

# AMERICAN CIVIL WAR: FROM SUMTER TO APPOMATTOX

**Manual**

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# THE ANGEL OF MARYE'S HEIGHTS

*“Wave after wave of Federal units charged the Confederate position at the foot of Marye’s Heights outside Fredericksburg, Virginia, 13 December 1862. The Confederates, impregnable behind a stone wall along a sunken road, repulsed each attack, with appalling casualties. When the fighting ceased, the frozen ground before the wall appeared blue - thousands of Yankees, dead and wounded, littered the field.*

*“The wounded Federals cried for help throughout the bitterly cold night and into the next morning. Behind the stone wall, a South Carolina soldier could bear their pitiful pleas no longer. Richard Rowland Kirkland, a 19-year old sergeant, asked permission to give his enemies water. His brigade commander acquiesced, and Kirkland, carrying several canteens, climbed over the wall. He walked to the first suffering Yankee, knelt down, held the man’s head, and gave the thankful Yankee a drink. Amazed soldiers on both sides watched in silence until the Federals cheered the compassionate man. For over an hour Kirkland walked among the maimed men, providing water and comfort. He covered one Federal with his own overcoat. He was killed at Chickamauga, 20 September 1863. A fountain in Camden, South Carolina, memorializes the ‘Angel of Marye’s Heights.’”*

— Jeffrey D. Wert, instructor of history at The Pennsylvania State University

*Historical Times Illustrated Encyclopedia of the Civil War*, page 18  
Published by Harper and Row, 1986

# DEDICATION

This game is dedicated to all the Sergeant Kirklands throughout history who serve to remind us in our darkest moments of the need to show compassion to the helpless.

— Frank R. Hunter

# INTRODUCTION


In *American Civil War: From Sumter to Appomattox*, your goal is to control the destiny of the United States of America or the Confederate States of America during 1861–1865, from the first clash at Fort Sumter to the end of the war. The game is divided into scenarios covering each of the annual campaigns, and a grand campaign game begins in the summer of 1861 and lasts until May 1865.

As the Union or Confederate player, you are president and commander of the armies, navies, and industry that conduct the war. Although the game focuses on the military aspects of the two conflicts, economic, political, and diplomatic factors are also crucial to your ultimate victory.

You cannot complete a campaign in a single evening, and you do not have to play scenarios through to their conclusion. For a shorter game, you can play through the first week of December of the year in which the scenario begins. Alternatively, you can continue a scenario past its normal completion date to the end of the war. For example, you can play the 1861 scenario until its standard end date, until November 30, 1861, or until 1865.


The Northern side in the war is variously known as the Union, the USA (United States of America), or the Federals. The common Northern uniform color was blue. The Southern side in the war is variously known as the Confederacy, the CSA (Confederate States of America), or the Rebels. The common Southern uniform color was gray.

NOTE: Most brigades during the Civil War were identified by the name of their brigade commander; these names tended to change often. To prevent confusion, the game identifies each brigade by number, based on the brigade's home state. Although this is not historically accurate, we feel that adapting the regimental numbering system to brigades maintains the flavor of the state-based Civil War armies, and permits players to identify brigades without affecting the game or the use of brigades in their historical manner.



*"The time for compromise has now passed, and the South is determined to maintain her position, and make all who oppose her smell Southern powder and feel Southern steel."*

Jefferson Davis, president of the Confederate States of America, in his inaugural address



# MINIMUM SYSTEM REQUIREMENTS

To play *American Civil War*, you need at least the following hardware and software:

- Personal computer with 486/33 DX processor
- 8 MB RAM
- Windows 3.1 or higher
- Double-speed CD-ROM drive
- 30 MB free hard disk space
- SVGA graphics card (640 x 480, 256 colors recommended)
- Mouse and mouse driver (Microsoft compatible)
- *Optional* Soundblaster card  
You can play the game without a sound card,  
but it will not play music.

# INSTALLATION

You must install *American Civil War* game on your hard drive. You cannot play the game directly from your CD-ROM. *Fateful Lightning*, however, is played directly from the second CD.

## Windows 3.1

To install *American Civil War* on your hard disk, insert the game CD into the CD-ROM drive. From the Program Manager, select the **File** menu, then select **Run**.

In the dialogue box that appears, type *D:\setup*. (If your CD-ROM drive is not "D", type the letter of your CD-ROM drive in place of *D*:). Select **OK**.

Follow the instructions on the screen. By default, *American Civil War* is installed in *C:\I-Magic\CivilWar\*. To install the game on a different drive or in a different directory, type the drive and directory you want.

## Windows 95

The game CD contains an automatic installer for Windows 95 systems. Insert the game CD into your CD-ROM drive. An installation menu is displayed to guide you through the installation process.

If you prefer, you can install *American Civil War* manually. To do so, select the **Start** icon, then **Settings**, then **Control Panel**. From the Control Panel window, double-click the **Add/Remove Programs** icon.

At the Install/Uninstall window, click **Install**. Insert the game CD into the CD-ROM drive. The command line for installation should read *D:\setup.exe*. (If your CD-ROM drive is not "D", type the letter of your CD-ROM drive in place of *D*:). Then click **Finish**.

Follow the instructions on the screen. By default, *American Civil War* is installed in *C:\I-Magic\CivilWar\*. To install the game on a different drive or in a different directory, type the drive and directory you want.

At the beginning of the installation process you can choose to do a custom installation. Even if you do not select **Minimum Required Files**, the files will be installed automatically, because they are required to run the game.

# FATEFUL LIGHTNING: A NARRATIVE HISTORY OF THE CIVIL WAR

*Fateful Lightning* is a multimedia computer program featuring an original narrative text by Civil War scholar William Hillenbrand, along with an extensive series of maps. The main portion of the program contains text and map pages, which you can read sequentially like a traditional book, or browse using a variety of navigational links. Four introductory maps present a broad overview of the conflict, with two theater maps providing links to more detailed map pages. The maps reveal troop movements at both the campaign and battle level. They are narrated and animated, which allows both cel-by-cel and sequential animation.

In addition to text and maps, the program offers a selection of full-screen color images of the battlefields as they appear today, as well as archival imagery of key political and military figures. These images are compiled in Portrait and Battlefield Galleries, with links from individual picture pages to related text and map pages.

A music book provides a history of Civil War music by Dennis Kennedy, as well as lyrics for the recordings included on the CD. Video clips of recent battle reenactments are also available from the **Video** menu. Finally, related materials are available via pop-up viewers accessible from anywhere in the program.

## **Installing Fateful Lightning**

To install from the Windows Program Manager, insert the CD in the CD-ROM drive. Select **Run** from the **Start** (or **File**) menu. Browse the CD-ROM directory for the `setup.exe` file, or type `D:\setup` in the Run dialogue field. (If your CD-ROM drive is not "D", type the letter of your CD-ROM drive in place of `D`.) Select **OK** and follow the installation prompts.

## **Resolution**

The program is designed for full-screen viewing at a resolution of 640 x 480 pixels. If your system is set to a higher resolution, the program's main window will only partially fill the screen. To reset your system to 640 x 480, refer to your display utility.

## **Video**

The video portion of the program employs Video For Windows version 3.1 drivers. If Video for Windows is not already installed on your system, install it by opening the folder titled VFW (Video for Windows) on the distribution disc and double-clicking the setup.exe file.

## **Uninstalling Fateful Lightning**

During installation, the setup process copies to your hard drive various files that together take up approximately three megabytes. These files appear in two folders, C:\Windows\asym\runtime and C:\Fateful. To uninstall the program and recover the space on your hard drive, simply delete these two folders. The program can always be reinstalled by running setup again.

## **Using Fateful Lightning**

For online instructions, start the program. Select the **Supplements** menu, then **Instruction**.

# TUTORIAL

Follow these steps to become familiar with the game quickly.

NOTE: The term *click* means to press and release the left mouse button. *Right-click* means to press and release the right mouse button. *Drag* means to press and hold the left mouse button while moving the mouse. Once the mouse pointer is at the desired location, release the mouse button. Generally, right-clicking an icon displays a menu for that icon. Right-clicking a stack of unit icons displays a pop-up menu that lists the individual units.

You can then select the unit you want.

- After the introduction has played, select the 1861 campaign. You will play the Union side.
- Click **In View** under Leadership Ratings so you can see the leaders' characteristics.
- Click **Computer** under Confederate to indicate that you want to play against the computer.
- Click **Done** to begin the game.

The first screen displayed is an information box that informs you about the fall of Missouri.

- After reading the screen, click **Done**.

The game map is centered on Missouri, and you want to focus on a small area on the seaboard.

- Move the mouse to the lower right corner of the game map, and click on the word **Map** to display the Overview map.

The overview map shows the entire area that the game encompasses. States bordered in gray are controlled by the Confederacy, and states bordered in blue are controlled by the Union. States bordered in white are neutral.

- Click on the first blue border in the upper right corner. This is a fast way to change what you see on the main map.

You can see your capital, Washington, D.C., and the troops around it.

- Right-click on the stack of units located at Washington to display a pop-up menu listing the names of the units.
- Right-click again on Washington to display the **City Orders** menu.

In this window you can see which troops you have on garrison duty, and you can increase the level of fortifications.

- Increase the fortification to 5. Then click **Done** to return to the map.
- Right-click the stack at Washington again, and then right-click on the flag icon (which is the symbol for Army Headquarters).

The Army Orders window is displayed. In this window you can issue orders to be carried out by the units attached to the army. Examine the information in the window and note that three units are attached to this army. The army has a red bar at the top of its icon, and units attached to this army have the same color bar. (If a unit has a black bar, it is not attached to an army and is operating independently.)

- Set the supply priority to **High**.

Note that the current army objective is Richmond. Since the army must pass near Fredericksburg, make that city the objective.

- Click on Fredericksburg in the Army objective box to make it your new objective.
- Set the march mode to **Normal** so that the unit moves at a faster pace, but not fast enough to tire quickly. You do not want to arrive with fatigued troops, because that will hurt you in combat.
- Click **Advance** under **Combat** stance.
- Click **Done**.

Now increase your production of weapons and the number of soldiers in your units.

- Click **National**, then **City Production**.

In the City Production window you set the number of weapons produced in your on-map cities, and you can increase their shipbuilding capacity.

- Click the up button next to Springfields to increase the quantity to 1000. Then click the up button next to Parrott guns to increase the quantity to 32.

When new manpower and supplies become available, your units will get the new weapons. Examine the window and note that you see some of the same information that was displayed in the City Orders window.

- Click **Done** to return to the main map.
- From the **Settings** menu, select **Hidden Enemy** to view the enemy units.

One unit near Washington has three dots in its upper bar and has the roman numeral I, which indicates that the unit is the South's First Corps division. The black bar indicates that it is operating independently of an army.

- Right-click on the stack of units at Washington, and then left-click on Hunter to select his unit. Hunter's name appears at the bottom of the screen in the blue bar.
- Click on the stack of units at Washington and then slowly drag the units toward the enemy unit. When you see an arrow on top of that unit, release the mouse button.

You just set the tactical movement for Hunter's unit. The objective you set in the Army Orders was a strategic movement.

- Right-click on the stack of units at Washington again, and then left-click on Tyler.
- Left-click on Tyler's stack and drag it to the enemy unit again.

You just sent two units after the enemy.

- Click on the **Overview** menu, then on **Army Overview**.

The resulting window shows your active land units—that is, units that have leaders to whom you can issue orders. You have more troops than are shown in the window, but they are on garrison duty.

- Click **Done** to exit this window.
- From the **National** menu, select **General Force Status** to see a list of all active troops (under a leader) and inactive troops (on garrison duty).

The window shows how many troops you have in each theater, and you can tell at a glance that you are weakest in the Mississippi area. You can also see how many ships you have, and you can view your weapon distribution, availability, and production, as well as your current shipbuilding capacity and the current capitals of the North and South.

- Click **Done** to return to the main map.
- Right-click the unit that is slightly southwest of Washington.

You know it is a Union unit because it has a blue background. The red bar at the top indicates that it is part of the Army of the Potomac, and the roman numeral I and three dots in the red bar tell you it is Union Corps Division 1.

Because the unit is not in a stack, you can right-click on it to go directly to the orders window for that unit. In the window you view the rating for the unit, along with statistics such as number of men and artillery. You also view the leader's statistics. Even though Heintzelman's statistics are somewhat low, he has an average combat score, so he is an appropriate block for enemy units headed toward Washington.

- Click **View Brigades** to examine his attached brigades.

In this window you can equip active troops with new weapons and reinforce them when reinforcements are available.

- Return to the Corps Orders window, then click **OK**.
- In the main game window, go to the **Game** menu and select **Execute**.

In this phase the troops move and battles are fought. New manpower and supplies are available.

- Click **OK** to let the turn continue.

Because you turned off the hidden enemy, you can see what reinforcements they are getting, as well as their movements by rail, and their munitions at various ports.

- Examine a battle at Fort Monroe in Virginia  
(NOTE: The battles vary from game to game, so keep executing until you find one you can examine.)

You can select the battle intensity, but your choices depend on your leader's combat rating. Butler has an average combat rating, so your battle intensity choices are **Low** and **Skirmish**.

- Click **Execute** and hope for the best.

After the battle takes place, you learn whether you won or lost.

- Click **Analysis** to see which factors determined the battle's outcome.

Now that you've been introduced to the main elements of the game, restart the game, select a scenario, and plot your strategy across all areas of the map.

# GETTING STARTED

*American Civil War* opens with a brief introduction to the War. To ensure best performance, make certain that your graphical device interface (GDI) resources are above 80% when you load the game. To do so, stop loading the game, then exit other programs still active in Windows. Restart *American Civil War*. If you still have problems, exit and restart Windows, then restart *American Civil War*.

