

Blue vs Gray

THE CIVIL WAR CARD GAME

BLUE vs GRAY: THE CIVIL WAR CARD GAME and the term ENIGMA are TM Evan Jones.



RULE BOOK

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1. INTRODUCTION

Blue vs Gray™ is a two-player division/corps level card game covering the Civil War from start to finish. To win as the USA, you must occupy the vital centers of the South. To win as the CSA, you must invade the North or survive the Yankee onslaught. Both sides have a roughly equal chance to win.

The game is divided into two theaters: East and West. East is the Atlantic seaboard, east of the Appalachians, including the Shenandoah and Savannah. West is everywhere else. Look on the map for a black line along the Georgia border.

A complete game of *Blue vs Gray* contains:

- 2 dice (one red and one white).
- 2 decks of cards: 1 CSA deck, 1 USA deck.
- 1 Play Mat
- 24 USA tokens and 6 CSA tokens
- 1 Player Aid Card
- This rules booklet

GMT VERSION: This version differs only from the original by the inclusion of a play mat, dice and this rules booklet. All rules of the original game remain the same.

2. SETTING UP THE GAME

Decide who will play the USA (North), and who will play the CSA (South).

2.1 Prepare Decks and Initial Hand

USA: Remove all the rules cards (#R1–#R44) from your deck, along with the two map cards marked DO NOT PLAY (included in the original game so each player could view the entire map). These cards are not used in the game, and should be set aside. You now have a deck of 76 playable cards numbered #1–#76. Find the five cards (#1–#5) marked AT START. Two of these cards are map cards (A and B): place these face up on the play mat. Keep the other three cards in your hand. Shuffle the remaining 71 cards, let your opponent cut, and place the deck face-down on your side of the board. Then draw the top four cards, and add them to your hand. Place a token on the “1” circle of your Supply Track (on the play mat), to show that you start the game with one supply point.

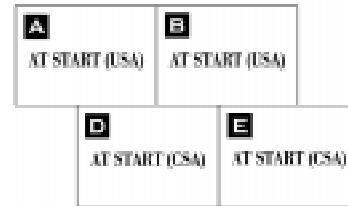
CSA: Remove all the rules cards (#R1–#R34) from your deck, along with the three map cards marked DO NOT PLAY. These cards are not used in the game, and should be set aside. You now have a deck of 80 playable cards numbered #1–#80. Find the four cards (#1–#4) marked AT START. Two of these cards are map cards (D and E): place these face up on the play mat. Keep the other two cards in your hand. Shuffle the remaining 76 cards, let your opponent cut, and place the deck face-down on your side of the board. Then draw the top six cards, and add them to your hand. Place a token on the “0” circle of your Supply card, to show that you start the game with zero supply points.

LATE-WAR: If you (CSA or USA player) draw any cards marked LATE-WAR, place these on the bottom of your deck (the first card face-up, the others face down), and draw new

cards to replace them (see 17.1). You can put these cards in any order you choose, with the uppermost turned face-up (the 1864 Elections Card is turned face-up and turned sideways if drawn at this time).

2.2 Arrange Map Cards

Arrange the four AT START map cards as shown below, with cards A and B towards the USA player (if playing with the play mat, these cards are not necessary).



NOTE. The map is used to show the geography of the area, and to record which side controls each city. It does not show the location of particular units and leaders. These are simply located in one theater or the other, and may fight in any city (subject to the rules on Supply Lines [11.1]).

2.3 Your Cadre Pile

Each player should establish some space for your Cadre pile. This is a discard pile that you can get cards back from. Any unit that loses its last step, or any leader wounded, dismissed or sacked is placed in Cadre.

2.4 CSA Pre-Action

Before the first turn of the game, the CSA player may (and should) play some cards (units and leaders) from his hand to the board so that he has units in position to respond to possible USA attacks.

You are now ready to begin the game. The USA has the first turn.

3. CARD TYPES

3.1 Types of Cards

There are six types of playable cards in the game:

- Map Cards (3.2)
- Leaders (3.3)
- Infantry Units (3.4)
- Cavalry Units (3.5)
- Naval Squadrons (3.6)
- Enigma™ Cards (3.7)

3.2 Map Cards

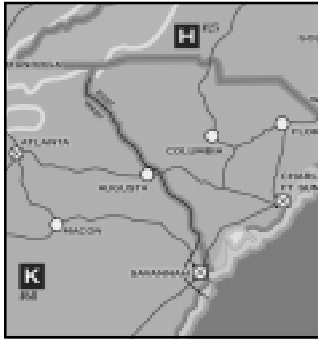
The War is fought on a map, which, at the beginning of the game, consists of the four AT START map cards (A, B, D, E). Additional map cards are added to the map by players during the course of the game. The entire map consists of 11 cards lettered A-K (see play mat).

3.21 CITIES: Ports, forts and pestholes are all types of cities.

When the rules refer to “cities,” these other types are included. See the Map Key on card E.

3.22 ROADS AND RAILROADS: Cities are connected by roads (dotted red lines), railroads (solid red lines) and rivers (blue lines). *Roads and railroads are treated as identical in the game, and are referred to collectively as “railroads.”*

3.23 ADJACENT CITIES: Any two cities are considered adjacent if they are connected by railroad or river with no intervening city. As soon as the USA deploys a naval squadron in the West (9.5), then two cities connected only by river are no longer considered adjacent for the CSA (even if the USA doesn’t yet have a connection to that part of the river).



3.24 THEATERS: The map is divided into two theaters of operations, Eastern and Western. The boundary between the theaters is shown by the Appalachian mountains in the north and by a black line marked EAST/WEST in the south (see picture to the left). The westernmost cities of the Eastern Theater are Harrisburg, Harper's Ferry, Shenandoah Valley, Lynchburg, Greensboro, Columbia and Savannah.

3.25 MOUNTAIN RANGES: Mountain ranges have no other effect on play, except that some railroads which cross mountains are marked NO ATTACKS, and, as you would expect, no attacks may be made along these lines. State boundaries (green lines) and swamps (gray areas) also have no effect on play.

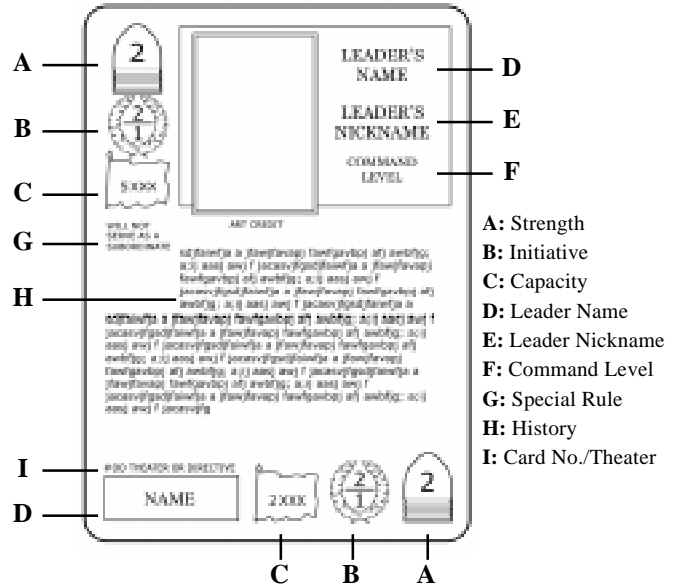
3.26 NATIVE CITIES: Cities named in blue are initially controlled by the USA, and are referred to as “native USA cities.” Cities named in brown are initially controlled by the CSA, and are referred to as “native CSA cities.”

3.27 NEUTRAL CITIES: Cities named in black (on a white background) are initially neutral. Neutral cities may be attacked by either player. As soon as a player announces an attack on a neutral city, his opponent places one of his tokens on that city, and may defend it immediately.

3.28 DIFFERENT VERSIONS OF THE SAME MAP CARD: With the exception of the four AT START map cards, each map card comes in two different versions (or three in the case of Map Card C). For example, on the USA version of Map Card H, New Berne is a native USA city, while, on the CSA version, it’s a native CSA city. Whichever version of the card is played first will remain in use throughout the current game. Other versions of the same map card are then useless, and *must* be discarded from your hand (removed from the game). You *may* draw a replacement card from your deck (but you don’t have to).

PLAY NOTE: Your own version of a map card is always more favorable to you than your opponent’s version, so it pays to get your own card down first!

3.3 Leader Cards



STRENGTH: A leader’s strength is used in combat, along with the strengths of the units he commands.

INITIATIVE: A leader’s initiative (0, 1 or 2) is also used in combat. Some leaders, such as the one shown here, have two initiative values. The top one is used when attacking, and the bottom one when defending.

CAPACITY: A leader’s capacity is the number of divisions (xx), corps (xxx) or armies (xxxx) that he can effectively command. The sample leader has two different capacities shown. The one near the top of the card (5xxx) indicates that he can command five corps when acting as a commander (with no superior leader). The one near the bottom of the card (2xxx) shows that he can command only two corps when acting as a subordinate leader.

COMMAND LEVEL: A leader is either a Corps Commander (CS only), Army Commander, or Army-Group Commander (US only).

SPECIAL: A leader’s directive and special rule (if he has them) describe any special restrictions or abilities that he has.

POLITICAL LEADERS: Some leaders are marked POLITICAL FAVOR or POLITICAL DISFAVOR. Political disfavor is important if the leader is sacked. Political favor is only relevant if you’re playing Optional Rule 6.

CARD NUMBER: The card number is only used if you’re playing the Historical Scenario (usually you won’t be).

HISTORY: The leader’s history is for interest only, and has no effect on the game.

3.4 Infantry Units (Corps and Divisions) Cards

All USA infantry units are corps, while all CSA infantry units are divisions. These cards can be identified by the word CORPS or DIVISION in the name. An infantry unit can be attached to a leader, or can operate on its own. A lone infantry unit cannot attack, and defends with an initiative of 0.

STRENGTH: The main attribute of an infantry unit is its strength (shown inside the bullet symbol).

DIRECTIVE: An infantry unit may also have a directive (such as a deployment restriction or other special rule). See 2.1, 7.3 and optional Rule #1.

BIOGRAPHICAL INFORMATION: The card also gives biographical information about the men who commanded the unit. This is for interest only, and has no effect on the game.

TWO STEPS: An infantry unit has two “steps.” That means that, after taking one step loss in combat, it becomes depleted. After taking a second step loss, it goes to cadre (2.3).

DEPLETED STRENGTH: A depleted USA corps has two strength points. A depleted CSA division has one strength point, unless its full strength is only one point, in which case its depleted strength is 0 points (but it still can fight).

3.5 Cavalry Cards

Cavalry units have similar properties to infantry units, but there are some significant differences too (see 10.0). Cavalry units can be identified by the word CAVALRY under the name, and by a crossed sabers symbol.

3.6 Naval Squadron Cards

Naval squadrons are identified by the word SQUADRON under the name, and by an anchor symbol. Only the USA has naval squadrons. Naval Squadrons have many uses (see 9.0).

