THE CLASSICS: *THE CIVIL WAR*
Victory Games - 1983/ Eric Lee Smith
Reviewed by Brian Gregory

So, you say, "Five Aprils of ACW in less than 20 turns, and with only 40 pages of rules? Impossible!" Actually, you've just described Eric Lee Smith's *The Civil War*, published by Victory Games and the definitive strategic level game on the American Civil War to date. Wannabe juggernauts named The Army of the Potomac, stochastic end of turns, marauding rebel cavalry, decaying Southern rail systems, the Union blockade and Confederate ironclads are all here.

The physical quality is excellent - just what you'd expect from VG/ TAHGC. It compares favorably with new games at twice the price. Not bad for a ten year old design (and mind you, I've an aversion to garish colors – maybe it's these old eyes...). The 22" x 32" map is one of the most beautiful I've seen - no homeboy bias here, I've never lived east of Denver - stretching from Trenton, NJ to Galveston TX, and from the Nebraska/ Kansas border to midway down the Florida peninsula. Half of an additional map completes Texas, and includes the New Mexico Territory out to Albuquerque for those who wish to play the frontier skirmishes included in the optional "Far West Theater." Cities, rail lines, inclement terrain and two styles of rivers overlay without obscuring the hues given to the states for this divided time in our history: light blue for Union, gray for confederate, and white for the three neutral states (with NM being white, and the "Indian Territories" lumped together in red, for completeness). Even lakes Pontchartrain and Caado (for any Shreveport residents listening in) are laid out in detail, and clarified in the rules where necessary. I've never had terrain questions interfere with playing *The Civil War.*

Of the 520 counters, status markers are the only ones not backprinted. They are used on tables which cover half of the second map, tracking leader promotions, reinforcements, and other details necessary to play. One needs about 5' x 2' to play The Civil War without the Far West option, Unit counters will be a disappointment to those looking for regimental banners and/or mascots, being simple counters numbering the number of Strength Points (1 SP = 5000 men) present. Better Southern morale and more numerous Union artillery are part of Smith's abstraction, as his system asserts that numbers of men are secondary to who leads them. The leader counters are red for the South and white for the North, yet many have a distressing color crossover, as Union leaders with red printed numbers actually grant enemy forces a tactical combat bonus! A few rebel leaders are similarly streaked with white, but most have better tactical combat and initiative ratings than what Yankee generals can boast. Yes, you can expect all your favorites; Grant, Sherman, Jackson and Lee, plus some only known to the more ardent ACW fan. Also interesting is typically how Union commanders get better as they get promoted, but Confederate leaders get worse! More than another thing for poor Johnny Reb to lament, this shows the Union command structure was better suited for large formations, while the Confederacy revolved around smaller, more romantic, commands.

The fully-indexed rules are written paragraph style, each section being prefaced by designer's notes and several are nicely adorned with illustrated examples. The elegance of the system becomes clear by the simple reading of the rules, which interact delicately but not intricately. The game comes with two two-page player aid cards on thin cardstock which have all the necessary combat, supply effects, and command tables as well as a seemingly-superfluous odds determination table that comes in extremely handy for determining overruns in nasty terrain. Problems may occur with cutthroat rules-lawyers, as it's not specifically forbidden to trace supply through an enemy occupied hex, and there's a unique reference to "enemy controlled" hexes, but they read well as a whole.

One controversy I became aware of concerned the standard idea of hex control; which I do not believe applies in *The Civil War.* A player controls cities or rail lines in a hex, but the hex itself is either friendly, enemy or neutral territory for which movement of SP's without leaders is clearly spelled out. Where cavalry forces seem to be a bit more potent than history indicated, a house rule or two may be in order. Two letters and one call to Avalon Hill have turned up no errata, but with a thorough reading and a little discussion I've bean able to answer all my questions with *The Civil War.*

Each turn represents two months of wartime (four months for Winter turns) and take a few minutes to work out some bookkeeping details, including which of the operational theaters - the main map is divided into three - gets the most Command Points (CP's). Play then proceeds to the aptly-named Action Phase. Here players each roll two six-sided dice and the difference of the rolls is used as the initiative "die difference," or rating of the pulse. One can expend initiative points in any order to enter reinforcements or expend CP's, allowing forces to move into combat one at a time, entrench, build depots, form armies, and all those other wonderful things that are a bit more than history.