You can enter the war from four campaign starting points, or scenarios: 1861, 1862, 1863, or a saved game. Choose a scenario and click **Continue**. Once you choose a scenario, you may refine your game setup, including campaign duration, leadership ratings, Confederate slave status, Union and Confederate control, Confederate capital location, and European intervention. For more information on the setup options, see "Game Setup" on page 14. See also "The Scenarios" on page 72.

The 1862 and 1863 scenarios start on March 1. If you choose a Full Campaign, the game ends at the end of the war. If you choose a December finish, the game ends after the first week in December of that year. Campaign victory for the December finish depends on the end date. Even if you terminate a campaign early, the campaign victory depends on the game continuing to its original end date. If either side achieves a decisive victory (such as forcing the enemy nation to surrender), the scenario ends at that time.

After each side sets up the game, each player makes the moves for the first campaign. This includes issuing orders and setting decisions crucial to the success of your side. If you play with another person, you may want to look away from the screen while your opponent sets the moves.

Select a side by selecting **Side** from the **Settings** menu. The color of the bar at the bottom indicates the active side, with blue for Union and gray for Confederate. After you select a side, set your moves. Then select the second side as above.

After the second side sets its moves, select **Execute** from the **Game** menu. The game indicates the status on the right side of the main window.

# GAME SETUP

## Player Options

Each time you begin a new game of *American Civil War*, you can select the campaign's duration, Union or Confederate control, the Confederate capital location, leadership ratings, CSA (Confederate States of America) slave status, and the likelihood of European intervention. You can play *American Civil War* against the computer or against another player—in person or by e-mail. For demonstration purposes, you can allow two computer opponents to play the game.



Setup Window

## Scenarios

Choose 1861, 1862, 1863, or a saved game scenario. You can play the entire campaign or end the scenario in December of the chosen year. At the end of a campaign, you can continue to the next campaign. For more information, see "The Scenarios" on page 72.

## Human versus Computer

To play as the Union versus the computer, click **Human** in the Union control box. To play the Confederacy versus the computer, click **Human** in the Confederate control box. If you choose to play against the computer, you see the difficulty level options. See “Difficulty Level” on page 16.

## Human versus Human (face-to-face)

Select **Human** in both boxes, then select **Face to face**. When playing against another player face-to-face, it is appropriate to look away from the monitor if your opponent requests it (for example, when recruiting). Otherwise, you conduct each turn just as though you were playing against the computer.

## Human versus Human (by e-mail)

You can play *American Civil War* with another person via e-mail. The game lets you alternate turns and save each new turn as a file. Only one player can enter the setup information for e-mail play. Both players should agree on the setup. The first player enters the setup information and begins the game.

After playing your turn, send the saved file to your opponent as an e-mail attachment. The procedure for sending an attachment depends on your e-mail software (refer to its manual or online help).

When you receive the file, continue the game by selecting **Other** from the Select scenario pop-up window. Open the file you received and play your turn. After playing your turn, save the file and e-mail it back to your opponent.

## Computer versus Computer

Select **Computer** for both Union and Confederate control. If you choose computer players, you can also choose the difficulty level (see “Difficulty Level” on page 16). When the game displays the main game window, begin the demonstration by selecting **Execute** from the **Game** menu.

To keep you up-to-date on the progress of the campaign, the game displays pop-up windows and a yellow progress bar on the right side of the window. When the game displays a pop-up window, continue the play by clicking the window button.

At the end of the game, the progress bar is gray. You can load a new game by selecting **Load Game** from the **Game** menu.

## Difficulty Level

The game offers three levels of difficulty, listed below.

## **No Advantage**

The game gives your computer opponent no extra help.

## **Mild Advantage**

The computer player's mobilization potential is greater, which lets the computer raise additional troops. The computer also receives an advantage in the production of supplies.

## **Large Advantage**

The computer receives more troops and more supplies than at the lower two levels. Fatigue effects for the computer's troops are also reduced.

NOTE: The artificial intelligence of your computer opponent is not affected by any of the difficulty levels, nor is your computer opponent given extra information about the location and size of your forces.

## **Leadership Ratings**

Every general capable of commanding an army, corps, or division is rated in several areas, including initiative, aggressiveness, inspiration, and combat ability. You can choose **Historical**, **Slight variation**, or **Random** by clicking the appropriate button. You also select **Hidden** or **In view** to indicate how much information about leaders' abilities is available to you.

### **Historical**

The Historical ratings, in general, mirror the performance of the real generals during the Civil War. If you choose this option, you can expect each general to perform as he did in real life.

### **Slight Variation**

The Slight variation option means that leader ratings vary from their historical levels, but not drastically. In other words, generals such as Lee, Grant, and Sherman generally perform better than their less successful compatriots, but they are not always as good—or as bad—as they were historically.

## **Random**

If you select **Random**, all leaders' ratings are assigned randomly by the computer. To find out how good a general is, you must learn the way Lincoln and Davis did—by putting them in command and seeing how they perform under pressure.

## **CSA Slavery Status**

### **Historical**

Slaves are not recruited into the Confederate army, and when the war begins, they have not been freed by the Union. If you want to experiment, you can choose either of the other options, although both are somewhat unrealistic. Freeing the slaves (by the Union), or using them in the army (for the Confederates), offers various advantages and disadvantages.

### **Combat Roles**

If the Confederate player chooses to assign slaves to combat units, Confederate manpower is increased, along with international support, but domestic support is drastically reduced. We recommend, therefore, that a Confederate player use this option only as an experiment or in desperation—as was actually the case, to a limited degree, in the real war.

### **Emancipation**

If the Union player chooses to emancipate the slaves, either at the beginning of the war or at any later time, the Union's international prestige goes up, but the Union loses support in slave states, both in and out of the Union. We recommend that you consider withholding emancipation, as Lincoln did, until you have achieved a major victory, or at least until all important border states are firmly within the Union's control.

## **Location of Confederate Capital**

The Confederate player can choose Montgomery, Alabama; Richmond, Virginia; Raleigh, North Carolina; or Atlanta, Georgia, as the capital city.

**WARNING:** Relocating a capital later in the war greatly reduces your domestic prestige.

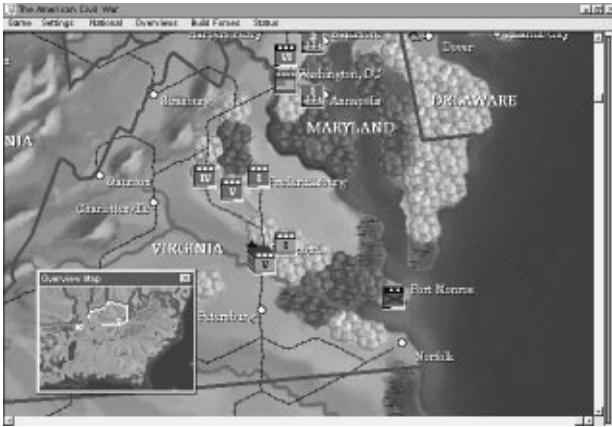
## **European Intervention**

The South hoped that the European powers, especially France and Great Britain, would either intervene openly on the side of the Confederacy, or would at least grant formal diplomatic recognition, which would provide the South with a number of critical economic and ultimately military advantages. European intervention is affected by the ratio of Confederate prestige to Union prestige, major military victories, the status of Confederate slaves, whether emancipation has occurred, and other factors.

The settings for European intervention are **No Chance**, **Small Chance**, and **Good Chance**.

# THE GAME MAP

Game activities take place on the game map, which indicates terrain, bodies of water, rail lines, cities, and territorial control.



*Game Map*

## Overview Map

To see a zoomed-out overview of the game map, click the Map box in the lower right corner of the game window. Click a spot on the overview map to center the game map on that area.

## Terrain

A paper map showing the entire theater of operations is included in the game box. This map has a color key indicating the various terrain types.

Within the game, the map is organized using a hexagonal grid. Each hex is about 15 miles across. Hex sides show which side currently controls the terrain. Light gray hex sides indicate Confederate control, while dark blue hexes indicate Union control. If the hex side is transparent (invisible) the terrain is neutral. For example, at the start of 1861, Kentucky is neutral.

Cities act as supply and recruitment sources and provide defensive bonuses to units defending in the hex. Cities can be fortified against land or naval attack. The city's fortress, if present, has a separate garrison that can be very difficult to defeat, depending on the level of fortification.

Open plains are the most common terrain, while woods, forests, hills, mountains, and swamps all add various movement difficulties, but provide defensive benefits to those who occupy them. Mountains are the only impassable terrain.

Railroad lines show the path of rail transport, which is cut if enemy forces control any terrain along the rail line.

Navigable rivers can be traveled by rivergoing fleets, while coastal and ocean terrain can be traveled by oceangoing fleets. Cities along navigable rivers or the coastline are ports for the appropriate fleet type.

### **Terrain Effects**

The effect of terrain on movement and combat is summarized below for easy reference:

<b>Terrain Type</b>	<b>Move Rate</b>	<b>Fatigue Cost</b>	<b>Defensive Benefit</b>
City	3	1	+30%
Plains	5	1	+0%
Woods	8	2	+30%
Forest	11	3	+45%
Hills	13	3	+45%
Swamp	15	4	+30%
Mountain	impassable	impassable	-
Unnavigable River	+6	+4	-
Navigable River	+40	+10	-

Move rate is a numerical measure of how fast troops can pass over the terrain. The lower the value, the faster troops can move in that terrain. Rivers impose an additional penalty each time a unit crosses one. Note the extreme delay for crossing a navigable river.

Fatigue cost is the amount of fatigue suffered, per hex, as troops move through the terrain. Fatigue can be influenced by other factors as well.

Defensive benefit is the kind of cover provided by the terrain for an army fighting in the open field. These benefits reduce enemy firepower and friendly casualties. The higher the percentage, the better the benefit. Note that cities may also have independent fortresses with garrisons and/or coastal guns that can fire on ships.

# UNITS



*Army unit*



*Corps unit*



*Infantry division unit*



*Cavalry division unit*



*Fleet unit*

—◆—

*“There is always a hazard in military movements, but we must decide between the positions of inaction and the risk of action.”*

Robert E. Lee

—◆—

<b>Unit</b>	<b>Description</b>
Army	Contains one or more corps and/or divisions
Corps	Contains infantry, artillery and/or cavalry brigades
Infantry division	Contains infantry and/or artillery brigades, but no cavalry
Cavalry division	Contains only cavalry brigades
Fleet (ocean)	Contains oceangoing ironclads, wooden warships, transports
Fleet (river)	Contains rivergoing ironclads, wooden warships, transports

## Land Forces

The basic building blocks of land operations are divisions and corps. An army is a higher level organization that controls a group of corps and/or divisions. In this game, you need to create and use armies to make coordinated movements by a number of corps and divisions. However, in areas where you are using smaller forces, a single corps or division may suffice. These are “independent” corps and divisions, unattached to any army.

Land troops are divided into three types: infantry, cavalry, and artillery. Infantry is the predominant troop type used in armies of this era.

Cavalry fights like infantry in battles, but outside of battles, armies, corps, or divisions with cavalry brigades can “see” enemies at a greater distance. Cavalry divisions move faster over open country. The cavalry divisions of an army sometimes move in front of the army’s main force, and sometimes maneuver around the enemy to seize an objective in the rear.

An artillery brigade has more concentrated firepower than an equivalent infantry or cavalry brigade. Artillery is especially useful against entrenched or fortified enemies, including fortified cities. However, artillery brigades are much more expensive to create.

### **Divisions, Corps, and Armies**

Divisions are commanded by the lowest-ranking generals in the game, and are limited to just a few brigades of either infantry and artillery (for infantry divisions) or cavalry (for cavalry divisions). The total number of brigades allowed in a division depends on the initiative rating of its leader. Each side is limited to a total of 32 divisions.

Corps are commanded by middle-ranking generals, and can have any combination of infantry, cavalry, and artillery brigades. The total brigades allowed in a corps also depends on the initiative rating of its leader. Typically a corps can have more brigades than a division, although exceptional leaders can cause exceptions. Each side is limited to 32 corps.

Armies are commanded by the highest-ranking generals, and have one or more corps and/or divisions. Again, the initiative rating of the army’s leader determines the maximum number of corps and divisions in the army. Each side is limited to 10 armies.

The symbols across the top of a unit indicate its size: two dots for divisions, three for corps, and four for armies. The color behind the size indicates the army to which the unit belongs. Each army has its own color. Independent units have black behind the size indicator.

Units also have a bar across the bottom that indicates the relative manpower in the unit. If the bar runs all the way across, the unit is at maximum possible strength. A shorter bar indicates proportionately less strength.

### **Brigades**

There are no separate units for brigades because they are the basic building blocks inside your units. Brigades can be of infantry, artillery and/or cavalry.

The only way to transfer brigades between units is to position both units in the same city, and then transfer brigades from a unit into the city garrison, and then from the garrison into the other unit. Long-distance transfers are also possible by exploiting the pool options for a city's garrison, see "New Brigades" (page 35) and "City Orders" (page 43) for details.

## **Naval Forces**

Naval forces are organized as fleets. Each fleet can have one or more ships of varying types. Fleets must be organized and used either as oceangoing or rivergoing. Oceangoing fleets may move between ports, coastlines, and the open sea. Rivergoing fleets are limited to the Mississippi River system.

Ships must be constructed as either oceangoing or rivergoing, and once built cannot be converted.

Ironclad warships are the most powerful warships available, but can be built only at ports that have ironclad construction facilities. You can create such facilities at ports that lack them.

Wooden warships are cheaper to build and can be constructed at any port. However, wooden warships are less powerful than ironclads.

Transports can carry supplies, cotton, or troops between ports. They have minimal weapons, so any type of enemy warship can destroy a transport.

