

For the People ▪ Comprehensive Rules Overview

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I. GAME SUMMARY AND OBJECTIVE

For the People is a game about the American Civil War. Victory is achieved, depending upon the chosen scenario, via meeting certain Strategic Will (SW) thresholds, and/or control of a certain number of states (see Rulebook §§ 13-17). One player takes the side of the Union, the other player takes the side of the Confederacy.

For the *Campaign game*, the winner is the player who has the greatest Strategic Will at the end of the 13th Turn (Spring 1865), unless one of the following automatic victory conditions has been met:

- The Union player wins instantly if
 - Confederate SW reaches zero (0);
 - all Confederate Resource spaces are destroyed and all Blockade Runner Ports are closed;
- The Confederate player wins if
 - at the end of any Turn, Confederate SW is greater than 2x Union SW;
 - at the end of the Fall 1864 Turn, the Union's SW is less than fifty (50)

A. Strategic Will

Strategic Will is “[t]he measure of a side’s political stamina (to continue to pursue its objectives)” (Rulebook § 1.2). A number of factors can reduce, or enhance, a side’s SW. These factors are identified on the “Strategic Will Summary” set forth on the *Charts and Tables* player aid.

An important concept related to SW is momentum. As set forth at the top of the “Strategic Will Summary,” every time a nation suffers a SW reversal-of-fortune, it is assessed a SW penalty or bonus. That is, if a player’s immediately previous SW adjustment had been positive, a negative SW adjustment will incur an additional “-3” SW penalty. Similarly, if a player’s immediately previous SW adjustment had been negative, a positive SW adjustment will incur an additional “+2” SW bonus. In order to track this, it is important to check, and flip if appropriate (to either “+” or “-”), a player’s SW counter (located on the game board’s “Strategic Will Track”) after each SW adjustment. See Rulebook § 12.4.

B. State Control

State Control over border states (Missouri, Kentucky, West Virginia) is important as a victory condition in some scenarios (see Rulebook §§ 13-17), and affects SW in all scenarios. Union control over Confederate States also affects SW. The SW effect of gaining control over a state is set forth on the game board, and explained further in the “Strategic Will Summary.”

The Confederacy cannot gain control over an original Union State, nor over a Border State that comes under Union Control. There is, however, an ongoing SW effect if the Confederacy controls 3 spaces in an original Union state (as set forth on the “Strategic Will Summary”) (see Rulebook § 12.12).

Gaining control of a Border State turns upon controlling a certain number of spaces within such state. These numbers are printed on the game board for each state. The first player who gains control of a (neutral) Border State removes all of the Political Control (PC) markers of the opposing player from spaces he does not presently occupy within that state, and adds PC markers of the controlling player to

those spaces and all other uncontrolled spaces not presently occupied by the opposing player. Finally, he (the controlling player) places a State Control Marker (Union or Confederate, as appropriate) on the designated map space. See Rulebook § 12.13.

For the Union to gain control of a Confederate State, not only must the Union control the requisite number of spaces, but it must also have (1) destroyed all of the state's Resource Spaces (see Key Concepts / Ultimate Supply Sources, below) and (2) closed (gained control of) of all Blockade Runner Ports in the state as well (see Gameplay / Reinforcement Phase / Place Reinforcements, below, for a discussion of Blockade Runner Ports). See Rulebook § 12.11.

Once a state becomes Union-controlled, it remains Union-controlled for the rest of the game.

Gaining control of a space within a state can be achieved in three different ways: (1) in a border state, via the use of an Operations Card (see Gameplay / Conduct Strategy Rounds, below); (2) via the expenditure of movement points by an Army (see Key Concepts / Armies, below), and (3) automatically, at the end of a turn, via the mere presence of infantry units (see Gameplay / Political Control Phase, below).

The SW value of each state, along with the number of spaces required for control, is also printed on the "State Control Values" chart on the *Charts and Tables* player aid. See Rulebook § 12.1.

Note: Certain spaces in Confederate states start under Union control (e.g., Greenville, S.C.). These spaces are half blue to indicate this.

Note: The Shenandoah Valley spaces (outlined in orange) count as two (2) spaces each for purposes of controlling political control of Virginia.

II. SET UP

Set up the game as per the instructions of the chosen scenario. See Rulebook §§ 2, 13-17.

For the Campaign game and the 1861 Scenario game, setup is pre-printed on the map. The starting SW in those games is 100 SW Union (-), 100 SW Confederate (+). See Rulebook § 2.7.

Sheridan. The Union general Sheridan comes with two counters: one as a Cavalry general, and another as a non-Cavalry general. The latter counter is for use with optional rules – the counter that should be used for setup purposes is the Sheridan Cavalry general counter. See Rulebook § 5.67D.

Van Dorn. The Confederate general Van Dorn comes with two counters: one as a Cavalry general, and another as a non-Cavalry general. The former counter is for use with optional rules – the counter that should ordinarily be used for setup purposes is the Van Dorn infantry counter. See Rulebook § 5.67B.

III. TURNS

For the People plays out over a series of turns, each representing a season of action (Spring, Summer, Fall – there is no Winter round of action). Depending upon the chosen scenario, the game begins in Spring of 1861, or thereafter, and ends in the Spring of 1865, or some time before. As per the "Turn Record Track" set forth on the game board, on each turn (1) a certain number of Strategy Cards are

dealt to each player; (2) reinforcements may or may not be received; (3) certain generals will enter play; (4) certain SW penalties will be assessed; and (5) certain modifications to game rules will be in effect. These are each addressed in the next section, “Gameplay.”

IV. GAMEPLAY

For each turn, gameplay follows the “Sequence of Play Summary” as set forth on the *Charts and Tables* player aid. This sequence consists of six phases, set forth immediately below. See Rulebook § 10.

1. Reinforcement Phase

During the Reinforcement Phase, each player (A) places their reinforcements for the turn, (B) conducts strategic movement of their forces, and (C) places their generals. The Union player acts first with regard to each of these sub-phases.

Note: The Reinforcement Phase is not conducted on Turn 1 of the Campaign game and in the 1861 Scenario game. On Turn 3 of these same games, only steps B and C of the Reinforcement Phase is conducted.

A. Placement of Reinforcements

Reinforcements received are set forth in the “Union Reinforcement Summary” and “Confederate Reinforcement Summary” on the *Charts and Tables* player aid. This information is also printed on the game board. For certain game turns, no reinforcements are received – this is set forth on the “Turn Record Track” on the game board.

Reinforcements must be placed in friendly-controlled spaces with a “Line of Communication” (LOC) to an Ultimate Supply Source. Having a LOC to an Ultimate Supply Source (see Key Concepts, Ultimate Supply Sources, below) is known as being “in-supply.” (see Key Concepts / LOC, below). See Rulebook §§ 8.2, 10.

Union Reinforcements. With regard to the placement of Union reinforcements, it is important to keep the following in mind, which is not clearly set forth on the Union Reinforcement Summary chart:

- in the East, the Union ordinarily receives 8 Strength Points (SPs) of reinforcements in Washington, unless that location is occupied by the Confederacy. In that case, the Union receives only 4 SPs of reinforcements in the East, to be placed in any friendly-controlled space in either Pennsylvania, New Jersey, or Delaware free of Confederate SPs.
- For each Union State capital controlled by the Confederate player, in addition to Philadelphia (all flagged on the map via a star symbol), the Union player loses 1 SP of reinforcement. See Rulebook §§ 10.3, 12.12. Place a “Destroyed, -1 SP” marker over the state capital as a reminder. This effect is not permanent: the Union regains the SP each turn, and the marker is removed, if the Union re-takes the state capital.

Confederate Reinforcements and Blockade Running. The placement of Confederate reinforcements depends, in part, upon the concept of “blockade running.”

- The gameboard map shows four blockade zones: (1) West Gulf Blockade Zone, (2) East Gulf Blockade Zone, (3) South Atlantic Blockade Zone, and (4) North Atlantic Blockade Zone. In the absence of a Union Naval Blockade, the Confederacy automatically receives a 1 SP reinforcement to be placed within one open port within each of these four zones (for a total of 4 SPs of reinforcements). Each of these blockade zone ports is identified by the blue anchor symbol on the gameboard map (see Rulebook § 10.52).
- If the Confederacy has no open ports in a particular blockade zone, then the Confederate player does not receive a reinforcement for that particular blockade zone. A blockade zone port is open if it (a) is Confederate-controlled and (2) is in supply (see Key Concepts / LOC below). Some blockade ports have an associated coastal fort which guards them – these are printed on the map (for example, Fort Pickens is the coastal fort which guards the port of Pensacola). In such cases, the coastal fort must also be controlled by the Confederate player in order for its associated port to be deemed open. (Note: unless a Union control marker has been placed upon a pre-printed fort on a Confederate (grey) space, the fort is under Confederate control.) See Rulebook § 10.5.
- Via the use of Strategy Cards, the Union player may implement, or may strengthen, a Union Naval Blockade of the Confederacy, ranging from an initial blockade value of “0” (no blockade) to a maximum of “5.” See Rulebook § 10.53. A Union Naval Blockade chart is set forth on the game board to track the status of the blockade. In the presence of a blockade, the Confederacy must engage in “blockade running” to receive its blockade zone reinforcements. To do so, for each blockade zone, the Confederate player rolls one die. If the die roll is greater than the current Union blockade value, then the Confederate player receive a 1 SP reinforcement in an open port of his choice within that blockade zone. If the roll is less than or equal to the current Union blockade value, then the Confederate player does not receive a reinforcement for that particular blockade zone. See Rulebook §10.54. Each time the Confederate player fails in a “blockade running” attempt, he also suffers a -2 SW penalty, as noted on the “Strategic Will Summary Chart” on the *Charts and Tables* player aid. See also Rulebook § 12.5.

