

LOOK AWAY!

THE FALL OF ATLANTA

1.0 INTRODUCTION

1.1 Game Components and Scale

2.0 PLAYING PIECES

3.0 GAME CONCEPTS

3.1 Army Organization Display

3.2 Leaders

3.3 Headquarters (HQ)

3.4 War Department Orders

3.5 Morale

3.6 Zones of Control (ZOC)

3.7 Limited Intelligence

4.0 SEQUENCE OF PLAY

4.1 Decision Segment

4.2 Impulses

4.3 Reorganization Segment

4.4 End of Turn

5.0 DECISION SEGMENT

5.1 Bidding

5.2 Weather

6.0 IMPULSES

7.0 FIRST SUPPLY SEQUENCE

7.1 Checking Supply Status

7.2 Wagons and Depots

7.3 Supply Status

8.0 MOVEMENT SEQUENCE

8.1 Leader Activation

8.2 Movement

8.3 Force March Movement

8.4 Declaring an Attack

8.5 Creating Detachments

8.6 Movement Related Activities

8.7 Railroad Movement

8.8 Engineering Activities

9.0 BATTLE DEVELOPMENT SEQUENCE

9.1 Reaction Movement

9.2 Retreat Before Combat

10.0 COMBAT SEQUENCE

10.1 Combat Mechanics

10.2 Combat Factor Modifiers

10.3 Column Shift Modifiers

10.4 Die Roll Modifiers

10.5 Cumulative Effects

10.6 Final Resolution

10.7 Extended Battle

11.0 WAR EFFORT

12.0 REORGANIZATION

13.0 SECOND SUPPLY SEQUENCE

13.1 Devastation

13.2 Foraging

13.3 War Effort

13.4 Supply Status

14.0 ADMINISTRATION

14.1 Building New Units

14.2 Building Equipment

14.3 Unit Conversions

14.4 Replacements

14.5 Brevetted and Training of Leaders

14.6 Replacing Leaders and Commands

14.7 Engineering Activities

14.8 Entrenchments

15.0 GROUND TROOP REINFORCEMENTS

16.0 SPECIAL RULES

16.1 Cavalry

16.2 Guns

17.0 VICTORY CONDITIONS

17.1 Scale of Victory

18.0 SCENARIO OVERVIEW

19.0 SCENARIOS

19.1 South to Resaca

19.2 Cassville to Kennesaw

19.3 Closing In On Atlanta

19.4 Hood Takes Command

19.5 The Siege of Atlanta

19.6 Campaign Game

DESIGN

JOHN PRADOS

DEVELOPMENT

PAUL ROHRBAUGH

GAME GRAPHICS & RULES LAYOUT

CRAIG GRANDO

EDITING

JACK BECKMAN

PRODUCTION COORDINATION

C. RAWLING

PLAYTESTING

**BRIAN BRENNAN, PAUL DOBBINS,
BARRY KENDALL, GREGORY RHOADS,
PAUL ROHRBAUGH, DON WENGERT**

COPYRIGHT © 2007 JOHN PRADOS

LPS PART # LA2007

PRINTED IN THE USA



1.0 INTRODUCTION

At the climax of the American Civil War the armies of the Confederacy were pressed back into their heartland as the rebellion tried desperately to sustain itself against Union forces. One of the most important campaigns occurred in southeastern Tennessee and Georgia, as Federal armies pressed toward the Confederacy's vital city of Atlanta, home to much of its remaining industry and gateway to the southern and western lands the Confederates still held. The campaign for and siege of this vital city broke the power of the Army of Tennessee, the key rebel command outside northern Virginia. The theater of these operations is roughly bounded by the Tennessee River to the north, the Chattanooga area to the west, Atlanta to the south, and the Appalachian Mountains to the east.

It was here where the formidable Union command team of Sherman and Thomas plied their trade, dooming the Confederacy's last chance to survive the Yankee onslaught. Here too the soldiers of the rebel Army of Tennessee fought stubbornly to defend their homes.

1.1 Game Components and Scale

Look Away! is a strategic-operational simulation of the Army of Tennessee's campaigns in the Georgia theater of the Civil War. The game covers the fighting between Union and Confederate forces in Tennessee and northern Georgia during the spring and summer of 1864. There are four scenarios dealing with the major engagements of the war plus a campaign game covering the entire period. Play takes place on a map representing the areas involved; this is overlaid with a hexagon grid to regulate movement of pieces and other game activities. During each turn two players, one representing each side in the Civil War, move their pieces and fight battles to execute their game strategies. At the conclusion of play, performance is compared to the game Victory Conditions to determine the winner.

1.1.1 Game Scale Each hexagon represents an area roughly 2.6 miles in diameter (4 km). Each turn in the game represents about four days of real time.

1.1.2 Game Components Your copy of *Look Away!* should contain the following items:

This 32 page rulebook

Four pages of charts and tables (remove staples to detach)

Two Army Organization Displays

One 22 x 34 map full color map

Two countersheets containing 480 counters

Two six-sided dice

Note Players desiring a simpler game can ignore any rules sections marked advanced or optional. These rules add flavor but are not essential to begin play. However, some scenarios may not be balanced or be as interesting without them.

If any of these parts are missing or damaged, write to:

Against the Odds Magazine
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: *Look Away!*

Or e-mail us at: support@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to the address above, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Look Away!* discussion folders at www.consimworld.com.

A note on this game's graphics

You may notice that the countersheets and AODs appear stained, and that some letter forms and other shapes are uneven. These are intentional effects intended to evoke both the imprecision of mid-19th century industry and the passage of time.

2.0 THE PLAYING PIECES

The playing pieces represent the military Leaders and Combat Units, each piece containing numbers and symbols that define combat value and morale for Combat Units and leadership abilities for Leaders. There are also a number of game markers intended to facilitate play and avoid paperwork.

Key for unit sizes

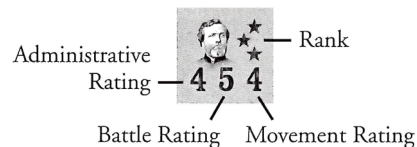
XXXXX = Army Group
XXXX = Army
XXX = Corp
XX = Division
X = Brigade

3.0 IMPORTANT CONCEPTS BEFORE YOU BEGIN

There are certain key ideas that permeate the body of the rules in this game. These ideas are presented here for you to read now, so that the remainder of the rules make more sense.

SAMPLE LEADER UNIT

Front Active Mode

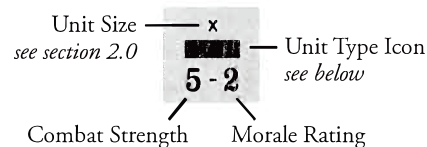


Back Inactive Mode



SAMPLE COMBAT UNIT

Front Full Strength



Back Reduced Strength



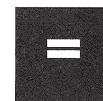
UNIT TYPES



Infantry



Cavalry



Detachment



Engineer



Wagon



Depot

SELECTED MARKERS



Engineer Work



Dismount



Remount



Broken Rail



Entrenchment



Attack



Pontoon Bridge



Open City



Wounded



Out of Supply



Turn



Weather

3.1 The Army Organization Display

The Army Organization Display (AOD) is important for keeping track of the player's Combat Units, keeping them organized into discrete commands, marking the subordination of Leaders to higher ranked Leaders, holding the player's reserve Leaders, tracking the player's remaining War Effort Points and Replacement Steps, and displaying each Leader's current Morale Level, the number of Guns assigned him, and his overall Ammo Supply Point status. In many ways the AOD is the center of the player's military organization in the game. Each player should place his AOD close by but out of sight of the opponent for purposes of limited intelligence. All Leaders and Combat Units in play must appear either on the map or on the AOD.

3.1.1 Marking the Display Each player's AOD contains twelve large boxes. These numbered Command Boxes correspond to the commands of Leaders. Each numbered Command Box on the AOD represents a potential Senior Command, an Army (Union Armies of the Tennessee, the Cumberland, the Ohio, and of the West, Confederate Army of Tennessee), or Corps (Confederate only) or a potential Independent Field Command. Not all Command Boxes will be required in playing any given scenario. There are two kinds of Commands in the game: "Senior Commands" (SC), which are groupings of both Combat Units and/or Subordinate Leaders, as well as "Independent Field Commands" (IFC). The Leader in charge of an SC or IFC is said to be its Overall Commander (OC) and "holding" that command.

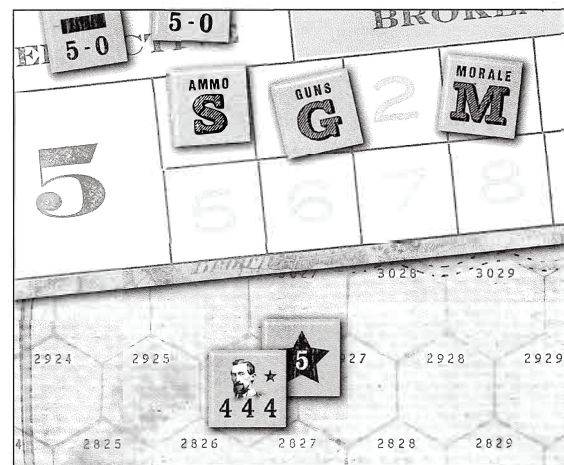
Procedure Each Command Box contains a section titled "Effective" where all Combat Units and/or Subordinate Leaders assigned to that Leader are placed, as well as an area to which to move Combat Units that have Broken Morale as a result of comparison with that Leader's current Morale Level. Each Command Box has a corresponding marker, the star-shaped Troops # marker, which is stacked directly underneath a Leader on the map to denote which Leader commands the Combat Units occupying that corresponding box on the Display. Underneath each Command Box is a number track running from 0 to 9. Each Command Box has a corresponding set of markers in the counter-mix that go on the number track. These allow the player to mark the current number of Administration Points, Morale Level, Ammo Supply Points, and Guns for each command. **Example** The Guns marker for the Confederate Army of the Tennessee in the South to Resaca scenario would be placed in the 2 space. If an IFC with 1 Gun of its own is absorbed by the

Army of Tennessee, its Leader and units are placed in the Army of Tenn. Command Box and its Gun (and any Ammo) would be added and the Gun marker in the Army of Tenn. box placed in the 3 space of the track.

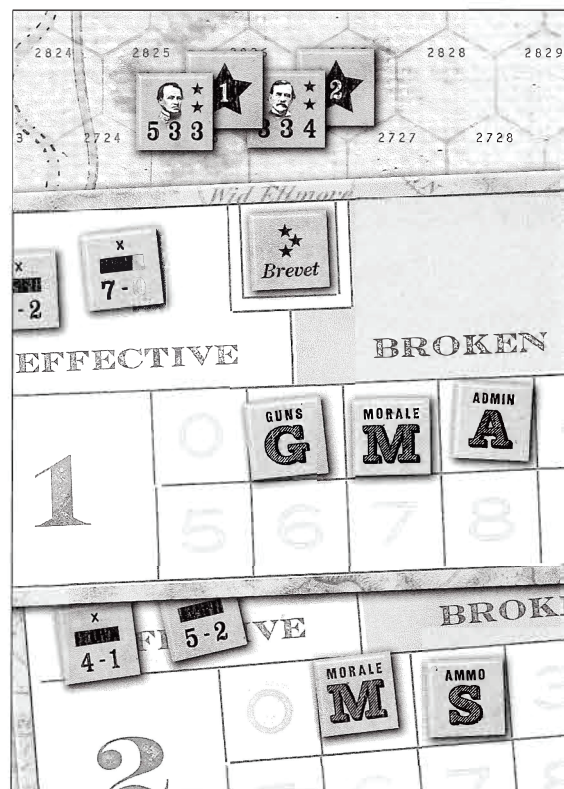
Senior Commands (SC) A Senior Command is a higher level command which directly controls subordinate Leaders and their troops, in addition to their own combat units. All SC in this game are Union Army, Confederate Army or Confederate Corps commands. An SC may comprise any number of subordinate Leaders and their Combat Units. Leaders holding SC always appear on the map along with their corresponding Troops # marker and with their HQ marker in the Status Box. The HQ marker confirms the authority of the Senior Commander. During set-up, place any Subordinate Leaders with their troop units stacked under them in the Command Box of the Leader holding the SC to whom they are assigned. **For example** In scenario one, place Confederate Subordinate Leaders Chetham, Cleburne, Walker, and Bates in the I Corps Box, each stacked with their combat units. Only the Leader holding the SC (and his Troops # marker) appears on the map. It is important to remember that all the Leaders, Combat Units and Supply Units in an SC are treated as a single force until forces (making up Independent Field Commands) are Detached (see Case 8.2.5) via an Order. Never place a Leader holding an SC in the box of another Leader holding an SC, even if he is subordinated to him. Always stack them underneath each other (and their Troops # marker) on the map.

Independent Field Commands (IFC) Leaders with troops maneuvering independently of Senior Commands, including Subordinate Leaders detached from SC to conduct operations, are called "Independent Field Commands" and use their own numbered box on the AOD to track their Status. When detaching a subordinate Leader and his troops from an SC, assign an empty Command Box on the AOD at that time. An IFC is a force composed of Combat Units headed by a Leader and maneuvering independently on the map. The Leader holding an IFC is placed on the map along with his Troops # marker to show the physical location of that force. Each IFC marching separately from other forces is assigned a separate box on the AOD and the Troops # marker for that command then appears on the map with the Leader in charge. Do not place Leaders holding IFC in the box of another Leader holding an IFC even if he is subordinated to him; stack them underneath each other on the map. If an IFC is merged into an SC, the IFC Leader and his Combat

Demonstrating a solitary Independent Field Command



Two (or more) Independent Field Commands stacked together

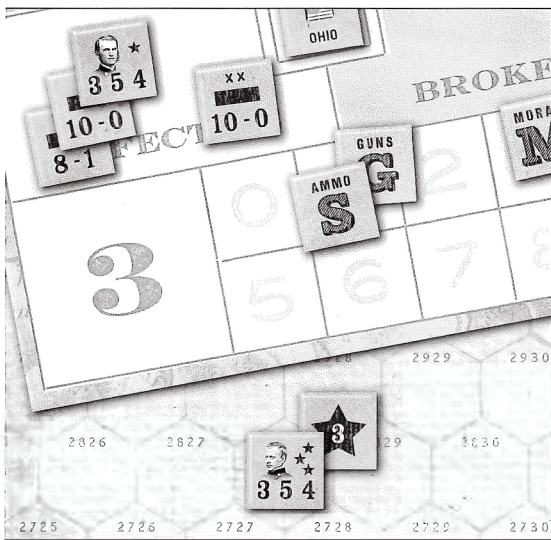


Units are placed in the Senior Commander's box and the IFC Leader's Gun and Ammo Supply Points added to the SC totals. A Leader holding an IFC can have any type of Combat Unit, Wagon or Engineer in his command.

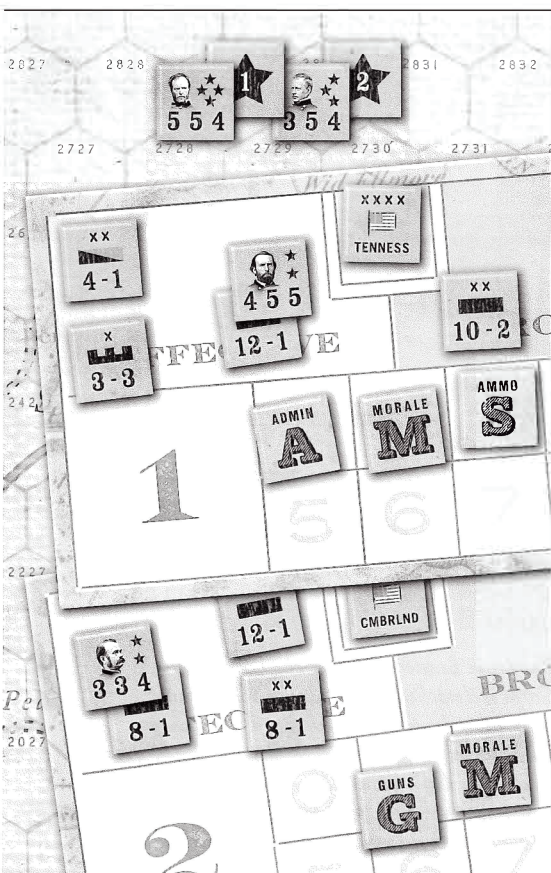
Example Leader Dodge of the Union XVI Corps is detached by the Union player from the Union Army of the Tennessee. The leader unit and his 2 infantry divisions are placed in another Command Box, along with the Pontoon Train and an Engineer unit the Union player chooses to send along with the

XVI Corps. The Union player elects to have 1 Gun and 2 Ammo from the Union Army of Tennessee accompany Dodge, so the markers of the Army of Tennessee track are reduced by these amounts and Gun and Ammo markers in Dodge's Command Box go in the 1 and 2 spaces respectively. A Morale marker is placed in

A Senior Command, with one (or more) subordinate Leaders



Two or more Senior Commands, each with with one (or more) subordinate Leaders



Dodge's box on the 3 space, same as the starting Union Morale Level for that scenario.

Another example Confederate cavalry Leader W.H. Jackson enters on turn 4. The Confederate player must have this leader and his 2 cavalry brigades enter as an Independent Field Command. The Confederate player places the W.H. Jackson Leader and the 2 cavalry units in a numbered box on the AOD. The corresponding numbered Troops unit is placed on the map at 3001 (as designated in the scenario rule). The Morale marker would be in the 3 Space (scenario specified Confederate at-start morale) the Guns and Ammo markers at 0.

Restrictions Leaders unassigned to commands (or whose command has no Combat Units in it) must occupy the Leader Pool. Combat Units that are not currently assigned to a command are placed directly on the map, but no more than one division-sized Combat Unit (or up to four brigades) may be present in a hex without it becoming an IFC and requiring a Leader to be appointed to it (see Case 14.6.4).

3.1.2 Cavalry Corps Commands

There is a special type of IFC in the game called a Cavalry Corps Command. Any IFC that is composed entirely of Cavalry units may become a Cavalry Corps Command. This special status is displayed by placing the Cavalry Corps marker on the map under the Leader holding this command (instead of a Troops # marker). Place the corresponding Troops # marker in the Status Box of the Leader's Command Box (there is no special Command Box for a Cavalry Corps Command). One Cavalry Corps per side may be in play. A Cavalry Corps has many special advantages (see Case 16.1.2) but may never have more than two Guns assigned to it. Confederate Cavalry Divisions (Case 3.2.2 and Section 3.3) have some special properties also but are not the same as the Corps, and may not have Guns assigned to them.

3.1.3 Limits on Commands Players may have opportunities in the course of a game, as well as during set up, to create more IFC than there are room for on the AOD. There may be more IFC in play than the number of boxes provided for this purpose on the AOD – in which case double up on the Command Boxes but rotate and forces and markers 180 degrees to tell the two commands apart (*Example Units in Command Box 1 that are rotated 90 degrees would comprise Command Box 13*). During the course of the game new IFC (only) may be created, and any pre-existing Senior or IFC that was eliminated may be replaced, but a player can never have more Leaders in play than twice the number initially called for in the scenario set-ups.

3.1.4 The Status Box Each Command Box on the AOD contains a small interior box in its top center. This box is used to show any Wounded the Leader holding the command has received, any promotion or demotion to the Leader through Brevetting, or the presence of Union Corps Command or Chief of Staff. All such markers are placed in the status box. A leader who vacates his Command Box has any markers from the Status area (except HQs) stacked on top of him.

3.1.5 The Leader Pool In the upper right hand corner of each AOD is a single box designated the Leader Pool. At the beginning of a scenario the player places those Leader counters in the pool required by the scenario set-up. A player's choice of new Leaders to replace those killed, captured, wounded, etc. is made according to the Chain of Command (Case 3.2.2 and Section 3.2) or else from the Leaders available in the pool.

3.1.6 The Number Track Along the right edge of the AOD is a number track with columns for ones, tens and hundreds up to 999. This track is to record the current War Effort Points (WEP) left to the player as well as any Replacement Steps available to him. Markers are provided for both these functions. As the player expends WEP during the turn or incorporates Replacement Steps during the Reorganization Segment, these markers are shifted in their tracks accordingly.

3.2 Leaders

The utility and capabilities of all Combat Units in the game is critically affected by the abilities of local commanders. Each Leader has a variety of ratings printed on his counter. Certain other Leader values are tracked using the Command Boxes on the AOD.

3.2.1 General Rule

On both sides of the counter, near the top, the Leader's rank is printed, expressed in stars. On the front side of the counter is a photograph of the Leader (representing his Active side). On the reverse (his Inactive side) the Leader's name is printed. Across the bottom of each counter on both sides the Leader has printed from the left: an Administrative Rating (AR), a Battle Rating (BR), and a Movement Rating (MR). The front side of the Leader counter represents his "Active" ratings. The reverse of each counter contains the Leader's ratings when "Inactive" and are usually (but not always) lower than the front side values. The use of Leader ratings is explained below.

3.2.2 Leaders and Rank Each Leader has a rank expressed as a number of stars (from 1 to 4, with 1 being lowest) printed near the top of the counter. When two or more Lead-

ers are stacked together in a hex, the Leader with the highest rank must assume command all the forces in that hex and is termed the “Overall Commander” (OC) of the force for rules purposes. All other Leaders in the hex become his “Subordinate Leaders” (SL). Only one Leader may be the OC in any one hex, but there may be more than one SL. A force with only one Leader in it automatically makes that Leader the OC in the hex. The rank printed on the counter takes precedence over a Brevet promotion (see Case 14.5.1) for determination of which Leader is the OC in a hex.

Exception All Leaders on the map are automatically subordinate to any Leader(s) holding an army level SC, even if of equal or superior rank. For example, a natural three star rank Leader is subordinate to a natural two star rank Leader (with a Brevet three star rank) holding an army level SC.

Equally ranked Leaders (whether natural or brevetted) cannot stack in the same hex, even with another higher-ranked Leader present, unless an Army HQ (or Confederate Corps HQ) unit is present in that hex.

3.2.3 Leaders and Stacking The Leader’s status and rank determines how many Combat Units may be personally assigned to that Leader’s command. The force handling, or stacking, ability of a Leader equals one division more than his rank (printed or brevetted). This is the number of infantry divisions that may be personally assigned to him. For stacking purposes, four Confederate brigades equals one division. Cavalry units, Union Engineer Brigades, Confederate Engineer Supervisors, Detachments, Wagons, Depots, Trains and markers **do not** count towards stacking limits.

Example A Union two star Leader could have in his IFC up to 3 Union infantry divisions and any number of cavalry divisions, Wagons, etc. assigned to him. A Confederate two star Leader could have up to 12 Confederate infantry brigades.

A Leader of an SC uses the same calculation to determine how many Combat Units may be personally assigned to him, but there is no limit to the number of Subordinate Leaders (and their Combat Units) that may be stacked with him.

In no case may a Leader operate on the map without assigned Combat Units. The minimum force that may be assigned to a Leader is a Detachment. In any hex containing more than one Union infantry division or equivalent (four Confederate infantry brigades equals one infantry division), there must be a Leader assigned to command that force. Leaders must be Brevetted (see Case 14.5.1) to a higher rank when required to handle the number of troop counters they are assigned by a scenario or find themselves in control of by accident.

Note that for rules purposes, a “multi-Leader” force includes the both the OC of the force, plus any SL physically stacked with him on the map, or stacked in his Command Box on the Display.

3.2.4 Leaders and Administration



Each Leader has a printed Administrative Rating (AR). This is both the total number of Administration Points (AP) available to that Leader per turn, and the maximum number of Orders that Leader may issue during the **turn** (whether all in any one Impulse, or more slowly through several Impulses and the Reorganization Segments comprising the course of the turn). The total number of APs available in any one hex is equal to the combined AR of all Leaders present in that hex but in general, only the OC of each force may expend APs on behalf of his force, and then using only his own APs, and typically only the OC of the force can issue the most useful Orders. Each Leader regenerates his full allowance of AP each turn and marks its expenditure on his Command Box number track. Each Order issued costs 1 AP. Normally Leaders may issue Orders only within the hex they occupy, and thus possess a Command Range (CR) of “0”.

Exception Leaders holding SC (marked by an HQ) have an extended Command Range, equal to their MR value, in hexes.

Leaders may issue Orders during their own Impulses and during the Reorganization Segment. Issuing Orders during enemy Impulses is also possible for Battle Development or Extended Combat purposes only. The following is a list of various actions that may be taken during friendly Impulses that require an Order to be issued:

Merge or Split Leaders and Combat Unit(s) to or from a force

Create Detachments

Declare an Attack

Capture WEP from a Depot

The following is a list of various actions that may be taken during the Reorganization Segment that require an Order to be issued:

Create Detachments

Incorporate Replacement Steps (including Special Recruiting)

Replenish Ammo Supply Points

Devastate a Town or Bridge

Forage for Supplies

Begin Entrenching

Go Into Training

Recruit or Remount (Cavalry)

Any Leader in a force may also issue an Order that allows him to substitute his own AR or MR values in place of one of his Subordinate Leader’s AR or MR values.

Example The Overall Commander of a force detaches a Subordinate Leader and his Combat Units from his own main force (this costs 1 AP). The Overall Commander then substitutes his own printed Movement Rating for that of the SL when rolling on the Initiative Movement Chart (this costs another 1 AP). Reduce the Commander’s AP total by two in this case, as detaching a subordinate and then moving him using the OC Movement Rating counts as two different Orders. In this case, the Commander could have also issued the Order substituting his MR value for the subordinate’s even if he wasn’t stacked with him, so long as the OC held an SC and was stacked with his HQ unit, and the subordinate was within the his Command Range (a number of hexes equal to the Overall Commander’s MR value).

3.2.5 Leaders and Combat Each Leader has a Battle Rating (BR) printed as the middle number on the Leader counter. In each attack resolved during the Combat Sequence the Overall Commander on each side acts to influence the outcome. Each OC (but not any subordinates) adds his BR to any other die roll modifiers he is eligible for to derive a total modifier for the die roll.

In addition, the current Morale Levels (ML) of the two opposing OC on each side are compared at the instant of combat. The Commander with the higher ML gets an advantage of a one-column shift to the right when rolling on the Fire Exchange Results Table (FERT) used to determine the battle results.

