

1. INTRODUCTION



The Civil War in the Far West: The New Mexico Campaign, 1862 is a two-player simulation game of the Confederate invasion of New Mexico Territory. The Confederate player is generally on the offensive, but the situation also calls for the Union player to make counterattacks.

Note: These rules are a revision to the original 2008 edition and are mechanically the same but reduced in length. Errors are mine, not the original writers. ~ Eric Lee Smith

Game Scale

Map: A hexagon represents nine miles across (14.6 kilometers).

Units: Each Strength Point (SP) represents 100 soldiers or six guns for artillery.

Turns: Represent half a month.

Abbreviations

CSA: Confederate States of America and their army

DRM: Die Roll Modifier

Hex: Hexagon space on the map

MA: Movement Allowance

MP: Movement Points

SP: Strength Point

USA: United States of America and their army

VP: Victory Point

Contents

The game includes these rules, the map, the counter sheet, and a player-provided 10-sided die.

Credits

Design: Charles Diamond

Development: Ty Bomba

Playtesters: Ty Bomba, Christopher “Doc” Cummins, Carl Diamond, Charles Diamond, and Chris Perello

Counters: Nicolas Eskubi

Map Graphics: Joe Youst

Production Manager: Callie Cummins

Revised Rules: Eric Lee Smith

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2. GAME EQUIPMENT

2.1. The Map

The Map show the militarily significant terrain in and around the Rio Grande River valley in 1862. Hexagons divide the map into spaces filled with terrain (Hex Terrain) and are sometimes bordered by other terrain (Hexside Terrain). The effects of terrain on Combat and Movement are summarized on tables on the map. Hexes are numbered; thus, Fort Union is hex 4617.

Note: The case references on the map have changed: Turn Record Track for turn 2, the militia reference to 7.3 is now [8.2.]; turn 5, the USA withdrawal reference 7.2 is now [8.2.]; Terrain Effect Chart, Movement Costs for forts and towns/villages case 8.17 is now [5.4.].

2.2. Playing Pieces

Three flavors: Combat Units, Non-combat Units, and Markers

Combat Units

Combat units are shown as cavalry for the CSA and infantry for the USA, when in fact both sides were a mix of both. These types have no effect, they are all equivalent SP's. The USA has militia (which are infantry that are withdrawn [8.]). Artillery Combat Units are printed for the USA on one side, CSA on the other, and may change hands (5.6.).

USA Infantry & Militia [8.2.]**CSA Cavalry****Artillery (back printed)****Strength Points (SP's)**

SP's measure a unit's combat strength and are used as "change" in the game. The USA infantry unit, above, has 6 SP's. A ten SP stack could be represented by a 10 SP unit or by two 5's, or a combination other SP's. There is *no effect for changing composition*, which may be done at any time. Artillery units have one SP per unit.

Note: The counter mix is absolute and markers from other games may not be used.

Non-combat Units

Do not engage in combat, but may affect it greatly, and include leaders and supply units. Non-Combat Units may be captured [5.6.].

Depot Units [7.1.]**Supply Wagons [7.1.]****Army Commanders (2 only) [6.6.3.]****Leaders [6.6.3.]****Switchable Side Units**

Artillery, supply wagons, and supply depots are capturable [5.6.] and are thus printed in Union blue on one side and Confederate gray on the other.

Markers**Supply Declaration Markers [7.4.]****Control Markers [3.3.]****Game Turn Marker [4.]****3. IMPORTANT BASIC RULES****3.1. Stacking**

Stacking: having more than one unit in the same hex at the same time.

- **Any number of friendly units** may stack at any time.
- **Stacking Order has no effect** on play (exception: Fog of War option [10.1.]).
- **Only one depot** may occupy a hex at a time.
- **A hex with an enemy Combat Unit may not be entered** during either March [5.] or Advance after Combat [6.7.1.].

3.2. The 10-sided Die (0 = 0)

You need to provide your own die. A roll of "0" is a "0."

3.3. Hex Control

Certain hexes have a Victory Point value, from 0 to 10, and are important in determining victory [9.4.2.]. A hex is "controlled" by the side that:

- Presently has one or more Combat Units in it, or
- If it's empty, by the side that last occupied it with one or more Combat Units, or
- If it began the game in control of that side.

Control changes the instant a side occupies the hex with a Combat Unit. This may occur and reoccur any number of times during play (see [9.4.2.] for the effect of hex control on Victory).