### **Fleets**

When new ships are built they are placed in a new fleet at that port, but can be transferred to another fleet later. A fleet may contain any number of ships (including just one—a popular size for Confederate blockade-runner fleets). Each side is limited to 50 fleets.

Ships can be transferred between fleets when both fleets are docked in the same port.

Naval unit symbols show the fleet's identification number and a picture representing the most powerful type of ship in the fleet. The unit also shows an appropriate national color (Union blue or Confederate gray).

## **European Forces**

British units, if they appear, are colored red. French units, should they appear, are colored pale blue. These forces can appear only if their parent nation decides to actively support the Confederate cause.

# WINDOWS

*American Civil War* displays information in a series of windows. Use the menus at the top of the window to communicate orders to units. During the orders phase, click on a menu to display a list of choices, from which you can select the order you want.

The main window displays the map in either campaign or tactical mode.

## **Main Game Window**

The main game window is where you play the game. At any time during a game, you can change several game options and get important information about the status of your forces, the diplomatic and political situation, and other factors, simply by selecting one of the menus in the top left corner of the game window.

### **Game Menu**

The Game menu lets you load a new or saved game or quit. During a game, you select **Execute** from this menu to proceed to the next phase in a turn.

### **Load Game**

Begins a new game. You can begin in 1861, 1862, 1863, or from a saved game. Every time you load a new game, you can see the game introduction, which gives you a narrated background and a photo montage of important historic events before the scenario start date.

### **Save Game**

Saves a game in progress. You can name the game file and save it to the game directory.

### **Execute**

Begins movement for all your units. Select **Execute** only after completing all movement orders. Once the movement phase begins, it continues until all units selected for movement have completed their movement. All battles take place during movement.

### **Quit**

Quits the game. If you want to return to your game later, be sure to save it before you quit.

## About

Displays GDI and Heap resources.

## Settings Menu

The **Settings** menu lets you set your preferences.

## Side

Shows whether you chose the Union or Confederate side. In a two-player game, the side whose turn is in progress is listed.

## Hidden Enemy

Toggles hidden enemy units on or off. A check mark means that enemy units outside the reconnaissance range of friendly units are hidden.

Although human players can toggle this option on and off, the computer player never sees hidden enemy units. Each unit type has a maximum reconnaissance range, which varies according to weather and terrain. Cavalry units have the greatest range. Cities also show enemy forces nearby. Fleets do not provide information on enemy land units.

## Music/Sound FX

Turns sound effects and music on or off. It also lets you choose Civil War music to listen to as you play. The music includes the following selections.

Track	Title	Composer
1	When Johnny Comes Marching Home	Patrick Sarsfield Gilmore
2	The Girl I Left Behind Me	Anonymous
3	Tramp! Tramp! Tramp!	George Frederick Root
4	Dixie	Daniel Decatur Emmett
5	Gary Owen	Traditional
6	The Yellow Rose of Texas	Anonymous
7	Battle Hymn of the Republic	Ascribed to William Steffe
8	Marching through Georgia	Henry Clay Work
9	Battle Cry of Freedom	George Frederick Root
10	The Bonnie Blue Flag	Traditional
11	Cheer Boys Cheer	Henry Russell
12	Marching Along	William B. Bradbury

13	Kingdom Coming	Henry Clay Work
14	Tenting on the Old Camp Ground	Walter Kittredge
15	Battle Hymn of the Republic	Ascribed to William Steffe

### **Time Delay**

Changes the delay in the resolution of movement. It is particularly helpful to players who find that their turns are either taking too long, or that the movement is zipping by too quickly. You can choose a delay time of one-tenth of one second, half a second, or one second.

### **Hex Grid**

Movement and supply are calculated and carried out via a traditional hexagonal grid. You can turn the hex grid on or off to show which side controls each hex. Union hexes are blue and Confederate hexes are gray.

### **Background**

Displays *American Civil War Background Information*, the game encyclopedia, which contains information about the war, including detailed descriptions of the campaigns and battles, biographies of the generals, lyrics for Civil-War-era songs, and historical documents, such as the text of famous presidential speeches, secession acts, and the Constitution of the Confederate States of America.

### **National Menu**

Displays information about your country's situation. Each option is described below.

#### **General Conditions**

Displays a window showing the level of European support for the Confederacy and domestic support for both the Federal and Confederate governments.

European support for the Confederacy varies with the current military situation, the status of Southern slaves, the recent capture of a state or capital by either side, and other factors. In short, the better the Confederacy does, the greater its chances of receiving foreign recognition.

Domestic support is based upon some of the same factors as European support. The following factors can affect your domestic support:

- The capture or loss of a city
- The capture or loss of a state

- Complaint by a state governor (caused by casualties to state troops, loss of state territory, or other factors)
- Army headquarters overrun in battle
- Draft riots
- Victory or defeat in a battle
- Surrender of a division, corps, or army
- Loss of national capital
- Union Emancipation Proclamation—gain to Union
- Confederacy loosens slavery restrictions—gain to Confederacy (but there may be a loss of domestic support)

Other factors also affect your national prestige. For example, the Confederacy gains a certain amount of prestige every month merely by surviving.

### **Weather and Its Effects**

This window also displays the weather. Bad weather reduces maximum supply and movement distances. The maximum distance a supply line can be traced is reset for each region whenever the weather changes.

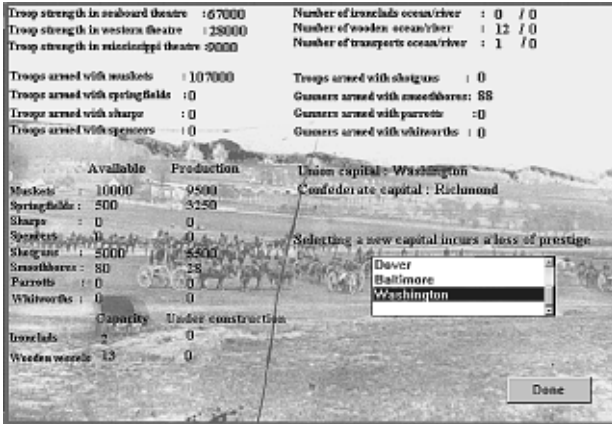
<b>Weather Conditions</b>	<b>Maximum Supply Distance</b>	<b>Reduction in Movement</b>
Clear	6 hexes	No effect
Light rain	3 hexes	-20%
Downpour	2 hexes	-40%
Freezing	4 hexes	-10%
Snow	1 hex	-40%

### **General Force Status**

Displays a window showing the current strength of your troops across the entire map, by theater, and lists the numbers of naval ironclads, wooden warships, and transports you have on oceans and rivers.

In addition, you can see how your troops are armed, as well as weapons available, weapons in production, and current naval production and capabilities.

The nations' current capitals are displayed, and you can select a new location for the capital.



Force Status Window

## City Production

Displays a window in which you can assign production to each of the major cities in your country and check existing production levels. Production for states that are not on the game map is displayed in the States window. To change a city's production, first click a city in the box at the upper left of the window. You then see that city's monthly production levels for every item it is capable of producing.

In the middle of the screen, you see the supplies that are currently available in this theater. Raising and lowering the production totals for the city changes the available supplies accordingly.

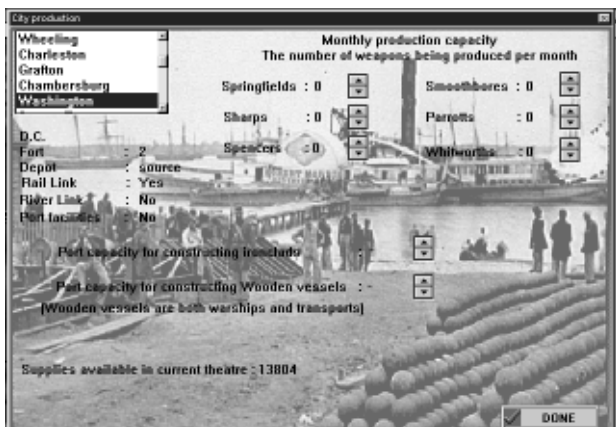
You see information about the city's forts, depots, rail links, river links (that is, whether rivergoing vessels have access to it), and port facilities.

NOTE: Only coastal port cities can produce oceangoing ships. Likewise, only cities that have river ports can produce rivergoing ships. New Orleans can produce both types of vessels.

You can raise or (less likely) lower the city's port capacity by clicking the appropriate button.

When you increase monthly production capacity, you decrease supplies available in the theater. However, if you decrease production, you restore only half the amount of supplies; the other half represents spent labor.

Different weapons incur different production costs. Muskets and shotguns are produced automatically, at no cost to either side.



*City Production Window*

## Manpower Settings

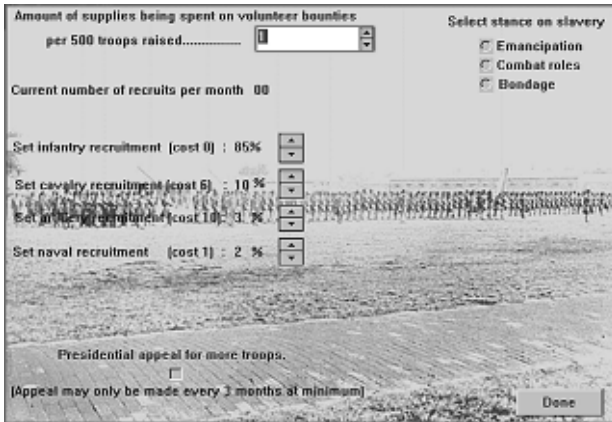
Until the Civil War, America enforced no general draft. The Confederacy passed the first conscription laws in April 1862. Almost a year later, the Union instituted a draft. Drafts, however, anger the public and undercut morale.

Thus, both sides offer volunteer bounties to encourage voluntary enlistment. The higher your domestic support, the more successful your recruiting efforts.

Your recruitment level depends on presidential appeals and the supplies spent on volunteer bounties. Presidential appeals are conscription, or a traditional draft. Bounties are government enticements for people to voluntarily join the army. The maximum number of volunteer bounties is 20 per 500 troops. The higher the bounty, the more men you acquire, but you pay more in supplies.

You can designate which portion of your recruitment is allocated to each type of unit. For example, you can assign 80% of your troops to infantry and 20% to navy. Different types of troops recruited incur different levels of supply cost, as the following table indicates.

Type of Recruit	Number Recruited	Supply Cost	What Cost Represents
Cavalry	50	6	Horses and extra training
Artillery	2	10	Horses to pull artillery pieces
Navy	50	2	Extra training



*Set Manpower Window*

From the Set Manpower window you can change the recruitment level for your nation. Since the South is defending its homeland, its level of recruitment is five higher than its bounty number.

You cannot draft troops every day. Your first draft is your most successful, and a presidential appeal is more successful the longer you delay the appeal.

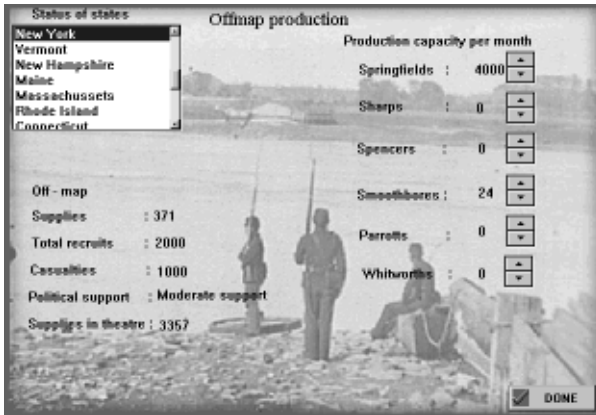
You can also change the location of your national capital and your stance on slavery.

**WARNING:** Moving your capital incurs a severe penalty in domestic prestige; therefore, move it only if your capital is in serious danger of being captured.

## State Statistics

Use this window to begin and modify production for each state you control. If a state is not on the game map, its statistics appear in an Offmap production window.

If a state is on the map, its production takes place in its own cities. To display information about the cities for that state, select **City Production** from the **National** menu.



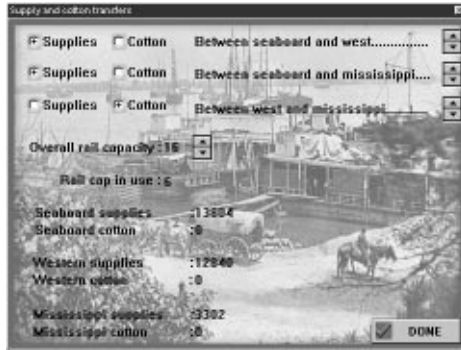
*Offmap Production Window*

Select a state to see the following information:

- **Supplies**  
How many supplies are available in the state
- **Total recruits**  
The number of recruits waiting to be assigned to brigades, garrisons, or warships
- **Casualties**  
The number of casualties the state has suffered so far. If a state's troops suffer heavy losses, your domestic rating can be affected.
- **Political support**  
The level of support this state has for your administration
- **Supplies in theater**  
The amount of supplies available in this state's theater of operations

## Supply/Cotton Transfers

You can transfer supplies from one theater to another. In the South, this includes cotton. Generally, a transfer makes sense when you need supplies for operations in one theater, and have a surplus in another. The South often wants to move cotton from one theater to another, and generally has more supplies than it needs west of the Mississippi.



*Supply and Cotton Transfers Window*

To transfer supplies or cotton, you must have access from one theater to another. If the Confederacy loses the cities of Memphis, New Orleans, Helena, and Vicksburg, it can no longer shift supplies to or from the Western theater.

Cotton is generally shipped to the Seaboard theater to be loaded onto blockade runners and sent to Europe.

