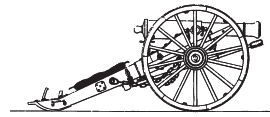


The U.S. Civil War



COMBAT RESULT TABLE

1 Leader						
1d6 Roll	0	1	2	3	4	5,6
≤1	-	-	◇	◇	*	*
2	-	◇	◇	*	*	1
3	◇	◇	*	*	1	1
4	◇	*	*	1	1	1
5	*	*	1	1	1	1*
6	*	1	1	1	1*	1*
7	1	1	1	1*	1*	2
8+	1	1	1*	1*	2	2

May use 2 Leaders		
2d6 Roll	7,8	9-12
≤3	1	1
4,5	1	1◇
6,7	1◇	1*
8	1*	1*
9,10	1*	2
11,12	2	2
13,14	2	3
15+	3	3

May use 3 Leaders		
3d6 Roll	13-16	17+
≤5	1◇	1*
6-8	1*	1*
9,10	1*	2
11,12	2	2
13-15	2	3
16-18	3	3
19-21	3	4
22+	4	4

KEY:

1,2,3,4 = # of SPs eliminated (11.2.1)

*◇ = used to break ties (11.2.2).

DIE ROLL MODIFIERS

ATTACKER'S DRMs:

- 2 Attacking when **Demoralized** (12.2).
- +? **Attack Ratings** from the Commanding General and any allowed subordinates (11.3).
- +2 if a Special Action Card is used for a Battle DRM (18.1).
- +1 Naval Support (18.1, 21.3).

DEFENDER'S DRMs:

- +? **Defense Ratings** from the Commanding General and any allowed subordinates (11.3).
- +2 Defending in an Entrenchment or Coastal Fort.†
- +? Defending in a Fort (+2/+4/+6).†
- +1 The attacker is attacking across a Mountain hexside, Rail Gap, or Mountain Pass.†
- +1 The attacker is attacking across a River (Minor or Navigable) or into or out of a Marsh hex.†
- +1 Naval Support (21.3).

†Terrain is never cumulative nor is it cumulative with Fortifications.

COLUMN SHIFTS:

1L = Against defender if marked with a Foraging Marker (13.2.1).

AUTOMATIC DISPLACEMENT

The defender is automatically Displaced at odds of 7-1 or 4-0 (11.1.2).

RANDOM STATES TABLE (14.5)

Dice Roll	Result
2	Florida
3	Texas
4	Louisiana
5	South Carolina
6	North Carolina
7	Virginia
8	Georgia
9	Alabama
10	Tennessee
11	Mississippi
12	Arkansas

Use this table when placing the CSA Arsenal and CSA Naval Reinforcements.

SURRENDER TABLE (13.6.4)

Die Roll	Results
1,2	3
3,4	2
5-7	1
8+	0

Die Roll Modifiers

- +? Any one General's Defense Rating.
- +2 FORTIFIED RESOURCE/OBJECTIVE HEX: If the Isolated group contains a friendly Resource/Objective hex containing a Fort (F1 - F3).
- +1 Same as above, except the Objective/Resource hex is not fortified.

Explanation of Results

3 = Stack surrenders immediately.
0,1,2 = Surrender Points incurred.

BLOCKADE TABLE (14.4.4)

1d6 Roll	Year				
	1861	1862	1863	1864	1865
1	2	+2M	+2M	+2M	+2M
2	2	2	+2M	+2M	+2M
3	4	4	2	+2M	+2M
4	4	4	4	2	+2M
5	6	6	6	4	2
6	6	6	6	6	4
7	8	8	8	8	6
8	8	8	8	8	8
9+	10	10	10	10	10

Die Roll Modifier:

- +? Total Blockade Runner value of all open Ports in that Blockade Zone.
- 1 if Blockade Zone has no open Blockade Runner Ports.

Explanation of Results:

= Build Points (BPs) received.
+2M = CSA Maintenance increased by 2.