3.7 Enigma™ Cards

“One of those little things in war...” —Lincoln.

Enigma™ cards represent unique political, social and technological events. Each one has a different effect, as described in its special rule. Enigma™ cards can be played any time, including your opponent’s turn, unless the rules on the card say otherwise. Sometimes the effect of an Enigma™ card can be felt for many turns (e.g. CSA Ironclads and USA Monitor). Place these cards in a convenient place on the board, and put one of your tokens on top to remind you that it’s still active.

Some Enigma™ cards are marked “Play as a reserve.” These are played in battle, in lieu of adding a reserve card.

SPECIAL RULES: Many cards have special rules printed on them. When these rules conflict with the standard rules, the special rules take precedence.

DISCARDED: When Enigma™ cards are discarded, they’re removed from the game.

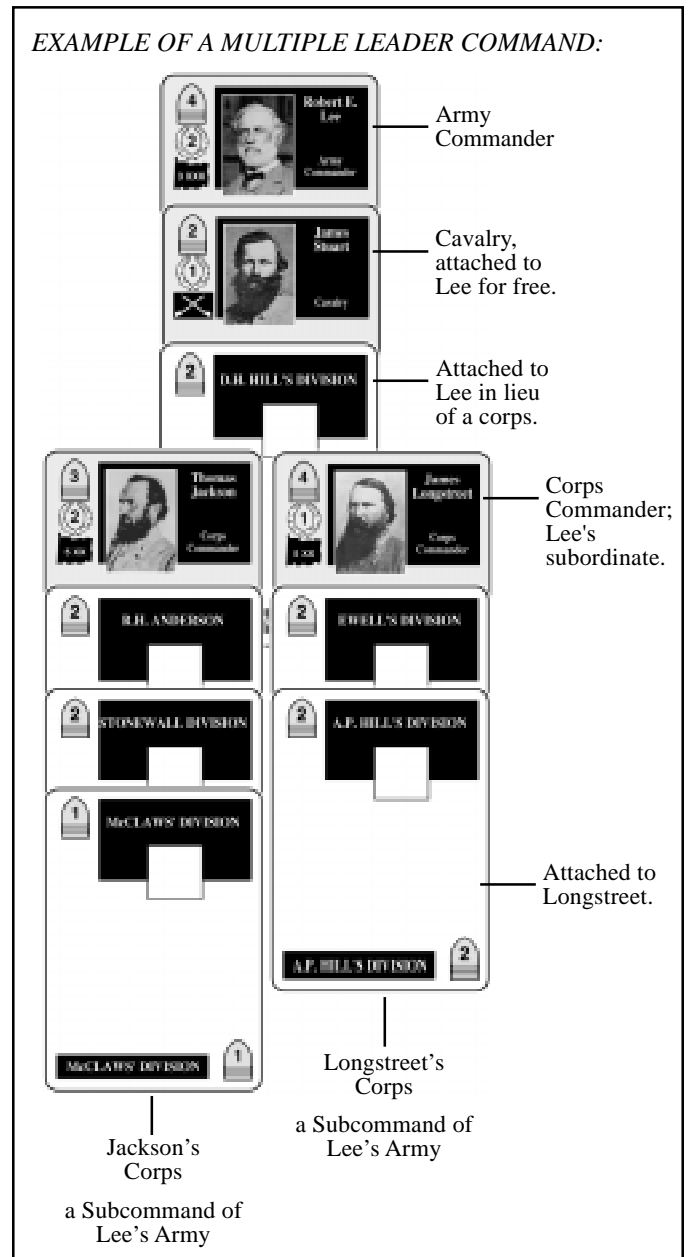
4.0 LEADERSHIP

4.1 Commands

Every unit and leader which is in play must be part of a “command.” A command consists of one or more unit cards and/or leader cards, which attack and defend together as a group. On the board, show that cards are in the same command by arranging them together, overlapping, with the commander at the top. Four different command structures are possible:

- **Single unit.** A single infantry or cavalry unit on its own. A unit cannot be attached to another unit (exception: cavalry pairs [10.2]).
- **One leader.** The leader must have one or more units under him (attached to him). He is referred to as the “Commander.”
- **Multiple leaders.** One leader is the commander. Attached to him are one or more “subordinate” leaders, each of which has one or more units attached to him. The units attached to one subordinate, together with the subordinate himself, are referred to as a “subcommand.”
- **Cavalry pair** (10.2).

EXAMPLE: In the picture below, Lee (commander) has two subordinates (Jackson and Longstreet). He also has a cavalry unit (Stuart) and a division directly attached to him. Jackson has three divisions under him, and Longstreet has two.



SUBORDINATES: A subordinate is *not* considered to be a Commander. A subordinate leader cannot be attached to another subordinate leader—only a high-level leader (4.2) can have subordinate leaders attached to him.

4.2 High and Low-Level Leaders

HIGH: For the USA, high-level leaders are classified as “army-group commander” on their card; for the CSA, high-level leaders are classified as “army commander.”

LOW: For the USA, low-level leaders are classified as “army commander” on their card; for the CSA, low-level leaders are classified as “corps commander.”

4.3 USA Leaders

The USA player has army-group and army leaders. His individual units are corps.

ARMIES: An army consists of a leader plus one or more corps (and/or possibly a cavalry unit). An army may be an independent command or it may be a subcommand attached to an army-group commander (providing his card isn’t marked WON’T SUBORDINATE). A USA army can be commanded by a high or low level leader.

ARMY-GROUPS: An army-group consists of an army-group commander plus one or more armies (subcommands), corps and/or cavalry units. Only army-group commanders may command army-groups. An army-group leader may act as a Subordinate, providing his card isn’t marked WON’T SUBORDINATE. When acting as a Subordinate, an army-group leader is treated as an army commander (so he can’t have Subordinates of his own).

4.4 CSA Leaders

The CSA player has army and corps leaders. His individual units are divisions.

CORPS: A corps consists of a leader plus one or more divisions (and/or possibly a cavalry unit). A corps may be an independent command or it may be a subcommand attached to an army commander. A corps can be commanded by a high or low level leader.

ARMIES: An army consists of an army commander plus one or more corps (subcommands), divisions and/or cavalry units. An army commander may act as a Subordinate, providing his card isn’t marked WON’T SUBORDINATE. When acting as a Subordinate, the army commander is treated as a corps commander (so he can’t have Subordinates of his own).

4.5 Leadership Capacity

Each leader has a capacity shown inside a flag on his card. This is the maximum number of formations that he can effectively lead. A leader is free to exceed his capacity—however, at the start of a battle, excess cards must be turned face-down (they become inactive) and play no part in the battle.

FORMATIONS: The possible formations are divisions (xx), corps (xxx) and armies (xxxx).

EXAMPLE: 5xxx means that he can lead up to five corps.

COMMANDER/SUBORDINATE: A leader’s capacity is shown

in two places on his card, and these are sometimes different. When he’s a Commander, use the value shown near the top of the card. When he’s acting as a Subordinate, use the value at the bottom of the card.

DIRECT ATTACHMENTS: When individual unit cards are directly attached to a high-level leader, they count against his capacity as if they were larger formations. For example, R.E. Lee (CSA) has a capacity of 3xxx (3 corps); each division directly attached to him counts as a corps.

CAVALRY ATTACHMENTS: Any leader who is a Commander (not a Subordinate) may have one cavalry unit attached to him for free (it doesn’t count against his capacity). A high-level leader may have additional cavalry units attached, with each one counting against his capacity as if it was an army (USA) or corps (CSA).

4.6 Leaders Without a Command

A leader may never be alone, he must always have units attached. A leader without attached units is sacked (8.6).

5. TURN SEQUENCE OUTLINE

Players alternate taking turns, starting with the USA. Each player’s turn consists of five possible Steps.

5.1 USA Player Turn

1: DRAW / REPLACE STEP

The USA player performs the following in any order:

- Draw cards (6.2).
- Take supply points (6.3).
- Take cards from cadre (6.4).
- Cash in supply points (6.5).
- Restore depleted units (6.6).
- Replace useless (duplicate) map cards (6.7).

At the end of this Step, turn up any face-down cards in cadre (6.8).

2: DEPLOY / MOVE STEP

The USA player performs the following in any order:

- Play map cards (7.2).
- Deploy units, leaders and naval squadrons from hand (7.3).
- Transfer units within commands (7.4).
- Detach/attach subcommands and individual units (7.5).
- Dismiss/replace leaders (7.6).
- Move forces by rail movement (7.7).
- Move naval squadrons between theaters (7.8).

3: COMBAT STEP

The USA player performs the following in any order:

- Make attacks (8.2).
- Make a cavalry raid (10.3).
- Check for Automatic Surrender (8.8).

4: REORGANIZATION STEP

This costs you a supply point, and you can’t attack or raid in the same turn. You may freely rearrange any of your cards in play.

5: REGROUP STEP

The USA player may now Restore depleted units in the same way as he did in the Draw/Replace Step (see 6.6)—one supply per three units. The USA player's turn is now over. During your opponent's turn the only things you can do are:

- Defend against your opponent's attacks and cavalry raids.
- Play Enigma™ cards, if applicable.

5.2 CSA Player Turn

Same as the USA player turn, except exchanging USA for CSA.

6. DRAW/REPLACE STEP

6.1 In General

During your Draw/Replace Step, you are entitled to a certain number of card draws. The USA player is entitled to *five* (this may be reduced by a severed railnet [14.3]), the CSA is entitled to *four* (this may be reduced by the loss of production [15.3]). A player may add one supply point or take one card from his cadre for each card he doesn't draw. However, the USA must always draw a minimum of two cards, and the CSA a minimum of one card (except, of course, when the player's deck is empty). In summary:

- draw a card, or
- add one supply point, or
- take any face-up card from your cadre (into your hand)

6.2 Draw a Card

After drawing each card, a player may look at it before deciding whether to draw any more cards.

EXAMPLE: The USA badly needs a leader; he draws cards until he gets one (and has drawn at least two cards) and then takes the remainder of his draw as supplies.

DEPLETED DECKS: After a player's deck runs out, he must take all his draw entitlement as supply points and/or cards from cadre.

6.3 Add Supply Points

For each card draw spent to add a supply point, adjust the token on your Supply Track one space to the right. There is no limit to the number of supply points you may accumulate.

FREE SUPPLY:

- The CSA player gets one free supply point each Draw/Replace Step while the Naval Blockade (9.7) is not in effect.
- During USA Late-War, USA gets one additional supply point (17.3).

6.4 Take Cards From Your Cadre

For each card draw spent for cadre, you may take any face-up card from your Cadre pile (2.3) and place it in your hand.

6.5 Cash In Supply Points

You can take additional cards from your deck or cadre by "cashing in" saved supply points, one point for each extra card taken.

6.6 Restore Depleted Units

You can restore depleted units to full strength at a cost of one supply point for each three units (or part thereof) restored. The reverse is not true: if you're entitled to restore three depleted units for free, you may not take a supply point or card instead.

