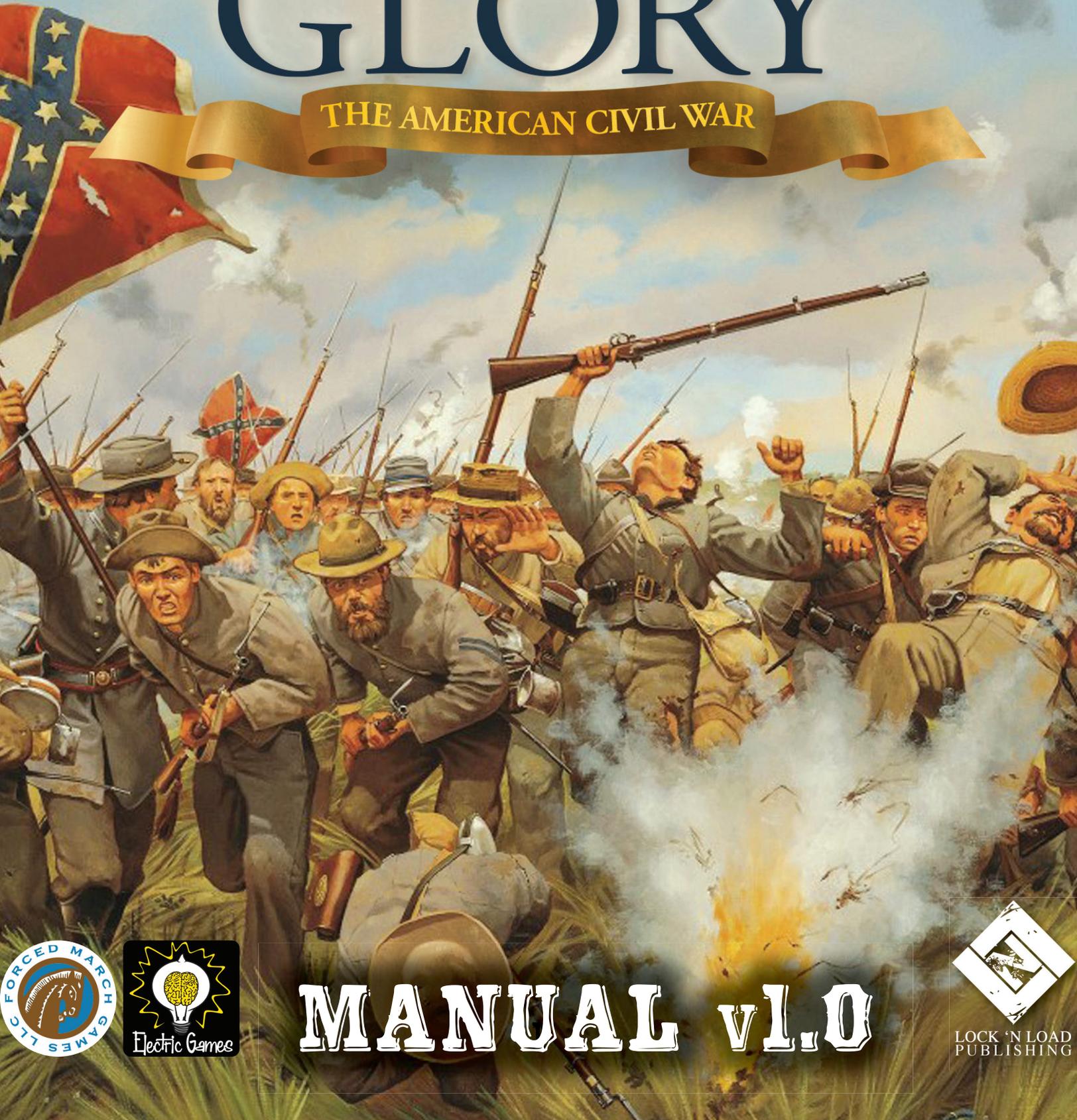


VICTORY & GLORY

THE AMERICAN CIVIL WAR



MANUAL v1.0



LOCK 'N LOAD
PUBLISHING

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INTRODUCTION & OVERVIEW

Victory & Glory: The American Civil War is a game of grand strategy wherein you take the role of either the North or the South and attempt to win the war. You will move your armies, fight great battles, recruit new troops, and conquer cities. The AI will control the other side in this great conflict!

SETUP

CAMPAIGNS

The 1861 Scenario is the 'default', or main scenario for the game. The event cards and flow of the game were originally set up for this campaign.

DIFFICULTY LEVEL

There are three difficulty levels:

Corporal

- Enemy Generals' Quality Rating -1
- The Enemy gets an Event Card every 2 turns
- You get an Event Card every turn
- The Enemy receives a few additional resources
- You receive some additional resources.

Major

- You get 1 Event Card every 2 turns

General

- Enemy Generals' Quality Rating +1
- You get 1 Event Card every 2 turns
- The Enemy gets an Event Card every turn
- The Enemy receives some additional resources.

WINNING THE GAME

The game ends if one of the following conditions occurs:

- 1). The last turn has been played (see Scenario Information below).
- 2). The 'Will to Fight' Rating for either side reaches '0'
- 3). All cities in one nation are occupied by enemy troops.
- 4). War Weariness' affects fall elections. See below.

When the game ends, a score will be given to the player based on how many enemy cities they occupy, how many major battles they have won, and special Event Cards they have played. The winner is determined by which side 'cracks'. If the game lasts until the final turn of the scenario, the player with the higher score is the winner.

GAME SUMMARY		
	The Confederacy	The Union
Victory Conditions:		
Will To Fight:	100	100
Major Battles Won:	0	0
Confederate Cities Occupied:	-	0
Major Events Achieved:	0	0
Richmond Occupied:	-	No
Washington Occupied:	No	-
Union Sued For Peace:	No	-
European Intervention:	0	-
Total Points:	0	0

SCORING

A running score will also be kept during the game and will be available on the Score Menu Screen. This screen will also show the current status of each side. If the game gets to the end of a scenario, then the winner will be determined by the score. The factors that affect the score are:

Union

- Number of Confederate cities occupied: 5 VP each
- Richmond occupied: 15 VP
- Major Battle Victories: 5 VP each
- Major Events Played: 10 VP each

Confederate

- Major Battle Victories: 10 VP each
- Washington D.C. occupied: 20 VP
- European Support: 5 VP per level
- Major Events Played: 15 VP
- Union Sues for Peace: 50 VP

Victory Levels are determined by the difference in Victory Points:

- 0 – 20 Marginal Victory / Marginal Defeat
- 21- 40 Victory/ Defeat
- 41 – 80 Great Victory/ Terrible Defeat
- 81 – 120 Famous Victory/ Infamous Defeat
- 121+ Epic Victory!/Epic Defeat!

END GAME SCREEN

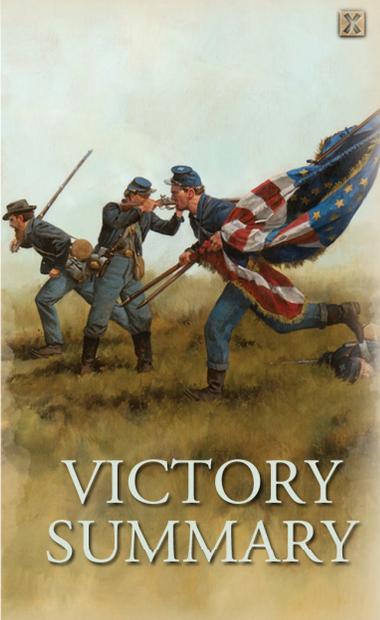
When the game ends, you will see an end game screen that will show your final score and victory level, as well as a complete 'History of the American Civil War' (The one that you just fought). This history displays all major battles with the casualties and the winner, as well as all major events that occurred.

Historical Scenario (Union)

Union Score: 90 Confederate Score: 20
Final Victory Level: You have achieved a great victory.

History of the American Civil War

Date	Event	Result
Aug 1861	Battle of Washington	Union Victory
Union Losses: 		
Confederate Losses: 		
Aug 1861	Battle of Hagerstown	Union Victory
Union Losses: 		
Confederate Losses: 		
May 1862	Battle of Tennessee IV	Union Victory
Union Losses: 		



TURN OVERVIEW

On your turn you may select armies (up to the limit that have been activated (3 - 6) for that turn). Once selected, they may be moved. When moved into an enemy occupied region, a battle will be fought. Event Cards may also be played during your turn that will allow you to recruit new troops, build naval units, perform political actions, or gain other special benefits. You will also be able to recruit new units every quarter. Income will flow into your treasury from your cities, so don't lose them, and from blockade runners (for the Confederacy). To end your turn, press the Date Button. Every two turns you will be able to select one of two possible event cards to add to your hand of available cards (as long as your capital is not enemy occupied).

AI TURN

After you complete your turn, the AI will move, fight battles, and play its Event Cards.

QUICK GUIDE ON HOW TO

SELECT AN ARMY

Simply left click on the army. You'll be able to see all of the units (Infantry, Cavalry, and Artillery) and generals in that army in the box at the bottom of the screen.



MOVE AN ARMY TO A NEW REGION

With the army selected, left click on a region that is adjacent to the region that the army is currently in. If the army is greyed-out, it cannot move because some or all of the units in that army have already moved or do not have a general with them. Armies may usually only move one region per turn. However, there are cards that can allow armies to move more than one region in a turn (Forced March).

NOTE: You can move armies around within a region without it costing any movement points. This is sometimes helpful when splitting and joining armies so you can see the armies better.



MOVE A NAVAL UNIT

Each Southern Port has a 'Naval Box' adjacent to it that contains the blockade forces for that port. There is also a Naval Box in the North for the deployment of new naval units. Warships and Ironclads may be moved freely between Naval Boxes by the Union player on his or her turn. There is a limit of 3 total moves per ship per turn.

