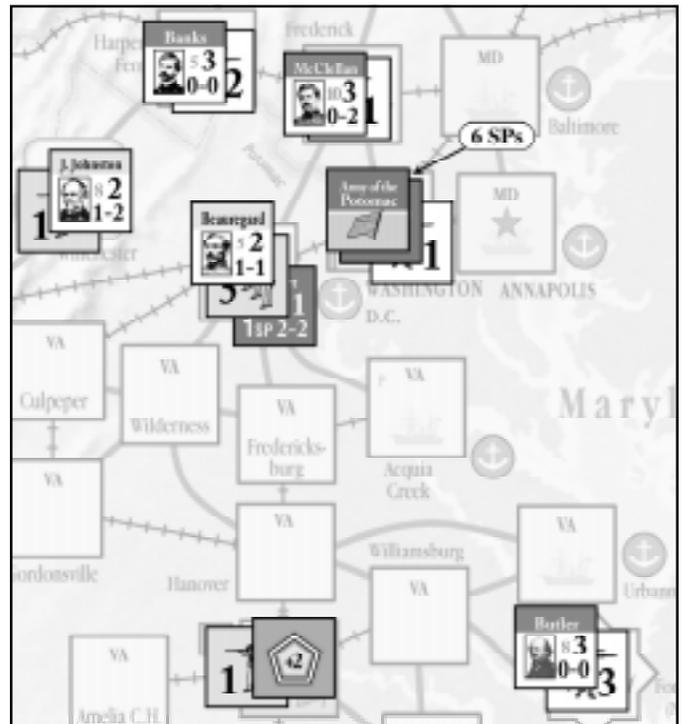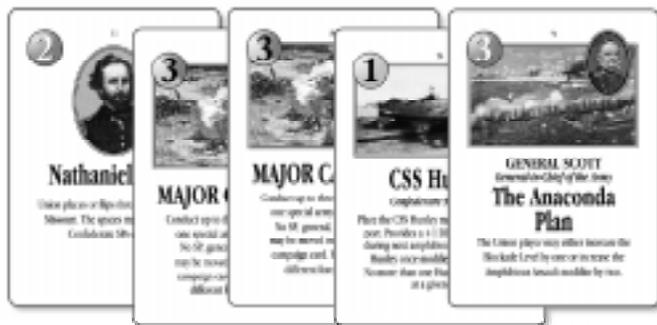

Example shows unit positions after the Reinforcement Phase of the Summer 1861 game turn.

This concludes the Reinforcement Phase. Play now proceeds to dealing out the cards. According to the Game Turn Record Track each player receives five cards.
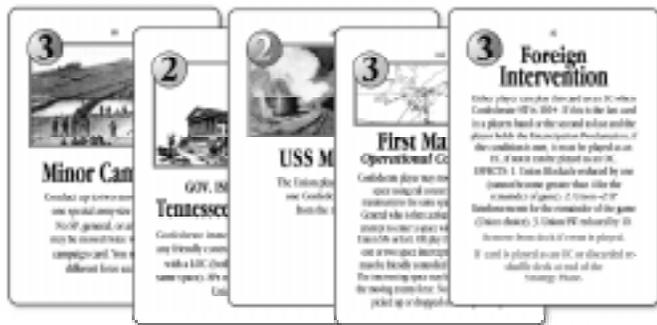
The Union hand is:

Nathaniel Lyon (11)	Major Campaign (83)
Major Campaign (84)	CSS Hunley (56)
The Anaconda Plan (71)	

The Confederate hand is:

Minor Campaign (88)	Tennessee Confederate (41)
USS Monitor (60)	First Manassas (102)
Foreign Intervention (82)	

The Confederate player declares he is going to play a Minor Campaign, so the Confederate will conduct the first strategy round.

Confederate Strategy Round 1:

The first move is to advance Price to Little Rock, AK where he picks up the SP there then he moves back through Fayetteville, AK with 3 SPs and then into Springfield, MO (see illustration to the right). The second move is to move Polk with 1 SP from Memphis, TN to New Madrid, MO. Union SW 96(–), Confederate SW 96(–)

Union Strategy Round 1:

Nathaniel Lyon card places 3 PC markers in Ironton, Lexington, and St. Joseph, MO (total of 5 PC markers in MO, including St. Louis and Kansas City). Union SW 96(–), Confederate SW 96(–)

Confederate Strategy Round 2:

The Tennessee Confederate card gives the South 2 SPs, both of which are placed in Nashville, TN, bringing its strength up to 5 SPs. Union SW 96(–), Confederate SW 96(–)

Confederate Strategy Round 1:
Price moves to Little Rock, AK where he picks up the SP there then he moves back through Fayetteville, AK with 3 SPs and then into Springfield, MO.
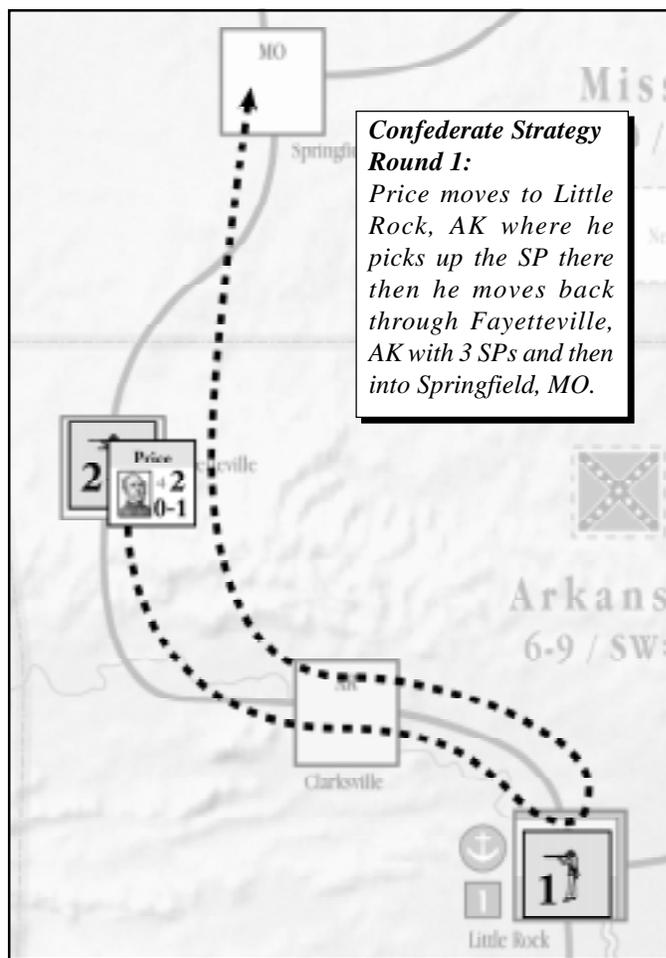
Union Strategy Round 2:

The Union now plays one of his Major Campaign cards. The first move is to activate Fremont, who takes 4 SPs from St. Louis, MO to Kansas City, MO where he picks up the SP there, and then moves through Jefferson City (dropping off 2 SPs), then to Rolla where he drops off 2 SPs, then to Ironton where he drops off one SP and ends his movement in St. Louis with 2 SPs. The second move is to take the 3 SPs in Columbus, OH that move to Wheeling, WV dropping off 1 SP (Divisional moves can drop off but not pick up SPs) and then continues to Lewisburg, WV. The third move is a naval movement (one per Campaign card) that takes 2 SPs from Fort Monroe, VA and moves them to Fort Pulaski, GA. The ensuing Amphibious Assault pits 2 SPs versus an ungarrisoned fort (total of 2 SPs, a small battle). First, the Amphibious die roll modifiers are calculated. The Union Amphibious Assault DRM is zero, so the Confederate receives a +2 DRM while the Union receives a +4 DRM due to the force ratio. The Union rolls a 1 (+4 = 5) while the Confederate player rolls a 2 (+2 = 4). The Combat Results Table specifies that each side losses 1 SP, but because it is an ungarrisoned fort, the attacker (Union) wins ties if it has surviving SPs, so the Union wins the small battle and one Union SP occupies Fort Pulaski. The Union does not control the fort space until a Union PC marker is placed on Fort Pulaski. Union SW 96(–), Confederate SW 96(–).

Confederate Strategy Round 3:
The Confederate plays the USS Monitor card as a 2 OC and uses this to create the Army of the Tennessee in Nashville under the leadership of A.S. Johnson. Because Johnson has the highest political rating on the map, no SW penalty is incurred. The Army of Tennessee (AoT) marker is placed in the Nashville space and A.S. Johnson and Bragg are placed on the AoT Army display with its SP marker placed on the 5 space of the track. Union SW 96(–), Confederate SW 96(–).

Union Strategy Round 3:
The Union now plays his second Major Campaign card. (Note: Having two Major Campaign cards in one hand is improbable, but possible. You can play more than one campaign card in a turn). The first move activates the Army of the Potomac which leaves DC with 6 SPs (1 SP is left behind to garrison the fort) and moves through Frederick, MD and then attempts to enter the Manassas, VA space occupied by Beauregard and Stuart. The Confederate player now reveals an interrupt card, which is the First Manassas card whose conditional event allows a two space interception. Joe Johnson in the Winchester, VA space is moved 2 spaces into the Manassas, VA space. The battle is a medium battle (six Union SPs versus seven Confederate SPs). The Union receives a +1 DRM (based on McDowell's offensive battle rating of 1) while the Confederates receive a +4 DRM (Joe Johnson's defensive battle rating of 2 and a +2 for the interception). Joe Johnson's rating is used because his political rating is higher than Beauregard's. The Union rolls a 5 (+1 = 6) whereas the Confederate rolls a 3 (+4 = 7). No leader casualties occurred because neither player rolled a modified 10. The Union loses 2 SPs and the Confederate loses 2 SPs. Because it is a tie without an asterisk, the defending Confederates win. The AoP retreats into the space from which it entered the battle, Frederick, MD. At the end of movement, an Army absorbs any Corps in the space so, the AoP absorbs McClellan and 1 SP (the end state is the AoP has 5 SPs and the Confederates have 5 SPs, one of which is in Stuart's Cavalry Brigade).

The second move of the campaign is Banks moving with 2 SPs from Harper's Ferry, VA into Winchester, VA. For the third move, Buell takes 6 SPs (plus Rosecrans) from Cincinnati, OH and moves through Falmouth, Lexington, Somerset, backtracks through Lexington, Frankfort, Louisville and ends in Lebanon, KY. Buell drops off 1 SP in each space and ends his move with 1 SP (plus Rosecrans) in Lebanon, KY. Union SW 96(–), Confederate SW 96(–).

Confederate Strategy Round 4:
The last card held by the Confederate player is the special event Foreign Intervention card. Since the Confederate SW level is below 110, and it is the last card in the Confederate hand, he may use it as an OC. The Confederate player chooses to create the Army of Northern Virginia with this card. Historical Note: A more aggressive player would probably attack into Kentucky, but the South remained very passive during this period for a variety of policy and logistics reasons. Remove the generals and the Cavalry Brigade to the Army Track with Joe Johnson in command (no SW penalty ensues because the only general with a

higher political rating on the map is A.S. Johnson who is already in command of an Army). Place the Army of Northern Virginia marker on the map. Union SW 96(–), Confederate SW 96(–).

Union Strategy Round 4:
The Union has two cards and the Confederate has none, so the Union player plays out his last two cards unopposed. The Union plays the Hunley card as a 1 OC and relieves McDowell of command. Because McDowell lost a medium battle (not a large one), the Union takes the entire 6 SW penalty and places McClellan in command of the AoP. McClellan has a higher political rating than Burnside (no SW penalty). Remove McDowell to the Game Turn Record Track to return during the next Reinforcement Phase. Union SW 90(–), Confederate SW 96(–).

Union Strategy Round 5:
The Union for his last card plays the Anaconda plan and increases his blockade level from 1 to 2. After this card play the strategy rounds are concluded. Union SW 90(–), Confederate SW 96(–).

During the Political Control Phase all spaces with in-supply, non-cavalry SPs have PC markers placed in them (or flipped). The Confederates gain control of Springfield, MO. The Union gains control of:

MO: Jefferson City, Rolla (Union has 7 PC markers in MO)

WV: Wheeling, Lewisburg (Union has 5 PC markers in WV)

KY: Falmouth, Lexington, Frankfort, Lousiville, Somerset, Lebanon (Union has 6 PC markers in KY)

VA: Winchester

GA: Fort Pulaski

Now State control and the impact of Fort Pulaski are adjudicated. The Union gains control of WV and MO plus 1 SW for Fort Pulaski. The Union SW increases from 90 to 108 (+5 SW for WV, +10 SW for MO, +1 SW Fort Pulaski, and +2 SW for change of fortune). When the Union gains control of WV he places PC markers in Franklin and Charleston, WV. With MO now Union-controlled, a Union PC marker is placed in Greenville, MO. Union PC markers are not placed in Springfield and New Madrid, MO because they contain Confederate SPs. Place PC markers in the State control box on the map to indicate Union control. The South loses 1 SW for the loss of Fort Pulaski, reducing Confederate SW to 95(–).

During the Attrition Phase the Union loses 3 SPs (1 SP from the AoP in Frederick, MD plus 2 SPs from Cairo, IL which had 7 SPs present) while the Confederates lose 4 SPs (1 SP each from Nashville, TN, Manassas VA, Springfield, MO and Columbus KY). The SW levels at the conclusion of the second game turn are Union 108(+) and Confederate 95(–). Before beginning game turn 3, the Strategy deck is reshuffled because the Foreign Intervention card was played as an OC. Do not shuffle in the cards that were removed from play.

Fall 1861

On game turn 3 only steps B and C of the Reinforcement Phase are conducted. During the Strategic Movement step, the Union makes the following moves (total of 12, below the 15 maximum allowed):

1) 4 SPs; 1 SP each from Lexington, Falmouth, Louisville, and Frankfort to Lebanon, KY

2) 1 SP from St. Louis, IL to Cairo, IL

3) 2 SPs from Jefferson City, MO to Cairo, IL

4) 2 SP from Rolla, MO to Cairo, IL

5) 1 SP from Indianapolis, IN to Lebanon, KY

6) 1 SP from Wheeling, WV to Lebanon, KY

7) 1 SP from Ironton, MO to Cairo, IL

During the Strategic Movement step, the Confederate makes the following moves (total of 3, below the 7 maximum allowed):

1) 1 SP from Nashville, TN to Dover, TN
2) 1 SP from Manassas, VA to Strasburg, VA
3) 1 SP from Mobile, AL to Columbus, KY

During Step 3, arriving generals are placed on the map. The Union general McDowell is placed in Frederick, MD with the AoP. When the Confederate generals are revealed its Van Dorn in Springfield, MO and Pemberton in Fort Sumter, SC.

This concludes the abbreviated Reinforcement phase. Play now proceeds to dealing out the cards. According to the Game Turn Record Track each player receives six cards.

The Union hand is:

Cotton is King (26)	Copperheads (2)
Riverine Ironclads (67)	Admiral Foote (57)
Major Campaign (83)	Missouri Guerrilla Raids (13)

The Confederate hand is:

Pre-War Treachery (24)	Trent Affair (52)
Major Campaign (84)	Ball's Bluff (73)
Brazil Recognizes the Confederacy (48)	
CSA Recognizes KY, MO, MD, and DE (47)	

During 3.31 when who goes first is determined, the Confederate player declares he is not going to play a Campaign card, so the Union will conduct the first strategy round.

Union Strategy Round 1:
The Union plays the Cotton is King card reducing the Confederate SW by two. Union SW 108(+), Confederate SW 93(–)

Confederate Strategy Round 1:
The Confederate player plays the Pre-War Treachery card and places forts in New Madrid, MO and Manassas, VA. Remove the card from the game. Union SW 108(+), Confederate SW 93(–).

Union Strategy Round 2:
The Union plays Copperheads as a 2 OC card and creates the Army of the Cumberland in Lebanon, KY with 7 SPs. Buell is in command, but the Union takes a 5 SW penalty (–2 SW because Butler and Fremont both have higher political ratings than Buell,
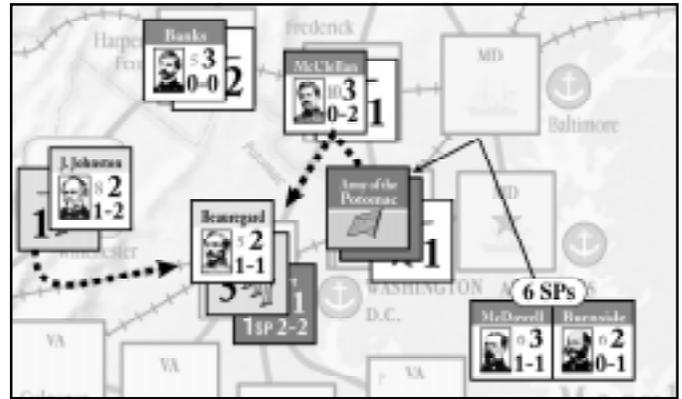
Union Strategy Round 3: McDowell's Army of the Potomac moves on Manassas. J. Johnson intercepts from the valley (with Strategy Card #102).

and –3 for change of fortune). Union SW 103(–), Confederate SW 93(–).

Confederate Strategy Round 2:
The Confederate SW total is increased by five due to the Brazil Recognizes the Confederacy card (+3 SW due to the card and +2 due to change of fortune). Remove the card from the game. Union SW 103(–), Confederate SW 98(+).

Union Strategy Round 3:
The Union plays the Riverine Ironclad card as an EC and increases its Amphibious Assault modifier from zero to two. Union SW 103(–), Confederate SW 98(+).

Confederate Strategy Round 3:
The CSA Recognizes KY, MO, MD and DE card adds 2 SPs to Springfield, MO. Remove the card from the game. Union SW 103(–), Confederate SW 98(+).

Union Strategy Round 4:
The Union plays Admiral Foote and launches an Amphibious Assault. The Union takes 3 SPs from Cairo, IL and moves them to Dover, TN to assault the fort. The battle is a small battle (3 Union SPs versus 2 Confederate SPs). First, the Amphibious modifiers are calculated. The Union gets +4 (+2 Amphibious DRM and +2 for Foote EC) while the Confederates get +2 for the fort. The net effect is the Union gets a +2 DRM in the battle. Neither side has a force ratio advantage nor a leader so both sides roll the die. The Union rolls a 5 (+2 = 7), while the Confederate rolls a 3, which is unmodified. Both sides lose 1 SP, but the Union achieved an asterisk result so the Union wins the battle. The surviving Confederate SP retreats to Franklin, TN. The 2 Union SPs occupy Dover, TN and cease movement. The Confederate fort counter is removed from the map and is available for redeployment. The Union gains 3 SW (1 for removing the Confederate fort and +2 for Changing Fortune of War) whereas the Confederate SW is reduced by 4 (1 SW for losing the fort and –3 for Changing Fortune of War). Union SW 106(+), Confederate SW 94(–).

Confederate Strategy Round 4:

The Confederate player uses his Major Campaign card to fall back, now that his line has been broken in the West. The AoT in Nashville moves to Corinth, MS via Decatur, AL, picking up the SP in Franklin, TN on the way. General Polk in New Madrid, MO, leaves 1 SP in the space and moves to Columbus, KY, where he picks up the 3 SPs there and moves to Corinth, MS. The Army of Northern Virginia falls back to Fredericksburg, VA, abandoning its fort in Manassas which remains on the map as an ungarrisoned fort. Union SW 106(+), Confederate SW 94(–).

Union Strategy Round 5:

The Union follows suit by playing its Major Campaign card and follows up on its Western success. The AoP moves from Frederick, MD to Manassas, VA, eliminating the ungarrisoned fort and expending an additional space of movement to place a Union PC marker in the space. Halleck moves a Corps with 4 SPs from Cairo into Paducah, KY (drops off an SP), then through Columbus to remove the fort (drops off another SP), then moves through Dover (where it picks up one of the two Union SPs) then through Franklin, Columbia and Waynesboro, TN to concludes its movement in Pittsburg Landing, TN (total of eight spaces of movement). The Confederate AoT attempts an interception, but rolls a 6 (fails). The Army of the Cumberland moves into Bowling Green, KY and expends an additional space of movement to place a PC marker, then enters Nashville, TN expends another space of movement which destroys the Resource Space due to PC marker placement. This increases the Union SW total by 7 SW (+5 SW for Nashville and +2 SW for the two removed forts). The Confederate SW total is reduced by 7SW (–5SW for Nashville and –2 for the two removed forts). Union SW 113(+), Confederate SW 87(–).