3.4. Units and Forces

A lone unit, or stack of units in a single hex, is called a “Force.”

During your March and Forced March Phases, you move your army one friendly Force at a time, finishing the movement of that Force before beginning another.

Often you will want to keep together some (or all) of the units that begin a March or Forced March Phase in the same hex. In this case, the units in such stacks will simply be moved together as one Force.

Sub-Forces. At other times, you will want to split them up: move some of the units to one hex, while moving others to a second hex, while moving still others in the original hex. *Before moving any units out of the original hex:*

1. Divide that “parent Force” into new sub-Forces
2. Arrange each new sub-Force into its own stack
3. Determine the Movement Allowance (MA) for each sub-Force
4. Move each of the sub-Forces one at a time [3.4.]

Important. It isn’t necessary to declare all your Forces prior to starting your moves. Simply divide one hex of units into sub-Forces, complete the movement of those sub-Forces, then repeat the process until you’ve moved all the units you want to move.

Sub-Forces in combat. As in movement, the attacker has the option to divide a Force into sub-Forces [6.4.].

4. SEQUENCE OF PLAY

The game turn has two player turns, composed of “phases.” Actions must be carried out in the appropriate phase. Once you have finished a phase you may not go back to perform some forgotten action or redo a poorly executed one (unless your opponent graciously permits it). The Confederate player turn is the first player turn each game turn.

I. Confederate Player Turn

A. CSA March Phase

B. *USA Forced March Phase*

C. CSA Combat Phase

D. CSA Supply Phase

1. CSA Attrition Sub-Phase
2. CSA Supply Wagon & Artillery Destruction Sub-Phase
3. CSA Depot Creation Sub-Phase

II. Union Player Turn

A. USA March Phase

B. *CSA Forced March Phase*

C. USA Combat Phase

D. USA Withdrawal Phase (Only Turns 2 & 5)

E. USA Supply Phase

1. USA Attrition Sub-Phase
2. USA Supply Wagon & Artillery Destruction Sub-Phase
3. USA Depot Creation Sub-Phase

Important: Notice that the enemy player’s Forced March Phase comes before your combat phase, thus your perfect plans can go awry.

5. MARCHING

5.1. Roll for Movement Allowance (MA)

Before it moves, the MA for the Force is determined by die roll (0=0). By definition, the units in a Force all have the same MA.

Sub-Forces in the hex, if any, are declared *before* die rolling [3.4.], and each sub-Force is rolled for separately.

Example: A CSA Force needs to move 4 clear hexes, but the owner rolls a “5” so the Force may expend only 5 MP’s, enough for 2 hexes.

5.1.1. March Die Roll Modifiers (DRM)

Before rolling for the MA of a Force, add these applicable modifiers. Combine them into one final DRM, which may be zero but will otherwise be positive or negative. Apply the final DRM to the rolled result.

- 1 **no leader** is involved in a regular March
- 1 **militia** are part of the moving Force
- 1 **unsupplied** March [5.1.1.]
- 2 **unsupplied Forced March** [5.5.]
- +1 **Army Supreme Commander** is in the Force
- +1 **For CSA Force with high morale** [6.6.4.]

Example: An unsupplied CSA Force is with its Commander during the CSA Forced March Phase and the CSA player rolls a “5”. The final MA is 4: 5 for the roll, +1 for the Commander, -2 for being out of supply.

5.1.2. Zeroed Out Marches (can still attack)

It is possible for a Force to have a MA of zero, either rolled “straight up” or modified to that amount. In such cases, all the units in that Force are stuck in place for that phase. Such outcomes don’t, though, affect the die rolls of other, not yet rolled for, Forces in the same hex.

Zeroing out in movement does not prevent a stuck Force from attacking, and possibly Advancing after Combat, during the subsequent friendly Combat Phase. Likewise, if one or

more of your Forces zeroed out during a Forced March Phase, that wouldn't affect their ability to make defensive fires during the ensuing enemy Combat Phase.

5.2. Movement General Rules

Each Force is moved by their owner from hex to adjacent hex, paying MP's for each hex entered and some hexsides crossed, up to the Force's MA.