The Confederate player may produce ironclads as well. When they are produced, they are immediately deployed in the Naval Box for that port. If there are Union ships there, an immediate battle is triggered. Confederate Ironclads may never move; they must remain in their home port box.



MOVE AN ARMY AMPHIBIOUSLY

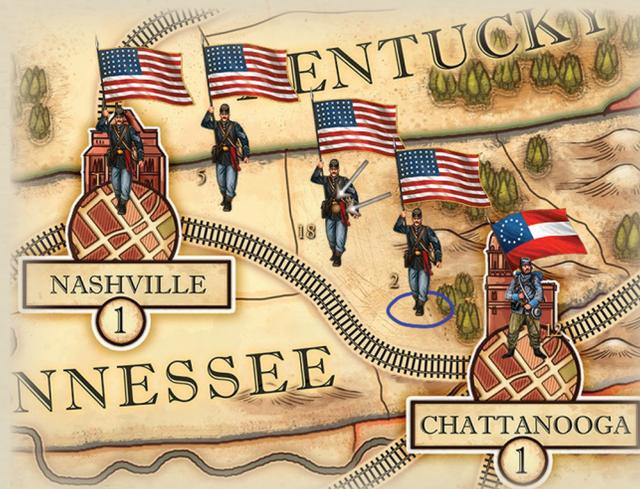
Armies may move from one region with a port to any other region with a port, regardless of the distance. The Union player must have one Transport per land unit to be moved. Click on the army to be moved and on the destination region.



The selected army will move by sea and attempt to capture Norfolk.

MERGE TWO ARMIES IN THE SAME REGION

Left-click (select) one army and then left-click the army that you want it to merge with. There is a limit of 20 units in one army (except for a Union player who has used the Improved Logistics card, then the limit is 25). You may need to split an army into a smaller force to get to the right size to be able to combine.



The selected army will merge with the 18-unit army to combine for 20.

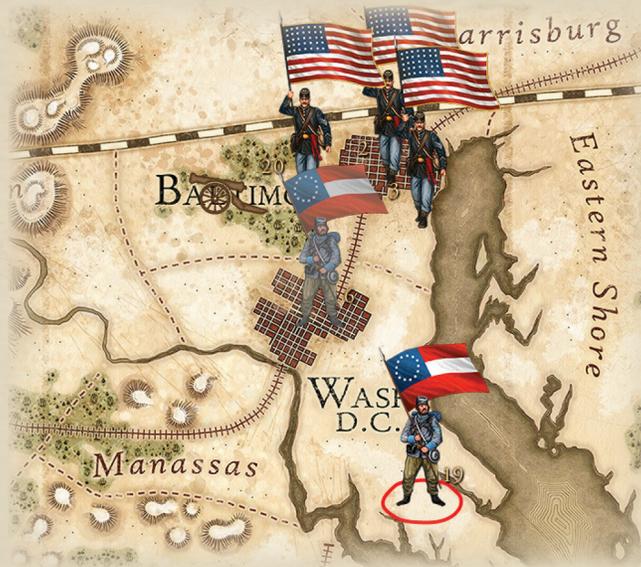
SPLIT AN ARMY INTO TWO

Right click on any of your armies and a 'split army' screen will pop up. Simply select (left click) the unit from the original army on the left and place it in the box on the right by left clicking there. Repeat until the new army has the units in it that you want.



START A BATTLE

When you move into a region with an enemy army, a battle will begin. Sometimes enemy armies may successfully retreat before a battle begins. Very small armies may be over-run by much larger armies without a battle.



The selected army will move from the Washington D.C. region to the Baltimore region and engage the Union Army in battle. This example is taken from the special Theater Map which is explained below.

DETAILED THEATER MAP

Much of the war was fought in the area of northern Virginia, Maryland, and southern Pennsylvania. Both Capitals are located in this area, of course.

This is represented by a special map which shows these areas in greater detail and includes regions and cities which don't fit on the main strategy map, and do not appear there for that reason.



This map is accessed by pressing and releasing the Ctrl key. It can be closed again the same way.

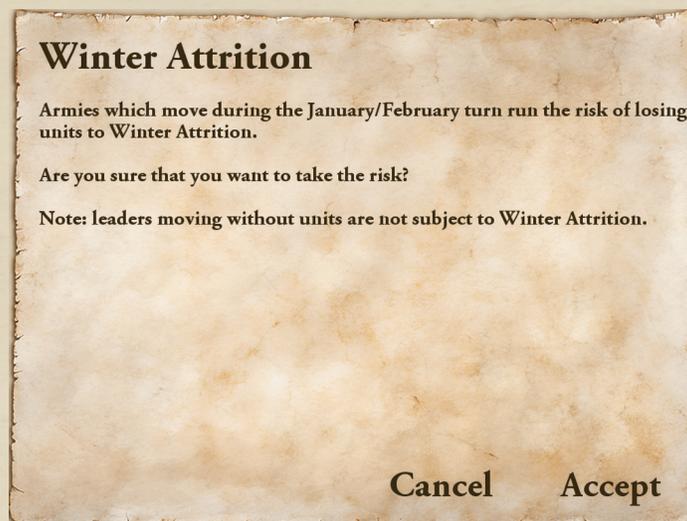
Armies may move to and from the regions on the detailed map just as they do on the main strategy map. When a region on the detailed map is selected it is highlighted just as a selected region on the main strategy map would be.

If the detailed map is then closed, the game will do its best to select the area on the main strategy map that corresponds to the area on the detailed map. But to see precisely what is selected, the player should open the detailed map to avoid any ambiguity. Some areas, such as Gettysburg, Petersburg, and York, simply do not exist on the main map.

Armies may move freely between the regions on the detailed map and the regions on the main strategy map, within the normal rules of movement.

TURNS, DATES, SEASONS, AND RECRUITING

Each turn takes 1 month of game time. Therefore, there are 12 turns in each year. Movement and Combat are handled normally in all turns except the January and February turns. Any units except Leaders and Naval Units that move in this turn will be subject to Winter Attrition and will have a chance to lose one level of experience (25% chance). Any unit with a quality rating of '0' that loses a level is eliminated.



NOTE: Armies during this period generally stayed in winter quarters during the coldest months of winter, even if only to rest and refit. Occasionally they would be called on to march and fight during winter, but the lack of forage and bad weather could result in many cases of illness and severe straggling.

RECRUITING

Every quarter, you will be able to Recruit New Units. The player will have access to the Recruit New Units menu.

When recruiting each new unit, the player will select the type of unit and then pay the cost from their Budget. In addition to ships and land units the players can purchase additional railroad capacity at this time. No more units may be recruited if there is no remaining money.

UNION RECRUITING

The Union player can recruit new units four times a year from a national recruiting Pool. This pool of units is aggregated from pools for each state. Units recruited from Indiana and West will appear in Chicago, and units recruited from Ohio and East will appear in New York. If either of these cities is occupied by an enemy unit, then the states that feed into them are unavailable for recruiting. You choose which unit type will be recruited and pay the cost. The actual recruits are chosen randomly from the available recruits.

Union Costs:

- Infantry: \$5
- Cavalry: \$7 (note limits on horses below)
- Artillery: \$7 (note industrial production limits below)

Every other turn, there is a chance that each state's pool will increase as follows (number in parenthesis is the starting value at the beginning of the game):

EAST New York placement

- Maine: 2 x 6% (game starting value: 1)
- Vermont: 1 x 5% (1)
- New Hampshire: 1 x 5% (1)
- Massachusetts: 3 x 7% (1)
- Connecticut: 1 x 7% (1)
- Rhode Island: 1 x 3% (1)
- New York: 10 x 7% (1)
- Pennsylvania: 7 x 7% (1)
- New Jersey: 2 x 6% (1)
- Delaware: 1 x 3% (1)
- Ohio: 6 x 7% (1)

WEST Chicago placement

- Indiana: 3 x 6% (1)
- Michigan: 2 x 6% (1)
- Illinois: 4 x 6% (1)
- Wisconsin: 2 x 7% (1)
- Iowa: 2 x 6% (1)
- Minnesota: 1 x 4% (1)
- Kansas: 1 x 3% (1)

Border States can be recruited from if the city listed is occupied by at least one of your armies. Units recruited from that Border State are placed in this city.

- Kentucky: 3 x 3% (1) Louisville
- Maryland: 2 x 3% (0) Baltimore
- Missouri: 3 x 3% (1) St. Louis

CONFEDERATE RECRUITING

Units recruited from east of the Appalachians are placed in Charleston, and those recruited from west of the mountains are placed in Vicksburg. If either of these cities is occupied by an enemy unit, then the states feeding into them are unavailable for recruiting. You choose which unit type will be recruited and pay the cost just as the Union player does (see above).

Confederate Costs:

- Infantry: \$4
- Cavalry: \$6 (note limits on horses below)
- Artillery: \$8 (note industrial production limits below)

Every other turn, there is a chance that each state's pool will increase as follows (number in parenthesis is the starting value at the beginning of the game):

EAST (CHARLESTON PLACEMENT)

- Virginia: 6 x 5% (1)
- North Carolina: 4 x 5% (1)
- South Carolina: 3 x 5% (1)
- Georgia: 5 x 5% (1)
- Florida: 1 x 5% (1)

WEST Vicksburg placement

- Texas: 3 x 5% (1)
- Arkansas: 2 x 5% (1)
- Louisiana: 3 x 5% (1)
- Mississippi: 3 x 5% (1)
- Alabama: 4 x 5% (1)
- Tennessee: 4 x 5% (1)

Border States can be recruited from if the city listed is occupied by at least one of your armies. Units recruited from that Border State are placed in this city.

- Kentucky: 3 x 3% (1) Louisville
- Maryland: 2 x 3% (1) Baltimore
- Missouri: 3 x 3% (1) St. Louis

CASUALTIES AND RECRUITING

Every time a unit from a state is eliminated, there is a 25% chance that the multiple integer will be reduced by one for that state (0 is the lowest number that the multiple integer may be).