Confederate Strategy Round 5:

The Confederate player plays Ball's Bluff and removes one Union SP from the AoP. Union SW 113(+), Confederate SW 87(–).

Union Strategy Round 6:

The Union plays the Missouri Guerrilla Raids card as a 2 OC to place a PC marker in Columbus and Paducah Kentucky. Union SW 113(+), Confederate SW 87(–).

Confederate Strategy Round 6:

The final card play for the turn is the Trent Affair. Increase the Confederate SW by seven (+5 SW for the event and an additional +2 SW for change of fortune). Remove the card from the game. Union SW 113(+), Confederate SW 94(+).

During the Political Control Phase, all spaces with in-supply, infantry SPs have PC markers placed in them (or flipped). The Confederates gain control no new spaces. The Union gains control of:

KY: Bowling Green (Union has 9 PC markers in KY)
TN: Dover and Pittsburg Landing
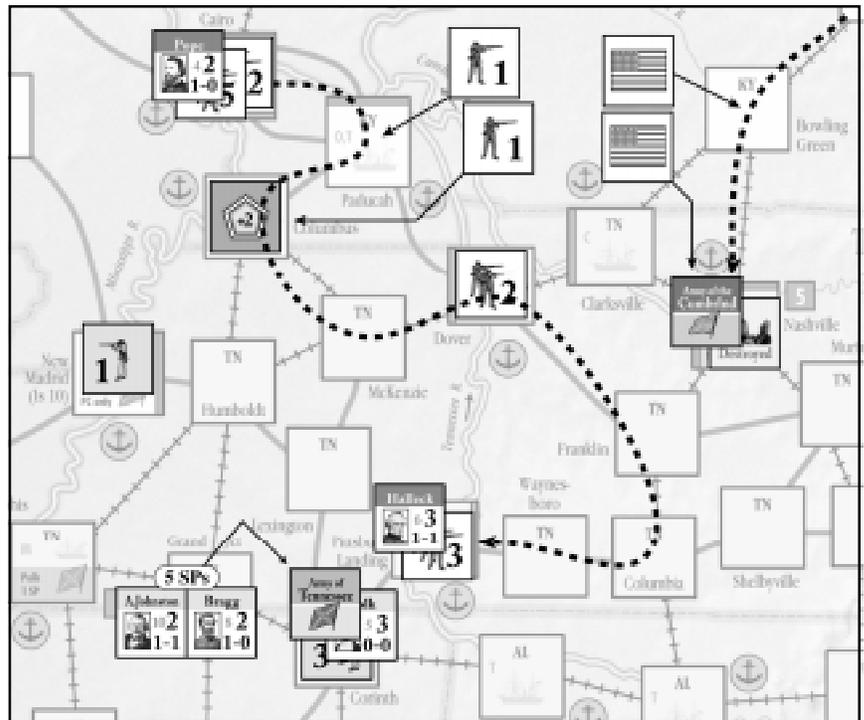
Example shows the situation after Confederate Strategy Round 4 and Union round 5. Polk with 3 SPs meets with the Army of Tennessee from Nashville. Halleck leaves Cairo with 4 SPs, picks up one more at Dover and ends his move at Pittsburg Landing. Buell, with the Army of the Cumberland marches to Nashville spending one additional MP to place PC markers in Nashville and Bowling Green.

Now State control is adjudicated. The Union gains control of KY. The Union SW increases from 113 to 123 (+10 SW for KY). A PC marker is placed in the KY state control box and the Political Control Phase ends.

War Weariness is assessed against the Union each Fall turn [12.9] and a comparable penalty (War Guilt) is assessed against the Confederacy if the Emancipation Proclamation has occurred. Since the Emancipation has not been played yet, only the Union suffers a 5 SW penalty at this point in the game. The Union SW is reduced from 123(+) to 115(–) (-5 SW for War Weariness penalty and an additional –3 SW for change of fortune).

During the Attrition Phase the Union loses 5 SPs (1 SP each from Pittsburg Landing TN, Cairo, IL, and Manassas VA plus 2 SPs from Nashville TN) while the Confederates lose 4 SPs (2 SP from Corinth MS and 1 SP each from Fredericksburg, VA, and Springfield, MO). The SW levels at the conclusion of the third game turn are Union 115(–) and Confederate 94(+). This is the last turn of the 1861 Scenario. The result is a Union victory.

Player Note: To achieve the setup in the 1862 Scenario, you would have to give each side a free reorganization move to get the generals in the correct locations, create the Union Army of the Cumberland, and add the reinforcements.

1.4 How to Interpret Rules Ambiguity

If some combination of events or circumstances is not explicitly mentioned in the rules (including design and playnotes), then you cannot do it.

2. Setting Up the Game

2.1 Choose Scenario

Decide which scenario of the game you are going to play. The setup for the Campaign Game and the 1861 Scenario appear below in this section and is printed on the map. Alternative set-ups exist for the 1862, 1863 and 1864 Scenarios (see rule sections 14, 15, and 16). 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's victory conditions).

2.2 Setting Up

At the beginning of the game, shuffle the Strategy Cards and place them on the table. Place the pieces according to the initial setup locations listed below. 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.

2.3 Confederate 1861 Setup

The Confederate player places the indicated pieces in the indicated spaces. All spaces in VA, NC, SC, GA, TN, FL, AL, MS, LA, AR and TX are considered to be Confederate-controlled, unless a Union PC marker begins in the space [2.4].

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, Capital
New Madrid, MO (Island No. 10)		0	PC

2.4 Union 1861 Setup

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, Capital, 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	
Harper's 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 Amphibious Assault marker on the 0 space of the Amphibious Assault Track. See the scenario section for the victory conditions for the 1861 Scenario or Campaign Game.

Union Blockade Marker
for use on the Union Blockade Level Track

Union Amphibious Assault Marker
for use on the Union Amphibious Assault Modifier Track

2.6 Border States

All spaces in KY, WV and MO are neutral and are initially not controlled by either side. *Exception: The St. Louis space begins under Union control and the Columbus, KY and New Madrid, MO spaces begin under Confederate control.* Both sides may freely place PC markers and enter Border States from the beginning of the game.

2.7 1861 Strategic Will

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

2.8 1861 Reinforcement Phases

The Reinforcement Phase is not conducted on the first turn of the Campaign Game or the 1861 Scenario. Only steps B and C are conducted on game turn 3 of the Campaign Game or 1861 Scenario.

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 independence for the South. A player wins by reducing his opponent's "Strategic Will" to the level that fulfills a victory condition (see Victory Conditions in the applicable scenario, found in sections 13 through 17). Actions taken by the player, such as winning large battles, controlling states, destroying resource centers, and playing 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 play is followed each turn, until all game functions have been completed in each step and phase.

3.1 Reinforcement Phase

STEP A: Both players place their reinforcements on the map (Union first, followed by the Confederate player). The Union player receives his reinforcements from a fixed schedule [10.3] minus enemy controlled state capitals and foreign intervention, whereas the Confederate reinforcements are potentially reduced by the number of Confederate States controlled by the Union [10.4], by Union control of the Mississippi, and by the Union blockade [10.5]. The Union player places his reinforcements first.

STEP B: Both players conduct Strategic Movement (Union first, followed by the Confederate player).

STEP C: All generals that are now available for play [10.6] are placed on the map (Union first, followed by the Confederate player). These consist of newly arriving generals, as indicated by the Game Turn Record Track, or returning generals who were removed from play during the previous turn because their force was eliminated. It also includes Cavalry Generals returning to play after the elimination of their Cavalry Brigade. The Union conducts all general placement before the Confederate player. After all generals are placed on the map, the reinforcement phase is concluded. *Exceptions: As noted in the scenario setup sections, the Reinforcement Phase is not conducted on the first turn of the Campaign Game or the 1861 Scenario. Only steps B and C are conducted on game turn 3 of the Campaign Game or 1861 Scenario. Only step C is conducted on the first turn of the 1862, 1863, and 1864 scenarios.*

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 (as shown on the Game Turn Track). Whenever the Strategy Deck is exhausted, or when demanded by a special event card [4.4], the deck is reshuffled and play continues. Whenever the Strategy Deck must be reshuffled, reshuffle the played and unplayed Strategy Cards to form the new deck. Do not include those cards which have been removed from the game permanently.

3.3 Strategy Rounds

3.31 WHO PLAYS FIRST: If the Confederate player has a Major or Minor Campaign Strategy Card, he may choose to go first, if he wishes, but then must use that card as an EC card. Otherwise, he tells the Union player to proceed. The Union player then 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. Based on 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 end. A strategy round is the play of one card, not two cards in succession.

When a Strategy Card is played, the opponent can potentially play a card to "interrupt" the original card played. The player who played the "interrupt" card still conducts his normal strategy round if he has any cards remaining.

EXAMPLE: The Union plays an operations card (OC) to move a Corps and the Confederate player plays "Quaker Guns" 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.

3.41 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]. Additional SW penalties occur based on where the Capital is repositioned [11.23].

3.42 POLITICAL CONTROL DETERMINATION SEGMENT
STEP 1: Both players place friendly Political Control markers (PCs) in all spaces containing in supply friendly, infantry SPs. If the space contains an enemy PC, it is immediately removed by flipping the PC onto its other side. 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 (see 11.1). If a Union PC marker is placed on a non-destroyed Confederate Resource Space, it is destroyed (and the appropriate SW effect is applied [12.2]).

STEP 2: Next both players determine State control (i.e., who controls the Confederate and Border States) and Union SW penalties for the presence of Confederate PC markers in Union 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 [12.11, 12.13]. In addition, naval control of the Mississippi provides the Union with a one-time bonus [12.8].

STEP 3: Lastly, Union War Weariness and Confederate War Guilt SW penalties are assessed [12.9]. Forts on the game turn track are now available [6.8].

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 on the last turn of the scenario or if either player fulfills an automatic victory [17.2]. 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. Both sides spent the first year of the war, 1861, mobilizing and organizing their war efforts.

4.1 Operations Cards (OC)

During a strategy round a Strategy Card can be used as an Operations Card (OC) or as an Event Card (EC). 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:

A. **Move forces** (SPs, generals or Armies). See rules sections 5 and 6.

B. **Create an Army:** 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 [5.2].

C. **Relieve an Army's general** [5.6]

D. **Reorganize generals** [5.6]

E. **Place forts:** A player may place a fort in any friendly-controlled space that does not contain a fort by playing a 3 OC Confederate or 1,2, or 3 OC Union [6.8].

F. **Place PC markers:** A player may use a Strategy Card to place PC markers on the board [11.3].

These game functions are covered in the indicated section of the rules.

4.2 Event Cards (EC)

4.21 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. The event on each Strategy Card carries specific instructions as to which side can play it, when it can be played, and the effects of it being

played. A Strategy Card whose event calls for the card to be removed from play is only removed if the card is played as an EC not an OC.

4.22 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.

4.23 DISCARDING: If a player has at least one Strategy Card in his hand when it is his turn, he must play it or discard. Discarding a card counts as a Strategy Card play, but none of the instructions of the card are implemented. Neither player can voluntarily discard Special Event cards. The Union player may not voluntarily discard the Red River Campaign card.

4.24 EVENTS THAT REMOVE SPs: Certain cards force the removal of infantry SPs, not cavalry SPs, from the map. The card specifies which side chooses:

- Confederate Choice: Balls Bluff, Union Arms Production Delay
- Union Choice: Union 90 Day Enlistment's Expire, Draft Riots in NY, Contraband of War
- Card Player's Choice: Dysentery

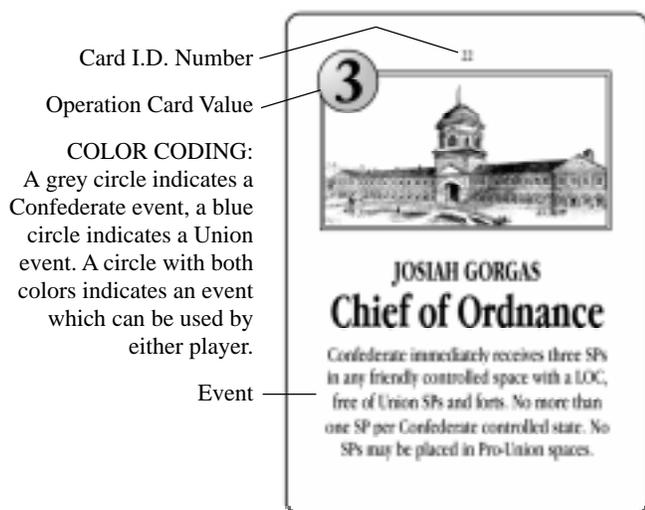*Note: The last infantry SP of an Army can be removed.*

4.25 INTERRUPT CARDS: Some cards allow a player to "interrupt" the other player's action (such as Quaker Guns). When a player interrupts the other person's card play with a card, 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. If an interrupt card is used to interrupt one of the moves of a campaign card, the remainder of the moves are completed before the interrupting player takes his strategy round. Each move on a campaign card may be interrupted distinctly in this manner. Naval moves cannot be interrupted unless specified by an event.

4.26 REMOVAL CARDS: Certain cards allow a player to remove a card from the other player's hand (such as Confederate Railroad Degradation). The removed card is discarded, after which the player who lost the card takes his normal strategy round. *Exception: After the Confederate player removes a Union card with the Forward to Richmond card, the Union player uses Forward to Richmond as his card play for the next strategy round.*

4.27 REINFORCEMENT CARDS: Events that generate new SPs, can never be brought into play in an enemy occupied space (SP or fort) even if this condition is missing from the card text other conditions are unique to each card.

4.3 Major and Minor Campaign Strategy Cards

4.31 These cards allow a player to conduct 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

Card I.D. Number

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.

Event

3

11

JOSIAH GORGAS
Chief of Ordnance

Confederate immediately receives three SPs in any friendly controlled space with a LOC, free of Union SPs and forts. No more than one SP per Confederate controlled state. No SPs may be placed in Pro-Union spaces.

move. A force (Army, generals, and SPs) that is activated and has its movement cancelled by an interrupt card cannot be activated for the remainder of that Campaign event. More than one Major or Minor campaign card can be played as an EC each turn. It is possible, but not probable, that a player could play two Major Campaign and five Minor Campaign cards in the same turn.

4.32 Naval Movement: Only one of the moves in a Major or Minor Campaign can be a naval move (see rule 6). The Union player can use all of a Major or Minor Campaign card's activations to conduct one Special Army move (6.15).

4.4 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. If due to a discard event (e.g., Choctaw Indians) a Special Event card would be discarded, its event still occurs if its conditions have been met.

EXAMPLE: The Confederate player plays Choctaw Indians and the Union randomly discards the Foreign Intervention card. If the Confederate Strategic Will is at 110 or greater, the Foreign Intervention event is immediately implemented.

4.41 Emancipation Proclamation: Regardless of which player picks the Emancipation Proclamation card, it must be played during a Strategy Round at the first opportunity if its conditions are fulfilled. If the conditions of the Emancipation are fulfilled, flip the game turn marker to its Emancipation Proclamation side as a reminder to apply Confederate War Guilt SW penalties [12.9].

Exception: If the conditions for playing it are not fulfilled at the time it is drawn or during the turn it is drawn, then it can be played as an OC as the last card by the person holding it. If the playing of the Emancipation Proclamation as an OC were to result in a medium or large battle victory, the Emancipation Proclamation event is not triggered. The discarding of the Emancipation Proclamation special event card or the play of it as an OC causes the Strategy Deck to be reshuffled before the next game turn. 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.

4.42 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.

Exception: If the conditions for playing it are not fulfilled, then it cannot be played as an Event and must be held to become the last card in the player's hand. If this occurs then it can be played as an OC (if the Emancipation Proclamation exception occurs, then it can be played as the second to last card played). The playing of the Foreign Intervention event card as an OC or a

discard 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 immediately reduced by one and cannot rise above a level of four for the remainder of the game. Flip the Union Blockade Marker to indicate this condition.

2) The Union reduces his reinforcements by a total of 2 SPs during each Reinforcement Phase (Union player choice of location) for the remainder of the game.

3) Union Strategic Will is reduced by ten (one time penalty).

4.5 Strategic and Operational Concentration Cards

There are five cards that allow for a Strategic or Operational concentration of forces followed by a general being activated who must then attempt to attack an enemy force (an ungarrisoned enemy fort counts as an enemy force for this purpose).

4.51 CONCENTRATING FORCES: All SPs moved must use rail connections exclusively, no road connections allowed. No Generals may move when concentrating SPs. Consequently, the concentration space must have a rail connection to other spaces and be a space in an original Confederate state. This is even true for the Seven Days/Chattanooga event when played by the Union. A player may forgo moving any SPs and just activate a general and attempt to attack an enemy force, in which case no rail connection is necessary. The Union player may use the B&O rail connection for the Chattanooga Operational concentration card event.

4.52 ACTIVATING THE FORCE: A general in the concentration space must be activated who must attempt to attack an enemy force (ungarrisoned forts count). All rules for land movement pertain. All SPs do not have to be moved from the concentration space, the player chooses how large a force to move as long as an attempt to attack an enemy force occurs. If the activated general attempts to enter a space with an enemy force that successfully retreats before combat, the mandate to attack has been fulfilled and the player may continue moving without any further restrictions. Note: Interrupt cards can prevent or modify the activation of the force, which removes the requirement to attempt an attack and does not stop the concentration of forces prior to activation.

4.6 Forward to Richmond

DESIGN NOTE: This card is intended to cause the Union player to do something that they usually do not want to do. Historically there was continuous pressure from Lincoln and the public to capture the Confederate Capital. This card reflects this historical situation and prevents the Union player from ignoring this historical imperative. Players over the years have attempted every dodge that human creativity can imagine or devise to try and avoid the full impact of the "Forward to Rich-

mond" event. This section of the rules is a further attempt to close any doubt as to the strategic intent of this card.

4.61 Strategic Intent

The Union player MUST activate a Union Army and attempt to capture Richmond.

PLAY NOTE: If the Union has only one Army covering Washington, this event can be a game changer. Consequently, as long as the location of this card is unknown (draw deck or enemy hand), the Union is at risk. Conducting a Seven Days Campaign (using Special Army Naval move to place an Army led by McClellan in Fort Monroe) can neutralize the worse effects of this event.

4.62 Forward To Richmond Event

The Union player has to move a Union Army that meets the criteria on the "Forward to Richmond" event toward Richmond by the shortest direct path possible and try and capture the space. When more than one such path exists the Union player can choose, which one to take. The Union player cannot pick up or drop off any SPs beyond the 1 SP allowed by the card if the Union movement originates in a space with a fort. The Union cannot pick up or drop off any Generals during this event. The Union can convert Confederate spaces as they move toward Richmond, which may allow the Union Army to run out of movement prior to reaching the Richmond space. However, the intent is the Union Army, if possible, must attack and attempt to capture Richmond. Once the Army enters Richmond and converts the space (if possible), the army's move is completed.

4.63 Forward to Richmond and a Default Commanding General

An Army commanded by a default general (5.28) is unaffected by the Forward to Richmond event.

4.64 Forward To Richmond when Richmond is Union Controlled

DESIGN NOTE: View this as a Union army moving on Richmond to quell a local revolt.

Follow all of the conditions in 4.62.
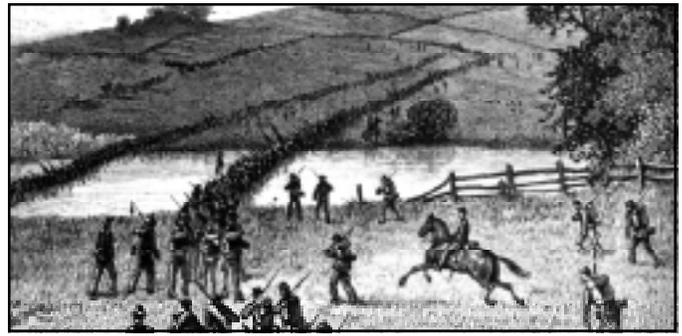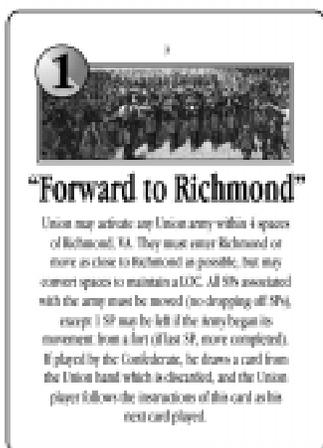
5. Land Operations

DESIGN NOTE: The Civil War was fundamentally a war of maneuver. The game views land operations as a series of operations of varying size. The operational tempo of the game is dictated by 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.