FREE RESTORE:

- The USA player may always restore one depleted corps to full strength for free each turn.
- The CSA player gets one free restore during a Partial Naval Blockade (9.7).
- The CSA player gets one or two free restores (but loses a supply) when he loses Production (see 15.3 for full details).

6.7 Replace Useless Cards

If you have a map card in your hand which is useless, because another version of the same card has already been played, you *must* remove it from play. You *may* draw another card to replace it.

6.8 Turn Over Face-Down Cards

At the end of your Draw/Replace Step, turn up any face-down cards in your cadre.

7. DEPLOY/MOVE STEP

7.1 In General

During your Deploy/Move Step, you can take any or all of the following actions. You can take any number of these actions, in any order you like, as long as each action is legal at the moment it's taken.

7.2 Play a Map Card

You can only play a map card if it fits onto the existing map. The CSA *must* play all playable map cards in his hand. For the USA, playing map cards is optional.

EXAMPLE: You can't play Map Card K until one of Map Cards G, H or J has been played.

7.3 Deploy

Deploy a unit, leader or naval squadron from your hand to the board in either theater (East or West). This card forms a new command (except naval squadrons, which are never part of a command). If you want to add a unit to an existing command you must first deploy it and then attach it (see below).

Important: Cards with the directive WESTERN THEATER ONLY or EASTERN THEATER ONLY must deploy and remain in the indicated theater, regardless of whether you're playing Optional Rule 1.

7.4 Transfer Units Within Commands

Within a given command, units may be transferred up or down, but not both in the same Deploy/Move Step. In other words, you may transfer a unit up, from a subordinate to a commander, or down, from a commander to his subordinate. A unit may not be transferred directly from one subordinate to another, or from one command to another.

EXAMPLE: Lee has two subordinates, Jackson and Longstreet. Jackson transfers one division up to Lee. That division cannot then be transferred down to Longstreet in the same turn.

7.5 Detach/Attach

DESIGN NOTE: When you want to move a unit or subcommand from one command to another, you basically have the following options: Use your free transfer (7.51), but this is limited to one unit or subcommand per turn; or detach the unit on one turn and attach it in your next turn, but this takes two turns and your units are scattered in the interim.

The following Detachments and Attachments are legal:

- Detach a unit or subcommand to form an independent command.
- Attach an existing command to a leader in the same theater. When one leader attaches to another (as a subordinate), the newly attached leader may absorb units directly from other subordinates in the same command.

RESTRICTIONS:

- A leader with a subordinate may not attach to another leader.
- No command may be detached and then attached (or vice versa) in the same Deploy/Move Step except when using the Free Transfer (7.51).

7.51 FREE TRANSFER: As an exception to the rule above, in each Deploy/Move Step, just one unit or subcommand may detach and then attach again (or vice versa). It could detach in one theater, move to the other theater by rail movement (see below), and then attach to another leader there.

7.52 CAVALRY: If a leader with cavalry units attaches to another leader, the cavalry units must automatically transfer up to the commander (even if that commander has already transferred a unit down to another subordinate).

7.6 Dismiss a Leader

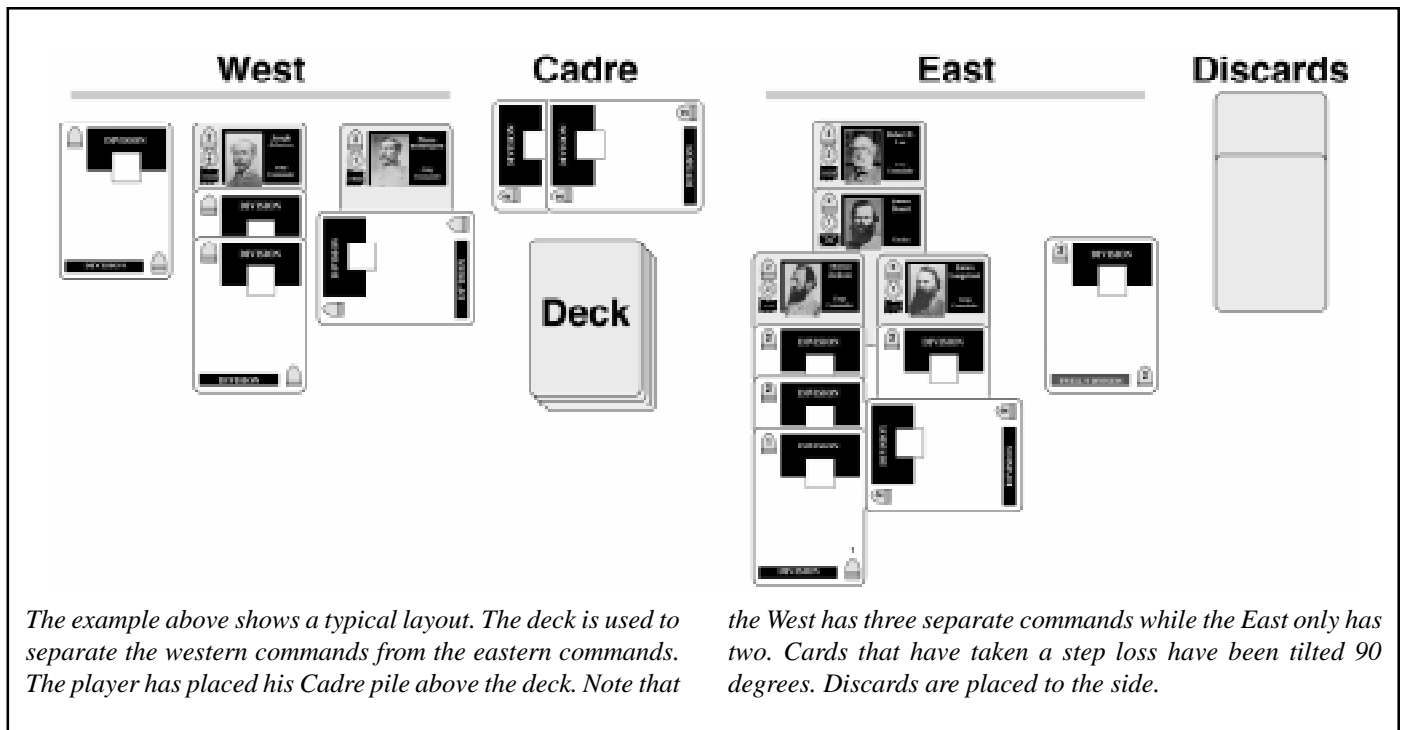
The dismissed leader goes to cadre (face-down). You must deal with the leader’s former command or subcommand in one of the following ways:

- Replace him from your hand. The replacement leader now leads all units and/or subcommands that the old leader did. No cards are considered to have been attached or detached, and the command is still considered to be the same one as before, not a new one.
- Replace him with another leader from the same theater (perhaps one of his own subordinates, if eligible). This is the same as above, except that now you need to deal with that leader’s former command or subcommand as if he too had been dismissed.
- Don’t replace him. If he was a commander, his command is broken up. Each of his directly attached units and/or subcommands becomes an independent command. If the dismissed leader was a subordinate, his units must be transferred to other leaders in the same command. For this purpose, the units may be transferred directly to other subordinates (contrary to the usual transfer rule). In any case, no cards are considered to have been attached or detached.

FORCED DISMISSAL: During the course of the Deploy/Move Step, a leader may temporarily be left with no cards attached. However, at the end of this Step, any leader who still has no cards attached is automatically dismissed (placed face-down in cadre).

7.7 Rail Movement

Leaders and units may be moved from one theater to the other by rail movement. During each Deploy/Move Step you can select one command for rail movement. That command and/or



any cards that subsequently detach from it may then be moved by rail.

EXAMPLE: At the start of the Step, Lee is in the Eastern Theater commanding three corps (led by Jackson, Ewell and Longstreet). The CSA player attaches another corps (led by Pemberton) to Lee (exceeding Lee's capacity, but that doesn't matter), and then selects Lee's command for rail movement. He wants to keep Lee in the East, but he detaches Jackson's and Pemberton's corps, and moves them to the West (using his free transfer to detach Pemberton).

EFFECTS: Cards moved by rail arrive immediately, but may not attack in the same turn. If they attach to a leader in their new theater, they must be turned face-down until the end of the following Combat Step, to show that they are inactive.

7.8 Move Naval Squadrons (USA player only)

Move any number of naval squadrons between theaters. Control of the Mississippi River is not required. These naval squadrons are then inactive (turned face-down) and have no effect on play, until the end of the following Combat Step.

8. COMBAT

8.1 Sequence of Combat

In your Combat Step, you can attack one or more enemy cities, in an attempt to capture them. Each attack follows this basic sequence:

STEP 1: The attacker (the player whose turn it is) expends a supply point, announces which command is attacking, and which enemy city is the target of the attack (8.2).

STEP 2: The defender announces which command (if any) will defend the city (8.3).

STEP 3: Both players have the opportunity to withdraw units and/or add reserves (8.4).

STEP 4: The combat is resolved (8.5).

STEP 5: Check for Leader Loss (8.6).

STEP 6: If the attacker succeeded in capturing the target city, the defending force must retreat. If unable to do so, it is eliminated (8.7).

STEP 7: Turn Up Inactive cards if applicable (8.9).

8.2 Launching an attack

Each attack is made by a single command against a single target city, with the aim of capturing that city. Each attack has a jumping-off city (the friendly city from which the attack is coming). Although the attacker doesn't usually need to name the jumping-off city, he must do so if the defender asks him.

See Supply (11.0) to determine which commands may attack (and from which theater). Usually, a command that is attacking (or defending) a city in the Western theater comes from the Western Theater, but there are exceptions (Cross-Theater Attacks/Defense, 11.4 & 11.5, Naval Invasions, 9.6).

INITIATIVE: If the attacking commander has an initiative of 0 or 1, then the target city must be adjacent (3.23) to the jumping-off city. If the attacking commander has an initiative of 2, then there may be one intervening enemy city. **Exception:** the intervening city may not be a CSA-controlled pesthole (USA attacks only).

PLAY NOTE: A command attacks or defends using the initiative rating of its commander. The initiative of any subordinates is irrelevant.

RESTRICTIONS:

- A single command may only attack once per turn, and no unit or leader may be involved in more than one attack per turn.
- An attack is not allowed if any part of the connection between the jumping-off city and the target city is marked NO ATTACKS.
- **SUPPLY LINE:** The attacker must be able to trace a supply line (11.3) from the jumping-off city to a supply base (11.2). The attacking command must be located in the same theater as this supply base.

SUPPLY COST: Each attack costs the attacker one supply point. He may not attack if he has no supply points remaining.

MULTIPLE ATTACKS: You can attack until you run out of supply or commands. The same city may be attacked more than once per turn (by different commands).