Despite the above benefits, note that Combat Units do not require Leaders to attack or defend in combat; they may engage in combat by themselves.

3.2.6 Leaders and Movement Each Leader also has a printed Movement Rating (MR). Combat Units are greatly advantaged when moving if placed under the command of a Leader. Each time the player wishes to move a force, he must use the MR of the OC of the force, rather than the MR of the individual Combat Units, to establish the column consulted when using the Initiative Movement Chart (IMC) to generate a Movement Allowance. In addition, Leaders who are located within a certain distance of a hex where friendly forces are being attacked may, under certain conditions, react to intervene in those battles. This form of intervention is termed Reaction Movement and occurs during the Battle Development Sequence of the opponent’s Impulse. Procedures for Reaction Movement are detailed in the Battle Development rules.

3.3 Headquarters Units (HQ)

Each army level SC is provided with a corresponding HQ unit (The Army of Tennessee and Corps for the Confederate, Army for the Union). All these commands have Headquarters units. HQs confer valuable benefits on the Leader controlling them. These are detailed below. **Note** *Union Corps Commands are not SC in the same manner as Confederate Corps, but they are represented by Corps insignia and convey certain limited benefits detailed below (Case 3.3.3).*

3.3.1 Army HQ



Each army level SC has a corresponding HQ unit that is placed on the status box to denote that Leader's authority to stack and control numerous Subordinate Leaders and Combat Units.

The presence of the army HQ unit confers army command on its Leader. On the AOD Command Box corresponding to that army, place the Leader counters and Combat Units directly assigned to that army level SC. Army HQs may only be assigned to three (Union only) or four-star Leaders. Leaders may have acquired the rank via Brevet (see Case 14.5.1).

Army HQs confer many benefits. Army Commanders extend their Command Range to the area of the map equal to their printed Movement Rating measured in hexes. An Army Commander may also issue Orders to substitute his own Administration and Movement Rating values for those of any subordinate Leader within his Command Range in hexes on the map, regardless of terrain or any other condition. Also, the presence of an Army HQ unit allows Subordinates of equal rank to stack in the same hex as the Leader controlling the HQ unit.

Army Commanders (only) may issue certain additional Orders beyond those listed in Case 3.2.4. Orders may be issued to:

Activate any Inactive Subordinate Leader (1 AP)

Replace or change any Subordinate Leader holding a Field or Senior Command (1 AP except when using the Chain of Command; note that any action involving a Senior Command requires a War Department Order in addition to the command action)

Activate a Union Engineer Brigade (or Confederate Engineer Supervisor) for engineering activities (1 AP)

Add new Guns to any Senior or Independent Field Command (this Order costs two AP instead of the normal one)

In scenarios where a side has two or more Army Commanders, each may issue the above Army Commander Orders. Remember, all Leaders on a side are ultimately Subordinate Leaders to an Army Commander.

3.3.2 Confederate Corps HQs



A Confederate Corps is also a Senior Command and also has an HQ unit that goes in the Status box.

On the Command Box corresponding to the SC place the counters of all subordinate Leaders and their Combat Units assigned to them. A Confederate Corps must be commanded by a three-star Leader. Leaders may have acquired the rank via Brevet (see Case 14.5.1). Corps Commanders remain subordinate to the Army Commander.

The presence of a Corps HQ allows subordinate Leaders of equal rank to stack in the same hex as the HQ. Like Army commanders, Corps Commanders stacked with their HQ unit may issue Orders over a Command Range on the map equal to their printed MR as measured in hexes. The Corps Commander may issue Orders substituting his own Administrative and Movement Rating values for any subordinate Leader within his Command Range, regardless of terrain or any other condition.

Certain additional types of Orders are possible for the Confederate Corps Commander:

Activate an Inactive Subordinate Leader (1 AP)

Replace or Change a Subordinate Leader (1 AP except when using the Chain of Command)

Activate a Confederate Engineer Supervisor for engineering activities (1 AP)

Add new Guns to any Senior or Independent Field Command (this Order costs two AP instead of the normal one)

3.3.3 Union Corps Command



Union Corps Commands are NOT Senior Commands and do not have HQ units or the same powers as Confederate Corps. Instead,

placing a Corps Command marker in the Command Box of any IFC denotes the IFC is now a "corps." A Union Corps Command enables the player to stack up to four divisions with a Leader regardless of that Leader's actual stacking rank. A Union Corps Command does not convey any other attributes of higher command on a Leader.

3.3.4 Chiefs of Staff Each army level SC may have a Chief of Staff (COS) assigned to it. The COS may be assigned by the scenario, or the scenario may prohibit his appointment

for a given HQ, or the COS may be selected from among those two-star (or higher) Leaders in the Force Pool or in play. In the latter case bringing a COS into play requires a War Department Order (see Section 3.4) and the Army Commander must expend 1 AP to subordinate the COS as well. Place the COS Leader counter in the Army Commander's Status Box in the Command Box on the player's AOD (along with the HQ). Thereafter the COS is considered to be with the Army HQ, and the player may adjust the Army Commander's AP total to include the Administrative Rating of his COS as well. The COS's AP may be used exactly as the Army Commander's for all game functions.

The COS is not a commander and commands no troops (except as outlined below); his task is wholly administrative. The COS makes no use of his other values. Should the Army Commander be wounded or killed in any Impulse, with more Impulses still to be played, the COS automatically succeeds to the Army Command for the remainder of the current game turn. Brevet (see Case 14.5.1) the COS immediately (costs 1 WEP) if necessary for him to assume the command. During the next Administration Sequence the player must decide whether to appoint a new Army Commander from the Leader Pool or confirm the COS in his temporary post. If the former, the COS reverts back to his administrative post, if the COS is confirmed as Army Commander, the player may appoint a new COS by War Department Order. If both the Army Commander and COS are killed in the course of a turn, immediate replacement as per Case 14.6.1 is necessary.

3.3.5 Chain of Command Note that there is a hierarchy of control. On the Union side the Armies of the West command is considered supreme. On the Confederate side supreme command is vested in the Army of Tennessee headquarters. The leader of the supreme command Headquarters controls all forces in the game, and is the Overall Commander in any hex in which he is present, directly commanding all subordinate SC and/or units. Beneath Army Command comes Corps Command, and beneath that, division and lower commands. This is the Chain of Command. A specific Chain of Command is denoted by the arrangement of Leaders and their troops on the AOD. (On the Union side, named Leaders with corps markers are corps commanders; on the Confederate side, named Leaders with listed troops are division commanders.) *Within* a specific Chain of Command (i.e., Army to Corps to Division) the player may replace and/or change Leaders without expending Administration Points. Introducing officers from *different* Chains of

Command or from the Leader Pool is not an action within this provision and follows the standard rules for Replacing Leaders (Section 14.6).

3.4 War Department Orders

On occasion during the game a player may be subjected to anomalous combat results or bad luck and may have to resort to a War Department Order.

3.4.1 Using War Department Orders War Department Orders are used on a number of occasions. A War Department Order:

May be used to Activate a currently Inactive Leader at the start of an Impulse, *or*

May be used to appoint a new Leader to a command out of sequence (that is, not during the Administration Sequence but during an Impulse). In particular if a Leader is killed in combat at a point in the game turn in which one or more Impulses remain to be played before onset of the Reorganization Segment, the player must use a War Department Order to obtain a new Leader, *or*

Is required when appointing Leaders to hold SC, or the COS post, *or*

Is required when replacing any Leader during the Administration Sequence who is Out of Communications or cannot otherwise be replaced through other means.

A War Department Order entails a substantial expenditure of 10 War Effort Points. Only one War Department Order may be used by each player each turn unless the player is forced by combat results to make additional Leader appointments. In the latter case the player may not issue any War Department Orders in addition to the ones required by developments in the game.

3.5 Morale

Morale is an important factor in the game and is tracked through the use of Morale Levels (ML). The ML status of each force changes throughout the game in a dynamic fashion. OCs with high ML can risk generating higher movement allowances, and gain an advantage in combat. Combat Units with low ML reduce the die roll modifiers a player receives in combat.

3.5.1 Leader Morale The current ML of each OC of any force is shown on the numbered track underneath his Command Box on the AOD. An ML marker is paired with each Command Box on the Display. The OC's ML change with game developments by moving the Morale marker up and



down on the track. A OC's ML can never fall to less than "0" or rise higher than "9". Note that only the ML of the Overall Commander of a force is tracked and ignores those of any subordinates present in the force.

3.5.2 Unit Morale All units (infantry, cavalry, Detachments, Wagons, Depots, Union Engineer Brigades, etc.) have a fixed ML printed on the counter. To facilitate comparison with a Leader's ML when the Combat Units are assigned to a Leader, the printed ML for the Combat Units are stated in inverse terms on a value scale from "0" to "6" (zero is the best rating).

Units placed in Command Boxes on the AOD calculate their ML condition with a straight comparison of the Combat Unit's printed ML to the force's current ML. A Combat Unit is "broken" when its printed ML is greater than the current ML of the force in which it is in. Place such Combat Units in the "broken" portion of the Command Box (but near their correct Leader to help remember command relationships).

Example A Union Leader with a current ML of 1 has two infantry divisions assigned to him. One is a 16-0, the second a 12-2. The division with the printed ML of 2 is considered "broken" as its printed ML is greater than its Leader's current ML of 1.

If a Combat Unit is on the board, without a Leader, and is engaged in a battle, then its ML for purposes of Morale Superiority determination (see Case 10.3.1) is the inverse of its printed ML. A Combat Unit without a Leader must roll under its inverse ML in order to Declare an Attack and roll again if forced to make a Morale Check as the result of combat.

Example A Combat Unit on the map without a Leader with a printed ML of "0" has, for game purposes, an inverse ML of "6", a second Combat Unit with a printed ML of "1" would have an inverse ML of "5", etc. So the first Combat Unit must roll under a 6 to pass its check, the second under a 5, and so on.

3.5.3 Changes in Morale Level Combat Unit ML are fixed values for each step of combat strength. A force's ML may vary as follows:

A force has its ML rise by one when it inflicts more Step Losses on the opponent in combat than suffered in return.

A force's ML falls by one level under each of the following conditions:

The OC fails to sustain a Declaration of Attack, *or*

The OC Retreats Before Combat, *or*

The OC must Retreat as a result of combat, *or*

The OC must Retreat through an enemy ZOC, *or*

The OC fails a Morale Check required as a result of combat.

A force may lose ML as a result of certain Weather conditions.

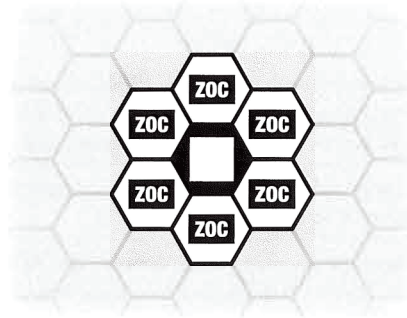
Any Leader's ML may also be increased by Training (see Case 14.5.2).

3.5.4 Voluntary Reduction In any Impulse the OC (only) of a force may voluntarily reduce his command's Morale Level in exchange for certain benefits:

ML Loss and Movement By voluntarily reducing the ML of his force by one, the OC of a force is allowed to subtract 1 from the die roll he makes to generate a Movement Allowance on the Initiative Movement Chart or the Force March success roll. One voluntary Morale Level reduction covers both ordinary movement and Force March movement.

ML Loss Instead of Retreat Any OC required to Retreat one hex as a result of combat may substitute reducing his force's ML by one and then makes no Retreat. A maximum of 1 hex of Retreat from larger Retreat results may be nullified by taking the one ML loss. Any larger Retreat results must be adhered to.

ML Loss and Attrition By voluntarily reducing the ML of his force by one, the OC of a force is allowed to subtract 1 from any die roll he is required to make on the Strategic Attrition Table.



3.6 Zones of Control (ZOC)

All units with a printed Combat Strength, except Detachments, Depots, and "unmanned" Entrenchments, project a "Zone of Control" which extends into the six hexes adjacent to the hex occupied by the unit(s). A "manned" Entrenchment (see Case 14.8.3) does project a ZOC, even if the Entrenchment is not physically occupied.

3.6.1 ZOC Effects Units must halt their movement when they enter an enemy ZOC-covered hex and must attempt to Declare an Attack against at least one of the enemy stacks that is projecting the ZOC.

Exception Forces that are Scouting do not have to Declare an Attack (see Case 8.6.1).

Units may leave an enemy ZOC-covered hex only as their first movement in an Impulse, or as a result of failure to sustain a Declaration of Attack, or as the result of Retreat Before Combat. Units may never move directly from one hex containing an enemy ZOC to another one. Forces led by an Inactive OC may not enter an enemy ZOC when moving. ZOC do not project across Major River hex sides (even across bridges or fords). A Line of Supply (LOS) cannot be traced through an enemy ZOC, except that the presence of a friendly Combat Unit in a hex cancels the effect of any enemy ZOC projected into that hex for purposes of tracing a LOS.

3.7 Limited Intelligence

Many features of this game lend themselves to simulation of the “fog of war”.

3.7.1 Standard Limited Intelligence Players are not allowed to examine each other's forces on the map. However, the OC in each hex is required to be the top counter in the stack on the map unless that stack is being Screened (see Case 8.6.2) by Cavalry units or Entrenchment markers. Furthermore, players are not allowed to examine each other's AOD during play of the game. Only impartial observers, if any are present, may look at both the displays during the game.

3.7.2 Increase Limited Intelligence (Optional Rule) Voluntarily before the start of play, further, players may mutually agree to:

Reveal in combat only the FERT column containing the general strength of a force and not its precise Combat Factors, *and*

Not reveal the results of Strategic Attrition die rolls to the opponent, *and*

Show on the map versus show on the AOD the Wound and Brevet Promotion markers of Leaders, *and*

Announce the fact during a Reorganization Segment when the player builds a Pontoon Bridge train (Union player only) or builds Union Engineer Brigades.

4.0 SEQUENCE OF PLAY

The game is played in turns during which each player performs various game activities.

Both players move their forces and engage the opponent during Impulses of the game turn. There may be a variable number of Impulses in each turn. This depends on the bid from each player at the beginning of the turn and the players' subsequent rate of expenditure of Operations Effort during the turn. Operations Effort is a measure of the total ability of each side to mount military moves of significant size. The maximum level of Operations Effort available is set by the scenario in play.

During each Impulse the players use one or more points of Operations Effort to establish a range of possibilities for Movement Allowances generated for each of his Leaders. Leaders move in sequence and prepare for combat, then combat is resolved. Players alternate Impulses until both players have used up all available Operations Effort. A Reorganization Segment follows. The Turn marker is then moved forward on the Time Record Cycle printed on the map and a new turn begins.

4.1 Decision Segment



Both players select a bid of Operations Effort to expend in their first Impulse of the turn. The bid may range from a “pass” (bid of 0) to a bid for the full amount of Operations Effort available in the current game turn (up to 6 for the Union, 5 for the Confederate). The player who makes the highest bid takes the first Impulse of the turn (“seizing the initiative”), uses up the amount of Operations Effort bid, and pays 5 War Effort Points (WEP) for the special effort required to organize operations in advance of the opponent. In case of a tie bid, bid again. If the bid ties three times, the player with the current greatest amount of WEP takes the first Impulse but expends double the normal amount (10 WEP) for the effort.

The player taking the first Impulse then rolls on the Weather Table to determine the weather for the rest of the turn.

4.2 Impulses

During Impulses the players conduct all operations with their forces, including both movement and combat. Players alternate taking Impulses, and in each Impulse expend Operations Effort in the amount the player states at the beginning of the Impulse.

Exception In the first Impulse of any game turn the player must expend the amount of Operations Effort he bid during the Decision Segment.

Every Impulse of each game turn is composed of the 1st Supply Sequence, where the

Supply Status of all forces on the map are determined, a Movement Sequence where activities are carried out and when attacks are declared, a Battle Development Sequence, a Combat Sequence, and finally a War Effort Sequence.

4.2.1 First Supply Sequence In the Supply Sequence the player first determines the Supply Status of all his forces on the map. Forces can be in Full Supply status, Combat Supply status, or in Out of Supply status. A force is also determined to be “In Communications” or “Out of Communications” at this time. A force's Supply Status determines many of its capabilities throughout the rest of the turn. Also in this sequence, the Confederate Player (only) during his first Impulse of the turn may bring on any reinforcements he is entitled to this turn.

4.2.2 Movement Sequence In the Movement Sequence a player successively attempts to move and conduct activities with each force on the map. Each moves separately and performs all activities desired of that force before the player proceeds to his next force. During the Movement Sequence as each force ends its move it may Declare an Attack it will attempt to perform during the Combat Sequence, rolling against the Battle Rating of its Overall Commander to see if the attack is sustained into the Combat Sequence. All separate friendly forces which advance to a hex that is in an enemy ZOC must Declare an Attack against an adjacent enemy occupied hex.

4.2.3 Battle Development Sequence In this sequence the player who is being attacked may attempt to Retreat Before Combat if he is able to, or he may attempt to reinforce his engaged defending forces by means of Reaction Movement from nearby eligible Leaders.

4.2.4 Combat Sequence During this sequence each battle noted on the game map with a successful Declaration of Attack marker is resolved in any order desired by the player who Declared the Attacks. A force can only attack opposing forces in one hex adjacent to it. Each force attacking a hex resolves its attack separately and in succession. All attacks on a hex must be resolved before any attack against some other hex is.

The Combat Factors of a stack are affected by its current Supply Status and (for the defender) by the presence of other friendly forces on an adjacent hex offering Support. The attacker gains additional advantages for a second and subsequent attack on a hex while the defender is penalized in the second and subsequent attacks. Combat resolution is also affected by the BR of the Overall Commanders on both sides, by the number of Guns, by the Morale Levels of the opposing com-

manders, and by the Terrain in which the battle takes place.

All attacks against a hex are resolved before the final effects of the battle (Step Losses, Retreats, etc.) are applied to both sides. When his last attack has been resolved the player has completed the Combat Sequence.

4.2.5 War Effort Sequence In this Sequence, the Impulse player must expend 1 WEP for each Active Leader he currently has on the map or stacked in a Command Box on the AOD. With this his Impulse is over and play reverts to his opponent for a new Impulse, which begins with opposing player's statement of how much Operations Effort he will expend in his Impulse.

4.3 Reorganization Segment

This segment begins when both players have expended all Operations Effort for the current turn. During this segment, the players execute a number of functions related to preparation for continued operations in the following turns. Unlike Impulses, both players conduct all actions with their own forces simultaneously in the Reorganization Segment. The Reorganization Segment consists of the 2nd Supply Sequence and an Administration Sequence.

4.3.1 Second Supply Sequence Both players first perform Devastation and then roll for Foraging/Special Recruiting/Remounting if this is allowed by the scenario. All new WEP generated from friendly Major Cities and from Foraging are added to the player's current total. Both players then determine the Supply Status of their forces on the map. Forces which are Out of Communications at this time, or any force containing three or more Leaders, must roll for Strategic Attrition.

4.3.2 Administration Sequence During this sequence both players may build new units and equipment by expending WEP, incorporate Replacement Steps into their forces, Recruit steps of troops or Remount Cavalry units, train or promote Leaders, and replace and appoint new Leaders to SCs and IFCs. During this sequence both players may also activate Union Engineer Brigades/Confederate Supervisors to engage in engineering functions like Entrenching or Repairs.

4.4 End of Turn

When all Reorganization Segment actions have been completed, the game turn marker is moved ahead, each Leader resets his AP marker equal to his current Administrative Rating, and a new game turn begins with a bid from each player.

5.0 DECISION SEGMENT

The Decision Segment begins every game turn. The purpose of this segment is to determine which player will have the first Impulse in the current game turn through the outcome of a bid by each player. Players bid the Operations Effort set by the scenario in play. Operations Effort cannot be accumulated from turn to turn, and, except in the case of "passed" turns, each player must expend all his Operations Effort every turn. After the winner of the bid has been determined, the winner rolls on the Weather Table to determine the weather condition for the rest of the turn.

5.1 Bidding



Each player receives a set of chits whose top faces are printed with question marks to conceal the substance of the players' bids.

The bottom faces are numbered from 0-6 (Union) or 0-5 (Confederate). The zero ("0") chit represents the pass bid. This chit is always in play. Otherwise the player may only use the chits for such Operations Effort as is allowed by the scenario in play. The player may bid all or any portion of this Operations Effort in each Decision Segment. Each player secretly selects a chit with his bid on it and the two chits are simultaneously revealed.

5.1.1 Winning the Bid The player revealing the highest value chit is the winner of the bid. That player must take the first Impulse in the turn ("seizing the initiative"). A player must expend 5 WEP from his current total for winning the bid. Play then proceeds to the Impulse portion of the turn.

5.1.2 Tying the Bid If both players bid the same amount of Operations Effort then the bid is repeated.

Exception If both players bid "0" Operations Effort (a pass bid) see Case 5.1.3 below.

If both players tie bids three times in a row then the player with the current highest total of WEP automatically seizes the initiative and must take the first Impulse of the turn. The cost for taking the initiative is doubled (10 WEP) for the player who gets it after tying the bid.

5.1.3 Bidding the "Pass" Chit If a player bids 0 (a "pass") in the Decision Segment and the opponent has bid a pass himself, or else less than half (fractions rounded up) of his available Operations Effort, then the turn is considered closed for operations. In this case there are no Impulses and play proceeds immediately to the Reorganization Segment and all functions of that segment are carried out.

It is possible for one player to bid a "pass" with the other player seizing the initiative for the full game turn by a bid of more than half his available Operations Effort. In this case the player seizing the initiative automatically instead expends half his available Operations Effort (fractions rounded up) instead of his bid amount during his first Impulse. Thereafter, the player must use up all his remaining Operations Effort in one subsequent repeat Impulse.

Example The Union Player bids 4 of his 6 available Operations Effort. The Confederate Player bids 0 of his 3 available Operations Effort (a "pass"). The Union Player must conduct the first Impulse with an Operations Effort of "3" (instead of "4" as "3" is one half, rounded up, of his theoretical maximum bid of "6"). The Confederate Player bid a "pass" so he can do nothing. Thereafter the Union Player may only take one more Impulse and must automatically do so with an Operations Effort of "1".

5.1.4 Whole Effort Bid It is possible that either player may take the initiative in a turn by bidding his whole amount of Operations Effort, which may exceed the total available to his opponent. Making a whole effort bid means that player can, at most, have one Impulse during the turn. It is also possible in this case that the opponent has not bid all of his own Operations Effort. In this case player outbid (the second player) may take two Impulses in a row after the winning player's Impulse. The first Impulse by the losing player must expend the Operations Effort he bid, and his repeat Impulse must automatically expend all his remaining Operations Effort (up to the limit specified by the scenario).

5.1.5 Conducting the Impulse During the first Impulse he takes in the turn, each player must expend the amount of Operations Effort he bid during the Decision Segment. Unless a player has a repeat Impulse, players alternate taking Impulses. In each subsequent Impulse after his first a player begins by announcing what amount of his remaining Operations Effort he is using. Note that there is no bidding in the Impulses following the Decision Segment. During these subsequent Impulses a player simply states how much of his remaining Operations Effort is being expended (a minimum of 1 is required to proceed with an Impulse).

5.1.6 Operations Effort and Battle Extension Players may also expend Operations Effort in an Impulse to fight an Extended Battle for engaged forces that remain in contact following battle resolution. If, after resolution of combat in any Impulse, forces remain engaged on adjacent hexes, either

player may elect to continue combat through a further round. Extending Battle costs one from the player's remaining Operations Effort. The practical effects of Extending Battle are covered in Section 10.7.

The outbid player may also be placed in the situation where his Operations Effort must be split into two Impulses. If the player going first used most of his available Operations Effort in his initial Impulse, and then the rest of it to Extend Battle (in effect a "whole effort" bid), the outbid player would then conduct two Impulses in a row, the first using the level of Operations Effort he bid, and the second repeat Impulse expending the remainder. Note that it is also possible that the outbid player can expend a portion of his Operations Effort in a Extended Battle following his initial Impulse before the remainder of his Operations Effort is consumed by the repeat Impulse.

5.1.7 Limits on Repeat Impulses Only when the player winning the bid has expended all his Operations Effort before the other player receives his initial Impulse, or when one player passes and the other player bids high enough to initiate an Impulse, may a player receive a repeat Impulse. In all other cases players alternate taking Impulses throughout the game turn.

5.2 Weather



All months of the year are considered to be weather months. Specific turns are listed across the top of the Weather Table, printed on the map. In each game turn the player who wins the bid in the Decision Segment rolls two (six-sided) dice, takes the result, and consults the Weather Table to discover the weather for the turn in play. Certain modifiers apply to the Weather Table. Weather affects the movement and combat potential of Combat Units and Leaders during the course of play. Weather Conditions are as follows:

5.2.1 Clear Weather All conditions normal. Precipitation from previous turns is considered to have evaporated. When a Clear weather turn follows any turn of Mud or Scorch weather, all Leader Morale Levels are increased by 1.

5.2.2 Light Rain All terrain types cost an additional 1 Movement Point (MP). Counts as 1/2 of a Rain turn to determine onset of Mud conditions.

5.2.3 Rain All terrain types cost an additional 1 MP to enter. This effect is *not* cumulative (thus the additional movement penalty for a Road hex that is also crossing a Bridge will remain only +1). Add 1 to die

rolls when conducting a Force March or to determine Step Losses to Strategic Attrition. Subtract 1 from all Fire Exchange Resolution Table (FERT) die rolls. If Rain persists into a second, or subsequent turn, all Foraging die rolls are +1.

5.2.4 Mud Mud occurs automatically when Rain prevails for the second turn in a row. Rain movement penalties apply. In addition, add 1 to the die roll when using the Initiative Movement Chart. Force March *does not* reduce the movement costs of Roads. When determining the ability to Force March or the effects of Strategic Attrition add 3 to resolution die rolls. Still subtract only 1 on all FERT die rolls.

5.2.5 Heat All terrain types except Hills cost an additional 1 MP to enter. Hills cost +2. All Strategic Attrition Die rolls add 1. Any battle that is extended past the initial round of combat imposes a -1 die roll modifier on both players.