To shift material from one theater to another, first choose supplies or cotton, and then click the appropriate arrows until you have shipped the amount you want.

NOTE: Available railroad capacity limits the amount of supplies that can be shipped. For every 100 supplies or units of cotton transferred, you use one rail capacity.

## Leader Status

The Leader Status window displays the leaders currently available, along with each leader's status. The left box displays the names of all leaders available at the divisional, cavalry, corps, or army level. Unless you have selected **Hidden**

from the **Settings** menu, highlighting an individual leader displays his characteristics on the right side of the screen. Leaders are rated in the following areas. Low represents a poor rating, and High represents a superior rating:

- **Inspiration**  
The inspiration level of an army commander has an effect on the training of all troops in that army. This rating rarely changes, and it affects combat and rallying. Inspiration levels also affect weekly morale updates on all units. Sometimes a successful leader's inspiration rating increases because of his troops' increased faith in him.
- **Aggression**  
This rating is determined at the beginning of the game and reflects a leader's willingness to engage in combat. It does not change.
- **Initiative**  
This rating affects the march rate of a unit under his command. Over time, as a leader and his staff become more experienced and presumably more competent, this rating tends to increase.  
  
Initiative also determines the number of brigades a division or corps leader can control, or the number of divisions and corps an army leader can control.
- **Combat**  
This rating represents a leader's ability to control his troops in combat. It measures his tactical battlefield ability and rises with experience. The more battles a leader fights, the better his combat rating.



*Leader Orders Window*

- Promotions/Dismissals  
If there is support for a leader's promotion and his ratings are good, it is a good idea to promote him. If there is opposition to the promotion, there may be a prestige cost. Similarly, there may be a prestige cost to dismiss a leader.
- Availability  
A leader can be active, available, removed from the chain of command, or wounded. Click the appropriate button on the left side of the window to see which leaders are in which category. Select a leader to display his current status.

## Overview Menu

### Army Overview

This window displays the names of leaders, the strength of their units (in number of men), number of artillery pieces, amount of supplies used per week, and the supply level (high, standard, subsistence).

### Naval Overview

This window identifies the fleet number, type of vessel (oceangoing or rivergoing), number of ships in the fleet, and the mission type.

## Build Forces Menu

Use this menu to recruit and arm troops, including infantry, cavalry, and artillery; to raise armies and corps; to build and crew ships; and to raise fleets.

### New Brigades

Once enough troops have been raised in a state to form a new brigade of infantry, artillery, or cavalry, that brigade appears in this window under the Select brigade heading. Check every month see whether any newly recruited brigades are ready to be mobilized as garrisons or as part of maneuver elements. Before you can mobilize a brigade or add it to a garrison, you must arm it. At the bottom of the window is the name of the brigade, and the number of troops it contains. Below that is a list of weapons; those in boldface opposite white boxes are available. To equip the unit, click the desired weapon type to add the weapons. The table below indicates which types of weapons you can assign to each type of unit.

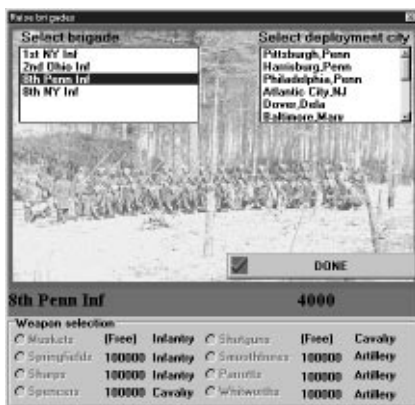
In addition, brigades removed from city garrisons into the “pool” can be reformed as new brigades in the city of your choice, and rearmed with any available weapons.

Unit	Permissible Weaponry
Infantry	Muskets, Springfield rifles, and Sharps rifles
Cavalry	Spencer rifles and shotguns
Artillery	Smoothbore cannon, Parrotts, and Whitworths

The higher the cost of a particular weapon, the more effective it is. Sharps rifles are better than Springfield rifles, and Springfield rifles are better than muskets. Cavalry armed with Spencer repeating rifles are better off than those carrying shotguns. The Whitworth is the most effective artillery piece, followed by the Parrot rifle, and then the smoothbore.

Except for muskets and shotguns, which units come equipped with, do not try to arm a brigade with a particular weapon if there are fewer weapons than troops. Do not select a weapon if you lack the troops to support it. For example, artillery brigades require 25 artillerymen to crew and maintain a gun, so you need at least 100 artillerymen for every four guns. After arming your units, select the city in which they will be deployed. They are then available for service in that city.

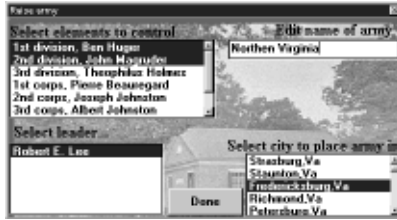
NOTE: Units can be deployed only in cities that are in their current theater.



*Raise Brigade Window*

## New Army

Use this choice to create a new army headquarters in any friendly city. As long as the maximum number of armies has not been reached and a leader is available to command the army, you can create a new army headquarters.



*Raise Army Window*

Select a friendly city to display the eligible leaders. Select a leader, and then assign at least one corps or division to your new army. If an army has no divisions or corps, it is removed from the game at the end of your turn, and its leader is also removed.

You can assign a name to your new army. The Union generally named its armies after bodies of water (usually rivers); the Confederacy chose mainly names of regions.

## New Corps or Division

Select this option to raise new infantry corps or new infantry or cavalry divisions. If no cavalry or cavalry leaders are available, you cannot select **Cavalry division**. Click the appropriate unit type to display a list of available leaders at the right of the screen. If more than five leaders are available for this unit, you can scroll the list.



*Raise Maneuver Element Window*

Once you have selected a leader, you see a list of cities in which the unit can be raised. Select a city in the lower left corner of the screen to display the brigades that are available for mobilization in that city, and the type of weapons those brigades are equipped with.

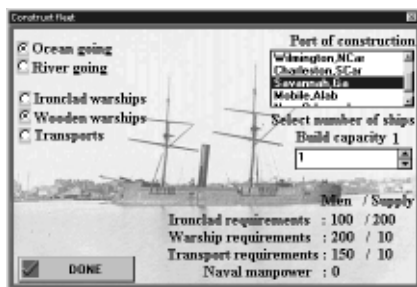
Select as many brigades as you want, up to the limit above the Select brigades window, by clicking each brigade. These brigades are then added to your new corps or division.

## New Fleet

To raise a new oceangoing or rivergoing fleet, select **New Fleet** from the **Build Forces** menu. You then see a window that displays your current capacity to build ships. If this capacity is "0," you cannot build naval vessels or transports.

If you have sufficient capacity, first click **Oceangoing** or **Rivergoing**. You then see a list of available ports, and you can choose to create ironclads, wooden warships, or transports.

Ironclads are the strongest warships and the most expensive. They are also slower than wooden ships. Wooden warships typically represent the heart of the navy, at least for the Union. They are the best choice if you want to construct a large fleet as soon as possible and begin blockading key Southern ports. Transports are essential to your war effort; they carry troops and supplies to locations that cannot be reached easily overland. They also conduct amphibious operations against Confederate port cities and fortresses.



*Construct Fleet Window*

## Status Menu

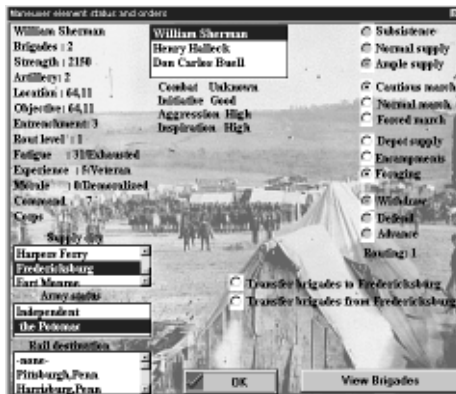
The game displays the currently selected unit in the bottom bar. If you want to view the status of the currently selected unit, select **Status** from the menu bar. Then select **Active** status. To change the current status of a corps, army, city, or fleet, click the icon you want to examine. A window displays all the units. Right-click the unit to see its status.

## Corps or Division Orders

Select **Corps or Division Orders** to examine or change the orders of the selected unit. On the left side of the window, you see the name of the unit commander, the strength of his forces, and the current location and objective of the unit on that hex grid. To the right, you see a list of other generals, and below that, unless you have chosen the Hidden option for leaders, you see the current unit commander's ratings for combat, initiative, aggression, and inspiration. If you attempt to replace the current commander, you may incur a loss of prestige, so consider such a change carefully before undertaking it.

You also see information about the unit's current level of entrenchment (if any), its rout level, fatigue, experience, and the number of brigades the unit leader can control competently (Command). Lower numbers are better for rout and fatigue, whereas higher numbers are better for entrenchment, experience, and morale.

NOTE: If a leader is managing a greater number of brigades than his command rating indicates, combat and initiative suffer.



*Maneuver Element Status and Orders Window*

The unit's current supply city is shown at the bottom. You can change the supply city, and if you plan to move the unit or change its army objective, it might be a good idea to change to a supply city closer to your destination. Below is another box that indicates whether this unit is part of an army or operating independently. You can change from one to the other by highlighting the status you want.

If a unit is in a friendly city, you can transfer brigades to garrison duty, or you can transfer a garrison brigade to your unit.

Units under an army command gain the leadership benefits of the army commander, especially in training. They can share depots with other units (an option not available to independent units) and have a much better chance of being reinforced in combat. There are no disadvantages to being part of an army; however, the commanding officer's leadership rating limits how many units can belong to an army.

If a unit is in transit via rail, its rail destination is highlighted at the bottom of the screen.

At the right of the screen are buttons that indicate the current status of the unit.

The first group of buttons indicates the unit's supply level, which affects the unit's efficiency. A unit can have subsistence, standard, or high supply. See "Determining Supply Status" on page 68.

The next group of buttons indicates the unit's marching orders. A unit can have cautious, normal, or forced march orders.

The next group of buttons indicates the unit's supply source—which supply line the unit is attached to, if any.

NOTE: The supply source is different from the supply level.

The final group of buttons indicates the unit's orders in case it comes into contact with the enemy. A unit can be under orders to withdraw, defend, or advance. See "Contact Orders" on page 48.

## **Brigade Display**

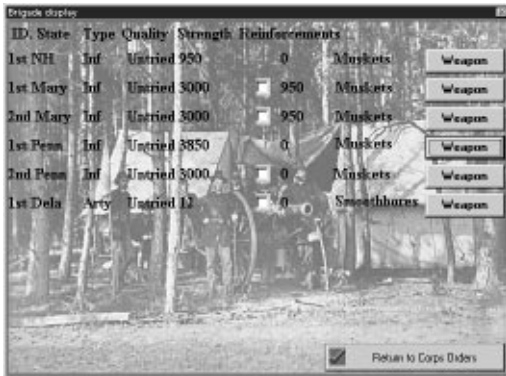
To view the brigades in your unit, click the **View Brigades** box. The Brigade Display window lists all of the brigades in the currently selected unit, the type of troops in each brigade, their number, and their quality. For artillery bri-

gades, the number of guns attached to them is listed instead of the number of troops. If you have reinforcements, you can add them to the brigade by clicking the box under Reinforcements.

At the right, you see the type of weapons each brigade in the unit is currently equipped with. To change the weapons carried by a particular unit, click its **Weapon** button to see the New Weapon window. This window shows all weapons available in the armories controlled by your country.

Only weapons that your brigade can use are available to you, and of those, only the ones that are in great enough supply to equip your entire brigade. If enough weapons are available to equip the brigade, you can reequip the unit. If weapons are lacking, you must wait until your country has produced more weapons.

NOTE: The information displayed in this window might spur you to revise your production levels.



*Brigade Display Window*

To leave the window, click **Return to Unit Orders**.

After reviewing the status of the unit, click **OK** to return to the game.

## Army Orders

Select an army by clicking its hex, and then right-clicking the army to review its overall orders or change its orders.

Use the Army Orders window to make these decisions about your army:

- **Combat Stance**  
Order an army to Withdraw, Defend, Advance, or engage in Training.
- **March Mode**  
Order an army to undertake Cautious, Normal, or Forced marches.
- **Supply Priority**  
Assign a supply priority level of Subsistence, Standard, or High.
- **Supply Type**  
Encamped is stationary, and Depot Line extends the range of the army.
- **Army base**  
View the army's current base, along with a list of available bases. To change your army's base, select a new base.
- **Army objective**  
View the army's current objective. To change the objective for this army, select a new city.



*Army Orders Window*

The window also displays the following information:

- **Elements**  
Indicates how many corps or divisions are attached to the army

- Command limit  
Indicates the maximum number of divisions or corps the leader can command competently
- Morale rating  
Indicated as a number in a range

You can rename the army by selecting its name, erasing the current name, and then typing in a new name.

## City Orders

Select a hex, and then right-click on the city in that hex to view the City Orders window, which displays information about the current status of that city, including:

- Victory point value if captured
- Amount of damage caused, if the city has been sacked
- Railroad connections to the city
- Number of brigades currently in the garrison
- Minimum garrison, in brigades
- Available supplies
- Number of coastal guns protecting the city from naval attack
- Level of fortification

City Orders also lists the brigades currently in the garrison. Clicking on the brigades removes them into a “pool” of available brigades. Select **New Brigades** to reform (and rearm) these troops in any friendly, supplied city.

City Orders also allows you to set the fortification level protecting the city or provide it with coastal guns. See “Fortifying Cities” on page 75 for details.