NO REORGANIZATION IN COMBAT STEP: The attacker may not detach or otherwise reorganize any commands during the Combat Step, except when required by the loss of a leader (8.6). If, for example, he wants a command to conduct a Naval Invasion (9.6), he must ensure in the Deploy/Move Step that the command meets the necessary conditions (maximum of two corps and one leader).

8.3 Defending

ABANDON CITY: The defender may choose to abandon the city and offer no defense. In this case, the attacker immediately captures the target city, and the attack is over. The attacker still expends one supply point.

DEFEND: If the defender does not abandon the city, he announces which existing command will respond to the attack, or he forms a command by playing one unit (infantry or cavalry) from his hand. If it's an existing command, he may detach one or more units and/or subcommands from this command. Units may be detached from the commander and/or from his subordinates. No other adjustments (attaching or transferring) may be made. The defender must then select one of these newly detached commands, or the remainder of the original command, to defend.

EXAMPLE: Lee's army responds to a USA attack. Lee has two subordinates (Jackson and Longstreet) each with 3 divisions. The CSA detaches one of Jackson's divisions to form a second command, and detaches Jackson with his other two divisions to form a third command. The CSA can now defend with Lee's command (including Longstreet), Jackson's command (with two

divisions), or the lone division. The two unused commands could defend later in the turn.

RESTRICTIONS:

- Only one command can defend against each attack. It must be located in the appropriate theater (see 11.5).

MULTIPLE BATTLES: A unit or leader which has already defended in the current turn may defend against another attack, providing one of the following applies:

- the target city is one which it defended earlier in the same turn; or
- the jumping-off city of the attack is one which it defended earlier in the same turn; or
- the attacker's supply line is being traced through or to a city which it defended earlier in the same turn (see Supply Lines).

SUPPLY COST: The defender never expends any supply points.

8.4 Reserves and Withdraw

8.41 ADDING RESERVES: Both sides "take turns" adding cards from their "hand" to the battle. The players alternate, playing one card at a time, starting with the attacker, and continuing until both players "pass" consecutively. Cards added must conform to the Leadership rules, and may not exceed a leader's capacity. Leaders can't be added as reserves.

A cavalry unit can be added as a reserve to another, lone cavalry unit, to form a cavalry pair (10.2). Exception: this cannot be done if the lone cavalry unit was just played from your hand to defend against the current attack.

8.42 WITHDRAW: When it's your opportunity to play a card, you may instead withdraw a unit from your command, by turning it face-down. Withdrawing a unit frees up some leadership capacity, so you can add more reserves. It can also reduce the casualties suffered by your force.

Once you withdraw a unit, it remains face-down (inactive) until the end of the battle. You cannot add it back again.

If, at any time, a subordinate leader has no active units attached to him, he is also turned face-down.

You must always leave at least one active unit in the command.

8.5 Resolving Combat

Add up the strength of all active units and leaders (including subordinates) involved in the battle on each side. The CSA adds an additional *five strength points* if defending a pest-hole. The USA adds the strength of any naval squadrons he has in support.

DIE ROLL MODIFIERS TO THE RED DIE:

All modifiers are cumulative

- 1 If defending in a fort.
- +/- Any applicable Enigma™ cards.
- +1 For every 10 points more the attacker has than the defender.
- 1 For every 10 points more the defender has than the defender.

PLAY NOTE: *Once a card has been played, any indicated modifiers must be used; you can't choose to ignore them. Also, if you*

wish to affect the die roll, you must play the card before the dice have been rolled.

PROCEDURE: Roll two dice (one red, one white) and consult the Combat Table. Modify the red die roll as set forth above. If the modified die roll is greater than 6, treat it as a 6. If less than 1, treat it as a 1. All applicable die roll modifiers are added automatically; you may not choose to ignore them.

RED DIE: The red die roll tells you who won the battle (the side which was not defeated or routed was the winner). In the case of a Generals' Battle or Soldiers' Battle, the result may be a stalemate (no winner or loser).

WHITE DIE: The white die roll tells you the general casualty level (light, normal or heavy) applicable to both players. Each player then consults the Casualties Table independently, to find out exactly how many steps he must lose.

APPLYING STEP LOSSES: Each player decides which of his own units will take losses (attacker first). Losses must be taken from active units first. Losses are taken in "steps." Infantry units have two steps; cavalry units have one. A 2-step unit which takes one step loss is "depleted." Show this by rotating the card 90°. A 1-step unit or depleted 2-step unit which takes a step loss is placed in the owner's cadre pile. A 2-step unit may lose both its steps in one battle. If all active units involved in the battle are lost, then any remaining losses must be taken from inactive (face-down) units in the command (if any).

8.6 Leader Losses

If *both* players have at least one *active* leader in the battle, a leader may have been killed, wounded or sacked (do not use the leader loss table if only one player has an *active* leader). If you rolled a total of 7 (red die + white die), a USA leader is affected; if you rolled doubles (red die = white die), a CSA leader is affected. For this purpose, ignore any die roll modifiers. In either case, roll one die again and consult the Leader Losses Table, to see whether the leader was killed, wounded or sacked, and which player chooses the affected leader (if there is more than one to choose from).

KILLED: Remove permanently from game.

WOUNDED: Discard face-down to Cadre.*

SACKED: Discard leader face-down to Cadre.* If politically disfavored, remove permanently from game. A leader (commander or subordinate) is also sacked if he is left with no units or leaders under him (active or inactive) at the end of a battle.

***PLAYER NOTE:** *Only face-up cards may be drawn from your Cadre during your Draw/Replace Step. The face-down cards are flipped face-up at the end of that Step. This procedure ensures that the leader cannot be drawn next turn, but can be drawn thereafter.*

DISGRACED: A leader marked *Political Disfavor* is disgraced (permanently removed from the game) if he is routed while a commander (not a subordinate), or if he is sacked at any time.

REPLACEMENT LEADER: If a leader is killed, wounded,

sacked or disgraced, treat his command or subcommand as if he had been dismissed (7.6). Any new commands created by the breakup of a command may be immediately attached to other leaders in the same theater. In this case, they become inactive (turned face-down) and may not take part in any further combat in the current turn. The remainder of the command to which they are now attached may still attack or defend, providing it is otherwise eligible to do so.

EXAMPLE: Lee is wounded while successfully defending Manassas. He is not replaced, so his subordinates, Jackson and Longstreet, split up. J.E. Johnston, another commander in the same theater, takes over Longstreet's corps, but decides not to take Jackson's. The USA attacks Manassas again. Jackson can defend again, but Longstreet may not, because he is now attached to Johnston. Johnston could defend (if otherwise eligible), but not using Longstreet. If Longstreet had not been attached to J.E. Johnston, any of Longstreet, Jackson or Johnston could defend.

INACTIVE LEADERS: Inactive leaders are ignored when determining leader losses, as are cavalry units and naval squadrons (despite their limited leadership ability).

PLAY NOTE: A leader may be sacked due to loss of all his attached cards, or be disgraced due to a rout, even when the Leader Loss Table is not used.

8.7 City Capture & Retreat

The attacker captures the target city if he wins the battle or if the defending command is eliminated (i.e. there are no units remaining in the defending command, active or inactive, after taking casualties). Exceptions:

- The city is not captured if the attacking commander is killed, wounded or sacked, even if he wins the battle. (But a cavalry pair whose leading unit went to cadre still takes the city.)
- The city is not captured if the attacking command is wiped out, even if the attacker wins the battle and the defending command is wiped out too.

CITY CONTROL: The captured city is now controlled by the attacker. Mark it with one of his tokens. It may be used as a jumping-off city for further attacks in the same turn.

ELIMINATION DUE TO A RETREAT: When a city is captured, the defender must retreat. Retreating doesn't involve any movement. However, if the defender is unable to retreat (11.4), his entire command is eliminated: all units go to cadre and leaders are sacked (exception: Pestholes). Attacking commands are never required to retreat.

PESTHOLES: A CSA army that retreats from a Pesthole is never eliminated by having no retreat route.

8.8 Automatic Surrender

If a city has no other friendly city within two moves of it, it surrenders immediately.

EXAMPLE: The USA holds New Orleans, Jackson and Memphis. It then captures Vicksburg. The USA gains control of Port Hudson the instant Vicksburg falls.

Two cities are considered to be within two moves of each other if it's possible to trace a line by railroad and/or river between the cities, with not more than one intervening city. Note that, for this purpose only, the CSA can ignore riverine interdiction. Also, it doesn't matter if neither city can trace a supply line—as long as they both remain under friendly control, they provide moral support for each other!

This rule does not apply to USA-controlled ports, CSA-controlled pestholes or neutral cities.

8.9 Inactive Cards

A card (unit or leader) is inactive when it's turned face-down. This can happen for any of the following reasons:

- A. If a leader is exceeding his leadership capacity when he enters combat, excess units (owner's choice) must be turned face-down (4.5).
- B. Cards which use rail movement and then attach to a leader in their new theater are turned face-down to show that they can't attack in the same turn (7.7).
- C. Naval squadrons which change theater are turned face-down to show that they have no effect on play during the subsequent Combat Step (7.8).
- D. When it's his turn to play reserves, a player may instead choose to withdraw a unit from the command, turning it face-down (8.42).
- E. When a leader is lost in battle (killed, wounded, sacked or disgraced), this may result in cards being moved from one command to another. If any such cards have already attacked or defended, they are turned face-down to show that they can't attack or defend again in the same turn (8.6).

In case A and D, the cards are turned face-up again at the end of the current attack. In the other cases, they aren't turned face-up until the end of the Combat Step.

COMBAT LOSSES & INACTIVE UNITS: Inactive cards are ignored when resolving battles. However: If losses exceed the active units available, the excess is taken from inactive units (but inactive leaders are always ignored for resolving leader losses).

MISCELLANEOUS:

- If at any time a leader has only inactive cards attached to him, he becomes inactive too.
- If a leader becomes inactive, then so do all cards attached to him (8.42, 8.6).
- Inactive cards are still considered to have taken part in the attack or defense, for the purpose of determining whether they can attack or defend again in the same turn (8.3).
- If a defending command is unable to retreat when required, inactive units go to cadre and inactive leaders are sacked (8.7).
- Whenever the rules limit the size of a command that may be used in an attack or defense, the limit includes inactive cards.

EXAMPLE: The USA is attacking from Pensacola to Montgomery, supplied by sea. The attacking command is limited to one leader and two corps. He cannot use a command with 3 corps, even if one is inactive. He would need to detach the excess corps during his previous Deploy/Move Step.

9. NAVAL OPERATIONS

9.1 Naval Squadrons

Naval squadrons are not units and never form part of a command. Naval squadrons can never take losses, be sent to cadre or eliminated. Naval squadrons are useful for Naval Support (9.3 & 9.4), Riverine Interdiction (9.5), Invasions (9.6), and creating a Partial or Full Blockade (9.7).

9.2 Naval Support in General

Naval squadrons can add their strength to any applicable battle, this is called naval support. A naval squadron can give naval support to any number of attacks or defenses in one turn, and all naval squadrons in the appropriate theater can be used in each attack. Since naval squadrons are not units, they don't count for calculating losses in battle.