OCCUPIED STATES

Any state that is completely occupied by enemy units becomes unavailable for recruiting.

EVENT CARDS AND RECRUITING

Certain event cards will allow you to recruit new units and place them in any unoccupied city.

Emergency Recruits

If either player runs out of recruits, it is still possible to recruit additional units by paying a bounty. In this case each additional recruit will add \$2 to the cost for that unit. For example, if the Union player has run out of recruits but has enough money, an additional Infantry unit and an additional Artillery Unit would cost a total of \$18: \$5 + \$2 + \$7 + \$2 + \$2. (The order of the extra recruits doesn't matter, by the way, only the total number of extra recruits taken).

As always, there must be enough money to purchase any of these additional recruits.

Supply of Horses

Each player is limited to a certain number of available horse factors. Each cavalry unit recruited uses up one such horse factor. If no more horse factors are available, then cavalry units may not be raised, even if recruits and enough money are available.

Every April each side receives 6 new horse factors. A maximum of 9 horse factors may be kept unused. Any horse factors not used during one recruiting cycle are carried over to the next one, with the above limit applying.

Industrial Production

Each player also receives a certain number of Industrial Production Factors at the start of each recruiting cycle. These are also known as Artillery Factors for short. These factors are needed to recruit artillery, purchase additional railroad capacity, and recruit all types of ships, including Gunboats and Naval Transports. Ironclads use 2 such production factors while all other relevant types require one. Like horse factors, these limits are a hard cap.

The Union will receive production factors based on the control of the following cities:

- Boston (x 2)
- Philadelphia
- New York City

The Confederacy will receive production factors based on the control of the following cities:

- Atlanta
- Charleston
- Richmond

Baltimore will provide a production factor for either side, depending on the current garrison in the city. Cities which provide one or more production factors are marked with a Foundry Panel which show how many such production factors are present. You will see this panel when the city is selected.

Unused factors may be carried over to the next recruiting cycle. This 'carry over' is limited to the number of current production factors at that next recruiting cycle.

Here is an example: The Union player has 8 production factors and chooses to use only 3 in the current recruiting cycle. That leaves a carryover of 5 for the next cycle. However, the Union player in the meantime loses control of Baltimore - perhaps through the play of the "Anti-Union Riots" Event Card. The Union player will therefore have 4 new production factors for the next recruiting cycle and will be able to carry over only 4 of the previously unused Factors.

This example is also intended to serve as a reminder to the players. In the Historical Scenario, Baltimore is a border-state city and is only controlled by the Union if there is a Union garrison there. Without that garrison the Union will receive neither the income for the city nor the production factor that it provides.

Finally, you will observe that between horse limits and production factors, Infantry is the only recruiting type that doesn't have a hard cap on it, apart from money.



When a city is selected, you can see how many foundries (industrial production factors) are located there, as well as the number of blockade runners in port. If there are none, these special panels will be omitted.

When a city is captured, the foundries in it are destroyed unless the city is a border-state region, or the city has only been taken over by rioters. If the foundries are destroyed the city will no longer supply production factors unless a new foundry is added through Event Card play.

ECONOMY

Players gain money from each of their cities that are not occupied by enemy units. This money goes into their treasury and can be used to purchase new units during Recruiting. Most cities generate \$1 (collected every two turns), but some are worth \$2 or more. Border cities (Washington D.C., Louisville, and St. Louis) generate income for whichever side occupies them. Enemy cities generate no income for their occupier.

Note: certain cities, such as Petersburg and Baltimore, can only be accessed through the special Detailed Theater Map. See the section above concerning this map.

CAPITALS

Each side has a capital: Washington D.C. for the Union (even though it is in a border state), and Richmond for the Confederacy. When these are captured by an enemy army, the owner has one turn to recapture it. If that does not happen, then the nation that lost its capital loses 30 points of 'Determination'. If they recapture it, then they gain half that number back, but risk losing it again.

DETERMINATION

Each nation tracks their 'Determination' to continue the war. The lower that it gets, the better the chance that they will surrender (Confederacy) or seek peace (Union). Both nations start with a 100 rating.

At the beginning of each December turn (after November election results are in), there is a check against each nation's war weariness.

The formula is: $(3 + \text{the year of the war [Note: } 1861 = 1]) \times \text{RND}(1 - 10)$

Note: if both sides reach exhaustion on the same turn, the side with the higher determination value wins. In the event of a tie, the Confederacy is considered to be the winner.

UNION

The Union loses determination for the following:

- Capture of Washington D.C.: -30 points
- Each Northern city currently occupied by a Confederate unit: -5 points
- Each unit eliminated: -1.5 points (rounded up from the total for each battle).
- England and France Recognize the Confederacy: -20 points
- The Union gains determination for the following:
- Regaining Washington D.C. after hostile occupation: + 15 points
- Regaining any other Northern city after hostile occupation: + 5 points
- 'Rousing' victory in a major land battle: + 5 points

CONFEDERACY

The confederacy loses (or gains) determination for the following:

- Capture of Richmond: -30 points
- Each Southern city currently occupied by a Union unit: -5 points
- Each unit eliminated: -1.5 points (rounded up from the total for each battle).
- England and France Recognize the Confederacy: +20 points
- Regaining Richmond after hostile occupation: + 15 points
- Regaining any other Southern city after hostile occupation: + 5 points
- 'Rousing' victory in a major land battle: + 5 points

Note: for purposes of play balance, the determination change for the AI is adjusted down to 1 point at the 'Major' and 'General' levels of difficulty.

ARMY UNITS

An Army Unit (or 'Unit') is the main building block of an army. It may be one of three types: Infantry, Artillery, or Cavalry. The unit's tile shows a graphic of what type of unit it is, displays what state the unit was raised in, and its Combat Rating (a number from 0 – 6).

The higher the Combat Rating, the better the unit will perform in battle.

NOTE: 0 rated units are raw recruits, 1 and 2 rated units have some experience, 3 and 4 rated units are veterans, and 5 and 6 rated units are elite troops.

SMOOTHBORE MUSKETS

Some infantry units, especially at the beginning of the war were equipped with smoothbore muskets instead of the newer rifled muskets. A white 'S' in the upper left corner designates an infantry unit as so equipped. New infantry units recruited by the Confederate player also have a chance to be armed with Smoothbore muskets when they are recruited. The chances depend on the year:

- 1862: 60%
- 1863: 40%
- 1864: 20%

These units have a -2 attack. After each battle, each surviving unit equipped with smoothbore muskets has a 20% chance to upgrade to rifled muskets and lose the 'S' designation and penalty.

SMOOTHBORE AND RIFLED ARTILLERY

There were two major types of artillery in the Civil War: Smoothbore and rifled. Rifled guns could fire more accurately at long range but were not as useful as smoothbores at shorter ranges. Most guns were smoothbores at the beginning of the war, but as the war dragged on, more and more of the new guns, especially in the Union, were rifled.

Artillery units with rifled guns are designated with a 'R' in the upper left corner. Smoothbore guns have a plain or bare upper left corner.

Every time a new artillery unit is purchased, there is a chance that it will be rifled instead of smoothbore.

	Union	Confederacy
• 1861	20%	0%
• 1862	40%	10%
• 1863	60%	15%
• 1864	70%	20%
• 1865	80%	15%

UNIT UPGRADES: REPEATING RIFLES

Certain Event Cards allow infantry or cavalry to be upgraded with repeating rifles. A white 'RR' in the upper left corner designates that an Infantry or Cavalry unit is equipped with repeating rifles. These units have a +2 attack and defense, and also have the ability to Disrupt a targeted enemy unit when attacking them, or when being attacked by them, but before the actual attack. (see Battle below).

UNIT EXPERIENCE

Land Units have a chance to gain experience after each battle, and an increased chance when they defeat enemy units. Each time a unit survives a battle, they have a base 10% chance to gain +1 to their combat rating (5% for artillery). Eliminating an enemy unit during battle adds 20% to that chance per unit eliminated (10% for artillery). However, a unit may only improve once per battle.

For example, if an Infantry unit with a Combat Rating of '2' eliminated 3 enemy units during a battle, when the battle ends, there would be a 70% chance for a quality upgrade.

Chance for improvement by unit type:

- Infantry and Cavalry: 10%
- Artillery 5%

All units have a maximum Combat Rating of 6. Once achieving a Combat Rating of '6', a unit has reached Elite status and may not gain any further experience.

GENERALS

Generals are represented by a tile that shows a graphic of a General and their Command Rating. The Command Rating determines how effective their troops are in battle, how many troops can be on The Battle Line in a minor battle, and how likely disrupted and routed units are to rally. (see Battle)



ACTIVATIONS

Each turn, a total of 3 - 6 armies may be activated to move (depending on how many activations have been awarded that turn). This is randomly determined by the program. The number that can be moved will be shown in the Command Box at the bottom of the screen.

June 1861

Conduct Operations

Activations Remaining: 3

Rail Points Remaining: 6

Union Army

Located in Manassas.

Activations Remaining: 3

Rail Points Remaining: 6

Tennessee IV

Controlled by the Confederacy

Forest & Hills

Activations Remaining: 3

Rail Points Remaining: 6

The number of activations is always indicated in this box. The other details will depend on the current map selection.

THE DYNAMIC CURSOR

When you select an army or a navy, you can move the cursor around the map. It will dynamically change to give you extra information:

- Legal Move: The army or navy may move to this region.



- Illegal Move: The army or fleet may not move to this destination.



- Battle: The army or fleet may move to this destination, and if they do, a battle is likely to result.



- Combine: Shows that two forces may combine.



In rare cases, there can be ambiguity when the Detailed Theater Map is closed, but the cursor is positioned in the corresponding area on the main map. In such a case the game will show a cursor in the shape of a question mark to indicate that the player should open the Theater Map and select the appropriate destination, if that is the move which is desired.