*City Orders Window*

## Fleet Orders

The Fleet Orders window displays the current status of each of your fleets. To view this window, click the hex containing the fleet you want to examine, then right-click the fleet itself. The Fleet Orders window includes:

- Home base of the fleet
- Composition of fleet (oceangoing or rivergoing vessels)
- Number of ironclads, wooden warships, and transports in the fleet
- Amount of supplies or cotton aboard the fleet
- Fleet's current location
- Fleet's current objective

Every fleet must be assigned a mission. Possible missions include:

- Nothing
- Refit
- Move
- Cotton Run
- Patrol
- Attack port
- Amphibious




*Fleet Orders Window*

To merge fleets, select **Merge Fleet**, then select the ID number of the fleet you want to merge with. Indicate the number and types of vessels you want added to your fleet.

# MOVEMENT

Unlike most strategy games, you do not immediately move units in *American Civil War*. Instead, you give orders and instructions to your various land and sea forces. Then, when you select **Execute** from the **Game** menu, all your forces follow these orders to the best of their ability. However, as in real life, the abilities of the leaders commanding the forces determine how quickly and efficiently the troops follow your orders.

Historically, those managing the war effort on both sides were often frustrated by generals who seemed unable to move quickly, if at all. You too will experience these problems, especially if your troops have poor leaders.



*"The art of war is simple enough. Find out where your enemy is. Get at him as soon as you can, and strike him as hard as you can. And keep moving on!"*

Ulysses S. Grant



## Armies

### Orders

You give armies their orders on the Army Orders window. An army's orders affect all corps and divisions that are part of that army. It is possible to assign different orders to a corps or division than to its controlling army, but generally it saves time to assign the orders directly to the army. Army orders include Combat Stance, March Mode, Supply Priority, Supply Type, Leader, Name, Army Base, and Army Objective. If you change the leader, your army may lose prestige. The army name is shown in the box in the upper left corner of the window.

The game displays the currently selected unit in the bottom bar. If you want to view the status of the currently selected unit, select the **Status** menu, and then select the appropriate status option. To access the Army Orders of an army not currently selected, left-click on the army's icon. In the Selection window, the game displays a list including the city, army, and leader. Right-click on the army. Note that armies carry out your orders based on the leadership's whim. The leader can ignore, misconstrue, or halfheartedly carry out your orders.

## **Combat Stance**

You can order an army to Withdraw, Defend, Advance, or engage in Training. With Combat Stance you can easily and quickly assign a combat stance to every component element of the army.

## **Withdraw**

The army and its component units, if contacted by an enemy unit, attempt to retreat and avoid combat.

## **Defend**

The army and its components units, if they meet an enemy unit, stand and fight defensively. The army does not attack in this mode.

## **Advance**

If enemy units are contacted, the army advances into combat.

## **Training**

This is a special order available only to armies. Armies with a training order stay in place and undergo training to improve the quality of the brigades in the army. Otherwise, they function as if under a Withdraw order.

## **March Mode**

An army can be ordered to undertake Cautious, Normal, or Forced marches. This selection has nothing to do with the army itself, because it doesn't march in a movement phase the way the maneuver elements do. Rather, this selection lets you assign a march mode to the component elements of the army without having to assign march modes to each individual unit. After you assign the army's march mode, you can override the general army march mode by assigning another march mode to elements of the army.

## **Supply Type**

Supply Type includes Encamped and Depot Line.

## **Supply Priority**


An army can have a supply priority level of Subsistence, Standard, or High.

## **Bases**

You can order an army to move its location, and by extension its supply depot, to a different city with the Army Base option. The new city should have enough supplies to support the army. This option lets you control where an army's elements fall back to, if forced to withdraw and change the army's source of supply.


## Army Objective

By assigning an army objective you assign it to all non-routing elements within the army. To individual units you can assign a separate objective that overrides the general army objective. If the army's objective is captured, the army commander might redeploy to that location, depending on how far the objective is from all the component elements of the army.



*"Lee's army will be your objective point. Wherever Lee goes, there will you go also."*

Order from Ulysses S. Grant to  
Union general George Gordon  
Meade, April 1864



## Movement

From the Army Orders window you can move the army headquarters or issue orders to all units in the army. Movement takes place only after you select **Execute** from the **Game** menu.

## Corps

### Orders

To move a corps or division, select its icon on the game map, then use the left mouse button to drag the icon to a new location. Arrows indicate the direction of movement. If several unit icons are stacked on the map, right-click the stack to display a pop-up menu. From the menu select the unit you want to move, then drag that unit with the left mouse button.

The three types of march orders for corps are described below.

### Cautious March

The slowest mode. The unit moves less often and stops and rests its troops whenever it can. Cautious mode lowers the unit's attrition rate.

### Normal March

The regular setting. The unit marches at a steady pace, stopping only to recover from very high fatigue. It moves faster than a unit on a Cautious march, but is also more prone to fatigue, a drawback if it becomes engaged in combat. The attrition rate is not affected at this rate of march.

### Forced March


The fastest mode. The unit moves whenever possible, and does not consider fatigue until it becomes extreme. The attrition rate is highest in this mode and

is aggravated by the high fatigue the unit incurs over several weeks. It is best not to use Forced march too long or too often for a particular unit.

You set the march mode in the Corps status and orders window.


## Contact Orders

Contact Orders specify a unit's response, if it encounters enemy units, either as a result of its movement, or theirs.



*"Do you see those colors?  
Take them!"*

Union general Winfield S.  
Hancock at Gettysburg, July 1863



## Advance

A unit might attempt to engage an enemy unit adjacent to it, even if your unit has to swerve away from its objective. The unit tends not to engage if intelligence information indicates that the unit is severely outnumbered and there is no friendly support nearby.

## Defend

A unit moves toward its objective, but stops and takes up defensive positions if an enemy unit is nearby. The unit does not initiate an engagement with the enemy, but it does not avoid one, either.

## Withdraw

Much like a Defend order, except that if contact is made, the unit tries to break contact by falling back toward its depot. Withdrawal in the face of the enemy is a difficult maneuver, however, and is not always successful. Check the unit's cavalry strength and that of the enemy, and compare initiative rating to assess whether contact can be broken.

## Rail Objective

In the execution phase, the unit moves by railroad if a rail route is available and if the rail capacity of the nation is sufficient. Otherwise, the unit marches toward its objective.

## Fatigue

Fatigue affects the performance of your corps. Limited supplies, forced marching, and advancing can increase corps fatigue. Fatigue ratings range from rested (0) to exhausted (11). To decrease corps fatigue, increase supplies to at least normal, and reduce the marching mode to at least normal.

## **Fleets**

### **Fleet Mission**

You assign fleet missions from the Fleet Orders window. The following missions are available to fleets.

### **Nothing**

The fleet stays in port and does not attempt any activity whatsoever.

### **Refit**

The fleet stays in port for repairs.

### **Move**

The fleet moves to an objective and does nothing when it arrives. This mission is automatically assigned to a fleet after it has performed another mission and is about to return to its home port.

### **Cotton Run**

The fleet, which must contain transports loaded with cotton, moves to a friendly European port, either Nassau or St. George. If this mission is selected you can load cotton onto your ships. You see the carrying capacity of your fleet and the amount of cotton the port can ship, based on the theater pool.

You then must enter the amount of cotton you wish to transfer from the port to the fleet. Your fleet then moves to the European port and exchanges the cotton for supplies automatically.

Once the fleet returns to its home port it unloads the supplies on board into the appropriate theater pool.

### **Patrol**

The fleet, which must include either ironclads or wooden vessels, patrols the immediate area around a port. The fleet moves to the objective and remains there until it runs out of supplies. Then it returns to its home port.

While on patrol, the fleet searches for nearby enemy fleets. If it locates an enemy fleet, it moves to intercept and engage it. Fleet speed is crucial during an interception. If the enemy fleet is faster and wants to avoid contact, it is likely to be able to do so.

### **Attack port**

The fleet engages an enemy port's defenses when it arrives at the port. Fortifications are generally not easy to destroy, but a well-armed fleet, especially if it contains ironclads, should be able to destroy a fort.

NOTE: This type of mission is excellent for clearing Confederate fortresses along the Mississippi.

### **Amphibious**

To launch an amphibious mission, an independent maneuver element must be located in the same friendly port as the fleet. The fleet itself must contain enough transport capacity to carry the element. You can use an amphibious mission to move troops from one port to another. To determine amphibious transport capacity, see page 63.

The required capacity is figured by computing numbers of men, horses, and guns separately. If the element can be loaded onto the fleet, the fleet takes it on. The fleet then moves to the objective and disembarks the unit. Any enemy defenses must be overcome by the unit's attack, or the invasion fails.

NOTE: It is wise to send a fleet of warships to destroy fortifications just before launching an invasion. Once a unit has captured an enemy port, it is considered to be in sea supply as long as a home port, transport ships, and sufficient supplies are available in that theater.

### **Fleet Objective**

You select the objectives for your fleets from the Fleet Orders window. The selected city must be of a type the fleet can reach. That is, if the fleet is composed of rivergoing vessels, the city must be adjacent to the Mississippi River or one of its major tributaries. Navigable river hexes are denoted by the dark blue of the river. If the fleet is oceangoing, the city must be a port. Cotton Run missions (which can be performed only by the Confederacy) require that the objective be a port.

### **Movement by Sea**

Naval movement is restricted by the type of fleet moving. Rivergoing vessels can move along navigable river hexes only, and oceangoing vessels can move along full sea or coastal hexes only. Navigable river systems include the Mississippi and most of the Ohio, Missouri, Tennessee, Cumberland, and Red River systems.

Fleets always move toward their assigned objective, as long as their progress is not thwarted by enemy fleets or vessels, and as long as they have enough supplies to carry out their assigned movement.

When a fleet moves, the map displays the location and the appropriate fleet symbol. The move is illustrated by sliding the symbol from one hex to the other. Before the move, the symbol location of the fleet is displayed as a flashing cursor.

The speed of a fleet is based on several factors, including the type of fleet (oceangoing or rivergoing), the makeup of the fleet (the type of ships in the fleet), and the number of damaged ships. Ironclads, wooden, and transport ships have different movement allowances. Damaged ships reduce the movement allowance of the entire fleet. Listed below are the movement allowances of each ship type and the effects of damage.

### **Naval Movement Rates**

<b>Vessel</b>	<b>Basic Speed</b>	<b>Damaged Speed</b>
Ironclad	12	6
Wooden	13	6
Transport	15	7

### **Naval Trade and Blockading**

To prevent a nation from trading with other nations, you can send fleets to blockade that nation's ports. Generally, the Union uses blockading.

Blockading a port means that the fleets are deployed at the enemy port but not in the port. If there is any traffic in or out of the port, the warships have a good chance of intercepting them and possibly sinking or damaging them.

Blockading fleets that are moving to intercept enemy forces are not always successful in engaging the enemy. The likelihood of intercepting enemy transports in the same location is 40% (plus 20% if there are damaged ships in the enemy fleet).

Ironclads are not as effective as wooden vessels at blockade duty, because wooden fleets are slightly faster. In addition, wooden vessels use fewer supplies while on duty.

Confederate blockade runners that reach St. George and Nassau automatically trade their cotton for supplies and begin the voyage back to their home port.

### **Carrying Supplies and Cotton**

Set the supplies based on the fleet mission type. A fleet with a mission type of nothing needs fewer supplies than a fleet attacking a port many miles away. For amphibious missions, add at least 25–30 supply units.

Since the Union did not grow cotton as a cash crop, only the Confederacy can transport cotton by ship.

## **Movement by Rail**

Using rail movement requires railroad capacity, which represents the actual rolling stock available. Overall rail capacity is shown on the Supply and Cotton Transfers window. To increase the capacity of your railroads, you can spend supply points in exchange for a one-point increase in rail capacity. There is no limit on how much rolling stock you can build.

Rail movement imposes a maximum movement of 20 hexes. Rail movement cannot enter areas of the map that are controlled by the other side, nor can movement take place in terrain where there is no railroad. If a unit has not reached its objective by the end of the movement phase, the unit remains entrained until the following turn. Rail capacity must be available during each week of the move or the unit will be detrained.

While entrained, a maneuver element is not subject to fatigue, and existing fatigue is recovered.

For rail travel, both the starting city and the terminal city must have railroad access and an uninterrupted path of friendly controlled rail between them. Rail movement is resolved before other movement. Rail capacity is designated at a national level and can be used by any national unit on the map.

When rail movement is possible and capacity exists, you are asked whether you want to order rail movement. Rail capacity is determined by the supply points within the theater that the currently selected city belongs to. If, for example, the Union player selects Philadelphia, then decides to increase his nation's rail capacity, the supply points are taken from the Seaboard theater.

## **Increasing Rail Capacity**

You can build new rolling stock using the Supply/Cotton Transfer window. The more rolling stock available, the more troops you can move by rail in a week. The Union begins the war with a preponderance of railroad engines and cars and probably never needs to build more. The Confederacy, however, is not so lucky.

To increase your railroad capacity, click the **Overall** rail capacity box on the Transfers window. Click the up arrow to increase your railroad capacity, at a supply cost of 10 supply points per increase. Supplies are drawn from the

theater that has the most supplies at that time. The cost of the new rolling stock is immediately deducted from your supply pool, and your rail capacity immediately increases.

You cannot reduce rail capacity.

# LEADERS

Leadership plays a crucial role in *American Civil War*. To win, you must become familiar with the abilities of your generals, and assign them the tasks for which they are best suited.


## Promoting Leaders

Ranking leaders must be available to raise armies, corps, and fleets. Leaders acquire promotion points after battles. Promotion, inspiration, aggression, initiative, and combat points, as well as historical records and experience, affect support for a leader's promotion. If there is support for a leader's promotion and his ratings are good, you should promote him. You can promote divisional leaders to cavalry leaders, cavalry leaders to corps leader, and corps leaders to army leaders. This allows you to raise more units.