Small difference rolls make for quick, uneventful pulses, whereas large difference die rolls allow both players (winner first, followed by the loser) to expend lots of CP' s to achieve bold results. If both players roll the same, more CP's could be allocated or the Action Phase may end, the likelihood of which increases with the number of identical rolls. So, an Action Phase could be extremely long, with lots of battles and maneuver, or could end after two uneventful pulses due to poor rolls!

Here the genius of Smith's system becomes most evident, because the ACW moved alternately at paces to rival both World War I in sluggishness and World War II in lightning-quick thrusts, and the game simply yet unpredictably simulates this. I defend this praise by challenging anyone to write down in one sentence why this conflict was so fickle in pace. One will readily feel the frustration of Lincoln, vainly trying to motivate a stubborn McClellan to "do something." There's also the consternation felt after winning one initiative roll, but losing the next, which could give an opponent up to 20 unanswered CP expenditures, much like *Third Reich*'s "flip-flop".

The trick to this system is waiting for right initiative roll and then activating the forces. Lower initiative rolls should be spent entering reinforcements or doing something useful, if not necessary, like building depots in the Trans-Mississippi Theater or moving leaders around. The Union has ample offensive opportunities, whereas the South needs fewer commands to activate most of its leaders. So losing a key initiative roll may hurt, but not having a decent counter strike ready for the roll you win will hurt a player's chances more.

Leaders are picked and placed unseen, then examined. This partly recreates the uncertainty of a Lincoln or Davis about military leaders but Smith's system might not go fa r enough. The owning player then knows exactly how this leader will perform now, and more so after some battle- testing. This is because leader promotions occur by coming through a battle unscathed, and are handled by additional counters for the same person at different ranks (affecting abilities in combat and size of command). The historical reality involved a bit more trial and error of finding the right man for the job. The system works fairly well in early games, as higher-ranking generals have been known to have been drawn onto a force, taking charge instantly by the seniority rules, with disastrous results. Veteran players learn to keep these (mostly Union) execrable leaders well away from the battle area, spending an extra CP to bring forward a worthwhile leader in case one is picked. It does cause the Union that many more problems, assembling a proper set of decent leaders.

An alternate promotion system has been developed by John Gilmer in the ACW wargaming newsletter *Volunteers*. Others have proposed differing approaches to again circumvent the "gamey" practice of hand-picking leaders, as opposed to the historical mix of bad and good, but I'm not aware of any of these that have gained widespread use. Gilmer's approach is very good, not too involved and involves a little paperwork - something hardly used at all in this game. This omniscience over the present and future abilities of leaders is the only flaw I've found with Smith's simulation, and many pleasurable games can be had without disturbing his leader system.

Combat takes place in a hex, with a complex CRT that takes some getting used to. Smith claims much research has gone into this, wherein large forces (10+ SP's) cause more damage than smaller ones. To move SP's to attack an enemy force, one leader must be activated with a force of at least two SP's. Forming an army with two CP's allows a player to react to enemy movements and to move more than six SP's and as many as leaders desired simultaneously (so tactical combat effects for multiple leaders can be gained). The winner of each combat remains in the hex, determi ned by crystal-clear retreat priorities. Combat will typically demoralize a force, causing it to be useless until reorganized, accomplished by activating the leader of the force, or at the end of a turn unless it is out of supply. Supply lines are extremely important in *The Civil War* as they are necessary for reorganization. Much interesting army maneuver and campaigning on the enemies line of communication ensue; wonderful stuff.

The early game revolves around control of the neutral states of Missouri, Kentucky and West Virginia. Southern players should not see this outcome as a forgone conclusion, but as an opportunity to cause the Union player to expend extra commands to gain what might otherwise come easily and nip off the occasional Union force. The Union has significant numerical superiority, but the South's leaders have lower initiative ratings (i.e., it takes fewer CP's to activate them) and better tactical ratings, so the rebel forces are somewhere between elusive and dangerous. It also takes a while for the Union to assemble its strength and work some execrable generals out of its command ranks.