5.2.6 Scorch Scorch occurs automatically when Heat prevails for the second turn in a row. Scorch has all the effects of Heat. In addition, add 1 to the die roll when using the Initiative Movement Chart. Any Command that engages in Forced March and incurs a loss result suffers the Dismounting (Case 16.1.4) of accompanying Cavalry units. Leaders immediately lose one Morale Level. A Leader with a level of 3 would be reduced to a 2, etc. The maximum Morale Level loss is one.

Note See also the Weather Track, printed on the map.

6.0 IMPULSES

While each game turn contains only one Decision Segment and one Reorganization Segment, each game turn contains a variable number of Impulses, or even none at all if the players fail to bid high enough. The Impulse is the core of the game system, where most of the maneuver and fighting take place. Each Impulse consists of the 1st Supply Sequence, a Movement Sequence, a Battle Development Sequence, and a Combat Sequence, in that order. The amount of Operations Effort expended for an Impulse largely determines the tempo of that Impulse. Low amounts of Operations Effort expenditure results in sluggish movement by one's units, while high amounts permit rapid maneuvers across the board.

7.0 FIRST SUPPLY SEQUENCE

Units must be in supply to use their full potential for movement and combat and in order to avoid Step Losses due to Strategic

Attrition. There are three possible states of Supply: Full Supply, Combat Supply, and Out of Supply. The supply status of Combat Units is judged during the 1st Supply Sequence at the start of each Impulse before any movement occurs, again at the instant of combat when a battle occurs, and finally once more in the 2nd Supply Sequence as part of the Reorganization Segment. This last check determines whether a force must undergo Strategic Attrition and whether it is allowed to incorporate Replacement Steps, new Ammo Supply Points, Guns, etc.

7.1 Checking Supply Status

The test for a force's Supply Status is whether it can trace a Line of Supply (LOS) back to a valid Supply Source.

7.1.1 Supply Sources All Lines of Supply (LOS) are traced from the force in question ultimately to a Supply Source. There are two types of valid Supply Sources. These are:

Map edge hexes on which rail lines enter the map, *or*

Major City hexes which are connected with a friendly board edge via open rail lines

All forces within 14 MP of a valid Supply Source are considered to be in Full Supply.

7.1.2 Extending LOS via Supply Links Armies maneuver in the field, not always close to a Supply Source. A player may trace an extended LOS back to a Supply Source more than 14 MP per link (8 MP if the link is a Wagon) away by constructing a chain of intermediate supply links that lead back to the Supply Source. He then traces the LOS from the Source to the next link and then successively through other supply links. Supply links may be either Depots or Wagons.

Depots must be placed in Towns or Major Cities; they have an LOS link range of 14 MP, but cannot move once placed. Wagons have an LOS link range of 8 MP. Wagons move at a constant rate of 8 MP per Impulse, unless accompanying an SC or IFC (see Case 7.2.1). A chain of Wagons and Depots extends the LOS along the line of the component links. Wagons can connect between Depots to further extend the LOS link. Forces within LOS range of a Wagon or Depot which itself can trace an LOS back through all the supply links to a Supply Source are considered to be in Full Supply.

The LOS is blocked at any point along the way by the presence of an enemy non-Cavalry Combat Unit or its Zone of Control. The presence of friendly non-Cavalry units in a hex nullifies an enemy Zone of Control for purposes of tracing an LOS.

Weather affects the terrain MP costs when calculating a LOS range for a force, but Entrenchments do not. Always use normal movement terrain costs, never the Forced March terrain costs, when tracing an LOS through a hex. The LOS may cross Major Rivers only at Bridges or Pontoon Bridges and may not enter or cross other Impassable terrain.

7.1.3 Railroad Supply A player may also use rail lines to trace an extended LOS link back to a Supply Source. Any Depot located on a Town hex on a friendly, uncut rail line (a “Railroad Depot”) that connects back to a Supply Source is considered to be the first LOS supply link from the Supply Source, regardless of distance (so no intermediate links between the Rail Depot and the Supply Source are required). If the rail line to a Railroad Depot is cut, either by a Raid (see Case 8.6.3) or occupied by an enemy non-Cavalry Combat Unit or its ZOC, the Depot is isolated and can no longer serve as an LOS supply link until the rail line is restored. Such isolated Rail Depots can still be expended to eliminate Out of Supply penalties when undergoing Strategic Attrition (see Section 13.4).

7.2 Wagons and Depots

Wagons and Depots are Supply Units used to extend the LOS from a Supply Source to units in the field. As such they have a number of unique features outlined below.

7.2.1 Wagons Wagons have a Supply Capacity rating printed on the top of the counter which equals the number of different forces (each force in a separate hex counts as one separate force) that may trace an LOS through that Wagon. Wagons by themselves move at a constant rate of 8 MP per Impulse. If moving as part of a command, they are limited to the MP granted that force by the Initiative Movement Chart. Each Wagon can carry along a Detachment for free as a guard, otherwise Wagons have zero Combat Factors and may be Captured (see Case 8.6.4) when a hex they occupy alone is entered by the opponent. To avoid Capture players may voluntarily destroy their own Wagons during their own (*not* the opponent’s) Impulses.

7.2.2 Depots Depots have a Supply Capacity rating printed on the top of the counter which equals the number of different forces (each force in a separate hex counts as one different force) that may trace an LOS through that Depot. A Depot must always be placed in a Town or Major City hex. Depots that are constructed at Railroad Stations (any Town or Major City on a rail line) are considered



to be “Rail Depots.” Unlike Wagons, Depots cannot move, but do possess Combat Factors equal to their Supply Capacity rating. Depots add their Combat Factors to other friendly defending forces in the hex when attacked. If forces stacked with a Depot are required to retreat and the enemy player occupies the hex, the Depot is Captured (see Case 8.6.4). Players may voluntarily destroy their own Depots during their own Impulses to prevent Capture.

7.2.3 Free Supply Individual Combat Units deployed on the map, the Subordinate Leaders stacked with an Overall Commander, and forces led by an “Inactive” Leader do not count against the Supply Capacity of a Wagon or Depot. They may trace an LOS through the Wagon or Depot supply link without regard to its capacity.

7.2.4 Wagon and Depot Restrictions Players are limited to the number and capacity of Wagon/Depot units in the counter-mix in the denominations in which they are given. Wagon/Depot units are not interchangeable once procured.

7.3 Supply Status

As mentioned, there are three supply states a force can be in at any one time: Full Supply, Combat Supply, or Out of Supply. Units in Full Supply may be “In Communications” or “Out of Communications” as well. Units in Combat Supply or Out of Supply Status are always “Out of Communications”. The benefits and limitations of each state are described below.

7.3.1 Out of Communications If a force is more than 14 MP from the nearest Supply Source or Depot supply link (8 MP from Wagons), or exceeds the overall Supply Capacity of the link, then it is “Out of Communications” and thus will most likely be either in Combat Supply or Out of Supply status.

Any force that is “Out of Communications” must automatically undergo Strategic Attrition during the Reorganization Segment. Penalties for Strategic Attrition increase as a force’s supply status worsens.

7.3.2 Out of Supply Status A force that is both Out of Communications and whose Overall Commander has no Ammunition Supply Points (ASP) remaining on his Command Box track has “Out of Supply” status. Always use the Overall Commander’s ASP count (only) to determine if the force is Out of Supply. Out of Supply status of a force is only marked on the map at the instant this is revealed, either when undergo-



ing Strategic Attrition, or in Combat. Place an Out of Supply marker on top of the stack to denote this status. Out of Supply forces may use only half the Movement Allowance (fractions rounded up) generated by the Initiative Movement Chart. In combat, an Out of Supply force may use only half its Combat Factors (fractions rounded up) and may not use its Guns at all.

7.3.3 Combat Supply Status A force that is determined to be Out of Communications (see Case 7.3.1 above) but whose Overall Commander still has ASP remaining is considered to be in “Combat Supply” status. Always use the Overall Commander’s ASP count (only) to determine if his force is in Combat Supply. Note that individual Combat Units deployed on the map are always considered to have ASP and thus at least be in Combat Supply. A force in Combat Supply may use only half the Movement Allowance (fractions rounded up) generated by the Initiative Movement Chart when it attempts movement. In combat, a force in Combat Supply may use all of its Combat Factors, plus any Guns for which it chooses to expend ASP.

7.3.4 Full Supply Status If a force is within 14 MP of the nearest Supply Source or Depot supply link (8 MP for Wagons), and does not exceed the Supply Capacity of the link, then it is “In Communications” and in “Full Supply” status. Units in Full Supply can exercise their whole movement and combat potential during an Impulse (Gun use still requires ASP however). Only Forces “In Communications” and in Full Supply may incorporate Replacement Steps, new Guns, and new ASPs during the Reorganization Segment. Note that a force can be “In Communications” and thus in Full Supply, even if it has no ASP, so long as it is within LOS range of a valid Supply Source, Depot, or Wagon supply link. However, if a force does not have Full Supply at the start of an Impulse, it may not acquire this status in the Impulse, even if it comes back onto the Supply grid or a Wagon is moved within LOS range.

7.3.5 Altering Supply Status Nearby Wagons and Depots may be expended by a Command to assume Full Supply status for one Impulse if the force is too far away from, or exceeds the supply link capacity of, a Supply Source (the force is still “Out of Communications” however). Similarly, a Wagon or Depot may be expended during the Reorganization Segment to avoid a heavy penalty when undergoing Strategic Attrition. One Wagon or Depot unit (of any Supply Capacity) within a number of hexes equal to the printed Movement Rating of the Overall

Commander can place that one force in Full Supply. Remove the Wagon or Depot counter from play. Forces without Leaders must be stacked with the Wagon or Depot to gain this benefit.



A force in Combat Supply or in Out of Supply status can assume Full Supply status for one Impulse by successful Foraging during the Reorganization Segment (see Section 13.2). If successful in the Foraging effort, mark the force with a “Own” (use) supply marker. This marker can be expended at the start of an Impulse to provide Full Supply status for that force for the duration of that Impulse. Such forces are still “Out of Communications” and thus ineligible to incorporate new units/equipment, and they must undergo Strategic Attrition.

As supply status is checked at the instant of each combat resolution, the order of combats and their outcomes may cause other friendly or enemy forces to have their supply status altered in consequence.

8.0 MOVEMENT SEQUENCE

During the Movement Sequence, players may both maneuver their forces across the map and also conduct other activities as described below. Collectively, any activity (including movement itself) that may be conducted during the Movement Sequence is known as an Impulse Action. Impulse Actions are described below in greater detail.

8.1 Activate a Leader

Active Leaders are those who are not in the Leader Pool or currently Inactive. All Leaders begin the game as Active Leaders. Only Active Leaders may Declare an Attack against an enemy force, Force March, enter enemy ZOC, attempt Reaction Movement, use Rail Movement, Forage, Recruit Special Replacements, Capture, or Devastate.

8.1.1 Procedure A Leader goes Inactive whenever he fails to generate a Movement Allowance of at least “1” on a Initiative Movement Chart (IMC) die roll. A Leader may also be forced to go Inactive as a result of outcomes on the tables governing Strategic Attrition and Forced March. To show Inactive status, simply flip the Leader counter to its reverse face. Immediately reduce the Leader’s current AP total to the rating printed on his Inactive side, if currently above this total.

8.1.2 Reactivation An Inactive Leader may be reactivated at the start of a subsequent Impulse by:

A die roll less than or equal to his printed AR on his Inactive side, *or*

An Order issued by an Army Commander who is within his Command Range of the Inactive Leader, *or*

A War Department Order, *or*

A die roll utilizing the printed MR on the Leader’s Inactive side that successfully generates a Movement Allowance on the IMC.

If successfully Activated, immediately flip the Leader counter over to his Active side. The Leader is considered Activated for the Impulse(s) until Deactivated. Only one of the above methods per Impulse may be used. Leaders may be voluntarily Inactivated or left Inactive by the player.

8.1.3 Leaders and Illness (Optional Rule)

Any time a player rolls a raw “1” on the Initiative Movement Chart (IMC) he must check for Leader loss or incapacitation through Illness. First, move the Leader normally, using the Movement Points generated on the IMC. Upon reaching the destination hex, and before any other die rolls are made, as for example attempting to Sustain an Attack, check for Leader Illness by rolling one die. On a roll of “5”, the Leader simply goes Inactive, and must be flipped to his Inactive side. On a roll of “6”, the Leader is taken seriously Ill, and must roll again for the duration of the Illness. Regardless of whether the Leader is taken Ill or not, any required die rolls (for example to Sustain the Attack if in a enemy ZOC), must still be made.

On a duration roll of “1” through “5”, the Leader is Ill for that many turns, which has the same effects as being Wounded. On a duration roll of “6”, the Illness incapacitates the Leader for the rest of the scenario and he must be immediately replaced (but no VP are awarded to the opposing player at game end).

If the Leader is already Wounded at the time he takes Ill, or conversely, if an Ill Leader is Wounded, the duration of the Illness is added to the level of the Wound, giving a revised Wound level. If the revised level is “6” or more, the Leader dies (in this case VP are awarded), rather than being incapacitated for the rest of the scenario.

Designer’s Note This is a little known aspect of the Civil War that had a profound effect on the outcome: the effects of stress on the (largely) middle aged men who directed the operations. Several instances of “illness” are well known during the campaigns: the chronic digestive troubles of Bragg, R.E. Lee’s heart problems in 1864, and Stonewall Jackson’s fatigue-induced lethargy in the Seven Days Battles are examples.

8.2 Movement

All normal movement of units occurs during the Movement Sequence of the player’s Impulse. Movement is an Impulse Action. Units maneuver through the map grid, moving from hex to hex and paying terrain MP costs that are specified by the Terrain Effects Chart (TEC). Units expend MP both for entering hexes and for crossing certain terrain hex sides. All MP costs listed in the TEC are cumulative. MP costs may be increased by Weather conditions, while certain terrain MP costs are reduced through use of a successful Force March. In any case MP cannot be transferred from unit to unit or accumulated from Impulse to Impulse. Units may not move through hexes containing enemy Combat Units and generally must stop and Declare an Attack upon entering an enemy ZOC.

8.2.1 General Rule The Movement Allowance (MA) for Leaders and Combat Units in the game is a variable, not a fixed feature, and changes from Impulse to Impulse depending on a die roll, the level of Operations Effort used, and the MR of the force’s OC.

Exception Wagons do have fixed Movement Allowances during each Impulse.

This variable MA is determined by the Initiative Movement Chart (IMC). All units stacked together in a hex must move together unless a portion of the force is first “detached”. All movement by any one force must end before the player moves any other force. Declaration of Attack, if any, must also precede the movement of any other force. Once the player has rolled for the Movement Allowance generated for a force, he may no longer change the movement path of, or Declare an Attack with, any other force.

8.2.2 Initiative Movement Chart (IMC)

The IMC is used to generate the actual Movement Allowance for each force during each Impulse. The IMC is composed of six sub-tables corresponding to all possible levels of Operations Effort being used by the player in the Impulse. The player uses the sub-chart corresponding to the level of Operations Effort he is expending for all movement die rolls in the Impulse.

To determine the actual MA generated for a force, take the appropriate sub-chart, find on it the column corresponding to the MR of the OC of the force, and roll a die. Die roll modifiers are listed near the chart. Cross-index the die result with the correct MR column to get the MP generated for the force this Impulse. If the OC is Active but stacked with SL who are Inactive, the OC may still roll on the IMC and move the entire force using his MR, including any Inactive SL.

Infantry and Engineer units not under command of Leaders and thus moving separately, are assigned an MR value of "1" for IMC purposes. Cavalry units moving without a Leader are assigned an MR is "2". Detachments may only move if stacked with a Leader or Wagon.

Add 1 to the level of Operations Effort expended if the force attempting movement is composed solely of Cavalry units (or is a Cavalry Corps itself).

Use the following cumulative die roll modifiers when rolling on the IMC:

A force containing more than one Leader must add 1 to the die roll.

If the force moving is a Cavalry Corps IFC (see 16.1.2), subtract 1 from the die roll.

Before the die is rolled a player may voluntarily reduce the Morale Level of the force's OC by "1" and receive a -1 to the IMC die roll as a bonus.

8.2.3 Free Movement The player may attempt to move all, any, or none of the forces he has on the map in each Impulse. Any force that generates a Movement Allowance using the IMC may use all, any, or none of the MP received. Movement of Leaders and Combat Units is not automatic, however, it is always governed by the MA permitted by the IMC.

8.2.4 Terrain Effects on Movement Each terrain type on the Terrain Effects Chart (TEC) has a column listing the number of MP required to enter the hex. A second column lists the MP cost to enter the hex via a Road or Rail Line. Mountain hexes and Mountain hex sides are impassable and cannot be entered at any time except via a Road. Major Rivers can be crossed only at hex sides that are bridged or across Pontoon Bridges constructed by Union Engineer Brigades, at the MP costs specified by the Terrain Effects Chart.

Confederate forces (only) have a special Major River fording capability across hex side. The Confederate player may cross anywhere over Major Rivers where there is a named Major City or Town on either side of the Major River that is free of enemy units or their ZOC. The terrain cost is +3 MP in addition to the cost of the hex entered on the opposite bank.

8.2.5 Merging/Splitting of Forces While moving, players may find it necessary or desirable to merge forces, or break down large concentrations of troops into smaller, more maneuverable forces. This is called Merging and Splitting forces. Each such action requires an Order (costing 1 AP) to

be issued by the Overall Commander in the hex.

8.2.5.1 Merging Moving forces may freely pass through hexes containing other friendly forces. Those friendly forces that a Leader moves through, that have not themselves already been moved in an Impulse, may be "picked up" (merged) and moved along with the moving Leader's force. If a Leader ends his move stacked with a different force, he must be conceptually able to attach the force (or be attached to it) otherwise ending the move there is not permitted. When two or more different forces of friendly troops merge to form a single force, all units in both formations must meet command structure restrictions, or the merge is not allowed. For example, equally ranked Leaders cannot stack together in the absence of an SC's HQ unit. The highest ranked Leader between the two forces automatically is the OC and must be the one who issues the Order (expending 1 AP) to merge the two forces together. If the highest ranked Leader holds an IFC, remove the merging Leader from the map and place him and his Combat Units in the box of the highest ranked Leader (and adjust any Guns and Ammo). Remove the Troops # marker. Alternatively, all of a lower ranked IFC Leader's forces could be completely transferred to a second, higher ranked Leader in the same hex, (costs 1 additional AP) thus combining the forces into one IFC on the AOD and removing the lower ranked Leader to the pool. Senior Commanders cannot be eliminated in this fashion. If the highest ranked Leader holds an SC, place the lower ranked Leader and his Combat Units in the SC's Box (and adjust any Guns and Ammo). Remove the Troops # marker. However, SC, their Leaders, their Guns and Ammo, never physically merge themselves, instead subordinate SC are placed under the top SC on the map.

8.2.5.2 Splitting This consists of breaking up a force into two or more smaller ones. Any splitting of forces must be made before a Leader makes his own move. A force consisting of one Leader and some Combat Units would still require an Order by that Leader (expending 1 AP) to detach a single Combat Unit. Note that splitting a force causes the detached Leader and a freshly selected Troops # marker to be placed on the map, ready to be moved in a different direction. Guns and Ammo are assigned to the new IFC from its parent formation at the time of its creation. Once created, the two roll separately on the IMC to determine each force's Movement Allowance. When splitting a force, the original Overall Commander in the hex can immediately issue a second Order substituting his MR for that of the OC of the

"detached" force at a cost of an additional 1 AP. A Leader holding an SC, possessing an HQ unit, and with the detached force within his Command Range, could also issue an Order substituting his MR for that of the Leader of the "detached" force at a cost of 1 AP. The Leader holding the Senior Command could also have issued the Order (expending 1 AP) detaching the force in the first place.

Costs When a force is merged or split off, it costs 1 AP no matter how many Combat Units and/or Leaders do so at the same time.

Example At the start of his Impulse, the Union Supreme Army Commander, Sherman, wishes to detach a force from his command consisting of the Union Army of the Tennessee and Army of the Cumberland (under the overall command of the Army of the Tennessee's Leader) to move south, and split off the Union Army of the Ohio by itself (under the overall command of its Leader) to move west. The cost for all these actions is only 1 AP, charged to Sherman, the Union Supreme Army Commander. Each Union Army Commander will use his own MR to generate a Movement Allowance however.

8.2.6 Restrictions on Movement Generally, forces must halt movement whenever they enter a hex in an enemy Zone of Control. A force may leave an enemy ZOC hex only as their first movement during the Movement Sequence. Units cannot move directly from one enemy ZOC hex to another one. Units which enter an enemy ZOC hex while moving must attempt to Declare an Attack against at least one of the adjacent hexes occupied by the enemy Combat Units unless Scouting (see Case 8.6.1). Note that Combat Units may move into/through hexes containing enemy Wagons, Trains, and Confederate Engineer Supervisors if no enemy Combat Units or Depots are present in the hex too. Unless playing with the Capture option, (see Case 8.6.4), friendly Combat Units that move through such hexes eliminate the enemy units in them.

8.3 Force March Movement

A force with an Active Leader (only) may attempt to execute a Force March during any Movement Sequence. By successfully Force Marching a player does not gain additional MP, instead he reduces the MP costs of certain terrain types on the map and thus moves his force more rapidly. On the other hand, a force which Force Marches runs the risk of suffering Step Losses, while its Overall Commander may become Inactive.

8.3.1 Procedure To conduct a Force March the player simply states his intention to conduct a Force March before rolling on the IMC to generate a Movement Allowance

for the Impulse. The IMC then provides a Movement Allowance of a given number of MP. This Movement Allowance generated indicates the column used on the Force March Table to determine if the Force March is successful or not and whether the force suffers any Step Losses.

The Force March Table uses one die for the success roll. This die roll is modified by a number of factors. These are:

Add 1 to the die roll for every 5 MP separating a force from the nearest valid Supply Source or LOS link, even if the force is in Full Supply due to expending an “Own Use” supply marker. Add 4 instead if the force cannot trace any valid LOS at all.

Add 2 to the die roll if the force is in Combat Supply or add 4 if the force is Out of Supply. (Players can avoid incurring these penalties by expending Depots or Wagons or expending an “Own Use” marker from successful Foraging and thus falling under case 1 above).

Add 1 to 4 to the die roll for Weather conditions other than Clear Weather.

Subtract 1 from the die roll if the player voluntarily chooses to reduce the ML of the force’s Overall Commander by 1.

Subtract from the die roll a number equal to the MR value of the force’s Overall Commander.

All of the above modifications are cumulative. Apply the net die roll modifier to the result of a roll of one die. Cross-index the modified result with the appropriate column of the Force March Table, which will indicate whether the Force March succeeds, whether there are Step Losses, and whether the OC of the force must go “Inactive.” Step Losses are chosen by the owning player and are immediately removed from play. If an IFC falls vacant due to Step Losses, the Leader is placed in the Leader Pool and any remaining Guns and ASPs are lost.

If the result indicates the OC is forced to go “Inactive”, this is implemented after the completion of the Force March, but the force may not enter an enemy ZOC during the Impulse. A force that does not successfully Force March may still move normally to the extent allowed by its original roll on the IMC.

A formation that Force Marches and is then involved in battle during the same Impulse may use only one half its Combat Factors and Guns (rounded up).

Restrictions Units with fixed Movement Allowances like Wagons may not Force March by themselves. If traveling with a

formation that does Force March, they may move only as far as their fixed Movement Allowances permit.

Formations may only Force March through Clear terrain hexes, and along Roads passing through any terrain type. Units may not Force March along Rail Lines or through non-Clear terrain hexes like Broken, Rough, Major City or Swamp.

8.4 Declaring an Attack

Any force in a hex adjacent to enemy Combat Units at the end of its move is considered to be in attack position and may Declare an Attack against the Combat Units in the hex (*Exception Cavalry units when Scouting, Case 8.6.1*). Any force that enters an enemy ZOC during its move must immediately stop and attempt to Declare an Attack.

8.4.1 Procedure The player declares what force is attacking and which adjacent hex it wishes to attack. Declaring Attacks requires an Order issued by the Overall Commander of each attacking formation (this costs 1 AP). Combat Units without Leaders do not need to expend an AP.

Exception If the Overall Commander of a force which began the Impulse in an enemy ZOC but has no AP left, he still may Declare an Attack. Ignore the requirement to issue an Order and the 1 AP expenditure in this case. However, the Leader suffers a -2 DRM on the FERT as the result of this “hasty” and “unplanned” attack.

The player then rolls one die and compares the result with:

The printed BR of the Overall Commander of the force declaring the attack, or

In the case of Combat Unit(s) without a Leader, the Combat Unit’s current inverse Morale Level.



If the die result is less than or equal to the BR of the OC, (or less than the Combat Unit’s inverse Morale Level), the attack will occur in the Combat Sequence of the Impulse. In this case the player places a Declaration of Attack marker on the hex containing his attacking force, with the marker arrow pointing at the hex being attacked.

If the Leader or Combat Unit fails its attack die roll, the force is immediately retreated one hex, it must suffer a Step Loss from one of the Combat Units in it, and the OC (only) of the force suffers an immediate loss of 1 Morale Level.

8.4.2 Restrictions Players must establish whether each Declaration of Attack occurs successfully at the end of movement, prior

to moving any other forces. Unlike for movement, a Leader holding an SC may not substitute his BR for any subordinate in another hex who is Declaring an Attack, even if within Command Range of that Leader. If a Player subsequently moves additional forces in with other friendly forces that have already passed their Declaration of Attack to attack, no additional die roll is necessary. These forces automatically pass their check. Of course, the Overall Commander in the hex must issue an Order (costs 1 AP) to merge the two forces, in addition to the Order initially required to Declare the Attack.

Once the battle is over, if the Defending player remains in the ZOC of the Attacker, he must, on his next Impulse, Declare an Attack or withdraw from the enemy ZOC as his first movement.

8.5 Creating Detachments



Both players have the ability to create Detachments. Detachments serve as Wagon guards, are used to convert Wagons into Depots, as Rearguards, or as small garrisons.