Use the **Leaders** menu to promote a leader to a higher rank, for example, to promote a corps commander to army commander because you need a leader for a new army.


You can promote leaders no matter how poorly they have performed, but avoid promoting leaders whose promotion level in the status display is No, because you incur a political cost in using presidential power to force favorites up the ladder. When you promote a leader, you see the names of those leaders eligible for promotion to the requested level of command.

Once selected, a leader loses ten promotion points, which typically precludes that leader from being eligible for another promotion soon. In addition to the loss of promotion points, two of the leader's ratings, Initiative and Combat ability, are reduced. The amount the ratings are reduced ranges from 10% to 35%. Once promoted, a leader is eligible to command any formation at the new level.



*"It is well that war is so terrible, else we would grow too fond of it."*

Robert E. Lee, viewing the ill-fated Union advance at Fredericksburg, December 1862



## Removing Leaders

Select this choice to remove the leader of the current army from his command. Upon removal, the leader is placed in the removed leaders pool. If, according to the leader's current status, he deserved to be removed, there is no political cost. Otherwise, you incur a small political cost. After removing the leader, you must immediately assign a new leader from those currently eligible, as indicated on the Leader Orders window. Whomever you select assumes command immediately. If a leader is not chosen by the end of the orders phase, the army is removed from the game.

Once a leader is removed from command, there is a delay before you can reassign him to a new command. The leader is called to the War Department for "consultation."

Removed leaders suffer a loss of personal prestige and a decrease in their inspirational rating, which represents their loss of confidence in themselves and a similar loss of confidence on the part of their command. If a leader is popular, removing him incurs a much higher prestige loss. If a leader has been removed unnecessarily in the eyes of the domestic population (in other words, the leader had a positive number of promotion points), you might incur a small loss of domestic support in some states.

Because removing leaders incurs a loss in prestige, you should not remove a leader on a whim. However, dismissing an incompetent leader can be a good idea. Removed leaders are still available, but at a lesser prestige level.

To remove a leader, click his unit. Display the unit's orders by right-clicking on the unit or selecting the appropriate orders from the **Status** menu. Select the leader you want to dismiss. Click **OK** at the warning prompt. If the leader's record does not warrant removal, the game asks you whether you want to squander political influence to enforce the removal. Answer the question and click **Done**. If you choose to dismiss a competent leader, the game displays the lost prestige points.

## New Leaders

New leaders appear periodically throughout the game. You cannot hurry these new leaders along, so it's wise to husband whatever talent you have until new leaders become available. For example, at the start of the war in 1861 there are no Union cavalry leaders, and therefore the Union is unable to form any cavalry brigades.

## Transfer

Assigning a leader to a unit transfers him to that unit. When you raise a unit, the game displays the available leaders (see “Build Forces Menu” on page 35). If no leaders are available, you may need to promote someone.

## Leader Status

You can view all four types of leaders available to a nation:

- **Active**  
Leaders currently in command of formations
- **Removed**  
Leaders who are kept in a separate pool after being removed from command by political will
- **Wounded**  
Leaders who were injured in combat but are expected to return
- **Available**  
Leaders in the national pool who were not removed from a previous command, and who are not currently commanding any formation

The status display of the leaders sums up their initiative, aggressiveness, tactical skills, and motivation. In the promotions column of each leader is either a No, meaning this leader should not be promoted; a Yes, meaning this leader is overdue for promotion; or a “-”, meaning this leader has not yet accomplished anything that would earn him a promotion, but there is no political cost in granting a promotion.

## Aggressiveness


Aggressiveness is the measure of a leader’s willingness to engage the enemy. The aggressiveness of the leader determines whether he marches toward the sound of the guns, stands on the defensive, or does neither and continues to move toward his original objective. The aggressiveness rating is not the sole factor determining which action the leader takes; the unit’s orders are also important, and fatigue and morale play a role. Everything else being equal, however, an aggressive leader tends to march into contact with the enemy. Once in contact, an aggressive leader can cause defend orders to become attack orders. These modifications affect the level of casualties.

The aggressiveness rating is set at the beginning of the game. It is not modified, because it represents personality traits of the leader, not class training.

## Inspiration


Inspiration represents the ability of a leader to rise above a situation and make a difference in his troops' performance, solely on the strength of his personality. Phil Sheridan exhibited this sort of leadership when he rallied the Union troops at Winchester after many of them had been routed, and the battle appeared lost.

A leader's inspiration rating affects his ability to rally a unit when it is forced to retreat from a battle. The higher the rating, the easier it becomes for that leader to rally his forces and stop a full retreat. Of course, sometimes a rout level is too high, especially when combined with a high level of fatigue and a low level of troop experience.



*"Cheers seemed to come from throats of brass, and caps were thrown to the tops of the scattering oaks... No more doubt or chance for doubt existed; we were safe, perfectly and unconditionally safe, and every man knew it."*

A Union officer who watched Sheridan rally his troops and stop a rout at the third battle of Winchester, October 1864



## Training

If a leader is acting as an army commander and is therefore not in a direct command role, as in a division or corps, that leader becomes responsible for the training level of all the component maneuver elements in the army. The inspirational ability of the army commander modifies the experience level of those forces whenever the army is training. The better the rating, the faster troops become trained.

## Morale Shifts

The inspirational ability of a leader is also taken into account in the weekly morale changes that all units experience. These changes are based on the level of march, the fatigue incurred, battlefield success, fortifications, weather, and supply. Inspirational ability can lessen the negative effects of these situations and can add a positive modifier otherwise. The overall effect of the rating is that troops are kept in a better state of readiness by an inspirational leader than they are under a leader who is less so. Confidence in the commander is of little (but not negligible) benefit when all other factors are positive; in adversity, troops tend to look to their commanding officer for leadership.

# FIGHTING BATTLES

## Leaders in Combat


Leadership ratings greatly affect the combat value of your units. The game rates leaders on inspiration, aggression, initiative, and combat. A leader's inspiration affects the morale of the troops. His aggression affects the troops' call to arms and their willingness to enter into a battle. Aggression also directly affects the battle success. Initiative affects how quickly troops react to orders.

## Victory and Defeat

The victor in a battle retains the field, whereas the vanquished side must retreat. In many cases both sides retreat, because neither side can stand up to another engagement right away. Even a victor might need to retreat if the situation surrounding the location is untenable. Units assigned to a fort retreat into the fort. The men are placed on garrison duty and the leader is removed to the leader pool.



In Civil War battles the victor was often left in only slightly better shape than the defeated. The near-comatose state of the Union army after Gettysburg in 1863 is a good example of this—three days of fierce fighting under the hot July sun left the Union army in no condition to go anywhere. Clear-cut victories are possible, just difficult to accomplish.

After a battle has been resolved, fatigue levels for each side are determined. Promotion points are then calculated for all leaders involved in the battle. This value can be positive or negative. The experience level of each brigade involved




*"Look at Jackson's Brigade! It stands there like a stone wall!"*

General Bernard E. Bee of South Carolina, at the Battle of Bull Run, July 1861



*"The moment that it becomes clear that an assault cannot succeed, suspend the offensive; but when one does succeed, push it vigorously and if necessary pile in troops at the successful point from wherever they can be taken."*

Order of Ulysses S. Grant to Union general George Gordon Meade at Cold Harbor, June 1864



in the battle is then adjusted. Troops can be green, veteran, or crack status. Each brigade's status is determined by its amount of battle experience. The number of transfers after each battle is based on the intensity.

The outcome of a battle produces a rout factor for each unit engaged in the battle. This factor is based on casualties and morale loss and is recovered over time. The better the rally rating of their commander, the faster a unit recovers. The situation in adjoining areas also affects a unit's rate of recovery. Falling back to its supply depot helps a lot more than trying to avoid enemy forces in rough terrain, for example. A routed unit recovers automatically as soon as it passes one of many morale checks.


If a unit has no retreat route available to it or no longer has the will even to retreat, the unit surrenders. Surrendered forces are lost permanently. Their supplies are taken by the enemy. Surrenders are rare and occur in isolated situations, such as failed amphibious attacks, or defeats that occur when units are already surrounded.

Battles affect not only the units involved but also the overall situation. Prestige on each side is modified according to the outcome, as is the domestic political situation. European sympathies also fluctuate according to battle outcomes and can lead to a change in Europe's alignment.

The game's approach mirrors that of the leaders of the time: it was after Antietam, the first major Union victory—or at least non-defeat—that Lincoln chose to issue the Emancipation Proclamation, with European recognition in mind.


A similar consideration (as well as the need to let his armies forage somewhere other than Virginia) led Robert E. Lee and the Army of Northern Virginia into Maryland and Pennsylvania in hope that a major victory by a Confederate army on Union soil would not only demoralize the people of the North, but also help bring about European recognition.

Battles, therefore, must be carefully planned. Do not enter into battle without considerable thought, because more is at risk than casualties. On the other hand, wars tend to be won on the battlefield, and victory is not possible if battles are avoided completely. Just be sure not to squander your troops.



*"To General J.B. Hood: In my opinion, I can hold this post. If you want it, come and take it."*

W.T. Sherman, Union general,  
near Resaca, Georgia, October  
1864



## Combat Resolution

The game displays a Combat Resolution window that lets you specify desired battle intensity, and then view the outcome. Available choices for battle intensity vary according to the command ability of the leader. For example, Benjamin Butler might be able to lead a skirmish or a low-intensity battle, while Robert E. Lee could also lead moderate, high-intensity, or all-out battles.

To designate battle intensity, select **Set Union Intensity** (or **Set Confederate Intensity**). Then in the Battle Order window, set the battle intensity (**Skirmish, Low, Moderate, High, All Out**). Click **Continue**. Then in the Combat Resolution window, click **Execute** to see the Results of Engagement window.

The results displayed are correct for your side and estimated for your opponent, based on reconnaissance. You see which leader controlled the intensity of the battle. For fleet combat, results include losses of fortifications/guns, ironclads, wooden ships, and transports. Land combat results include victor, casualties, loss of weapons, and ratings for fatigue, morale, terrain, trenches, leadership, experience, and weapons.

Click **Analysis** to view battle statistics, including expected losses versus actual losses, and the effects of the game settings you selected.

## Reinforcements

In some circumstances, a nearby friendly unit can hear the sound of guns in a battle and might provide reinforcements. The likelihood of receiving aid from a nearby unit is tempered by the weather, the relationship of that unit to the one engaged in combat, and the initiative rating of that unit's leader. If the nearby unit is attached to the same army, it is more likely to render assistance. The maximum distance the nearby unit will travel is indicated below.

<b>Weather Conditions</b>	<b>Unit in Same Army</b>	<b>Independent Unit</b>
Clear	4 hexes	2 hexes
Poor	2 hexes	1 hexes

You are more likely to receive assistance during the first 50–75% of a battle.

# NAVAL COMBAT

When ships come into contact with the enemy, they immediately check to see whether they are engaged. If so, the fleets engage in a single round of combat.

Besides combat with other fleets, naval combat can also occur between a fleet and an enemy fortress. During naval combat, each ship within each fleet fires on the enemy. Each ship type has a firepower rating and a defense value.


After all ships (and fortifications, when involved) have fired and hits have been allocated to each fleet engaged, the game checks each hit to see which ship was targeted and how much damage it suffered. This process is repeated until all hits have been checked. A hit is considered to have occurred if the random check is less than the firepower rating of the firing ship. Damage is considered to have occurred if a random percentage check against the defense rating of the targeted ship exceeds that defense rating.

When damage occurs, the ship is considered damaged for future combat and movement. If a ship is damaged twice, it is considered sunk.

When a fleet engages a fort, the firing and allocation of damage is not simultaneous. The fortress fires first, and any hits are assessed against the fleet before the fleet returns fire. To destroy coastal guns, the fleet must first destroy the fortifications protecting them. If the fort is destroyed, its coastal guns are automatically destroyed.

A city without fortifications offers no protection to the troops inside; therefore, destroying enemy forts in conjunction with a land or amphibious operation is a good strategy.

After a combat round, ammunition expenditure is calculated and subtracted from the fleet. Once a fleet's supplies have been expended, the fleet must return to port.



*"Damn the torpedoes! Full speed ahead!"*

Admiral David Farragut, at the battle of Mobile Bay, August 1864



## Repairs to Naval Units

You can repair damaged ships once the fleet has returned to port. The price, in supplies, depends on the ship type. Ships that have been sunk are immediately removed from the fleet; they cannot be repaired.

## Naval Combat Ratings

Capability	Ironclad		Wooden		Transport	Coastal Guns
	Ready	Damaged	Ready	Damaged		
Firepower	75	50	50	20	1	80
Defense	80	60	25	10	1	65

## Amphibious Operations

The best way to blockade a port is to capture it. The ports of the South make great targets for Union amphibious operations. Whoever controls the Mississippi—typically the Union—can easily use it as a highway into the heart of the other side.

Just the threat of amphibious operations forces the other side to expend more personnel and resources on defense of their coast. A port can be captured and supplied from the sea as long as the supplier maintains transport fleets.

An amphibious operation requires a transport fleet and an available unit. The fleet must be in the same port as the unit.

During the orders phase, you can select the transport fleet and assign it an amphibious mission. The fleet then loads the corps/division that is in that port.

The capacity of the transport fleet is compared to the load requirements of the component brigades of the unit. If the entire unit can be carried, you can launch the operation. Next, you must assign an objective to the fleet. If the supplies are insufficient for the mission, you cannot proceed.

While the unit is on board the fleet, the unit rests. When the fleet and land unit reach their objective, the unit debarks into the hex and immediately assaults any enemy forces therein.

The fleet remains until the land unit has engaged any enemy forces in the location. If the unit is defeated, the fleet loads the unit onto the transport ships and returns it to the home port.