- The Force may spend all, some, or none of its MP's as decided by the owner.
- MP's may not be saved up from Turn to Turn, or Phase to Phase; unused MP's are lost.
- The movement of one Force must be completed before another may begin.
- CSA Forces move only during CSA March and CSA Forced March Phases, likewise for USA units and their Phases.
- Advance after Combat is not considered Movement and does not cost MP's [6.7.1.].
- Depots never move; once placed they remain where they are until eliminated [7.1.3.] or Captured [5.6.].
- Once you remove your hand from a moving Force, it's movement is finished (unless your opponent lets you change your mind).
- No Force may roll more than once per friendly March or Forced March Phase.

5.2.1. No Minimum Movement

To enter a hex, the moving Force *must* have enough MP's. If lacking, the hex may not be entered: there is no minimum movement in this game.

5.2.2. Enemy Combat Units Block Entry

A hex occupied by an enemy Combat Unit may never be entered. A hex containing only enemy Non-combat Units may be entered and those units captured [5.6.].

A Force consisting solely of Non-combat Units may never enter an enemy occupied hex even if that hex is occupied solely by enemy Non-combat Units.

5.2.3. No Exiting the Map

Units may not exit the map, although some USA units do withdraw [8.].

5.3. March Procedure

Having designated the Forces within a given hex [3.4.], the Marching or Forced Marching player:

1. **Makes a separate die roll for each Force (or sub-Force)**, adding in the cumulative effect of all applicable die roll modifiers [5.1.].
2. **Completes the movement of each Force individually**, one after the other, until all have had the opportunity to move.

No Pick Ups

No moving Force may pick up (add) any friendly units to itself as it moves. It is allowed, though, after a given Force has reached its destination hex for that phase, for other of your moving Forces to move into that same hex on their own.

Enemy Non-Combat Units may be picked up [5.6.].

No Drop Offs

A Force may not be broken up as it moves, it must remain the same stack as it was when it began moving.

Thus, It is important to divide your stack into the sub-Forces you want before you begin moving.

5.4. Terrain Effects on Movement

The Terrain Type table on the map lists the effects of terrain on movement and combat. There are two types of effects: hex effects and hexside effects.

Hex Terrain

The MP cost depends upon the primary terrain in the hex, as shown on the chart.

Example: It costs 2 MP's to enter a Clear terrain hex but only 1 for a Rio Grande hex (not hexside), and 3 to enter a mountain hex.

Town, Village, and Fort Hexes

Are transport hubs and cost **1 MP** to enter regardless of the other terrain in the hex, and **regardless of crossing a river hexside** to enter the hex. Furthermore, when leaving such a hex ignore the river also (crossings are presumed).

Hexside Terrain

The cost to enter a hex may increase or decrease based upon the type of hexside crossed:

- **Mountain Pass Hexes:** Those within the San Andreas range (1907, 2112, 2409 & 2413) cost **three MP's** to enter unless the moving Force crosses a hexside to which the **arrow points, that Force pays two MP's**.
- **Glorieta Pass Hex (4312):** Entering by crossing a **Santa Fe Trail hexside costs 1 MP**, otherwise the cost is the usual 3 MP's for a mountain hex.
- **Impassable Hexsides** occur only in mountains and may not be moved or fired across, nor may supply lines be traced across them.
- **River Hexsides** cost moving Forces **one extra MP (+1) to cross**, in addition to the cost to enter the hex on the

other side of the river (unless entering a town, village, or fort; see previous section).

- **Santa Fe Trail Hexsides** cost **one MP** to cross regardless of the terrain in the hex entered.
- **Border Hexsides** are for historical interest only.

Example: A Force moving across a river hexside into a clear hex would expend a total of three MP's (2 for clear, +1 for the river).

Exception: Ignore the river hexside cost when crossing into or out of a town, village, or fort.

5.5. Forced March —You Need a Leader

Forced Marches take place during the enemy player's half of the turn. The Forced March Phase is the same as for regular Marches, with two crucial exceptions:

- In order to Force March, the Force must contain at least **one leader unit**
- The **DRM for Forced Marching out of supply is -2** (rather than -1)

5.6. Captures

In general, your Forces may never stack with those of the enemy, however, Non-Combat Units (**leaders, artillery, depots, and supply wagons**) are capturable.

Capture by Advance after Combat

An exception occurs during a victorious attacking Force's "advance after combat" [6.7.1.]. In this case: all enemy leaders, artillery, depot, and supply wagons left in the hex being advanced into are captured.