B. Strategic Movement

Strategic Movement enables a player to move *any* of his in-supply infantry units (see Key Concepts, LOC, below), up to a certain number of SPs in total (15 SPs maximum for the Union; 7 SPs maximum for the Confederacy), an unlimited number of (a) friendly-controlled spaces (b) connected by railroads. Neutral spaces do not qualify as “friendly controlled.” Generals (by themselves) and Cavalry Brigades Units do not qualify as “infantry units.”

Units that may be moved include newly placed (infantry) reinforcements.

As part of his Strategic Movement, the Union player may move SPs that are in Union ports by sea to friendly-controlled ports, provided that he passes through no enemy forts along the way. SPs moved this way may not also be moved by land.

Exceptions: One or more SPs may be combined into an existing Army via Strategic Movement if the Army is in supply and has a LOC through friendly *or neutral* spaces directly to the location of the SPs in

question. These connections may be via railroad *or road*. As a further exception, in such cases, naval movement can be combined with land movement. (See Rulebook § 10.2.)

B&O Railroad. The B&O Railroad connection (between Harpers Ferry, VA and Grafton, WV, as indicated on the map), may not be used for movement during the Strategy Rounds (barring the Chattanooga Operational Concentration EC). See Rulebook § 10.24. It may be only be used for (1) Strategic Movement by the Union player, (2) to determine LOC at any time, and (3) to determine the Washington, D.C. connection to the north edge of the map for purposes of determining the available of Union reinforcements in Washington. See Rulebook § 10.31.

Confederate Rail Construction. At the beginning of the Spring 1864 Turn, two road connections on the map become rail connections: that between Meridian, MS and Demopolis, AL, and that between Greensboro, NC and Danville, VA. This is marked on the map. See Rulebook § 5.93. Consequently, this potentially expands opportunities for strategic (and other) movement.

C. Placement of Generals

As per the “Turn Record Track” set forth on the game board, certain games turns bring one or more generals into play. Also, generals removed from play (unless voluntarily permanently removed) re-appear on the Turn Record Track for re-placement on a subsequent turn. Confederate Cavalry Generals removed from play appear three turns later, all other generals appear on the immediately following turn (and are placed accordingly on the Turn Record Track). See Key Concepts / Generals, below.

These newly arriving (or returning) generals are placed as follows: each player randomizes their pile of generals available for placement on the turn in question (for, by example, turning them face down and shuffling them). The Union player then places each of his available generals, one at a time, on a space (1) containing at least 1 SP of friendly units, and (2) that is in supply (see Key Concepts / LOC, below). If no such spaces exist, no generals may be placed (such generals will become available for potential placement on the immediately next turn). If an in-supply army on the board lacks a general, the first general placed must be with said army. Such general will then become that army’s commanding general (see Key Concepts / Armies, below). (No SW penalties are levied under these circumstances on account of the general’s political rating (see Key Concepts / Generals, below)).

Multiple generals may be placed upon the same space, provided that there is at least 1 SP of friendly units on the space per general (inclusive of pre-existing generals, if any).

After the Union player has completed his placement of generals, the Confederate general places his generals. Once all generals have been placed, they are revealed (their counters are flipped over). See Rulebook § 10.6.

When a cavalry general is placed, he absorbs 1 SP from his space: replace both 1 SP and the Cavalry General marker with the general’s corresponding Cavalry Brigade unit marker. See Rulebook § 5.51. *Exception:* If a Cavalry general is placed with an Army, simply put his general piece in the designated “Cavalry General” box associated with his Army’s command structure, under his Army’s name near the Army Strength Track on the game board. (If the Cavalry Brigade dissociates from the Army, be sure to substitute the cavalry general’s Cavalry Brigade marker for his Cavalry General marker, and be sure to subtract 1 SP from the Army in question.)

2. Deal Strategy Cards

Strategy Cards are dealt to each player, the number of which is set forth in the Turn Record Track. Re-shuffle the card deck if exhausted (do not include cards permanently removed from the game). See Rulebook §§ 3.2, 4.

3. Conduct Strategy Rounds

Execution of the strategy rounds constitutes the heart of the game. It is during this phase, via the playing of strategy cards, that each player prosecutes his plan of action.

Each strategy card can be played as either an “Event Card” (EC), for the event listed thereon, or as an “Operations Card” (OC), for the operations value printed on the card (a number ranging from 1 to 3). If the operations value is enclosed by a blue circle, the card’s corresponding event may only be played by the Union player; if the operations value is enclosed by a grey circle, the card’s corresponding event may only be played by the Confederate player.

Exception: The “*Emancipation Proclamation*” and “*Foreign Intervention*” cards must be played as ECs regardless of which player holds them, provided that their conditions for play have been met (as set forth on each card). The *Emancipation Proclamation* card must be played at the earliest possible opportunity within the turn, whereas the *Foreign Intervention* card may be played at any time within the turn. If the conditions for playing these special cards never arise during the course of the turn upon which they were drawn, and if a player has exhausted his hand of strategy cards (having played all others), a player may then (and only then) play these cards as OCs (for their operations value).

When a strategy card is played as an EC, a player follows the instructions written upon the card, and thereafter places the card in the discard pile – or removes it from the game if instructed by the card. A player holding a card with an event of his side/color is not required to play the card as an EC – he may select to play the card as an OC if he wishes.

When played as an OC, a player is able to perform any *one* of the following actions, provided that the operations value printed on that card equals or exceeds the operations cost of the action:

Action	Operations Value Cost
Move an army	commanding general’s strategy rating
Move a corps	any corps general’s strategy rating
Move a division	SPs of the division
Move a cavalry brigade	Cavalry Brigade general’s strategy rating
Move a general / reorganize generals	1, 2, or 3
Riverine movement	3 (Union); 1, 2, or 3 (Confederate)
Create an army	2 or 3
Relieve (transfer / demote / remove) a general	1, 2, or 3
Place a fort	1, 2, or 3 (Union fort); 3 (Confederate fort)
Place political control (PC) markers	1 per marker

These actions are described in more detail below.

Move an Army, Corps, Division, Cavalry brigade, or General. Movement abilities and restrictions are summarized on the following chart:

Organization	Max. Size	Movement	Generals	How Ordered	Special Rules
Army	15 SPs	6 spaces (no rail bonus)	may not exceed Army SPs by more than 3	OC $\geq$ Commanding General's Strategy Rating	▪ may pick up and drop off SPs within max. size limits ▪ may pick up and drop off generals during movement (except for commanding general and second-in-command) ▪ may convert political control (PC) for 1 movement point (prior to 1864, Army must be in supply as well) ▪ ending movement in space with another Army causes one to disband
Corps	6 SPs	8 spaces (+2 if moving exclusively via friendly rail stops)	Maximum of 2	OC $\geq$ any general's Strategy Rating	▪ may pick up and drop off SPs within max. size limits ▪ may originate from within Army, but may not take the commanding general nor non-commanding general with highest political value ▪ upon commencement of movement, may not take generals with higher political ratings who are not part of the army ▪ may pick up and drop off generals during movement regardless of their political ratings
Division	3 SPs	5 spaces (+2 if moving exclusively via friendly rail stops)	None	OC $\geq$ SPs in Division	▪ may drop off SPs; may not pick up SPs ▪ may originate from within Army or Corps ▪ may not enter enemy-controlled spaces in enemy controlled or neutral States
Cavalry Brigade	1 SP	10 spaces (+2 if moving exclusively via friendly rail stops)	Only associated cavalry general	OC $\geq$ Cavalry Brigade General's Strategy Rating	▪ may neither pick up nor drop off SPs
Generals	0 SP	10 spaces (unlimited spaces if via rail; naval movement possibility)	1	Any OC	▪ may originate from within Army, but may not be the commanding general nor non-commanding general with highest political value ▪ not available for Cavalry Brigades ▪ may not enter enemy controlled space, or any space with enemy SPs ▪ may not voluntarily be left without any accompanying SPs

Additionally, the following concepts are applicable to movement:

Army absorption. Organizations of friendly units may pass through other organizations of friendly units while still maintaining their organizational integrity. However, units ending their movement on a friendly Army space are consolidated with the Army. This includes other Armies: if an Army ends its movement on the same space as another Army, one must be removed (at the choice of the moving player). Its generals go on the Turn Record Track for replacement on the next turn (or three turns later in the event of a Confederate Cavalry general). Finally, SW penalties for the loss of an Army (-10 SW for Union Armies, -5 SW for Confederate Armies) must be assessed. See Rulebook § 5.24.