9.3 Coastal Naval Support

Naval squadrons in the Eastern Theater can add their strength into a battle whenever the USA is attacking or defending a *port*, whether on the Atlantic Coast or the Gulf Coast.

Exception: Naval Support may only be used at Mobile if Ft Morgan is USA-controlled, and at Pensacola if Ft Pickens is USA-controlled.

9.4 Riverine Naval Support

Naval squadrons in the Western Theater can add their strength into a battle whenever the USA is attacking or defending a city on a river, provided that city is connected to a native USA city by river with no intervening enemy or neutral cities.

EXAMPLE: *If the USA attacks Corinth before taking Fts Henry & Donelson, he cannot use naval support.*

9.5 Riverine Interdiction

If the USA has a naval squadron in the West, then two cities connected only by river are not considered adjacent for the CSA, even if the USA doesn't yet have a connection to that part of the river. This applies for all purposes except for avoiding automatic surrender (8.7).

9.6 Invasions

An invasion is an attack on an enemy port without a conventional jumping-off city (the attack is made from the sea). No supply line is needed and all naval squadrons in the East can give naval support to the invasion.

POSSIBLE TARGETS: An invasion may be made against any CSA-controlled port, whether on the Atlantic Coast or the Gulf Coast.

Exception: Mobile may only be invaded if Ft Morgan is USA-controlled, and Pensacola may only be invaded if Ft Pickens is USA-controlled.

RESTRICTIONS:

- Only one invasion may be attempted per turn.
- Only the USA may make invasions, and only if it has a naval squadron in the Eastern Theater.
- The attacking command must be located in the Eastern Theater, regardless of where the target port is.

- An invading command is limited to a maximum of one leader and two corps (no cavalry).

LEADERLESS INVASIONS: An invasion may be made by a single corps without a leader—the naval squadron is considered to be providing leadership. In this case, any Soldiers' Battle or Generals' Battle is automatically a stalemate.

9.7 The Naval Blockade

The Naval Blockade affects CSA supply and is a victory objective for the USA player. Naval squadrons are free to perform other activities while enforcing the blockade.

NO BLOCKADE: This is the condition at the start of the campaign game. If there is no blockade in effect, the CSA gets one free supply point.

PARTIAL BLOCKADE: A partial blockade eliminates the free supply point for the CSA player. However, the CSA player may restore one extra depleted unit for free. A partial blockade is automatically in effect whenever the USA fulfills one of these two conditions:

- There is a USA naval squadron in the Eastern Theater.
- The USA controls all Atlantic Coast ports (Savannah, Charleston/Ft Sumter, Wilmington, New Berne, Norfolk, Ft Monroe and Baltimore) or all Gulf Coast ports (New Orleans, Ft Pickens, Pensacola, Ft Morgan and Mobile).

FULL BLOCKADE: If the USA fulfills both conditions or has two naval squadrons in the East, then a full blockade is in effect. A full blockade eliminates the free restore of the Partial Blockade, and is one of the USA victory objectives (18.2).

PLAY NOTE: *Players may use the Naval Blockade Track on the play mat to record the Blockade Level.*

10. CAVALRY

10.1 Cavalry in General

Each cavalry unit has an intrinsic leader, and the card is named after this leader. Like a leader card, a cavalry unit has an initiative rating. Nevertheless, the cavalry card is not a leader and so may not be killed, wounded, sacked, disgraced or dismissed.

EMPLOYMENT: A cavalry unit can be attached to a leader, operate on its own or pair up with another cavalry unit. Unlike infantry, a cavalry unit can attack on its own (thanks to its intrinsic leader). The first cavalry unit attached to a commander doesn't count against the command limit. Any other cavalry you add counts against the commander's command limit as if it were a Corps (CSA) or an Army (USA).

MAY NOT BE ATTACHED TO A SUBORDINATE: A cavalry unit may never be attached to a subordinate. If a cavalry unit is attached to a leader who joins another as a subordinate, the cavalry is automatically transferred to the higher-level commander.

ATTACHMENT RESTRICTION: A low-level leader may never have more than one cavalry unit attached—there is no limit to the number of cavalry units a high-level leader may have (4.2).

STRENGTH: Cavalry units (except Forrest) have only one step each, and go to cadre as soon as they take a step loss.

10.2 Cavalry Pairs

Two cavalry units can pair up to form an independent command, called a “cavalry pair.” Designate one as the leading cavalry unit and the other as an attachment. The leading cavalry unit in the pair is considered the commander, and uses its initiative in combat.

COMMAND: A Cavalry Pair must constitute the entire command—a Cavalry Pair may not be attached to a leader. This is the only way a command can contain more than one unit without a leader.

BREAKING UP A CAVALRY PAIR: The Cavalry Pair is broken up only when the attached unit is detached, or when either unit is sent to cadre.

10.3 Cavalry Raids

The object of a cavalry raid is to reduce your opponent’s supply point total. If he has no supply points, there’s no benefit in raiding. A cavalry raid is not a form of combat, and does not cost a supply point, but it takes place at any time during the Combat Step. You can only raid once per turn—after a unit has raided or defended against raiding, turn it face-down until the end of the Combat Step.

RESTRICTIONS:

- Cavalry units may only raid, or defend against a raid, if they were unattached to a leader at the start of the Combat Step. Cavalry pairs are considered unattached to a leader.
- No cavalry unit may raid, or defend against a raid, and be involved in combat (attack or defense) in the same Combat Step.

PROCEDURE: To resolve a cavalry raid, each player adds the strengths of all the applicable cavalry units that he wishes to commit to raiding or defense against raiding (ignore theaters). Then subtract the defender’s cavalry strength from the Raider’s cavalry strength to determine the difference.

- The raiding player has at least one free cavalry and the defender doesn’t = **Destroy one supply point.**
- The raiding player has at least a 4 strength superiority in free cavalry, total (including both fronts):
4–7 point superiority = **Destroy one supply point.**
8+ point superiority = **Destroy two supply points.**

11. SUPPLY LINES

11.1 Purpose

The attacker may only attack if he can trace a *supply line* from the jumping-off city back to a *supply base*. The attack must then be made from the theater containing the supply base. In most cases, the supply base will be in the same theater, but not always. This procedure is used for each battle to determine which commands (East or West) can be used for that battle.

EXAMPLE: USA attacks from Augusta to Atlanta, tracing its supply line back to Washington. This is an attack from the East (even though Augusta and Atlanta are both in the West).

11.2 Supply Bases

USA: For the USA, a supply base is any Native USA city, except Ft Pickens, Pensacola and New Berne.

CSA: For the CSA, a supply base is any Native CSA city adjacent (by railroad or river) to another friendly city (but see Rivierine Interdiction). The other friendly city doesn’t need to be a Native city or in the same theater.

11.3 Tracing a supply line

A supply line is traced from a friendly city back to a supply base, through a chain of adjacent friendly cities, by railroad and/or river (however, see 9.4). The USA can also trace a supply line by sea (11.6). You can use a Supply Base from either theater, but you can’t trace *through* a friendly Supply Base—the supply line must stop in the first friendly Supply Base it reaches.

NOTE: It’s possible for both sides in a battle to be using the same stretch of railroad or river.

EXAMPLE: USA controls Columbia and Charleston. CSA attacks from Augusta to Columbia. USA may trace a supply line from Columbia to Charleston. In reality, the attack is not necessarily following the route of the railroad.

SUPPLY LINE RESTRICTIONS:

- A supply line may not be traced through an enemy controlled city or an unoccupied Neutral city.
- You may not trace a supply line through a friendly supply base. In other words, you can’t refuse supply and thus extend your supply line to another Theater.
- If the jumping-off city is a supply base, then it must be in supply, itself.

EXAMPLE: USA is attacking from Cairo to Memphis. The attack must be supplied from Cairo.

11.4 Supply Lines for the Defender

In general, the defender does not need a supply line, but he will be unable to retreat if he doesn’t have one. The defender can only retreat if he can trace a supply line (before the battle) to a supply base in the theater from which he is defending. Exceptions: the CSA can always retreat from a pesthole; the USA cannot retreat from a native USA city unless he has an adjacent friendly city or the target city is a port.

11.5 Cross-Theater Attacks

If the attacker is able to trace a valid supply line to a supply base in each theater, then he may choose which theater to attack from. When attacking or defending cross-theater (from one theater to the other), the commands involved always remain in their theater of origin. Commands never change theater during the Combat Step (see Optional Rule 18).

Normally the defender defends from the theater containing the target city. However, there are two situations in which the defender can defend from the other theater:

Situation 1. If the defender can trace a *valid* supply line from the target city to a supply base in the other theater, then he can defend from the theater of his choice.

EXAMPLE: CSA attacks from Atlanta to Chattanooga. USA can trace supply lines from Chattanooga to Washington (via Knoxville and Lynchburg) and to Cincinnati. USA can choose to defend from either theater, and can retreat in either case.

EXAMPLE: CSA attacks from Columbus to Atlanta. USA has a supply line from Atlanta to Washington, but not to any supply base in the West. USA can choose to defend from the East (in which case he can retreat), or from the West (in which case he can't). [Rationale: if USA defends from the West, where he doesn't have a supply line, his command is assumed to be operating behind enemy lines.]

Situation 2. If the attacker is making a cross-theater attack (i.e. using a command in one theater to attack a city in the other theater), then the defender can defend from the theater of his choice, even if he cannot trace a supply line to that theater. Furthermore, for purposes of retreat, the defender can ignore the usual rule which forces a supply line to stop in the first supply base it reaches.

EXAMPLE: USA attacks from Atlanta to Macon, using an Eastern command (tracing supply via Chattanooga, Knoxville and Lynchburg to Washington). Since this is a cross-theater attack, CSA may defend from the East. If Savannah is CSA-controlled, CSA can trace a special supply line to the East, and so may retreat if necessary. If Savannah is USA-controlled, then CSA cannot trace a special supply line to the East, and therefore will be unable to retreat if he chooses to defend from there. [Rationale: as the attacking command is marching to Macon from the East, the defending command also has time to march from the East; if defeated, it must retreat all the way back to the East.]

EXAMPLE: USA attacks from Atlanta to Macon, using a western Command (tracing supply to Cincinnati). This is not a cross-theater attack, so the CSA supply line must stop in Macon. Therefore CSA can only defend from the West.

Exception to Situation 2 above: if the USA is invading a city in the West, or is attacking a city in the West and can trace a supply line out to sea through a port in the West (see Supply by Sea), then the CSA may not defend from the East.

EXAMPLE: USA attacks from Montgomery to Selma, tracing its supply line by sea through Pensacola. Even though USA is attacking from the East, CSA must defend from the West. [Rationale: since the attacking command is arriving by sea, CSA does not have time to march a command from the East.]

EXAMPLE: USA attacks from Montgomery to Selma, tracing its supply line overland to Savannah and then out to sea. In this case CSA may defend from the East.