ARMIES AND LAND MOVEMENT

An Army is made up of a number of Land Units that occupy the same stack in the same region. Armies may only move into an adjacent region from where they started the turn (one space) unless they are using a 'Forced March' card. Armies may not move without a Leader in their stack, unless moving in friendly or border-state regions. However, armies may never Force March or initiate battles without a leader.

To move an Army:

- Left click to grab the Army or Leader and left click again on the destination region to move it. If the destination is valid then the Leader or Army will move, if not then an invalid destination message will appear. A destination may be invalid for several reasons:
 - » The region is in Canada and Great Britain has not declared war.
 - » It is not adjacent to the region from which the army is moving.
 - » It is a sea zone.

Once an army or any part of one) has moved, it cannot move again on that turn and will appear greyed-out to show that it has moved. (Exception: If the player has a Forced March card, he or she may play it and select an army that has already moved and move it again (unless they have fought a battle or entered enemy territory as a result of the first move)).

Split an army into two:

- Right click on the Army, which will bring up the Split Army Box. Select which Leader(s) and/or unit(s) you want to split into a new army. When finished, left click on the 'Accept' button in the lower right-hand corner of the box. This will complete the action and place the two new armies back into the region.
- To join two armies that occupy the same region, left click on one, and then left click on the other the same way that you would when selecting a destination.



Armies may contain a maximum of 20 units (with no limit on the number of Leaders).

There may be more than one army in a region. If an enemy army moves into a region containing more than one army, the player defending the region will have the option to choose which army defends the region, or whether his armies attempt to retreat. If the attacking army is victorious, then any remaining armies defending the region will fight a battle.

The Union player may have 25 units in an army if the 'Improved Logistics' card has been played.

THE APPALACHIAN MOUNTAINS

Movement into a region containing mountains, other than via rail, results in that army's movement ending for that turn and taking an immediate attrition check.

RAILROADS AND RAIL MOVEMENT

Railroads allow strategic movement along the line of the railroad from any city to any other city as long as a path can be traced that is not blocked by an enemy owned or occupied region or city. The number of units that may be moved on a single turn is equal to that Nation's Railroad Rating. Moving along rail lines does not count against the activation limit for the turn and does not require a general. When movement by railroad is possible, the dynamic cursor will change to a locomotive icon:



- Confederate Railroad Rating: 6
- Union Railroad Rating: 10

Railroad Rating points may be built during recruitment. The cost is:

- Union: \$5
- Confederate: \$6

Adding railroad points uses one Production Factor (also called an Artillery Factor) for each point added. See above.

SUPPLY

Armies must be kept 'in supply' or face attrition. Armies are always in supply in their own territory and in neutral states (Maryland, Kentucky, and Missouri), unless they are in a city which has been completely surrounded. When in enemy territory, armies are in supply if they are in a region that has a railroad in it, and that can trace a path along the railroad controlled by friendly units back to their own territory. Union armies are also in supply if they are in or adjacent to a port that they control even if that port has been isolated on land.

- **Exception 1:** A single unit may occupy enemy region and be out of supply and not suffer negative consequences. If there are two or more units in a particular enemy region, even if they are separated into different 'armies', then supply consequences will impact all of them.
- **Exception 2:** From the July 1864 turn until the end of the game, the Union can ignore supply rules. Their armies are always in supply.

Armies that are not in supply suffer attrition every turn: Each unit that is out of supply has a 10% chance of losing a Quality Rating point on the first turn, 20% on the second turn and so on. Any unit that is at '0' Quality that loses a level is eliminated. Units which are isolated in 'home' cities are immune to attrition as long as the fortification level of the city has not been reduced to 0.

Union armies - only - may also draw supplies from cities on the Mississippi river just as they can from a friendly port. In order to do this the city must be able to trace a line along the river back to either St. Louis or Cincinnati. There must be no Confederate units in any region on either side of the river running back to the city functioning as the source. All cities along the supply line must be controlled by Union forces. Except for Cincinnati, that means a Union garrison of at least one land unit.

For example, if the Union controls St. Louis and Memphis, then Union forces located in Memphis or adjacent to it are in supply, unless there is an intervening Confederate unit in between. Alternatively, the Union could trace supply to Memphis if Union forces control Cincinnati, Lexington, and Memphis – with no intervening Confederate units.

If Great Britain enters the war against the Union, then special supply rules come into effect for British and Confederate armies. In this case those armies can draw supply from any region that is touched by the Great Lakes. This represents supplies moved over the water.

Of course, if Great Britain enters the war then British (and Confederate) armies will be in supply in any region of Canada.

Please note this special rule: for the purposes of supply, but NOT movement by rail, there is a functioning rail line between Richmond and Washington, D.C. This line runs through the Wilderness region and then on to Washington, and does not connect to the rail line in Manassas.

AMPHIBIOUS MOVEMENT

Union armies may also be moved from any land region that contains an anchor to any other land region that also contains an anchor. The maximum number of land units that may make an amphibious move in a turn is equal to the total number of Naval Transports (see below) owned by the Union.

If an army lands in a region occupied by an enemy army and is defeated in the resulting battle, they must retreat to the region from which they started the amphibious move.

Like other movement, the army must have a leader in it if it is moving into (attacking) a hostile port.

When amphibious movement is possible, the dynamic cursor shape will show this using the same icon as naval movement. If both rail and amphibious movement is possible, the game will use a hybrid cursor and the player will be given choice of which type of movement to use.



(left to right) Move by sea to friendly port, attack enemy port by sea, move by sea or rail to a friendly port (when both are possible).

LAND BATTLES

AVOIDING BATTLE

When an army moves into a region that contains an enemy army or unit, the player who owns the defending army or unit has a choice of whether to engage in combat or to attempt to avoid battle and withdraw. If they attempt to avoid and withdraw, there is a chance that they will succeed based on the following formula and random check:

$X = \text{Terrain Rating} + \frac{1}{3} * \text{Command Rating of the Leader of the evading} - \frac{1}{3} * \text{Command Rating of the Leader of the attacking army}$

If the random roll (1 – 8) is equal or lower than X, then the army or unit escapes. [Note: regardless of what X is, if the result of the random roll is 1, then the evading army escapes]

Armies which consist of leaders only may always retreat before combat. Units attempting to avoid a battle in a region in their home territory receive a +1 modifier. If the defending army contains only cavalry units, it receives a +3 modifier unless the attackers are all cavalry as well.

There is a Terrain Rating for each Region. It doesn't affect movement but does affect the ability of armies to avoid combat and withdraw successfully.

- 1 = Plains
- 2 = Forest/ Hills
- 3 = Mountainous
- 4 = Cities

If they succeed, they must move to an adjacent region that is a legitimate destination (not occupied by enemy troops, not the region from which the attacker moved, and not a region in Canada, unless Great Britain has declared war on the United States).

If they fail, a battle occurs.

If they fail and are outnumbered by 6 – 1 or greater, then they are deemed to have been overrun and are eliminated.

The Enemy Approaches

A hostile army has moved into the region of Tennessee IV.

The army is commanded by Longstreet (9) and contains 13 infantry units, 1 cavalry unit, and 6 artillery units.

You must prepare your defending forces to meet this threat.



Union

Infantry: 12 Commanded by:
Cavalry: 1 Grant
Artillery: 2 Rating: 9

Attempt To Retreat!

Defend Region With This Army



Union

Infantry: 4 Commanded by:
Cavalry: 1 Lyon
Artillery: 0 Rating: 4

Attempt To Retreat!

Defend Region With This Army

Help Commit

In this instance the defending player is the Union and will have a choice to make for each army in the defending region. The usual choice would be to defend with the larger army, and to retreat the smaller one. If Grant should lose the ensuing battle in that case, the army led by Lyon will be “shielded” and allowed to retreat without needing to pass the usual checks (terrain, leadership) for armies attempting to retreat.

SIMPLE LAND BATTLES

Also known as Minor Battles

Battle occurs in 3 phases:

- 1). a) Initial Setup (on the first round)
 b) Reinforcement to the Line of Battle from the Reserve Area (on subsequent rounds)
- 2). Attacking
- 3). Choosing to either Continue the Battle or Retreat

SETUP

In the Initial Setup Phase, each player selects the units in their army that will start on the Battle Line and which slot they will occupy.

The size of each Battle Line and therefore how many units may occupy it, depends on the Command Rating of the Commanding General:

Command Rating Battle Line

1 – 3	6
4 – 6	7
7 - 9	8
10 - 12	9

A player does not have to fill every open slot. In some cases, they may choose to leave units in the Reserve Area, especially cavalry that they are saving for pursuit.

COMMANDING GENERAL

Each side in a battle has a Commanding General.

If the defending army does not have a General, then a ‘Generic Commander’ is created randomly for that battle. Once the battle is over, that Generic Commander disappears and is not retained on the strategic map. The Generic Commander has a random Command Rating (between 2 and 6).

If there is more than one general in the army, the highest rated general is selected to be the Commanding General. The Commanding General’s Command Rating affects many things in battle, including:

- Battle Modifier for each attacking and defending unit

- Initiative to determine which side attacks next
- Rallying units that have been routed or disrupted

SUBORDINATE GENERALS

Lower rated generals who are in an army may be used as ‘corps commanders’ and moved up into the line with the troops. The troops that are in the same battle area with a general gain a benefit in attacking and in avoiding the negative effects of hits.

INITIATIVE and ATTACKING

During each round of battle, each unit in the Battle Line will have a chance to attack (provided that it isn’t eliminated or routed before it gets a chance). To determine the order of these attacks, an initiative check will occur before each one. The formula for this check will be:

Attacking Player Initiative = $RND(1-100) + \text{Leader's Command Rating} * 5$ vs. Defending Player Initiative = $RND(1-100) + \text{Leader's Command Rating} * 5$. Whichever is higher wins initiative for that attack (ties go to the defender).