5.1 Land Movement Overview

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 [5.7] must stop and conduct a battle (rule 7). 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 Brigade (which consists of a Cavalry General and 1 SP amalgamated into one unit) moves alone. *Note: The terms Army, Corps and Division are used within the rules as terms of convenience rather than historical designations.*

5.13 MOVEMENT RATES: Organizations move up to the following distances when activated: An Army move is six spaces with up to 15 SPs (Cavalry Brigade SPs count against this limit) and additional generals [5.29]. A Corps move is eight spaces with up to six SPs plus the Corps general and one additional general or Cavalry Brigade (which counts against both the SP limit and as an extra general). A Division move is up to five spaces with one to three SPs with no generals. A Cavalry Brigade may move ten spaces, but may not include additional generals.

5.14 ACTIVATION: A general is activated when an OC is played whose value is equal to or greater than the general's Strategy Rating. 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 once each round.

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

5.15 PICKING UP AND DROPPING OFF SPs: An Army or Corps move may freely pick up and drop off SPs during its move (even SPs previously dropped off) as long as there are never more than the maximum allowable units moving with the Army or Corps at a given time. A Division move can drop off, but not pick up SPs. A Cavalry Brigade move can neither pick up nor drop off SPs. Generals may be dropped off and picked up like SPs with numerous restrictions (see 5.29 and 5.34), but the general used to activate the move may not be dropped off [5.6].

MOVEMENT SUMMARY

Organization	Max. Size	Movement	Generals
Army	15 SPs	6 spaces	See 5.29
Corps	6 SPs	8 spaces	See 5.34
Division	3 SPs	5 spaces	0
Cavalry Brigade	1 SP	10 spaces	Associated Cav. General only

5.2 Armies

5.21 ARMY CREATION AND ELIMINATION

CREATION: Playing a 2 or 3 value OC allows an Army marker to be placed on any controlled space, with a LOC, containing at least one general and five or more in-supply SPs. Cavalry Brigade SPs count toward this SP requirement. After the Army is created, move the generals, Cavalry Brigades 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 (including Cavalry). Place the Army marker on the map in the appropriate location.

ELIMINATION: The instant that an Army has zero SPs (even if located on a fort) the Army is eliminated. This determination occurs prior to retreat from a battle, so the Army is unable to retreat onto a friendly SP to avoid elimination. An eliminated Army has all of its generals (minus potential General casualties) placed on the game turn record track to return to play next game turn except Confederate Cavalry generals who return in three game turns. The elimination of an Army carries a Strategic Will penalty (12.7) that is applied immediately.

5.22 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, the owning player determines the commanding general. When an Army is created, the player's Strategic Will is reduced by 2 SW if any

general on the map (not Army Display) has a higher political rating than the new commanding general's political rating (regardless of how many such generals exist).

EXAMPLE: It is 1861 and the Union is creating the Army of the Cumberland. In the space are Buell and Rosecrans. Buell is going to command the Army, because his political rating is higher than Rosecrans. However, at this time both Fremont and Butler are on the map and each of these generals has a political rating of 8. The Union player would pay a penalty of 2 SW for creating the Army with Buell in command.

Once a general is in command of an Army he can only be replaced with another general by relieving him [5.61]. The highest ranking non-commanding general in an Army may not leave the Army either by being dropped off or with a Corps move. The only way to remove the highest ranking non-commanding general from the Army is through the use of an event card or General Casualty. However, due to the introduction of new generals into an Army or relieving the commanding general, the highest ranking non-commanding general in an Army could change.

5.23 ARMY MOVEMENT 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 [5.29] and Cavalry Brigades associated with that Army. *NOTE: Cavalry Brigade SPs count against the 15 SP limit.*

5.24 ONE ARMY PER SPACE: An Army may move through a space with another friendly Army. If as a consequence of movement, interception, or retreat there would be more than one friendly Army in a space at the end of a move, one of the Armies is immediately removed from play (prior to battle if necessary) with all generals being removed and available for returning to play next turn, except Confederate cavalry generals return in three game turns. The removal of an Army in this manner carries the normal SW penalty (minus 10 SW Union or minus 5 SW Confederate, see 12.7) and an additional penalty of the political rating of the Army's commanding general [5.61]. The SPs all become part of the remaining Army (up to the maximum of 15 SPs; place any excess in the space).

PLAY NOTE: This is not a good mechanism for removing bad generals, see 5.6 for other methods.

5.25 MOVEMENT RESTRICTIONS: Army moves may never:
- use the rail movement bonus [5.9].
- use naval movement, unless it is one of the two special Army-size naval moves listed in rule 6.15 or a naval retreat [7.62].

5.26 MOVEMENT AND POLITICAL CONTROL: An Army that contains one or more infantry SPs 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. An Army that does not have any infan-

try SPs (comprised exclusively of cavalry brigade SPs) does NOT have this ability. An Army that starts its activation in an enemy controlled space can use its first space of movement to convert the space prior to displacing to another space. This space conversion counts as the first space of movement for the "Mud March" card. 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 for both sides.
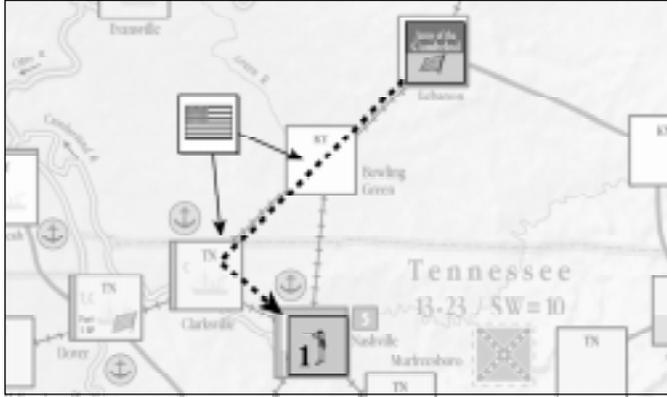
EXAMPLE: If a Union Army entered the neutral space of Bowling Green, KY and expended an additional space of movement, a Union PC marker could be placed in Bowling Green (total cumulative expenditure of two spaces). The Union Army could then enter Clarksville, TN and expend another additional space of movement, placing a Union PC marker in Clarksville (using its fourth space of movement). The Union Army could then enter Nashville, TN that contains an enemy SP and fight a battle (on its fifth space of movement). If the Union Army wins the battle it could either move into an adjacent space or expend its sixth and last space of movement to place a Union PC marker in Nashville.

DESIGN NOTE: The design assumes that an Army is a large infantry formation with some attached cavalry. Many players through aggressive play circumvent this historical reality and run their armies down to very small size, often comprised of a cavalry SP or two (represented by one or two cavalry brigades) with no infantry SPs. Players should note that 'Mongol' armies (cavalry SPs only) lose their ability to convert spaces through movement like a properly constituted army.

5.27 BATTLES AND MOVEMENT: An Army move does not necessarily conclude at the end of a battle [5.73].

5.28 DEFAULT COMMANDING GENERAL: If an army marker loses its commanding general, the highest P rated general in the army immediately becomes the commanding general; in case of ties, the owning player chooses. 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 Strategy Rating of 3 and offensive and defensive battle ratings of 0, but it cannot voluntarily move until this default commanding general is replaced by one with a counter. An Army with a default commanding general is not eli-

gible to be moved via the "Forward to Richmond" event, even if played by the Union.

5.29 NUMBER OF GENERALS IN AN ARMY: At the beginning and end of each strategy round, the number of generals in an Army may not be greater than three more than the number of SPs in the space. There can be fewer generals than SPs in an Army. Cavalry Brigades count as one general for this purpose. If at the end of any strategy round this requirement is not met, then excess generals (picked by the opposing player), not Cavalry Brigades, are placed on the reinforcement track to reenter play next turn.

EXAMPLE: If an Army has been reduced to 1 SP, it cannot have more than four generals in it.

DESIGN NOTE: Armies had organizational structures that are abstractly simulated in the game. The idea is that each general in an Army is commanding part of the forces present. If the forces are too small to gainfully employ all of the generals, then the excess are reassigned. Historically it was usually the better officers who were promoted and reassigned (although not always). Since I can't trust to the altruistic instincts of competitive players, I will rely on the good auspices of the opposing player to pick which leaders are the best candidates for reassignment.

5.3 Corps

DESIGN NOTE: A Corps is a term of convenience to denote a small to medium size independent command. All generals in the game were significant personages who were in control of independent forces or part of an Army command organization. The intent is that each of the generals in play must be either in command of someone at the beginning and end of each strategy round or subordinated to another general. Additionally, the rules attempt to impose a simple organizational scheme on these independent commands. Hence, you cannot allow several inferior generals to command 1 SP. Any player action taken to avoid using, in some capacity, an inferior general is a contravention of the rules, no matter what kind of loophole players may think they have found in these rules. The practical game applications of this are that each general must begin and end each strategy round in an Army command structure or in a space that has a number of SPs within one of the number of generals in the space. Historically this simulates each general in the space commanding a Division.

5.31 CORPS COMMAND: Any space with generals and SPs which does not contain an Army is considered to contain a Corps. When there is an active general (the one who is in the process of moving), the active general is in command. When no generals are active, then the general with the highest political rating is in command. In case of ties, the owning player chooses the corps commander. The distinction of being in command when inactive is important for interception, retreat before combat, and battle. During play the composition of a space will change due to movement, interceptions, and retreats. Consequently, the gen-

eral with the highest political rating is likely to change over the course of a turn.

5.32 CORPS MOVEMENT PROCEDURE: A Corps may move when a general is activated [5.14]. The Strategy Rating of the general being activated for the Corps move determines the OC cost. Any general in a space may be activated, not necessarily the general with the highest political rating, but if an additional general moves with the Corps from the activation space, his political rating must be equal to or lower than the activated general. Once a Corps leaves its initial activation space, generals who have higher political ratings than the active general commanding the Corps can be picked up and dropped off, but the active general is still in command. During the course of the Corps activation, SPs and the accompanying general may be dropped off and picked up, but the organizational restrictions in 5.34 must be met by the end of the strategy round. The Cavalry General who is part of a Cavalry Brigade cannot be the commanding general in the conduct of a Corps move.

EXAMPLE: A Corps contains Fremont (P8) and Burnside (P6) with 1 SP. The Union activates Burnside with a 2OC, who moves alone to an adjacent friendly controlled space then moves back to its activation space and picks up Fremont and the 1SP. Burnside is the active general in command. After Burnside completes his activation, Fremont immediately becomes the commanding general once the force is inactive due to his higher P rating.

5.33 CORPS MOVE SIZE LIMITATIONS: A Corps move can move up to six SPs plus one additional general. Cavalry Brigades count as 1 SP against the SP limit and as one general-consequently a Corps that contains a Cavalry Brigade has reached its limit of one additional 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]. If for any reason the only SP in a Corps move is a Cavalry Brigade (such as a non-Cavalry General moving with a cavalry brigade), the force still moves like a Corps (not like a Cavalry Brigade).

5.34 CORPS ORGANIZATIONAL RESTRICTIONS: An inactive general may never be left with no SPs at any time. Note: a fort is zero SPs not no SPs. Additionally, the beginning and end of each strategy round, each general in the game must meet one of two criteria:

1) Must be part of an Army on its army track [5.29], OR

2) Must be in a space where the number of generals in the space is not greater than one more than the number of SPs in the space. There can be fewer generals than SPs.

Note: Forts are zero SPs and can support one general, but an empty space cannot support a general.

EXAMPLE: A space with 2 SPs may not have more than three generals in the space.

Cavalry Brigades count as both 1 SP against the SP limit and as one general. Consequently a Corps that contains a Cavalry Brigade has reached its limit of one additional general

If at the end of any strategy round this requirement is not met, then excess generals, not Cavalry Brigades, are placed on the Game Turn Record Track to reenter play next turn (the opposing player picks the excess generals). During the course of a strategy round these criteria may be and often are violated, just as long as they have been satisfied at the end of the strategy round. If, despite good intentions or enemy play, a general is in violation of 5.34, he is removed.

PLAY NOTE: Very competitive players often find ways to gain advantage from loopholes in rules like this which require far more rules writing than is reasonable. If the opposing player determines that this requirement or 5.29 has not been met to avoid paying a SW penalty or some other identifiable game advantage, then he can cry foul to enforce the rule or allow the situation to persist until all strategy rounds have been played.

5.35 CORPS MIXING WITH OTHER ORGANIZATIONS: A Corps may move through a space with any combination of friendly generals, SPs and Army markers. If as a consequence of movement or retreat the Corps occupies a space with a friendly Army marker at the end of its movement/retreat, then it is immediately incorporated into that Army. A Corps move through a space containing a friendly Army is not incorporated into that Army.

5.36 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 Army's commanding general or the general with the highest political rating who is not the Army's 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 immediately eliminated and an SW penalty is assessed.

5.37 BATTLES AND MOVEMENT: A Corps move does not necessarily conclude at the end of a battle [5.73].

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 or a campaign card. The number of SPs that can move on an OC is equal to the value of the OC. A Division move initiated by a campaign card activation can be for one to three SPs. A Division move ends at the end of a battle. At the conclusion of a Division move, all restrictions in 5.29 and 5.34 must be met.

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 enemy controlled or neutral 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. It could enter an enemy-controlled space in Tennessee if Tennessee is Union-controlled.

PLAY NOTE: Since an original Union state is always Union controlled, a Union Division move can always enter a Confederate PC marker in an original Union state. A Confederate Division move can never enter a Union PC marker in an original Union State. Either side's Division move can enter an enemy PC marker in a friendly controlled border or Confederate state. A Confederate Division move cannot enter a Union PC marker in a Union controlled original Confederate state.

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.

5.44 DIVISION DETACHMENT FROM AN ARMY OR CORPS

A Division move can originate from a space that contains an Army or corps. If the division move takes the last SP from the Army the Army is immediately eliminated. If the division move takes SPs from the Corps such that rule 5.34 cannot be met it is likely an illegal move unless the situation is rectified by the end of the Division move.

PLAY NOTE: Since a Division move cannot move after it fights in a battle there are very few situations where making a Division move out of a Corps, such that rule 5.34 would be circumvented, are legal.

5.5 Cavalry Brigades

DESIGN NOTE: Cavalry Brigades are raiding forces whose main function is to cut lines of communication (covered in section 8 of the rules). They are not faster Corps movements designed to capture territory. The Cavalry Brigades in the game represent the mounted cavalry. The Cavalry Generals in the game not only represent the historical personage, but also represent the training and cost of raising cavalry units. Consequently, when a Cavalry General is put into play he is immediately married up with an SP already in play, the combination of which is replaced with a Cavalry Brigade piece. The Cavalry Brigade piece is both a general and 1 SP for all game purposes. Whenever a game function causes one or both elements to be eliminated (Cavalry General is killed or SP is eliminated) it represents the loss of this specialized unit for a period of time. The intent is that, once formed and moved as a Cavalry Brigade, the unit cannot move into enemy territory and convert into infantry to circumvent the rules on Cavalry Raid limitations [5.53].

5.51 CAVALRY BRIGADE CREATION: A Cavalry Brigade is created when a Cavalry General is placed on the map. Immediately upon placement, the Cavalry General and 1 SP in the space are removed from the map and replaced with the appropriately named Cavalry Brigade. Once created a Cavalry Brigade cannot be separated into its constituent parts without both parts leaving play for a period of time. A Cavalry Brigade is a dual unit and at all times is both a general (is eligible for General Casualties and subject to organizational restrictions) and 1 SP (counts against all movement limits and can be eliminated in combat).
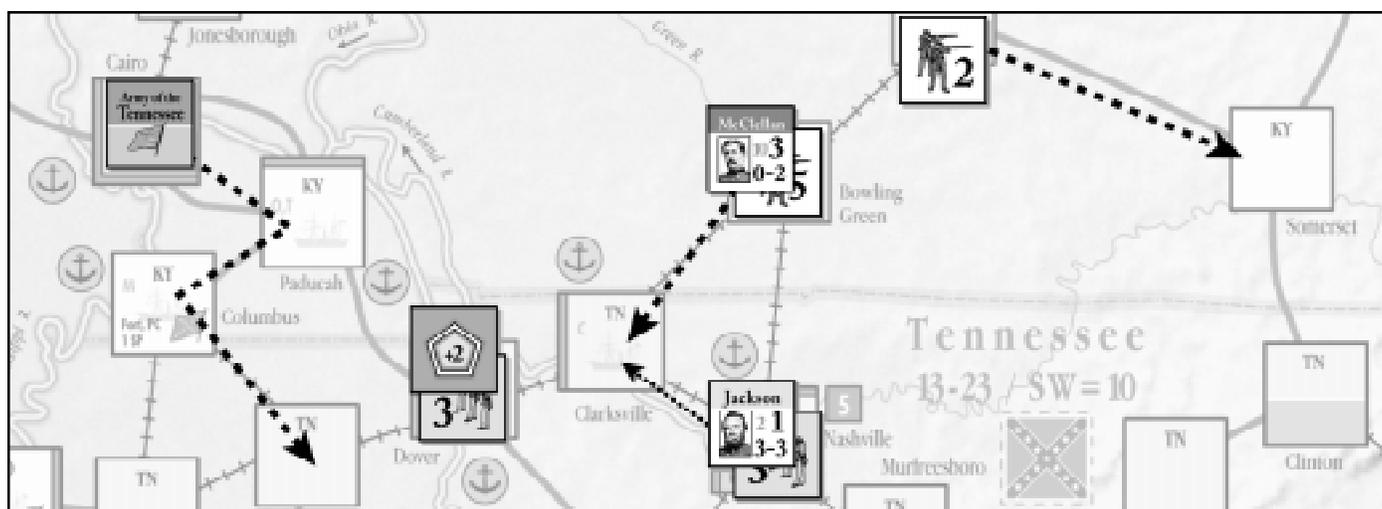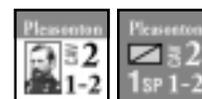
EXAMPLE: The Union plays a Major Campaign card allowing him three moves. His first move is a division move sending two SPs to Somerset. Note that the two SPs cannot enter Clinton, Tennessee because division moves cannot enter enemy controlled spaces in an enemy controlled state. His second move is a 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 die roll of 1-3). That battle is fought before the Union player can make his third move, which is to activate the Army of Tennessee and move it to McKenzie. Since armies can move six spaces, the Union player uses an additional three MPs to place PCs in Paducah, Columbus and McKenzie. Note that the Army of Tennessee cannot enter Dover because such a move is prohibited in rule 6.24 (crossing a navigable river into a fort space).

PLAY NOTE: The use of cavalry brigade counters is not optional, even when placing the cavalry general in an Army. The only place a Cavalry general counter can exist is on the game turn track.

5.52 MOVEMENT PROCEDURE: A Cavalry Brigade may move when its constituent Cavalry General is activated (5.14) whose ratings appear on the counter. A Cavalry Brigade can move up to 10 spaces (or 12 spaces if using the railroad bonus) A Cavalry Brigade cannot be separated into its constituents parts at any time during movement. A Cavalry Brigade move ceases at the conclusion of a battle.

5.53 CAVALRY RAID LIMITATIONS: Through the play of an OC in a strategy round, a Cavalry Brigade can remove an enemy PC marker in a friendly (one that bears the color code of that side) or border space. A Cavalry Brigade can never place a PC marker on the map. A Cavalry Brigade cannot place (nor flip) a PC marker in any space during a Political Control Phase, but may remove enemy PC markers during the Political Control Phase [11.1].

PLAY NOTE: Cavalry Brigades are limited in what they can accomplish politically, as the locals expect their imminent departure. They can free their original spaces, but will soon be forgotten upon departure from border and enemy original states.

5.54 CAVALRY BRIGADE DESTRUCTION: If at any time the Cavalry General is killed during a battle or due to an event card, the Cavalry Brigade piece is removed from play and 1 SP is placed on the Game Turn Record Track to return next game turn during the Reinforcement Phase. If this was the last SP in an Army, the Army is immediately eliminated. The "dead" Cavalry General is put on the Game Turn Record Track to return in three game turns (Confederate) or 1 turn (Union) (e.g., if a Confederate Cavalry General is "killed" on game turn 4, the Cavalry General returns on game turn 7). If the Cavalry Brigade SP is eliminated in battle, the constituent Cavalry General is put on the Game Turn Record Track to return in three game turns (Confederate) or one game turn (Union). Whenever a battle results in SP losses where there is a choice as to which SPs are eliminated (cavalry versus infantry SPs) the owning player chooses whether or not to eliminate the Cavalry Brigade SP. If a cavalry general is killed in a battle the owning player may use the associated cavalry SP to meet the loss requirements of that battle.