11.6 Supply by Sea

The USA can trace a supply line out to sea via any friendly port. The supply line is assumed to be going to some off-map

supply base in the East. Any attack or defense which is supplied by sea must use a command in the East, regardless of where the target city is located.

EXAMPLE: CSA attacks from Decatur to Corinth. USA controls Grenada, Jackson and New Orleans. USA can choose to defend from the East (supplied by sea) or the West. Either way, he can retreat.

SEA SUPPLY RESTRICTION: Attacks and defenses supplied by sea are limited to a maximum of one leader and two corps (no cavalry). **Exception:** in USA Late War, all sea-supplied attacks and defenses (but not invasions) can be of unlimited size.

11.7 Attacking a Port

A CSA attack on a USA-controlled port is limited to a maximum of one leader if the defense is being supplied by sea. When the CSA announces an attack on a port, the USA must announce whether he will supply by sea, before the CSA announces which command will attack. The USA still has the option to abandon the city without a fight after the CSA has announced which command will attack.

EXAMPLE: CSA attacks from Pensacola to Ft Pickens. USA can choose to defend from the East, supplied by sea (in which case he is limited to two corps and one leader, unless it's Late War, but he can retreat), or from the West, unsupplied (in which case he is not limited, but he can't retreat). The USA must say whether he's supplying by sea before the CSA decides who will attack (since, if the USA is supplying by sea, the CSA can only attack with one leader).

11.8 Ft Monroe

Ft Monroe is a USA supply base, so does not trace supply by sea. Therefore, attacks from or against Ft Monroe are not restricted in size. USA may retreat by sea from Ft Monroe, if necessary.

12. REORGANIZATION STEP

If you didn't attack or raid in this turn, you may now reorganize all your cards in play, at a cost of one supply point. During reorganization, you can freely rearrange all your commands, and move any number of cards between theaters. You can also play cards from your hand. You may not put cards back in your hand.

At the end of this Step, any leader who has no cards attached is automatically dismissed (placed face-down in cadre).

13. REGROUP STEP

In your Regroup Step, you may restore depleted units to full strength at a cost of one supply unit for each three units (or part thereof) restored (just as in the Draw/Replace Step).

14. RAILNETS

14.1 Purpose

The USA's card draw is reduced by one if his railnet is severed (14.3). Severing the CSA's railnet does not reduce CSA card draw, but is one of the victory objectives for the USA player (18.2) and also one of the conditions for loss of CSA Food production (15.2).

14.2 Definition

A railnet is a network of friendly cities, each of which is connected to each of the others by a chain of adjacent friendly cities. Despite the name, the cities may be connected by railroad and/or river (but see Riverine Interdiction).

14.3 Severed Railnets

USA: The USA railnet is considered severed if no railnet contains at least *nine* native USA cities. For this purpose, only the 12 cities north of the original border are counted: Washington, Baltimore, Harper's Ferry, Harrisburg, Pittsburgh, Cleveland, Toledo, Columbus, Cincinnati, Indianapolis, Centralia and Cairo. Note that, until Map Card C has been played, Centralia and Cairo are not available, making the USA railnet particularly vulnerable at this time.

CSA: The CSA railnet is considered severed if no railnet contains as many native CSA cities as there are map cards in play. All native CSA cities can be counted, including those in a pro-CSA Kentucky.

15. CSA PRODUCTION

15.1 Purpose

The number of cards allowed to the CSA player in his Draw/Replace Step is tied to his Production. If he loses Production, he loses cards.

15.2 Three Types of Production

The CSA has three types of production: Food, Industry and Contraband:

- **Food.** This is lost if the USA controls the Shenandoah Valley, *and* the CSA railnet has been severed (14.3).
- **Industry.** This is lost if the USA controls Richmond *and* Atlanta.
- **Contraband.** This is lost if the USA controls *all* cities on the Mississippi (Cairo, Memphis, Vicksburg, Port Hudson and New Orleans). This is only possible when map cards C, F and I are all in play. (The USA does not need a naval squadron in the West to meet this condition).

15.3 Effects of Lost Production

The CSA is entitled to four cards/supply in his Draw/Replace Step if he has not lost any type of production. Otherwise, the following apply:

LOSE ONE: The loss of any one Production reduces the CSA draw to *three cards*, but the CSA player may restore one extra depleted unit for free during the CSA Draw/Replace Step.

LOSE TWO: Same as in Lose One except no Restore (reduces the CSA draw to *three cards*).

LOSE THREE: The loss of any three Production reduces the CSA draw to *two cards*, but the CSA player may restore two extra depleted units for free during the CSA Draw/Replace Step.

15.4 Regaining Production

The CSA regains the appropriate production as soon as the conditions are no longer met.

EXAMPLE: The CSA regains its industry production if it recaptures either Richmond or Atlanta.

16. KENTUCKY

"I hope that God is on my side. However, I must have Kentucky."—Lincoln.

16.1 Three Kentucky Cards

There are two versions of Map Card C in the USA deck, and one in the CSA deck. The three versions represent a pro-USA Kentucky, a neutral Kentucky and a pro-CSA Kentucky.

16.2 Four Kentucky Cities

There are four cities in Kentucky: Louisville, Lexington, Bowling Green and Cumberland Gap. The first three are on Map Card C, and will be native USA cities, neutral cities or native CSA cities, depending on which version is played. Cumberland Gap is on Map Card D, and is therefore on the map right from the start.

16.3 The Cumberland Gap

If Cumberland Gap is still neutral when Map Card C is played, proceed as follows:

- **PRO-USA:** If the pro-USA version is played, place a USA token on Cumberland Gap.
- **PRO-CSA:** If the pro-CSA version is played, place a CSA token on Cumberland Gap.
- **NEUTRAL KENTUCKY:** If the neutral version is played, Kentucky is now neutral. If any of the four cities is subsequently attacked, the attacker's opponent places his tokens on all four cities.

NO CARD C: If Cumberland Gap is attacked when Map Card C has not yet been played, the attacker's opponent places one of his tokens on Cumberland Gap. If, subsequently, the neutral Map Card C is played, the *attacker's opponent* places his tokens on the other three cities. If either of the other versions is played, these cities are controlled as shown on the card.

17. LATE WAR & END OF GAME

17.1 To the Bottom of Your Deck

Cards with the directive LATE-WAR can only be played in the final stages of the game. Each time you draw a Late-War card, you must place it on the bottom of your deck, and draw another

card to replace it. Place the first Late-War card on the bottom of your deck face-up, and the rest face-down (exception: the 1864 Elections card is always placed face-up). This is mandatory, and failure to comply is cheating. Both players are entitled to look at face-up cards in the deck, but not at face-down cards.

17.2 Late War Begins

When you draw the first face-up card, your Late-War begins. From then on, treat Late-War cards just like any others, i.e. put them in your hand when you draw them; don't put them on the bottom of the deck again. Each player has his own Late-War, which may start at a different time from the opponent's.

17.3 Other Effects of Late War

During USA Late-War, the following special rules apply:

- USA gets one additional supply point or card (each turn) in his Draw/Replace Step.
- USA attacks and defenses supplied by sea are no longer limited to two corps and one leader (but invasions still are).

17.4 USA Bonus Turn & End of Game

When the USA deck runs out, this signals the end of the game. The USA completes his current turn, the CSA takes his turn, and the USA then has one final turn. Then the game ends, and Victory Conditions are checked.

18. VICTORY CONDITIONS

18.1 How To Win

You win the game by achieving your objectives and/or stopping your opponent from achieving his. The number of USA objectives currently achieved minus the number of CSA objectives currently achieved is called the Objectives Total. Players should keep track of the Objective Total on the Objective Total Track on the player mat.

PLAY NOTE: Objectives which have been achieved and then lost again do not count.

18.2 Eight USA Objectives

- Control the Mississippi. To control the Mississippi, the USA must control Cairo, Memphis, Vicksburg, Port Hudson and New Orleans, and have a naval squadron in the West. This is not possible until map cards C, F and I are all in play.
- Establish a Full Blockade (9.7).
- Control Richmond.
- Control Atlanta.
- Control the Shenandoah Valley.
- Sever the CSA railnet (14.3).
- Control all Atlantic ports.
- Control all Gulf ports (including New Orleans).

18.3 Thirteen CSA Objectives

- Control any native USA city north of the original border (Washington, Baltimore, Harper's Ferry, Harrisburg, Pittsburgh, Cleveland, Toledo, Columbus, Cincinnati, Indianapolis, Centralia or Cairo). Score one objective for each of these cities controlled.
- Sever the USA railnet (14.3).

18.4 Automatic Victory

USA: The USA player wins and the game ends immediately when the Objectives Total reaches +6. If this occurs before the 1864 Election, it is considered an Operational Victory (*Malice towards none and charity towards all*); if this occurs after the 1864 Election it is considered an Attritional Victory (*Occupation. Reconstruction. Jim Crow*).

CSA: The CSA wins and the game ends immediately when any of the following occurs:

- the CSA player captures Washington (*Strategic Victory*).
- The Objectives Total is reduced to -4 at any time (*Strategic Victory*).
- The Objectives Total is reduced to -3 before the Emancipation card has been played (*Diplomatic Victory**).

**The British intervene, break the blockade and threaten to bombard USA ports. Hail Britannia!*

18.5 The 1864 Elections

The 1864 Election is usually the watershed; read the 1864 Elections card (USA deck) carefully. The USA player must reveal this card as soon as he draws it. The CSA player wins an Operational Victory if the Objectives Total is +3 or less at the time the 1864 Elections card is played. (*McClellan is elected on the platform of "peace on the basis of separation."*)

If the Objectives Total is +4 or +5 the war continues.

18.6 End Game Victory

The CSA player wins an Attritional Victory if the Objectives Total is +5 or less after the USA has used up its deck and bonus turn (17.4). (*Excessive losses destroy the USA will to continue. Border States remain in the USA — "Yankee Go Home!"*)

OPTIONAL RULES

These rules increase both the realism and the complexity of the game. Use only if both players agree. (N) = helps the USA; (S) = helps the CSA; + = helps a lot. The game is finely balanced when using all of the optional rules. The "designer's storyboard" assumes use of all optional rules.

1. Theater Deployment.

Strongly recommended. You can only play a unit to its home theater, as indicated by the word EAST or WEST next to the card number. (Units marked EAST-WEST can be played to either theater.) Once played, a unit can move between theaters normally. When taking a card from cadre, you can ignore this rule, providing you play it in the immediately following Deploy/Move Step.

2. Cumberland Gap. (S)

If any city in neutral Kentucky (including Cumberland Gap) is attacked, roll a die. 1-3: USA gains control of Cumberland Gap, 4-6: CSA gains control. On a roll of 4-6, repeat the die roll at the start of the attacker's next turn (do not roll more than twice). Whatever the result, the other cities of Kentucky still join the attacker's opponent. Regardless of how Kentucky enters the war,

Cumberland Gap always surrenders immediately if Knoxville and Lexington are both enemy-controlled.