When a player wins the initiative, he will then be able to choose which of his units will attack by left clicking on it. Once selected, the attacking unit may then be assigned a target enemy unit by left clicking on the target. Any enemy unit on the battle line may be selected regardless of where they are relative to the attacker.

The result of the attack will then be shown (see below), and that unit’s attack will be complete. After a unit completes their attack, they are ‘grayed out’ to indicate that they may not attack again.



NOTE: Being grayed out (tired) also gives that unit a small negative modifier in combat for the rest of that turn. The order in which you select your units to attack may give the enemy a better opportunity to attack you. Be aware of this.

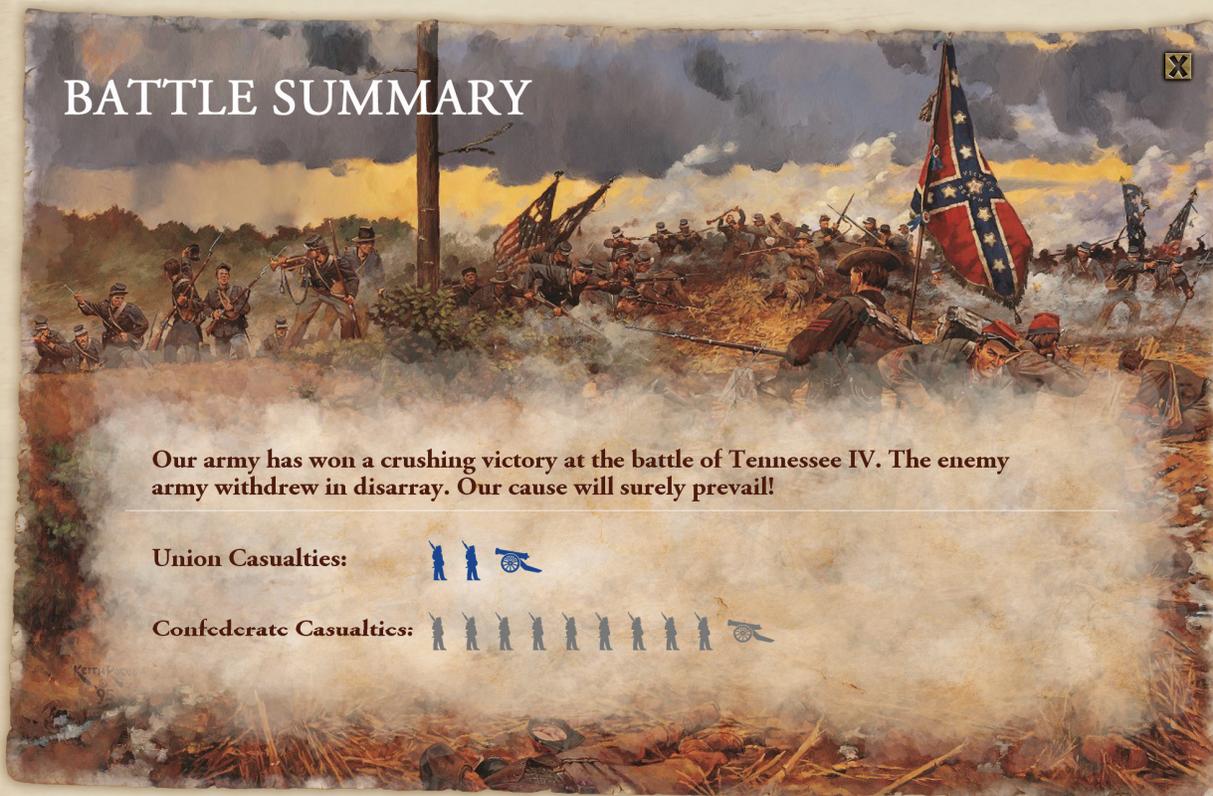
Initiative is then checked again for the next attack. This process is repeated until all units of both armies in the Battle Line have attacked.

FIGHT NEXT ROUND or RETREAT

After all units in the Battle Line have attacked, both sides will have the option to retreat or to continue the battle. This selection will be made by clicking on either the ‘Retreat’ or the ‘Fight Next Round’ button to the right of the Battle Line. Retreat is not an option until after the second full round of battle is complete.



If 'Fight Next Round' is chosen, then a new round of attacks will occur. If 'Retreat' is selected, then the winner of the battle will have a chance to Pursue. After Pursuit, the battle ends and a Battle Summary Screen appears, showing the losses that occurred during the battle.



REINFORCEMENT FROM THE RESERVE

After all attacks are complete and both sides have chosen to continue the battle, you will have a chance to select Reinforcements to fill each of the empty spots in his Battle Line that were vacated by units that were Eliminated or Routed. To do this, left click on the unit that you want to deploy from the Reserve Area and then on the spot in the Battle Line that you want to fill. You may also move units already on the Battle Line in the same way so long as they are not disrupted.

ATTACKS

When a unit is selected to attack, there is a chance that it will 'hit' the unit that it is targeting.

DEFENDER > ATTACKER	INFANTRY RANGE 1	INFANTRY RANGE 2	CAVALRY RANGE 1	CAVALRY RANGE 2	ARTILLERY RANGE 1	ARTILLERY RANGE 2
S Infantry	5	-	4*	-	4*	-
R Infantry	7	-	6*	-	5*	-
Cavalry	2	-	7	-	6	-
S Artillery	9	3	7	1	5	2
R Artillery	7	5	5	3	7	4

EVASION BY CAVALRY AND ARTILLERY

* There is a 75% chance that cavalry can 'evade' an infantry attack. There is a 25% chance that artillery can 'evade' an infantry attack.

If evasion is possible, the defender has the choice of whether to evade or not. If so, then the unit withdraws to the next area back. If the defender can evade, but chooses not to, the attacker gets +2.

AMMUNITION & BOMBARDMENT

After the first round of combat, artillery bombardment at range 2 is reduced in efficiency. On round 2, the above values are reduced by one. For round 3 and later the value is reduced by half (rounded down).

TO HIT

2 + Base Attack Value (from the Chart) + Difference in Quality Ratings (attacker and defender) + ½ Difference (round up) in Command Ratings (for the Commanding Generals) + ½ Command Rating of a General in the same area as the attacker (round up) – Defenders Terrain Value +2 if attacker has repeating rifles -2 if defender has repeating rifles + Tired status for both units + Disorder status for both units +1 per unit that is of a different type in the same area as attacker -1 per unit that is of a different type in the same area as the defender = X

- If RND 20 is < or = X then HIT ('1' is an automatic hit)

RESULT OF THE HIT

2 + (Quality Rating of the Defender x 2) + ½ Command Rating of a General in the same area as the defender (if there is one) – Tired status of the defender – disordered status of the defender = Y

- If RND 20 > or = Y then REDUCED (The unit is reduced one step)
- If RND 20 > or = Y + 5 then ROUTED
- If RND 20 > or = Y + 8 then the defender is ELIMINATED ('20' is an automatic elimination)
- If RND 20 < Y then NO CHANGE

RISK TO ATTACKING UNIT

Cavalry and Infantry units are at risk of being disrupted themselves when attacking; artillery units are immune to this effect. A disruption threshold for each type of attacker is calculated as follows:

- Cavalry attacking cavalry: 10 - attacking unit quality.
- Cavalry attacking artillery or infantry: 16 - attacking unit quality.
- Infantry attacking cavalry: 8 - attacking unit quality.
- Infantry attacking artillery or infantry: 10 - attacking unit quality.

If RND 20 is $<$ or $=$ to the disruption threshold, then the attacking unit is disrupted. If the attackers were already disrupted, there is no additional effect.

UNIT STATUS

Units all start the battle as 'FRESH'. They become 'Tired' if they attack. Tired units appear 'greyed out'. At the beginning of each new turn, tired units become fresh again.

Tired units get a -1 adjustment when they attack and +1 for their opponent when they defend.

Units also start the battle in 'Good Order'. They may become 'Disordered', or 'Routed' as a result of taking hits.

Disordered units get a -2 adjustment when they attack and +2 adjustment for their opponent when they defend.

Routed units retreat and must be 'rallied' to be returned to the battlefield.

RALLYING ROUTED UNITS

In addition to reinforcing from the Reserve, during the Reinforcement Phase, either side may choose to attempt to Rally up to two units in the Routed Units Area. To do this, double-click on a unit in the Routed Units Area. That unit will either be rallied, and moved to the Reserve, or the attempt will fail, and the unit will stay in the Routed Units area. In either case, the Commanding General's Command Rating will go down by 2 points for the next round of battle for each attempt. It will go back to normal when the turn is over.

The chance for success is 5% per Command Rating + 10% per Combat Rating of the unit being rallied.

RALLYING DISRUPTED UNITS

At the end of every round of battle, after the 'Fight Next Round' button is pushed, all units that are still on the Battle Line and are Disrupted have a chance to lose their disrupted status. This happens automatically and is based on the Commanding General's Command Rating.

The chance for success is 5% per Command Rating. Cavalry receives a 20% bonus.

PASSING

A player may have a unit not attack that round by selecting the unit and then hitting the 'space' bar.

LOSING A LAND BATTLE AND RETREAT

If an army either chooses to retreat, or has no units remaining on the Battle Line, then that side loses the battle. When an army loses a battle, Pursuit may occur (see Pursuit). After this, if there are surviving units in the retreating army, it will be placed back onto the Strategic Map. If they were the attacking army (the one that caused the battle by moving into the region where the battle took place), then the defeated army is placed in the region from which they came. If, on the other hand, the defeated army was defending the region in which the battle took place, then it must be placed in a new region.

The destination region is chosen programmatically based on variety of criteria including the presence of friendly forces, the control status of the new region, along with an element of chance. If there are no adjacent regions that are 'legal' according to the rules, then the army is destroyed and all the Generals with it are eliminated.