B&O Railroad. The B&O Railroad connection (between Harpers Ferry, VA and Grafton, WV, as indicated on the map), may not be used for movement during the Strategy Rounds (barring an EC explicitly permitting this). See Rulebook § 10.24. It may be only be used for strategic movement by the Union player, and to determine whether Union units are in supply. See Gameplay / Strategic Movement / B&S Railroad; see also Rulebook § 10.24.

Generals. Generals placed on spaces containing an army may be voluntarily incorporated into that army. An Army passing over friendly generals on the board may incorporate said generals into the army. An army may drop off generals during its move, but not its commanding general nor the non-commanding general with the highest political value.

Northeast Alabama. Two dotted lines on the map, connecting Decatur, AL to Jacksonville, AL, and Jacksonville, AL to Kingston, GA, are special pathways that may only be used for movement during a strategy round via (1) Confederate General (2) activated with a 3 value OC or Campaign Card. See Rulebook § 5.10.

Interception. An enemy force of any size, containing a general, may attempt to intercept units that enter a space (1) adjacent by rail or road (2) not already containing units or a fort belonging to the moving (active) player. To do so, the player attempting the interception must make a die roll equal to or less than the commanding general's Defensive Rating. If the force attempting the interception contains a Cavalry Brigade, modify the die roll by -2. A successful interception places the intercepting units in the space in question before the moving player's units. An immediate battle ensues. Retreat before this battle is not permitted. If units (belonging, necessarily, only to the intercepting player) are already present on the location in question, they are combined with the intercepting force and will participate in this battle as well. (See Key Concepts / Combat, below.) In this battle, the intercepting player receives a +2 Die Roll Modification (DRM) on their combat role, and is considered the defender.

If an attempted interception is unsuccessful, then (1) if the space in question had been unoccupied, the moving player may continue moving as normal, and may not be subjected to any additional interception attempts for the remainder of that move, (2) if the space in question had been occupied, then combat ensues as normal (and the possibility of a retreat before combat remains in effect) (see Key Concepts / Combat, below). See Rulebook § 5.8.

Create an army. See Key Concepts / Armies, below.

Relieve (transfer / demote / remove) a general. See Key Concepts / Generals, below.

Build a fort. Forts provide players with favorable (+2 DRM) modifications when defending against an attack. Forts also deny an opposing player naval control over the waterway spaces in which they're placed. This has important effects upon waterway movement and LOCs (see Riverine Movement, this section, below). Forts may be built and placed in any friendly-controlled, in-supply space free of (1) enemy SPs and (2) a pre-existing fort. It costs the Union player a 1, 2, or 3 OC to build a fort; it costs the Confederate player a 3 OC to build a fort. The Union may have no more than 12 forts placed on the map at any one time; the Confederacy may have no more than 6 forts placed on the map at any one time. Forts may not be voluntarily removed. See Rulebook § 6.8.

A fort with at least 1 SP present in it is "garrisoned." A fort with no SPs present is "ungarrisoned." A garrisoned fort must be taken via successful combat against the defending SPs, taking into account the fort's defensive modifier (along with any other modifiers) (see Key Concepts / Combat, below). If taken by an enemy, a fort is removed from the game (and subsequently becomes available for potential re-replacement, as per above).

Ungarrisoned forts. An ungarrisoned fort is automatically captured if entered by land. If attacked by sea, via amphibious assault (see Key Concepts / Amphibious Assault, below), an ungarrisoned fort (1) defends with a nominal strength of 0 SP, (2) automatically loses all ties in combat if the attacker has any surviving SPs (after losses are taken), and (3) provides the attacking force a +4 force ratio DRM in combat.

Coastal forts. As an exception to the rule set forth above, coastal forts, preprinted on the game board map, are never removed from the game. If successfully captured, such forts change sides. See Rulebook § 6.82. A control marker should be placed to indicate this. An ungarrisoned coastal fort also changes sides if its associated port changes sides. See Rulebook § 6.84.

Place Political Control (PC) markers. A player may place PC markers equal to the operations value of an OC as follows (see Rulebook § 11.3):

- A) In *any* space that contains friendly in supply (see Key Concepts / LOC, below) infantry units;
- B) In a *Border State* space that is still neutral (the *space* is what must be neutral – the *state* may be controlled)

PC markers may *not* be placed:

- A) In a space that already contains a PC marker;
- B) Via an EC To destroy a Resource Space (unless explicitly permitted by the card's text) (see Key Concepts / Ultimate Supply Sources, below);
- C) Via an EC to displace a National capital;
- D) Via an EC to capture a coastal fort

Placing a PC on a Resource Space, or Union State Capital, destroys that Space / State Capital. (Destroyed Resource Spaces may not be undestroyed; destroyed Union State Capitals may be undestroyed).

Riverine Movement. Riverine movement refers to movement between ports and across rivers. Ports are indicated via an anchor symbol on the map. Spaces that implicate river crossings are identified by a

dark blue bar along one or more of their sides. A unit crosses a river when, in entering or leaving a space, it traverses one of these dark blue bars. See Rulebook § 6.2.

Naval Control. Unless somehow negated by the Confederate player, the Union player enjoys unbridled naval control over all waterways (rivers and seas). This enables him to (1) cross rivers at will, (2) navigate along rivers (“riverine movement”), and (3) move units from coastal ports to coastal ports. Conversely, as a default, the Confederate player is denied the ability to do any of these things.

There are some ways by which the Confederate player may negate or otherwise check Union naval power (see Rulebook § 6.62):

- (1) A lone space with a Confederate fort or ironclad negates Union naval control over that space. This permits the Confederate player to cross the river at that space. The presence of a Confederate fort prevents the Union player from crossing the river into the space containing the fort. Union movement across a river is not affected by the existence of a Confederate ironclad, however.
 - a. The existence of a Confederate ironclad serves to prevent the Union from passing through that space as part of its riverine movement. (Note: the Hunley is a submarine - not an ironclad.) Rather, the Union player will be forced to make an amphibious assault upon that port space with its river-moving SPs upon reaching the space with the ironclad (see Key Concepts / Amphibious Assault, below).
 - b. The existence of a Confederate Coastal fort makes riverine movement impossible past said fort. The existence of a Confederate Noncoastal fort makes Union riverine movement more difficult: the Union player must successfully attempt a “running of the guns” in order to pass the fort. To resolve a running the guns attempt, the Union player rolls one die: on a 1-3 he fails, and the moving force is placed back into the space from which it began its movement; on a 4-6 he succeeds, and may continue moving to his destination. The existence of a “torpedoes” counter on the fort’s space modifies the die roll by -1. (Note: the term “torpedoes,” as used during the Civil War and in this game, refers not to weapon commonly associated with that term today, but rather to sea mines.) See Rulebook § 6.31. If a Union force is required to retreat past a Confederate fort (due to an unsuccessful Amphibious Assault at its destination location), it does not perform a running-of-the-guns roll, but rather loses 1 SP (and continues its retreat to the location of its origination). See Rulebook § 6.32; see also Key Concepts / Amphibious Assault, below.
- (2) A Confederate fort and/or an ironclad, placed at different spaces along a river, negates Union naval control in and between those two spaces. This permits the Confederate player to cross the river at any such spaces. (*Exception:* the existence of a Union fort in one of the spaces in between Confederate fort(s) and/or ironclad(s) prevents the Confederate player from crossing the river into such space.) The denial of Union naval control does not, however, prevent the Union player from crossing the river (except into a space containing a Confederate fort, as discussed above). Moreover, Union riverine movement remains possible, as per the rules

discussed above. Confederate riverine is now also possible, however, but subject to certain restrictions. See below.

- (3) Union naval control is negated over a coastal port whose associated fort, as indicated on the map, is Confederate controlled.

Riverine Movement Logistics. Riverine movement is the movement of units from one port space to another port space along connecting waterways. The port spaces may be along the same river, or from one coastal port to another coastal port, or from one coastal port to a noncoastal port (or vice versa).

- i. Union riverine movement may be initiated by an OC of 3, or via an EC that permits it. A maximum of 3 SPs plus 1 general may be moved via riverine movement. Exceptions:
 - (a) An *Army* commanded by Generals *McClellan*, *Grant*, or *Sherman* may conduct a naval move between any combination of these four spaces: Washington DC, Aquia Creek VA, Urbanna VA, and Fort Monroe VA.
 - (b) An *Army* with 9 or less SPs, commanded by Generals *Grant* or *Sherman*, may conduct a Riverine Movement (see Rulebook § 6.2). The entire movement must begin and end on a riverine port, follow navigable river paths, and, as in all naval operations, may not conduct more than one Running the Guns procedure (see Rulebook § 6.3).
- ii. Confederate riverine movement is conducted as a Division move of 1 SP via any OC. It may only be conducted over waterways in which Union naval control has been denied. The Confederate unit may not enter or pass through (a) a Union Fort or (b) a Union SP. Since the Union always retains naval control over the seas, a Confederate player may not engage in riverine movement that would take his unit out to sea; all Confederate riverine movement must be conducted within connected rivers.