8.5.1 Procedure Detachments may be created on an Impulse or during the Administration Sequence by any Leader selecting one of his Combat Units and issuing an Order (this costs 1 AP). To create one or more Detachments the player either takes a Step Loss from the Combat Unit selected or removes the Combat Unit from play altogether. The number of Detachments thus created is specified on the Detachment Chart. Once created, Detachments cannot be reabsorbed back into Combat Units.

8.5.2 Characteristics Detachments have a printed Combat Factor and Morale Level, but cannot move except in conjunction with a Leader or a Wagon. Detachments may move the Impulse they are created. Detachments do not project a ZOC but are considered Combat Units and thus may not be moved through. Detachments possess one Step for purposes of taking losses.

8.6 Movement Related Activities

Certain movement related activities are possible during the Impulse. These activities can be combined with movement during the Impulse and can occur at any point during movement. However, except for the Capture activity, they are mutually exclusive during the same Impulse. The same Cavalry unit, for example, could not both Scout and Screen during the same Impulse.

8.6.1 Scouting Cavalry units that are properly Mounted (see Case 16.1.4) may engage in Scouting activity during the Impulse.

Scouting is an Impulse Activity directed at known or hidden enemy forces on the map in an effort to discover their rough combat strength (and location for hidden units). Forces containing Combat Units that are Scouting are not obligated to stop and Declare an Attack when they enter an enemy ZOC and may continue moving after the Scouting attempt whether successful or not (but still may not move directly from one enemy ZOC to another). A player may Scout one hex for each Combat Unit he possesses. A player may Scout the same hex repeatedly if he wishes, as many times as he possesses Combat Units capable of Scouting.

Example *A force containing two Cavalry units moves next to an enemy force. If the player chooses to Scout the hex, his force does not have to stop and Declare an Attack when it enters the enemy ZOC. As this force has two Cavalry units, it could attempt to Scout the same hex two separate times, once with each Cavalry unit.*

The basic Scouting procedure is for the Scouting player to roll one die and add to it the number of his Combat Units Scouting. The opposing player being Scouted also rolls a die but may count each of his Cavalry units conducting Screening (see Case 8.6.2) as +1 to his die roll. If the player who is Scouting has the higher roll, the Scouting attempt is successful. If the Scouting effort is successful, the opponent must reveal how many Combat Units are in that force's Command Boxes and place on the map any commands being Screened (see Case 8.6.2) in the hex being Scouted. A score equal to or less than the opponent's score means no information was gained.

Unlike individual Cavalry units, a Cavalry Corps or Confederate Division (see Case 16.1.3) is able to project its Scouting efforts out to non-adjacent hexes, equal to the number of individual eligible Cavalry units (a Corps or Confederate Division with three Mounted Cavalry units could Scout a hex three hexes from its present location). It may make as many Scouting attempts (different hexes or tries at the same hex or combination thereof) as the number of Cavalry units in the Corps.

When Scouting against Screened units that are "hidden" (see Case 8.6.2 below), a player must maneuver his pieces through the hex grid until the opposing player states an enemy force is adjacent to the Scouting Combat Unit(s). Then follow the procedures above. When Scouting against Screened Combat Units using the extended range feature of the Cavalry Corps, the Scouting player must nominate those hexes he wishes to Scout (and hope there's something in them).

8.6.2 Screening Screening is a defensive measure performed by a side to hide the identity and capabilities of a Leader and his force. To perform Screening during an Impulse, select a single Cavalry force that is properly Mounted (see Case 16.1.4) and place it top of the Overall Commander counter on the map. (This is an exception to the rule that the Overall Commander in a hex is always the top counter). This may be the Cavalry Corps or Confederate Division (Case 16.1.3). Leaders and units are Screened out to a distance in hexes equal to the number of participating Cavalry units. The Cavalry used to Screen is under the direct leadership of the Overall Commander. That force is Screened until the player's next Impulse when he may renew or remove the Screen. All units, other than the Commander, his Troops # marker, and the top Screening unit, are removed and placed in the Leader's box on the display, even if they would normally be required to be stacked with the Overall Commander on the map. All friendly Leaders and Combat Units may remain hidden as they move, provided they are within Screening Range of the Cavalry force.

A Cavalry Corps (and Confederate Cavalry Divisions – see Case 16.1.3) has a Screening range equal to the number of Mounted Cavalry units assigned to it. Cavalry may Screen all hexes within its Screening Range. Whenever engaged in Screening only the Cavalry Corps or Confederate Division marker appears on the map with the marker on top (flipped over to its "screening" side). Thus, any friendly forces within this radius in hexes from the Cavalry Corps or Confederate Cavalry Division on the map may become "hidden forces". These are removed from the map, and their hex locations noted on a piece of paper. To conduct movement with "hidden forces", move the Cavalry first using the IMC. Then move the "hidden forces" under normal movement rules. If the "hidden forces" remain within the Cavalry Screening Range hexes, they stay hidden, otherwise, they must be placed on the map in their actual location(s). While not visible on the map, "hidden forces" continue to occupy hexes on the map and exert ZOC. Thus they can be "run into" by the enemy and attacked (or Scouted). Supply status must be checked for "hidden forces" and they are subject to Strategic Attrition.

A force properly Screened by a single Cavalry unit receives a +1 die roll modifier when being Scouted by opposing Mounted Cavalry units. A Cavalry Corps or Confederate Cavalry Division may count each properly mounted Cavalry unit as a +1 modifier for Screening against enemy Scouting attempts.



If a Screened opponent is Scouted and loses, he must return to the map any forces in the Scouted hex hidden by the Screen as well as reveal the number of Combat Units in his force.

Entrenchments also perform a limited Screening function (see Case 14.8.5).

8.6.3 Raiding During the Impulse properly mounted Cavalry units (only) are allowed to tear up rail lines on the map. The Cavalry unit may be part of a larger force that contains non-Cavalry units and still Raid. Rail Cut markers are provided to indicate this on the board. Cutting the rail line requires the expenditure of 3 MP by all Combat Units in the force (in addition to the terrain cost of entering the hex) in each hex Raided. No die roll is necessary. A Cavalry unit may continue to rip up tracks so long as it has sufficient MP, or it can move on instead.



8.6.4 Capture In the course of moving, or by eliminating all enemy Combat Units in a hex, either player may Capture unguarded material from his opponent. Unguarded material includes any Wagons and Confederate Engineer Supervisors that do not have at least one Combat Unit stacked with them. A player must physically occupy the hex containing the enemy material to Capture it. In the case of Wagons, immediately replace the unit with an identical friendly counter and return the Captured unit to the opponent. Depots possess a combat value and must be attacked. If the Depot is forced to retreat, it is then Captured instead and then replaced with a friendly identical unit. A Depot eliminated in Combat is destroyed and does not yield to Capture.

8.7 Rail Movement

In the American Civil War, railroads for the first time exercised a significant military role by supplying war and moving Combat Units to desired locations. To reflect this each player may use open rail lines for a variety of transport purposes.

8.7.1 General Rule Any Town or Major City on a rail line is also automatically a Railroad Station. A rail line is "open" between two Stations if the points are linked by a continuous and unbroken line of connected rail line hexes and the player has previous control over that rail line. Rail lines north of the southernmost Depot operated by the Union player, or a Combat Unit occupying a Railroad Station, are considered to be controlled by the Union. Similarly, the Confederacy controls all rail line hexes south of its northernmost Rail Depot or occupied Railroad Station hex. Rail lines may be "opened" and converted to the use of the other player at a

rate of one Railroad Station per turn, provided the player was the last to occupy or pass through all intervening hexes.

8.7.2 Rail Movement Procedure



Each player begins the game with one Train unit placed in a Major City on the map under his own control. Each Train may move one Union division-sized Combat Unit (or four Confederate brigades) a maximum of six Stations along a friendly rail line each Impulse at a cost of 1 WEP per Impulse. Leaders may ride for free. Entraining or detraining units must be done at a Railroad Station and the units being transported cannot otherwise use normal movement or Force March in that Impulse. Note however, that a Train may move, pick up (or discharge) its passenger and then continue moving in the same Impulse (only the passengers may not move). Trains must physically move across the map to units that are to be transported (at a maximum of 6 Stations and 1 WEP per Impulse). They may not be freely redeployed at will. Trains may move up to six stations per Impulse without any passengers but this still costs 1 WEP.

8.7.3 Restrictions

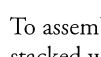
Units moved by Train may not enter an enemy ZOC at any time. If a rail line is blocked by enemy Combat Units or their ZOC, then the player's Trains may move no further than the last Station to which the line is "open", before the line is blocked. A force may not use a Train along with normal movement or Force March movement in the same Impulse. Inactive Leaders and the Combat Units under their command may not travel by rail. Trains may not be used to transport Wagons. Trains have no combat value and are Eliminated if enemy Combat Units enter a hex containing an undefended Train counter.

8.8 Engineering Activities

During the Impulse the Union player may conduct the Engineering activity of assembly/disassembly of the Pontoon Bridge.

8.8.1 Pontoon Bridge

The Union player may procure a Pontoon Bridge in the course of play. The Pontoon Bridge may be set up by a Union Engineer Brigade plus any combat unit, to connect any two hexes across a Major River. Disassembled, the Pontoon Bridge acts as a Wagon and may move 8 MP per Impulse. Once erected, a Pontoon Bridge cannot move.



To assemble a Pontoon Bridge, it must be stacked with the units specified. In any Impulse a Commander must issue an Order (expending 1 AP) to flip the Engineer Brigade over to its "At Work" side, placing the

counter on top of any stack in the hex. On the next Impulse the Pontoon Bridge is flipped to its assembled side with the crossing arrow pointing to the opposite bank hex connected by the bridge. Pontoon Bridges may be placed between any two hex sides separated by Major River, so long as both the construction and destination hexes contain land. However, a hex side being used to connect two hexes across a Pontoon Bridge may not be within the ZOC of any opposing Combat Unit. The player's forces may then use the Pontoon Bridge to cross, paying the +2 MP cost listed on the TEC. When the Pontoon Bridge is assembled the Engineers flip back to their normal side. Once assembled, the Pontoon Bridge unit is destroyed if forced to retreat.

The Pontoon Bridge may be disassembled by having an Army Commander issue another Order (at a cost of 1 AP). It must be stacked with specified engineering resources and all enemy unit proximity restrictions apply. Simply reverse the assembly procedure.

Note The Confederate player may never disassemble or move a Pontoon Bridge. The Confederate player can destroy a Pontoon Bridge by occupying either hex connected by it, announcing he is doing so, and removing the marker.

9.0 BATTLE DEVELOPMENT SEQUENCE

In each Impulse there is a Battle Development Sequence that separates a player's Movement Sequence from his resolution of attacks in the Combat Sequence. Battle Development is intended to allow the opponent to respond in a limited fashion to attacks made by the player. For his Leaders who are eligible, the opponent may choose Reaction Movement, which allows uninvolved Leaders to fully join in a battle that has begun. Other forces may be able to join in a limited Support role for combat. Alternatively, the opponent may want to retreat some Leader(s) before combat. These are essential choices for the player responding to an attack.

9.1 Reaction Movement

Whenever an Active Leader is within his printed Movement Rating, converted into a measurement in hexes from a friendly force under attack, and both that Leader and the hex under attack are within the Command Range of a Leader holding an SC, the Leader may attempt to make a Reaction Movement. Active Leaders and their Combat Units occupying Entrenchments, and the Combat Units comprising the Cavalry Corps, may also attempt Reaction Movement without meet-

ing the requirement for Command Range of a Senior Commander. Attempting Reaction Movement does not require an Order per se, but Orders may be necessary to merge friendly defending forces.

9.1.1 Procedure

The Leader attempting the Reaction Movement uses one die and must roll less than or equal to his printed MR. If the player passes this check, the Leader's force may move a number of hexes equal to his printed MR. All friendly Combat Units in the Reacting formation that can move come along including Wagons, Union Engineer Brigades, etc. Note that a Leader holding an SC could, if in Command Range, also issue an Order (costs 1 AP), substitute his printed MR for that of the Reacting Leader, possibly increasing the Reacting Leader's chance of success and radius of movement.

If summoning only part of a force to reinforce a battle, the Reacting force's OC must first "detach" those staying behind by itself issuing an Order (costs 1 AP).

9.1.2 Restrictions

The Defender may announce a Reaction Movement attempt by a force and resolve it, before announcing a second Reaction Movement attempt by a second force, resolving that one, and so on. Friendly forces belonging to the Defender that are in the Attacker's ZOC, but are not being attacked themselves that Impulse may attempt Reaction Movement (but still may not move from one enemy ZOC to another). A force may not use Reaction Movement if it is being attacked itself, has already used Reaction Movement, or failed to pass the check. A force led by an Inactive Leader must first be Activated (an Order must be issued by a Leader holding an SC costing 1 AP, War Department Orders are not permitted in this case), before it may attempt Reaction Movement.

9.1.3 Executing Reaction Movement

A Leader using Reaction Movement may not enter impassable terrain or cross Major Rivers except at bridges or fords. Otherwise the Leader may ignore normal terrain costs and simply moves the number of hexes allowed. The Leader must end Reaction Movement when he enters any hex in an enemy ZOC, including a hex already occupied by friendly Combat Units. A Leader using Reaction Movement to merge with friendly Combat Units must be able to fit within the command structure of friendly forces already in a hex; there may not be more than one Leader of each rank in a hex without the presence of an HQ unit, and the Overall Commander in the hex must issue an Order (costing 1 AP) to "attach" the Reacting forces to those in the hex under attack.

If the Reacting force reaches the hex under attack and can be successfully attached, it joins the defense of the hex and contributes all its Combat Factors and Guns during Combat Resolution.

If the Reacting force cannot reach the hex under attack, but can move adjacent to it, or if it cannot fit in the command structure of the force under attack and so must end its move adjacent to it, the Reacting force can only be used in a Support role (see Case 9.1.4).

9.1.4 Support If a Leader using Reaction Movement cannot reach the hex actually under attack, he may still contribute to the battle if he can reach a Support position. A Support position is **any** hex that is adjacent to both the enemy's attacking force and the hex under attack containing the defending force (even if separated by an un-bridged or un-fordable Major River). All friendly Combat Units occupying a Support position may provide Support, including Depots, Union Engineer Brigades, etc. Units occupying a Support position may add one half their Combat Factors and Guns to the strength of the forces in the hex under attack (round up).

Forces belonging to the Defender that start the Battle Development Sequence adjacent to both the Attacker's and Defender's forces in a battle may automatically act in Support. They are not required to make a Reaction Move first.

A force may not act in Support if it is itself under attack.

9.1.5 Support Restrictions Forces acting in Support for friendly defending forces under attack that are separated by un-bridged, un-fordable Major River hex sides may only use their Guns in Support. Ignore any Combat Unit combat factors, etc. Cavalry units in Support do not count in the determination of Cavalry Superiority (see Case 10.4.3) in battle. Forces in Support do not suffer any combat results as the result of the combat in the adjacent hex (they cannot suffer Step Losses or Retreats, or undergo Morale Checks, etc.).

9.2 Retreat Before Combat

A Leader who is under attack also has the option to Retreat Before Combat if he wishes to avoid a battle. All attempts at Reaction Movement must be made before any attempt to Retreat Before Combat is allowed.

9.2.1 General Rule Retreat Before Combat is possible under the following conditions:

The Combat Units being attacked are under the command of an Active Leader, *and*

All Combat Units must be able to Retreat to an adjacent hex not in an enemy ZOC, *and*

The Retreating Overall Commander must have current Morale superior to that of the attacking Leader, or have more Cavalry unit Combat Factors (including Dis-mounted Cavalry) than his opponent, *and*

The Retreating Overall Commander (only) must be able to reduce his Morale Level by 1 and must leave a Rearguard.

In no case may any Retreat Before Combat occur at any time if the player cannot meet the conditions set out above.

9.2.2 Procedure To Retreat Before Combat the player moves his force one hex to a new position. In the hex vacated the player must leave as a Rearguard one or more Combat Units, with or without a Leader. Detaching this force requires an Order to be issued (costs 1 AP). When the Defender Retreats Before Combat and leaves a Rearguard, the Attacker continues the battle normally and attacks the Rearguard unless the odds now total 20-1 or more in which case the Rearguard is Overrun (see Case 9.2.3 below).

Exception If the Retreating force is composed only of Cavalry units, and the attacker has none, the Retreating force does not need to leave a rearguard. The attacker simply occupies the vacant hex.

9.2.3 Attacker Overrun Retreat Before Combat does not prevent attack if the Rearguard is too weak. In case of a Retreat Before Combat the Attacker may challenge the Rearguard by stating his intent to do so and his total Combat Factors. If the Rearguard is outnumbered by more than 20 to 1 odds then the Rearguard is destroyed and any defending Leaders are Captured. The Attacker immediately occupies the hex vacated, and must continue to resolve his attack against the force which originally Retreated Before Combat (no additional Declaration of Attack or AP expenditure are required).

9.2.4 Capture of Leaders During a Rearguard action when all Combat Units with a Leader are eliminated, and the Attacker is able to occupy the Rearguard's hex, then any Leaders there are considered Captured and may be held by the opponent for ransom or other disposition. Return his HQ marker (if any) to the Leader Pool. Any Guns and ASPs with the Leader(s) are lost and eliminated from play.

10.0 COMBAT SEQUENCE

Combat is mandatory between adjacent enemy forces when one of them has sustained a Declaration of Attack. All Combat Units eligible to attack must engage in combat against the hex indicated by the Attack marker placed atop the attacking force. All defending forces attacked, and half the Combat Factors of any defending forces in Support, take part in resolution of the attack.

10.1 Combat Mechanics

In the rules below the "Attacker" referred to is the player who is conducting the current Impulse, who Declared the Attack and sustained it into the Combat Sequence. The "Defender" is the player who did not Retreat Before Combat, or has otherwise been brought to battle.

10.1.1 Procedure All combat is resolved in sequence. All attacks against any one hex are resolved before any attack upon another hex. Attacks are resolved in the order specified by the player who has the current Impulse. In each battle the procedure for combat resolution is the same. First the Attacker totals the Combat Factors of all his engaged Units, determines his column shifts and die roll modifiers, then rolls a die. The result is then read on the Fire Exchange Results Table (FERT). The Attacker does this for each stack of Combat Units that is attacking a single defending hex. The Defender then totals his own Combat Factors, column shifts and die roll modifiers and rolls on the FERT against each attacking force.

In essence, each Attacking force only fires once against the Defending Force on the FERT, but a Defending force fires once on the FERT against *each* Attacking force. The results inflicted by both sides on the FERT are compared and respective Step Loss and Retreat results are implemented. This process is repeated for as many battles as are marked on the map at the beginning of the Combat Sequence.

10.1.2 Pre-Battle Extraction of Ammunition



Each attacking and defending Leader in a Command with Guns assigned it that engaged in a battle must expend one Ammo

Supply Point (ASP) each time they use their Guns in combat, before the die is rolled. Leaders without Guns directly assigned to them do not expend ASP (but the presence of ASP will affect their command's Combat Factors, see Case 10.2.3 below). In addition, the Overall Commander of each force must expend 1 additional ASP to supply his entire force (above the 1 ASP cost for each leader

in the Command). Each player should make the appropriate changes on his AOD.

Example An Army Commander with three subordinate Leaders in his Command along with 6 guns is required to expend 1 ASP per Leader to use the Guns (4 ASPs). The Army Commander must expend another ASP (now 5 total) because he is the Overall Commander. If the Command had only 4 or less ASPs available, the force could not use their own Guns in combat.

In a Multiple Attack battle (see Case 10.3.3) the Defending OC in each hex expends only 1 additional ASP (above the ASP costs for the Subordinate Leaders to supply their Guns) to supply his entire force for the battle no matter how many attacking forces he plans to fire at - the repeat uses of the FERT do not count as different battles for ASP consumption.

Forces who have ASPs but wish to conserve them may choose not to expend ASP. In this case they may not fire their Guns but their Combat Units may still use all their Combat Factors. Forces without any ASPs to begin with may use only one half of their Combat Factors (round up) and may not use their Guns at all.

10.2 Combat Factor Modifiers

Both players may claim Combat Factor modifiers that serve to alter which strength column on the FERT is used to inflict losses on the opposing player. These are listed below.

10.2.1 Inactive Leader If a Leader in either the Attacking or Defending force is currently Inactive, then he can use only half his command's available Combat Factors and Guns on the FERT (round fractions up). If the Overall Commander of the Defending force is Inactive, then all commands under him are also halved. If the Overall Commander of the Attacking force is Inactive, no attack is possible.

10.2.2 Force March If a Leader has Force Marched into battle then he can use only half his command's available Combat Factors and Guns on the FERT (round fractions up).

10.2.3 Ammo Supply Point Status The Combat Units in each Leader's command are affected by the presence and expenditure of Ammo Supply Points (ASPs) during the combat. Use the following rules:

If at the instant of combat a Leader has ASPs to expend, and does so in accordance with Case 10.1.2 above, then the Combat Units in his command can use all their available Combat Factors and all their Guns on the FERT.

If at the instant of combat a Leader has ASP available to expend, but chooses not to (possibly to conserve ASP), then the Combat Units in his command still use all their available Combat Factors, but no Guns may be used on the FERT.

If at the instant of combat a Leader has no ASP to expend (even if he wants to), then all the Combat Units in his command can use only half their available Combat Factors (round fractions up) and no Guns on the FERT.

10.3 Column Shift Modifiers

Both players may claim FERT Column Shift modifiers that serve to alter the final strength column on the FERT used to inflict losses on the opposing player. These are listed below. Note that all penalty column shifts to the left are applied before any bonus column shifts to the right on the FERT are applied.

10.3.1 Morale Superiority At the instant of combat each player states the current Morale of his Overall Commander (or the inverse Morale Levels of Combat Unit(s) fighting without Leaders present) as shown on the corresponding Command Box on the AOD or on the unit. The side with greater Morale receives a bonus one column shift to the right on the FERT when resolving combat. In Multiple Attack battles, compare each set of Overall Commanders (or Combat Units) separately.

10.3.2 Terrain The column shift effects for each terrain type are given in the Terrain Effects Chart (TEC). In general, terrain effect column-shifts are cumulative and result in penalty column-shifts to the left on the FERT. The Attacker and Defender each calculate their penalty terrain column shift effect separately, based on the terrain type the opposing player is occupying, for their own FERT rolls. When attacking across rivers, both the Defender and Attacker receive the column shift penalty. It is entirely possible for the terrain column shift effects pertaining to the Attacker and Defender to be different.

Example If the Defender was occupying a Level 1 entrenchment in Atlanta (a Major City hex) located behind a Major River bridge, and the Attacker was in Clear terrain, the Attacker would suffer a 5 column shift to the left on the FERT for his attack (shift 1 left for the entrenchment, shift 2 left for attacking across a Major River bridge, and shift 2 left for the Major City the defender is in). The Defender would only suffer a 2 column shift to the left on the FERT for combat over the ford across the Major River.

10.3.2.1 Doctrine (Optional Rule) Civil War armies did not usually defend inside built up areas but outside them instead. Also, defending forces did not usually attempt counterattacks when defending at a river's edge. To simulate this, ignore the column shift modifiers for Towns and Major Cities and use the other terrain type present in the hex to determine the column shift modifier for the battle (use Clear if it's not obvious). For cross-river battles, have only the Attacker suffer the column shift penalty for attacking over a Minor River, or over a Bridge or Ford across a Major River.

10.3.3 Multiple Attacks Against A Single Hex The Attacker receives a bonus one column shift to the right on the FERT column used to resolve combat for the second, and each additional attack launched against the same hex, but never more than a +1 column shift total for this. The Defender receives a one column penalty-shift to the left for second use of the FERT by the same Defending force and each additional use of the FERT by the Defending force hex increases this penalty one further column-shift to the left on the FERT (no limit).

10.4 Die Roll Modifiers

Both players may claim FERT die roll modifiers that serve to boost the losses inflicted on the opposing player. These are listed below.

10.4.1 Leader Battle Ratings The Overall Commander (only) uses his Battle Rating (BR, middle number on the Leader counter), as an addition to the die roll whenever he engages in combat, even if he Force Marched this Impulse or is currently Out of Supply. Do not add the BR of any subordinates even if they are stacked with the OC.

If the Commander is forced to attack without being able to issue an Order (i.e., expend the requisite AP), subtract 2 for his roll as a penalty for a "hasty" attack.

10.4.2 Guns By expending 1 ASP for each Leader in the force (plus one more for the OC) each Gun in the force adds +1 to the combat resolution die roll for the FERT. Current Gun strengths may vary and are shown on the track underneath each Command Box.

10.4.3 Cavalry Superiority The side with more Mounted Cavalry (Case 16.1.4) unit Combat Factors in the battle is considered to have Cavalry Superiority. Compare the total number of Cavalry Combat Factors in all attacking forces to the defender's total to derive Cavalry Superiority. The player with Cavalry Superiority may add 3 to all his FERT die rolls. The player who is inferior

subtracts from all his own FERT die rolls an amount equal to the difference in the total number of Cavalry *units* present overall between the two sides. Cavalry in a Support role do not count in the determination of Cavalry Superiority. A Player who is inferior in Cavalry unit Combat Factors, but has more Cavalry units than the opposing Player, still receives no benefit other than the lack of a negative die roll modifier in the battle. As a final benefit, the player with Cavalry Superiority will determine the direction of any Retreat that results from combat.

10.4.4 Broken Unit Morale Penalty When resolving combat, the player must check the Morale Levels of the Combat Units under the command of each Leader. Each Combat Unit has a printed Morale value on the counter, called an “Inverse Morale” elsewhere in these rules. Any Combat Unit whose Morale value is *higher* than the currently displayed Morale of the Leader to whom it is assigned is considered “broken”. All such Combat Units are placed in the “Broken Units” section of that Leader’s Command Box on the AOD and remain there until the Leader’s current ML rises to become equal to or greater than the Combat Unit’s printed ML. Each “Broken” Combat Unit in a force subtracts -1 from that force’s FERT die roll (no limit).

10.4.5 Bad Weather Penalties Both the Attacker and Defender must subtract 1 from all FERT die rolls during a Rain or Mud turn.