ORDERLY RETREATS AND PURSUIT

When a retreat from battle is selected, the Pursuit Screen appears. The side that chose to retreat loses the battle but is executing an orderly retreat. This means that their unrouted and undisrupted Infantry and Cavalry will be available to cover the retreat. These units will be fighting the pursuers but are also at risk.

The victorious player's undisrupted and unrouted cavalry and infantry will be pursuing the retreating army. The victorious player can choose to either initiate the pursuit or call it off and let the enemy escape unmolested. This decision will be based on the relative size of the two forces and how many losses they believe they will inflict and sustain in the pursuit.

The pursuing and covering units are chosen automatically from eligible units when the Pursuit Board is configured.

The base roll is RND(1-100) with the following modifiers based on superiority in numbers of the pursuing force:

- No cavalry in the covering force: +10 for each pursuing cavalry, capped at +25
- 3 to 1 or better: +20
- 2.5 to 1 or better: +15
- 2.0 to 1 or better: +10
- 1.5 to 1 or better: +5

Infantry scores a hit on a modified roll of 90 or higher.

Cavalry scores a hit on a modified roll of 75 or higher.

Eliminations happen in the following order:

- 1). Cavalry and Infantry involved in the pursuit are always the first to be lost;
- 2). If all of the covering infantry and cavalry are lost, then other retreating units may be lost. There is a weighted chance in the following order: Artillery, Infantry, Cavalry.

DISORDERLY RETREATS AND PURSUIT

When a battle ends because all of the units from one side's Battle Line have been either eliminated or routed (resulting in an empty battle line), then that army is routed and retreats in disorder automatically.

When this occurs, the losing army's units do not cover the retreat, and the pursuing infantry and cavalry receive 150% of the hits that were calculated. In addition, the same calculation is repeated, and the higher total is the final one used.

NOTE: Allowing your line to be broken resulting in a disorderly retreat can be disastrous and can lead to extraordinary losses during pursuit. Do not allow this to occur if you can help it.



LEADER CASUALTIES

Generals may become casualties during a battle. Each turn there is a 1% chance that any given general will be a casualty and therefore eliminated. This chance is doubled for generals who are in the front lines leading their troops (i.e., serving as corps commanders).

This may also occur during a retreat. During retreat there is a 1% chance that each retreating general will be eliminated for every unit that his army lost during the main battle (as a 'surplus' above the victor's losses) + 2% for each unit lost during the actual pursuit. If the army was NOT routed the total chance for leader casualties during pursuit is cut in half, however.

If the last General for a nation is eliminated, a random replacement is assigned and placed with the largest army owned by that side.

DETAILED LAND BATTLES

Also known as Major Battles

Detailed Land Battles are used whenever both armies have at least 8 units. The simple battle board and rules are used for Minor battles.

The Battle Board for detailed battles is more complex. Instead of just two Battle Lines, the battle board contains two battle lines, each divided into three areas: left, center, and right, as well as three areas between the battle lines (no man's land). The 'Reserve Area' is also now a part of the battle board and is located behind each battle line.

A 'Lane' is comprised of the same flank area (or center area) for both armies and the area between them.



Most of the rules that apply to simple battles also apply to detailed battles. The following rules apply:

SETUP

Each area on the battle board may hold up to 4 units. The Reserve may hold up to 30. During Setup, you may place up to 4 units in each of the three areas along your battle line (total of 12).

INITIATIVE

One army must deploy their forces on the Battle board first. Which one is determined by the following random check (The side with the lower 'roll' must set up first):

$$\text{Cavalry units} + \text{Leadership Rating} + \text{RND } 1 - 10$$

BREAKING THE ENEMY'S BATTLE LINE

An army is defeated and forced to retreat when any 'Lane' has no units remaining in it from one army. If this occurs, the defeated enemy army must execute a Disorderly Retreat as outlined above.

LENGTH OF BATTLES

Battles last 3-5 turns (random) before either army may retreat from battle. The Retreat button will be enabled on the battle board to indicate to you when retreat is possible.

MANEUVER

Units may move from any battle area to any adjacent battle area (including the reserve area) as long as they do not move from an area that has enemy units adjacent to it to ANOTHER area that has enemy units adjacent to it.

Disrupted units may not move until they rally.

ATTACKING

Units may only attack enemy units in their Lane. They may not attack left or right, but only ahead.

Artillery may fire 2 areas away (ahead only) but suffer a penalty when doing so. They may also fire 'over' friendly units in an area in front of them, but this is an additional penalty.

Infantry and cavalry units may only attack enemy units that are in the area directly ahead of them.

No units may attack from the Reserve area.

Cavalry units may move two areas or move one area and still attack; infantry and artillery may only move one area and may not also attack if they have moved that turn.

SHIFTING

Units may move from one 'slot' in their current area to another slot in that area by using their ordinary move when the player has the current activation. They may do this even if there are enemy units in the adjacent front area.

The reason for such a shift would be to take advantage of terrain or to cover an artillery unit by moving an infantry unit adjacent to it. This can happen if a friendly unit is routed or destroyed and thus a desirable or crucial position is now open for occupation.

BATTLE MODIFIERS

Support: A defending unit gains +1 for each unit that shares the battle area with it. (Maximum +3)

Artillery Support for Range One attacks: An attacker gains an additional +1 for each artillery unit that shares its battle area.

INFANTRY VS. UNSUPPORTED ARTILLERY

If the defending unit is an artillery unit and has no infantry units adjacent to it, an attacking infantry unit receives an additional +5.

TERRAIN:

Each battlefield has its own terrain. At the beginning of each battle, the game randomly places 0 – 3 (random: 20% each for 0 and 3, and 30% each for 1 and 2) terrain pieces in each battle area.

The type of terrain is determined randomly based on what type of terrain is dominant in the region:

City (defender) [add two automatic town terrains to the defender side of the battlefield]

- Town: 80%
- Woods: 10%
- Ridge: 10%

City (middle and attacker)

- Woods: 30%
- Ridge: 20%
- Crops: 50%

Plains

- Woods: 30%
- Town: 10%
- Ridge: 20%
- Crops: 40%

Forest

- Woods: 80%
- Hills: 10%
- Town: 10%

Mountains

- Woods: 30%
- Hills: 70%

Terrain gives a Combat Bonus for the correct units that are located on them:

- Woods: +1 Rating for Infantry located there when defending
- Town: +2 Rating for Infantry located there when defending
- Ridge: +2 Rating for artillery located there when attacking
- High-Standing Crops and fences: +2 for cavalry located there when defending

- Fortresses: Make units in them much harder to hit. They are not placed like regular terrain but are placed based on the Fortification Number for that city. +4 for units defending in a fortress.

FORTIFICATIONS

Each city has a certain fortification number, which translates into the number of fortresses that are placed in that city's defender battle areas at the beginning of a battle there. At the end of every turn, there is a 10% chance that the fortress level will increase by '1' for each city.

The cities of Charleston and Wilmington have an increased chance of adding a fortification level each turn. This represents the harbor defenses and geography of those two ports.

Cities which are isolated are said to be besieged. In such a case there is a 50% chance each turn that the fortification level of the city will be reduced by 1. It cannot be reduced below 0, of course.

NAVAL UNITS

UNION

- Warships – These are placed in one of the port boxes to enforce the blockade or to attack a Confederate port city. Cost: 5 (CR=1)
- Ironclads – These are placed in one of the port boxes to protect any warships in that zone or to attack a Confederate port city. Cost: 10 (CR=3)
- River Gunboats – These are added to the 'Union River Fleet' (tracked on the Naval Menu) and may be used to reduce the fort defenses of cities on rivers. (see below) Cost: 6
- Transports – These are added to the 'Transport Capacity' (tracked on the Game Summary) and may be used to transport 1 unit via amphibious movement. Cost: 4

WARSHIPS AND IRONCLADS

Each Southern Port has a 'Naval Box' adjacent to it that contains the blockade forces for that port. There is also a Naval Box in the North for the deployment of new naval units. Warships and Ironclads may be moved freely between Naval Boxes by the Union player on his or her turn.

Warships are used to intercept blockade runners leaving or enter the port which they are guarding. They may also attack the port's fortress in an attempt to reduce them. To do this, select the attacking fleet by clicking on it, and then click on the targeted port.

Union Ironclads cannot intercept blockade runners but are placed with the warships to protect them from Confederate ironclads. Ironclads do take part in attacks on a port.

The Confederate player may produce ironclads as well. When they are produced, they are immediately deployed in the Naval Box for that port. If there are Union ships there, an immediate battle is triggered.

RIVER GUNBOATS

Every turn, the Union player may send his Union River Fleet to attempt to reduce the fortresses defending one city on a river. They must choose the city that is Confederate owned and is highest in order on the list of river cities.

The order is: Cincinnati, St. Louis, Louisville, Memphis, Vicksburg, New Orleans

When the Union Gunboat Fleet attacks, a river battle takes place. To launch an attack, select the Naval Menu, and click on the button that gives the option to attack. The Union player may decline to attack, of course, after seeing the options on the Naval Menu. If an attack is chosen, the results are calculated automatically, and the results are announced to the player.



Each player should use this button to access the Naval Menu.

CONFEDERATE

- Blockade Runners – These are added to ‘Blockade Runners’ (also operated via the Naval Menu) and may be used to bring in additional revenue for the Confederacy (see below). Cost: 5 (Max. Built = Number of Confederate ports that are unoccupied)
- Ironclads – These are placed in one of the Naval Boxes adjacent to a Confederate Port and cannot move. They attack Union Warships and Ironclads in that Naval Box. Cost: 12 (CR=4)

BLOCKADE RUNNERS

Once per turn, the Confederate player may decide how many blockade runners he will send and from which port(s). Each blockade runner will be subject to being captured by the Union Blockade of that port. There is a 10% chance per warship (not ironclad) stationed off that port.