DESIGN NOTE: The Union has more cavalry than the Confederacy through most of the war. The cavalry brigades represent the impact of cavalry on the war rather than what the raw numbers would indicate. The Union Cavalry is designed to govern the number of offensive axes the North can prosecute simultaneously; consequently it is replaced to maintain this limit.

5.55 CAVALRY BRIGADES STACKED WITH SPs: If a Cavalry Brigade is stacked in a space with infantry SPs and no other general, the Cavalry Brigade cannot move or intercept with the infantry SPs, although the Cavalry Brigade could still intercept alone. If the space is attacked, the Cavalry Brigade (through its general) can add his defense battle rating to any battle if he is the sole general in the space. A Cavalry Brigade stacked with infantry SPs and no General can attempt a discretionary retreat 7.23 and if successful retreats the entire force.

OPTIONAL CAVALRY GENERAL REPLACEMENTS
There are optional Cavalry generals supplied in the game. When one of the original cavalry generals becomes a general casualty due to battle or an event it is permanently removed from play and its designated replacement general is placed on the game turn track in its place (except Sheridan who goes on the game turn track). If for any reason that a replacement leader cavalry general subsequently becomes a leader casualty it remains in play and is placed on the game turn record track for return as a general reinforcement.

Original General	Replacement General
Confederate	
Forrest	Pegram
Morgan	Armstrong
Stuart	F. Lee
Van Dorn	No replacement—permanently eliminated
Wheeler	Wharton
Union	
Pleasanton	Kilpatrick
Sheridan	Sheridan (no replacement counter)
Stoneman	Mitchell

5.6 Generals

Generals enter play during the appropriate Reinforcement Phase based on a fixed schedule printed on the Game Turn Record Track [10.6]. Generals are removed from the map when their entire force is eliminated in battle and they re-enter play during a future Reinforcement Phase. Generals can also be removed from the map when they are relieved of command [5.61] or through the play of an event card.

5.61 RELIEVING GENERALS: 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. The play of an OC initiates the relief of only one Army commanding general, but if that general is also transferred, then another Army's commanding general will be relieved [5.62]. A relieved general is either transferred, demoted [5.63] or permanently removed from the game [5.64]. The player that relieves a general immediately reduces his SW by the general's political value. If the Army was defeated in a large battle on the owning player's last strategy round (even from the previous turn), the SW cost to relieve the Army's commanding general is half (rounded up) of what it would be otherwise. 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 over which the new commanding general was promoted.

PENALTY SUMMARY:

- Reduce SW by an amount equal to the general's political value (cut the penalty in half, round up, if defeated in a large battle).
- Reduce SW by two for each general in the same space over which the new commanding general is promoted.
- Reduce SW by two when creating an Army (not relieving an Army's commanding general) if any general on the map (not Army display) has a political rating that is greater than the new commanding general of the Army (regardless of how many such generals exist).
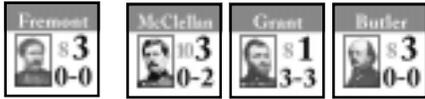
EXAMPLE: Fremont is the commanding general of the Army of the Potomac with McClellan, Butler and Grant present. The player plays a 1 OC card and states he is replacing Fremont with Grant. Fremont is removed from the game and Grant is the new commanding general of the Army of the Potomac with McClellan and Butler remaining as subordinate generals. The Union player then reduces his SW by 10 points (Fremont's political value of 8 plus 2 for General McClellan whose political rating is 10; there is no penalty for Butler because his political rating is equal to not greater than Grants').

5.62 TRANSFERRING A GENERAL: The commanding general of an Army who has been relieved can be promoted immediately to command of a second Army (this assumes that the Armies are in supply and a valid line of communication [LOC] exists between the two Armies). If the player decides to reshuffle his command structure in this manner, the relieved general must be immediately placed into the second Army and an immediate relieving the general penalty procedure is conducted for the second Army [5.61].

Army of the Cumberland   *Army of the Potomac*
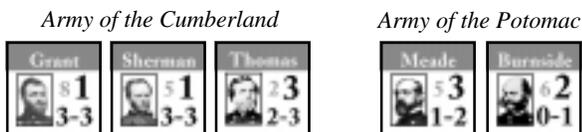
EXAMPLE: Grant is the commanding general of the Army of the Cumberland with Sherman and Thomas as subordinate generals (McClellan is not on the map). The Union player plays any value OC and pays 8 SW points for relieving Grant and promoting Sherman as the new commanding general. There is no additional cost for Sherman because his political value is greater 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 5 SW points for relieving Meade and no additional SW points for promoting Grant over Burnside, because Grant has a higher political value than Burnside. The total cost of this transaction is 13 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.

5.63 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.

EXAMPLE: To continue the example from 5.62, 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. Historical Note: This is how Halleck was brought to Washington to advise the President (plus add some defensive capability) and Meade could be subsequently brought back into the Army of the Potomac as a subordinate to Grant.

5.64 REMOVAL: A general who is relieved of command from an Army may be removed from the game at the discretion of the owning player. Certain event cards permit a general to be removed from play.

5.65 REORGANIZATION MOVE: Generals can move alone by playing an OC card. The play of an OC card of any value can move an unlimited number of generals, without SPs. 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 (if more than one general meets this criteria, player chooses which one stays). Cavalry Brigades may not be part of a reorganization move (Historical Note: Large cavalry forces usually had to redeploy via road). 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. Combining rail, road or naval movement during the same reorganization move is prohibited.

5.66 MOVING GENERALS: An Army may drop off a general with or without SPs during its move, although the restrictions in 5.34 must be met. An Army may pick up a general during its move, but the restrictions in 5.29 must be met. A Corps move may drop off and pick up generals, but the restrictions in 5.34 must be met. A Division move may be initiated from a space with a general, but the restrictions in 5.29 must be met. Cavalry Brigades may not pick up or drop off generals. A general moving without SPs may not enter enemy-controlled spaces (whether in enemy, neutral, or friendly controlled states) even if the enemy controlled space contains a friendly SP or fort. A general moving without SPs may not enter ANY space containing enemy SPs or a fort (even a Union general using naval movement along a river connection under Union naval control).

DESIGN NOTE: Moving generals without SPs is intended to be restrictive, so if there is some situation that a player can dream up that is not explicitly mentioned in 5.66, the answer is NO.

5.67 SPECIAL GENERAL CAPABILITIES (Optional)
If you wish to add more historical flavor, use this set of optional rules for several of the generals.

A. McClellan

DESIGN 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 (6.15a, which is not optional), the Union player receives the following two bonuses for McClellan:

1. When McClellan is placed in command of an Army that is within four spaces of the Union capital, the Union immediately gains a one time bonus of +5 SW.

2. The Union receives an extra SP during his Reinforcement Phase when McClellan is an Army commander in an Army with a LOC located in or adjacent to the Union capital. This SP must be placed in McClellan's Army.

B. Van Dorn

DESIGN NOTE: Van Dorn for the majority of the time was an independent commander, such as at Pea Ridge. He also acted as a Cavalry General for parts of the Vicksburg campaign prior to his untimely and ignoble death. To simulate this diversity of roles, Van Dorn can act as a Cavalry General or a Corps commander.

Van Dorn has an optional Cavalry Brigade counter. Any time Van Dorn is activated and moves with only 1 SP, the Confederate player, at his discretion, can replace Van Dorn with his Cavalry Brigade piece. Once designated a Cavalry General he remains one for the remainder of the game and follows all rules for Cavalry Brigades. ***Exception: If he is killed, he is permanently removed from play, he does not come back into play like other Cavalry Generals and has no optional replacement cavalry general.***

C. Forrest

DESIGN NOTE: Forrest during the latter period of the war acted as an independent commander and operated with forces larger than a typical Cavalry Brigade. To simulate this, the Forrest Cavalry Brigade can be increased to 2 SPs.

Once the Forrest Cavalry Brigade is formed it can be built to 2 SPs at any time that it occupies a space with a friendly SP. Once built to 2 SP strength it cannot be voluntarily reduced. If the Forrest Cavalry Brigade loses 1 SP in combat, it is not destroyed but continues to act as a normal 1 SP Cavalry Brigade. It can be built back to 2 SPs at any time. If the Forrest Cavalry Brigade is destroyed and returns to play, it retains this ability to build to a 2 SP size.

PLAY NOTE: If playing with the optional cavalry general replacement counters, if Forrest is killed, the Pegram counter does not possess this capability.

D. Sheridan

DESIGN NOTE: Sheridan acted in a capacity similar to Van Dorn in that for part of the war he was a Corps commander and also acted as a cavalry commander of large mounted forces. Sheridan combines the capabilities of both Van Dorn and Forrest.

Sheridan has a Cavalry Brigade counter. As an exception to the rules Sheridan (who is designated a Cavalry general) can be placed on the map and used as a Corps commander with a P rating of 1 (use special replacement counter). Any time Sheridan is activated and moves with only 1 SP, the Union player, at his discretion, can replace Sheridan with his Cavalry Brigade piece. Once designated a Cavalry General he remains one for the remainder of the game and follows all rules for Cavalry Brigades. Once the Sheridan Cavalry Brigade is formed it can be built to 2 SPs at any time that it occupies a space with a friendly SP. Once built to 2 SP strength it cannot be voluntarily reduced. If the Sheridan Cavalry Brigade loses 1 SP in combat, it is not destroyed but continues to act as a normal 1 SP Cavalry Brigade. It can be built back to 2 SPs at any time. If the Sheridan Cavalry Brigade is destroyed it can return to play.

PLAY NOTE: If playing with the optional cavalry general replacement counters Sheridan acts as his own replacement counter and returns to play with the same optional capabilities.

5.7 Movement into Enemy Spaces

5.71 WHO MAY ENTER: An Army, Corps, Division or Cavalry Brigade move with at least 1 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, fort or SPs.

5.72 OVERRUNS: If the force ratio is 10-1 or greater and no fort is present, then there is no battle, although retreat before battle is allowed. Instead, the smaller force is eliminated and the larger force may continue moving. If the moving force has a force ratio of 10-1 or greater, but a fort is present, then a battle is conducted. If a space is occupied solely by an ungarrisoned fort (coastal or counter), then there is no battle, the non-coastal fort counter is removed, and the moving force can continue its movement. An overrun triggers Emancipation including the capture or removal of an ungarrisoned fort.

DESIGN NOTE: The capture of a fort (whether garrisoned or ungarrisoned) is a Newspaper headline event and is sufficient good news to trigger Emancipation. This also prevents a game trick of evacuating a fort that is about to be overrun to avoid triggering Emancipation.

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 (or more) the size of the defending force, before battle, and wins the battle, then 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, then the general is placed on the Game Turn Record Track for entry during the next Reinforcement Phase.

PLAY NOTE: This is a 'just in case' rule, since Generals should not remain in play if they are alone in a space without a friendly SP.

5.8 Interception

5.81 INTERCEPTION PROCEDURE: Any force with a general (not a general alone) may attempt interception. An interception can occur whenever an active enemy force enters an adjacent road/rail connected 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 defensive battle rating. Modify the die roll by –2 if a Cavalry Brigade is making the interception or if a Cavalry Brigade is present in the Army or Corps. A successful interception allows the force to be placed in the space prior to the enemy force entering the space, causing an immediate battle. A retreat before battle attempt is allowed after a failed interception. No retreat before battle is allowed after a successful interception. If the interception fails, the enemy force continues its move. In a successful interception, the whole force must move, not part of it. Exceptions: SPs in excess of movement restrictions (on that type of force moved) must remain behind. One SP may remain if a fort was present in the space from which the interception occurred. One SP may be left behind if the restrictions in 5.29 or 5.34 would be violated. If the fort SP was the only SP in the intercepting force, the player must leave the fort ungarrisoned. If a Cavalry Brigade is stacked exclusively with infantry SPs, the Cavalry Brigade can attempt to intercept alone.

PLAY NOTE: There is an important distinction around the timing of interception and retreat before battle. A successful intercept immediately causes a battle, hence there is no further possibility of retreating before battle. A failed retreat before battle also causes an immediate battle, hence there is no further possibility of attempting an interception prior to that battle. However, a failed interception does not preclude a later attempt to conduct a retreat before combat. Also note that a force that successfully retreats before battle does not surrender its ability to conduct an intercept at a later time.

5.82 ONE ATTEMPT PER MOVE: A player may only make one interception attempt per enemy move. Once a player has attempted an interception he may not make any further interception attempts during that enemy move. During a Campaign card event a player gets one interception attempt per enemy move (two on a Minor and three on a Major campaign). A player that has lost a battle does not lose his once per enemy move interception ability and can still attempt interception during the enemy's post battle movement (assuming the enemy force moves after winning a battle). A player may still attempt interception after one or more successful retreats before battle. A force that has retreated before battle can intercept the same force that it previously retreated before battle from.

EXAMPLE: If a Confederate force moves around a Union Army or Corps, the Union player may attempt to intercept it only 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.

PLAY NOTE: A player gets one interception attempt per enemy move. No set of circumstances removes this capability.

5.83 BATTLE DIE ROLL MODIFIER (DRM): The player that made the successful interception gets a +2 DRM and is considered the defender in the subsequent battle.

5.9 Rail Movement Bonus

5.91 PROCEDURE: A Corps, Division or Cavalry Brigade (but not an Army) gains a two-space bonus for moving exclusively along friendly (not enemy controlled or neutral) rail connections. If the entire movement occurs along rail line connections through friendly-controlled spaces—without using road connections-then the force moves two additional spaces along the friendly rail. Generals moving independent of SPs can use rail movement, but can move an unlimited number of spaces along the railroad. This rail movement bonus is different from strategic movement, which occurs during the Reinforcement Phase (see rule 10).

5.92 RESTRICTIONS: A force using the rail movement bonus 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 connection between Meridian, MS and Demopolis, AL, as well as the connection between Greensboro, NC and Danville, VA are both road connections. At the beginning of the Spring 1864 game turn the Confederate player automatically completes (no card play required) both of these rail connections. Thereafter, these rail connections exist for all game purposes.

DESIGN NOTE: This rail connection is built automatically, regardless of who controls the spaces.
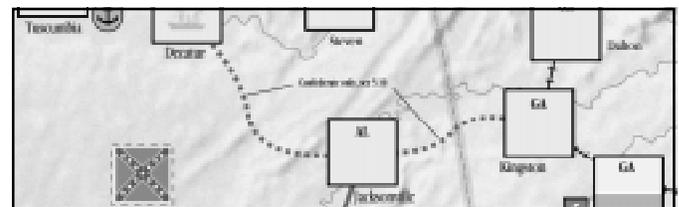
5.10 Northeast Alabama

The two dotted land connections leading out of Jacksonville, Alabama to Decatur and Kingston, represent difficult country for military operations. Only Confederate generals (with or without SPs) may use these paths, and only if activated with a 3 value OC or a Campaign card. These connections cannot be used to trace a LOC, nor may a Confederate force retreat or attempt interception through these connections.
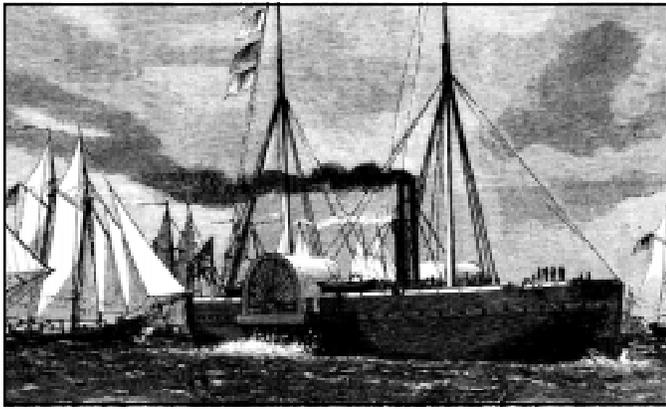
6. Combined Operations

DESIGN NOTE: During the Civil War, the naval conflict broke into two distinct types of operations: the blockade and Union combined operations. The blockade portion of the naval war is handled abstractly through Southern reinforcement procedures. Other Union naval and combined operations are handled through mechanisms for exerting Union naval control of rivers, and for conducting amphibious operations. Southern forts, ironclads, and other naval defenses help defend the Confederacy's rivers (especially the Mississippi) and its key 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 [6.5]. Naval movement is conducted from any single Union-controlled port or coastal fort space (which are ports and an LOC is not required) into any other port or coastal fort (either side's control). Port spaces on rivers are included within this definition. To move a force by 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 port and placed in its destination port. If any portion of the movement is along navigable rivers, see Riverine movement 6.22 for additional conditions. If the Union force fights a battle and loses, the Union force is placed back in its port of origin. Upon arrival in the destination space, the Union force's move is complete. 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)*. If a cavalry brigade conducts naval movement it counts as both one general and one SP of the three SP limit. 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 (except by the Farragut event). 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. A Union SP on a coastal fort with a Confed-

erate PC marker does not allow naval movement to move past the coastal fort.

6.14 CONFEDERATE FORTS: Naval movement is permitted past a Confederate non-coastal fort by Running the Guns [6.3].

6.15 ARMY-SIZE NAVAL MOVEMENT: There were two 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 units using naval movement. 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) An Army commanded by Generals McClellan, Grant, or Sherman may conduct a naval move between any combination of these four spaces: Washington DC, Aquia Creek VA, Urbanna VA, and Fort Monroe VA.

b) An Army with 9 or less SPs, commanded by Generals Grant or Sherman, may conduct a Riverine Movement [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].
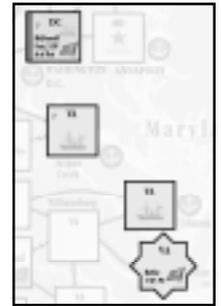
HISTORICAL NOTE: These special army moves simulate McClellan's Peninsula campaign and Grant's large turning movement around Vicksburg.

6.16 NAVAL RETREAT: The Union player may retreat from a port space using Naval movement; the conditions and mechanics of which are covered in 6.32 and 7.62.

6.2 Riverine Ports and Riverine Movement

Port spaces on the map that have small letter codes in them are riverine ports. In addition each river has several arrows on them denoting which way is down river. A riverine space may have
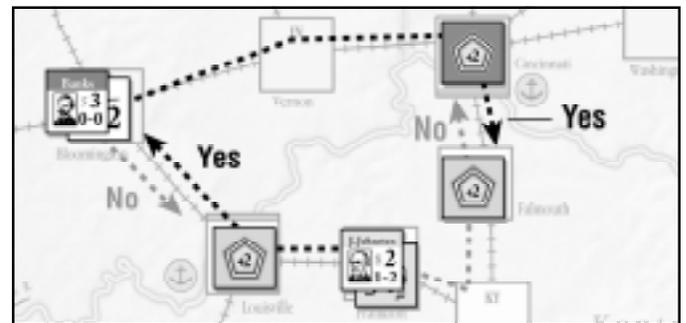
EXAMPLE: Assuming the Union player has naval control of the Ohio, the Confederate force in Frankfort can cross the Ohio at Louisville (due to the friendly fort), but not at Cincinnati since it cannot cross a river into a fort space (6.25). Likewise, the Union force cannot enter Louisville due to the Confederate fort, but can attack Falmouth—entry into a space that lacks a blue bar is never considered crossing a river (6.2).

one or more of its sides containing a blue color bar. A force is crossing a river the instant it enters or exits a riverine port space by crossing a blue bar which is part of the port space. Forts affect entry into a riverine port space when crossing the blue bar that is part of the port space. Union naval control affects both the entry and exit from a riverine port space at the instant the force crosses the blue bar that is part of the port only. Note: Entry into a space that lacks a blue bar is never considered crossing a river. The space letter codes stand for:

A	Arkansas River	R	Red River
C	Cumberland River	T	Tennessee River
M	Mississippi River	W	Wabash River
O	Ohio River	Y	Yazoo River
P	Potomac River		

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: Riverine movement is a form of naval 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 coastal fort or ironclad. If the moving force passes through a space with a non-coastal fort, conduct the Running the Guns procedure [6.3] to see if it can continue movement. Confederate SPs, PC markers, and Torpedo markers (except as a running the guns modifier) have no effect on Union Riverine movement. Union riverine movement is allowed through spaces that are denied Union naval control and spaces where the Union does exert naval control.

6.23 CONFEDERATE IRONCLADS AND COASTAL FORTS: No Union riverine movement is permitted through a space containing a Confederate ironclad or Coastal fort, but is permitted into the space with the ironclad or Coastal fort. There is no additional effect for a Coastal fort space with an ironclad on it.