Upon reaching their destination, units moved via riverine movement are subject to potential interception (see Interception, this section, above).

The following chart summarizes the water movement rules. Due to the effect of waterway obstacles to Lines of Communication and Amphibious Assaults, information relating to LOCs is included here as well (see Key Concepts / LOC, below; see *also* Key Concepts / Amphibious Assaults, below).

Obstacle / Situation	Union Player			Confederate Player		
	River Crossings	Riverine Movement	LOC	River Crossings	Riverine Movement	LOC
Union fort	Unaffected	Unaffected	Unaffected	Prohibited	May not be passed	Denied
Confederate noncoastal fort	Prohibited	Hindered: May only be passed via "Running the Guns"	Denied	Always permitted	Unaffected	Unaffected
Confederate coastal fort	Unaffected	May not be passed	Denied	Always permitted	Unaffected	Unaffected
Ironclad <i>+2 DRM in amphibious assault</i>	Unaffected	May not be passed; must engage in amphibious assault upon space	Denied	Unaffected	Unaffected	Unaffected
The Hunley <i>+1 DRM in amphibious assault</i>	Unaffected	Unaffected (but relevant to amphibious assault)	Unaffected	Unaffected	Unaffected	Unaffected
Torpedoes <i>+1 DRM in amphibious assault; +1 DRM in running the guns</i>	Unaffected	Unaffected (but relevant to amphibious assault and running the guns)	Unaffected	Unaffected	Unaffected	Unaffected
Multiple Confederate defenses (ironclads and/or forts) along the same river	Unaffected	Union naval control denied between defenses; movement past defenses resolved as per above; movement between defenses permitted	Denied in ports containing said defenses	Permitted between defenses	Permitted between defenses	Unaffected
Open port spaces	Permitted	Permitted	Unaffected	Prohibited	Prohibited	Denied*

Unaffected = has no effect on movement (movement that was already permitted is still permitted; movement that was already prohibited is still prohibited)

*Confederate LOC may only be traced along a navigable river if (1) Union naval control is denied and (2) through friendly or neutral spaces that contain neither a Union SP nor a Union fort. See Rulebook § 8.11.

Ironclads, torpedoes, and the Hunley may be placed on the map throughout the game via the play of ECs.

Sometimes, one player will end the Strategy Round phase with an extra card in his hand. This card is simply played like any other.

4. Political Control Phase

During this phase, players change their National capital (if necessary), and place PC markers in locations where they have in-supply infantry units present.

A. Change Capital Segment

If a player's capital is occupied by enemy units, he loses SW (as per the Strategic Will Summary on the *Charts and Tables* player aid) and must select a new capital. The new capital must be placed in any friendly-controlled, in-supply space (see Key Concepts / LOC). The Confederate player must place his new capital in a Resource Space or a Blockade Runner Port, or suffer an additional 10 SW penalty. The Union player must place his new capital in one of the map spaces indicated with a star (state capitals plus Philadelphia) on the game board map, or suffer an additional 10 SW penalty. See Rulebook § 11.2.

B. Political Control Determination Segment

During this segment, each space containing at least one in-supply infantry unit becomes aligned (or re-aligned) with that unit's nation. Add, remove, or flip PC markers as necessary to indicate this. LOC and supply between spaces may be established and furthered during this segment, creating a chain-reaction that facilitates changes in political control.

A Cavalry Brigade may only remove enemy PC markers – it cannot place or flip a PC marker. See Rulebook § 11.1. To do this, the Cavalry Brigade need not be in supply.

Next, political control of each non-Union state is assessed. See Game Summary and Objective / State Control, above.

Finally, the "Union War Weariness" penalty (-5 SW) is assessed to the Union player each Fall turn, as per the Turn Record Track. If the Emancipation Proclamation EC has been played, then the "Confederate War Guilt" penalty (-5 SW) is assessed to the Confederate player as well. See Rulebook § 12.9.

C. Mississippi River Control

The Union player may obtain a one-time, +10 SW bonus if he procures naval control over all the entire Mississippi River (in other words, if there are no Confederate forts or ironclads on any of the Mississippi port spaces). Mississippi port spaces are indicated on the map via a special anchor symbol. See Rulebook § 12.8.

5. Attrition Phase

Each space containing units is evaluated for attrition. The loss assessed per space is as follows:

SPs	SPs lost
1-2	0
3-6	1
7+	2

This information is set forth on the game board, accompanying the army strength tracks.

If a unit is out of supply, it suffers a second round of attrition (based upon its previously reduced SP size). See Key Concepts / LOC, below.

6. End of Turn

During this final phase of each turn, players check to see if victory conditions have been met.

V. KEY CONCEPTS

A. Armies

Armies constitute the most critical component of a player's forces. They have special abilities but also are subject to certain limitations. These are set forth below.

1. *Army Creation.* An army can be created via the expenditure of a 2 or 3 value OC in a space (1) controlled by the player, (2) in-supply, (3) containing at least one general, and (4) containing at least five or more SPs (Cavalry Brigades count toward the 5 SP minimum). Once created, the pieces associated with the Army are removed from the board and replaced with an Army marker of the player's choice (the marker's title or designation is irrelevant for gameplay purposes). The Army's corresponding SP marker is placed on the appropriate "Army Strength" game board track (Union or Confederate) to note the army's SPs.

If only one general is present, he is placed in the "Commanding General" box located on the game board for the army in question. If multiple generals are present, the one with the highest political rating is the commanding general. (In the event of a tie, the player chooses.) The other generals are placed in the "Other Generals" box located on the game board. If one of these other generals is a cavalry general, he is placed in the "Cavalry General" box located on the game board for the army in question. See Rulebook § 5.21.

If, upon creating the Army, another general on the map (and thus not presently associated with an army) has a higher political rating than the newly appointed commanding general, the player's SW is reduced by -2. See Rulebook § 5.22.

2. *Armies in Combat.* Armies can be particularly formidable in combat, for a number of reasons.

First, they are capable of the greatest size in terms of movement of SPs, with a maximum of 15 (Corps max out at 6 SP, Divisions at 3 SP).

Second, not only does the Army's commanding general contribute his combat rating to the battle, but up to two subordinate generals may contribute their combat ratings as well (only one of which may be a Cavalry Brigade general). See Key Concepts / Combat, below.

For Confederate Armies, this benefit is always available.

For Union Armies, only one subordinate general's combat rating may be utilized (in addition to the commanding general's combat rating) in an *Army versus Army* battle in which the *Union Army's commanding general has a battle rating less than the Confederate Army's commanding general's combat rating* (after taking into account the effects of Cavalry Intelligence, see this section, below).

Third, if the Army was twice the size of the defending force (in SPs) before the commencement of the battle, the Army may continue moving and/or placing PC markers (see Army Movement / this section, below) after the battle if victorious.

Cavalry Intelligence. In battles between armies (that is, army versus army), an army that lacks a Cavalry Brigade suffers a -2 reduction to its side's commanding general's combat rating. See Rulebook § 7.52.

3. *Army Movement.* Armies may move a maximum of 6 spaces, and do not enjoy the benefit of rail movement bonus which other units enjoy. However, an Army may sacrifice a point of movement to place or flip a PC marker on its space. (Prior to 1864, the Army must be in supply to accomplish this.) It may do this repeatedly throughout its turn.

An Army may pass through another friendly Army, but may not end its turn on a space with a friendly Army (or it will suffer or cause absorption, see Gameplay / Conduct Strategy Rounds / Army Absorption). Throughout its move, an army may pick up and drop off SPs, subject to its maximum SP limit of 15.

4. *Maximum Number of Generals.* The number of generals in an Army may not exceed its SPs by more than 3. If this number is exceeded at the end of any strategy round, the opposing player selects a non-Cavalry Brigade general to remove. The removed general is placed on the turn track, for re-placement on the very next turn. See Rulebook § 5.29.
5. *Loss of Commanding General and Default Commanding Generals.* If an Army loses its commanding general, the next available general in the Army with the highest Political Rating becomes its new commanding general (see Key Concepts / Generals, below). In the case of ties, the owning player selects the general. No SW penalties are assessed when this occurs. If no replacement general is available, the army has a Default Commanding General (strategy rating = 3, offensive and defensive rating = 0). The Army's marker may be flipped to reveal this.

A default general may not voluntarily move the Army nor attempt an intercept. He may, however, attempt to retreat before battle. *See Key Concepts / Combat, below; see also Rulebook § 5.28.*

The first general to enter a space containing a friendly army lead by a default general becomes its new commanding general. A -2 SW penalty will be assessed in such situations if another general on the map (and thus not presently associated with an army) has a higher political rating than the newly appointed commanding general. *See Rulebook §§ 5.22, 5.28.*

Recall that when placing new generals from the Turn Record Track, the first new general must be placed with an army lead by a default commanding general. *See Gameplay / Reinforcement Phase / Placement of Generals, above.* No SW penalty will be assessed in this case.