Capture by Movement

When a friendly moving Force enters a hex containing only capturable enemy units they are captured. Rather than having to stop, or go around them, the moving Force simply takes possession of those enemy units and—if the moving player wants to—continues moving, even while incorporating the newly captured units within his moving Force.

Capture Procedure

Immediately flip over the captured unit, thereby revealing the friendly color on the other side:

- Artillery converts into friendly artillery
- Supply wagons convert into friendly supply wagons
- **Depots convert into friendly supply wagons**, not friendly depots
- Enemy leaders don't convert; they're permanently removed

Note. A hex containing **only** capturable enemy units doesn't make defensive fire during your Combat Phases. As long as you had at least one attack-eligible

unit launching an attack into such a hex, those unescorted capturable enemy units are simply taken during your automatic advance after combat [6.7.1.].

5.7. Union Withdrawal Phases

These occur during Game Turns 2 and 5 [8.].

6. COMBAT

6.1. Combat General Rules

Combat is always voluntary; **you are never required to attack**. You are **required to defend** when attacked.

Two Combat Phases

Combat occurs during the two Combat Phases; the player whose Phase is in progress is the attacker. In CSA Combat Phase, the CSA player is the attacker, the USA the defender, regardless of the overall strategic situation. Vice versa in the USA Combat Phase

Combat is simultaneous

Each player rolls a die for combat, and the results are applied simultaneously. In practical terms, either player may roll first, but results are never applied before the other side's combat is resolved.

Combat is one Force vs. one hex

One Force of attacking units fire at one Force defending in an adjacent hex. There are no multiple hex combats in this game. A defending force may be attacked more than once in the same Combat Phase [6.3.].

No Retreats

There is no retreating before combat (**no retreating at all**, in fact).

6.2. Combat Procedure

Each Combat is resolved using this procedure, step by step, before moving on to the next Combat.

1. To begin a battle, the player whose Combat Phase this is—the attacker—designates any one of his Forces (or sub-Forces, [6.4.]) within any one hex and indicates an adjacent enemy occupied hex into which that Force will attack.
2. Each side separately determines the total strength of their Combat Units and locates that number's column on the Fire Table printed on the map.
3. Each side rolls a die and modifies the result with the Die Roll Modifiers that apply to their side [6.6.].
4. The attacking player's result is applied to the defender's Force; the defender's result is applied to the attacking Force (or sub-Force). Results are applied simultaneously, before moving on to the next Combat.

- Repeat steps 1 through 4 for each Combat until the attacking player decides to stop or until all eligible forces have attacked once [6.3.].

6.3. Single Attacks and Defensive Fire

A Force may take part in **one attack** during its side's Combat Phase.

A Force may **defend multiple times**, each time it is attacked by enemy Forces located in more than one hex.

Example: A USA Force is defending against two CSA Forces during the CSA Combat Phase. There would be two separate CSA attacks, one per CSA Force, and the USA Force would fire defensively twice.

Multiple Defensive Fires

When a defending Force is attacked more than once, resolve the first combat, apply results, and then move on the second attack, continuing until all attacks are resolved. The combat strength, as well as any applicable die roll modifiers (DRM's), are figured anew for each combat.

Defensive Fire Limits

The defending player may never withhold from combat any units in a hex being attacked. Further, the defending player may **only fire against the enemy Force attacking it** at that instant.

6.4. Forces in Combat (and sub-Forces)

As in movement [3.4.] a lone unit, or a stack of units in a single hex, is called a "Force." During a side's Combat Phase, the player attacks with their Forces one at a time.

Example: During the CSA Combat Phase the CSA player attacks one Force at a time, with as many or as few Forces as desired.

Often you will want to attack as a single Force with all the units in the same hex. In this case, the units fire together as one Force in one and the same attack.

Sometimes, however, you will want to divide your fire, with **some units attacking one hex while others attack a different hex**. In this case, as with movement, divide the Force into sub-Forces before firing. Arrange each sub-Force into its own stack, and then begin firing each of those sub-Forces one at a time, resolving the first attack before you move on to the next sub-Force.

As with movement, it is not necessary to divide all your Forces, all across the map, prior to starting your attacks.

Important: The units in one hex attacking the same hex must attack as one Force; the units may divide into separate Forces when attacking two or more hexes.

6.5. Non-combat Units

Non-Combat Units provide no firepower during combat: **leaders, artillery, supply wagons, and depots**.