6.24 UNION ABILITY TO CROSS RIVERS: Union forces can cross a river into any space that does not contain a Confederate fort. The denial of Union naval control or the presence of a Confederate ironclad does not prohibit the Union player from crossing the river.

6.25 CONFEDERATE ABILITY TO CROSS RIVERS: The Confederate player may cross a river at a location that is denied Union naval control and does not contain a Union fort. If a space is under Union Naval Control [6.6] or if a fort is in the space, then the Confederate player may not cross the river. ***Play Note: Neither side may cross a river if an enemy fort is present.*** Consequently, Dover, TN (Forts Henry and Donaldson) is harder to capture unless an amphibious operation is conducted or an attack is launched from
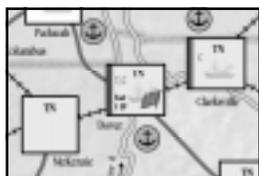
Franklin or Clarkesville, TN. It also means that the Confederate player cannot cross from Manassas into Washington, DC if a fort is in the Union Capital.

6.26 Paducah, KY and Dover, TN
DESIGN NOTE: The river system in this area is sometimes difficult to visualize. No special rules apply to this region, but knowing how to apply the rules to these two spaces can be difficult to integrate.

A. Cairo to Paducah Connections
COMMENTARY: Paducah KY and Cairo IL are connected by two routes hereafter referred to as the northern and southern route. The northern route leaves Cairo (does not cross a river) and

enters Paducah (crosses a river into the space). The Southern route leaves Cairo (crosses a river) and enters Paducah (does not cross a river). Rivers only impact the movement of forces when you cross them. You can only cross rivers when you enter or exit a Riverine port. The Confederate can never cross a river either by entering or exiting a riverine port if the Union has naval control over that stretch of river. The Union can always cross a river whether it has naval control or not. Forts only affect movement when you cross a river to enter a Riverine port with a fort, not exit one. Neither side can enter a Riverine port by crossing a river to enter (not exit), the Riverine port with the fort. Consequently any Riverine port that does not contain a Confederate fort can always be entered by the Union via land.
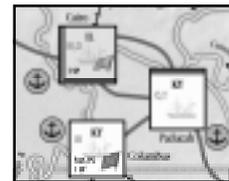
If Cairo contains a Union fort and Paducah contains a Confederate fort the Union may never take the northern route, since a force may not cross a river when a Confederate fort is present. However, the southern route allows the Union to enter Paducah without crossing a river (exiting Cairo by crossing a river has no effect). Consequently, the Union can always enter Paducah from Cairo in all cases and vice versa, because it always has a route available where it can enter a Riverine port without crossing a river.

If there is a Union fort in Cairo, the Confederate can enter Cairo from Paducah by the northern route if Union naval control is denied, since it can enter Cairo without crossing a river to enter the space. The Confederate cannot enter Cairo via the Southern route because it would have to enter Cairo by crossing a river into a Riverine port that contains a Union fort. A Confederate fort in a Riverine port always denies Union naval control over that Riverine port's blue bar (river). The corollary is that the Confederate can never cross a river that is under Union naval control (6.6). So, when a Confederate fort is present in Paducah, or due to broader circumstances that deny Union naval control over the Paducah space, a Confederate force can always cross into Cairo. If Union naval control is not denied over Paducah the Confederate may never cross from Paducah to Cairo.

Bottomline: The Cairo/ Paducah situation is such that the Union can always cross, but the Confederate can only cross with a fort or if Union naval control is denied.

B. Dover

DESIGN NOTE: Dover is the town closest to Fort Henry and Donaldson. It is the combination of the Dover and Clarkesville, TN spaces that represent this historical fort complex and is somewhat abstracted in the game.
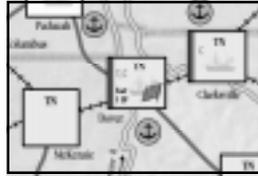
Dover has a connection on its left side that connects it to McKenzie, TN.

COMMENTARY: Dover sits on both the Tennessee and Cumberland rivers. The blue bar on the west edge of the Dover space represents just the Tennessee river. A Confederate fort or ironclad in Dover allows the Confederate player to freely move through the space and all up-river spaces on both rivers. A Confederate fort in Dover will prohibit the Union from crossing the Tennessee into Dover from either Paducah or McKenzie. A Confederate ironclad in Dover will not prevent the Union from crossing the Tennessee into Dover from either Paducah or McKenzie. Note that the Union may always enter Dover from Clarksville or Franklin.

If there is no Confederate fort or ironclad in Dover then the situation becomes more complicated. Except in the unusual circumstance where the Confederate player has managed to deny Union control over most of the Ohio river, the Cumberland river will be under Union Naval Control. This would prohibit the Confederate player from crossing between Dover and Clarksville, Nashville and Clarksville, and Nashville and Bowling Green. Furthermore the space of Dover is considered under Union Naval Control from the Cumberland. Thus any Union force in Dover would be in supply, have a river based LOC, and would enjoy all other capabilities related to a port under Union Naval Control.

If neither Paducah nor Dover is occupied by a Confederate fort or ironclad, then the Tennessee river is under Union Naval control as well (excepting an heroic Confederate control over the Ohio river that includes Paducah) unless subsequently denied further upstream at Pittsburg Landing, Tuscumbia or Decatur.

If Paducah is occupied by a Confederate fort or ironclad but Dover is not, then the Tennessee river is denied Union Naval Control. As above, Dover remains under Union Naval Control; only the blue bar on the west edge of the space is denied Union Naval Control. Thus a Confederate force may move between Paducah and Dover and between McKenzie and Dover. (The Union can always cross a river unless attempting to enter a space that has a both a fort and a blue bar across the connection.) Similarly Confederate movement upstream between Pittsburg Landing and Waynesboro is permitted. Except for this capability of the CSA to cross the Tennessee river, Dover is still consider a port space under Union Naval Control.

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 successful, the force continues moving toward its destination. If the die roll fails, the moving force is placed in the space from which it began its movement. A moving force may not conduct more than one Running the Guns procedure per move. If the naval move is attempted past a fort space that has a torpedo counter in it, –1 is subtracted from the Running the Guns die roll. If the naval move was initiated by using the Foote, Porter, or Farragut events, add 2 to the Running the Guns die roll. All Running the Guns die roll modifiers are cumulative.

6.32 RETREATING PAST CONFEDERATE FORTS: If a moving Union force successfully passes a Confederate fort using the Running The Guns procedure or through the Farragut card and loses a subsequent Amphibious Assault battle in its destination space, the surviving force is placed 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, are applied still).

DEFENDER'S AMPHIBIOUS DRMs [6.7 & 6.8]
  +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

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.

6.42 EFFECTS ON MOVEMENT: If the Union wins the battle with surviving SPs, the movement is complete and the force remains in its destination space. If the Union loses the battle whether there are surviving Confederate SPs or not, the force is placed in its origination space. This rule is an exception to rule 7.33.

6.5 Confederate Riverine Movement

6.51 CONFEDERATE RESTRICTIONS: A Confederate unit may not cross a river when the Union has Union Naval Control [6.6]. Where the Union doesn't have naval control, the Confederate player on any value OC play may make a Division move

of 1 SP using riverine movement [6.22]. The Confederate player may never make any other types of naval movements.

6.52 CONFEDERATE PROCEDURE: A Confederate Division move using riverine movement may never enter or pass through a space containing either of these:

1) Union SP (thereby preventing the Confederate player from ever making an Amphibious Assault).

2) Union Fort (Running the Guns is not allowed).

However, a Confederate Riverine naval move can be intercepted, with the battle resolved as an Amphibious Assault. When the Confederate Division move arrives at its destination spaces by riverine movement, its movement ends.

6.53 The Confederate player may use riverine movement to move 1 SP from a Coastal fort to its associated port and vice versa.

PLAY NOTE: Confederate riverine movement is conducted on the play of any value OC, not just a 3 OC as in Union naval movement. Basically, the Confederate should, as a rule of thumb, use 1 OCs to conduct riverine movement.
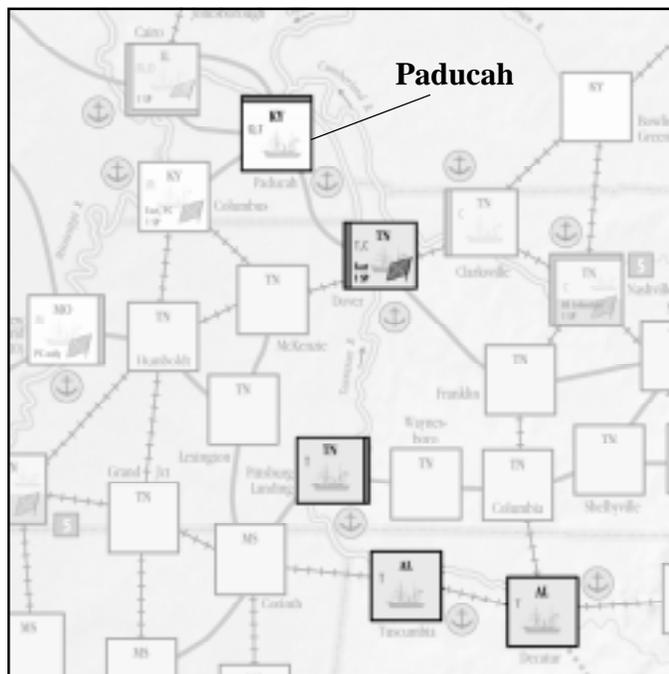
EXAMPLE A. A Confederate fort in Paducah, KY denies Union naval control over Pittsburg Landing TN, plus Tuscumbia and Decatur, AL, but not over Dover, Clarksville and Nashville, TN (these last three are on the Cumberland river while Paducah is only on the Tennessee and Ohio rivers). A Confederate fort in Paducah, KY denies Union naval control over the Tennessee river (Pittsburgh Landing, Tuscumbia, and Decatur). Dover, Clarksville, and Nashville are under Union naval control on the Cumberland. However, Dover's blue bar is the Tennessee River, so Confederate units can still cross from Paducah and McKenzie into Dover (and vice versa) even though Dover is under Union naval control.

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), the Wabash and the Mississippi rivers flow 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 flow 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.

6.61 EFFECTS OF UNION NAVAL CONTROL: The Union has naval control over all port spaces unless the Confederate player negates that control through the placement of forts and ironclads. Confederate coastal forts negate Union control over their associated ports unless the coastal fort is captured [6.8]. Union naval control prevents Confederate movement across navigable rivers [6.51], prevents Confederate riverine movement [6.52], blocks Confederate LOCs, and turns a Union-controlled port space into a Union supply source [8.1].

6.62 DENIAL OF UNION NAVAL CONTROL: Union naval control is denied by Confederate forts and ironclads. Four basic situations are possible. These four cases are not exclusive of one another; combinations of these conditions are possible.
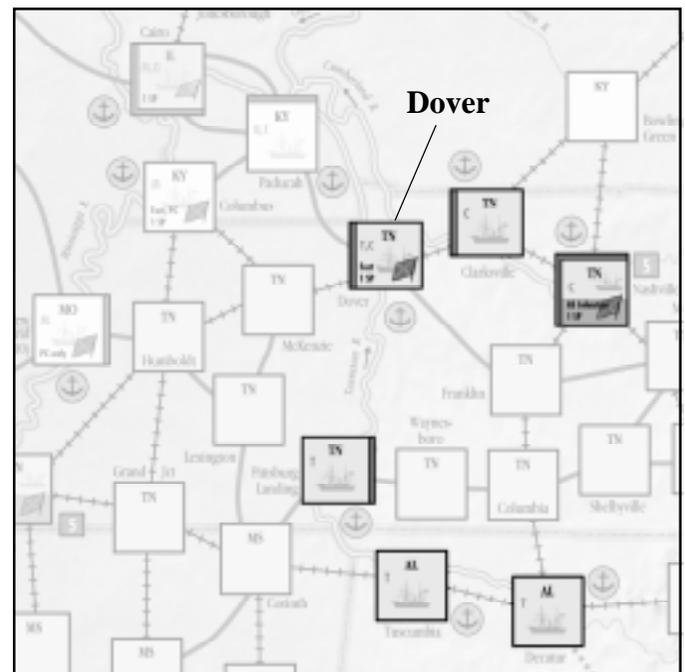
EXAMPLE B. If there was a Confederate fort in Dover, TN, it denies Union naval control into Dover, Clarksville and Nashville, TN (Cumberland River) and Pittsburgh Landing, TN, Tuscumbia AL, and Decatur, AL (Tennessee River).

Confederate forts at the start of the 1861 scenario

Forts

Fort
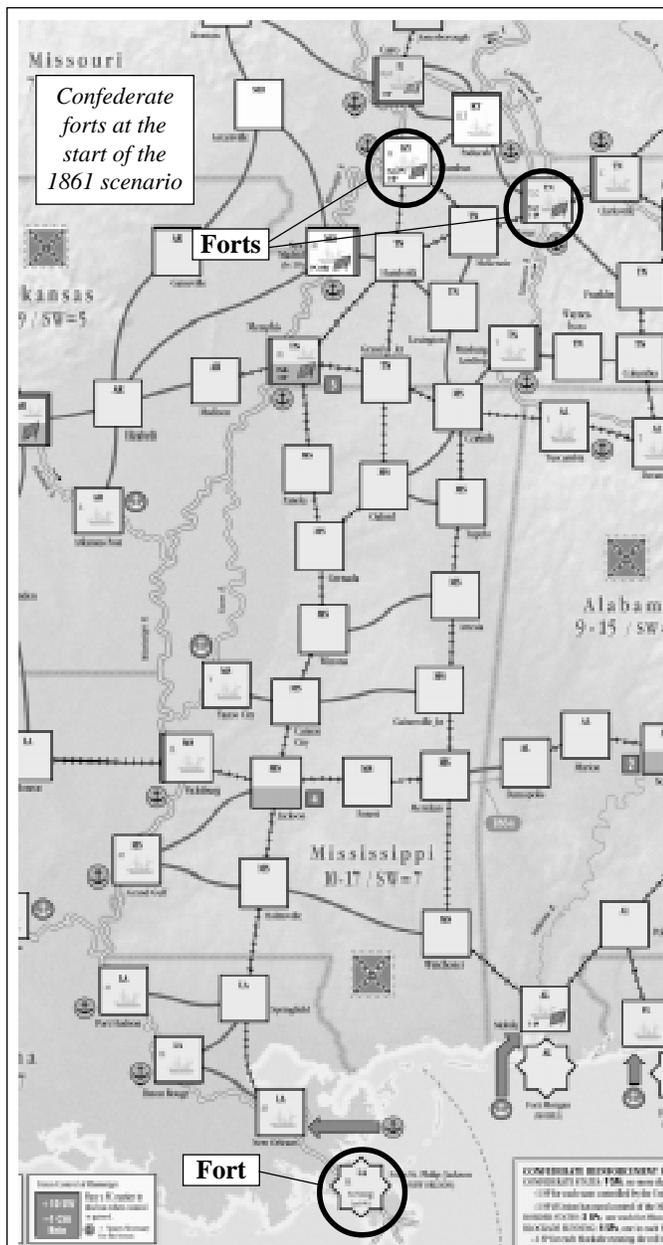
At the start of the Campaign game the Confederacy has denied Union naval control over all sections of the Mississippi, Tennessee, Cumberland, Yazoo, Arkansas, and Red Rivers in Confederate territory. If the Union captures either Columbus, KY or Fort Phillip/Jackson then this entire region except for the Tennessee and Cumberland rivers due to the Dover fort are under Union naval control. If the Confederate subsequently builds a fort in New Madrid (to replace the loss of Columbus, KY fort) or in New Orleans (to replace the loss of Fort Phillip/ Jackson) the situation is more or less back to the where it was at the beginning of the game. The loss of Dover, Tennessee for all intents and purposes yields Union naval control over the Tennessee and Cumberland rivers, which is very hard to deny from other locations. Beyond this the situation becomes more complicated, but this basic opening configuration and backup should make the more complicated situations more tractable to understand.

1. A lone space has a fort or ironclad which negates Union naval control into that space. In this case the Confederate player may cross any river connection (blue color bar) that leads into the space. *Example: A Confederate fort in Vicksburg, MS permits Confederate movement into Monroe, LA.*

2. A fort or ironclad negates Union naval control between that point and all upriver spaces on the same river if the river originates from a Confederate State. *See examples A and B below.*

3. Two locations, each with a fort or ironclad, negate Union naval control into the spaces and all spaces between those two locations. To determine this condition locate the downriver space on that river (see letter code) and trace upriver to the furthest upriver space that contains a fort or ironclad. Union naval control is denied in all spaces that fall between these spaces inclusive, potentially including those on other rivers such as in condition 2.

EXAMPLE A. If New Orleans was Union-controlled with a Confederate fort in Vicksburg, MS and another Confederate fort is in Columbus, KY, then Union naval control is denied in Columbus, KY, New Madrid, MO, Memphis, TN, Yazoo City, MS, Arkansas Post and Little Rock, AR (the last two spaces are denied Union control due to condition 2 also). If the fort in Vicksburg were moved to Port Hudson, LA, then all of the Confederate spaces on the Red River would also deny Union naval control.

EXAMPLE B. If Fort Phillip-Jackson were Confederate-controlled and Confederate forts were located in St. Louis, MO, Vincennes, IN and Lousiville, KY, then the Confederate player would deny Union control over Cairo, IL (and all spaces between these locations) and would enable Confederate movement from Paducah into Cairo.

4. Into a coastal port whose associated fort (as indicated on the map) is still Confederate-controlled. The following coastal forts guard the listed ports and nullify the Union pressure from the sea:

   Ft. Morgan-Mobile, AL
   Ft. Phillip/Jackson-New Orleans, LA
   Ft. Pickens-Pensacola, FL
   Ft. Gadson-Columbus, GA
   Ft. Pulaski-Savannah, GA
   Ft. Sumter-Charleston, SC
   Ft. Fisher-Wilmington, NC
   Ft. Monroe-Norfolk, VA

6.63 POTOMAC RIVER: There are only two spaces on the Potomac River (Washington, DC and Aquia Creek, VA). The Confederate player may not cross from Manassas, VA into Washington DC if a fort is present [6.25]. If Aquia Creek contains a Confederate fort, then all of the following applies:
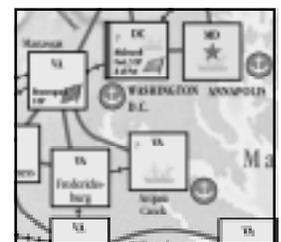
A. The Union player must first conduct Running the Guns [6.3], if an Amphibious Assault originates in or attempts to enter Washington, DC.

B. Washington, DC cannot act as an ultimate supply source (as do all ports with free access to the sea, 8.2). Consequently, if the Confederate player could build a fort in Aquia Creek and capture Baltimore, Annapolis and Frederick, MD, the Union capital would not have a line of communication and Union forces in that space would suffer attrition effects.

C. Strategic movement may not be conducted into or out of Washington by sea.

6.7 Confederate Ironclads, Torpedoes and the Hunley

These Confederate naval weapons are placed as a consequence of event cards. These cards can be used multiple times per game (for the ironclad cards, while you don't have to use the ironclad named on the card, you cannot have more than three in play at any one time). Each of these naval weapons may be placed in any Confederate-controlled port or coastal fort space and once placed it never moves again for the remainder of the game. No more than one Ironclad and one Torpedo marker may be placed in any space. Confederate ironclads provide a +2 DRM against Amphibious Assaults and prevent Union riverine movement past their location. Torpedoes (no more than six in play at any one time) provide a +1 DRM against Amphibious Assaults and a –1 against Running the Guns. The Hunley (only one allowed in play at any one time) provides a +1 against Amphibious Assaults and is removed after one use. If one or more Union SPs end their move, even an unopposed amphibious assault, in a space with one of these weapons, or if a PC marker is placed in a coastal fort where one of these naval weapons is located, the weapon is eliminated. Confederate ironclads can also be eliminated through the play of the USS Monitor event card.

6.8 Forts

6.81 IN GENERAL: There are two kinds of forts in the game, forts (counters) and coastal forts (printed on the map). Forts are either garrisoned or ungarrisoned. A garrisoned fort has one or more SPs present. An ungarrisoned fort has no SPs present. An ungarrisoned fort entered by land, not naval movement, is eliminated (counter) or captured (coastal fort). An ungarrisoned fort or coastal fort attacked by Amphibious Assault has a nominal strength of 0 SPs for combat calculation purposes, and automatically loses all ties in combat if the attacker has any surviving SPs after losses are taken. The attacker always receives a +4 force ratio DRM when attacking an ungarrisoned fort.