10.4.6 Forest Terrain At the time of the Civil War this area of the southeastern United States was very heavily forested. On a given battlefield there might be a mix of some open terrain with light or dense woods. Rather than print the entire map as forest, this design adopts a simple “Woods Check” at the instant of combat. Prior to the combat resolution roll one die. On a result of 1 to 3 the terrain is considered Open. There is no effect on combat resolution. On a roll of 4 or 5, the battle occurs in mixed terrain. A die roll modifier of -1 applies to both players. On a result of 6 the battle takes place in dense woods. The die roll modifier increases to -2 for both players.

10.5 Cumulative Effects

All column-shifts and die roll modifiers are cumulative and produce one net die roll on one net FERT column for each attack. Unit strengths can be halved more than once for Combat Factor determination purposes. Always round fractions up following the last strength reduction. Unit strength can never be reduced to less than “1.”

10.6 Final Resolution

After the final FERT column is determined, and all die roll modifiers calculated, both players proceed to “attack” each other using the procedure below.

10.6.1 Procedure Using his adjusted FERT column the Attacker rolls one die and adds the net die roll modifier. The result of this addition is cross-indexed with the proper FERT column to give a number of Step Losses inflicted on the Defender plus a preliminary retreat result. The FERT may also require the opposing OC to undergo a Morale Check after the battle, signal the loss of a Gun, or indicate a friendly Leader has suffered a Wound. After noting the result, the Defending player repeats this procedure against the Attacker.

Step Loss results are extracted first, chosen by the owning player. However, no Combat Unit may be totally eliminated until all the other friendly Combat Units in the force have taken at least 1 Step Loss.

After Step Losses have been extracted, all Morale Level gains, Morale Checks, and Leader and Gun losses are now checked for and applied.

The Retreat lengths are now subtracted from each other. The force upon which the longest Retreat result was inflicted is the only one that must actually retreat away from the battle site. The length of the Retreat equals the result of the subtraction. If either player is forced to Retreat, the opposing player may occupy the hex(es) vacated (free move). A portion of a force may be detached to occupy the hex if a player so chooses. This is free and requires no Order to be issued. If Retreat results cancel out then the forces of both sides remain in their present locations.

Finally, all other combat results, like Overall Commander Morale changes, additional Step Losses due to Retreating through enemy ZOC, etc., are extracted after the Retreat, if any, at the end of a particular battle.

10.6.2 Multiple Attack Battles In any Multiple Attack battle, roll all the Attacking and Defending fires on the FERT, adding up all the combat results achieved to get an overall outcome of the battle, before implementing the results. It is recommended that the players note down the individual results achieved in each exchange of fire for further reference. Overall Step Loss results indicate which side inflicted more casualties. In Multiple Attack battles, the stacks belonging to the Attacker must each Retreat the net amount if the Defender scores the larger total of Retreat results (add them together) against all of them.

10.6.3 Step Losses Only Combat Units (infantry, cavalry, and Union Engineer Brigades) may suffer Step Losses. All other units (Leaders, Wagons, Depots, Trains, ships, etc.) cannot be used to satisfy Step Losses. Most Combat Units (but not all) possess two Steps of strength. When a Combat Unit suffers a Step Loss, flip it over to its weaker side. An already reduced Combat Unit is eliminated upon suffering a second Step Loss. One step units are eliminated upon suffering their first Step Loss. Step Loss results are extracted first after both sides have rolled on the FERT.

The owning player chooses which Combat Unit loses a step for all odd numbered losses on the FERT (#1, #3 etc.), his opponent may do so for all even numbered losses (#2, #4, etc.). However, no Combat Unit in a force may be eliminated until all the other friendly Combat Units in the force have taken at least 1 Step Loss. For the Defender, all Step Loss results are applied to the forces in his one defending hex. For the Attacker, the individual Step Losses inflicted by the Defender against each hex occupied by the attacker apply to only the Combat Units in those hexes.

If in a battle, all of the Combat Units under a Leader are eliminated, then that Leader is Captured. His HQ marker (if any) is returned to the Leader Pool and his box on the AOD is vacated. In this case any Guns and ASPs with that Leader are eliminated from play (his command was badly overrun)! A raw roll of a “1” or “6” still causes a check for Gun or Leader loss however.

10.6.4 Morale Level Gain After each battle, the side that inflicted more Step Losses on the opponent than it suffered gets to raise the Morale of all participating Leaders by 1. However, Step Losses inflicted on an opposing force as a result of its failing a Morale Check (see Case 10.6.5 below), do not count towards the Step Losses inflicted in battle for purposes of raising a side’s Morale Level.

10.6.5 Post Combat Morale Checks If the FERT requires the Overall Commander of the defending force to undergo a Morale Check after combat, the check is run against the new Morale Level as it is changed by the battle. The Commander must roll less than or equal to his current Morale to pass the check. If he fails the Check the Overall Commander must Retreat one hex, reduce his Morale (but not the Morale Levels of any subordinates in his force) by “1”, and suffer 1 Step Loss. These effects are in addition to any result of combat, and the retreat is mandatory even if that side “won” the battle and enjoyed a Morale gain.

Exception If the Overall Commander was required to take a post combat Morale Check,

but was killed as the result of battle, the newly appointed replacement Commander does not have to take a Morale Check.

10.6.6 Gun Loss Whenever the player rolls a natural (unmodified) die roll result of “1” on a FERT die roll he must check to see if that force has lost any Guns. Roll a second die for the check: one roll of “4” or “5” the force in question loses 1 Gun; on a roll of “6” the force both loses a Gun, and the opponent Captures that Gun. He may add it to any eligible command. If a Gun is Captured by forces that cannot use it (such as a Depot or a Leaderless unit), the Gun is simply lost instead.

10.6.7 Leader Loss Whenever the player rolls a natural die roll result of “6” on the FERT die roll then the player must check to see if any of the Leaders in that force have been wounded or killed. Roll one die for **each** Leader in the force. On a roll of “6” the Leader is killed and removed from play. On a roll of “5” the Leader is Wounded and must check for severity. Roll one die again. The die roll result then equals the Wound level inflicted on the Leader. Wound level markers from -1 to -5, printed on both faces, provide indicators that are changed to reflect the health of the Leader. A corresponding Wound level marker is taken and placed on the “Status” portion of that Leader’s box on the AOD. If a Wound check die roll results in a second “6” the Leader dies from his wounds. Dead Leaders are immediately removed from play. Wounded Leaders remain in play. When making any use of their ratings, a Wounded Leader must subtract his current Wound level from any of his ratings used in the course of play.

Example A Leader with Movement Rating of “5” and a Wound level of -2 must use the “3” column of the IMC when trying to generate a Movement Allowance.

A Leader remains wounded for a number of turns equal to the Wound level. Each turn he remains wounded, the Wound level is reduced by one. Wound levels are reduced in the Administration Sequence of the game turn, beginning the turn after the Leader is wounded, regardless of whether the Leader holds a command or resides in the Leader Pool.

If any Leader dies from his wounds, and it is not the final Impulse in the turn, a War Department Order must immediately be issued (costs 10 WEP) and he must be immediately replaced (see Case 14.6.1). If a Leader dies from his wounds and it is the final Impulse of the game turn, a Player must wait until the Reorganization Segment to replace him.

10.6.8 Retreats Forces Retreat from battle in a direction determined by the player with Cavalry Superiority (for the entire length of the Retreat). If no one has superiority, then the owning player directs his Retreat. Forces must Retreat toward a friendly Supply Source or LOS supply link. Forces must Retreat through hexes not covered by enemy ZOC if possible. Forces may not Retreat through impassable terrain or across Major Rivers except at bridges or fords. A force obliged to Retreat through an enemy ZOC requires the Overall Commander of that force to suffer a Morale loss of 1 (no matter how many enemy ZOC are Retreated through). In addition, the force takes an extra Step Loss for each ZOC-covered hex entered, and extends the length of its Retreat by one hex for every ZOC-covered hex it must Retreat through. Forces cannot Retreat through hexes occupied by the opponent’s Combat Units. Forces unable to Retreat are Captured by the opposing player and are removed from play. If the opponent is forced to Retreat the player’s forces may occupy the hex vacated.

10.7 Extended Battle

At the conclusion of the Combat Sequence of an Impulse, after all Step Losses, Retreats, etc. have been resolved, if any enemy forces remain in contact, either player may opt for a second round of combat by expending one of his remaining points of Operations Effort.

10.7.1 Procedure The Attacker has the first option to extend a battle. If he does not wish to then the Defender has the option. A battle may be extended a maximum of one time. Both players may attempt Reaction Movement to reinforce the battle. No other movement is allowed. If the original Defender is the one who extends combat then he is considered to have become the Attacker and makes first use of the FERT. An extended battle is resolved in exactly the same fashion as initial battle and requires expending ASPs from both Overall Commanders and all engaged Subordinate Leaders wishing to use their Guns. The Commander of each attacking force must issue an Order (expending 1 AP) but no Declaration of Attack is required to make the second attack. In an extended battle, both sides recalculate their Combat Factors, die roll modifiers, and column shifts from scratch. No modifiers from the original battle are carried over into the Extended Battle.

Exception If the original Attacker decides to extend a battle, it does count towards the Multiple Attack bonus column shift for the second or subsequent attack on the same hex.

Overall Example of Combat In the illustration on page 21, a SC led by Cheatham (with

a current ML of 4) with 43 Combat Factors of Combat Units (6 Combat Factors are Cavalry units) and 4 Guns is attacked by three Union forces, each in different hexes, led by Sherman, Logan and Hooker (each with a current ML of 2). Assume each Union OC Declared an Attack, and each sustained it into the Combat Sequence. All forces are in Clear terrain and the weather is Clear as well. Sherman (Commander of the Army of the West) has 40 Combat Factors (4 of which are cavalry) and 4 Guns. IFC Logan (Leader 2) has 39 Combat Factors (4 are cavalry), but has been over-promoted (brevet **** star) so all his ratings are reduced by 1 and thus can only handle 1 Gun. IFC Hooker (Leader 3) has 26 Combat Factors (2 are cavalry) and 3 Guns. Neither side has any Broken Combat Units.

Badly outnumbered, Cheatham (Leader 7) summons IFC Mackall (Leader 10) who is 4 hexes away to his hex using Reaction Movement, and substitutes Cheatham’s MR for Mackall’s (an Order requiring 1 AP). Assume Mackall rolls under Cheatham’s MR value of 5 and is thus able to move the 4 hexes to join him, bringing 19 Combat Factors (5 of which are cavalry) and 1 Gun. Merging the two forces requires Cheatham to issue another Order costing 1 AP. Cheatham now has 5 Guns and Cavalry Superiority with 11 cavalry Combat Factors to the Union’s 10. He also has Morale Superiority versus all the Union OC (with his ML of 4 to their ML of 2). Both players wish to use all their Guns in the battle, so the OC of each force (Cheatham, Sherman, Hooker and Logan) must each expend 3 ASPs, 2 ASPs, 2 ASPs and 2 ASPs respectively before the battle (one for each Leader in their force including themselves and one more as each is the OC in his own hex).

The battle now begins. The Union player announces his first attack with Hooker. Hooker rolls on the 21-28 column of the FERT table with +5 die roll modifiers for his Battle Rating, +3 for his Guns, but suffers no modification for Cavalry Inferiority (overall there are four Cavalry units to four on each side) for a total of +8. Cheatham fires back with 62 Combat Factors but shifts right 1 column on the FERT for Morale Superiority (to the 67-85 column). He adds +5 die roll modifiers for his Battle Rating (Mackall’s BR is ignored), +5 for his Guns, +3 for Cavalry Superiority (11 cavalry Combat Factors to the Union’s 10) for a total of +13. The results from both attacks are noted, but not yet applied.

Sherman now attacks with his 40 Combat Factors but shifts right 1 column to the 48-57 column as this is the second attack on the same hex. He adds +5 die roll modifiers for his Battle Rating, +4 for his Guns, suffers no modification for Cavalry Inferiority, for a total of +9. Cheatham fires back using the same calcula-

tions established against Hooker but his Morale Superiority shift right is negated because he must also shift left 1 column for this, his second attack. So he uses the 58-66 column on the FERT. The results from both attacks are noted, but not yet applied.

Finally, Logan fires with 39 Combat Factors, shifting right 1 column on the FERT to the 48-57 column as this is the third attack on the same hex (there is a maximum 1 column shift for second and subsequent attacks). He adds +3 die roll modifiers for his (reduced) Battle Rating, +1 for his Gun, suffers no modifications for Cavalry Inferiority for a total of +4. Cheatham fires back using the same calculations as before but his Morale Superiority shift right is negated because he must also shift left 2 columns for this, his third attack. So he ends up on the 48-57 column too. The results from this pair of attacks are noted and combined with the previous results as well.

All Step Losses are now extracted. The side that inflicted more Step Losses than it took may add 1 ML to all its Leaders in the battle. Assume no Gun or Leader losses occurred, nor were any Morale Checks required. Retreats are now conducted. Assume both sides inflicted equal Retreat results on each other so as a result, neither side has to Retreat. (If the Union side did have to Retreat, the Confederate player would determine the Retreat path as he has Cavalry Superiority). As both sides remain in contact,

both sides now have the option to extend the battle provided they have Operations Effort remaining (assume they both do). The Union player has the first option, and we assume he passes. Sensing victory in the making, the Confederate player decides to extend the battle. He must expend one of his Operations Effort levels immediately.

Despite opting to extend the battle, Cheatham only has to attack one of the three Union forces. He Declares an Attack against Logan (an Order costing 1 AP). Assume he sustains the attack. Now both players may attempt Reaction Movement, but assume none occurs (everyone is running out of AP at this point)! The Union force under Sherman is automatically in a Support position for Logan (it is both adjacent to Logan and Cheatham) and thus may contribute one half its Combat Factors and Guns to the battle. Hooker is unable to provide Support in this situation. Both sides now reduce their ASPs if they wish to use their Guns in the battle. Total Combat Factors, column shifts, and die roll modifiers are recalculated and combat is resolved. Both sides can only make use of the FERT once in this battle, with one half of Sherman's forces totaled with those of Logan.

Suppose the Confederate player had had another force available that used Reaction Movement to move adjacent to Logan. Cheatham could then attack Sherman while the reacting force attacked Logan. This would

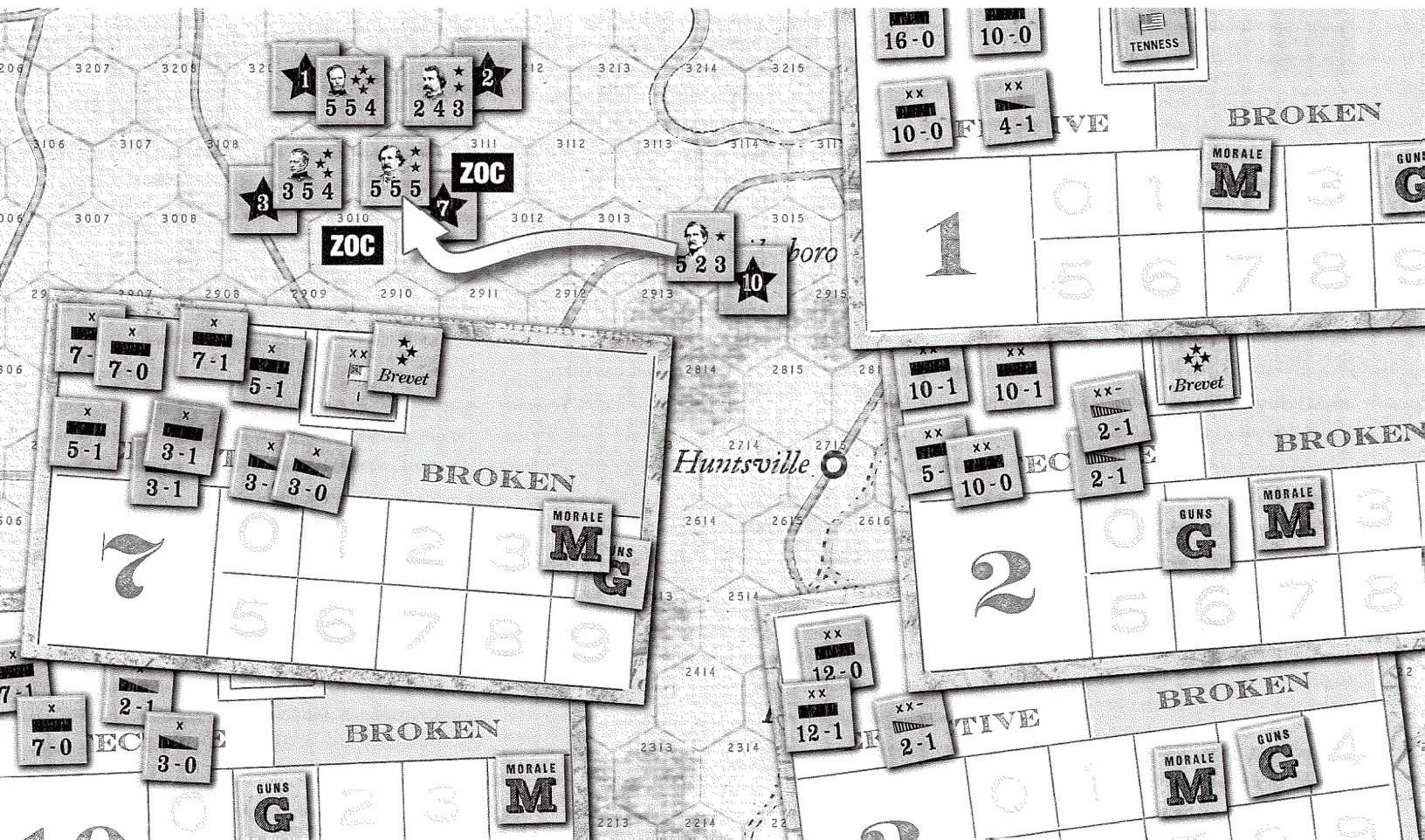
be treated as two separate battles. Of course the OC of the reacting force would have to issue his own Order to Declare an Attack, and pass his die roll check to sustain the attack. Hooker could automatically provide Support for Sherman in this case.

11.0 WAR EFFORT SEQUENCE

At the end of each Impulse, a player must expend 1 WEP for each Active Leader he currently has on the map, or in a Command Box on the AOD, whether he did anything during the Impulse or not. The cost is not paid for Leaders occupying the Leader Pool. The 1 WEP cost must be paid for those Leaders who involuntarily became Inactive during the Impulse (such as those that successfully Force Marched but were required to go into Inactive status at the conclusion of their move). The cost is not paid for Leaders who voluntarily go into Inactive status, or for currently Inactive Leaders who unsuccessfully attempted to Activate during the turn.

12.0 REORGANIZATION SEGMENT

The Reorganization Segment occurs at the end of the game turn, after both players have completed all their Impulses. The Reorganization Segment is divided into a number of sequences, each to be followed in a strict



order. These sequences are: the second Supply Sequence and the Administration Sequence. Both players perform these sequences simultaneously. After the Reorganization Segment is complete, players advance the turn marker one box and proceed to the Decision Segment of the next turn. The sequences making up the Reorganization Segment are described below.

13.0 SECOND SUPPLY SEQUENCE

Players again check the Supply Status of their units during the Second Supply Sequence of the Reorganization Segment. This Second Supply Sequence is divided into a number of steps that must be followed in strict order. These are: the Devastation Step, where players attempt to deny the enemy player supplies; the Foraging Step, where players have their forces attempt to live off the land; the War Effort Step, where players replenish their stock of War Effort Points (WEP); and finally, a Supply Status Step, where the status of all units is checked. This last check determines whether a force must undergo Strategic Attrition and whether it is allowed to incorporate Replacement Steps, Recruits, Remounts, new Ammunition Supply Points, Guns, etc. These steps are described below.

13.1 Devastation Step



Players may engage in purposeful destruction to deny War Effort Points or facilities to the opponent. This is called Devastation. Devastation is possible against Towns on the map or against Bridges that cross Major River hex sides. Devastation is carried out by Active Leaders during this Step. All Devastation, detailed below, requires the Overall Commander of a force attempting to Devastate the site to issue an Order (costs 1 AP) each time. The action is executed in the second Supply Sequence before Foraging is performed. The effect of Devastation lasts throughout any scenario in play.

13.1.1 Towns The player may have Combat Units present in a Town hex “burn down” the Town to prevent its use in Foraging. Roll one die per Order issued. One a die roll of “6” the Town is burned and marked with a Burned marker. Leaders may attempt multiple Devastation against Towns if the first try fails so long as they have the AP to expend. Major Cities may not be Devastated.

13.1.2 Bridges A player may destroy bridges to prevent their use in crossing Major Rivers. This type of Devastation can be accomplished only by at least one Cavalry Combat Unit. Roll one die. On a roll of “6” the Dev-

astation effort is successful and the bridge hex-side is marked with a Burned counter to show it is broken. If Engineer units or Engineer Supervisors are present the destruction succeeds on a roll of “5” or “6.” The Major River then may not be crossed at that point unless the bridge is repaired by Engineers. Leaders may only attempt Devastation against bridges once per Reorganization Segment. If the attempt fails, the Bridge remains intact.

13.2 Foraging Step

During every turn of the game, players may Forage to secure supplies for their units and replenish their stock of WEP. After successfully Foraging, the players may add WEP to their totals.

13.2.1 General Rule During the Foraging Step of any game turn the player may attempt to Forage using the Overall Commander of any force who is currently Active and located on a Town or Major City hex.

13.2.2 Procedure The Commander must issue an Order (costs 1 AP) to Forage. His force must contain a minimum of two combat units. The player counts the number of Clear terrain hexes (a Town or Major City hex counts as Clear terrain for Foraging) adjacent to the force, plus the hex it occupies. Use the Foraging Table and locate the column that corresponds to the number of Clear terrain hexes involved and roll one die. If the player rolls an “Own Use” (OU) result, mark the OC with an “Own” marker. If the Foraging Table result also contains a number, then this number of WEP is added to the player’s total. Foraging WEP results are doubled for any Confederate force within twelve hexes of Atlanta. Simple “Own Use” results are never doubled.

13.2.3 Restrictions A force located in an enemy ZOC cannot Forage. Eligible Foraging hexes located in an enemy ZOC are considered contested and are not counted for Foraging by either player. Forces may not forage from a Town hex that has been Devastated. Weather may affect Foraging. When Foraging, Players may not count hexes across un-bridged, un-fordable Major River hex sides, nor may they count hexes occupied by another friendly Leader. Players may have two different friendly Leaders count the same hex twice so long as it doesn’t violate any of the other conditions above. Players may not accumulate more than one “Own Use” marker per force, but the marker is not removed until it is expended.

13.2.4 Foraging Benefits The Overall Commander who has successfully Foraged may expend his “Own Use” marker to:

Be treated as being in Full Supply when Strategic Attrition is assessed during the Reorganization Segment, *or*

Be treated as being in Full Supply at the start of his next Impulse in the following game turn regardless of his true Supply Status, *or*

Avoid expending WEP for the Active Leaders in his force at the end of any one Impulse.

13.3 War Effort Step

The resources available to both sides in this theater of the Civil War are modeled with the War Effort Point (WEP) rules. Each player expends WEP throughout the turn for a variety of purposes. The WEP costs for each game function are listed on the War Effort Cost Table.

13.3.1 General Rule Current WEP totals are



shown by markers on a track on the player’s AOD. These markers are adjusted whenever WEP expenditure takes place. Starting WEP totals are specified by the scenario in play. The player marks his display to reflect those levels. After play begins the players add WEP to their totals as a result of production by Major Cities, successful Foraging, or Capture from the opponent. WEP are drawn down by expenditures for operations and replacements, and by Capture and Devastation.

13.3.2 Major City Production During this step, a player receives 2 WEP for each Major City he was the last to occupy or pass through and which is connected to a friendly board edge by an open rail line. Major Cities produce these 2 WEP every turn.

13.3.3 Other WEP Sources Players also receive WEP through Capture (see Case 8.6.4) and by Foraging (Section 13.2).

13.3.4 No WEP Available If a player runs out of WEP, he may not engage in any actions that require WEP. No ASP or Wagons may be procured, etc. His Leaders will automatically go Inactive each turn, no War Department Orders may be issued, etc. In short, a military catastrophe has occurred.

13.4 Supply Status Step

During this step both players check the Supply Status of each of their forces on the map. The procedure is identical to that of checking Supply Status during an Impulse, and players should follow the rules in Section 7.3. Out of Supply markers are placed on those forces which cannot trace Supply and do not have “Own Use” Supply to compensate. Any force that is “Out of Commu-

nications”, regardless of Supply Status, must undergo Strategic Attrition. Any force that is “In Communications” does not, unless it is also Over-concentrated.

13.4.1 Strategic Attrition During this step, each player’s forces undergo Strategic Attrition if Out of Communications, or In Communication but Over-concentrated. Resolve each Attrition situation in sequence until all affected forces have undergone the procedure. Both players conduct their Strategic Attrition at the same time.

A force is Out of Communications if it is Out of Supply, is found to be in Combat Supply status only, or if it cannot trace a valid LOS to a Supply Source or supply link, as a result of any combination of enemy Combat Units, their ZOC, impassable terrain, LOS path range, or exceeding the capacity of supply links (Case 7.3.1), even if expending a Depot or Wagon, or an “Own Use” marker, conveys momentary Full Supply status.

A force is Over-concentrated if it contains two or more Subordinate Leaders, both of whom are assigned Combat Units, stacked with a third Leader (the Overall Commander). Over-concentration thus requires a minimum of three Leaders in a hex, regardless of whether they hold SC or IFC.

Note Both conditions above may apply to a force simultaneously.

13.4.2 Procedure Calculate the total Combat Factors of the Units in the hex including all infantry, cavalry, and Union Engineer Brigades, plus any Guns present. Find the column on the Strategic Attrition Table where that value falls. Next determine the die roll modifiers applicable to the attrition being resolved. These are:

+1 for every 5 MP separating a force from the nearest valid Supply Source or LOS supply link, even if the force is in Full Supply due to expending an “Own” supply marker. Add 4 instead if the force cannot trace any valid LOS at all. **Exception** Subtract 4 from the die roll for any Confederate force composed solely of Cavalry units (see Case 16.1.3).

+1 to +4 to the die roll for Weather conditions other than Clear.

-1 if the player voluntarily reduces the Morale Level of his Overall Commander by 1.