3. Fort Monroe. (S+)

USA can't attack from Ft Monroe unless there are no CSA-controlled cities adjacent to Washington.

4. Cavalry Losses. (N)

Until Late-War, all cavalry units go to cadre face-down. Turn them face-up on your next turn.

5. Trans-Mississippi. (N+)

Control of the Mississippi is worth two objectives to the USA, instead of the usual one, unless the CSA has sent two leaders and one undepleted infantry division to the "Trans-Mississippi Theater" (i.e. removed them from the game permanently). The CSA may only do this in his Deploy/Move Step, and only while the USA does not control the the Mississippi. Both leaders must have an initiative of 2 in both attack and defense, but one of them can be taken from cadre (face-up only). *[Historically, the leaders were Price and Kirby Smith.]*

6. Political favor. (N+)

Recommended. No leader with political disfavor may have as many cards under him at any time as any leader with political favor in the same theater. For this purpose, count all a leader's subordinate leaders and units (including units under his subordinates), active or inactive. You may never deliberately violate this restriction. Should it be violated by events outside your control (e.g. casualties in battle), then excess cards must be immediately detached from the disfavored leader or his subordinates. *[This rule can (and should) complicate Stonewall Jackson's role in the game. Normally, he can attach at leisure to any eligible army, but this rule can prevent Jackson from joining disfavored leaders in many cases.]*

7. Isolation.

If the defender in a battle cannot trace a supply line to a supply base in the theater he is defending from, then he can't add any reserves. If the attacker is bypassing an enemy city (using an initiative 2 commander), then he can't add any reserves. In addition, the USA can't add reserves to any battle (attack or defense) that is supplied by sea (including invasions), even during Late-War, and can't defend from his hand. However, in these situations players can still withdraw cards, and can still play those Enigma cards that must be played as reserves.

8. The Middle Dept. (N)

During USA Late-War, USA VIII Corps, if not attached to the Dept of Washington, may add its strength to any command's attack against or defense of the Shenandoah Valley. VIII Corps is attached to the command for the duration of the battle, and counts against a leader's capacity. After the battle, VIII Corps returns to being a lone unit.

9. Garrisons. (S)

USA VII Corps can't attack. It may only defend. USA IV Corps can't attack until USA Late-War. *[Use them to defend your ports.]*

10. Political Generals. (N)

USA can buy corps out of cadre (for one supply point each) during the Regroup Step of his turn, providing these corps are immediately attached to McClellan or Banks. For this purpose, you can deploy and attach the corps in the Regroup Step, contrary to the usual turn sequence, and can ignore the theater deployment restrictions of Optional Rule 1.

11. Deathride.

If the combat result is Defender Routed and the attacking commander is not sacked, the attacker takes the city, even if the commander is killed or wounded.

12. The Atlantic "Theater." (S+)

Forces fighting in a sea-supplied bridgehead cannot be instantly transferred to other parts of the Eastern Theater.

If a USA command attacks while supplied by sea (or from Ft Monroe), then, on the following CSA turn, that command can only defend cities which are connected to the port (or Ft Monroe) from which the attack was supplied.

EXAMPLE: Banks attacks from Pensacola and takes Montgomery. During the next CSA turn, Banks can only defend Pensacola, Montgomery or Ft Pickens. He could not defend, say, Harper's Ferry or New Berne that turn.

If a USA command makes a successful invasion, then, on the following CSA turn, that command can only defend the invaded port or cities which are connected to it. If the invasion was unsuccessful, then the command cannot defend at all.

If a USA command defends while supplied by sea (or from Ft Monroe), then, on the following USA turn, that command can only attack a city connected to the port (or Ft Monroe) from which the defense was supplied.

A city is considered to be connected to the port in question if they are connected by a chain of adjacent, friendly cities at the start of the turn.

To remind you that a command is subject to one of these restrictions, place a token on it.

13. Change of Base (N)

If you make a Cross-Theater attack and capture the city, you can transfer the victorious command to the other theater, provided the city you just captured can trace a supply (including by sea) to a supply base in that theater.

EXAMPLE: Sherman Attacks Savannah (Eastern Theater) from Atlanta (Western Theater), bypassing Macon, and capturing Savannah. Savannah can trace (by sea) back to an Eastern USA supply base, so Sherman may immediately transfer to the Eastern Theater.

If (and only if) you transfer, the enemy may also transfer the cards that defended to the other theater as well (assuming he was defending across theater lines).

14. USA Strategic Victory.

Upgrade a USA Operational Victory to a Strategic Victory if an Operational Victory (18.4) is achieved without having played the Emancipation card. "Liberation without compensation is tyranny!"

15. Western Theater Dispersion. (N)

The CSA may not defend a Western Theater city solely from his hand

CARD CLARIFICATIONS

The special rules on individual cards are mostly self-explanatory. But here are some additional details for those cards that need them.

NOTE: The special abilities of Bragg, Hooker and Grant are only used when they are acting as commanders, not subordinates.

USA Cards

4. Dept. of Washington: May (temporarily) combine strengths with one other (eligible) command. The other command does not actually become attached to the Dept. of Washington (or vice versa). The two commands add their strengths for the current battle only, and both are subject to losses. The commander of the other command is treated as the commander of the combined force for all purposes (e.g. Grant's special ability). It doesn't matter if the other command has defended already, as long as it's still somehow eligible to defend Washington (see 8.3, Multiple Battles).

13. Banks: You can place this card back in your hand during Step 1 or 2 of your turn. Treat his command as if he had been dismissed (see Deploy/Move Step). You can play him again on your next turn. You don't have to play him on the very next turn. Any subsequent turn will do.

16. VIII Corps: May only be assigned to the Dept of Washington or must remain alone. While alone, it can still receive naval support from a naval squadron and make an invasion led by a naval squadron, since it won't be attached to the squadron.

19. Grant: If combat result is Soldiers' Battle, Grant always takes (or holds) his city, even if he doesn't win the battle. If Grant is lost (killed, wounded or sacked) while attacking, he does not take the target city, but, if he's lost while defending, he still holds the target city on a Soldiers' Battle. Capacity: 2xxxx + 1xxx. Grant may lead two armies, a corps and a cavalry unit. He may not lead two armies and two cavalry units, since each cavalry unit after the first counts as an army against a USA leader's capacity.

23. Monitor: Nullifies CSA Ironclads card. Nullifies Ironclads regardless of which card is played first. Norfolk is automatically occupied by USA forces. Simply place a USA token on Norfolk (if there isn't one there already). Can be used as a blockading naval unit. Counts as a naval squadron in the East for purposes of the blockade, but has no other abilities of a naval squadron.

38. John Brown's Body: Play any time. May be played during a battle, but only up until the time the dice are rolled.

41. Special Orders No. 191: Play just after a CSA attack on native Northern soil. This means an attack on any native USA city. Play after the attack has been completed. Next turn, +1 to combat die

roll on one attack vs an occupied native USA city. The USA gets +1 to the red die if he attacks a native USA city currently controlled by the CSA.

48. Old Abe: Western Theater Only. This card may be played if, and only if, the target city is in the West, regardless of which theater the attacking and defending commands are in.

49. XVI Corps: Acts as cavalry for preventing supply raids if deployed alone in the Western Theater. (In this role, it can "pair up" with one other cavalry.) In a cavalry pair, the XVI Corps may be either the leading unit or the attached unit. In either case, it acts just like a cavalry unit, so it can attack (with an initiative of 0), raid, etc. While alone, the XVI Corps cannot attack or raid; it counts as infantry for all purposes except defending against raids. Two steps but only one combat value if depleted. It has one strength point if depleted.

51. Emancipation Proclamation: Play any time after a Rebel force is defeated (or routed) in a battle with at least five participating US infantry corps. Once such a battle has occurred, the card may be played at any later time. Losing a Generals' or Soldiers' Battle counts as being defeated. Inactive USA corps are not counted. Wheeling and Kentucky go pro-North if still neutral. If this is played before Map Card C, Cumberland Gap remains neutral until Map Card C is played (unless attacked). When Map Card C is subsequently played, the USA places tokens on any Kentucky cities which are still neutral.

58, 76. Reserve Corps/Provisional Corps: Does not require leadership. If attached to a leader, does not count against his capacity. May not attack without leadership. If the corps survives....restore up to three....corps at the end of your turn. If you play the card during your opponent's turn (as a reserve or defense from hand), then it's discarded at the end of his turn, so you don't get to restore any corps.

60. Blue Mountain Boys: You may play this card the turn you draw it, but *Emancipation* must have occurred no later than the end of the last CSA combat phase. Applies to all attacks against the listed cities in the current turn. May be played the same turn as *Freedom Sickness*.

61. Swamp Angel: amphibious attack = invasion.

65. Freedom Sickness: Play once, before announcing attacks, then discard. Must be played before any attacks have been announced in the current turn.

68. Infernal Machines: Additionally, opponent must deplete or eliminate one involved division of his choice. A full strength division is depleted; a depleted division is placed in cadre.

69. Sheridan: Sheridan can command three infantry corps. In this role, Sheridan is still a cavalry unit, and not a leader. For example, he cannot be killed or dismissed. While commanding infantry, he cannot have a cavalry unit attached to him.

CSA Cards

6. Beauregard: You can place this card back in your hand during Step 1 or 2 of your turn. Treat his command as if he had been dismissed (see Deploy/Move Step). You can play him again on your next turn. You don't have to play him on the very next turn. Any subsequent turn will do.

19. Ironclads: Discard if nullified by Monitor (USA). If Monitor is played first, Ironclads is discarded as soon as it's played, and the CSA receives no free steps. It still has the effect of stopping Monitor counting as a naval squadron for blockade. Restore one free step per turn. Restore one extra depleted unit for free any time during your turn. This may be during a battle, but only up until the time the dice are rolled.

20. The Slows: Play against any Union commander when he announces an attack. This reduces his initiative by 1 (for purposes of combat die roll, this combat, only). In other words, his initiative is reduced for purposes of resolving a Generals' Battle (it doesn't effect the die roll). If his initiative goes below 0, the attack is canceled. For this purpose, a naval squadron leading an invasion is considered to have an initiative greater than 0, i.e. it can still attack, but remember that invasions led by a naval squadron always result in a stalemate on a Generals' or Soldiers' battle.

21. Jackson: Can rejoin a command to defend. Jackson may attach to any defending commander in the same theater (subject to normal leadership restrictions), but only if he is still eligible to defend the target city. This happens before adding reserves.

40. Copperheads: CSA gets a free turn (with no attacks allowed). CSA may not raid during its free turn.

44. Forrest: 2-step cavalry unit (like infantry). When depleted, Forrest has a strength of one, like a CSA division.

50. Pemberton: Cannot be replaced from cadre. If he would normally go to cadre, put him in the dead pile instead.

61. Draft Riots: Play just after any battle in which there are four or more total Northern losses. This means four or more steps actually removed. If the combat result called for four losses but there were only three steps in the command, the condition is not met. The card may be played in either player's turn. Union must permanently discard an undepleted corps of at least three strength from his hand or the board (his choice). If the USA has no such corps available, he ignores this instruction. The corps cannot come from cadre and may not be XXII Corps (which must be attached to Dept of Washington).