SUPPLY ATTRITION TABLE (13.2.2)

1d6 Roll	SPs in Stack								
	1	2	3	4	5,6	7,8	9-12	13-16	17+
≤1	-	-	-	-	-	1	1	1	1
2	-	-	-	-	1	1	1	1	2
3	-	-	-	1	1	1	1	2	2
4	-	-	1	1	1	1	2	2	3
5	-	1	1	1	1	2	2	3	3
6	1	1	1	1	2	2	3	3	4
7	1	1	1	2	2	3	3	4	4
≥8	1	1	2	2	3	3	4	4	5

DIE ROLL MODIFIERS

SPs are Demoralized: +2

Commanding General: -? Attack Rating

Season: +3 Winter, +1 Fall, +1 Spring

Terrain: +1 Woods, +2 Mountain or Marsh

EXPLANATION OF RESULTS

= Number of SPs Displaced

SUPPLY MATRIX

	Full Supply	Limited Supply	No Supply
Rally?	Yes	Yes	No
Disrupted on Tied Battle?	No	Yes	Yes
Build Entrenchment?	Yes	Yes	Yes
Build Fort?	Yes	No	No
Receive SPs via Road Str. Mvmt.	Yes	Yes	No
Overland Supply Path	1 Hex (13.4)	LOC (13.5)	No LOC Foraging Marker

LIST OF ACTIONS (4.3)**Cost Action**

- 1 MOVE: Activate one General for movement. The General may carry any number of subordinates and as many SPs as his rank allows (7.3). The General may be moved up to his MA (5.2) and conduct one or more battles (11.0). SPs and Generals may be dropped off and picked up as the stack moves. See also Cautious Generals (7.7).
- 1 MOVE: Activate up to 3 SPs located in the same hex for movement. No General is necessary (5.10).
- 1-3 NAVAL TRANSPORT: Activate one stack of up to 3 SP for Naval Transport (20.3). The activation cost is one Action Point per stack for River Transport (20.3.4) and one Action Point per SP transported for Ocean Transport (20.3.5).
- 1 RALLY: Recover from Demoralization any one stack that has an LOC (13.5) to a Supply Source.
- 1 LEADER TRANSFERS: Reposition any two friendly 1-star or 2-star Generals on the map (7.8). 3- and 4-star Generals and Cavalry Generals may not be repositioned.
- 1 ENTRENCH: Place an Entrenchment marker (10.1) in any space containing a friendly Militia or SP that is located in a friendly-controlled state. Entrenching can also occur during movement by a force with 2 or more SPs, paying 2 MPs.
- 1 TRAINING: For every 7 Action Points committed to Training, the owning player earns 1 SP (17.3).
- 0 Rearrange some, none, or all friendly Militia units (17.2).
- 0 DISPERSE SPs: Any number of non-Isolated (13.6.2) friendly units may be placed in the theater's Displaced Box (14.6).

LIST OF SPECIAL ACTIONS (18.1)

- Allows the phasing player to take an additional action.
- BATTLE DRM: Provides a +2 DRM to the attacker in a land battle (18.3).
- Activate a Cautious General without paying the 2 APs (7.7).
- SUPPLY: Allows one Out of Supply stack to ignore Attrition for one Action Phase.
- FORCE MARCH: Allows any one activated General to increase its MA by +2. The Special Action must be played at the start of the General's move and is in addition to the action point required to activate the General. SPs that are Demoralized may not be Force Marched.
- NAVAL ASSIST (Union player only): Allows an activated General and his SPs to cross a Confederate-controlled Navigable River hex-side as if the hexside was friendly-controlled. This Special Action applies only to the BASIC GAME.
- AMPHIBIOUS ASSAULT (Required in Basic Game): See 20.5.
- FORT MARKERS: A player is required to spend a Special Action to build a Fort during the Action Phase.
- NAVAL SUPPORT: See 18.1. This Special Action applies only to the BASIC GAME.

ADVANCED GAME SPECIAL ACTIONS

- MOVEMENT: Move a stack of Naval Units.
- NAVAL BATTLES: Provides a +2 DRM to the attacker in a naval battle (the card must be a Naval or "Any" card).
- OCEANGOING IRONCLADS: A Naval or "Any" card allows the Union player to activate a Naval stack for Naval Movement or an Amphibious Assault. If the movement of the Naval Units results in a battle at a Blockade Runner Port, the Union Ironclad Strength may be added to the naval battle.
- CONFEDERATE COTTONCLADS: An "Any" card allows the Confederate player to conduct an Amphibious Assault without a Naval Unit against a space containing enemy NSPs (21.11).
- NAVAL BATTERY: Move one Naval Battery to a different location (21.10.4).