### **Determining Amphibious Capacity**

For amphibious capacity purposes, each transport can carry 350 load points. Damaged transports can carry only 100 load points.

Load requirements for units are calculated as follows:

- 12.5 load points per artillery piece (with gunners, etc.)
- 1 load point per 5 infantrymen or cavalrymen

For example, to calculate the load points required to move a force, multiply the number of guns by 12.5, and the number of infantry and cavalry by 0.2. Then divide by 350 to get the number of undamaged transports needed. One undamaged transport can carry 1,750 men or 28 guns, or a mix.

Use the Fleet Orders window to select an amphibious mission. If the fleet has sufficient capacity to load the corps located at the port, the corps is loaded and set to transport mode.

The unit being transported automatically assumes an order of Advance when it disembarks. Its objective is the same as the objective of the fleet.

Amphibious units can land in the same location as an enemy unit. A unit is not subject to fatigue while being transported by a naval unit, and while in transit, units recover from any previous fatigue incurred.

### **Effect of Fortifications on River Movement**

The only hindrance to movement along a river is fortification. Forts fire on any enemy fleet in the same location.


### **Loss of Port Facilities**

If a port that was basing a friendly fleet falls to the enemy, the fleet immediately looks for a new port. If no other friendly port is nearby, the fleet is forced to scuttle (that is, the fleet is destroyed).

# ECONOMICS AND SUPPLY


To reflect the South's historical lack of economic and industrial resources, the game weights the Union's production. The Union experiences few supply problems, and it can build almost anything quickly. The Confederacy, however, may find it difficult to match the Union's production in an ironclad race or to equip all forces with better weapons. The South may also find problems maintaining the supply levels of its units.

The Confederacy should maximize production of manpower and supplies by lowering the draft level from late spring until October. During the winter, drafting troops minimally affects production for either side.



*"If you don't have my army supplied, and keep it supplied, we'll eat your mules up, sir!"*

Union general William T. Sherman to one of his supply officers, November 1864



# MOBILIZATION

## Recruiting and Mobilizing Brigades

The game generates new recruits and supplies each month. The number of recruits relates directly to your Manpower Setup options. Since recruiting depletes your supplies and your production base, you must create a balance between recruiting and production. There is little sense in recruiting more troops than you can arm.

The game adds new recruits to the military manpower of each state until you recruit enough men to form a new brigade. The new brigades are initially unarmed; you must arm them with the available weapons.

Arming a brigade also assigns the brigade to a deployment city. Thus, the brigade becomes a garrison. You can transfer garrisons/brigades to a corps and transfer brigades to a city by activating the corps and selecting **Corps Order** from the **Status** menu.

## Corps Mobilization


When you raise a corps you select a leader and a city (see "New Corps or Division" on page 37). You can check the available supplies in a city by viewing the City Orders.

To use supplies in the field, a unit must maintain a line to the supply city. If you plan to move the corps or change its army objective, you might want to change to a supply city closer to your destination. Depleted supplies can affect battle performance through increased fatigue, a loss of morale, and inadequately armed troops.

## Division Mobilization


Mobilizing a division is the same as mobilizing a corps, except that:

- The leader must be of divisional rank



*"You are green, it is true;  
but they are green also.  
You are green alike."*

Abraham Lincoln to Union general Irvin McDowell, commander of the Union army at the battle of Bull Run, July 1861



- The maximum number of brigades that can be formed into the unit is two, with bonuses for high leader initiative
- The division must be set as either infantry or cavalry, and only brigades of that type plus artillery (for infantry units) can be used in the formation

## **Army Mobilization**

Mobilizing an army is the same as mobilizing a corps. It lets you quickly mobilize every unit in the army.

## **Fleet Mobilization**

You mobilize a fleet from the Fleet Orders window, which shows the available supplies. If you intend to move the fleet from the home port, be sure to add enough supplies to total at least 25–30.

## **Recruiting Manpower**

Mobilization relies on recruiting. Your recruitment level directly relates to the supplies spent on volunteer bounties and to presidential calls. Bounties are government payouts to entice people to volunteer for the army. The maximum volunteer bounty is 20 supply points per 500 troops. You set these values by selecting **Manpower Settings** from the **National** menu.

## **Supply Networks and Bases**

Supply sources are state capitals, and supply conduits are cities that maintain a supply line with a supply source. A supplied seaport is friendly and not blockaded.

You must keep encamped units within five hexes of a non-blockaded supply city. If you move them farther away, or if the supply city is a blockaded port, or if an enemy unit moves between your unit and the supply source, your unit must forage and is automatically switched to a subsistence supply priority. Even when foraging, the unit still needs a depot to move toward. Foraging can affect battle performance through increased fatigue, a loss of morale, and reduced state support. Foraging affects cavalry the least.

To use supplies in the field, a unit must maintain a line to the supply city. Supply lines include railroads and navigable rivers that have only friendly forces along the route. Even if they no longer reside along the line, enemy units can disrupt the lines if they were the last to control the area. Overland supply lines are limited to six hexes in good weather. Thus, a unit must be no more than six hexes from a viable supply line. Bad weather can reduce overland supply. See "Weather and Its Effects" on page 28.

# DETERMINING SUPPLY STATUS

## Army Supply Priority and Type

Every army is assigned a supply priority and a supply type. These are both found on the Army Orders window.


An army can be encamped or receive supply from a depot line. Armies cannot forage. An army can also receive subsistence supply, standard supply, or high supply.

If you select a depot line, the depot for each of the component maneuver elements is automatically set to the army location. The supply order for the army affects the operations of all its elements. Choosing encampment, for example, tends to keep the units within two hexes of the army.

## Unit Supply

You can change a unit's type of supply, as well as the source of supply, by using the Unit status and orders window. There are three supply types:

- Depot supply  
Requires a path of up to five hexes, depending upon the weather, all through friendly-controlled hexes, leading back to the unit's supply depot
- Encampment  
Requires that the unit take up semipermanent quarters within one hex of its depot. By using this type of supply, the unit consumes far fewer supplies. However, encamped units cannot move.
- Foraging  
A desperate mode of supply, in which the unit lives off the land at a subsistence level. It is not recommended, unless you, too, are desperate, and have no other way to supply your unit.



*"The line that connects an army with its base of supplies is the heel of Achilles—its most vital and vulnerable point."*

John Singleton Mosby



Once you select the supply type for a particular unit, you must select the city to serve as its supply depot. If the unit is part of an army, the depot is already set to the army's location. If the unit is independent, however, it must have a designated depot.

A depot must be a friendly city that is either sea-supplied, a state capital, or a supply conduit. Because most units use the depot supply mode, the depot should be as close as possible to the unit. The farther the depot, the higher the attrition rate.

After determining the type of supply and the depot, select the supply priority of the unit. The priority determines just how many supplies a unit is assigned during a week.

<b>Supply Priority</b>	<b>Effectiveness Factor</b>	<b>Description</b>
Standard supply	0 (no effect)	Enough food, ammunition, and supplies to cover needs, including combat
Subsistence supply	-50%	Just enough food to keep the force alive; no extra ammunition or other supplies (automatic for units that are foraging)
High supply	+50%	Regular food, extra ammunition, new boots, additional equipment and uniforms, and supplies beyond a unit's immediate requirements

The advantages of high supply levels are that the unit experiences little attrition, and its effectiveness in combat increases significantly. The disadvantage is that the unit consumes twice its standard rate of supply.

## **City Supply**

If a city is a state capital, the city is considered a supply source. If there is a supply path by rail or river or even by sea from the city to a supply source, the city is considered a valid conduit. Supply sources and the units relying on them as a depot cannot be cut off from supply, but conduits can be.

## Foreign Trade

The South lacks the economic and industrial resources to defeat the North in a war of attrition. To compensate for this, the South must sell its cotton to purchase supplies. Its trading partners are France and Britain.

France and Britain will exchange for supplies all the cotton the South can ship. The exchange rate is one for one. However, the load capacity of the blockade-runner ships limits the Southern trade. Union warships also limit trade by destroying runners on their way to and from the islands. Still, it is very important that the South do what it can to trade cotton for supplies.

Several thousand supplies coming from Europe can mean the difference between subsistence and standard supply. A Southern player might experiment with building warships to protect convoys. The long-term benefits may outweigh the cost of building these new fleets. At the least, the North must match the warships or allow the Confederates easy access to the trading ports. Remember that cotton sitting in New Orleans or Charleston does not keep the Northern forces at bay.

Runners make their exchanges at the end of the turn when they dock in Nassau or St. George. New supplies are loaded into the overall supply stocks when the runner returns and docks at a Confederate port.

## Production

The game generates new supplies each month for each theater. The population and number of friendly cities in each state determine the production level. As you recruit troops, the productive population decreases, decreasing production levels. Thus, you should create a balance between recruiting and production. Also, cities that are damaged must divert manpower to repair damage.

An appropriate Confederacy strategy is to maximize production of manpower and supplies by lowering the draft level from late spring until October. During the winter, drafting troops has only a minimal effect on production for either side.

If enemy forces occupy a city within a friendly state, the city does not produce supplies for either side.

NOTE: If you increase production and later decrease it, you regain only the supplies. The labor is spent.

The following table details the supply points used to increase production.

<b>Type of Supply</b>	<b>Quantity Produced</b>	<b>Supplies Spent</b>
Ironclads	1	500
Wooden vessels (includes transports)	1	250
Springfields	50	10
Sharps	50	28
Spencers	50	44
Smoothbores	2	89
Parrotts	2	144
Whitworths	2	24

## **Transferring Supplies and Cotton**

Transferring supplies and cotton between theaters is useful for shifting materials from areas with a surplus to areas that are in need of more. The Confederacy, for example, has a lot of production west of the Mississippi, more than the small forces there require. The excess can and should be moved to the Seaboard theater, or even the Western theater, to support the greater number of forces in those states.

To move supplies and cotton between theaters requires access from the theater of origin to the receiving theater. If the Confederacy, for example, has lost Memphis, New Orleans, Helena, and Vicksburg, then the Mississippi theater is considered split from the rest of the South; no transfers can take place from the Mississippi theater.

The Confederate player can transfer supplies or cotton; the Union player can transfer supplies only. First, decide between which theaters you want to move the supplies or cotton. Then enter the amount of supplies or cotton you want to move. Once entered, the supplies are transferred immediately. The target theater pool contains the new supplies, and they are available to be used in the same week.

# THE SCENARIOS

Don't expect to complete a campaign in a single evening. Also, you do not have to play scenarios through to their conclusion. For a shorter game, you can play through the first week of December of the year in which the scenario begins. Alternatively, you can continue a scenario past its normal completion date to the end of the war. For example, you can play the 1861 scenario until its standard end date or until 1865. If you select **Full Campaign**, the game ends at the end of the war.

When you begin, the game displays a window offering the scenario options. You can enter the war from four campaign starting points: 1861, 1862, 1863, or a saved game. Choose a scenario and click **Continue**.

## 1861

In the fall of 1860, dark clouds began to gather over the United States of America. Less than a century old, the nation was facing a crisis that would soon threaten its existence. Issues such as slavery and states rights had come between the Northern and Southern states. Reason and politics had failed. Emotion, fear, and pride triumphed. After a bitter campaign in the fall of 1860, Abraham Lincoln—an avowed abolitionist—was elected president of the United States.

In response, South Carolina seceded from the Union, and one Southern state after another followed suit. In February 1861, the Confederacy declared its independence and named Jefferson Davis its president. Throughout the South, thousands of men enlisted in local home guards and militia. Many experienced officers left the Union blue for Confederate gray. Government armories and forts were seized.

But a number of Federal forts, including Fort Sumter in the Charleston area in the very center of the conflict, refused to open their gates. The new Confederate army, under Major General P. T. Beauregard, who was formerly a major in the Union army, demanded that Major Robert Anderson surrender Fort Sumter. The relief expedition that was sent to Fort Sumter failed to get past the Confederate batteries and anchored offshore. Many felt that war would never come, that Americans would never fire upon other Americans. They were wrong.

On April 12, 1861, at 4:30 A.M., the Confederate batteries along the Charleston harbor opened fire on the Union expedition. Brother fought brother, and the outcome could only be guessed.

## 1862

As the new year of 1862 began, the Union found little cause to celebrate. Apart from a few small naval triumphs, the first year of the American Civil War had seen a major Confederate victory in the east at Manassass, widely known as Bull Run, and another in the west at Wilson's creek in Missouri. Both battles, though small in total troops engaged and casualties, were critically important. They demonstrated to the nation and the world that it would take longer than a summer to reunite the Union. Both sides showed their willingness to fight to the bitter end.

Irvin McDowell, the Union commander at Bull Run, told the president his army was not yet ready for combat. "This is not an army," he said to Lincoln. "It will take a long time to make an army." But Lincoln and the nation demanded battle and victory. The reward for their impatience was disaster.

The winter of 1861 was spent planning, recruiting, and equipping troops, and producing the guns, weapons, supplies, and naval vessels required for a long war. On the Union side a search was underway for generals who could fight and win. In the west, an obscure general named Grant was trying to interest his superiors in his ideas about strategy. So far, nobody was listening. For the Confederacy, a general named Robert E. Lee took command of the Army of Northern Virginia.

## 1863

By the end of 1862, the strategic situation of the Union was desperate. In the east, defeat followed defeat. From McClellan's debacle in the Peninsula campaign to Stonewall Jackson's string of triumphs in the Shenandoah Valley to the slaughter at Fredericksburg, the Southern forces repeatedly triumphed. Robert E. Lee's invasion of the North, though rebuffed at Antietam, sent a shiver of fear through Northern hearts and stirred the admiration of Great Britain and France.