A defending Force consisting only of Non-combat Units is captured instead [5.6.] if the attacker advances after combat [6.7.1.].

Important: despite being unable to fire, the presence of leaders and artillery can provide Combat DRM's for both attacking and defending Forces that contain at least one Combat Unit. These DRM's can have powerful effects on combat outcomes [6.6.].

Attacking a Hex Occupied with Non-Combat Units

A Force may attack a hex containing only enemy Non-combat Units. The attack is announced as usual, but no die-roll is made, instead the attacking force advances after combat [6.7.1.] to capture [5.6.] the units.

6.6. Combat Die Roll Modifiers

The combat die roll may be affected—modified up or down from the number actually rolled—by a host of variables, as summarized on the Fire Table on the map.

When both positive and negative DRM's apply to one side, combine them into one total.

Example: If a given Force had one positive DRM of +2, but also had a total of three negative (-3) DRM's that applied, the final DRM would be minus-one (-1).

Important: Each side figures their own modifiers independently of each other.

6.6.1. USA Militia (-1 USA, +1 CSA)

Militia units only belong to the Union side. A **Union Force** firing defensively or offensively, which contains one or more militia units, that Force must subtract one **(-1) DRM** from its combat die roll.

Conversely, a **Confederate Force** firing at any Union Force containing one or more militia SP's adds one **(+1) DRM** to its combat die roll.

6.6.2. Artillery (+1 per SP)

If a **supplied Force** [7.4.], firing offensively or defensively, contains one or more artillery SP's, that Force adds one **(+1) DRM** to its combat die roll for each artillery SP within it.

When attacking offensively, subtract one **(-1) DRM** for each **supplied SP of defending artillery in the target hex**.

Artillery in an unsupplied Force has no effect offensively or defensively.

6.6.3. Leadership Advantage (+1, -1)

The side with the "leadership **advantage**" adds one **(+1) DRM** to its combat die roll. The side with the "leadership **disadvantage**" subtracts one **(-1) DRM** from its combat die roll.

To determine which side has the advantage, total the number of leader units present on each side:

- Count each **subordinate** leader present as one **(1)**,
- Count the army **commander**, if present, as two **(2)**

The side with the greater number of such leader points has the advantage. If tied, there is no advantage for either side.

Important: The DRM for Leadership Advantage is **never** greater than plus-one (+1) or minus-one (-1), no matter how many leaders are present.

6.6.4. Confederate High Morale (+1 CSA, -1 USA)

The morale of all Confederate Forces is said to be “high” whenever the **CSA has more Victory Points (VP’s)** than the USA.

High morale may come and go, and is **judged at the instant of Combat**, any number of times per game, turn, and Combat Phase.

CSA High Morale Effects:

- Add one **(+1) DRM to CSA** combat die rolls
- Subtract one **(-1) DRM to USA** combat die rolls

Note: There is no corresponding CSA low morale state, nor are there any USA high or low morale states.

6.6.5. Supply in Combat (+2, -2)

The supply status of both sides when they come into battle may affect the resulting battle:

- Attacking an unsupplied Force: add two (+2) DRM to the combat die roll
- Attacking unsupplied: subtract two (-2) DRM from the combat die roll

Thus, both the positive and negative supply DRM may apply simultaneously to the same firing Force, in which case their DRM effects cancel. See [7.4.] for more on supply in combat.

6.6.6. Terrain Effects on Combat

As with movement, terrain affects combat.

Town and Village Hexes

Benefit the defender by subtracting one **(-1) DRM** from the attacker’s die roll.

Note: There is no corresponding DRM advantage for firing out of such a hex.

Fort Hexes

Benefit the defender by subtracting one **(-1) DRM or two (-2, for Fort Craig)** from the attacker’s die roll. Forts are indestructible and may change hands any number of times during the game.

Note: There is no corresponding DRM advantage for firing out of such a hex.

River Hexsides

Combat across a river hexside affects both sides: the **attacker subtracts one (-1) DRM** and the **defender adds one (+1) DRM** to their rolls.

Important: The presence of a town, village, or fort in a hex across a river does not prevent these modifiers.

Mountain Hexes and Pass Hexsides

When attacking into a mountain hex, regardless of hexside, the **attacker subtracts two (-2) DRM** from their die roll. Pass hexsides (both San Andres and Glorieta) have no additional effect.

Note: There is no corresponding DRM advantage for firing out of such a hex.