Subtract from the die roll a number equal to the Administrative Rating of the Overall Commander. Forces with no OC may subtract 1 instead.

+2 if the force is in Combat Supply or
+4 if the force is Out of Supply. Players

can avoid incurring these penalties by the expending Depots or Wagons or by expending an “Own Use” marker from successful Foraging.

Example A force led by Confederate General Johnston, in his Active mode, would subtract “4” from the die roll. (Johnston’s printed AR).

All modifiers are cumulative. Apply the net die roll modifier to the result of a roll of one die. Cross-index the modified result with the appropriate column of the Strategic Attrition Table, which will indicate whether there is no loss, what Step Losses there may be, and whether the Overall Commander of the force must go “Inactive.” Attrition Step Losses are chosen by the owning player and are immediately applied to the Combat Units in the force. No Combat Unit may suffer a second step loss from Strategic Attrition until all units have incurred at least one. Eliminated units are removed from play but are eligible to be brought back as Replacements. If an IFC falls vacant due to Strategic Attrition, the Leader is placed in the Leader Pool and any remaining Guns and ASP are lost.

14.0 ADMINISTRATION SEQUENCE

During the Administration Sequence both players may build new units, promote and replace their Leaders, perform engineering functions, buy and distribute Ammo Supply Points and Replacement Steps to their forces in the field, and in general, prepare for future activities. All actions in this phase are undertaken simultaneously by both players.

14.1 Building New Units

Players may build new units and equipment during this Sequence. At this time players may attempt to improve existing units by putting them into Training, gathering Recruits, or procuring Cavalry Remounts. During this step, players also convert existing Wagons into Depots. Rules governing these procedures are outlined below.

14.1.1 Building New Units Several types of new units can be built by the player simply by expending WEP. The costs for each type is listed on the WEP Table. Units that can be built are:

Union Engineer Brigades or
Confederate Engineer Supervisors

Wagons

Pontoon Bridges (Union player only)

Each of these types of units may only appear at a Supply Source or at a Railroad Depot. Simply announce the purchase and reduce the WEP total accordingly.

Note Guns are a special category of equipment and are handled separately below. New Combat Units appear only as reinforcements or by expending Replacement Steps and cannot simply be built with WEP.

14.1.2 Building Engineer Brigades/Supervisors Engineers are specialized units which do much construction and support work for an army. The Union player has specialized Union Engineer Brigades to do the work, the Confederate player has only the use of Engineer Supervisors. Engineer Brigades and Supervisors are built by expending the indicated number of WEP and placing them at a Supply Source or at a Railroad Depot. Players may build a Union Engineer Brigade and activate it for Repairs or Entrenching the same Administration Phase it is built.

14.1.3 Building New Wagons New Wagons are built during this Sequence at a cost in WEP equal to their Supply Capacity rating. Wagons may appear at a Supply Source hex or at a Railroad Depot hex.

14.1.4 Building Pontoon Bridges The Pontoon Bridge is also considered a Wagon but costs 10 WEP to procure.

14.2 Building Equipment

Also during this phase certain types of equipment may be created through WEP expenditure plus Orders. These are Building New Guns and Replenishing Ammo Supply Points. Rules governing all of these activities are found in the paragraphs below.

14.2.1 Building New Guns Both players may add new Guns to their IFC and SC at the defined WEP cost listed and under strict conditions of placement. Adding a Gun to a command requires an Army Commander to issue an Order, at a cost of 2 AP (instead of the normal 1 per Gun). New Guns may only be built and added to an IFC or SC located at:

Atlanta or Chattanooga, or

A Rail Depot that is both within the Command Range of the Army Commander, and connected with a friendly board edge by an open rail line.

Only one Gun can be brought into play per side at any one location in this step. Even though they may be built only by using Army Commander AP, new Guns may be added directly to any IFC or SC without requiring that command’s Leader to expend an AP. However, Guns cannot be assigned if a Leader is not holding a command to accept them. Also, Guns cannot be assigned to a Leader in excess of his current Administrative Rating (whether Active or Inactive).

14.2.2 Replenishing Ammo Supply Points (ASP) A Leader's current ASP total is shown using the Ammunition markers placed on each Command Box track on the AOD. ASP are individually expended by each Leader who uses his Guns in combat and play a vital role in allowing each Leader to use his subordinate Combat Units at full strength. New ASP are procured during this step by the expenditure of WEP and may be directly assigned to any Leader holding a command who is currently in Full Supply. Any Leader holding a command may be assigned a number of ASP each turn up to his printed Administrative Rating, at a cost to him of 1 AP per ASP. Also, Chiefs of Staff may freely use their own Administrative Points to augment the flow of ASP to their Command Box. Overall Commanders may also reassign ASP on their own track to Subordinates when detached. This is free and does not cost the Senior or Subordinate Leaders any AP. Leaders may ultimately hold as many ASP as they wish, limited by the Display track (to "9"). Only the rate at which ASP can be added is restricted.

14.3 Unit Conversions

Also during this phase certain types of units, equipment and installations may be created through WEP expenditure plus Orders and/ or elimination of units. These are:

Forming Detachments

Converting Wagons to Ammo Supply Points

Creating Depots

14.3.1 Forming Detachments Both players have the ability to create Detachments during this Sequence. This is done exactly the same way as during an Impulse (see Section 8.5). The one difference with Detachments formed at this time is that players may not create the Detachment(s) and then immediately rebuild the parent Combat Unit back up to full strength in the same Administration Sequence.

14.3.2 Converting Wagons Also during this sequence, Wagons (only) may be converted into a number of Ammo Supply Points equal to their printed Supply Capacity. These may only be allocated to a force the Wagons are stacked with, or any force within a number of hexes equal to the Overall Commander's printed Movement Rating, distributed among the Leaders present as the player chooses.

14.3.3 Creating Depots New Depots are created in this Sequence by converting a Wagon into a Depot. Any Wagon that is located at a Town hex within range of an

existing LOS link (or Supply Source) may be converted. Conversion requires the expenditure of WEP and the player must also remove from play one Detachment located with the Wagon. Simply flip the Wagon counter over. Note the Depot will have the same Supply Capacity rating as the Wagon expended.

Existing Depots may be upgraded by expending additional Wagons and Detachments. A Depot with a Supply Capacity of 2 can be upgraded to a 4 by expending a 2 Supply Capacity Wagon plus a Detachment.

14.4 Replacements

Combat Units that have been reduced to lower strengths or eliminated via combat or attrition can be rebuilt to full strength or returned to play by use of Replacement Steps. Players cannot build Combat Units that have not entered the game by using Replacement Steps, however. Reinforcements are specified by the scenario in play. Other new pieces are restricted to those provided for in Section 14.1 above.

14.4.1 Procedure Every Administration

Sequence each player receives a set number of Replacement Steps specified by the scenario. These Replacement Steps may be used by any Leader whose command is in Full Supply to upgrade the Combat Units in his command, or may be brought into play as completely rebuilt Combat Units from the "dead Pile", at a friendly Rail Depot or Major City. Use of a Replacement Step requires the Leader of the force to issue an Order (costs 1 AP). One Replacement Step creates a weak side Combat Unit from the "dead pile" or flips a weak side Combat Unit to the strong side. Combat Units that possess only one step to begin with may be brought back into play at a cost of one Replacement Step.

14.4.2 Restrictions The total Replacements Steps added to any one command in any one Administration Sequence cannot exceed the Administrative Rating of the Leader incorporating them. Each individual Combat Unit may receive no more than one Replacement Step per Administrative Sequence. Replacement Steps may be accumulated from turn to turn if a Player is unable to fully use them in a turn.

14.4.3 Special Recruiting Both sides may

carry out certain recruiting of Replacements in the game in a fashion similar to that used for Foraging (see Section 13.2).

Active Leaders holding Senior or Field Commands who begin the Administration Sequence of the turn in a Major City or Town hex may also issue an Order (costs 1 AP) to attract a Replacement Step worth of

recruits. Each Leader doing so then rolls one die to determine his success within the following geographic and date restrictions:

The Confederate player may recruit only south of the the 63xx row.

The Union player may attempt to raise recruits only north of the 62xx hex row.

14.5 Brevetting and Training of Leaders

During this step, both players may Brevet (promote) and Train their Leaders, as well as reduce the Wound (Illness) Levels of injured Leaders.

14.5.1 Brevetting Leaders A player may wish to or be forced to Brevet (promote) his Leaders so that individual Leaders may hold certain commands or so that they may stack more Combat Units. To be eligible to be brevetted, a Leader must be in Full Supply status and not in the Leader Pool. Leaders are "brevetted" (promoted) during this step at a cost in WEP listed on the WEP Table. A Leader may be brevetted only one rank per turn. Any Leader brevetted more than one rank above his "natural" printed rank on the counter must subtract 1 from his printed ratings when using any of his values in the game mechanics.

Leaders may be demoted to their "natural" rank at the same rate and cost as they are promoted.

14.5.2 Training The player may also deliberately work to increase the Morale Level of his Leaders by means of Training. Any Leader holding a command may be placed in Training during this step of the game turn. To be placed in Training the Leader must be located in a Town or Major City, be in Full Supply, and issue an Order (expending 1

AP). Indicate the Leader in Training with a "Training" marker. Leaders in Training are considered Active and cost WEP to

maintain each Impulse. If attacked while in Training, a Leader may use only one half his available Combat Factors and Guns. Leaders in Training cannot move during Impulses, cannot attempt Reaction Movement, and cannot attack. For each full turn of Training, during the subsequent Administration Sequence, the player may increase the Morale Level of his Leader by "1". Leaders may be taken out of Training in any Administration Sequence subsequent to the one when Training began. Individual Combat Units cannot be put into Training but must accompany the Leader while he is being Trained (remember no Leader may appear on the map without Combat Units).



14.5.3 Reducing Wound Levels During each turn after the turn in which a Leader is first wounded, the Wound level (or Illness level) is reduced by one. Wound levels are reduced in the Administration Sequence of the game turn, regardless of where the Leader is, or whether he holds a command or resides in the Leader Pool.

14.6 Replacing Leaders and Commands

During this step, both players may also create, replace and rearrange their command structure as they see fit. There are a number of special restrictions on doing this, so pay close attention to the rules below.

14.6.1 Replacing Leaders Leaders can only be replaced under certain conditions. These are:

Any Leader who is killed can be replaced.

Any Leader who has a Wound (or Illness) level greater than -2, or any Leader who has lost 2 or more Morale points over the course of a single game turn may be replaced.

Any Leader holding an SC may replace one Subordinate Leader each turn "for cause" within the Chain of Command (see 3.3.5) without recourse to an Order (and without AP cost). Going outside the Chain of Command requires issuing an Order (costs 1 AP).

Any two IFC may exchange forces.

A Leader may also be appointed to any command as a result of scenario special rules.

Otherwise, Leaders cannot be replaced. Leaders who are Out of Communications may only be replaced via a War Department Order.

All Leader replacements occur during the Administration Sequence except where a Leader holding a command was killed at a point in the game turn where more Impulses must follow before the start of the Reorganization Segment. All Leader appointments in the latter case are made by War Department Order at the stated cost of 10 WEP.

Replacing Leaders may require a combination of Senior Commanders issuing Orders, War Department Orders, and/or WEP expenditure depending on the exact situation. These are:

Dead Leaders Dead Leaders are replaced during the Administration Sequence without a War Department Order unless more Impulses remain to be played in the turn. In this case a War Department Order (costs 10

WEP) must immediately be issued. A player cannot refuse to appoint a new Leader in this case. When replacing a dead Leader holding an IFC or SC with more Impulses to play, a player is limited to:

Selecting the Chief of Staff if an Army Commander was killed (see 3.3.2), or

Randomly choosing an eligible Leader from among those already in the hex where the Leader was killed.

If no one is eligible, then randomly select an eligible Leader from the Leader Pool (costs 5 WEP). In either case, eligible replacement Leaders consist of those with the necessary rank to take over the command and fit the command structure in the hex plus those who would be eligible given a one rank brevet promotion (costs 1 WEP).

If no more Impulses are left, it is the player's choice which method to use and which Leader to pick, and no War Department Order is required. Leaders brought in to replace dead officers appear on the hex occupied by the former Leader's command and take over any Guns and ASPs in the command. The new Leader Morale Level is that of the scenario's starting Morale for his side. If appointing a new Leader causes his old Command Box to become leaderless, and no other Leaders are available, transfer any Combat Units, Guns and ASPs in the old command to the Leader's new Command Box as well. Any excess is lost.

***Example** If an Army Commander is killed in the last Impulse of a turn, it could cost either 10 or 15 WEP to replace him (10 WEP for replacing an Army Commander plus another 5 WEP if the Leader Pool were used in place of the COS). If he was killed in the next to last Impulse, it would cost 20 or 25 WEP to replace him (10 WEP for a War Department Order, 10 WEP for replacing an Army Commander, and possibly 5 WEP for use of the Leader Pool in place of the COS).*

Replacing Wounded or Demoralized Leaders

Replacing a wounded non-Senior Commander requires a Senior Commander to issue an Order (costing 1 AP) for each change, or that a War Department Order be issued. Note that all such changes in this paragraph involve a *pair* of Leaders, and each Order issued by the Senior Commander (or War Department Order) covers one pair. The Leader being replaced must be In Communication and within the Senior Commander's Command Range, otherwise a War Department Order (costs 10 WEP) is required. Leaders brought in as replacements appear on the hex occupied by the Leader being replaced. The Leader who is replaced is put in the Leader Pool. Replacing

a Leader holding a Senior Command uses the above procedure but always requires both a War Department Order (10 WEP) *plus* an Army Commander Order (costs 1 AP) and the Senior Commander being replaced must be within the Command Range of the Army Commander. The Leader replacing the Senior Commander appears in the hex containing the SC's HQ unit and the former goes into the Leader Pool.

Replacing Leaders "For Cause" When a Leader holding an SC simply wishes to replace one of his Subordinates, there are two ways to do so. One is to select a different Leader from within his own specific Chain of Command (3.35). Simply move the Leader to his new position. The Leader being replaced is sent to the Leader Pool. The second method is used when going outside the Chain of Command or bringing in a Leader from the Pool. In this case the Senior Commander issues an Order (costs 1 AP) to replace the Leader, and the Overall Commander must also issue such an Order (costs him 1 AP as well). AP costs are subtracted from the Administrative Ratings of the specific Senior Commanders issuing the Orders. However, each Senior Commander may replace only *one* Subordinate Leader "for cause" on any turn. Again, all such changes involve a pair of IFC Leaders, and each Order issued by the Senior Commander covers one pair. The Leader being replaced must be In Communication and must be within the Senior Commander's Command Range (War Department Orders *may not* be used in this case). A one rank brevet promotion (if needed) costs an additional 1 WEP. Leaders brought in as replacements appear on the hex occupied by the Leader being replaced. The Leader who is replaced is put in the Leader Pool. **Exception** When playing the Campaign Game, Confederate General Hood cannot be replaced "for cause."

***Note** A new Leader is automatically deployed Active.*

Exchanging Units Between Commands If a Player wishes to exchange Combat Units (including Union Engineer Brigades or Confederate Engineer Supervisors) or Guns that are currently under command, between Leader A and Leader B and/or vice versa, the two must be stacked together in the same hex to do so (remember that equally ranked Leaders will require the presence of an HQ to do this). Each Leader expends at least 1 AP and as much as 2 AP (1 AP to detach his troops, etc. to the other, and 1 AP to attach the other Leader's troops, etc. to his command if a complete exchange is made). War Department Orders may be used instead (costs 10 WEP) if the Leaders involved lack the necessary AP. Alternatively, all of a lower

ranked Leader's forces could be completely transferred to a second, higher ranked Leader in the same hex, (1 AP each) thus combining the forces into one Command on the AOD and removing the lower ranked Leader to the pool. Senior Commanders and Army Commanders cannot be eliminated in this fashion.

14.6.2 Leader Pool All Leaders listed by the scenario beginning in the Leader Pool are physically placed on that box on the AOD. When replacing a Leader, a player's choice is limited to the Leaders on the board and those available in the Pool. Leaders entering play from the Leader Pool begin with the starting Morale Level prescribed by the scenario in play. Leaders chosen from the pool always cost 5 WEP to put in play, above any other requirements in Case 14.6.1 above.

If no War Department Order was issued, a player may choose the Leader counter he wishes from the Leader Pool as the replacement. In this case the Leader chosen must have total Leadership ratings (AR plus BR plus MR) no more than two (three for the Confederate player) points higher than the Leader being replaced.

When choosing a Leader when a War Department Order is involved, the Leader chosen must be picked randomly from those available. When a player chooses randomly from the Leader Pool, eligible Leaders consist of those possessing the required rank, and those who would possess the required rank if Brevetted one rank, to command the Combat Units they are taking control of.

14.6.3 Replacing Senior Commands New SCs cannot be created in the course of the game. A player must make do with what the scenario gives him. If totally eliminated, a preexisting SC can be reactivated at the WEP cost list on the WEP Table, during this step. A player pays the appropriate cost in WEP and takes the HQ marker from the dead pile and places it with any Leader who is eligible to receive it (a one rank Brevet promotion is permissible at this time as well) who is in a hex containing a Major City or a Rail Depot. If no Leader is eligible, or a player doesn't like his choices, one may be chosen from the Leader Pool at a cost of 5 additional WEP.

14.6.4 Creating and Replacing Independent Field Commands Players may create new IFCs and reactivate captured ones (not to be confused with replacing a dead Leader for an already existing IFC that has not been totally eliminated). Players may create new IFCs over leaderless Combat Units already on the map, or form totally new IFCs solely from Replacement Steps. If creating a totally new IFC or replacing a captured one, the Combat Units and the Leader may only be

brought into play at a Major City or Rail Depot (leaderless troops may have to move to such a site first under their own initiative). Creating a new IFC or reactivating a captured one requires picking a new Leader. In either case the officer may only be selected from the Leader Pool and appointing him to command costs 5 WEP (for use of the Leader Pool), but no AP per se are required. A one rank brevet promotion (if necessary) requires an additional 1 WEP expenditure. Assigning the new or replacement IFC ASPs when it is created may require WEP expenditure as well (see Case 14.2.2) and requires the new IFC's Leader to expend his AP and possibly more. Assigning the new IFC Guns will require the Army Commander to issue Orders and expend WEP also (see Case 14.2.1).

Note Remember no Leader may appear on the board without at least a Detachment-sized Combat Unit.

14.7 Engineering Activities

Union Engineer Brigades (and Confederate Engineer Supervisors) are responsible for Constructing entrenchments and for Repairing rail lines and bridges that have been destroyed. All these functions are done during the Administration Sequence.

Note Engineers may assemble Bridges only during an Impulse and not during the Administration Sequence.

14.7.1 Union Engineer Brigade Activation



It requires an Army Commander to issue an Order (costs 1 AP) during the Administration Sequence to activate a Union Engineer Brigade and flip it over to its "At Work" side. The Union Engineer Brigade may accomplish any engineering project listed below by itself except Constructing entrenchments (which requires a Leader and at least a division-sized Combat Unit to be present as well). If attacked while working, the Union Engineer Brigade defends with half its Combat Factors (fractions rounded up) and Guns (if present).

14.7.2 Confederate Engineer Supervisor



Unlike the Union Army, the Confederacy did not have regularly constituted engineer brigade units. Instead the Confederates used individual engineers to supervise the work of others. Thus Confederate Engineer Supervisors are treated as Leaders in a limited sense in that they possess Administrative and Battle Ratings of "0" and a Movement Rating of "1". Supervisors are not regular Leaders and may not hold IFCs but do command any Combat Units with which they are stacked. The Confederate player must stack at least a Detachment-sized Combat Unit

with the Engineer Supervisor in order to do any engineering work (Construct entrenchments, Build Rail line, Devastate Bridges, Repair) listed below at all. To use the Supervisor requires an Army Commander to issue an Order (costs 1 AP) during the Administration Sequence to activate the Supervisor and flip it over to its "At Work" side. Do not flip the brigade-sized Combat Unit assigned to the Supervisor. If attacked while working, any Combat Unit that has been assigned to a Supervisor defends with half its Combat Factors (fractions rounded up) and Guns (if present). A Supervisor without attached Combat Units may be eliminated (or Captured, see Rule 8.64) if the hex he occupies is entered by Union forces.

14.7.3 Rail Line Repair In any Impulse Engineers may move to a hex containing a Cut Rail marker to prepare for Repairing it. In the Administration Sequence the player flips the Union Engineer Brigade/Supervisor over to its "At Work" side. On the Administration Sequence of the next turn the Cut Rail marker is removed, the track is Repaired, and the Engineers revert to their front face.

14.7.4 Railhead Advance Union engineer units may advance the location of the player's Railhead by reconstructing the rail line to northern specifications. Place the Engineer unit on its "At Work" face during any Reorganization Segment. During the Reorganization Segment of the next game turn, advance the Engineer unit two hexes along the exact path of the Rail Line and place spare markers in the hexes crossed (or mark their locations on paper). Each time the Engineer unit arrives at a town or city hex, advance the Depot location to that hex. The new Depot location becomes the point of origination for the player's LOS.

14.7.5 Bridge Repair Engineer Brigades/Supervisors may Repair bridges using the same procedure as for Cut Rail hexes.

14.8 Entrenchments



Entrenchments are prepared defenses designed to help defend ground. There are three levels of entrenchment, "1", "2", and "3" (equivalent to a fortress). Both Union Engineer Brigades and Confederate Supervisors require the assistance of other friendly Combat Units when the player wishes to Construct entrenchments.

14.8.1 Procedure Entrenchments can only be built in hexes by Active Leaders holding a command. A player is also required to expend WEP and have at least one Combat Unit (a Union division or Confederate brigade-sized unit, but it may be reduced) and Union Engineer Brigade/Supervisor

present in the hex. Construction of entrenchments is begun during the Administration Sequence and requires any of the Leaders present in the hex to issue an Order (costs 1 AP) for each turn of construction activity. Tag the Leader issuing the Order with the Entrenching marker. An Engineer Brigade or Confederate Supervisor must be assigned to the force building the entrenchments in order to construct them, but does not have to be flipped to its “at Work” side. The WEP cost of construction is 1 WEP per level, so a Level 3 Entrenchment would cost 3 WEP. On the Administration Sequence of the turn following the initial building activity the player may place a Level “1” Entrenchment marker in that hex. If construction continues, the level of the entrenchment may be raised. Every level of entrenchment costs additional WEP. Only one level of entrenchment may be raised per turn. Only one level of entrenchment may be put into a hex in one turn, regardless of the number of Engineer Brigades/Supervisors/Combat Units that may be available for labor. Once built, the entrenchment confers its benefits on all friendly units in the hex regardless of which unit(s) actually constructed it.

14.8.2 Restrictions Combat Units that are Constructing entrenchments are not permitted to undertake any other activities during Impulses in the following turn. Combat Units building entrenchments in a hex in an enemy ZOC are not required to Declare an Attack. If attacked themselves, forces engaged in Entrenching activity fight with only half their available Combat Factors and Guns (fractions rounded up). Not all Combat Units in a force must Construct the entrenchments at the same time. Some may provide “cover” for the units performing construction. If attacked, the covering Combat Units fight at full strength.

14.8.3 “Manning” Entrenchments Entrenchments provide multiple benefits to the player who occupies them. Entrenchments must be “manned” to supply their benefits, and are considered “Manned” when occupied by, or in the ZOC of, a friendly Combat Unit. Level 1 Entrenchments remain in play only as long as they are “manned”. Remove Level 1 Entrenchment markers from play if they are no longer “manned”. Higher level entrenchments are considered permanent works. Enemy Combat Units may move through unoccupied or “unmanned” entrenchments freely, but must stop and Declare an Attack in order to destroy occupied or “manned” entrenchments.

14.8.4 Combat Benefits Any “manned” entrenchment provides a left column-shift

modifier equal to its Entrenchment Level to the opponent’s final FERT column in any attack on the Combat Units occupying the Entrenchments. Any “manned” entrenchment also possesses Combat Factors equal to its level that may be used when determining the FERT total. “Manned” entrenchments cancel Retreat results inflicted on the FERT up to the Entrenchment level. The Cavalry Superiority modifier cannot be claimed against Combat Units in entrenchments, but forces in entrenchments may claim Cavalry Superiority (if they possess it) when attacking out of the entrenchment. When attacking a “manned” but physically unoccupied entrenchment, the entrenchment counter is destroyed if it takes a Step Loss or Retreat result in excess of its protection level. Occupied entrenchments must have the Combat Units defending them eliminated or sufficiently Retreated for the opponent to then occupy the hex.

14.8.5 Other Benefits Moving into or through friendly entrenchments costs 3 MP per hex. Roads and rail lines negate this penalty. Leaders in entrenchments may attempt Reaction Movement without being in Command Range of a Senior Commander. Enemy ZOC do not extend into entrenchments but Combat Units in entrenchments continue to project their ZOC out of the hex. Entrenchments also act in the same way as a Cavalry Screen does to mask forces occupying them (see Case 8.6.2).

15.0 GROUND TROOP REINFORCEMENTS

New reinforcements entering play are specified by the scenario. Entering troops are placed during the Administration Sequence and move normally from the opening Impulse of the next turn of the game. Listed among scenario materials will be the value of any Combat Units set to enter the game, the names of any Leaders with whom they may appear, and a hex where the forces will be placed. Units enter at full strength unless otherwise noted. Any Leaders enter the game in Active mode for the turn following their placement. Army HQ reinforcements may be placed on top of any Leader who is not “Out of Communications” and is otherwise eligible to receive it (possesses proper rank, and so on).

16.0 SPECIAL RULES

Both cavalry and artillery require a number of special rules to fully simulate their peculiar strengths and weaknesses. These are presented below.

16.1 Cavalry



Mounted forces serve a number of functions. The function of Cavalry Superiority in battle has already been detailed. A force with Cavalry Superiority may also Retreat Before Combat. Cavalry has further importance for Screening, Scouting, and Raiding. Cavalry forces, like other forces, may also participate in Capture or in Devastation.

16.1.1 Cavalry and Movement Any force wholly composed of Mounted Cavalry, whether a single unit or the Cavalry Corps, may use an Operations Effort level on the IMC that is one level higher than the amount of Operations Effort the player is actually expending in his Impulse.