The combination makes upper Virginia practically unassailable from Washington as an army led by Lee with Jackson, Stuart and Longstreet under wing can continually win combats outnumbered 2:1 (that is, until U.S. Grant decides to take them on). Thus, for three CP's McClellan could attack, but for four CP's Lee could reorganize his army (or draw two reinforcements) and go onto the attack himself, because Lee's initiative rating is only two. Usually the North will concentrate on the valley between the Mississippi and Tennessee rivers, as a plethora of victory points are available and the navigable rivers allow powerful armadas of river ironclads and transports to outflank one after another Confederate bastion, thence proceed east to capture the remaining important Southern ports and cities. Hmmm, seems I heard this somewhere before... Unhistorically, Virginia can be pretty quiet, as Lee is unbeatable yet the Army of the Potomac is too large to attack. No Gettysburgs for the savvy Southerner, as the manpower is typically best used out west.

Once the North can cut the Mississippi river (by capturing all cities on it), the South's war effort becomes hampered by some horrible supply problems. More supply problems can be caused by capturing Southern ports, and all this is exacerbated by a turn-track-recorded, ever more effective, Union navy blockade of the South. The Union will need all these effects to bring the South to its knees, as the CSA is a large area to conquer and hold, especially with Bedford Forrest and Thomas "Stonewall" Jackson roaming seemingly at will.

Victory for the North typically involves battering the South down and taking its important cities, using strikes and invasions at weak points to keep the South from concentrating armies which can quickly become unbeatable due to the North's problem of fielding decent leaders. The Union must deplete the Southern armies and keep the bulk of Southern manpower between Union armies and the valuable prizes of Richmond and Chattanooga. The North can rarely defeat a Rebel army in open combat until mid-1863, when decent leaders become available, but extensive use of the powerful navy and blockade techniques will eventually whittle away the South's military resolve. The South has two chances at victory. One is capturing Washington - don't laugh, I've beaten the proverbial four SP's in a fortress - which doesn't grant immediate victory, but the effects usually cause the North to concede at that point. The other is keeping the North from conquering Southern cities by defeating invasion after invasion, such that Northerners get weary of the slow pace of the war and don't reelect Lincoln (honest, it's in the victory conditions) in late 1864. The South must hold one city in Tennessee and Mississippi to "force" this election result, and the game is usually lost if it cannot. The second is less risky, but not necessarily easier. One has to balance fortification building (the only impediment to the Union Navy) with quick unbalancing counterstrokes at Union lines of communication and demoralized forces, even to the point of pushing a Union incursion into a port back into the sea, and attacking poorly-led Union ai juies when CP' s allow.

Some believe in simply building lots of forts (interestingly, the South may only build five large fortresses due to a lack of large-caliber artillery), but I prefer a mix of fortifications and powerful counterstrike forces to a Maginot Line. The Union just has too much strength to sit behind walls and wait for it to come rolling down on you! If all this sounds vague, it is on purpose. It is far more important to be cognizant of and striking at the enemies strengths - SP's, leaders and lines of communications - than to hold Fort Sumter. One first defeats the enemy armies - occupation comes as a secondary effect.

I've seen the South win about half of the scenarios I've played, and pyrrhic Southern victories can be obtained if the Union has more than three low initiative-rated leaders killed in combat (two did die during the conflict), whereby the North

should concede unless the South is similarly reduced. Various setups and victory conditions allow you to start a game in any year of your choice (except 1865), and provide scenarios three, four, nine and 14 game turns long with the entire campaign game lasting 19 game turns. Each game winds down to a terribly tense struggle - damned if there just aren't quite enough CP's to do all you want! The Confederacy struggles with a crumbling infrastructure and lost cities to keep armies supported and fortify, while the Union mounts attempt after effort to destroy rebel forces, while gaining enough victory points - by capturing Southern cities - to maintain the necessary support at home to finish the war!

The Civil War – Variant Rules: 1
By Randy Moorehead and Barron Oder

The *Civil War* from Victory Games (1983) remains the best strategic-level wargame on the American Civil War. Despite its age, it still inspires tinkering and fine-tuning. We have played the campaign game to completion over 76 times and still enjoy it.

When two players first try the game, anything can happen, even a Confederate victory! As players gain familiarity with the system, how ever, the balance shifts toward the Union. When the Union player figures out the loopholes in the promotion system and how to use the navy, only terrible swift dice can save the Confederacy.