6. *Absorption of Units.* As previously discussed, Armies can “absorb” strength points during strategic movement. *See Gameplay / Reinforcement Phase / Strategic Movement, above.* Further, any friendly units ending their movement on an Army space becomes combined with the Army.
7. *Elite Units.* Elite Units enter play via ECs. They provide a +1 DRM in combat. Once placed with an Army, they may not be voluntarily dissociated with that Army. Elite Units do not constitute a SP, and thus do not count against an Army’s 15 SP movement maximum. An Elite Unit that has been eliminated in combat (*see Key Concepts / Combat, below*), may re-enter play via the use of a subsequent EC. *See Rulebook § 7.51.*
8. *Army Elimination.* The instant that an Army has 0 SPs (even if located in a fort), it is eliminated. This occurs prior to any potential retreat movement. After potential general casualties have been assessed (*see Key Concepts / Generals, below*), an eliminated Army places all its surviving generals on the game record track to return to play the next game turn (*exception:* Confederate Cavalry generals return three turns later and should be placed on the Turn Record Track appropriately). *See Rulebook §§ 5.21, 7.35.* As set forth on the “Strategic Will Summary” (*see Charts and Tables player aid*), the loss of an Army inflicts a SW penalty (-5 SW for the Confederacy’s loss of an Army, -10 SW for the Union’s loss of an Army).

B. Corps, Divisions, and Cavalry Brigades

Aside from Armies, forces are organized in / referred to as Corps, Divisions, and Cavalry Brigades. The movement chart set forth previously (*see Gameplay / Conduct Strategy Round / Move an Army, Corps, Division, Cavalry Brigade, or General, above*) summarizes the features of these other forms of unit organization. A few important points and concepts are underscored here.

1. *Stacking.* there are no stacking limits, per se, in *For the People*. Any number of friendly units may occupy the same space. The maximum size of Armies (15 SPs), Corps (6 SPs), Divisions (3 SPs), and Cavalry Brigades (1 SP) refers to the maximum number of SPs that may be *moved* under that organizational form.

2. *Corps.* A Corps is a groups of units, accompanied by a general, that has not been promoted to an Army. The number of generals moving with a Corps may not exceed two. A Corps can initiate from within an army, and break away from that army, provided that the general accompanying the Corps is not (1) the Army's commanding general nor (2) the next available general in the Army with the highest political value. A Corps is moved by activating the general that will be moving it. If multiple generals occupy a space containing multiple SPs, any of these generals may be chosen to lead (and move) the Corps. However, if the general chosen does not have the highest political rating among such generals, then those generals with a higher political rating on the corps starting space may not be moved along with the Corps for that round of movement. Nonmoving generals must be left behind – but they may not be left behind without any SPs accompanying them. A Corps may, however, during the course of its move, pick up and drop of other generals along the way, regardless of their political rating. A Corps move through an Army does not cause the Corps to be combined with the Army (although a Corps move ending in an Army space will cause a combination into the Army to occur). As with an Army, a Corps may continue its movement after a battle if the Corps was twice the size of the defending force (in SPs) before the commencement of the battle and if it was victorious (and assuming it has remaining points of movement).
3. *Division.* A Division is a group of units, ranging from 1 to 3 SPs, moving without a general. Divisions may be moved by playing an OC equal in value to the number of SPs moved. A Division may not enter an enemy-controlled space in neutral or enemy-controlled states. A Division may originate from within an Army or a Corps.
4. *Cavalry Brigade.* A Cavalry Brigade consist of one SP combined with its associated cavalry general. It is created the moment a Cavalry General is paced on the map. See Reinforcement Phase, Place Generals, above; see also Rulebook § 5.51. It is represented on the game board by a special token representing this combination. A Cavalry Brigade may be part of a Corps (subject to the limitation on generals), or part of an Army. When part of an Army, the Cavalry Brigade is removed from the map and placed in the designated box ("Cavalry Brigade") associated with that army on the game board. Such association will permit the army to avoid the -2 modifier to its commanding general's combat rating due to lack of cavalry intelligence. See Key Concepts / Armies / Cavalry Intelligence, above. When moving alone, and not part of an Army or Corps, a Cavalry Brigade may not pick up or drop off SPs.

Via the play of an OC during the strategy round, a Cavalry Brigade, regardless of supply, may remove an enemy PC marker in a friendly (its own) or border state. A Cavalry Brigade may not, however, place a PC marker. See Rulebook § 5.53.

In combat, if a player's units suffer a loss, and those units include a Cavalry Brigade, the player suffering the loss may select whether or not to take the Cavalry Brigade as a casualty. If the Cavalry Brigade is taken as a casualty, it is removed from the game board, but its associated general is placed on the Turn Track Record for replacement on a later turn (one turn later for Union Cavalry Brigade generals, three turns later for Confederate Cavalry

Brigade generals). See Key Concepts, Generals, below. If a player's Cavalry Brigade general is killed in combat (or due to an EC), the Cavalry Brigade piece is removed from play, and a 1 SP unit is placed on the Turn Record Track for the subsequent turn. The 1 SP will, on the subsequent turn, be placed on the map along with the player's other reinforcements (if any) for that turn. The general killed in combat is himself placed back on the Turn Track Record as well, to be re-placed on the map one turn (if Union) or three turns (if Confederate) later. See Rulebook § 5.54. *Optional rule.* A killed Cavalry general may be replaced with another Cavalry general, as per Rulebook § 5.55.

If a Cavalry Brigade is stacked with infantry SPs and no other general, the Cavalry Brigade cannot move or intercept with the infantry SPs. See Rulebook § 5.54. This is consistent with the rule that a Cavalry Brigade cannot move with other SPs. The Cavalry Brigade may, however, attempt to intercept on its own. When intercepting, recall that a Cavalry Brigade affords the intercepting player a -2 DRM on the interception attempt roll. See Conduct Strategy Rounds, Interception, above.

If a Cavalry Brigade is stacked with infantry SPs and no other general, the Cavalry Brigade may add its SPs to the defending force, and the Cavalry Brigade may add its general's combat rating to its die roll. See Key Concepts / Combat, below.

A Cavalry Brigade alone in a space may automatically retreat if the space is entered by enemy units. If the Cavalry Brigade is stacked with friendly infantry units, it may attempt a discretionary retreat. Any Army Corps containing a Cavalry Brigade receives a -2 DRM on its retreat attempt. See Key Concepts / Combat / Retreat, below; see also Rulebook §§ 7.21, 7.23.

C. Generals

Generals are necessary to move Armies and Corps, and to attempt interceptions. In order to move the units he is commanding, a general's Strategy Rating is consulted. An OC equal to or greater than a general's Strategy Rating is necessary to activate that general, and, if desired, move the Army or Corps he's commanding. Thus, a lower Strategy Rating is preferred to higher Strategy Ratings.

Conversely, in combat, a general's Offense and Defense Rating will be added to his owning player's combat die roll (subject to modification). See Key Concepts / Combat, below. Thus, the higher these ratings, the better.

A General's Political Value represents the clout he has with his nation's civilian leaders and key opinion makers. The higher a general's Political Value, the easier it is to place him in command of an Army, or to use him to lead a Corps. High Political Values also make generals more difficult to remove from Armies. High Political Values are problematic when they're possessed by generals with poor Strategy Ratings or Combat ratings, because they make it more difficult, and/or penalize a player, who wishes to use the superior General (versus the more politically connected General) in a given situation.

Further explanation of the concepts highlighted above, and other key rules regarding generals, are as follows:

1. *Placement.* Generals are placed when they become available as per the Turn Record Track. See Gameplay / Reinforcement Phase / Placement of Generals, above. As discussed, if a leaderless Army is in existence, the first available general must be placed with that Army as its new commander (if possible). See Rulebook § 10.62. A player will suffer no SW penalty for making a general an Army commander under these circumstances. See Rulebook § 10.63.
2. *Relieving, demoting, and transferring.* A player may only replace a commanding general of an Army by “relieving” him. This is done during the Strategy Rounds by playing an OC of any value. The relieved general must thereupon be either (1) transferred, (2) demoted, or (3) permanently removed from the game. The player then suffers a SW penalty equal to the general’s Political Value. If, during the player’s immediate last strategy round (even if that occurred during a prior turn), the Army which the general in question has been defeated in a Large battle, the SW penalty for relieving the general is halved (rounded up). After a general has been relieved from command, the player may designate any other general in the Army as its new commanding general. If the general designated did not have the highest political value among the generals in that Army, a -2 SW penalty is suffered for each general over which the new commanding general was promoted. See Rulebook § 5.61.
 - “Transferring” a general entails promoting that general to commander of a different Army. Both Armies must be in supply and have a valid LOC between them. Thereafter, the commanding general of that second Army must be relieved as per above (and as part of the same move). See Rulebook § 5.62.
 - “Demoting” a general removes him from the Army and places him back on the Game Turn Record Track to re-enter play during the next Reinforcement Phase. See Gameplay / Reinforcement Phase / Placement of Generals, above; see also See Rulebook § 5.63. A new commanding general may be selected among the remaining generals, if any, as per the above.
 - “Removal” means removing the general from the game permanently. See Rulebook § 5.64. A new commanding general may be selected among the remaining generals, if any, as per the above.