16.1.2 Cavalry Formations On the Union side the basic cavalry formation is the division, denoted with the unit size symbol XX. On the Confederate side the maneuver unit is the brigade, denoted X. The brigade level organization for Confederate Cavalry is necessary in order to permit modeling of the extremely adverse Mounting (Case 16.1.4) situation that beset the Rebels at this time in the war. However, Confederate Cavalry Brigades may join together as Divisions under Leaders. The Confederate Cavalry Divisions have some of the attributes of Cavalry Corps (Case 16.1.3). Special Cavalry Division markers (XX) are included to show the Cavalry Division on the board. Brigades forming part of the Division may be placed in their own box on the AOD, in the box of the Cavalry Corps under their own Leader, or on the board under their own Leader.

16.1.3 The Cavalry Corps and Confederate Cavalry Divisions Any IFC composed entirely of Mounted Cavalry Divisions (XX) gains special advantages and is called a Cavalry Corps. A Cavalry Corps is designated by placing the Cavalry Corps marker under its Leader on the map in place of a Troops # marker. One Cavalry Corps may be in play in the game on the Union side. The Confederate player may operate no more than one Cavalry Corps, but he can field Divisions separately. A Cavalry Corps may not be assigned more than two Guns. Use an IFC Box to hold the Combat Units comprising the Cavalry Corps. There is no special Command Box for them.

In addition to the +1 Operations Level benefit (see Case 16.1.1), the Leader of a Cavalry Corps is allowed to subtract “1” from all his die rolls on the IMC. A Cavalry Corps may also attempt Reaction Movement without being within Command Radius of a Leader holding an SC.

A Cavalry Corps and a Confederate Cavalry Division receives special Scouting (see Case 8.6.1) and Screening (see Case 8.6.2) benefits as well.

16.1.4 Dismounted Cavalry and Remounting



By this time in the war both sides were experiencing increasing difficulties in providing sufficient horses to work with their supply

trains and artillery parks plus actually provide mounts for all their Cavalry units. The problem was worse for the Confederacy than the Federal forces. To reflect this, *Look Away!* distinguishes between fully-equipped and Dismounted Cavalry. The latter are Cavalry units without horses. Dismounted Cavalry are denoted by a marker placed atop the unit. Dismounted Cavalry function identically to Infantry in all respects, and do not enjoy any of the benefits accorded to Cavalry. IFCs that contain *any* units that are Dismounted Cavalry may not claim the all-Cavalry bonus when using the Initiative Movement Chart.

Remounting The player may attempt to



gather the horses needed to Remount his Cavalry formation. This functions in a manner similar to Foraging, but requires

time to accomplish. The Cavalry unit must be located in a town or city hex. To Remount a Cavalry unit, during an Administration Sequence the player may declare his intent to gather the necessary horses, and denotes the action by flipping the Dismounted Cavalry marker to its "Remounting" side. Beginning on the Administration Sequence of the following game turn, the player may begin to roll for Cavalry mounts. A roll of "5 or 6" brings success, and the Cavalry unit becomes fully operational (the "Dismounted/Remounting" marker is removed from the unit counter). In a hex containing multiple Dismounted Cavalry which are seeking Remounts, *each* such unit may roll for the Remounting. A Cavalry unit that is "Remounting" may not move or attack during the time it is engaged in this activity. If attacked, it fights with full capabilities, however. The scenario in play may designate certain Cavalry units as already engaged in "Remounting." In addition, Reinforcement listings may include drafts of horses to Remount Cavalry units.

Dismounting by Play Action A Cavalry unit may become Dismounted as a result of play action in the case of especially brutal Force Marches. Such a unit must be Remounted following the procedure specified here.

16.1.5 Confederate Raiding Bonus Subtract 4 from the die roll for any Confederate

force (only) composed entirely of Mounted Cavalry Combat Units (plus Leaders and any attached Guns) that is "Out of Communications" and forced to undergo Strategic Attrition. Still calculate the normal LOS range penalty (+1 per every 5 hexes outside the LOS and then subtract the bonus). This bonus disappears when the raiding force returns within LOS range.

Note This bonus reflects Confederate tactical preferences and skill for sending such forces on extended raiding missions.

16.2 Guns



Guns are individually assigned to each command. Like Morale Levels, Guns are shown by a marker on the track underneath each Command Box on the AOD. Each command marks the number of Guns assigned directly on this track. The maximum number of Guns a force may have is equal to the printed Administrative Rating total on all the "Active" sides of the Leaders in the force. Players may transfer Guns between commands, using the same rules that govern Combat Unit transfers.

16.2.1 Battle Effects Each Gun acts as a positive die roll modifier during combat, as long as the player has Ammo Supply Points (ASP) to expend in battle. Out of Supply Leaders may not use their available Guns, even if they want to. Leaders may also choose not to use their Guns to conserve ASP.

16.2.2 Losing Guns All Guns are lost when a Leader is Captured and his accompanying Combat Units are eliminated. If a Leader is killed in battle his accompanying Guns remain with the command and go to the Leader appointed to replace him.

In any battle there is a possibility of Gun loss whenever the player rolls a "1" on his raw (unmodified) die roll for combat resolution. In this case the player must check to see if there is a loss with another die roll. A "4" or "5" result on the second roll means that a Gun is eliminated. The player must immediately extract the Gun from any one Leader engaged in the battle. On a "6" roll a Gun is also Captured by the opponent's army. In this case the opponent may immediately add one Gun to a Leader of his choice involved in this engagement. Only one Gun can be lost per combat resolution.

17.0 VICTORY CONDITIONS

The winner is the player who fulfills the Decisive Victory conditions while preventing the opponent from doing so. Failing that,

the winner of the game is the player with the greatest total of Victory Points (VP) at the end of the game. If one player reaches the Decisive condition but the opponent ends the game with more VP, the player who achieved his Decisive Victory condition has achieved only a Marginal Victory. A tie on VP with no achievement of Decisive conditions is a draw.

17.1 Decisive Victory

The Union player may achieve a Decisive Victory by holding Atlanta and Chattanooga at the end of any scenario. The Confederate player wins a Decisive Victory if he holds Atlanta at the end of any scenario (including the Campaign Game) and has captured or destroyed Commands containing at least two of the Union player's Headquarters units. If neither player achieves his Decisive Victory condition then the game is determined on the basis of Victory Points.

17.2 Victory Points (VP)



Each player receives one VP for each Step Loss he inflicts on the opponent in combat. If an opposing force is eliminated, the player receives VP only for the number of Steps eliminated regardless of whether the FERT mandated result called for greater losses.

Exception Step Losses due to Retreat Before Combat, Morale Checks, Force Marches, and from Strategic Attrition do not count for VP purposes.

The player also receives one VP for each star of rank (brevetted rank or printed rank, whichever is greater) of all opposing Leaders who are killed or captured (only) in the course of play, and for each "x" symbol on a Headquarters unit belonging to an opposing Higher Command that has been captured or destroyed.

The scenario in play may provide additional objectives that have a VP value.

Players should mark accumulated VP on their track with their VP markers.

18.0 SCENARIO OVERVIEW

Look Away! is played by the scenario. Scenarios range from four to nine turns in length and the campaign scenario is twenty-five turns long. The following scenario listings contain all the information that is necessary to set up each scenario, presented in an identical format. The format and special instructions on choosing Combat Units are given below. Set up is simultaneous.

18.1 Preparing to Set Up

Both players should first set up on their Army Organization Display all the markers for each command plus the WEP and VP markers, and the Replacement Step marker. As the players proceed through the following set ups, each named Leader is given a Senior or Independent Field Command on the AOD with the Combat Units listed with him placed in a Command Box. In general, when setting up a scenario, place the first named Leader's IFC in the Command Box for Leader #1 and continue filling in from there. Where the scenario lists a Senior Commander followed by one or more subordinate Leaders in the same hex, the subordinate leaders (stacked with their attached Combat Units) should be placed on the AOD (and not on the map) in the Senior Commander's Box. Where two or more Independent Field Commanders are listed for a hex but none holds a Senior Command (i.e. none has a Headquarters), then the highest ranked Independent Field Commander and corresponding Troops marker appears on the map. The other leaders in the hex are stacked in highest ranked Leader's Command Box on the AOD (unless not permitted by the rules).

18.2 Introduction

Each scenario begins with a short historical note together with specification of the dates modeled in the scenario and the number of turns in the game. The number of turns in each month (for Weather determination) is then given. Listings are then given sequentially for each side beginning with the Confederates.

18.3 General Listings

The listing for each player begins with information that affects his overall operations through the game. This is: maximum level of Operations Effort permitted; the War Effort Point (WEP) total at the start of the scenario; total Ammo Supply Points (ASP) at start; the general starting Morale Level for all Leaders at the start of the scenario; and, the per turn Replacement Step rate.

18.4 Force Listings

All Combat Units beginning the game are listed in order. Each listing begins by specifying the hex location of the force, with or without a Town or Major City name as well. Pieces listed for a hex unassigned to a Leader are given first and simply placed in that hex on the map. After this the listing specifies which Leader, if any, is the Overall Commander (OC) for the location, followed by his Subordinate Leaders (SL) and their forces. Combat Units and the number of Guns for each specific Leader are listed

following the Leader's name. Leaders listed after the first Leader on a hex are Subordinate Leaders and may have Combat Units and Guns assigned to them by the scenario as well. Combat Units are listed by Union division (or Confederate brigade) strength. Combat Units listed with a strength followed by an "R" in parentheses (For example: a 10(R)-Division) are deployed showing their reduced (or weak side) strength lower face. In the above example, a player would select a 10-Division and place it showing its 5-Division side. Cavalry units may be listed as "Remounting" at the start of the scenario (Case 16.1.3). All Combat Units assigned to Leaders are placed on the proper Command Boxes on the AOD.

The total starting ASPs are divided among all the Leaders in play as the player sees fit. Following this is a player's current Depot and Supply Capacity listing for the scenario.

In any scenario where an Army Commander is listed without an HQ unit, the Army Commander may still issue Army Orders, but his Command Range is zero.

If a Leader begins a scenario with more Guns than he would normally be allowed to use, he may do so in that scenario.

Brevet Leaders as necessary to endow them with the stacking capability necessary to handle the troops they are assigned.

Note Union IFC Corps are indicated for historical purposes.

18.5 Choosing Combat Units

Combat Unit Morale Levels vary and are unknown to the player at the start of the scenario. Place all Combat Units with the same Combat Strength in one pile. Each time a unit of that strength is required for the set up, pick one without looking at its printed ML. This procedure is the same both for the start of the scenario and for picking out reinforcement units.

18.6 Leader Pool

The scenario then specifies all Leaders who begin the game in the Leader Pool and are available for appointment.

18.7 Reinforcements

The scenario specifies what strength units enter the game, on which turns, and their strengths. Leaders, if any, are also specified. Reinforcement units are put into play during the player's Administration Sequence (Module 15.0). Units arrive on hexes and at times specified by the scenario. Units arriving under the command of a Leader are placed in that Leader's Command Box on the Army

Organization Display; only the Leader and his Troops # marker are actually put on the map. Leaders enter the game with ASPs equal to their Administrative Rating. Units that are not given a specific arrival hex appear at a Major City or on a Rail Depot connected by an unbroken line of friendly-controlled railroad hexes with a friendly board edge. The northern edge is friendly to the Union player, all others to the Confederate.

18.8 Special Rules

To reflect special conditions pertaining to different periods of the Civil War each scenario may contain one or more special rules.

18.9 Notations for Scenario Listings

Each Leader with his associated Combat Units, and each individual unit appearing in the scenario in play, are listed by the Town or hex on which they should be set up. Hex numbers appear within parentheses if there is a Town in the hex, or alone if there is none. "HQ" stands for Headquarters, "VP" stands for Victory Points, and "WEP" stands for War Effort Points.

19.0 SCENARIOS

There are five scenarios and one campaign game scenario in *Look Away!* Players may trace the history of the theater by playing the scenarios in chronological order or skip around as they wish.

19.1 South to Resaca

President Abraham Lincoln has appointed General Ulysses S. Grant commander-in-chief of all Federal forces. Grant has conceived of a simultaneous offensive to be carried out by all Union armies. General William T. Sherman, now commanding all Union armies in the West, is directed to move against Atlanta and capture that city, one of the most significant remaining to the Confederacy. Sherman has arrayed three different Union armies totaling seven corps for the effort. Against him is Confederate General Joseph E. Johnston with the Army of Tennessee.

This scenario begins May 1, 1864 (Turn 1) and ends on May 16, 1864 (Turn 4). Foraging is permitted.

19.1.1 Confederate Player Set Up

Maximum Operations Effort: 3

Initial WEP Total: 90

Initial Ammo Supply Points: 25

Initial Morale Level: 3

Replacement Step Rates: 1 on Turns 1 and 3

FORCES

Unless otherwise specified, all units in this scenario set up showing their Full Strength sides.

At Dalton (Hex 5613)

Overall Commander JOHNSTON, Army of Tennessee HQ, 2 Guns

Chief of Staff MACKALL

Senior Commander HARDEE, I Corps HQ, 1 Gun

Leader CHEATHAM: 3x 5-Brigades, 1x 4-Brigade, 1x 3-Brigade

Leader CLEBURNE: 2x 5-Brigades, 1x 4-Brigade, 1x 3-Brigade

Leader WALKER: 3x 4-Brigades, 1x 3-Brigade

Leader BATE: 1x 5-Brigade, 1x 4-Brigade, 1x 3-Brigade

Senior Commander HOOD, II Corps HQ, 1 Gun

Leader HINDMAN: 1x 5-Brigade, 1x 4-Brigade, 1x 3-Brigade

Leader STEVENSON: 1x 5-Brigade, 2x 4-Brigades, 1x 3-Brigade

Leader STEWART: 1x 7-Brigade (R), 2x 5-Brigades, 1x 3-Brigade

IFC WHEELER, Cavalry Corps Marker, 1 Gun

Leader KELLY: 1x 3-Cavalry Brigade, 2x 3-Cavalry Brigades (R)

Leader HUMES: 1x 3-Cavalry Brigade, 2x 2-Cavalry Brigades

Select 3 Brigades from this total force as "Dismounted"

At Tunnel Hill (5710) 1x Detachment

At Spring Place (5716) 1x Detachment

At Hex 5611 1x Detachment

At Resaca (4813) 1x Detachment

At Kingston (3512)

1x 3-Cavalry Brigade (R) *"Dismounted"*

At Etowah Station (3218)

IFC 1st Cavalry Division HQ Leader MARTIN

1x 2-Cavalry Brigade (R) *"Dismounted"*

At Atlanta (1727)

1x Engineer Supervisor

1x Detachment

1x Train

Supply System

<i>Depots</i>	<i>Supply Capacity</i>
Resaca (4813)	4

Leader Pool

Carter, Clayton, Lowrey, Maney, Mercer

19.1.2 Reinforcements

Turn 2: At Rome (3607)

Senior Commander POLK, III Corps HQ, 2 Guns

Leader LORING: 1x 5-Brigade, 1x 5-Brigade (R), 1x 3-Brigade

Leader CANTEY: 1x 5-Brigade, 1x 4-Brigade (R), 1x 3-Brigade (R)

Turn 4: At Hex 3001

IFC W.H. JACKSON, 2nd Cavalry Division HQ

1x 2-Cavalry Brigade, 2x 2-Cavalry Brigades (R)

19.1.3 Union Player Set Up

Maximum Operations Effort: 4

Initial WEP Total: 100

Initial Ammo Supply Points: 30

Initial Morale Level: 3

Replacement Step Rate: 1 on Turns 1 and 3, 2 on Turns 2 and 4

FORCES

Unless otherwise specified Union units set up showing their Full Strength sides

At Cleveland (7016)

Senior Commander SCHOFIELD, Army of the Ohio HQ, 1 Gun

1x 12-Division (R), 2x 5-Divisions, 1x 4-Cavalry Division (R), 1x Engineer Brigade

At Hex 6915

IFC Leader HOWARD (IV Corps)

1x 16-Division (R), 2x 10-Divisions

At Ringgold (6209)

Senior Commander THOMAS, Army of the Cumberland HQ, 5 Guns

Leader PALMER, 1x 10-Division, 2x 9-Divisions

Leader HOOKER, 1x 10-Division, 1x 9-Division, 1x 8-Division

Leader ELLIOTT, 1x 4-Cavalry Division, 1x 4-Cavalry Division (R)

At Chattanooga (6704)

Overall Commander SHERMAN, Armies of the West HQ

Chief of Staff WEBSTER

1x Detachment

1x Pontoon Train

1x Train

1x Engineer Brigade

Senior Commander McPHERSON, Army of the Tennessee HQ, 4 Guns

Leader LOGAN, 1x 9-Division, 1x 8-Division, 1x 7-Division

Leader DODGE, 2x 5-Divisions

At Chattanooga (6704)

1x Detachment (independent of Sherman)

Supply System

<i>Depots</i>	<i>Supply Capacity</i>
Chattanooga (6704)	4
Cleveland (7016)	3

Leader Pool

Cox, Davis, Geary, McCook, Ransom, Stanley

19.2 Cassville to Kennesaw, 1864

General Johnston withdrew from Resaca toward the Etowah River with Sherman's Union armies gradually following. As Federal forces approached Cassville, Johnston turned and attempted a counterstroke, which miscarried when Hood, misinterpreting field reports, turned his corps away from the attack position Johnston had intended. The Confederates then withdrew. This pattern occurred several times during the campaign. Moving south of the Etowah, Johnston next attempted to stand at Allatoona. Sherman sent McPherson's Army of the Tennessee on a flanking movement to the west, resulting in the battle of New Hope Church. During a minor engagement General Polk was killed. Sherman gradually worked his way closer to Atlanta, culminating in the battle of Kennesaw Mountain.

This scenario begins May 16, 1864 (Turn 4) and ends on July 1, 1864 (Turn 13). Weather rules are in effect throughout the game. Foraging is permitted.

19.2.1 Confederate Player Set Up

Maximum Operations Effort: 3

Initial WEP Total: 250

Initial Ammo Supply Points: 25

Initial Morale Level: 3

Replacement Step Rate: 2 per turn

FORCES

At Adairsville (4014)

Overall Commander JOHNSTON, Army of Tennessee HQ, 2 Guns

Chief of Staff MACKALL

1x 4 Wagon

1x Detachment

Senior Commander HARDEE, I Corps HQ,
1 Gun

Leader CHEATHAM: 3x 5-Brigades,
1x 4-Brigade, 1x 3-Brigade

Leader CLEBURNE: 2x 5-Brigades,
1x 4-Brigade (R), 1x 3-Brigade

Leader WALKER: 3x 4-Brigades, 1x 3-Brigade

Leader BATE: 1x 5-Brigade, 1x 4-Brigade,
1x 3-Brigade (R)

Senior Commander HOOD, II Corps HQ,
1 Gun

Leader HINDMAN: 1x 5-Brigade, 1x 4-Brigade,
1x 3-Brigade

Leader STEVENSON: 1x 5-Brigade,
1x 4-Brigade, 1x 3-Brigade (R)

Leader STEWART: 1x 7-Brigade (R),
1x 5-Brigade, 1x 5-Brigade (R), 1x 3-Brigade

Senior Commander POLK, III Corps HQ,
2 Guns

Leader LORING: 1x 5-Brigade, 1x 5-Brigade (R),
1x 3-Brigade

Leader CANTEY: 1x 5-Brigade (R),
1x 4-Brigade (R), 1x 3-Brigade (R)

Leader W.H. JACKSON: 2x 2-Cavalry Brigades,
1x 2-Cavalry Brigade (R)

At Hex 4214

IFC WHEELER, Cavalry Corps Marker, 1 Gun

Leader KELLY: 1x 3-Cavalry Brigade,
2x 3-Cavalry Brigades (R)

Leader HUMES: 1x 3-Cavalry Brigade,
2x 2-Cavalry Brigades

Leader MARTIN: 1x 3-Cavalry Brigade (R),
1x 2-Cavalry Brigade (R)

At Rome (3607)

IFC FRENCH: 1x 5-Brigade, 2x 4-Brigades (R)

At Etowah Station (3218) 1x Detachment

At Atlanta (1727)

Level 1 Entrenchment

1x Engineer Supervisor

IFC SMITH: 1x 3-Brigade

1x Detachment

1x Train

Supply System

Depots	Supply Capacity
Etowah Station (3218)	4

Leader Pool

Cantey, Carter, Featherston, Lowrey, Maney,
Mercer, Tyler.

19.2.2 Union Player Set Up

Maximum Operations Effort: 5

Initial WEP Total: 275

Initial Ammo Supply Points: 25

Initial Morale Level: 4

Replacement Step Rates: 2 per turn

FORCES

At Hex 4614

IFC HOOKER

1x 10-Division, 1x 9-Division, 1x 8-Division (R)

At Calhoun (4513)

Overall Commander SHERMAN, Armies of the
West HQ

Chief of Staff WEBSTER

1x 4 Wagon

1x Pontoon Train

1x Engineer Brigade

Senior Commander THOMAS, Army of the
Cumberland HQ, 5 Guns

Leader PALMER, 2x 9-Divisions,
1x 10-Division

Leader ELLIOTT, 1x 4-Cavalry Division,
1x 4-Cavalry Division (R)

At Hex 4414

IFC Leader HOWARD (IV Corps)

1x 16-Division (R), 2x 10-Divisions

At Hex 4313

Senior Commander McPHERSON, Army of the
Tennessee HQ, 4 Guns

Leader LOGAN, 1x 9-Division, 1x 8-Division,
1x 7-Division

Leader DODGE, 2x 5-Divisions

At Hex 4514

Senior Commander SCHOFIELD, Army of the
Ohio HQ, 1 Gun

1x 12-Division (R), 2x 5-Divisions,
1x 4-Cavalry Division (R)

At Tunnel Hill (5710)

1x Engineer Brigade

At Chattanooga (6704)

1x 5-Division

1x Train

Supply System

Depots	Supply Capacity
Tunnel Hill (5710)	4

Leader Pool:

Cox, Davis, Geary, McCook, Ransom, Stanley,
Stoneman, Veatch, Williams

19.2.3 Reinforcements

On Turn 5 1x 4-Cavalry Division at a Railroad
Depot

On Turn 9 IFC BLAIR (XVII Corps),
1x 9-Division, 1x 7-Division at a Railroad Depot

On Turn 10 1x 5-Division at a Railroad Depot

On Turn 13 1x 9-Division (R) at a Railroad
Depot

19.2.4 Special Rules The following special
rule is in effect for this scenario.

19.2.5 Confederate Command Snarls To
reflect confusion in the Confederate chain
of command during this period of the cam-
paign in the west, penalties apply to the
Confederate Army when certain leaders are
concentrated. Specifically whenever HOOD
and his corps command is present in a hex
with another corps command, except where
Leader Johnston or the Army of Tennessee
HQ are also present, the player must use the
lowest Movement Rating of the Leaders pres-
ent when rolling on the Initiative Movement
Chart, and the lowest Battle Rating present
when rolling on the Fire Exchange Results
Table. Administrative Ratings and AP expen-
ditures are not affected. *Note Disregard this
rule when playing the Campaign Game.*

19.3 Closing in on Atlanta, 1864

The Army of Tennessee attempted a defense
near Marietta, north of the Chattahoochee
River, constructing the strong trench lines
that were now characteristic of battle tactics.
Sherman, feeling Johnston's lines too strong,
again felt around for a way to get past the
Confederate defenses. When General John-
ston withdrew to Peachtree Creek, President
Jefferson Davis of the Confederacy, who long
had viewed Joe Johnston with antipathy,
dismissed him. Sherman continued to move
towards Atlanta, where the Confederates
were steadily preparing new defenses.

This scenario begins July 1, 1864 (Turn 13)
and continues through July 16, 1864 (Turn
16). Weather rules are highly recommended
throughout the game. Foraging is permitted.