66. Partisan Rangers: Draw two free cards and get one free supply. Play any time. If you have less than two cards remaining in your deck, the excess draw(s) are wasted. You may not take supplies or cards from cadre instead.

67. Digging For The South: Restore, for free, one unit at the start of each turn (starting now). Restore a depleted unit for free at the start of your own turn only (not USA turn, too). Don't restore a unit for free on the turn you play this card, unless you play it at the very start of your turn (before drawing cards). Replace this card if you can't use it. If *Freedom Sickness* has already been played, discard this card from your hand and draw another one; you don't get control of Wheeling.

71. Degataga: Divert one undepleted Union corps (USA choice)... The corps must be one in play, and not XXII Corps (which must remain attached to Dept of Washington). If the USA has no such corps available, he ignores this instruction.

STRATEGY HINTS

Northern Strategy

You bear the burden of the attack, so here is some friendly advice. If the front lines don't change, you lose. The question is where to attack? Your best bet is usually Winfield Scott's "Anaconda Plan," which drew scorn but in the end proved to be the winning strategy.

For the first several turns, draw lots of cards until you have a considerably bigger army than the Rebels. Then pour on the pressure. Move forward, especially in the West. Drive down the Mississippi to cut Rebel production, then move on Atlanta. Once this is accomplished, cut the Southern railnet. If the Rebels concentrate on one theater, seize the ports in the other. In the East, seize the Shenandoah if you can, to avoid Belle Boyd and protect your railnet. Try to take the Wilderness to cover Washington, and Lynchburg to "fork" Richmond and Petersburg.

Do not get distracted. Concentrate on your objectives and on the clock. Strangle the CSA sea lanes; occupy its ports if the opportunity presents itself. When you gather and organize sufficient might, rend the South asunder and dance on her grave. Vast resources (despite ineffective leadership) give you an even chance of winning, but the pressure of the offensive must continuously dominate your thinking. You've got to push, push, push!

Southern Strategy

On account of the Yankees outnumber you, here's some friendly advice. Time is on your side. You must seize the opportunities the Yankee presents. Counterattack, disrupt his communications, raid his supply lines. Hang in there. Seriously consider invading the North (hint: think "Harrisburg") if at any time your foe is disorganized and weakened. Do not be deceived by the greater number of cards in your deck. The weakest Yankee corps are as strong as your finest divisions. However, you will probably need less supply than he will and that is an advantage. Don't put all your forces in one theater—he'll just seize the empty ports and you can't afford that. Your cutting edge is superior leadership. Your secondary advantage is cavalry. Use it.

Eastern Theater: Dominate the Wilderness if at all possible. Not only is it your route to the Shenandoah (and points north), but the Federals might get behind Richmond. If Richmond does fall, you can afford to trade space for time.

Western Theater: Defend western Tennessee (but don't make a cult of it). Fight him for Grenada and Jackson. Try to hold Chattanooga, at least until the locals turn surly. Then slam shut the true gateways to the South: Vicksburg and Atlanta. Better yet, kill him before he multiplies.

Soft Route North: play or seize Kentucky and strike at his soft underbelly, avoiding Cairo.

HISTORICAL SCENARIO

As an alternative to the standard rules, you can play “historically.” Both players initially deploy their cards as shown in the table below.

Special Rules

- The USA player may not play any cards (including reserves) on his first turn and must make an attack.
- The CSA player may not attack on his first turn.
- Each card is numbered. Instead of shuffling, arrange both decks in numerical order!
- Don't put Late-War cards on the bottom of the deck when you first draw them. Instead, Late-War starts immediately (for your side) when you draw your first Late-War card.

USA PLAYER

USA Eastern Theater:

DEPT. OF WASH. [#4]

McDOWELL [#8]
I Corps [#9]

PORTER [#5]

USA Western Theater:

FOOTE [#7]

USA Hand:

Devil's Own Luck [#3]
Habeas Corpus [#6]

USA Supply = 1

CSA PLAYER

CSA Eastern Theater:

BEAUREGARD [#6]
Pickett's Div [#7]
Ewell's Div [#10]
J.E. JOHNSTON [#8]
The Stonewall Div. [#9]

CSA Western Theater: (None)

CSA Hand:

Miracle from God [#3]
Tidewater Militia [#4]
La Belle Rebelle [#5]

CSA Supply = 0

GETTYSBURG SCENARIO

Gettysburg is popularly regarded as the high-water mark of the Confederacy. In the East, Lee had invaded the North. The ANV had routed USA VIII Corps at 2nd Winchester and cut off Harper's Ferry (Lee didn't physically occupy it, but he effectively controlled the area): Lee was poised to strike at Harrisburg, and blow the Iron Bridges, cutting the North in two. Success would bring relief to the Western Theater, where the Confederates were divided and under heavy pressure: Bragg was pulling back in Tennessee, Grant was besieging Pemberton in Vicksburg. J.E. Johnston's forces were preparing to strike Grant, but the prospects were poor. (Johnston occupied Jackson, Mississippi, proper, but his position was untenable and he failed to break the siege, so for game purposes, the USA controls Jackson.)

It is the summer of 1863. Will Meade halt Lee's invasion of the North? Will Grant prevail at Vicksburg? Or will the South hunker down and defend rather than invade? It's all up to you.

Both sides deploy as below and place any leftover cards in numerical order—use Historical Scenario rules regarding Late-War & Emancipation. The game begins on Step 3 (Combat) of the CSA turn. (In game-terms, the actual battle lasted for 2 CSA turns.) Victory is determined as in a normal game.

Confederate Order of Battle

CSA Supply Level: 2

CSA Eastern Theater:

R.E. LEE (#38)
Longstreet (#41)
xx Pickett (#7)
xx McLaws (#30)
xx Hood (#35)
Ewell (#56)
xx Stonewall [Johnson] (#9)
xx Ewell [Early] (#10)
xx D.H. Hill [Rodes] (#22)
A.P. Hill (#58)
xx R.H. Anderson (#33)
xx A.P. Hill [Pender] (#34)
xx Heth (#46)

BEAUREGARD (#6)
xx Ransom (#47)

Lone Units:

JEB Stuart (#45)

CSA Western Theater:

BRAGG (#26)
Wheeler (#51)
Van Dorn [his men] (#48)
Hardee (#23)
xx Cleburne (#15)
xx A.P. Stewart (#28)
Polk (17):
xx Cheatham (#13)
xx Hindman [Withers] (#24)

J.E. JOHNSTON (#8):

xx Breckinridge (#29)
xx Loring (#53)
xx French (#59)
xx W.H.T. Walker (#60)
Pemberton (#50)
xx Stevenson (#42)
xx M.L. Smith (#52)
xx Forney (#54)
xx Bowen (#55)

Lone Units:

xx Militia [Gardner] (#4)
xx Buckner (#16)
Forrest (#44)
xx Maury (#49)

CSA Map Cards in Play:

Map Card D (#1)
Map Card E (#2)
Map Card G (#36)

Occupied: Harper's Ferry, Cumberland Gap

Hand: Draft Riots (#61)

Cadre:

xx Pillow (#12)
Buckner (#18)
Magruder (#32)

Discard:

Miracle from God (#3)
“La Belle Rebelle” (#5)
xx Lovell (#11)
A.S. Johnston (#14)
Ironclads (#19)
The Slows (#20)
“Stonewall” Jackson (#21)
Map Card H (#25)
Map Card F (#27)
Map Card C (#31)
Map Card I (#37)
Kirby Smith (#39)
Copperheads (#40)
Price (#43)
Map Card J (#57)

UNION Order of Battle

USA Supply Level: 0

Continued on next page

USA Eastern Theater:

DEPT. OF WASHINGTON (#4)
 XXII xxx (#55)
 Meade (#56)
 Stoneman [Pleasanton] (#53)
 I xxx (#9)
 II xxx (#24)
 III xxx (#25)
 V xxx (#28)
 VI xxx (#30)
 XI xxx (#15)
 XII xxx (#10)
 Banks (#13)
 XIX xxx (#33)

Lone Units:

Porter [S.P. Lee] (#5)
 X xxx (#40)
 XVIII xxx (#42)
 VII xxx (#44)

USA Western Theater:

GRANT (#19)
 XIII xxx (#20)
 XV xxx (#21)
 XVI xxx (#49)
 XVII xxx (#50)
 Rosecrans (#43)
 Wilson [Stanley] (#47)
 XIV xxx (#18)
 XX xxx (#37)
 XXI xxx (#39)
 Burnside (#46)
 IX xxx (#36)

Lone Units:

Foote [Porter] (#7)
 Farragut (#35)
 Grierson (#54)

USA Map Cards in Play:

Map Card A (#1)
 Map Card B (#2)
 Map Card C (#12)
 Map Card F (#26)
 Map Card H (#22)
 Map Card I (#29)
 Map Card J (#31)

Occupied:

Wheeling, Manassas, Norfolk, Fts
 Henry & Donelson, Nashville,
 Corinth, Memphis, New Orleans,
 all 4 cities in Kentucky, and
 Jackson

Hand:

The Devil's Own Luck (#3)
Pauline Cushman (#38)
"Old Abe" the Battle Eagle (#48)
John Brown's Body (#57)

Cadre:

McClellan (#11)
 Halleck (#14)

Buell (#17)
 IV xxx (#27)
 VIII xxx (#16)
 Butler (#32)
 Hooker (#52)

Discard:

Habeas Corpus (#6)
 McDowell (#8)
 Monitor (#23)
 Pope (#34)

Special Orders No. 191 (#41)

Map Card G (#45)
Emancipation Proclamation (#51)

4-PLAYER RULES FOR BvG

You can play 3-player, as well, with one side played by two players. All normal rules apply with the following exceptions:

1. One player plays Eastern Theater, the other plays Western. They maintain separate hands.
2. Use Optional Rule #1 (Theater Deployment).
3. The Eastern Theater (the "prestige" theater) player draws the cards, has the final word on how much supply to take, whether or not to draw units from cadre, and which units to restore (if applicable).
4. Any card which specifically says "WEST" on the bottom or can be used only in the Western Theater (e.g., "Old Abe," "Blue Mountain Boys") goes to the Western player.
5. All other cards (yes, including all

commanders!) go to the Eastern Theater player, who may dole them out to the Western Theater player at his own discretion!

6. The Eastern Theater player allocates all supply for both attacking and restoring depleted units.
7. Players may give cards to each other freely, but neither one has to cough up a card once it is in his hand.
8. Spies get to look at both enemy hands.

There you have it. The Western player does most of the work, and the Eastern player gets most of the glory! Also, if it is necessary for one player on a split side to leave the game, he just hands his cards over to his partner and the game continues.

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