PLAY NOTE: For all intents and purposes if the Union Amphibious assaults an ungarrisoned fort with 2 or more SPs it is an automatic victory. Against garrisoned forts a Union Amphibious Assault usually requires an asterisk result on the CRT. Union amphibious assaults against forts (garrisoned or ungarrisoned) with 1 SP almost always fail.

6.82 COASTAL FORTS: Coastal forts guard the entrances to specific Confederate ports. Coastal forts are controlled by the side whose PC marker is in the fort space. Coastal forts are never destroyed, they just change sides. If the Union player controls the fort that guards a port, a Union force may use naval movement to enter the port. A Union SP on a Confederate fort with a Confederate PC marker still denies Union naval movement into the port, although the Union SP still gains the fort benefit in a battle (possible in Fort Monroe). If the Confederate player controls a coastal fort, then the Union player may not use naval movement into the port *(exception: Farragut event),* but may assault the fort directly in an Amphibious Assault. Note: Once the South loses control of a coastal fort it cannot get it back because it cannot make Amphibious Assaults *(Exception: Fort Monroe, which may be attacked from land or the Galviston card).*

CARD NOTE: The Ball's Bluff event can be used to remove a Union SP from a Coastal fort.

6.83 COASTAL FORT GARRISON LIMIT: No more than one Confederate SP may ever occupy a coastal fort. There is no restriction on the number of Union SPs in a coastal fort *(Exception: The Confederate player treats the Fort Monroe space as any other space for stacking purposes and may stack an unlimited number of SPs in that space).*

6.84 CONTROL OF UNGARRISONED COASTAL FORTS: An ungarrisoned, Confederate-controlled coastal fort changes sides (place the appropriate PC marker) if its associated port changes sides to Union control.

EXAMPLE: If Charleston, SC is attacked from the land side and becomes Union-controlled, and Fort Sumter was ungarrisoned and Confederate-controlled, then Fort Sumter would automatically become Union-controlled by placing a PC marker in it.

6.85 FORTS ST. PHILIP-JACKSON, LA: When the Union player plays the Ship Island/Key West event card, a Union PC marker is immediately placed in the Forts Philip-Jackson coastal fort, if it is not occupied by a Confederate SP and/or ironclad.

6.86 BUILDING FORTS: A player may place a fort in any friendly-controlled space that does not contain a fort by playing a 3 OC Confederate or a 1, 2, or 3 OC Union. 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 twelve forts in play at one time, the Confederate may have up to six forts in play at one time. Once a fort is in play it cannot be voluntarily removed. Forts that are removed are placed on the game turn track and are available for use at the end of the next Reinforcement Phase. The removal or capture of a Confederate fort affects Strategic Will, see 12.11.

6.87 FORTS IN BATTLE: A garrisoned fort gives the defender a +2 DRM in a land battle. An ungarrisoned or garrisoned fort (coastal or counter) gives a +2 Amphibious DRM. A Union force in a Coastal fort with a Confederate PC marker still gets a +2 DRM in a land battle.

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].

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 3 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 them 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, Division, or Cavalry Brigade moves to enter a space occupied solely by a Cavalry Brigade, then the Cavalry Brigade may automatically retreat before battle (if desired). This may occur even if the moving force contains a Cavalry Brigade. If the Cavalry Brigade is stacked with infantry SPs it loses this ability, but may still attempt a discretionary retreat (7.23).

7.22 ARMY/CORPS IN RETREAT: If an Army or Corps has lost a battle during the current movement then the Army or Corps, at the player's option, can automatically retreat before battle. If the Army or Corps that meets this condition enters a space with other friendly forces that contain a general with a higher P rating this temporary ability is lost. In all other situations this ability is retained until the end of the current enemy move. On a campaign card, this ability does not extend to later enemy moves, only the move when the battle was lost.

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 roll is less than or equal to the commanding general's defensive battle rating, then the attempt is successful. As in interceptions, if the Army or Corps has a Cavalry Brigade present, the die roll is modified by minus 2. A Cavalry Brigade that is stacked with infantry SPs can attempt a discretionary retreat using the defense rating of the cavalry general and the die roll is modified by minus 2 for the Cavalry Brigade. A general with a zero defense rating that is stacked with a Cavalry Brigade can attempt a discretionary retreat, which is successful on a die roll of 1 or 2 as the modified die roll is equal or less than zero.

EXAMPLE: Sherman moves against the Confederate Army of Tennessee in northern Georgia. The Confederate Army is led by J. Johnston (defensive battle rating of 2) and contains a Cavalry Brigade (Wheeler's). The Confederate Retreat Before Battle attempt would succeed on a die roll of 1-4.

7.24 RETREAT BEFORE BATTLE PROCEDURE: The defender may move his entire force into any adjacent friendly-controlled or neutral space as long as it is not the one from which the enemy force is moving and is free of enemy SPs. If such a space is not available or the Retreat Before Battle 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. The Union can use 7.62 to retreat from ports before battle.

7.25 GENERALS WITHOUT SPs: If a force enters a space solely occupied by an enemy general(s) with no SPs, 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). If the total SPs is 5 or less it is a small battle. If the total SPs is 6 to 19 SPs it is a Medium battle. If the total number of SPs is 20 or more it is a large battle.

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, also known as the CRT [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 own strength. Exception: An ungarrisoned coastal fort can cause a maximum of 1 SP of damage even though it counts as zero SPs.

7.32 POST-BATTLE RESOLUTION: The side that took the most losses on the CRT (not those actually taken), loses the battle. In case of ties, the defender wins unless the asterisk result has occurred or its an ungarrisoned fort (6.81), which indicates that the attacker wins a tied battle. 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. 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.

7.33 WHEN THE WINNER IS ELIMINATED: The elimination of the winner does not change who won. If the attacker wins but is eliminated, the defender does not retreat, but instead remains in the space. When a Union Amphibious Assault against an ungarrisoned Confederate coastal fort eliminates the Union force, the Confederate player retains control of the fort. If the defender in the battle wins but is totally eliminated, the following procedure is used:

A. If the space contained a fort or coastal fort, the defender wins and the attacker retreats.

B. 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 ends.

C. 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 ends.

Exception: When a Union Amphibious Assault against a space with no fort loses the battle and the Confederate force is eliminated, the Union force still retreats and does not capture the space (6.42).

7.34 WHEN BOTH SIDES ARE ELIMINATED: In small and medium battles it is possible for both sides to be eliminated. In this situation the side that inflicts the larger CRT result is the winner and retains 1 SP despite the losses shown by the CRT. A CRT asterisk result is "larger" than a non-asterisk result of the same value and the attacker wins and retains 1 SP. In case of ties

involving no asterisk, both sides retain 1 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 [12.7]. When an Army or Corps is eliminated in battle, all generals (minus any lost due to General casualty procedure) are placed on the Game Turn Record Track and brought back into play during the next Reinforcement Phase (exception Confederate Cavalry Generals are brought back in three turns).

7.4 Battle Ratings

7.41 IN GENERAL: Each general has an offensive and a defensive battle rating. These ratings are used as a DRM for battle resolution. Each side's commanding general's battle rating is used in each battle. The attacker uses its offensive battle ratings and the defender uses his defense battle ratings for all battle purposes (an intercepting force uses its defense battle ratings). If the commanding general is with an Army, up to two of his subordinates may also contribute their battle ratings [7.42]. If the force is not an Army, the active general (if it is the attacking force) regardless of political rating or the inactive defending general with the highest political rating in the stack is the commanding general (in case of ties owning player chooses). Note that in an Army, the general with the highest political rating is not always the commanding general [5.22].

7.42 ARMY VS. ARMY BATTLES: When two opposing Armies are in a battle, each Army receives a DRM for both its commanding general and one or two of its subordinate generals, depending upon which of the following situations prevails (note: the owning player always chooses which subordinate he'll use).

A. If the Union commanding general has a battle rating (after the effects of 7.52 Cavalry Intelligence have been taken into account for both sides) equal to or greater than the Confederate commanding general's battle rating, then the Union Army's DRMs are 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 Brigade).

B. If the Union commanding general has a battle rating less than the Confederate commanding general's battle rating (after the effects of 7.52 Cavalry Intelligence have been taken into account for both sides), 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.

C. 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 Brigade).

7.43 ARMY VS. OTHER FORCES: 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 the subordi-

nate generals chosen may be a Cavalry Brigade). The Army player chooses which subordinates to use.

7.44 NON-ARMY FORCES: Only the commanding general's battle rating is used if the force is not an Army. A Cavalry Brigade'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

+2 For intercepting [5.8]

+2 Defending in a fort [6.87]

+? Commanding general rating [7.4]

+? Ratings of 1 or 2 subordinate generals in Army [7.42]

+1 Per Elite unit committed [7.51]

–2 If no Cavalry intelligence (in Army-to-Army battle only) [7.52]

+? Force Ratio [7.53]

+2 If opponent is out of supply [8.3]: Note: Supply cannot be traced through the space from which the attacker left to enter the battle.

NOTE: All die roll modifiers are cumulative. The DRMs, except for elite units, cannot be withheld from a battle for any reason (such as reducing 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. Once placed in an Army an elite unit may not be transferred to another Army. If a player uses one or more elite unit DRMs, and the force takes two or more SP losses, one elite unit is eliminated (Note: This removal does not satisfy a SP loss). An eliminated elite unit can reenter play by playing the Elite Units Strategy Card 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 Brigade is present with the Army. This penalty does not apply in non-Army battles or when an Army fights a non-Army [7.43-4].

7.53 FORCE RATIO: A force ratio is the relative size of the larger force to the smaller force. If a side has a force ratio advantage of 5-1 or greater in the battle, that side receives a +4 DRM. If a side's advantage is less than 5-1, but 4-1 or greater, that side receives a +3 DRM. If a side's advantage is less than 4-1, but a 3-1 or greater, that side receives a +2 DRM. If neither side has an advantage of at least 3-1, then neither receives a force ratio DRM in that battle. When the Union Amphibiously Assaults an ungarrisoned Confederate fort, the Union force receives an automatic +4 DRM.

7.6 Retreat

7.61 PROCEDURE: Retreat occurs after all losses from the battle have been applied. Losses due to retreating onto an enemy PC are applied after the retreat is completed. The loser of a battle must retreat one space. A retreating force retreats as a unit and cannot detach any SPs or generals. For special retreat rules related to failed Amphibious Assaults, see 6.32 and 6.42. For movement after retreats, see 5.73. For subsequent discretionary retreats by the losing force, see 7.22.

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 after the retreat. If the attack was an Amphibious Assault, the force is returned to its origination space.

THE DEFENDER: The defender can never retreat into the space from which the attacker entered the battle or any space that contains an enemy SP or fort. Beyond these restrictions the space that a defender must retreat to is determined by the following set of priorities. If more than one space meets the criteria for a given priority then the victorious player decides which space to choose if priorities 5 or 6 were applied. Otherwise the retreating player decides. The Confederate player cannot retreat across a navigable river under Union Naval Control. If a force has no legal path of retreat, the force surrenders [7.63]. See 8.1 for how to determine a LOC.

1. Into a friendly-controlled space where a LOC can be traced.
2. Into a neutral space where a LOC can be traced.
3. Into a friendly controlled space without a LOC.
4. Into a neutral space without a LOC.
5. Into an enemy controlled space from which a LOC can be traced.
6. Into an enemy controlled space without a LOC.

If the retreat ends on an enemy PC marker, the retreating force loses one additional SP after it ends its retreat. If the retreat is also on to any additional SPs or into an Army, then the force is consolidated before the 1 SP penalty is lost. This means that a force that would otherwise have been eliminated would not be. In the situation where one Army is forced to retreat into the space occupied by another Army, apply rule 5.24 before assessing the 1 SP penalty. If the number of generals in the space needs to be reduced (5.29, 5.34) that action occurs after the 1 SP penalty is assessed. All generals in the space, not just those involved in the battle, are eligible for removal.

7.62 NAVAL RETREATS: A Union force may be required to or, in some cases, choose to retreat using a Naval Retreat. If the retreat is the result of a failed Amphibious Assault, then rule 6.32 or 6.42 apply and take precedence over this rule. Otherwise, a naval retreat is from the occupied port space to a Union controlled port, with an LOC, in an original Union state. If either the retreat's origination port, destination port, or both are on rivers, then the retreat path is traced per Riverine Movement (6.2). Otherwise no retreat path per se is required as the movement is executed using the same provisions as 6.11. As long as the retreat path is traced along rivers that are under Union Naval

Control, the path may pass thru CSA controlled spaces and CSA SPs.

DESIGN NOTE: A retreat by sea occurs in actuality after the battle. This situation occurred after the Seven Days battle.

Whenever the Union retreats using Naval Movement, it must retreat to a Union controlled port, with an LOC, in an original Union state. A naval retreat may never pass an ironclad or a fort. Because a valid Naval Retreat will always end in a Priority 1 eligible space, it must be selected before any lower priority retreat option is selected (see 7.61). The Union player may only choose to not use a Naval Retreat if another valid Priority 1 eligible space exists. As long as these restrictions are satisfied, a Union force may conduct any type of Retreat Before Battle (7.2) by using the Naval Retreat process.

When attempting a Confederate Naval Move (6.52) that results in an inadvertent Amphibious Assault and the Confederates both lose the battle but still retain their 1 SP, the Confederate force will retreat pursuant to 6.42. Otherwise Confederate forces may never retreat using Naval Movement.

7.63 SURRENDER: If a force cannot retreat while meeting all the requirements of 7.61 and 7.62, then it surrenders and is removed from play. Generals are placed on the Game Turn Track and can be brought into play as a reinforcement in the next game turn, or in three turns for a Confederate Cavalry general. [5.54].

7.7 Casualties to Generals

If either or both players rolls a modified 10 or greater on the die roll, then a General Casualty may occur. All generals (including Cavalry generals) present (even if their rating was not used in the battle) unless exempted by an event or the Commanding General (exception Chickamauga and Shiloh cards) are eligible for the General casualty procedure.

7.71 LOW FORCE RATIO ATTACKS: If an attack is made at odds of 1-3 or less, 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.

7.72 HIGH FORCE RATIO ATTACKS: If an attack is made at odds of 3-1 or greater, 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.

7.73 PROCEDURE: 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 only on a die roll of one. The commanding general of an Army (not corps), is never killed unless he is the only general in the battle or due to the conditions on a Strategic Concentration EC. If several generals could be killed, determine the death randomly (excluding the commanding general). If both players roll a modified 10 then they each make one leader casualty determination, with a general lost on a one to three for both players.

7.74 If an Army has its Commanding General killed it ceases its movement after any retreats have occurred. If the active general in a Corps is killed it ceases its movement after any retreats have occurred.

(12 SPs)

(14 SPs)

COMPREHENSIVE EXAMPLE OF PLAY: This example is based on the historical battle of Gettysburg. The Army of Northern Virginia is in the Chambersburg, 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 Brigade 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 1-4 (Meade's defensive battle rating of 2, and –2 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 +4 DRM. This is calculated by taking Lee's offensive battle rating of 1 (ordinarily a 3, but reduced by two because there is no Cavalry Brigade present) and adding +2 for Longstreet and +1 for either Ewell or Hill. The Army of the Potomac has a +8 DRM. This is calculated by taking Meade's +2 and adding +2 for the interception, +2 for Pleasonton, +1 for Reynolds or Hancock and +1 for the elite unit. Note that the Union player is allowed to count two subordinates because Lee's offensive battle rating, due to his lack of cavalry, is less than Meade's defensive battle rating. Since the number of combined strength points in the battle is 26, it is a large battle. The Confederate player rolls the die, adds four to the result, and looks up the defender's result. The Confederate player rolls a 4, which results in an 8, yielding a 4* result. The Union player rolls a 2, which results in a 10, yielding a 6 result. Because the Confederate player took more casualties than the Union player, the Confederate player loses the battle. Because the Union player rolled a modified 10, leader casualties are calculated. The Union player has a 50 per cent chance of losing a subordinate or Cavalry General, the Confederate has only a 16 per cent chance. The die rolls result in Reynolds being killed. Reynolds is removed from play and both sides reduce their Army tracks by the indicated number of SP losses (the Union player also eliminates the Iron Brigade because his losses exceeded 2 SPs) and the Confederate player retreats his Army back into the Chambersburg, PA space.

7.8 Battle Casualties

7.81 PROCEDURE: 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.

Exception: Forces with zero SPs loss, such as when an ungarrisoned coastal fort defends against an amphibious attack, still inflict one loss, if the result on the CRT calls for at least one loss.

7.81 ELITE UNIT CASUALTIES: 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]. Removal of an elite unit does not satisfy a SP loss.

7.9 Combat Results

Each player adds up his die roll modifiers (DRMs) and rolls one die on the appropriate column for the battle size.

7.10 Combat Results Table (CRT)

Note: The attacker rolls on the "Def" Column to determine the step losses inflicted on the defender and the defender rolls on the "Att" Column to determine step losses inflicted on the attacker.

Die Roll (1D6)	Large Battle ≥ 20 SPs		Medium Battle 6-19 SPs		Small Battle ≤ 5 SPs	
	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*

Key:

\# Number of SPs lost.

* In case of ties in non-Resource/non-capital spaces, the defender loses the battle. A destroyed Resource Space still helps the defender. A national or Union State Capital is considered a capital space.

EXAMPLE 1: A Union force with 3 SPs commanded by Thomas (offensive battle rating of 2) attacks a Confederate force of 6 SPs commanded by Longstreet (defensive battle rating of 3). A total of 9 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 (+2 = 8), which achieves a 2* result, while the Confederate rolls a 4 (+3 = 7), which achieves a 2 result. Since both results are 2's, the asterisk breaks the tie

and the defender (Longstreet) must retreat, with 4 SPs remaining. This leaves Thomas and 1 Union SP "victorious" in the space of the battle.

EXAMPLE 2: A Union force with 2 SPs commanded by Sherman (offensive battle rating of 3) attacks a single Confederate SP in a fort at Little Rock, AR (a Resource Space). A total of 3 SPs are involved, so the battle uses the Small columns of the CRT. The Union rolls a 4 (+3 = 7), which achieves a 1* result. The Confederate rolls a 3, which yields a 1 result. Each side loses 1 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 1 SP, but the fort at Little Rock is now ungarrisoned.
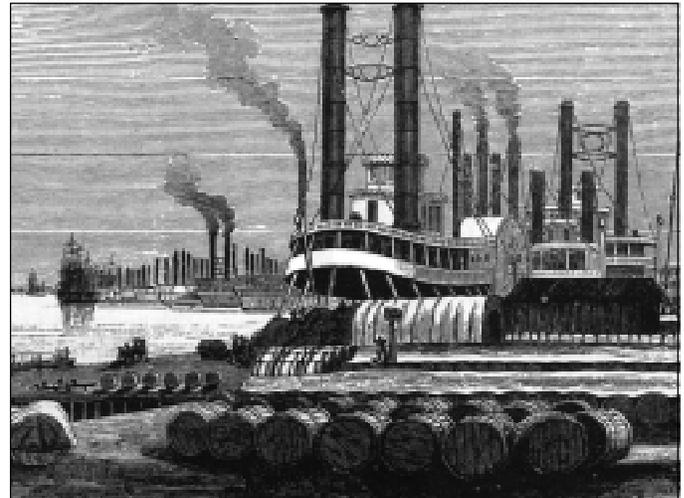
8. Logistics

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 of the force) must be friendly-controlled or neutral, and free of enemy SPs or forts (exception: Riverine spaces under Union naval control). If a unit cannot trace a LOC, it is out of supply and must forage during the Attrition Phase.

8.11 Unique Confederate LOC Conditions

The Confederate LOC path cannot cross a Union-controlled river. A Confederate LOC can be traced along a navigable river over which Union naval control is denied through friendly or neutral spaces that do not contain a Union SP or fort.

8.12 Unique Union LOC Conditions

The Union can trace along navigable rivers through friendly controlled or neutral spaces whether Union naval control is or is not denied. The Union can trace along navigable rivers through enemy controlled spaces (with or without an infantry or cavalry SP) where the Union has naval control. The Union cannot trace along navigable rivers through spaces that contain a Confederate fort, or ironclad. Confederate Torpedoes have no effect on Union LOC. A Union force with a LOC that conducts an Amphibious Assault is in supply for any battle caused by the Amphibious Assault. A Union force without an LOC can conduct Amphibious Assault as long as all other conditions are met, although the Union will be out of supply for any battle caused by the Amphibious Assault.

8.2 Ultimate Supply Sources

Ultimate supply sources for the Union are:

1) Union railroads that exit the North map edge.

2) Union-controlled coastal ports (if its associated coastal fort is Union controlled).