19.3.1 Confederate Player Set Up

Maximum Operations Effort: 4

Initial WEP Total: 100

Initial Ammo Supply Points: 25

Initial Morale Level: 3

Replacement Step Rate: 1 per turn

FORCES

At Hex 2622

Level 1 Entrenchment

Senior Commander LORING, III Corps HQ, 2 Guns

Leader FEATHERSTON: 1x 5-Brigade, 1x 3-Brigade (R)

Leader FRENCH: 1x 5-Brigade, 2x 4-Brigades (R)

Leader CANTEY: 1x 5-Brigade, 1x 4-Brigade (R), 1x 3-Brigade (R)

Leader W. H. JACKSON: 3x 2-Cavalry Brigades

IFC WHEELER, Cavalry Corps marker, 1 Gun

Leader KELLY: 3x 3-Cavalry Brigades (R)

Leader HUMES: 1x 3-Cavalry Brigade, 1x 2-Cavalry Brigade, 1x 2-Cavalry Brigade (R)

Leader MARTIN: 1x 3-Cavalry Brigade (R), 1x 2-Cavalry Brigade (R)

At Hex 2623

Level 1 Entrenchment

Overall Commander JOHNSTON, Army of Tennessee HQ, 2 Guns

Chief of Staff MACKALL

Senior Commander HARDEE, I Corps HQ, 1 Gun

Leader CHEATHAM: 2x 5-Brigades, 1x 5-Brigade (R), 1x 4-Brigade, 1x 3-Brigade (R)

Leader CLEBURNE: 2x 5-Brigades, 1x 4-Brigade (R), 1x 3-Brigade

Leader WALKER: 2x 4-Brigades, 1x 4-Brigade (R), 1x 3-Brigade

Leader BATE: 1x 5-Brigade, 1x 4-Brigade, 1x 3-Brigade

At Hex 2624

Level 1 Entrenchment

Senior Commander HOOD, II Corps HQ, 1 Gun

Leader HINDMAN: 1x 5-Brigade, 1x 4-Brigade (R), 1x 3-Brigade

Leader STEVENSON: 1x 5-Brigade, 2x 4-Brigades, 1x 3-Brigade (R)

Leader STEWART: 1x 7-Brigade (R), 2x 5-Brigades, 1x 3-Brigade

At Smyrna (2325) 1x Detachment

At Hex 2125

1x Detachment

Level 1 Entrenchment

At Hex 1924 1x Detachment

At Hex 1827

1x Detachment

Level 1 Entrenchment

At Hex 1828

1x Detachment

Level 1 Entrenchment

At Atlanta (1727)

Level 2 Entrenchment

IFC SMITH: 1x 3-Brigade

1x Engineer Supervisor

1x Detachment

1x 4 Wagon

At Licksillet (1521) 1x Detachment

Supply System

<i>Depots</i>	<i>Supply Capacity</i>
Atlanta (1727)	4

Leader Pool

S. D. Lee, Carter, Clayton, Brown, Lowrey, Maney, Mercer, Tyler, Walthall

19.3.2 Reinforcements

On Turn 14 1x 3-Brigade at Atlanta (1727)

19.3.3 Union Player Set Up

Maximum Operations Effort: 5

Initial WEP Total: 140

Initial Ammo Supply Points: 25

Initial Morale Level: 4

Replacement Step Rate: 2 per turn

FORCES

At Hex 2724

Senior Commander McPHERSON, Army of the Tennessee HQ, 4 Guns

Leader DODGE: 2x 5-Divisions

Leader BLAIR: 1x 7-Division, 1x 9-Division

At Hex 2723

IFC Leader LOGAN (XV Corps)

1x 9-Division, 1x 8-Division, 1x 12-Division (R), 1x 5-Division

At Hex 2722

Leader HOWARD (IV Corps)

1x 16-Division (R), 1x 10-Division, 1x 10-Division (R)

At Big Shanty (2721)

Overall Commander SHERMAN, Armies of the West HQ

Chief of Staff WEBSTER

Senior Commander THOMAS, Army of the Cumberland HQ, 4 Guns

1x Engineer Brigade

1x Pontoon Train

1x 4 Wagon

Leader PALMER: 1x 10-Division (R), 2x 9-Divisions

Leader HOOKER: 1x 12-Division, 1x 9-Division (R), 1x 8-Division (R), 1x 5-Division

At Hex 2620

Senior Commander SCHOFIELD, Army of the Ohio HQ, 1 Gun

Leader COX, 1x 7-Division, 2x 5-Divisions, 1x 4-Cavalry (R)

At Calhoun (4513)

1x Train

1x Detachment

At Adairsville (4014) 1x Engineer Brigade

Supply System

<i>Depots</i>	<i>Supply Capacity</i>
Calhoun (4513)	4
Adairsville (4014)	4
Cartersville (3417)	4
Etowah Station (3218)	4

Leader Pool

Davis, Geary, McCook, Ransom, Stanley, Stone-man, Veatch, Williams

19.3.4 Special Rules The following special rules are in effect for this scenario.

19.3.5 Mississippi Federals General Sherman commands not only the Federal armies around Atlanta, but all those in the border states, the Mississippi Valley, and elsewhere in the West. In fact one of his corps actually had half its strength detached and serving in Mississippi, and another had troops in Tennessee and Kentucky. The Union player may if he wishes call on reinforcements from outside the theater, at a cost of Victory Points awarded to the opponent. One division may be added at a cost of 10 VPs, two for 15 VPs. To draw these reinforcements, pile together all unused Union division pieces in the counter-mix. Without looking, select the one or two units desired. The pieces appear at the Union Railhead hex. This option can be exercised only once per game.

19.3.6 Union Railroad Railroad communication terminates at Adairsville (4014). All Union Depots in play south of the 40xx hex row (ie with lower numbers than that hex row) are in communication by means of *road*, not rail transport.

19.4 Hood Takes Command, 1864

The new Confederate commander was General John Bell Hood. The Army of Tennessee at first took heart as Hood embarked on a series of active operations and even offensive actions, beginning with the battle of Peach Tree Creek, where he incurred heavy losses. A thrust with Hardee plus Wheeler's cavalry turned into the battle of Atlanta, again with considerable losses. General McPherson of the Union's Army of the Tennessee is killed early in this campaign. Sherman moved up against Atlanta's defenses and tried to cut Rebel communications into the city by means of cavalry raids.

This scenario begins July 16, 1864 (Turn 16) and ends on July 31, 1864 (Turn 19). Weather rules are recommended. Foraging is permitted.

19.4.1 Confederate Player Set Up

Maximum Operations Efforts: 5

Initial WEP Total: 85

Initial Ammo Supply Points: 25

Initial Administration Points: 30

Initial Morale Level: 4

Replacement Step Rates: 1 per turn

FORCES

At Hex 2226

Level 1 Entrenchment

1x Detachment

At Hex 2225

Level 1 Entrenchment

1x Detachment

At Hex 2124

Level 1 Entrenchment

1x 3-Brigade, 1x Detachment

At Hex 1924

Level 1 Entrenchment

1x Detachment

At Hex 2026

Senior Commander STEWART, III Corps HQ, 2 Guns

Leader LORING: 1x 5-Brigade, 1x 5-Brigade (R), 1x 3-Brigade

Leader FRENCH: 1x 5-Brigade, 2x 4-Brigades (R)

Leader WALTHALL: 1x 5-Brigade, 1x 4-Brigade (R), 1x 3-Brigade (R)

1x Engineer Supervisor

IFC Leader W.H.JACKSON: Cavalry 1st Division marker, 3x 2-Cavalry Brigades (R)

At Hex 2027

Overall Commander HOOD, Army of Tennessee HQ, 2 Guns, Engineer Supervisor

Chief of Staff MACKALL

Senior Commander HARDEE, I Corps HQ, 1 Gun, Engineer Supervisor

Leader MANEY: 2x 5-Brigades, 1x 5-Brigade (R), 1x 4-Brigade, 1x 3-Brigade (R)

Leader CLEBURNE: 2x 5-Brigades, 1x 4-Brigade (R), 1x 3-Brigade

Leader MERCER: 2x 4-Brigades, 1x 4-Brigade (R), 1x 3-Brigade (R)

Leader BATE: 1x 5-Brigade, 1x 4-Brigade (R), 1x 3-Brigade (R)

At Hex 2028

Senior Commander CHEATHAM, II Corps HQ, 1 Gun, Engineer Supervisor

Leader HINDMAN: 1x 5-Brigade, 1x 4-Brigade (R), 1x 3-Brigade

Leader STEVENSON: 1x 5-Brigade, 1x 4-Brigade, 1x 4-Brigade (R), 1x 3-Brigade (R)

Leader CLAYTON: 1x 7-Brigade (R), 1x 5-Brigade, 1x 5-Brigade (R), 1x 3-Brigade (R)

1x Engineer Supervisor

At Decatur (1830)

IFC WHEELER: Cavalry Corps marker, 1 Gun

Leader KELLY: 3x 3-Cavalry Brigades (R)

Leader HUMES: 1x 3-Cavalry Brigade, 1x 2-Cavalry Brigade, 1x 2-Cavalry Brigade (R)

Leader MARTIN: 1x 3-Cavalry Brigade (R), 1x 2-Cavalry Brigade (R)

At Hex 1828 Level 2 Entrenchment

At Hex 1827 Level 2 Entrenchment

At Hex 1726 Level 2 Entrenchment

At Atlanta (1727)

IFC Leader SMITH: 1x 3-brigade

Level 2 Entrenchment

1x Engineer Supervisor

Train

At Hex 1626

Level 1 Entrenchment

1x 3-Brigade (R)

Supply System

<i>Depots</i>	<i>Supply Capacity</i>
Atlanta (1727)	4

Leader Pool

Anderson, Brown, Caney, Carter, S.D. Lee, Lowrey, Shoup, Tyler

19.4.2 Union Player Set Up

Maximum Operations Effort: 6

Initial WEP Total: 60

Initial Ammo Supply Points: 25

Initial Morale Level: 4

Replacement Step Rate: 1 per turn

FORCES

At Hex 2328

Overall Commander SHERMAN, Armies of the West HQ

Chief of Staff WEBSTER

1x Pontoon Train

1x 4 Wagon

Engineer Brigade

Senior Commander THOMAS, Army of the Cumberland HQ, 5 Guns

Leader PALMER: 1x 9-Division, 2x 9-Divisions (R)

Leader HOOKER: 1x 10-Division, 1x 9-Division (R), 1x 8-Division (R), 1x 5-Division (R)

At Buckhead (2228)

IFC HOWARD (IV Corps)

1x 16-Division (R), 2x 10-Divisions

At Hex 2230

Senior Commander SCHOFIELD, Army of the Ohio HQ, 1 Gun

Leader COX: 1x 7-Division, 2x 5-Divisions, 1x 4-Cavalry Division (R)

At Hex 2131

IFC LOGAN (XV Corps)

1x 12-Division (R), 1x 9-Division, 1x 8-Division, 1x 5-Division (R), 1x 4-Cavalry Division

At Hex 2032

Senior Commander McPHERSON, Army of the Tennessee HQ, 4 Guns, 1x 2 Wagon

Leader DODGE: 2x 5-Divisions

Leader BLAIR: 1x 9-Division (R), 1x 7-Division

At Smyrna (2325) 1x 5-Division

At Marietta (2523) 1x Detachment

At Etowah Station (3218) 1x Detachment

At Kingston (3512) 1x Train

Supply System

<i>Depots</i>	<i>Supply Capacity</i>
Adairsville (4014)	4
Kingston (3512)	4
Allatoona (3019)	4
Smyrna (2325)	4

Leader Pool

Davis, Geary, Greesham, McCook, Ransom, Rousseau, Slocum, Stanley, Stoneman, Veatch, Williams

19.4.3 Special Rules The following special rules are in effect for this scenario.

19.4.4 Confederate Command Change

During the Reorganization Segment of Turn 3 replace Cheatham in command of II Corps, Army of Tennessee with S.D. Lee, Cheatham replaces Manet at the head of his division in Hardee's I Corps. These changes were mandated from Richmond. They do not require any War Department Order or expenditure of Administration Points. If any of these officers should happen to be wounded or killed, select alternates from the Leader Pool.

19.4.5 Atlanta Recruits During the Reorganization Segment of any game turn in which the Union player possesses any Field Command (visible on the map) within five hexes of the city of Atlanta (1727), *and* Atlanta is under Confederate control, the Confederate player enjoys special volunteers that come to the city's defense. Draw one (1) Replacement step. These Replacements can *only* be used for a Confederate Field Command within four hexes of Atlanta, and only by a command that can trace a line of hexes free of Union Units or their ZOC direct to Atlanta and four or less hexes long. These special replacements cannot be accumulated and are lost if not used.

19.4.6 Control of Atlanta In addition to its other effects in the game, on each Reorganization Segment during which the Confederate player still controls the city of Atlanta (1727), he earns 2 Victory Points.

19.4.7 Union Command Change During the Reorganization Segment of Turn 3 replace the Field Commander of the Army of the Tennessee with Leader Howard (in actuality, McPherson had been killed in action, then replaced by Logan, but his haphazard

logistics dismayed Sherman, who appealed to President Lincoln, which resulted in the Howard appointment). This appointment outraged Hooker, who resigned. Replace Hooker with Leader Williams, and at IV Corps place Stanley in command. All this flowed from a War Department Order. The Union player expends 10 WEP.

19.4.8 Mississippi Federals General Sherman commands not only the Federal armies around Atlanta, but all those in the border states, the Mississippi Valley, and elsewhere in the West. In fact one of his corps actually had half its strength detached and serving in Mississippi, and another had troops in Tennessee and Kentucky. The Union player may if he wishes call on reinforcements from outside the theater, at a cost of Victory Points awarded to the opponent. One division may be added at a cost of 10 VPs, two for 15 VPs. To draw these reinforcements, pile together all unused Union division pieces in the counter-mix. Without looking, select the one or two units desired. The pieces appear at the Union Railhead hex. This option can be exercised only once per game.

19.4.9 Union Railhead The Union rail line terminates at Kingston (3512). All depots south of the 35xx hex row are considered to be supplied by road, not railroad.

19.5 The Siege of Atlanta, 1864

Besieging Atlanta became an extended campaign much like the investment of Petersburg, which was in progress during the same period of time. Sherman moved to the left, and to his right, in efforts to extend himself past the Confederate defenses. Union cavalry had been largely used up during the campaign. Hood tried to disrupt Sherman's rear by sending Joe Wheeler's cavalry corps on a deep raid. Sherman finally hit upon the alternative of turning the Confederate right. Once General Schofield cut the railroad and Rough & Ready, Atlanta lost its final rail link, and Hood abandoned the city.

This scenario begins July 31, 1864 (Turn 19) and ends on September 1, 1864 (Turn 25). Weather rules are recommended. Foraging is permitted.

19.5.1 Confederate Player Set Up

Maximum Operations Effort: 3 scenario (5 Campaign Game)

Initial WEP Total: 160

Initial Ammo Supply Points: 25

Initial Morale Level: 2

Replacement Step Rate: 1 per turn

FORCES

Atlanta Defenses

Place Level 2 Entrenchments in hexes 1728, 1828, 1827, 1726, 1626, and 1526 (East Point)

Anywhere in Atlanta Defenses

IFC G. Smith, 1x Engineer Supervisor

1x 3-Brigade, 1x3-Brigade (R), 3x Detachments

At Hex 1728

Senior Commander HARDEE, I Corps HQ, 1 Gun, 1x Engineer Supervisor

Leader CHEATHAM: 2x 5-Brigades, 1x 4-Brigade, 1x 4-Brigade (R), 1x 3-Brigade

Leader CLEBURNE: 1x 5-Brigade, 1x 5-Brigade (R), 1x 4-Brigade, 1x 4-Brigade (R), 1x 3-Brigade

Leader ANDERSON: 1x 5-Brigade, 1x 4-Brigade, 1x 4-Brigade (R), 1x 3-Brigade (R)

1x Engineer Supervisor

At Atlanta (1727)

Overall Commander HOOD, Army of Tennessee HQ, 2 Guns,

Chief of Staff SHOUP

1x Train

At Hex 1626

Senior Commander S.D. LEE, II Corps HQ, 1 Gun, 1x Engineer Supervisor

Leader BROWN: 1x 5-Brigade, 1x 4-Brigade (R), 1x 3-Brigade (R)

Leader STEVENSON: 1x 5-Brigade (R), 1x 4-Brigade, 1x 4-Brigade (R), 1x 3-Brigade (R)

Leader CLAYTON: 1x 7-Brigade (R), 1x 5-Brigade, 1x 5-Brigade (R), 1x 3-Brigade (R)

1x Engineer Supervisor

At Paper Mill (1630)

Level 1 Entrenchment

1x Detachment

At Hex 1525

Senior Commander STEWART, III Corps HQ, 2 Guns, Engineer Supervisor

Leader LORING: 2x 5-Brigades (R), 1x 3-Brigade

Leader FRENCH: 1x 5-Brigade, 2x 4-Brigades (R)

Leader WALTHALL: 1x 5-Brigade, 1x 4-Brigade (R), 1x 3-Brigade (R)

Leader W.H.JACKSON: 3x 2-Cavalry Brigades (R)

At Red Oak (1325) 1x Detachment

At Rough & Ready (1328) 1x Detachment

At Hex 1225

IFC WHEELER: Cavalry Corps marker, 1 Gun

Leader KELLY: 3x 3-Cavalry Brigades (R)

Leader HUMES: 1x 3-Cavalry Brigade (R),
2x2-Cavalry Brigades (R)

Leader MARTIN: 1x 2-Cavalry (R),
1x 3-Cavalry Brigade (R)

At Jonesboro (1129) 1x Detachment

Supply System

<i>Depots</i>	<i>Supply Capacity</i>
Atlanta (1727)	4

Leader Pool

Carter, Loring (WIA -2), Lowrey, Maney, Tyler

19.5.2 Union Player Set Up

Maximum Operations Effort: 4 scenario
(6 Campaign Game)

Initial WEP Total: 220

Initial Ammo Supply Points: 30

Initial Morale Level: 3

Replacement Step Rate: 2 per turn

FORCES**At Lick Skillet (1521)**

1x 4-Cavalry Division (R)

At Ezra Church (1624)

Level 1 Entrenchment

Senior Commander HOWARD, Army of the
Tennessee HQ, 4 Guns, Engineer Brigade

Leader LOGAN, 1x 9-Division (R),
1x 8-Division, 1x 7-Division, 1x 5-Division (R)

Leader DODGE, 1x 5-Division, 1x 5-Division (R)

At Hex 1723

IFC Leader DAVIS (XIV Corps),
2x 9-Divisions (R)

At Hex 1724

Level 1 Entrenchment

IFC BLAIR (XVII Corps), 1x 8-Division,
1x 7-Division (R)

At Hex 1826

Level 1 Entrenchment

Senior Commander SCHOFIELD, Army of the
Ohio, Engineer Brigade

Leader COX: 1x 9-Division, 2x 5-Divisions

At Hex 1926

Level 1 Entrenchment

Overall Commander SHERMAN, Armies of the
West HQ, Engineer Brigade, Pontoon Train

Chief of Staff WEBSTER

IFC Leader PALMER (XVI Corps),
1x 9-Division (R)

At Hex 1927

Level 1 Entrenchment

Senior Commander THOMAS, Army of the
Cumberland HQ, 5 Guns, Engineer Brigade

Leader WILLIAMS: 1x 10-Division,
1x 10-Division (R), 1x 9-Division,
1x 5-Division (R)

At Hex 1928

Level 1 Entrenchment

IFC STANLEY (IV Corps), 1x 16-Division (R),
2x 10-Divisions

At Hex 2125 1x Detachment

At Marietta (2523) 1x Detachment

At Allatoona (3019) 1x Detachment

At Etowah Station (3218)

1x Detachment

Train

Supply System

<i>Depots</i>	<i>Supply Capacity</i>
Cartersville (3417)	4
Etowah Station (3218)	4
Marietta (2523)	4
Smyrna (2325)	4
Powder Springs (2120)	2

Leader Pool

Geary, Greesham, McCook, Ransom, Rousseau,
Slocum, Stoneman, Veatch

19.5.3 Reinforcements

On Turn 20 IFC KILPATRICK (Cavalry
Corps), 1x 4-Cavalry Division at
Etowah Station (3218)

19.5.4 Atlanta Recruits During the Reorganization Segment of any game turn in which the Union player possesses any Field Command (visible on the map) within five hexes of the city of Atlanta (1727), *and* Atlanta is under Confederate control, the Confederate player enjoys special volunteers that come to the city's defense. Draw one (1) Replacement step. These Replacements can *only* be used for a Confederate Field Command within four hexes of Atlanta, and only by a command that can trace a line of hexes free of Union Units or their ZOC direct to Atlanta and four or less hexes long. These special replacements cannot be accumulated and are lost if not used.

19.5.5 Control of Atlanta In addition to its other effects in the game, on each Reorganization Segment during which the Confederate player still controls the city of Atlanta (1727), he earns 2 Victory Points.

19.5.6 Union Railhead The Union railroad traffic can move as far south as Etowah Station (3218). All Union Depots south of the 32xx hex row are supplied by road, not railroad.

19.5.7 Union Command Change On Turn 5 the Union Leader PALMER resigned his command. Replace him with Leader DAVIS. Also replace WILLIAMS with SLOCUM. These changes flow from previous War Department Orders or are within the Chain of Command, and thus bear no additional AP or WEP cost.

19.5.8 Mississippi Federals General Sherman commands not only the Federal armies around Atlanta, but all those in the border states, the Mississippi Valley, and elsewhere in the West. In fact one of his corps actually had half its strength detached and serving in Mississippi, and another had troops in Tennessee and Kentucky. The Union player may if he wishes call on reinforcements from outside the theater, at a cost of Victory Points awarded to the opponent. One division may be added at a cost of 10 VPs, two for 15 VPs. To draw these reinforcements, pile together all unused Union division pieces in the counter-mix. Without looking, select the one or two units desired. The pieces appear at the Union Railhead hex. This option can be exercised only once per game.

Historical Variant Players are encouraged to put the provisions of Case 19.6.7 in effect. Atlanta is marked as an Open City the first turn a Union unit is within 3 hexes of the city.

19.6 Campaign Game

This scenario covers the entire campaign for Atlanta. Both players set up as normal for the scenario "South to Resaca" (see Section 19.1). Include in the Leader Pool all Leaders listed in all scenarios.

19.6.1 WEP On the turn corresponding to the beginning of each scenario following the first, add to the player's WEP stocks a number of points equal to that listed by the successive scenarios. If either player does not have open railroad communication to a Railroad Depot, the replenishment of WEP is delayed until the Reorganization Segment of a turn during which that communication has been restored.

19.6.2 Reinforcements and Replacements The Reinforcements listed for each scenario,

and the levels of Replacements that are specified for each turn of the individual scenario are introduced in the corresponding turn of the Campaign Game. If a player loses his train during the campaign game, it is automatically replaced 4 turns later at Atlanta (Confederate) or Chattanooga (Union).

19.6.3 Special Rules All special rules listed for each existing scenario are active with one exception (see Case 19.6.4 below). Each comes into effect on the designated turn of the campaign game that corresponds to the stipulated time in the scenario, or to the turn when the scenario would come into effect, whichever is specified.

19.6.4 Johnston's Woes Confederate commander, Joseph E. Johnston, was not, to put it mildly, in good graces with President Jefferson Davis. Their personalities grated upon one another throughout the war, and during the campaign President Davis repeatedly urged the General to take aggressive action to thwart the Union Armies advancing on Atlanta. Exacerbating the situation was General John Bell Hood, who sent insubordinate and condescending letters to Richmond casting Johnston in the worst possible light, and describing how he alone could retrieve the situation. When word came that Johnston was defeated at Kennesaw Mountain and was pulling back behind Peachtree Creek, Davis sent orders relieving Johnston of his command, placing Hood in charge.

19.6.5 Confederate Morale Track To simulate the problematic and worrisome command structure of the Confederate Army the status of Confederate Morale is tracked during the Campaign Game. Place the Confederate Morale Marker in the 1 space of the Confederate Morale Track (found on the Confederate player's AOD). When and if Resaca comes under Union control, beginning with the next turn and every turn thereafter, the Confederate player rolls two dice at the beginning of the Decision Segment. Modify the DR as follows (use all that apply):

+1 for every two towns on the Atlanta/Cleveland RR under Union control (disregard any fraction).

+1 if Hood is still in play (has not been killed or captured). *Note Per this rule Hood can never be removed "for cause" per Case 14.6.1 (he had friends in VERY high places back in Richmond).*

+2 if any Union infantry unit is south of the Peachtree Creek/Chattahoochie River.

-1 for every eliminated Union infantry/cavalry division in the previous turn (or 2 that

are reduced). The maximum DR modifier for this case is -2.

-1 if any Union Army General (-2 if Sherman) is killed or captured in the previous turn. The maximum DR modifier for this case is -3.

Note In the unlikely event Resaca is recaptured by the Confederate player, decrease Confederate Morale by 1 space on the Morale Track (but not less than 1) and do not perform a Morale Check DR the following turn. Resume making a Morale Check DR with the next turn, and every turn thereafter, however.

If the modified DR result is 10 or more advance the Confederate Morale marker one space to the right on the Confederate Morale Track. The following events are triggered as the Confederate Morale marker is advanced:

When the marker reaches the 4 space on the track, Confederate cavalry units may only remount with a DR of 6 (not 5 or 6 per Case 16.1.4, a). *Note Mounts of any kind, horses and mules, would become increasingly scarce as civilians start packing up and heading out of the war zone.*

When the marker reaches the 5 space on the track, in addition to the restrictions above, it costs 2 AP (not 1 per Case 14.7.2) to activate any Confederate Construction Supervisor units. *Note The slaves are escaping and becoming increasingly uncooperative/rebellious.*

When the marker reaches the 6 space on the track, in addition to the restrictions above, Johnston is immediately removed from play, Hood is made the supreme commander and the Confederate Command Changes per Cases 19.4.4 and 19.4.5 are put into effect. If Hood is not in play should Johnston be relieved the Confederate player can restructure his command as he sees fit per Section 14.6. *Note See also Case 19.6.7 below.*

The turn following the one when the marker reaches the 6 space the Maximum Operations Effort for both sides are elevated to 5 for the Confederate and 6 for the Union for the rest of the game until either there are no Union units south of the Peachtree Creek/Chattahoochie River or Atlanta falls, in which case the Maximum Operations Effort for both sides falls to 3.

The Confederate Morale Track marker cannot be reduced to less than 1. Discontinue making the Confederate Morale DR check once the Confederate Morale Track marker reaches the 6 space on the track.

19.6.6 One More Killin' The turn following the one Hood is in command, the Confederate player must launch at least one attack per

turn by at least one Corps level leader/formation (not cavalry) until one of the following occurs:

There are no longer any in-supply Union infantry units south of the Peachtree Creek/Chattahoochie River *or*

Atlanta is under Union control *or*

Hood is killed or captured.

Failure by the Confederate player to launch an attack in a turn once Hood takes command will result in the loss of a number of VP equal to the roll of one die plus 6 (ouch!).

Note Following a particularly disastrous Confederate attack ordered by Hood outside of Atlanta a Union soldier yelled out "how many of you damned Rebs are left?" Someone yelled back, rather laconically, "enough for one more killin' we reckon."

If Hood is not able to assume command (was killed or captured earlier) the Confederate player is not bound by this rule.

19.6.7 Open City (variant rule) Both Sherman and Jefferson were reluctant to see Atlanta's citizens caught-up in city fighting. When/if Confederate Morale is 6 or higher the following are in effect:

Neither player may launch attacks from or defend in the Atlanta hex. Confederate units may move and retreat through the city as long as the city is under Confederate control. If the city comes under Union control only Union units can move and retreat through Atlanta.

Atlanta Recruits (Case 19.5.4) are permanently lost to the Confederate player for the rest of the game.

It costs double the MP costs to enter the Atlanta hex for the turns the city is first declared an Open City and the next.



The Confederate Train unit is permanently removed from play. Flip it over to show "Open City" and place on the Atlanta Hex to indicate the city's status.

Atlanta is considered an Open City for the rest of the game, with all of the above still in effect, even if it should later revert to Confederate control.

Developer's Note The increased MP cost for Atlanta are due to a number of factors. Note only are the civilians and deserters clogging the road net, but there is the chaos, confusion of the city's imminent fall, as well as such things as cut rail and telegraph lines and messengers getting waylaid and/or lost. All of this would lead to a significant degradation on military maneuvers in the city.