Note: there is no way to relieve a general who is not the commander of an Army.
3. *Reorganization of generals.* Via the playing an OC of any value, an unlimited number of generals may be moved up to their movement allowance (10 spaces, from port to port, or an unlimited spaces if all by rail – but no combination of thereof). *Exception:* no Army may move its commanding general, or the general who is not the commanding general but who has the highest Political Value. A general moving without accompanying SPs may not enter enemy-controlled spaces, an enemy fort, or any space with an enemy SP. See Rulebook §§ 5.65, 5.66.
4. *Casualties to Generals.* See Combat, this section, below.

5. *Excess Generals.* At the beginning and end of each Strategy Round, each general must be (1) part of an Army or (2) in a space where the number of generals present is not greater than the number of SPs in the space. If a general fails to meet either of these conditions, he is removed from the map and placed on the Turn Record Track for entry next turn. If there is a choice among generals for such removal, the opposing player selects the generals to remove. See Rulebook § 5.34.
6. *Removal of Generals.* When an Army or Corps is eliminated, its surviving generals are removed from the game board and placed on the next turn indicated on the Turn Record Track. So too are any other generals removed from the gameboard for any reason other than (1) being killed in battle or (2) being voluntarily relieved from duty and removed from the game entirely. Generals placed onto the Turn Record Track become available for placement during the Placement of Generals round of the Reinforcement Phase of the next turn, as per the usual rules for general placement. See Gameplay / Reinforcement Phase / Placement of Generals. *Exception:* Confederate Cavalry Generals return to play three turns later, and are placed accordingly on the Turn Record Track.

D. Combat

Combat can occur whenever an SP / SPs of one side enters an enemy-occupied space. The enemy occupiers may have the opportunity to retreat before battle, however, in which case combat would not occur. Combat may also occur upon a successful interception attempt against moving units. Combat initiated by waterway is referred to as an Amphibious Assault, and such undertakings have unique modifiers and rules. In some situations, one side's odds may be so overwhelming as to precipitate an "overrun." Finally, combat between Armies are subject to special additional rules. These and other important concepts relating to combat are set forth below.

1. *Retreat Before Battle.* When the units of one side (the attacker) enters a space containing units of the other side (the defender), the defending player may attempt to retreat before battle, thereby avoiding combat.

If the defending player's unit consists solely of a Cavalry Brigade, such retreat is automatic. If the defending player's unit(s) consist of an Army or Corps that has already lost a battle during the current movement, it too may automatically retreat before combat. This ability is lost for the current movement once the Army or Corps moves into a space containing a friendly general with a higher Political Value rating. See Rulebook §§ 7.21, 7.22.

In all other cases, forces accompanied by a general (and only forces accompanied by a general) may retreat upon making a die roll that is equal to or lower than the commanding general's Defense Rating. If a Cavalry Brigade is present, a helpful -2 DRM is applied. Failure to make this roll means that the attempted retreat is unsuccessful, and that combat must ensue. See Rulebook § 7.23.

A successful retreat moves the defender's entire force into any adjacent, friendly-controlled or neutral space (but not the space from which the attacker came). If no such space is available, a retreat cannot be attempted. See Rulebook § 7.24.

If a SPs enters a space consisting solely of an enemy general(s), then the enemy general(s) is removed from the map and placed on the "Game Turn Track" for re-placement on the next turn.

2. *Overruns.* If the force ratio is 10-1 or greater, and no fort is present, then there is no battle. Retreat is still permitted, but if unsuccessful, the smaller force is eliminated and the larger force may continue moving. If a fort is present, a battle is conducted. If only an ungarrisoned fort is present, its counter is removed (if non-coastal), and movement may continue. See Rulebook § 5.72.
3. *Interception.* Units adjacent to the space being attacked, and friendly to the defending units, may attempt an interception of the attacking force (so long as the attacking force has not already been intercepted during its current move). If so, these units are added to the defender's units and participate in the defense of the space. As discussed previously, interception may also be attempted to fight an enemy force moving into a vacant adjacent location. See Gameplay / Conduct Strategy Round / Move an Army, Corps, Division, Cavalry Brigade, or General / Interception, above
4. *Combat Resolution.* Battles are resolved as follows (see Rulebook § 7):
 - a. Total the number of SPs involved in the battle to determine whether it is Small (1-5 SPs), Medium (6-19 SPs), or Large (20+ SPs). (These figures are displayed on the "Combat Result Table" on the *Charts and Tables* player aid.) (For purposes of Amphibious Assault, an ungarrisoned coastal fort is treated as a 0 SP unit. See Amphibious Assault, this section, below).
 - b. Each player calculates his die roll modifiers as per the "Battle DRMS" chart set forth on the *Charts and Tables* player aid. (Note: the Battle DRMS chart indicates a "+4" Force Ratio DRM against an ungarrisoned fort. This is only applicable in the case of an Amphibious Assault (see Amphibious Assault, this section, below). In all other cases, an ungarrisoned fort is overrun without combat occurring (see Overruns, this section, above).
 - c. In calculating Battle DRMs, each side's commanding general may use his Battle Rating (Offense or Defense, as appropriate). If multiple generals are present on a given side, the active general for the attacker (moving player) uses his Offense Rating; for the defending player, the general with the highest Political Value uses his Defense Rating.
 - d. If only one side in a battle consists of an Army, then then the commanding general, and up to two subordinate generals (only one of which may be a Cavalry Brigade of that Army) may contribute their Combat Ratings to the DRMs.

- e. *Cavalry Intelligence.* In battles between armies (that is, army versus army), an army that lacks a Cavalry Brigade suffers a -2 reduction to its side's commanding general's combat rating. See Rulebook § 7.52.
- f. In Army versus Army battles, the benefit of combining the commanding general's combat value with that of up to two subordinate generals (only one of which may be a Cavalry Brigade general) is always available to the Confederate player. For Union Armies, only one subordinate general's combat rating may be utilized (in addition to the commanding general's combat rating) if the Union Army's commanding general has a battle rating less than the Confederate Army's commanding general's combat rating (after taking into account the effects of Cavalry Intelligence (see Cavalry Intelligence, above)).
- g. Each player then rolls one die, and adds his total DRMs to the roll. The "Combat Result Table" is then consulted to determine the outcome.
 - i. The attacker's roll, as modified, is looked up under the column labeled "Def" on the Combat Result Table, under the appropriate battle size. This reflects the losses inflicted upon the defending player by the attacker.
 - ii. The defender's roll, as modified, is looked up under the column labeled "Att" on the Combat Result Table, under the appropriate battle size. This reflects the losses inflicted upon the attacking player by the defender.
 - iii. *Elite Units.* If an Elite Unit is in the battle, it must be eliminated if its side suffers 2 or more SP losses. This elimination does not count as one of the SP losses, but is in addition to them. See Key Concepts / Armies / Elite Units, above; see also Rulebook § 7.51.
 - iv. *Casualty limitations.* Neither side may inflict casualties greater than twice its SP strength. *Exception:* Although an ungarrisoned coastal fort is treated as a 0 SP unit for combat purposes, and may inflict 1 SP (and only 1 SP) worth of losses upon its attacker.
 - v. *Victory determination.* The side that took the most losses as per the Combat Result Table (not actual losses inflicted) loses the battle. In case of ties, the defender wins -- unless otherwise noted on the Table, or unless the defender was an ungarrisoned fort (in which case the attacker wins).
 - vi. *Retreat.* The loser of the battle must retreat (see Retreat After Battle, this section, below). *Exceptions:* if the attacking player was victorious but eliminated in battle, the defending player does not retreat. If the defending player was victorious but eliminated in battle, the attacking player does not retreat unless the space contained a fort.