3) Any port space where the Union has naval control.

Note: A port without a Union control marker only supplies a force in that space and not beyond.

Ultimate supply sources for the Confederacy are:

1) Undestroyed Confederate Resource Spaces

2) Open Blockade Runner Ports [10.52]

To be valid, a Confederate ultimate supply sources must 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.

EXAMPLE: If the Union has naval control over Vicksburg, then a Union force in Vicksburg with a friendly PC marker is in supply because it is in a friendly-controlled port over which it has naval control. In this situation, if a Union force in Meridian, MS can trace a path of friendly spaces through Forest and Jackson, MS to Vicksburg, it is in supply.

8.3 Out-of-Supply Effects

Armies without a LOC cannot receive reinforcements or generals. A force engaged in battle without a LOC (judged at the instant of battle) gives a +2 DRM to the opponent—both sides could receive the out-of-supply DRM in a battle. The attacker's LOC is determined through the space from which he enters the battle (e.g., A Union force in Humboldt, TN (no PC marker) is in supply through a LOC through New Madrid, MO. If the Union attacks into Grand Jct, TN, it is out of supply). A defending force cannot trace supply through the space from which the attack originated. Cavalry Brigades traveling alone and SPs in coastal forts are not affected by being out of supply. Any unit that cannot trace a LOC is considered to be foraging and will suffer attrition [9.2]. Amphibious Assaults that originate from a port

where they are in supply are in supply for the battle even if the space being attacked does not have a LOC due to Confederate forts or ironclads.

8.4 Shenandoah Valley

DESIGN NOTE: The Shenandoah valley was a key supply source for the Army of Northern Virginia during its offensive operations. This rule simulates this aspect of the valley.

8.41 DEFINITION: The Shenandoah Valley consists of Winchester, Staunton and Strasburg, VA.

8.42 SUPPLY SOURCE: If the Confederate player controls all three of these spaces then one Army or one Corps may trace a LOC to any one of these spaces and be considered in supply for attrition purposes only. The Shenandoah valley cannot be used as supply for a battle.

8.43 STATE CONTROL IMPACT: Each space of the Shenandoah valley counts as two spaces for determining Union State Control of Virginia [12.11]. Note: Even with this rule, Virginia cannot be controlled unless Richmond is destroyed and Norfolk is a closed blockade runner port.

EXAMPLE: If the Union-controlled all three Shenandoah Valley spaces it would count as if the Union-controlled six Virginia spaces and would require control of eight more Virginia spaces to gain control over the state.

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 if no battle is fought, a tremendous drain of resources will occur due to attrition.

9.1 Normal Attrition

During the Attrition Phase, all spaces on the board are evaluated for attrition. Cavalry SPs are not immune to attrition. If the space contains 1 or 2 SPs, it suffers no attrition. If the space contains 3 to 6 SPs, it loses 1 SP. If the space contains more than 6 SPs, it loses 2 SPs. After attrition, those units that cannot trace a LOC must forage [9.2].

9.2 Forage

Any unit that cannot trace an LOC is considered to be foraging. During the Attrition Phase all forces that are foraging suffer attrition a second time based on their new size after suffering normal attrition.

EXAMPLE 1: If a force were at a strength of 3 SPs was foraging, it would lose 1 SP for normal attrition, but no further attrition due to foraging, because the size is now 2 SPs not 3.

EXAMPLE 2: A 7 SP force without a LOC would first lose 2 SPs for attrition, bringing it down to 5 SPs and then would lose 1 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 reinforcement 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 tend to be local in nature. Some ECs affect reinforcements. As stated in the Battle section design note, a Strength Point represents a unit, not a pure aggregation of men. The South had a superior replacement system 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. Due to its more efficient replacement system, the Confederacy generates a higher proportion of units from their population base than the Union.

10.1 In General

Both sides receive new SPs and generals during the Reinforcement Phase of each game turn. Reinforcement SPs can only be placed in friendly controlled spaces with a LOC. First, SPs are placed on the map (Union first). Then, Strategic Movement is conducted (Union first). Then, available generals being placed on the map (Union First). The Reinforcement Phase is abbreviated or skipped during some game turns of some scenarios, as follows:

A. The Reinforcement Phase is not conducted on the first turn of the Campaign Game or the 1861 Scenario.

B. Only steps B and C are conducted, on game turn 3 of the Campaign Game or 1861 Scenario. Skip step A [10.7].

C. Only step C is conducted, on the first turn of the 1862, 1863, and 1864 Scenarios. Skip steps A and B.

10.2 Strategic Movement of Reinforcements

10.21 PROCEDURE: After all reinforcements are on the board, each player may move in-supply infantry SPs (even ones already in play), up to their Strategic Movement limit [10.22] to any space connected by a railroad. All spaces in the rail path must be friendly-controlled spaces. Neutral spaces may not be used for this movement. An Army can receive a SP if it is in supply and 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 Movement limit). In case it is not clear, any SP, even ones not placed during the current Reinforcement Phase, are eligible for Strategic Movement. Generals and Cavalry Brigades cannot use Strategic Movement [10.6].

10.22 STRATEGIC MOVEMENT LIMITS: The Union Strategic Movement limit is **15 SPs** whereas the Confederate Strategic Movement 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. Use of the rail movement bonus during the strategy rounds [5.9] does not count against this limit. A counter is supplied for use on the Army Strength Track to keep track of Strategic Movement use.

10.23 VIA NAVAL MOVEMENT: The Union player can move SPs that are in Union ports by sea to friendly-controlled ports, but no enemy forts may be passed using the Running the Guns procedure. Any Union SPs moved by naval movement count against the Union Strategic Movement limit. An Army has a LOC via port to port connections for Strategic movement purposes.

10.24 B&O RAILROAD: The B&O railroad can be used for Strategic Movement, to determine the Washington, DC connection to the North edge of the map (10.31 East), to determine Union LOCs at any time, and to play the Chattanooga Operational Concentration card event. The B&O railroad connection cannot be used for movement during strategy rounds with the one exception of the Chattanooga Concentration card event. Only the Union player may use the B&O railroad connection.

10.3 Union Reinforcements

10.31 PROCEDURE: Union reinforcements are always received first. The total Union reinforcement SP total is reduced by 1 (Union player's choice) for each Union State capital controlled (not just occupied by a Confederate SP) by the Confederate player [11.23]. The Union player receives the following reinforcements each game turn during the Reinforcement Phase:

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 SPs** as reinforcements per game turn—up to nine for the Confederate States [10.42], one each for the Border States of MO and KY [10.44] and up to four for blockade running activity [10.5].

10.42 CONFEDERATE STATES: The Confederate player receives up to **9 SPs** per game turn for his states, plus any former Cavalry Brigade SPs on the Game Turn Record Track. The Confederate reinforcement rate is reduced by one for each Confederate State-not Border State—that is under Union control. 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 PLACEMENT: These reinforcements—no more than one SP per state—can be placed in any of the eleven Confederate States which are currently under CSA control and in a space that has a valid LOC. The space may not contain a Union SP, fort, or Union PC marker. Reinforcements (either due to reinforcements or due to card play) may not be placed in a pro-Union space. *Exception: Southern Religous Revival (80).* Confederate reinforcements can be taken directly into coastal forts. *Exception: The return of a Cavalry Brigade's SP that was removed upon the death of its Cavalry General [5.54] must attempt to stay within the "one per state" placement restriction, but if this is not possible it can be placed in any Confederate-controlled space with a LOC.*

10.44 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 (a valid LOC is not necessary).

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 [10.52]. As long as a Blockade Runner zone has at least one open Blockade Runner Port, the Confederate player makes a Blockade Runner die roll for that zone. 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 charged against the Confederacy.

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, whose associated coastal fort, if any, is also Confederate-controlled, and has an LOC to another Resource space. Any port which does not meet all three of these conditions is closed. The following ports (listed from northeast to southwest) are associated with the four Blockade Zones:

North Atlantic: Norfolk, VA, Morehead City, NC and Wilmington, NC,

South Atlantic: Charleston, SC, Savannah, GA, Fernandina, FL and Jacksonville, FL,

East Gulf: Columbus, GA, Pensacola, FL, St Marks, FL (requires card #117) and Mobile, AL

West Gulf: New Orleans, LA and Sabine City, TX

Note: Fort Pickens, FL starts all scenarios Union controlled, hence Pensacola is never really available as a blockade runner port.

10.53 BLOCKADE VALUE: The Union player's blockade value is determined by the number of Strategy Card events that he has played to affect the blockade. 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, or 4 if Foreign Intervention has occurred or go below zero. 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
- Brooklyn Navy Yard Conversions
- Union Naval Supply Shortage (decreases value)
- Hatteras Operations*

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

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 **1 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.

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 an open Blockade Runner Port within that zone.

10.6 Bringing Generals Into Play

10.61 PROCEDURE: During each Reinforcement Phase, newly arriving generals are placed face down on the map. Generals are placed after Strategic Movement. Prior to randomly picking a general to be placed on the map, the player must first announce the space into which it will be placed. A leader may not be placed in a space that does not have a LOC or a friendly SP. If more than one unrevealed general is to be placed in the same space, there must be at least 1 SP per general in the space. Generals that are already in the space count against this limit for these purposes. After all unrevealed generals from both sides have been placed on the board, reveal all of them for both the Union and Confederacy simultaneously.

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. The first general placed in the space regardless of P rating is the command general. If a general can not be placed in a leaderless Army because it does not have a LOC, then the player is free to place generals in other spaces.

10.63 COMMANDING GENERAL: The first general in a space with a leaderless Army is automatically the commanding general (no SW penalties are paid-an exception to rule 5.22).

10.64 CAVALRY GENERALS: When a Cavalry General is revealed, he immediately absorbs an SP in his placement space and is replaced with his appropriate Cavalry Brigade unit [5.5].

10.7 Ninety-Day Volunteers

Neither player receives reinforcements on the Fall 1861 turn. This reflects the expiration of the enlistment time of the 90-day volunteers. 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 must place a friendly PC marker in any space containing one or more friendly in-supply infantry SPs that have a LOC. Note that an Army comprised of only Cavalry SPs cannot place PC markers during the Political Control Phase. SPs can be chained, such that converting them in sequence extends the LOC. If an enemy PC marker was also present, it is removed by flipping the marker to its other side. A Cavalry Brigade cannot place (nor flip) a PC marker in any space during a Political Control Phase, but may remove enemy PC markers during the Political Control Phase.

Edition Note: The preceding is a significant change from the first edition.

EXAMPLE 1: During the turn a Corps move with 5 SPs leaves Cincinnati and moves five spaces to Knoxville, TN, leaving 1 SP in each space. During the Political Control Phase, the SP in Falmouth KY is converted, because it has a LOC to Cincinnati, then the SP in Lexington, KY is converted because it has an LOC through Falmouth and so on until Knoxville, TN receives a PC marker. If this same move was conducted without a LOC, then none of the spaces would be converted.
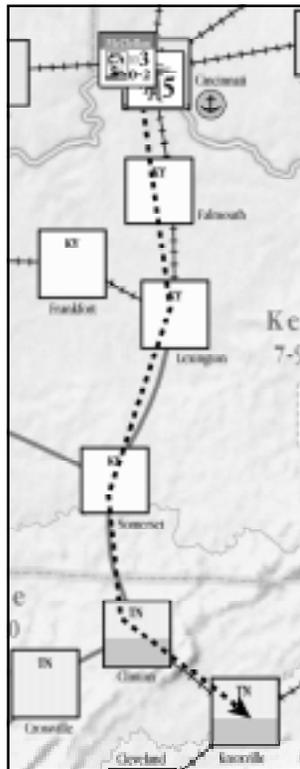
EXAMPLE 2: The Forrest and Morgan Cavalry Brigades enter KY with Forrest ending his movement on a Union PC marker, while Morgan ends his turn in a neutral space. During the Political Control Phase, Forrest removes the Union PC marker, while Morgan cannot place a PC marker in his space.

EXAMPLE 3: Stoneman's Cavalry Brigade ends its turn in Atlanta. During the Political Control Phase no PC marker is placed in the space and Atlanta retains its resource capability.

11.2 National Capitals

11.21 PURPOSE: At the beginning of the game Washington, DC is the Union national capital and Richmond, VA is the Confederate national capital. A player must have his Capital piece on the map in order to be eligible to place PC markers with an OC. Events which place PC markers or armies are exempt from this condition. National capitals may never be repositioned voluntarily.

11.22 FORCING THE GOVERNMENT INTO FLIGHT: If a force enters the space with an enemy capital, the Capital piece is immediately removed and placed in the designated holding box on the map. If the move into the space causes a battle, the Capital piece is removed only if the enemy wins the battle. The Capital piece remains in the designated box until the Political Control Phase. If a player is forced to relocate his National Capital, he suffers a severe SW penalty [12.6].

11.23 REPLACING THE NATIONAL CAPITAL: If the Capital piece has been placed in the designated box, it must be replaced on the map during the Political Control Phase (of the same turn) 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 piece in a space which is neither a Resource Space nor a Blockade Runner Port then the Confederate immediately loses 10 SW points. The Union loses 10 SW points if the Union places his Capital piece in any space which is not: Harrisburg (PA), Trenton (NJ), Dover (DE), Annapolis (MD), Columbus (OH), Indianapolis (IN), Springfield (IL), or Philadelphia (PA) (the names of these spaces are in all capital letters on the map). For rules purposes [10.3] these spaces are called Union State Capitals.

EXAMPLE: On the east coast the Union has Philadelphia, Trenton and Dover as spaces he can place his capital without suffering the 10SW penalty

11.3 Placing Political Control Markers: Strategy Rounds

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) A player may place PC markers in any space that contains any number of friendly in supply infantry SPs or in a Border State space that is still neutral (no PC marker, enemy SP or forts present, Border State can be controlled by either side or neutral). *Exception: See 5.53 Cavalry Brigade.*

B) 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 or an Army even if his capital is displaced.

C) A space can never contain more than one PC marker.

D) A player can never use an EC to place a PC marker such that it would destroy a Resource Space, displace a National capital (can be placed in Union State Capitals), capture a coastal fort (either directly or by converting its associated port), or destroy a fort marker. *Exception: Farragut card and Wilson's Raid card.*

12. Strategic Will

DESIGN NOTE: The Strategic Will model in this game should drive a player's actions. Players should become familiar with which events alter Strategic Will. 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.

Each side begins the Campaign Game with 100 Strategic Will (SW) points (with 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.

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) AND there are no undestroyed resource spaces or open blockade runner ports in the State, 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 an original Union state, not a converted neutral or Confederate state, the Union player loses 5 SW points and the Confederate player gains 5 SW points per game turn per state. This penalty does not apply to original Confederate or Border states under the control of the Union. The Union loses 1 SP of reinforcements for each Confederate controlled State capital.[10.31].

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 and forts. 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 becomes a Union State and 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). When the border state is converted to Union control it it does not become a Union State for purposes 17.3.

Place one of the special control markers in these spaces when the border state becomes controlled.

12.14 STATE CONTROL VALUES:

Border State	SW Value	Spaces Required for Control
Missouri (MO)	10	7
Kentucky (KY)	10	7
West Virginia (WV)	5	4

Confed. State	SW Value	Spaces Required for Control
Tennessee (TN)	10	13
Arkansas (AR)	5	6
Texas (TX)	7	3
Louisiana (LA)	7	6
Mississippi (MS)	7	10
Alabama (AL)	7	9
Georgia (GA)	15	12
Florida (FL)	5	5
North Carolina (NC)	7	10
South Carolina (SC)	7	9
Virginia (VA)	15	14*

Shenandoah Valley Rule [8.4], each space of the Shenandoah valley counts as two spaces for determining Union State Control of Virginia. In case of ties, the Union controls the state.

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 [5.53] and therefore cannot destroy them. Once destroyed, a Resource Space cannot be repaired, even if the Confederates regain 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 (value is printed in space).

12.3 Battle Outcome

The winner of a large battle (20+ SPs) gains 3 SW points and the loser of the battle deducts 5 SW. All other battle sizes have no SW effect.

12.4 Impact of Changing Fortunes of War

The last movement of the SW markers is denoted by placing it on its plus side (if SW points were added) or negative side (if SW points were subtracted). Whenever the direction of the SW marker changes from negative to plus, the value of the SW transaction is increased by two (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 three (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 in the same segment or step is determined by the player whom they affect.

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. This penalty is paid the instant the Capital piece is removed (11.22). There is an additional 10-point SW penalty if the Capital piece is not placed in one of the appropriately designated replacement spaces [11.23].

12.7 Army Markers

If a player must remove an Army marker due to elimination in battle or 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 (5.67A and 12.10). If the last SP in an Army is a Cavalry SP and it is eliminated, the Army is eliminated.

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 (i.e., if the Confederate player does not have any fort or ironclad [not Hunley] in any of the river port spaces). 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, Baton Rouge
AL: Tuscumbia, Decatur
MO: New Madrid, St. Louis

These port spaces, except Fort Phillip-Jackson, have a special colored port symbol on the map.

12.9 Union War Weariness and Confederate War Guilt

During the Political Control Phase of each Fall game turn, the Union player loses 5 SW points. During the Political Control Phase of each Fall game turn after the Emancipation Proclamation special event has taken effect, the Confederate player loses 5 SW points.

12.10 Army Commanders

See 5.61 regarding procedure.

PENALTY SUMMARY:

- Reduce SW by an amount equal to the relieved general's political value (cut the penalty in half, if defeated in a large battle).
- Reduce SW by two for each general in the same space over which the new commanding general is promoted.
- Reduce SW by two when creating an Army (not relieving an Army's commanding general) if any general on the map (not Army display) has a political rating that is greater than the new commanding general of the Army (regardless of how many such generals exist).

12.11 Confederate Fort Removal or Capture

Whenever a Confederate fort is removed or Coastal fort captured, the Confederate player deducts 1 SW point and the Union player gains 1 SW point.

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 a later scenario. This allows for a play of the game to varying lengths-from three to six, nine, twelve, or thirteen game turns-while still reaching an adjudication of the winner.

In the setup 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, on which side they start 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 Confederate Capital marker in this space.

h) Only Step C of the Reinforcement Phase is conducted on the first turn of the 1862, 1863 and 1864 Scenarios.

i) Where the setup indicates a Cavalry General and 1 SP, or a Cavalry General in an Army, substitute the appropriate Cavalry Brigade and remove 1 SP from play.

13. 1861 Scenario

13.1 Setup
The setup for the 1861 Scenario is in section 2.

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.

14. 1862 Scenario

14.1 Confederate 1862 Setup
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.

Space	General	SPs	Other
Ft Morgan, AL		1	
Springfield, MO	*Van Dorn, Price*	3	PC
Little Rock, AR		1	
Pensacola, FL		1	
Savannah, GA		1	
New Madrid, MO		1	Fort, PC
Corinth, MS	*AS Johnston, Polk,* *Beauregard, Bragg*	5	Army (Tenn)
Wilmington, NC		1	
Ft. Sumter, SC	Pemberton	1	
Chattanooga, TN		1	
Knoxville, TN	*Smith*	1	
Strasburg, VA		1	
Fredericksburg, VA	*J Johnston, Stuart*	6	Army (NVa)
Richmond, VA		2	Fort
Williamsburg, VA		1	

14.2 Union 1862 Setup
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 and Springfield, MO, all Border State space in MO, KY and WV are Union-controlled (PC markers are present, but not listed in setup).

Space	General	SPs	Other
Washington, DC		3	Fort
Ft. Pickens, FL		0	PC
Ft. Pulaski, GA		1	PC
Springfield, IL		2	
Cairo, IL	*Pope*	3	
Somerset, KY		1	
Annapolis, MD	*Butler*	3	
St. Louis, MO		1	
Pittsburg Landing, TN	*Halleck* *	5	Army (TN), PC
Nashville, TN	*Buell, Rosecrans*	4	Army (Cb), PC
Dover, TN		0	PC
Winchester, VA	*Banks*	3	PC
Harper's Ferry, VA		0	PC
Manassas, VA	*McClellan,* *McDowell, Burnside*	13	Army (Pot)
Ft. Monroe, VA		1	PC
Lewisburg, WV	*Fremont*	2	

* 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 2. There is a Resource destruction marker in Nashville.

14.4 Cards
Remove the following cards from the Strategy Deck prior to beginning the scenario:

(24) Pre-War Treachery

(26) Cotton is King

(29) Crittenden Compromise

(42) Kentucky Anarchy

(43) Kansas

(44) Western Virginia
(47) CSA Recognizes KY, MO, and DE
(48) Brazil Recognizes the Confederacy
(52) Trent Affair, (68) Lincoln Declare a Blockade
(91) Letters of Marque, (90) Habeas Corpus

14.5 1862 Starting Strategic Will

Union SW 115(–), Confederate SW 94(+).