3. SEQUENCE OF PLAY OUTLINE

Items in gray are for the Advanced Game Naval Rules only.

3.1 Reinforcement Phase

A. Union Reinforcement Segment (14.2)

- 6 SPs in the East
- 3 SPs in Ohio/Indiana
- 3 SPs in Illinois
- 2 SPs in St. Louis
- Place or Upgrade one Fort (10.2.3, 10.2.6)
- Draw two Special Action Cards (18.2)
- Place any available Union Naval Reinforcements (21.9.1)
- Place 1 River and 1 Oceangoing NSP if available in the Naval Pool to a friendly Shipyard (21.9.2)

B. Confederate Reinforcement Segment (14.3 and 14.4)

1. Upgrade one Resource Hex by 1 point (War Industry 14.5).
2. Determine the number of SPs the Confederate player receives using the formula for CSA Reinforcements (see bottom of right column). Build 1 SP for every 10 BPs (fractions of 10 are lost). Place 1 SP in the Trans-Mississippi Theater and then divide the remainder as evenly as possible between the Eastern and the Western Theaters. Odd-numbered SPs go to the East.
3. Draw two Special Action Cards (18.2).
4. Roll on the CSA Naval Reinforcement Table (21.10).

C. Units in the Displaced Box Return to Map (14.6)

The Union player first, followed by the Confederate player. Generals, Militia, and half the SPs (round down) return to play.

3.2 Strategic Movement Phase

A. Union Strategic Movement Segment (15.0)

The Union player conducts the types of Strategic Movement listed below in any order.

- Strategic Rail Movement [12 SPs] (15.2)
- Strategic River Movement [3 SPs] (15.3)
- Strategic Ocean Movement [3 SPs] (15.4)
- Strategic Road Movement [1 SP per Theater] (15.5)
- Union Strategic Naval Redeployment (21.2.6)

B. Confederate Strategic Movement Segment

The Confederate player conducts the three types of Strategic Movement listed below in any order.

- Strategic Rail Movement [7 SPs] (15.2)
- Strategic River Movement [1 SP] (15.3)
- Strategic Road Movement [1 SP per Theater] (15.5)

NOTE: The Confederate player has no Strategic Ocean Movement or Naval Redeployment.

3.3 The Leader Management Phase (16.0)

The Union player first, followed by the Confederate player.

3.4 The Action Cycle (4.0)

Conduct Action Phases 1 through 4. Each Action Phase consist of a Union and a Confederate Action Phase. The player who goes first is determined by an Initiative die roll.

3.5 End Phase (19.0)

- A. Control Segment (19.1)
- B. End Turn Rally (19.2)
- C. Check for Automatic Victory (19.3)
- D. Naval Repair Segment (21.8)
- E. Confederate Ironclad Completion Die Roll (21.10.3)

INTERCEPTION AND AVOID BATTLE

Successful = 9 or higher with two dice (9.2 & 9.3).

Possible DRMs:

- +?** the Commanding General's **Defense Rating**.
- +2** if a Cavalry Unit is making the Interception or if a Cavalry General is present in the force.
- +2** **MOMENTUM**: If the stack has already retreated in the current activation. *Applies to an Avoid Battle only.*
- 2** if across a **Mountain** hexside (no Pass or Rail Gap).
- 1** if across a **Mountain Pass** or **Rail Gap**.
- 1** if across a **Navigable River** hexside via a Railroad. Prohibited if no Railroad is present.
- 1** if across an unbridged Minor River hexside.

Prohibited: Interceptions and Avoid Battles are prohibited across unbridged Navigable Rivers, Railroad Ferrys, Impassable hexsides, and into enemy-controlled Objective Hexes or Resource Hexes (even if vacant).

All modifiers are cumulative.

NAVAL INTERCEPTION (21.4.2)

- **AUTOMATIC:** Between a Coastal Fort and its associated Port if both are friendly-controlled.
- **Successful = 7 or higher with 2 dice:** For Naval Units intercepting enemy Naval Units in their Naval ZOI.
- **Possible DRMs:** +1 for Naval Leader, -1 for Ironclad.