- vii. *Continuation of movement.* If the attacker won the battle, and started with twice the SPs as the defender, the attacker may continue his movement. A non-retreating, defeated attacker, that started the battle at twice the SP size as the defender, may also continue its movement if (a) no fort nor (b) enemy general was present in the space attacked. An Army which continues its movement may also continue to use movement points to place or flip PCs. This opportunity does not exist if the commanding general of the attacking Army, or active general of the attacking Corps, was killed in the battle.
 - viii. *SW Effects for Large Battles.* If the battle was Large, the winner receives a +3 SW bonus, the loser a -5 SW penalty. Recall that if the battle was Large, the commanding general of the losing army may be relieved, on the immediately subsequent round, at half the ordinary SW penalty (rounded up) (see Key Concepts / Generals).
 - ix. *Elimination of both sides.* If both sides are eliminated in battle, the victorious player retains 1 SP on the location. (For the purposes of determining the winner in such situations, an asterisked result on the Combat Result Table is deemed larger than a non-asterisked result of the same value.)
- h. *Casualties to Generals.* As per the Combat Result Table (see *Charts and Tables* player aid), a general casualty is possible upon a modified die roll of 10 or higher by either player during combat.
- i. As per the General Casualties box (see *Charts and Tables* player aid), each player thereafter makes a subsequent die roll to check for a general casualty.
 - ii. For a player who rolled a modified 10 or higher during combat, one of his generals has been killed upon a value of 1-3 during this subsequent roll; for the other player (if he did not roll a modified 10 or higher during combat), one of his generals has been killed only upon a roll of 1 during this subsequent roll.
 - iii. If multiple generals are serving the side in which a casualty was inflicted, the general killed is chosen randomly. *Exception:* the commanding general of an Army is not to be taken as a casualty, unless he is the only general on his side. See Rulebook § 7.73.
 - iv. A general who has been killed is removed from the game. *Exception:* Killed Union Cavalry generals are put back on the Turn Record Track for return on the subsequent turn; killed Confederate Cavalry generals are put on the Turn Record Track for return three turns later. *Optional rule:* . A killed Cavalry general may be replaced with another Cavalry general, as per Rulebook § 5.55.

See Key Concepts / Corps, Divisions, and Cavalry Brigades / Cavalry Brigades, above.

- v. *Exceptions:* If an attack is made at (1) odds of 1-3 or less, or (2) is out of supply, then the defender does not make a general casualty roll. If an attack is made at (1) odds of 3-1 or greater, or (2) the defender is out of supply, then the attacker does not make a general casualty roll. If an Army or Corps has its general killed, it must cease its movement after any retreats have been resolved. See Rulebook §§ 7.73, 7.74.
 - i. *Forts.* Coastal Forts captured in battle change political control; non-coastal Forts captured in battle are destroyed. See Rulebook § 6.81. When a Confederate Fort is captured or destroyed, the Confederate player suffers a -1 SW loss and the Union player gains a +1 SW bonus.
5. *Retreat after Battle.* After all losses have been applied, defeated units must retreat (subject to the exceptions set forth in Combat Resolution, above). The retreat consists of a one space movement, of the defender's entire remaining force, to an adjacent space. See Rulebook § 7.6.
- a. A retreating attacker must always retreat into the space from which he entered battle. If that space is enemy controlled, his force suffers an additional 1 SP loss.
 - b. A retreating defender can never retreat into the space from which the attacker came, nor a space that contains an enemy fort or an enemy SP. A Confederate player may not retreat across a river under Union naval control. If he retreats into a space under enemy control, he suffers an additional 1 SP loss. Retreat prioritization is set forth below. In the event that multiple options of the same prioritization are available, the player winning the battle chooses the retreat location.
 - i. Into a friendly controlled, in-supply space. For the Union player, this would include a naval retreat, using riverine movement, to a friendly controlled, in-supply Union port. See Rulebook § 7.62. A naval retreat may not take the Union forces past a Confederate ironclad or fort.
 - ii. Into a neutral, in-supply space
 - iii. Into a friendly controlled, out-of-supply space
 - iv. Into a neutral out-of-supply space
 - v. Into an enemy controlled, in-supply space
 - vi. Into an enemy controlled, out-of-supply space

- c. If a defender cannot retreat, it must surrender and is eliminated. Its generals are placed on the Turn Record Track for re-placement on the next turn. *See Rulebook § 7.63.*
- 6. *Movement after Battle.* An Army or Corps that was twice the size of the defending enemy force may continue its movement after a battle it wins. *See Rulebook § 5.73.*

Combat Procedures Summarized

Assess Battle Size

(1-5 SPs = Small; 6-19 SPs = Medium; 20+ SPs = Large)

Determine DRMs

+4 for 5-1 force ratio, +3 for 4-1 force ratio, +2 for 3-1 force ratio

Commanding general combat rating, combat ratings of 1 or 2 subordinate general (if Army)

+2 for intercepting, +1 per Elite Unit, +2 if opponent out of supply, +2 if garrisoned fort in land battle

-2 if no Cavalry intelligence (Army to Army battles)

Roll Dice / Add DRMs / Consult Combat Result Table (CRT)

Player inflicting more casualties *as per CRT* wins the battle

In event of tie, attacker wins only if:

- (1) asterisked CRT result *and*
- (2) non-resource/capital space

In event of tie, defender wins unless:

- (1) asterisked CRT result *and*
- (2) non-resource/capital space

Actual losses incurred cannot exceed 2x opposing force's starting SP value

Elite Units eliminated if its side suffers 2+ SPs of loss

Assess General Casualties

For player(s) rolling 10+: leader killed on roll of 1-3

For the other player (rolling less than 10): leader killed on roll of 1

Attacker cannot lose generals if attack undertaken with 3-1 or better attack ratio

Defender cannot lose generals if attack undertaken with 1-3 attack ratio for worse

Loser Retreats

If victorious defender eliminated, attacker only retreats if fort present

If victorious attacker eliminated, defendant does not retreat

If both forces eliminated, victor retains 1 SP

Attacker may continue its movement if it started the battle with 2x SPs as defender*

*unless attacker's Commanding General (Army) or Active General (Corps) was killed in battle

E. Amphibious Assaults

An Amphibious Assault occurs when a unit or units undergoing naval movement enter(s) an enemy occupied space. All rules relating to Combat, set forth above, are applicable to Amphibious Assaults, as modified below. Only the Union player may conduct an Amphibious Assault.

1. *Special DRMs.* Certain factors give rise to an Amphibious Assault bonus, for either the attacker or the defender. These are set forth on the “Battle DRMS” table on the *Charts and Tables* player aid. Unlike other DRMs, Amphibious Assault DRMs are netted against each other, such that *either* the attacker *or* the defender receives a bonus (not each of them). Further, the total Amphibious Assault DRM cannot exceed +3. See Rulebook § 6.41. After determining the Amphibious Assault DRM, other combat DRMs are determined as usual (and totaled with the applicable Amphibious Assault DRM).
2. *Ironclads, the Hunley, and Torpedoes.* These weapons provide the Confederate player with Amphibious Assault defensive benefits: +2 DRM for an ironclad, +1 DRM for the Hunley, +1 DRM for torpedoes. In addition, Union naval forces cannot pass an ironclad – they must engage upon its space via amphibious assault. If there is no other Confederate unit on the space in question where the ironclad is placed, the ironclad is simply removed from play, and the Union forces occupy the port in which it was placed. Similarly, each of these weapons will be eliminated from the map if the a Union SP ends its movement in a space containing them. (In the case of a battle occurring in such spaces, the Union player would only end his movement in the space if he had not been forced to retreat.) Finally, the Hunley is removed after one use (but may be placed back into play via an EC). See Rulebook § 6.7.
3. *Ungarrisoned forts.* An ungarrisoned fort is treated as a 0 SP unit for combat purposes. It may only inflict 1 SP of losses upon its attacking force. It provides a +4 DRM to the attacking player on account of Force Ratio.
4. *Retreat after Amphibious Assault.* If the Union player loses an Amphibious Assault, he must retreat back to the space from which his force originated. See Rulebook § 6.42. If this requires him to pass a Confederate fort along the way, he loses an additional 1 SP. See Rulebook § 6.32.
5. *When the winner is eliminated.* If, in an Amphibious Assault against an ungarrisoned Confederate coastal fort the attacking (Union) force is eliminated, the defending (Confederate) player retains control of the fort. When a Union Amphibious Assault against a space with no fort loses the battle, but eliminates the defending Confederate force, the Union force still retreats and does not capture the space. See Rulebook § 7.33.
For a further explanation of particular Amphibious Assault situations, see Rulebook § 18.

F. Ultimate Supply Sources

Ultimate Supply Sources are used to determine whether units are “in supply” or not. (See LOC, this section, below).

For the Union player, Ultimate Supply Sources are:

1. Union railroads that exit the North map edge
2. Union-controlled coastal ports (provided that the associated fort is under Union control as well)
3. Any port space where the Union has naval control

For the Confederate player, the Ultimate Supply Sources are:

1. Undestroyed Confederate Resource spaces. (Confederate Resource spaces are indicated on the map as half-orange colored locations.)
2. Open Blockade Runner Ports (see Gameplay / Reinforcement Phase / Place Reinforcements, above) for a discussion of blockade runner ports
3. *Shenandoah Valley*. For purposes of Attrition only (not battle), if the Confederate player controls Winchester, Staunton, and Strasburg, VA, then one Army or one Corps may trace a LOC to any one of these spaces and be considered in supply. These 3 spaces are outlined in orange on the map. See Rulebook § 8.4.