14.6 1862 Reinforcement Phases

Only step C is conducted, on the first turn of the 1862 Scenario. Skip steps A or B.

14.7 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. All other results are a Confederate victory.

15. 1863 Scenario

15.1 Confederate 1863 Setup

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.

Space	General	SPs	Other
Little Rock, AR	*Price*	1	
Mobile, AL	*J.Johnston*	1	
Pensacola, FL		1	
Savannah, GA		1	
Shreveport, LA	*Smith*	1	
Port Hudson, LA		2	Fort
Vicksburg, MS	*Pemberton*	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	*Bragg, Polk, Wheeler*	7	Army (Tenn)
McMinnville, TN	*Morgan*	1	
Chattanooga, TN		1	
Knoxville, TN		2	
Sabine City, TX		1	
Fredericksburg, VA	*Lee, Jackson, Stuart*	12	Army (NVa)
Richmond, VA		3	Fort
Petersburg, VA	*Longstreet*	2	

REMOVED GENERALS: A.S. Johnston, Van Dorn

15.2 Union 1863 Setup

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 State spaces in MO, KY and WV are Union-controlled (PC markers are present, but not listed in setup). Tennessee is Union-controlled.

Space	General	SPs	Other
Washington, DC	*Halleck, Butler*	8	Fort
Ft. Pickens, FL		0	PC
Ft. Philip/Jackson, LA		0	PC
Jacksonville, FL		1	PC
Ft. Gadson, FL		0	PC
Brunswick, GA		1	PC
Ft. Pulaski, GA		1	PC
Cairo, IL		2	
Louisville, KY		1	
Somerset, KY	*Burnside*	5	
Baton Rouge, LA	*Bank*	3	PC
New Orleans, LA		1	PC
Baltimore, MD		2	
Springfield, MO	*Curtis*	5	Army (MO), 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		0	PC
Humboldt, TN		0	PC
Grand Junction, TN		0	PC
Lexington, TN		0	PC
Pittsburg Landing, TN		0	PC
Nashville, TN		4	Fort, PC
Murfreesboro, TN	*Rosecrans, McDowell*	12	Army (Cb), PC
Dover, TN		0	PC
Franklin, TN		0	PC
Clarksville, TN		0	PC
Waynesboro, TN		0	PC
Columbia, TN		0	PC
Manassas, VA	*Hooker, 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	

REMOVED GENERALS: McClellan, Buell and Pope

15.3 Markers

The first game turn is the Spring 1863 turn, the Game Turn marker is on the Emancipation Proclamation side. The Union Naval Blockade is on 3 and the Amphibious Assault Modifier is on 3. Place resource destruction markers in Nashville and Memphis, TN.

15.4 Cards

Remove the following cards from the Strategy Deck prior to beginning the scenario:

(24) Pre-War Treachery
(26) Cotton is King,
(29) Crittenden Compromise, (31) Contraband of War

(42) Kentucky Anarchy
(43) Kansas
(44) Western Virginia
(47) CSA Recognizes KY, MO, and DE
(48) Brazil Recognizes the Confederacy
(52) Trent Affair, (68) Lincoln Declares a Blockade
(76) Great Sioux Uprising
(81) Emancipation Proclamation.
(91) Letters of Marque, (90) Habeas Corpus

15.5 1863 Starting Strategic Will

Union SW 85(+), Confederate SW 80(–).

15.6 1863 Reinforcement Phases

Only step C is conducted, on the first turn of the 1863 Scenario. Skip steps A or B.

15.7 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. All other results are a Confederate victory.
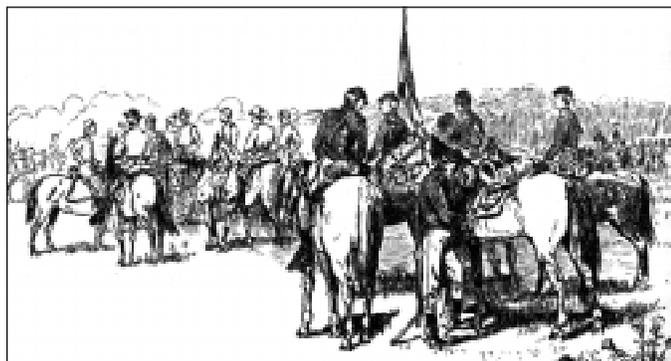
16. 1864 Scenario

16.1 Confederate 1864 Setup

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. Tennessee and Florida are Union-controlled.

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	*Johnston, Hood,* *Wheeler*	9	Army (TN)
Shreveport, LA	*Smith*	1	
Alexandria, LA		1	
Gainesville Jct, MS	*Forrest*	1	
Wilmington, NC		1	
Weldon, NC		1	
Goldsboro, NC		1	
Charleston, SC		3	
Rodgersville, TN	*Longstreet, Morgan*	3	
Nacogdoches, TX		1	
Strasburg, VA		1	
Wilderness, VA	*Lee, Ewell, Hill, Stuart*	12	Army (NVa)
Richmond, VA		2	Fort
Petersburg, VA	*Beauregard*	1	Fort

REMOVED GENERALS: Jackson, Van Dorn, A.S. Johnston, Pemberton and Bragg

16.2 Union 1864 Setup

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 State spaces in MO, KY and WV are Union-controlled (PC markers are present, but not listed in setup). Tennessee and Florida are Union Controlled.

Space	General	SPs	Other
Washington, DC	*Halleck*	4	fort
Little Rock, AR	*Curtis**	5	Army (MO), PC
Arkansas Post, AR		1	PC
Clarksville, AR		0	PC
Fayetteville, AR		0	PC
Decatur, AL		1	PC
Ft. Pickens, FL		1	PC
Ft. Gadson, FL		0	PC
Tallahassee, FL		1	PC
St. Marks, FL		0	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,	0	PC
Baltimore, MD		3	
Springfield, MO		1	PC
St. Louis, MO	*Rosecrans, Pleasonton*	3	PC
Grand Gulf, MS		0	PC
Forest, MS		0	PC
Meridian, MS		0	PC
Jackson, MS			PC
Vicksburg, 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	
Humboldt, TN		0	PC
Grand Junction, TN		0	PC

Lexington, TN .... 0 PC
Pittsburg Landing, TN .... 0 PC
Franklin, TN .... 0 PC
Clarksville, TN .... 0 PC
Waynesboro, TN .... 0 PC
Columbia, TN .... 0 PC
McKenzie, TN .... 0 PC
Shelbyville, TN .... 0 PC
Nashville, TN .... 4 fort, PC
Murfreesboro, TN .... 2 PC
Tullahoma, TN .... 2 PC
Chattanooga, TN .... *Sherman,* .... 15 Army (Cb), PC
    Hooker, Stoneman, McPherson, Scofield
Sabine City, TX .... 1 PC
Winchester, VA .... 0 PC
Manassas, VA .... *Grant,* .... 15 Army (Pot), PC
    Meade, Burnside, Hancock
Ft. Monroe, VA .... *Butler* .... 7 PC, Army (TN)**
Harper's Ferry, VA .... 1 PC
Norfolk, VA .... 2 PC
Grafton, WV .... *Fremont* 1

* Leaders marked with an asterisk have historically been reassigned or removed from command, but are used here to denote other minor independent commands.

** Actually this is the Army of the James.

REMOVED GENERALS: McClellan, Pope, Buell and Reynolds

16.3 Markers
The first game turn is the Summer, not Spring, 1864 turn. The Game Turn marker is to the Emancipation Proclamation side. The Union Naval Blockade is on 4 and the Amphibious Assault Modifier is on 4. Place 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:

(24) Pre-War Treachery
(26) Cotton is King
(29) Crittenden Compromise, (31) Contraband of War
(42) Kentucky Anarchy
(43) Kansas
(44) Western Virginia
(47) CSA Recognizes KY, MO, and DE
(48) Brazil Recognizes the Confederacy
(52) Trent Affair, (68) Lincoln Declares a Blockade
(76) Great Sioux Uprising
(81) Emancipation Proclamation, (90) Habeas Corpus
(91) Letters of Marque, (110) Gettysburg Address

16.5 1864 Starting Strategic Will
Union SW 65(+), Confederate SW 50(–). The Union has already received the Mississippi River SW bonus.

16.6 1864 Reinforcement Phases
Only step C is conducted, on the first turn of the 1864 Scenario. Skip steps A or B.

16.7 Victory Conditions
The last game turn is the Spring 1865 game turn. The victory conditions are the same as the Campaign Game, 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 [17.2, 17.3].

17. Campaign Game
17.1 Setup
The Campaign game uses the 1861 setup found in section 2. 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 Fall 1864 game turn if the Union player SW value is less than 50, OR at the conclusion of any game turn if the Confederate SW value is greater than twice the Union SW total. If both sides SW reaches zero during the same phase, the Union player wins.

17.22 CONFEDERATE RESOURCES: The Union wins instantly if all Confederate Resource spaces are destroyed and all Blockade Runner Ports are closed.

17.3 Winning the Campaign Game
At the end of the Spring 1865 game turn, if the Union player has control of ten Confederate or Border States he wins, all other situations are Confederate victories. Each original Union State or Border state that converts to Union first with three or more Confederate PC markers in it cancels one Confederate State controlled by the Union player for victory condition purposes. If a Border state converts to Confederate it does not count for this condition. The Union player gains the equivalent of one state for each 25-point differential of SW points he possesses greater than the Confederacy. For example, if the Union player has 51 more SW points than the South, it counts as two states.

18. Designer's 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 this 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 difficulty 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 would slow the game down with Battle Cards. 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.

Designers Notes to the 2nd Edition of For The People

For The People has been an interesting 2 year odyssey since it was published in August 1998. First off the day after it was published, Monarch Avalon announced that it had sold Avalon Hill to Hasbro. This put the future support for the game in serious jeopardy. Second, the initial print run of 1500 games sold out in less than 6 weeks with little prospect of any follow on print runs while Hasbro sorted out what it had acquired.

I have been blessed by a very bright daughter (Lara) who built a website for me. This allowed me to support the owners of the game while AH was in turmoil. One of my personal policies is I will support any game that I design for as long as I am able. I wrote support articles that would have eventually showed up in the General, but I happily discovered that the internet moves at light speed. This game was far better supported in this venue over the traditional magazine support that I used in the past. The game gained a loyal following and I was able to answer the rules questions and close some minor loopholes that needed fixing. I owe a debt of gratitude to Mark Simonitch who fully supported my efforts pro bono. He is a true asset to the hobby. Through our continued collaboration we were able to update the rules which were supplied free of charge on the *For The People* website. The best part of this phase in the games evolution was it won the Charles Roberts Award for best Pre-WW II game during the 1999 Origins.

To make a long story short in April of 2000, Hasbro officially decided that the game didn't fit into their current line of games and returned the rights to me, which I promptly turned over the GMT Games for republication. I want to thank the staff at Hasbro for making this a fairly easy and swift transition. What you hold in your hands is the fruit of this journey. So, what has changed?

The short answer is not a lot, but what has changed is significant. One of the compromises I made in the first edition was to keep it within shouting distance of We The People, as far as complexity is concerned. Even in that state the Avalon Hill R&D staff thought it was too intricate a design. One of the hallmarks of this edition is I wanted to pour more of the history back into the game.

The generals now have offense and defense ratings, which gave me the ability to show greater differentiation between the key military leaders. A player would no longer wonder why he should use a McClellan to lead an Army as opposed to finding every nuance in the rules to avoid using him or other inferior leaders. I also re-evaluated my ratings based on another two years of research that are part and parcel to a large ACW game I am doing with my good friend and well known designer, Richard Berg. Not only were the general battle ratings augmented, but the political ratings coupled with the SW system now create the environment for a more historical use of the military leadership. This issue bothered me and was something I fixed in this edition.

One change that killed two birds with one design stone was the prevention of river crossings where forts are present. Unless you play very precisely in the first edition Washington was vulnerable to capture. This was and still is an important design feature of the Eastern campaigns. However, the DC forts, although not as good as historically advertised, were sufficient to prevent river crossings.

The ancillary effect of easy river crossings was the South didn't have to use the Shenandoah valley to conduct Northern invasions. Lastly, the Union tended not to build up its Amphibious Assault capability, because it was much easier to move an Army across rivers to take out forts such as Henry and Donaldson.

This one change had two immediate benefits. The South now has to use wider flanking attacks through the Shenandoah valley to threaten Washington, causing more historically motivated maneuvers. Additionally, the Union now has to build up their Amphibious Assault modifier by building more ironclads, so they can break through the Confederate's Mississippi defenses akin to the real war. This is one of my favorite improvements.

Cavalry Brigades were the last major design change. There was much confusion and use of loopholes in the first edition over the ability of SPs to place PC markers except when a Cavalry general was present. By marrying up the SP with the general the problem was solved, plus I could more accurately demonstrate the historical investment in mounted forces.

Of course what would the new edition be without a bit more chrome, so there are a few new optional rules for those looking for that added bit of history. My favorite addition is the new Confederate concentration cards that bring a bit more surprise into the game.

My gift to the hobby is the We The People system. It has now spawned a new game genre with many designers contributing to the growing number of available titles. The adoption of this system as a staple genre in our hobby is very satisfying to me. I hope you enjoy this edition as much as I have had creating it. It is rare, as in it has never happened before, that I have gotten a third chance. I hope you think I made the most of the opportunity.

—Mark Herman

19. Operations Queue (Optional Rule)

DESIGN NOTE: This rule enables a player to use multiple operations cards to activate a leader to simulate a logistics buildup.

RULE: A player can designate a general in a space as an operations queue. Once made this choice cannot be changed. To establish an Operations Queue place the operations queue marker on the appropriate space showing the value of the OC used to start the queue. During subsequent strategy rounds once an operations queue has been established an OC can be played sequentially into this imaginary queue. Adjust the Operations Queue marker to show the current total. When the total value of the OCs in the Operations Queue are equal to or greater than the Strategy Rating of the designated general, he is activated, any excess is lost. Once a general's activation rating has been reached or exceeded the general must be activated, it cannot be delayed.

If the player breaks the sequence by not playing a card into the queue for any reason (i.e., plays a card during his turn for any other purpose), the queue is lost and all cards in it are discarded. The sequence is broken whether the card played during the player's turn was played voluntarily or involuntarily (e.g., Emancipation Proclamation).

At the end of the game turn, all cards in all Operations Queues are automatically discarded and cannot be carried over to the next game turn. At any given time each player is restricted to having one active operations queue. The play of an interrupt or removal card during the other player's turn, does not break the operations queue sequence. The play of the Forward to Richmond card breaks the sequence. If the general designated as the operations queue participates in a battle whether his modifier was used or not, the operations queue is lost.

QUESTIONS

Internet users can find support for *For The People* at http://members.tripod.com/~MarkHerman/index.html. Also check out the GMT Games web site at www.GMTGames.com

Non-internet users can write GMT Games at P.O. Box 1308, Hanford, California 93232. Please include a self-addressed stamped envelope and phrase questions so they can be answered with a yes or no.

INVENTORY

A complete game of *For the People* includes:

- 1 22x34 map sheet
- 1 and 1⁄2 Countersheets
- 130 Strategy Cards
- 2 Six-sided dice
- 1 Box with lid
- 1 Player Aid Card
- This rulebook

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).

Card	Ops	Event
1.	1-U	Empty Haversacks Conduct forage if no LOC.
2.	2-C	Copperheads
3.	1-B	Forward to Richmond
4.	1-B	Costly Mistake
5.	1-B	Dysentery
6.	1-B	Ambush
7.	1-B	Mud March
8.	1-B	3 Cigars
9.	3-U	Clara Barton
10.	3-U	Dorothea Dix
11.	2-U	Nathaniel Lyon
12.	3-C	Cabinet Intrigue
13.	2-C	Missouri Guerrilla Raids
14.	3-U	Red River Campaign
15.	1-C	Mosby's Raiders
16.	2-U	Grierson's Raid
17.	3-C	CSA Purchasing Agents
18.	2-U	Confederate Inflation
19.	1-B	Belmont
20.	3 -C	Union Arms Production Delayed
21.	3-C	Confederate Overseas Agent
22.	3-C	Josiah Gorgas, Chief of Ordnance
23.	2-C	Bermuda Blockade Surge
24.	3-C	Pre-War Treachery
25.	1-U	Confederate Railroad Degradation
26.	3-B	Cotton is King
27.	3-C	Choctaw Indians
28.	1-B	Franz Sigel
29.	2-U	The Crittenden Compromise
30.	3-U	Glory Hallelujah
31.	2-U	Contraband of War
32.	3-C	Dixie Land
33.	1-C	Orphan Brigade
34-36.	1-B	Elite Units
37.	2-C	Confederate Scientist
38.	2-C	George W. Rain, Increased Gunpowder Production
39.	2-C	Draft Riots in New York
40.	3-U	Emergency Call for Volunteers
41.	2-C	Gov. Harris, Tennessee Confederate
42.	2-B	Kentucky Anarchy
43.	1-U	Kansas
44.	2-U	Western Virginia
45.	3-U	Food Shortage
46.	1-U	Pro Union Secessionist in Tennessee
47.	3-C	CSA Recognizes KY, MO, MD and DE
48.	3-C	Brazil Recognizes the Confederacy
49.	3-C	CSS Alabama, Commerce Raider
50.	1-C	CSS Sumter, Commerce Raider
51.	1-C	Confederate Torpedoes
52.	3-C	Trent Affair
53.	1-C	CSS Arkansas
54.	1-C	CSS Virginia
55.	1-C	CSS Tennessee
56.	1-C	CSS Hunley
57.	2-U	Admiral Foote
58.	2-U	Admiral Porter
59.	2-U	Farragut
60.	2-U	USS Monitor
61.	3-U	Ship Island/Key West
62.	2-C	Financial Crisis
63.	2-U	Beaufort/Port Royal Captured
64.	1-U	USS Kearsarge sinks CSS Alabama
65.	1-C	Union 90-Day Enlistments Expire
66.	1-B	Wilson's Creek
67.	2-U	J.B. Eads, Riverine Ironclads
68.	2-U	Lincoln Declares Southern Blockade
69.	3-U	Gideon Welles, The Naval Program
70.	2-U	Gustavus Fox, Ironclad Building Program
71.	3-U	General Scott, The Anaconda Plan
72.	2-U	John Ericsson's Monitor Fleet
73.	1-C	Ball's Bluff
74.	2-U	Political Crisis
75.	2-C	Western Concentration Block
76.	2-U	Great Sioux Uprising
77.	2-C	Stop the War
78.	3-B	Personal Advisor
79.	1-C	Indian Allies
80.	1-C	Southern Religious Revival
81.	NA-B	Emancipation Proclamation
82.	3-B	Foreign Intervention
83-84.	3-B	Major Campaign
85-88.	3-B	Minor Campaign
89.	1-C	Quaker Guns
90.	3-C	Habeas Corpus
91.	2-C	Letters of Marque
92.	2-C	Baltimore Revolts
93-96.	2-U	Strategy Board
97.	1-C	Davis Tours the South
98.	2-U	Cape Hatteras Operations
99.	3-B	Minor Campaign
100.	3-C	Shiloh
101.	3-C	Chickamauga
102.	3-C	First Manassas
103.	3-B	Seven Days/Chattanooga
104.	1-B	Big Bethel
105.	1-B	Detach Cavalry
106.	3-C	British Clydeside Shipyards
107.	1-C	Guerrilla Raids Delay Supply
108.	2-U	Richmond Bread Riots
109.	2-C	Fortified Lines
110.	3-U	The Gettysburg Addres
111.	2-U	Wildon's Raid
112.	2-C	Severe Storms at Sea
113.	2-U	Washington Defenses
114.	3-U	Frederick Douglas
115.	2-C	Galveston
116.	2-C	Confederate River Flotilla
117.	3-C	Clandestine Blockade Runner Port
118.	3-C	Mexican Supply Pipeline
119.	1-U	War in the West
120.	1-B	Horace Greeley Editorial
121.	3-B	Minor Campaign
122.	3-U	Crisis in the West
123.	1-B	Quantrill's Raiders
124.	2-U	Confederate Desertions
125.	1-U	Confederate Locomotive Shortage
126.	1-U	Valley Devastation
127.	2-U	Brooklyn Navy Yard Conversions
128.	3-C	Union Naval Supply Shortage
129.	2-C	USS Cairo Hits Mine and Sinks
130.	3-U	Union Siege Guns

INDEX