Blockade runners will return after 2, 3, or 4 turns (based on a random function). Those that are successful will each add \$4 to the Confederacy's Treasury.

The Confederate player may only send blockade runners out and in once per turn but may access the Naval Menu multiple times in order to check the status of the blockade runners.

Because blockade runners may only be ordered in and out once per turn, a blockade runner may not go back out the same turn that it comes into port. All available blockade runners may leave a port on the same turn, but only one blockade runner may enter a particular port in a given turn.

The Confederate player directs the activities of the Blockade Runners via the Naval Menu just as the Union player uses that to command the Union fleet of River Gunboats.

EUROPEAN INVOLVEMENT

Britain and France had strong economic and political reasons to favor an independent Confederacy, however, they were very circumspect about getting directly involved in the conflict. This aspect of the game is represented by the 'European Involvement Rating' (A Number from 0 to 100) and the 'European Intervention Status'.

EUROPEAN INVOLVEMENT

This rating starts at 0 and is affected by several factors:

- The end of each turn = +1
- Confederate Victory in Battle = + number of Union units eliminated
- Union Victory in Battle = - number of Confederate units eliminated
- Washington D.C. captured = +20
- Union City captured = +10
- Richmond captured = -10
- Confederate City captured = -5
- Emancipation Proclamation card played = - 20
- Trent Affair card played = +10
- King Cotton card (good outcome) = +10
- King Corn card = -10

If a city is recaptured, the involvement rating is adjusted back with the same value that was originally granted.

EUROPEAN INTERVENTION STATUS

This shows the current status, and is one of four levels:

- 1). Neutral
- 2). Sympathy for the Confederacy (40)
- 3). Full Recognition (80)
- 4). Declaration of War on the United States (100)

At the beginning of the war, the status is 'Neutral'. Every turn, a check is made against the Involvement Rating to see if the Status changes:

- Rating + (RND 1 to 50) = Outcome
- If the Outcome for that turn is greater than the number required to achieve the next status (shown above), then the Status changes

The impact of the different status levels:

Neutral: No effect

Sympathy: Financial and military aid. Every turn there is a chance that the Confederacy gains income representing money, goods, or a weapons shipment from Europe. RND 1 to 100

- 1 to 40: Nothing
- 41 to 80: \$5
- 81 to 90: \$10
- 91 to 100: \$15

This additional income is only possible as long as the Confederacy owns at least one port. The port must be free of any blockade by Union warships (ironclads do not affect this).

Full Recognition: Exactly the same as Sympathy, except the amounts of aid double.

Declaration of War: Great Britain and France declare war on the United States.

- Exactly the same as Full Recognition
- The Union loses 1 random warships/ ironclads per turn (British Fleet Action)
- 4 turns after this status is reached, a British army appears in Canada:
 - » Toronto: Cambridge (4) 10 Inf, 4 Art, 1 Cav

EVENT CARDS

Event Cards allow you to upgrade your units, recruit new ones, gain advantages in battle, and trigger several other historical events. The Event Cards help drive the narrative of the history in the game and allow you to make interesting choices that affect the political and military landscape. There are some cards that are always available at the beginning of the game. After that, the cards are drawn randomly from a preset deck. This ensures that each time you play the game, it is a somewhat different and adds to re-playability.

You start with a certain mix of event cards at the beginning of the game (see scenarios). You will gain one event card at the end of every two turns (You will select one from a choice of two). You will also gain an event card for each major battle that you win (Wherein they face at least 8 enemy units).

Event cards may be played at any time during the active player's turn as long as the prerequisites (if any) are fulfilled. (note: There are a couple of cards that may only be played just prior to a battle's setup phase that will affect the battle).

UNION CARDS (59)

Appeal to the Governor of New York Pennsylvania, Ohio, Illinois, Indiana, Massachusetts to Raise New Regiments x6 **unique cards; one for each state**

Allows the player to recruit two free infantry units from one of the most populous states: New York, (Pennsylvania, Ohio, Illinois, Indiana, Massachusetts), and place them in any city in that state.

Congress Passes Conscription Act **unique**

Place 5 free infantry units in New York and 4 infantry units in Chicago. However, the Union Determination Rating will drop 10 points as draft riots explode across the North and political opposition to the war builds. (Does not reduce the recruiting pool)

Foundry Expansion x3

Allows the player to recruit 1 free artillery unit in any city that he chooses. This card also adds one to the player's industrial production factors, as they accrue each recruiting cycle.

Immigrants Supply new Recruits x2

2 free Infantry units in New York (Does not reduce the recruiting pool)

Repeating Rifles x4

Add Repeating Rifles to one of your Infantry or cavalry units. Units with repeating rifles attack at +2 and 'disorder' enemy unit that they are attacking (before the attack actually occurs).

The Emancipation Proclamation **unique**

May be played after a major Union victory where the Confederates lost at least 5 units. The European Involvement Rating drops 20 points; however, Union Determination drops 5 points and Confederate Determination increases by 5 points. The Union player also receives 10 victory points as a Special Achievement.

This card must be played within 3 turns of the qualifying Union victory.

Forced March x6

The active army may move two regions (provided that the first region that it moves to is not enemy owned or occupied by enemy troops).

Improved Logistics unique

Union armies may contain up to 25 units.

West Virginia Votes to Stay in the Union unique

Union Determination increases by 5 points. The Union player also receives 10 victory points as a Special Achievement.

Missouri Votes to Stay in the Union unique

There must be a Union unit in St. Louis to play this card. Union Determination increases by 5 points. Union recruiting pool in Missouri increases by 1. The Union player also receives 10 victory points as a Special Achievement.

Kentucky Votes to Stay in the Union unique

There must be a Union unit in Louisville to play this card. Union Determination increases by 5 points. Union recruiting pool in Kentucky increases by 1. The Union player also receives 10 victory points as a Special Achievement.

Reinforcements Arrive on the Battlefield x4 Battle only

Up to 5 additional units from another army in the same or adjacent region may be brought into the current battle before it starts. These units are added to the reserve. They are returned to the original army after the battle.

A New General Emerges x12 unique

The Union player gains a random General from those available in the pool. He must be placed with a Union army which includes at least one unit.

Lincoln Gives an Inspirational Speech x3 unique

May be played after a Union defeat in a major battle (by the end of the next turn). Union Determination increases by 5.

States' Rights Asserted by Governor x2

One random Confederate state recalls 2 of its units for 'home defense' (selected randomly and eliminated). One unoccupied city in that state increases its fortification level by 1.

The U.S. Government Issues “Greenbacks” x2 unique

The first paper money is issued by the U.S. government to pay for the war. Union player gains \$20.

Income Tax unique

The U.S. Government Creates New Taxes to pay for the War. Union player gains \$30.

Union Railroad Industry Thrives x3 unique

Despite the war, and perhaps because of it, the Railroad Industry in the North continues to thrive. Add 2 points to the Union Railroad Rating.

Western Economic Boom unique

May be played if St. Louis is not occupied by Confederate troops. The Income Rating goes up 1 point.

City of Big Shoulders unique

May be played if Chicago is not occupied by Confederate troops. The Income Rating goes up 2 points.

Confederate General Relieved of Command unique

May be played after a Union major victory in which the Confederates lost as least 6 units. The Confederate commanding general is eliminated from play.

King Corn unique

Failed grain crops in Western Europe lead to massive imports of corn from America to Great Britain and France. European Involvement Rating goes down 10 points.

Negro Troops unique

May be played if the Emancipation Proclamation card has been played.

Starting in May of 1863, the Union player will receive one free Negro Infantry unit every other turn placed in a random northern city that is not occupied by the Confederacy.

The Union player also receives 10 victory points as a Special Achievement for the play of this card.

Sherman’s March to the Sea x3 unique

May be played after occupying any Confederate city in the deep south. It must be played on the same turn as the city’s capture. The Confederate treasury loses \$10 multiplied by the income rating of the city.

The city must be occupied by at least one Union land unit when this card is played.

CONFEDERATE CARDS (67)

Stonewall and Robert E. Lee x3 Battle Only unique

Allows the player to perform a special maneuver in a tactical battle. May only be played just prior to the setup phase of a battle in which either Lee or Jackson is present. There are three choices:

- 1). Appear on their Flank – One random Flank (Middle row) has three spots that give the infantry on them +2 quality and across from them are three spots that give the opposing Union unit -2 quality.
- 2). Cavalry Behind the Lines – Cavalry get 3 attacks while pursuing if they are victorious.
- 3). Grand Battery – All artillery units in the battle line on turn one get a free attack on the enemy before the battle begins

A New General Emerges x10 unique

The Confederate player gains a random General from those available in the pool. He must be placed with an army that includes at least one unit from that Nation anywhere on the map.

Robert E. Lee and Stonewall Jackson Take Command unique

May be played if a Union army is adjacent to, or in Richmond. These two generals become available if they are not already. The Confederate player also receives 15 victory points as a Special Achievement.

Note: "Richmond" here means both the city of Richmond and the area around it. A Union army located in Shenandoah, for example, would allow the play of this card.

Reinforcements Arrive on the Battlefield x4 Battle only

Up to 5 additional units from another army in the same or adjacent region may be brought into the current battle before it starts. These units are added to the reserve. They are returned to the original army after the battle.

Political Intrigue Destroys a Union General's Career

One random Union general is eliminated.

Union General is not the "Napoleon of the West" unique

One random Union general's Command Rating is reduced by 3 points.

Union General Relieved of Command unique

May be played after a Confederate major victory in which the Union lost at least 6 units. The Union commanding general is eliminated from play.

The Trent Affair unique

European Involvement Rating increases by 10 points.

British Enfield Rifles Arrive x6 **unique**

One Confederate unit armed with Smoothbore Muskets may be upgraded.