6.7. Combat Results (SP’s, no Retreats)

Combat results are always extracted as **Strength Point (SP) losses inflicted on Combat Units**.

Combat results are always **extracted simultaneously**, if both sides suffered damage.

Example: A roll of “5” on the “21-25” column on the Fire Table inflicts 3 SP losses.

Non-combat Units

Non-combat Units (leaders, artillery units, supply wagons and depots) **may never be extracted to satisfy SP loss requirements** in combat. Such survivors, in a Force whose Combat Units have been eliminated, may be subject to capture [5.6.] should the attacker advance after combat [6.7.1.].

6.7.1. Attacker Advance After Combat Option

One or more attacking SP’s may advance after combat if:

- All Combat Units in the defending Force were eliminated, or of the hex contained only enemy Non-combat Units, and
- At least one attacking SP has survived the combat, and
- If the attacking player decides to advance—advance is never mandatory.

At least one surviving Combat Unit in the attacking Force may advance, but other units in the Force may advance along with it, including Non-combat Units (depots may never advance).

Capture. When an advancing Combat Unit enters the defender’s hex any of the defender’s Non-Combat Units left behind are captured [5.6.].

Advance is not movement and does not cost Movement Points.

The advance option must be decided upon before the next Combat during that Combat Phase.

Important: The attacker may not wait to see the results of later combats before deciding to advance.

No Defender Advances

The defender may never advance after combat, even if all the attacking SP’s are eliminated.

7. SUPPLY AND ATTRITION

Historically, this entire campaign would be considered “out of supply” in most wars and in most wargames. Thus, operating

fully supplied is more a luxury than the norm. You use supply to maximize the performance of your units in movement and combat and as the only way to escape the ravages of attrition.

7.1. Supply Sources

Supply wagons and depots are the only supply sources.

Note. Both are themselves always “in supply” and never need to be checked for supply.

Both sides are able to capture enemy supply sources and use them as their own [5.6.].

7.1.1. Wagon Consumption

Supply wagons are not consumed during attrition checks, or for a March or Forced March. **Providing supply for combat does consume a supply wagon.** Once a supply wagon has been consumed it may not be brought back into play (but see Capture [5.6.]).

Important. You may deliberately go into combat unsupplied in the hope of saving that precious commodity for later use.

7.1.2. Depot Creation

New depots may be created during a side’s Depot Creation Phase.

Procedure

1. First, a friendly depot counter must be available off-map (and it has must not have been deployed onto the map before)
2. You bring together two supply wagons in a town, village, or fort hex that contains no depot
3. Spend and remove those two wagons, replacing them in that hex with the available depot.

No Depot Consumption

Providing supply of any kind never causes depots to be removed. A Depot is only consumed (converted to a supply wagon) when and if captured [5.6.].

No Depot Deconstruction

Constructed depots function in all ways the same as depots that began on the map:

- **Constructed depots may never be deconstructed** in order to return friendly supply wagons to play.
- **Constructed depots may be captured** [5.6.] but still yield only one supply wagon.

7.1.3. Wagon & Artillery Destruction

A player may voluntarily destroy wagons and artillery during their Supply Wagon & Artillery Destruction Sub-Phase. The only requirement is there must be at least **one friendly Combat Unit** in the hex.

Enemy supply wagons you’ve captured, as well as enemy depots you’ve captured and converted into supply wagons, may be destroyed too, as above.

You may *never* destroy a friendly depot.

Historical Note. Though depots do, to an extent, represent actual stockpiles of supplies, they also represent the overall agricultural and handicraft manufacturing capacities centered on certain locales. Hence, they can’t be done away with as is the case with supply wagons.

7.2. When to Check Supply

Supply is checked during the Supply Phases, before movement, and before combat:

- **Supply Phases.** Each side checks the supply status their non-supply units during their own Supply Phase. Forces with unsupplied units must be checked for attrition losses [7.5.].
- **March Phases.** Each side checks the supply status their non-supply units during their own March and Forced March Phases. The March die roll for Forces with unsupplied units is reduced [5.1.1.]. A Force, or sub-Force, which is in supply is considered to be in supply for that entire March or Forced March Phase. If supplied by wagon, the wagon need not accompany the Force as it moves.
- **Combat Phases.** Both sides check for supply before each Combat, during both Combat Phases. The Combat die roll is modified for Forces with unsupplied Combat Units [6.6.5.].