Here are some rules that greatly enhance both historical content, play balance, and game unpredictability, all of which enhance replay value. These rules should be applied to the full campaign game, as they tend to make the scenarios quite unpredictable.

Of the game's published optional rules, use the Far West option, Cavalry Intelligence and Random Leader Entry (Sections X, 19 and 20). Do not use optional rule 16 (after all, Jackson never commanded more than six SP's, and Lyon never commanded more than two SF's. And reme mber all those historical leaders that got worse when commanding more than a corps?) or 17 (historically, the Trans-Mississippi could never have supported a 100,000-man army (...regardless of what FGA thinks, per *Brother versus Brother*. Giving the Union the ability to give Grant a 75-SP stack (375,000 men) is ridiculous as well.)

Soon after the release of The Civil War, a really good variant titled "BattleTested" appeared in the Victory Insider. We play with a modified version of this, adding more leaders and increasing the variability. Players who own that variant (written by Glenn Rahman) will recognize many similarities.

1. Untried Leaders

The leadership system is critical to the game. It is also easily exploited in an ahistorical manner. In actuality, neither Lincoln nor Davis had as much control over their leaders as do the players.

Copy the attached sheet, then mount and cut the counters. (*Those who buy this copy of Paper Wars at the store can get this sheet of counters by sending 52 cents in stamps (no SASE'S, please) to the Editior.*) Copy the CSA units onto red paper, and the USA units onto either white or light blue. I prefer 3M Artist's Spray Mount, although rubber cement will work as well. Place the named leaders in their respective pools (all the Union three-star leaders leaders in one pool, all the Confederate two-star in another pool, etc.). The counters with the stars are placed on the map as per the 1861 setup. Place a one-star counter where a one-star leader is called for, a two-star for a two-star, etc. All leaders are unknown at the beginning of the game, and are revealed in combat (only!).

The CSA mix has six three-star leaders, one two-star leader, 19 one- star infantry leaders, and four one-star cavalry leaders. The USA mix has eight three-star leaders, six two-star leaders, 15 one-star infantry leaders, five one-star cavalry leaders, and three two-star naval leaders. In addition, there are seven new Union and eight new Confederate named leaders added to the pool of available leaders.

After the initial setup is complete, mix the remaining untried leader counters and place them face-down on the turn track, one where each regular leader is scheduled to appear. When a turn is reached, they are placed in the available pool for that turn, ready to be drawn and placed on the map.

All untried Union infantry and cavalry one-star and two-star leaders have a provisional rating of 3-0 (initiative-combat). Untried Union three- star leaders have a provisional rating of 3-0-0 (initiative-army roll- combat). Untried Union naval leaders have a provisional rating of 2-0. All untried Confederate infantry one-star and two-star leaders have a provisional rating of 3-0. All untried Confederate three-star leaders have a provisional rating of 3-0-0. All untried Confederate cavalry leaders have a provisional rating of 2-0.

Leaders may activate, move units and stacks, command armies, react, rally, etc., performing all functions with their provisional ratings, until the moment of combat. At the moment of combat, each player rolls one die prior to resolution. The number rolled is the number of leaders a side must reveal (replace with a named, known leader), drawing at random from the appropriate leader pool. Leaders are revealed beginning with the highest rank, owning player's choice if several of the same rank exist, including cavalry.

Once revealed in combat, a leader is eligible for promotion. All leaders must be check for casualties after a combat, even untried leaders. If a leader dies before becoming known, too bad. If a leader is wounded in his initial combat, return the named leader to the pool, and place his untried counter back on the turn record track (roll one die, and place the counter that number of turns ahead).

Example: In the first battle of Nashville, the Union has ten SP's in the Army of the Tennessee, along with one three-star leader, one two-star leader, three one-star leaders, and one one-star cavalry leader. Prior to final combat resolution, the Union player rolls one die. He rolls a three. He must reveal one three-star leader, one two-star leader, and one one-star leader (here he chooses a cavalry leader over an infantry leader). He draws McClellan from the three-star pool, Grant from the two-star pool, and Kilpatrick from the one-star cavalry pool. They are now known leaders who will affect the combat roll. They remain "known" until they die or are removed from the game. They are also eligible for promotion. After the combat, the Union player makes a casualty roll for every leader in the combat, even those who are still untried and contributed nothing to the combat die roll.