SUPPLY AND LOC PATHS

- **SUPPLY:** 1 hex maximum overland. Unlimited along Waterways and Railroads.
- **LOC:** Unlimited as long as no section is more than 4 MPs *and unlimited along Waterways and Railroads (13.5.3).*

COMMAND LIMITS

- **CAVALRY GENERAL:** Can command only 1 SP
- **1-STAR:** Can command up to 3 SPs
- **2-STAR:** Can command up to 6 SPs
- **3- & 4 STAR:** Can command up to 18 SPs

CSA REINFORCEMENT FORMULA

$[(\text{BPs from Resource hexes} + \text{Arsenals} + \text{Border State Recruits} + \text{Blockade Running}) - \text{Maintenance}] / 10 = \text{CSA SP.}$

100	On-map CSA Resource Points
- _____	Resource Points controlled or destroyed by Union
+ _____	Arsenal BPs (+1 each turn)
+ _____	Border State BPs (+3 per Objective Hex)
+ _____	Blockade Runner BPs (30 max.)
- _____	Maintenance (starts at 10)
_____	TOTAL BPs
_____	Divide by 10 = SPs (drop fractions)

Hex Terrain

The U.S. Civil War

Terrain Symbol / Type	Movement Cost in MPs	Defender's DRM [†]	Attrition DRM
 Clear	1	–	–
 Town City	OTIH	–	OTIH
 Objective hex Resource hex	1	–	–
 Railroad & Roads	1 Rail Move = 10 MPs	–	OTIH
 River Crossing Town	1 <i>Ignore River</i>	–	OTIH
 Woods	1	–	+1
 Mountains	1	– (See Mountain hexside)	+2
 Marsh	2 1 if following a Road or Rail Line	+1 DRM if attacker is attacking into or out of	+2
 Swamp or Non-playable hex	P Prohibited to Land Units	–	–
 Island	Entry only by Naval Transport	–	–
 Ports	OTIH	–	OTIH
 Coastal Fort	1 Entry only by sea or adjacent Port	+2 DRM 4 NSP	–

Hexside Terrain

Terrain Symbol / Type	Movement Cost in MPs	Effects on Combat [†]	Reaction DRM
 Minor River	+1 +0 if following a Road or Rail Line	+1 DRM	–1
 Navigable River (Type 1 and 2)	+1 ¹ +2 (if enemy-controlled, also max of 1 SP)	+1 DRM No more than 3 SPs may attack across	P
 Ferry	+1	+1 DRM	P
 Bridge ²	+0	+1 DRM	–1
 Lake or all-Sea	P	NA	P
 Mountain hexside	+1	+1 DRM	–2
 Rail Gap Pass	+0	+1 DRM	–1
 Impassable hexside	P	NA	P

Markers	Effects
 DM –2	Demoralized –2 Attacking +1 SP loss if Disrupted again
 +2 0	Entrenchment Defender +2 DRM 0 NSP
 F1 +2 –1 Loss	Fort 1 Defender +2 DRM 2 NSPs, –1 Step Loss ⁴
 F2 +2 –1 Loss	Fort 2 ³ Defender +4 DRM 2 NSPs, –1 Step Loss ⁴
 F3 +2 –1 Loss	Fort 3 ³ Defender +6 DRM 2 NSPs, –1 Step Loss ⁴
 Foraging –1 MP –S Def	Foraging –1 MP 1 Shift Left Defending
 Resource Destroyed	Resource Destroyed Place on Destroyed Resource Hex
 Arsenal 1	Arsenal Increases BP value of hex
 Surrender 1	Surrender Point 3 Surrender Points = Surrender
 Ocean-going Ironclads	Ocean-going Ironclads ? NSPs Increases by 1 every even turn
 Low on Coal	Low on Coal Naval Units allowed only 1 more move

NOTES

1 = The +1 MP cost applies if the Navigable River is friendly-controlled or uncontrolled.

2 = Bridges across Navigable Rivers may not be used if the opponent has naval control of the river.

3 = F2 and F3 Forts may only be built on Resource or Objective Hexes.

4 = The –1 step loss only applies if the Attacker does not win the battle.

† = For combat purposes, terrain is never cumulative, nor is it cumulative with Fortifications.

OTIH = Other Terrain in Hex

P = Prohibited



GMT Games, LLC

P.O. Box 1308, Hanford, CA 93232-1308
www.GMTGames.com