7.3. Tracing a Supply Line

To be in supply, units must either be:

- In the same hex as a supply wagon, or
- No more than six hexes away from a friendly depot

Tracing the path

Count a path of contiguous **hexes—not Movement Points**—from the Force tracing the supply line back to the depot. Don’t count the tracing Force’s hex; do count the hex occupied by the depot. The supply line may not enter a hex containing enemy Combat Units, nor may it cross an impassable hexside.

7.4. Combat Supply

The supply situation of both Forces involved in a combat should always be the **first Die Roll Modifier determined** [6.6.]:

- If one Force (or both opposing Forces) is within six hexes of a friendly depot, and at the same time has **no supply wagon** with it, that Force will **always and automatically draw supply from the nearby depot.**

- If one player's Force is stacked with a supply wagon and the other player either has depot supply or no supply, the player with the supply wagon **must immediately announce if he will consume his supply wagon** for combat supply or not.
- **Secret declaration.** If both players are out of range of friendly depots, but both have supply wagons stacked with their Force, then use the two **"Supply Declaration Markers"** to make secret and simultaneously revealed declarations as to either commit their wagon or not.
- If a defending Force **consumes a supply wagon** for combat supply, the Force remains **supplied for the entire Combat Phase** no matter how many times it is attacked. Similarly, if a player owning a defending Force has a supply wagon with it, and at first declines to consume it, he is allowed to change his mind and consume it later, to support subsequent attacks in that same Combat Phase.

7.5. Attrition

Each Force is subject to attrition during its side's Attrition Sub-Phase if it is **out of supply**.

Attrition Procedure

Make a separate check for each out of supply Force.

1. **Total combat unit SP's** in the hex
2. Find the matching **column on the Attrition Table** on the map
3. **Roll a die** and modify the result based upon the DRM's that apply
4. **Apply the result** to the affected units in the stack.

Important. Artillery and Non-combat Units never suffer attrition.

8. REINFORCEMENTS & WITHDRAWALS

Reinforcements are units that enter the game only after play has already begun. Withdrawals involve the permanent removal from play of otherwise functional units.

8.1. Entering USA Reinforcements

As the first step in his March Phase during **Game Turn 4**, the Union player places the following new arrivals in the **Fort Union hex (4617)**:

- 10 regular infantry SP's
- One supply wagon
- The leaders Chivington and Slough

As soon as they're placed, these new units become fully and normally active and become part of the Union army.

8.2. USA Militia Withdrawal

During his **Withdrawal Phase in Game Turn 2**, the Union player permanently removes all militia units. These units aren't moved anywhere; they're **simply removed** from the map.

Militia withdrawal does not yield VP's to either side.

Note: Militia loses during the other portions of the game do cause shifts in VP's [9.4.2.].

8.3. Slough's Withdrawal

During his **Withdrawal Phase in Game Turn 5**, the Union player permanently removes from play the "Slough" leader unit. Slough isn't moved anywhere; he's simply removed from the map.

If Slough was previously eliminated, the USA player must remove a different leader of his choice.

9. LET'S PLAY!

9.1. Unit Set Up

Use the schedule below to set up; it makes no difference who sets up first.

Union Set Up

Fort Craig (2605): 28 infantry SP's, 10 militia SP's, 1 artillery unit, 1 supply depot, and leaders: Canby, Carson, Duncan, Lewis, Roberts and Wingate.

Fort Wingate (3900): 1 infantry SP, 1 militia SP, 1 supply wagon.

Albuquerque (3907): 1 infantry SP, 1 supply wagon.

Santa Fe (4411): 1 infantry SP, 1 supply wagon.

Fort Union (4617): 8 infantry SP's, 1 artillery unit, 1 supply depot, the leader Paul.

Socorro (3005): 2 infantry SP's.

Confederate Set Up

In and/or adjacent to Fort Thorn (1704): 26 cavalry SP's, 2 artillery units, 2 supply wagons, all 7 Confederate leaders.

Fort Bliss (1008): 1 cavalry SP, 1 supply depot.

Fort Fillmore (1407): 1 cavalry SP.

9.2. Control Marker Set Up

At the start of play:

- **CSA** controls all town, village, and fort hexes **in and south of hex row 17xx**.
- **USA** controls all such locales in and **north of hex row 18xx**.

Place control markers, with the controlling side's flag showing, in each such locale hex.