When a Union PC marker is placed on a Confederate Resource space, it is permanently destroyed. Place a “Resource Destroyed” marker on the space to indicate this. The destruction of a Confederate Resource space inflicts a SW penalty upon the Confederacy, and grants a SW bonus to the Union player, equal to the resource value of the space. The resource value of such spaces are printed on the map. See Rulebook §§ 8.2, 12.2.

The destruction of Confederate Resource spaces is also necessary for the Union to seize control of a Confederate State. See Game Summary and Objective / State Control, above.

G. LOC (Line of Communication)

For a unit to be “in supply,” it must be able to trace a path of spaces to an Ultimate Supply Source. All such spaces must be friendly controlled or neutral, and free of enemy SPs. This path is called a “Line of Communication” (LOC). See Rulebook § 8.1.

The Confederate player may not trace a LOC across a Union-controlled river. The Confederate player may trace a LOC along a navigable river over which Union naval control is denied, so long as such spaces do not contain a Union SP or fort. See Rulebook § 8.2.

The Union player may trace a LOC along navigable rivers through friendly controlled or neutral spaces, whether Union control is present or negated. The Union may also trace LOC along navigable rivers through enemy controlled spaces (with or without SPs) so long as the Union has naval control over the river. In short, the only situations where the the Union may not trace LOC along a navigable river is when it must pass a Confederate fort or ironclad to do so. See Rulebook § 8.3.

Being in supply is important for a number of reasons:

- assessing Attrition (see Gameplay / Attrition, above),
- assessing battle DRMs (see “Battle DRMS” on the *Charts and Tables* player aid),
- determination of general casualties
- determining retreat (see Key Concepts / Combat / Retreat Before Battle, above; see also Key Concepts / Combat / Retreat After Battle, above),
- reorganization of generals (see Key Concepts / Generals, above),
- an Army’s placement of PC markers (see Key Concepts / Armies, above),
- strategic movement (see Gameplay / Reinforcement Phase, above)
- placement of reinforcements (see Gameplay / Reinforcement Phase, above)
- placement of generals (see Gameplay / Reinforcement Phase, above)
- placement of forts (see Gameplay / Conduct Strategy Rounds, above)

The Rulebook frequently refers to a “LOC.” Unless context otherwise indicates, such references mean LOC to an Ultimate Supply Source.

H. Optional Rules

For players wishing to add depth to the game, *For the People* features some optional rules. These are not covered here, but can be found in the Rulebook as Follows:

- Special General Capabilities. See Rulebook § 5.67.
- Railroad Logistics. See Rulebook § 19.
- Operations Que. See Rulebook § 20.

“You should do your duty in all things. You can never do more, you should never wish to do less.”

- Robert E. Lee

“In every battle there comes a time when both sides consider themselves beaten, then he who continues the attack wins.”

- Ulysses S. Grant

Rules Overview Charts and Tables

Charts and tables set forth in this Rules Overview are reprinted here for ease of access.

Movement Chart

Organization	Max. Size	Movement	Generals	How Ordered	Special Rules
Army	15 SPs	6 spaces (no rail bonus)	may not exceed Army SPs by more than 3	OC $\geq$ Commanding General's Strategy Rating	▪ may pick up and drop off SPs within max. size limits ▪ may pick up and drop off generals during movement (except for commanding general and second-in-command) ▪ may convert political control (PC) for 1 movement point (prior to 1864, Army must be in supply as well) ▪ ending movement in space with another Army causes one to disband
Corps	6 SPs	8 spaces (+2 if moving exclusively via friendly rail stops)	Maximum of 2	OC $\geq$ any general's Strategy Rating	▪ may pick up and drop off SPs within max. size limits ▪ may originate from within Army, but may not take the commanding general nor non-commanding general with highest political value ▪ upon commencement of movement, may not take generals with higher political ratings who are not part of the army ▪ may pick up and drop off generals during movement regardless of their political ratings
Division	3 SPs	5 spaces (+2 if moving exclusively via friendly rail stops)	None	OC $\geq$ SPs in Division	▪ may drop off SPs; may not pick up SPs ▪ may originate from within Army or Corps ▪ may not enter enemy-controlled spaces in enemy controlled or neutral States
Cavalry Brigade	1 SP	10 spaces (+2 if moving exclusively via friendly rail stops)	Only associated cavalry general	OC $\geq$ Cavalry Brigade General's Strategy Rating	▪ may neither pick up nor drop off SPs
Generals	0 SP	10 spaces (unlimited spaces if via rail; naval movement possibility)	1	Any OC	▪ may originate from within Army, but may not be the commanding general nor non-commanding general with highest political value ▪ not available for Cavalry Brigades ▪ may not enter enemy controlled space, or any space with enemy SPs ▪ may not voluntarily be left without any accompanying SPs

Riverine Movement and Waterway LOC Rules Chart

	Union Player			Confederate Player		
Obstacle / Situation	River Crossings	Riverine Movement	LOC	River Crossings	Riverine Movement	LOC
Union fort	Unaffected	Unaffected	Unaffected	Prohibited	May not be passed	Denied
Confederate noncoastal fort	Prohibited	Hindered: May only be passed via "Running the Guns"	Denied	Always permitted	Unaffected	Unaffected
Confederate coastal fort	Unaffected	May not be passed	Denied	Always permitted	Unaffected	Unaffected
Ironclad <i>+2 DRM in amphibious assault</i>	Unaffected	May not be passed; must engage in amphibious assault upon space	Denied	Unaffected	Unaffected	Unaffected
The Hunley <i>+1 DRM in amphibious assault</i>	Unaffected	Unaffected (but relevant to amphibious assault)	Unaffected	Unaffected	Unaffected	Unaffected
Torpedoes <i>+1 DRM in amphibious assault; +1 DRM in running the guns</i>	Unaffected	Unaffected (but relevant to amphibious assault and running the guns)	Unaffected	Unaffected	Unaffected	Unaffected
Multiple Confederate defenses (ironclads and/or forts) along the same river	Unaffected	Union naval control denied between defenses; movement past defenses resolved as per above; movement between defenses permitted	Denied in ports containing said defenses	Permitted between defenses	Permitted between defenses	Unaffected
Open port spaces	Permitted	Permitted	Unaffected	Prohibited	Prohibited	Denied*

Unaffected = has no effect on movement (movement that was already permitted is still permitted; movement that was already prohibited is still prohibited)

*Confederate LOC may only be traced along a navigable river if (1) Union naval control is denied and (2) through friendly or neutral spaces that contain neither a Union SP nor a Union fort. See Rulebook § 8.11.

Combat Procedures Summary Table

Assess Battle Size (1-5 SPs = Small; 6-19 SPs = Medium; 20+ SPs = Large)	
Determine DRMs +4 for 5-1 force ratio, +3 for 4-1 force ratio, +2 for 3-1 force ratio Commanding general combat rating, combat ratings of 1 or 2 subordinate general (if Army) +2 for intercepting, +1 per Elite Unit, +2 if opponent out of supply, +2 if garrisoned fort in land battle -2 if no Cavalry intelligence (Army to Army battles)	
Roll Dice / Add DRMs / Consult Combat Result Table (CRT)	
Player inflicting more casualties <i>as per CRT</i> wins the battle	
In event of tie, attacker wins only if: (1) asterisked CRT result <i>and</i> (2) non-resource/capital space	In event of tie, defender wins unless: (1) asterisked CRT result <i>and</i> (2) non-resource/capital space
Actual losses incurred cannot exceed 2x opposing force's starting SP value	
Elite Units eliminated if its side suffers 2+ SPs of loss	
Assess General Casualties For player(s) rolling 10+: leader killed on roll of 1-3 For the other player (rolling less than 10): leader killed on roll of 1	
Attacker cannot lose generals if attack undertaken with 3-1 or better attack ratio	Defender cannot lose generals if attack undertaken with 1-3 attack ratio for worse
Loser Retreats	
If victorious defender eliminated, attacker only retreats if fort present	If victorious attacker eliminated, defendant does not retreat
If both forces eliminated, victor retains 1 SP	
Attacker may continue its movement if it started the battle with 2x SPs as defender*	*unless attacker's Commanding General (Army) or Active General (Corps) was killed in battle

OC Cost Table / Union Player

Action	Operations Value Cost
Move an army	commanding general's strategy rating
Move a corps	any corps general's strategy rating
Move a division	SPs of the division
Move a cavalry brigade	Cavalry Brigade general's strategy rating
Move a general / reorganize generals	1, 2, or 3
Riverine movement	3
Create an army	2 or 3
Relieve (transfer / demote / remove) a general	1, 2, or 3
Place a fort	1, 2, or 3
Place political control (PC) markers	1 per marker

OC Cost Table / Confederate Player

Action	Operations Value Cost
Move an army	commanding general's strategy rating
Move a corps	any corps general's strategy rating
Move a division	SPs of the division
Move a cavalry brigade	Cavalry Brigade general's strategy rating
Move a general / reorganize generals	1, 2, or 3
Riverine movement	1, 2, or 3
Create an army	2 or 3
Relieve (transfer / demote / remove) a general	1, 2, or 3
Place a fort	3
Place political control (PC) markers	1 per marker