One inept commander after another failed to lead the Army of the Potomac to victory. President Lincoln despaired of ever finding a general who knew how to win. But there was some hope for the North; Union armies fared better in the West. A new general, Ulysses S. Grant, knew how to win. However, Grant's victory at Shiloh was defensive, and his abilities as an army commander were unproven.

The year 1863 would be decisive in this war. Many predicted that the coming campaigns would be the last. They felt that another major Confederate victory would win independence for the South, severing it forever from the United States of America.

## **Scenario Editor**

Check Interactive Magic's web site (<http://www.imagicgames.com>) for a scenario editor. With it, you can alter aspects of the leaders, supplies, and a number of other game attributes.

# CAPTURING CITIES AND STATES

## Fortifying Cities

You increase the fortification level of a city by using the City Status window. Fortifications increase the defense value of a city's garrison by forcing attacking forces to overcome the fortifications before attacking the garrison. The more fortifications a city has in conjunction with a garrison, the better.

Only attacking artillery and warships can damage fortifications. Infantry and cavalry brigades have no effect on fortifications, although they can absorb casualties inflicted by the fortification and its garrison.

Artillery is considered integral to a fortress; therefore the fortifications inflict casualties on attacking units in addition to protecting units inside the city. Casualties inflicted by an attacking force are taken from the fortifications before the garrison suffers any casualties.


Fortifications are especially effective against amphibious invasions. If the fort and garrison can hold out a even single week, the attackers will likely run out of supplies and be forced to retreat back to their ships.

The cost of increasing the fortification level of a city is 100 supply points, which are taken from the theater pool in which the city is located. Coastal guns are purchased separately from forts.

## Garrisons

Garrisons are troops stationed at a city to protect it from attack. The organization of garrisons resembles that of brigades. In fact, garrisons are simply brigades you transfer from a corps to a city. To view the garrisons stationed at a city, click on the city. Display the city orders by right-clicking on the city or selecting **Corps Orders** from the **Status** menu.

To create a garrison, click on a corps near the city. Display the corps orders by right-clicking on the city or selecting **City Orders** from the **Status** menu. Transfer brigades to the city. Garrisons do not require a leader. Use garrisons only as an emergency defense strategy.



*“Earth forts, and especially field works, will hereafter play an important part in wars, because they enable a minor force to hold a superior one in check for a time, and time is a most valuable element in all wars.”*

Union general William T. Sherman



## Capturing Cities

Cities defend themselves with garrisons, fortifications, and (if port cities) coastal guns. When you move units to an enemy city that has no garrisons and rest on the city for a turn, the city falls. When a city falls, the capturing nation gains prestige, and the vanquished nation loses prestige.


If you move units to a city that has garrisons, you can engage the garrisons in battle. When you defeat the garrisons, you capture the city.

If you capture an enemy city, you can sack it, which gives you supplies equal to one year's worth of the city's production, but destroys the city's future production. If foreign newspapers pick up the story, it reduces the nation's opinion of your country.

If you capture the nation's capital city, the nation must choose a new capital. Losing one's capital city results in a large loss of national prestige.


## Capturing States

To capture a state, you must capture the capital city. Cities within the state that have not previously fallen remain friendly to the original nation. When a state other than Missouri or Kentucky falls, neither side may use the state's manpower or production. If you capture either Missouri or Kentucky, you may use their resources as if they were a home nation state. Capturing all states in a nation conquers the nation.



*"Sir: Yours of this date proposing armistice and appointment of Commissioners to settle terms of capitulation, is just received. No terms except an unconditional and immediate surrender can be accepted. I propose to move immediately upon your works."*

Ulysses S. Grant, to Confederate general Buckner, at Fort Donelson, February 1862



# POLITICS AND DIPLOMACY

## Slavery Status


When setting up the game, you select the Confederacy's status on slaves, which affects the Confederacy's manpower base and foreign opinion of the South. If the South chooses to emancipate the slaves, the manpower base increases more than if the Confederacy captures both Kentucky and Missouri. European nations are also more likely to recognize and support an independent Confederacy.

Choosing combat roles for the slaves increases the Confederate manpower and international support. When the Union has a higher prestige level than the South, it can use the manpower settings (that is, the Emancipation Proclamation) to free the slaves.

## Moving or Losing Your Capital


Moving your capital suggests that your nation is in trouble. It incurs a severe penalty in domestic prestige and European support. Therefore, you should move it only if your capital is in serious danger of being captured. If you must move your capital, select **Manpower** from the **National** menu. You can select a new capital from the cities listed. After selecting the new capital, click **Done**.

If you lose your nation's capital, you are prompted to select a new capital. If the Union loses its capital in Washington, French and British forces may support the Confederacy. Losing the Confederate capital destroys hopes of foreign support for the fledgling nation. You also lose domestic prestige if you lose your capital.



*"We have talked the matter over, and could have settled the war in thirty minutes, had it been left to us."*

An anonymous Confederate private, after he and a Union soldier had conversed between the lines.



## **The Election of 1864**

The 1864 election plays a most significant role in Full Campaign games. If the Confederacy is to win independence, Lincoln must lose the election. On election day, each state votes. The game tallies the corresponding electoral college votes to produce a winner. If the peace candidate defeats Lincoln, the war ends on inauguration day in January of 1865.

Destroying the Union's military is very difficult, and the real chance of foreign intervention is limited. Thus, the 1864 election may represent the South's best chance for victory.

To ensure Lincoln's defeat, the South needs to instill war-weariness in the North. The Confederacy can accomplish this through high Union casualties with few positive Union outcomes. Factors influencing the election include:

- Actual 1860 and 1864 electoral voting patterns
- Territorial victory points and battles won and lost
- Confederate recognition by Great Britain or France
- Individual state support for each nation (state casualties, cities sacked, and governor complaints are primary issues)
- The Emancipation Proclamation
- National prestige (includes the above issues, but their effect dwindles over time)

# WINNING THE GAME

Unless ended by a decisive military victory, the game continues until the preset end of the scenario. At that point, you can end the scenario or continue until the end of the historical campaign.

During the game, each side accumulates both territorial and combat-related victory points. Victory points are allocated as follows:

- The winning side in a battle receives points equal to the number of brigades defeated divided by two. (Only the winning sides receives points, the losing sides does not lose points.)
- Every week each nation's territorial victory points are totaled, based upon the victory point value of all cities currently under that nation's control.

The Union or the Confederacy can achieve a decisive military victory by capturing the opposing capital. This military victory overrides all other victories.

Military victories have three levels: marginal, substantive, or decisive. These levels are determined by comparing the military victory points of each side. The level of victory is determined by the ratio of one side to another, using the following measures:

101%-110% (a marginal victory)

111%-124% (a substantive victory)

125% or greater (a decisive victory)

Territorial victory is determined using the same formula. The nation that achieves the highest level of victory—either military or territorial—is considered the overall winner, and its victory is given precedence over that of its opponent. This system means that each player can pursue a different strategy—one to win battles, the other to gain territory.

# GAME AND STRATEGY NOTES

## **Prestige**

There was no such thing as a Gallup Poll in the mid-nineteenth century; national leaders rarely had more than a general sense of the tone of public opinion. On occasion, they were tragically wrong. In the game, do not spend too much time fretting the implications of a small percentage change in prestige. If, however, you notice a slow but steady increase or decrease in the prestige levels, give some thought to the causes.

## **Amphibious Movement**

Land units may be transported by rivergoing or oceangoing vessels and carried to an objective. The only movement limits are those that inhibit naval movement. When units move amphibiously, terrain is ignored, including enemy terrain (except fortresses).

Moving by water is slower than rail but faster than moving by foot. Unlike rail transport, water transport allows for offensive operations, because land forces can disembark directly onto enemy forces.

Amphibious operations allow warships with a fleet to engage and reduce fortifications while the accompanying land units then combat the unprotected garrison and occupy the site. Once units have been ordered to embark onto a fleet, the game—during the Land Movement initialization phase—checks for units ordered to embark and carries out the order if the fleet is in port and has the capacity to carry the unit.

Amphibious movement is important offensively, because it permits the delivery of sufficient forces to locations that are too costly to take overland. Amphibious assaults are thus useful for seizing objectives in the enemy rear and impeding the mobility of the enemy.

## Union Strategy

### The Blockade

To prevent the Confederacy from trading with European ports, a Union player should blockade the Confederate coast at the first opportunity. Not doing so allows the South to ship its cotton to Europe whenever it wishes, in return for supplies.

Enforcing a blockade, on the other hand, forces the South to work for supplies from Europe, and requires runners built to replace those lost, and perhaps even warships to open the trade routes. Confederate supplies are not only threatened but also sunk if the blockade is successful, and that success translates into battlefield success and ultimately to overall success.

## Confederate Strategy

### The Slavery Option for the Confederate

Anything but the historical position would have been extremely unlikely, but the game nevertheless includes “what-if” options. The Southern states certainly would have had a better chance of achieving a military victory if they could have tapped the manpower of the slaves and released the non-slave manpower that was required to keep the slave population in their historical state.

If the initial stance of the Confederacy on slavery is Emancipation, the South has a larger manpower base than could be gained even with the conquest of Kentucky and Missouri. This stance also makes the European nations much more likely to recognize and support an independent Confederacy.

If a Confederate player selects **Limited**, the slave population is released for noncombat military roles and can help balance the manpower differential; however it is a limited step. The greatest benefit of **Limited** is that it represents a first step that allows progress later in the game with less opposition from the domestic population.

### Placing the Confederate Capital

This is an important decision. Richmond was the historical selection. New Orleans and Charleston are options, but because they are coastal cities, they are dangerous choices if a player cannot stand up to the threat of the Union fleet. Montgomery, Raleigh, and Atlanta are good choices because they are farther from the coast than the other three and farther than Richmond from Union territory and the Union army.

The choice of city should be part of your overall plan for the campaign. Do not pick Charleston as your capital if you do not plan to build a fleet to defend your coastline. New Orleans should not be the capital if you're going to allow the Mississippi to become a Union highway. The Union player obviously has a huge effect on your decision.

If you expect the Union player to seize Tennessee early, Atlanta isn't the best choice for a capital city, although it couldn't be any less threatened than Richmond.

In the end, follow your gut feeling about where the capital could have been placed. (Designer Frank Hunter admits he prefers Raleigh.)

# DESIGNER'S NOTES

Leadership ratings have a huge effect on the game, not through any single significant action, but through aggregated small effects. Movement points, combat activation, morale recovery, and many other areas are all affected by leadership; therefore, decide carefully.

If the leadership ratings are hidden, the game initializes a variable for each leader that keeps track of the “knowledge” either side has about that leader. Once this variable reaches a certain threshold, the game makes the leadership ratings of friendly leaders visible during status displays. When combined with randomized leadership values, this keeps players unaware of how good the leaders are at the beginning of their operations.

## **Combat Rating**

The combat rating of a leader represents the ability of that leader to operate troops while in direct contact with the enemy. This does not mean leading from the front of a regiment against an entrenched position. Rather, it indicates the ability of the leader and his staff to generate and carry out a plan of attack or defense, including making sure that orders to subordinates are clear and are part of an overall plan. It ensures that subordinates are not operating independently, but rather as a part of the division or corps.

The game uses the rating to activate forces. A corps under a good leader has a lower activation cost than a corps under a poor leader. The fewer command points required to activate a maneuver element, the more elements may be activated within the same round. The battle of Antietam is an example of a confrontation where piecemeal assaults failed to produce the decisive result that perhaps could have been attained had the forces of the attacker (the Union) been handled better, or at least as well as the forces of the defender (the Confederacy).

At the beginning of the game, the combat abilities of leaders range from a low of 3 to a high of 10. This rating may rise during the game, and there is no ceiling on how high the rating may go. A leader improves based on his cumulative battle experience. The more battles a leader fights, the better he becomes.

## Widespread Effects

Without the fascinating effects of leadership and morale, the study of warfare would be nothing but equipment specifications and horribly long casualty lists that could not be offset by any triumph. It is the human element that makes warfare interesting. Although *American Civil War* illustrates the many factors that contribute to war and its outcome, leadership is certainly a central indicator. The game was designed so that leadership affects a great number of other variables. Without leaders, I would find the game a dull number-crunching exercise.

Quantifying leadership was the most subjective part of my research. I checked every book, board game, and miniature rule book I could find, and noted little agreement. In the end it came down to differentiation. For example, McClellan's best asset, even according to his critics, was holding the Army of the Potomac together after many defeats, and Hood, although not a great army leader, had his strengths, as shown by his aggressive assaults on Sherman. Even if the assaults hastened the demise of Hood's army and his own career as its commander, in the proper role, he was an effective general.

I wanted to give the each leader a "personality" based on his historical actions. Where history seemed to differ from what seemed right to me, I went with what seemed right. On the surface, there was probably not a great deal of difference among the commanders. After all, they had staffs that were comparably trained, and they all took similar training themselves. Still, they performed differently.

Whatever the reasons, Jackson and Longstreet are seen as better commanders than those who attempted to replace them when they had fallen. I couldn't pin down the differences, so I tried to represent whatever characteristics make superior leaders of men.

Configuring a game's victory conditions to be fair is a struggle. The Civil War was an uneven fight and therefore the Southern player should be compensated in the conditions for victory. I decided that granting the South victory points for simply surviving as long as possible would help even the odds.

## Other Conjecture

I also considered the historical significance of the Civil War. How important was the war to history, even North American history? For example, one body of thought believes that had the South won the war, a political union between

the Northern states and Canada would have occurred. This was certainly possible, but we can never know for sure. How would the map appear today if a French-backed monarchy had been placed in Mexico, and territory lost to the U.S. had been reacquired with the help of European threat of arms? I decided to leave these what-ifs out, because conjecture cannot replace history, no matter how fascinating the possibilities.

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