9.3. Game Turn 1 Special Rule

During the CSA March Phase of Game Turn 1, the CSA player may declare **one of his March rolls an automatic "9."** The die is not rolled, but the "9" **is modified** by any modifiers that would normally apply.

9.4. Winning

9.4.1. How to Win by Sudden Death

Sudden Death Confederate Victory

Play stops and the Confederate player is declared the winner the instant **Fort Union (4617) comes under CSA control**.

Note: There is no sudden death victory condition available exclusively to the USA player.

Zero-and-Out Sudden Death Victory

The *instant* either player's Victory Point total hits zero play stops and the other player is declared the winner. In the unlikely event of a tie, the player whose player turn is in progress is the winner.

9.4.2. Victory Points

Barring sudden death, the game will be decided at the end of Game Turn 10. The winner is the player with the most Victory Points (VP's) at that time, along with certain other considerations described below.

Important: Both players must keep one open and combined record of their total VP's. (By "open," we mean both players should always know their own and their opponent's VP total.)

Locale VP's

Towns, villages, and forts are called "Victory Point locales," or "locales" for short. All the locales on the map have VP values of between "0" and "10" points. The player who controls each locale thereby also has that place's VP in his total of VP.

At Start Locale VP's

- The USA begins with 44 VP's.
- The CSA begins with 22 VP's.

Locale VP's Are a Running Count

When a locale changes its control status [3.3.], the losing player reduces his VP total by that amount while the gaining player increases his total by that same amount.

USA Militia Withdrawal (no VP's + or -)

When the Union player makes his militia withdrawal at the end of Game Turn 2 [8.], he doesn't lose any VP for doing so, nor does the Confederate player gain any. Militia SP's eliminated in combat, or lost to attrition, prior to that time do, however, generate VP's.

Combat SP VP's (+ and -)

Each time the USA player loses one or more regular infantry or militia SP's, either in combat or due to attrition, he debits that number of VP's, at the same time the CSA player awards himself that same number of VP's. The reverse is true for CSA losses.

Note: For record keeping purposes, there's no distinction between locale VP's and combat unit VP's.

Important: VP's are never lost or gained due to the elimination, withdrawal, or consumption of: leaders, artillery, supply wagons and depots.

USA Militia Withdrawal (no VP's + or -)

When the Union player makes his militia withdrawal at the end of Game Turn 2 [8.2.], he doesn't lose any VP for doing so, nor does the Confederate player gain any. Militia SP's eliminated in combat, or lost to attrition, prior to that time do, however, generate VP's.

9.4.3. Winning on Points

Confederate Victory on Points

At the end of Game Turn 10, the CSA player wins if following are true:

1. CSA controls Fort Bliss (1008), and
2. CSA Fort Craig (2605), and
3. CSA has more VP's than the USA.

Union Victory on Points

At the end of Game Turn 10, the CSA player wins if following are true:

1. USA controls Fort Bliss (1008), and
2. USA Fort Craig (2605), and
3. USA has more VP's than the CSA.

9.4.4. Draws

Any result other than those described above is a draw.

9.4.5. Concession

If either player concludes his position has become hopeless prior to the end of Game Turn 10, he may concede defeat.

10. OPTIONAL RULES

10.1. Fog of War

Both players are always free to examine the composition of their own and enemy stacks anywhere on the map. With this option the reverse is true and only the top enemy unit in a stack may be viewed. Forces are revealed in combat after a combat is announced and before the combat is calculated and the dice rolled. A Combat may not be called off once announced. Units are rehidden once the combat is resolved. In other matters, the players may mutually agree on matters of fog of war.

10.2. Attack Momentum (recommended)

At the end of his March Phase, the phasing player may declare in advance some or all of his attacks. No details as to supply consumption, or any other details, need be given at that time; simple declarations of where attacks will take place are sufficient. The effect of such declarations is, if the opposing player makes use of his Forced March Phase to vacate any hex designated to be attacked, that allows the attacking player to advance-after-combat into those vacated hexes during his Combat Phase even though there was no actual battle there.

Note, though, an attack declaration once made must be honored. That is, there's no bluffing allowed in terms of such declarations. Some attack, no matter its size or how well supported or unsupported it is, must go into to any declared hex that then still ends up being defended. Similarly, the attacking player may not decline to take his advance after combat into declared hexes that are abandoned by the defender.