Confederate Conscription Act **unique**

Place 4 free infantry units in Charleston and 3 infantry units in Vicksburg. However, the Confederate Determination Rating will drop 10 points as angry talk of succession from the Confederacy spreads. (Does not reduce the recruiting pool)

Fortifications Built with Slave Labor x4

Add 1 fortification level to any city.

Confederacy Issues "Grayback" Paper Money **unique**

The Confederate player gains \$20, but then loses \$4 every time they lose a major battle or a city.

New Foundry x2

Allows the player to recruit 1 free artillery unit in any city that he chooses. This card also adds one to the player's industrial production factors, as they accrue each recruiting cycle.

Appeal to the Governor of Virginia Tennessee, North Carolina, Georgia to Raise New Regiments x4 **unique cards; one for each state**

Allows the player to recruit two free infantry units from one of the most populous states: Virginia, (Tennessee, North Carolina, Georgia), and place them in any city in that state. If there are no unoccupied cities in the state, then the card may not be played.

Father of Waters

May be played if Vicksburg is not occupied by Union troops. 2 free infantry units appear in Northern Louisiana.

Lone Star State

May be played if Vicksburg is not occupied by Union troops. 1 free infantry and 1 free cavalry unit appear in Eastern Texas.

Razorbacks

May be played if Vicksburg is not occupied by Union troops. 1 free infantry unit appears in Northern Arkansas.

Tar Heels

May be played if Wilmington is not occupied by Union troops. 2 free infantry units appear in Wilmington.

Old Virginia

May be played if Richmond is not occupied by Union troops. 1 free infantry and 1 free artillery unit appear in Richmond.

Palmetto State

May be played if Charleston is not occupied by Union troops. 1 free infantry and 1 free cavalry unit appear in Charleston.

Georgia Crackers

May be played if Atlanta is not occupied by Union troops. 1 free infantry and 1 free artillery unit appear in Atlanta.

Tennessee Volunteers

May be played if Nashville is not occupied by Union troops. 2 free infantry units appear in Nashville.

Old Man Cotton: Alabama

May be played if Mobile is not occupied by Union troops. 1 free infantry unit appears in Mobile.

King Cotton **unique**

The South gambles by holding back cotton from Britain. 50% chance that it works: European Involvement Rating +10. Either way, the Confederacy loses \$10.

British Whitworth Breechloaders Arrive

This card may be played if the Confederacy has at least one unoccupied port which is not blockaded by Union warships. 2 free Rifled Artillery units appear in that port.

New Blockade Runner Delivered **x3**

A new Blockade Runner is delivered from the shipyards in France.

Rebel Yell! **x3 Battle Only**

On the turn that the card is played, all Confederate Infantry attacks are +3.

Rebel Cavalry Raid **x2**

Confederate cavalry raid deep behind Union lines. Confederates gain \$3 and the Union loses \$3.

Anti-Union Riots in Baltimore **unique**

Place 1 rioter in Baltimore. If there is a Union garrison, there is an immediate battle. The rioters may not retreat if defeated in such a battle.

Draft Riots in New York **unique**

May be played if the Union player has played the Congress Passes Conscription Act card. Place 2 rioters in New York. If there is a Union garrison, there is an immediate battle. The rioters may not retreat if defeated in such a battle.

Forced March **x6**

The active army may move two regions (provided that the first region that it moves to is not enemy owned or occupied by enemy troops).

Note: cards marked as “**unique**” are removed from their respective decks after they have been played. They are not reused if the deck needs to be reshuffled later in the game.

LIST OF LEADERS

<u>Union</u>	<u>CR</u>
McClellan	4
McDowell	3
McClelland	2
Grant	9
Buell	4
Butler	2
Banks	3
Lyons	4
Burnside	3
Franklin	3
Hancock	6
Hooker	4
Howard	3
Meade	5
McPherson	5
Porter	5
Pleasanton	4
Reynolds	6
Rosecrans	4
Sheridan	6
Sedgwick	4
Sherman	8
Sickles	2
Sumner	4

Slocum	4
Thomas	5
Warren	5

<u>Confederate</u>	<u>CR</u>
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Lee	11
Jackson	10
Longstreet	9
Stuart	8
Forest	6
Beauregard	6
Buckner	4
J.E. Johnston	5
A.S. Johnston	8
Polk	4
Pemberton	3
Bragg	3
Price	4
Hardee	4
A.P. Hill	6
D.H. Hill	5
Hood	4
Ewell	5
Early	5
Van Dorn	4
McLaws	4

LIST OF CITIES

Union Cities Income

Boston	3
New York	6
Philadelphia	4
Pittsburgh	2
Buffalo	1
Cleveland	1
Cincinnati	2
Detroit	1
Indianapolis	1
Chicago	2
Milwaukee	1

Confederate Cities Income

Richmond	2
Norfolk	1
Wilmington	1
Raleigh	1
Charleston	1
Savannah	1
Atlanta	1
Montgomery	1
Mobile	1
New Orleans	2
Vicksburg	1
Jackson	1
Memphis	1
Chattanooga	1
Nashville	1

BORDER Cities Income

Baltimore	1
Louisville	1
Washington D.C.	3
St. Louis	2

GAME SETUP

HISTORICAL SCENARIO

UNION

- Washington D.C.: McDowell, 11 Infantry, 4 Artillery, 1 Cavalry (1 Fortification)
- Indianapolis: Buell, 4 Infantry, 1 Artillery
- SE Ohio: McClellan, 4 Infantry, 1 Artillery
- Pittsburgh: Banks, 4 Infantry, 1 Artillery
- Chicago: Grant, 4 Infantry, 1 Artillery, 1 Cavalry
- St. Louis: Lyons, 3 Infantry, 1 Artillery, 1 Cavalry

Treasury: \$10

Determination: 100

Warships: 5

Ironclads: 0

River Gunboats: 2

Transports: 1

CONFEDERATE

- NE Virginia: Beauregard, J.E. Johnston, 9 Infantry, 3 Artillery, 2 Cavalry
- Charleston: Hardee, 3 Infantry, 1 Artillery (1 Fortification)
- Mobile: Bragg, 3 Infantry, 1 Artillery
- SW Missouri: Price, 3 Infantry, 1 Artillery, 1 Cavalry
- Atlanta: 3 Infantry, 1 Artillery
- New Orleans: A.S. Johnston, 3 Infantry, 1 Artillery (1 Fortification)
- Memphis: Forest, 1 Infantry, 1 Cavalry (1 Fortification)
- Vicksburg: 1 Infantry
- Norfolk: 1 Infantry
- Richmond: (1 Fortification)

Treasury: \$0

Determination: 100

European Intervention: 20

Ironclads: 0

Blockade Runners: 1 (Charleston)

BORDER STATES – SLAVE STATES SCENARIO

In this scenario, Maryland, Kentucky, and Missouri all vote to secede from the Union and join the other Slave States in the Confederacy.

UNION

- Philadelphia: McDowell, 11 Infantry, 4 Artillery, 1 Cavalry (1 Fortification)
- Indianapolis: Buell, 4 Infantry, 1 Artillery, 1 Cavalry
- Cincinnati: McClellan, 4 Infantry, 1 Artillery
- Pittsburgh: Banks, 4 Infantry, 1 Artillery
- Chicago: Grant, 6 Infantry, 1 Artillery, 1 Cavalry

Treasury: \$10

Determination: 100

Warships: 5

Ironclads: 0

River Gunboats: 2

Transports: 2

CONFEDERATE

- Washington D.C.: Beauregard, J.E. Johnston, 9 Infantry, 3 Artillery, 2 Cavalry
- Charleston: Hardee, 3 Infantry, 1 Artillery (2 Fortifications)
- Mobile: Bragg, 3 Infantry, 1 Artillery (1 Fortification)
- St. Louis: Price, 4 Infantry, 1 Artillery, 1 Cavalry
- Louisville: Polk, 5 Infantry, 1 Artillery, 1 Cavalry
- New Orleans: A.S. Johnston, 2 Infantry, 1 Artillery (1 Fortification)
- Memphis: Forest, 1 Infantry, 1 Cavalry (1 Fortification)
- Vicksburg: 1 Infantry (1 Fortification)
- Norfolk: 1 Infantry (1 Fortification)
- Richmond: (1 Fortification)
- Wilmington: (1 Fortification)

Treasury: \$0

Determination: 100

European Intervention: 20

Ironclads: 0

Blockade Runners: 1 (Charleston)

STRATEGY MAP HOT KEYS



F1: Open the Help System (in-game manual).

F5: perform a quick save. This will save the current game using the reserved name 'quicksave.dat'. Any previous game with that name is overwritten without any confirmation or warning.

l or L: switch between “ordinary” strength labels and opaque labels.

p or P: pause the game when the AI has control.

z or Z: undo the previous move. This is the same thing as using the Undo button in the lower right-hand corner.

n or N: toggle the strength labels for armies and fleets.

r or R: reverse the draw order of the tiles in the currently selected army or fleet. This also sorts and positions them nicely.

s or S: bring up a save dialog.

t or T: show Tooltips for the strategy map and its interface elements.

Control Key (Ctrl): show or hide the detailed theater map of Maryland, Virginia and important adjacent areas.

BATTLE BOARD HOT KEYS



F1: Open the Help System (in-game manual).

F5: perform a quick save. See notes above.

p or P: pause the game during a round of combat when “Partial Automation” is in effect.

s or S: bring up a save dialog.

t or T: show Tooltips for the battle board and its interface elements.

FORCED MARCH & ELECTRIC GAMES

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	Historical Research & Scenario Design
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	Programming
	Additional Game Design
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Jared Blando	Map & Unit Artwork
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WHY WE DO WHAT WE DO

We love playing games, as well as designing and developing them. We give praise and thanks to God for blessing us so we can follow our dreams and passions. We also thank you our fans, friends and family for making this possible for us.