2. Promotions

Historically, the promotion system used on both sides left much to be desired. Political hacks were often promoted over more competent men, and the War Department frequently held up promotions.

Only known, revealed leaders that participated in combat are eligible for promotion. Untried leaders may never be promoted. In addition, each leader is only allowed one promotion per year. When a leader is revealed in a combat and survives the outcome unhurt, place his promotion counter in a separate pool, where all promotions are placed. Roll one die.

Place a "P" counter on the turn record track, ahead a number of turns equal to the die roll, to show when the promotion is available. When that turn arrives, mix all eligible leader counters available for that turn, including any "P counters. When drawing leaders, if a "P" counter is drawn, take a leader's promotion counter instead of a new leader, and replace it as per the regular rules.

A leader may only be promoted once per year. If he fights in more than one battle that year, he still makes a casualty roll, but may not be promoted again until the following year.

Example: The Union draws the one-star Sherman counter in a battle during 1861. He survives and is promoted to two-star rank. Beginning in 1862, he must fight a battle as a two-star leader and survive in order to be promoted to three-star rank. Beginning in 1863, he must fight a battle as a three-star leader and survive in order to be promoted to a four-star rank.

An anomaly may occur when a leader is awaiting a promotion and gets wounded. He then has two counters on the track. He may enter whenever either is drawn, at the appropriate rank.

3. Wounds

Recovery from wounds was a very unpredictable thing. Whenever a leader is wounded, roll one die. Place the leader's counter ahead on the turn record track that number of turns ahead, when he will be eligible to re-enter the game. This applies to both untried leaders and known leaders that are wounded.

4. Cavalry Initiative

This is another of Glenn Rahniari's ideas modified. Each time a cavalry force attempts to move, it may attempt to do so for less than the required number of command points. The player announces the attempt to move the cavalry, expends one CP, and rolls the die. On a die roll greater than or equal to the cavalry leader's initiative number, that force may move. Otherwise, the CP is wasted. Subtract one from the roll if the attempt is made in enemy territory (not friendly or neutral). Only one attempt per leader per phase is allowed. If the attempt fails, the cavalry may not move by regular expenditure of CP's that phase. This tactic is useful for those impulses where the spread is one.

5. Department Commanders

A player may set up a department command for each of the three main theaters (East, West, Trans-Mississippi). This costs 2 CP's, and a three-star leader must be named as the department commander. Place him off-map in a holding box . The sole purpose of the department commander is to allow reinforcements to be placed into an army that is "in the field."

Armies may take reinforcements normally if in friendly territory. If in enemy territory, the player wishing to place reinforcements directly into an army must roll one die. The roll must be higher than the department commander's initiative rating for the reinforcement to reach the army. Otherwise, the SP is placed in a friendly VP city as per the normal rules.

In this manner, a decent administrator like McClellan may be helpful, and an inept one like Fremont will become a bottleneck. This allows players to use more of their three-star leaders rather than simply banishing them to Ft. Scott or Boggy Depot. Removing a department commander costs 2 CP's as well, similar to removing them from an army command. Untried leaders are not revealed by this action.

6. Extra Named Leaders

Counters are given here for additional named leaders. The result is that neither side will draw all of their leaders during a game. This forces the sides to use the leaders available to them, and not simply to wait for the inevitable arrival of Grant, Sherman, and Thomas. Leaders such as Burnside and Banks must be used if drawn, lest time slip away toward a Confederate victory.

Union:

Kilpatrick: one-star cavalry 3-(1)
Doubleday: one-star 3-1, promotable to a two-star 3-1
Couch: one-star 3-0
Canby: one-star 3-0
Sickles: one-star 3-(2)
Dupont: two-star naval 3-0
Franklin: two-star 3-0
FJ Porter: two-star 3-0

Confederate:

Pickett: one-star 3-0
Sibley: one-star 3-0
Loring: one-star 3-(1)
Anderson: one-star 3 promotable to a two-star 3-1
Holmes: one-star 3-(1), promotable to a two-star 3-0, and a three-star 3-0-(1)
McLaws: two-star 3-0
Rodes: two-star 3-0
Gw Smith: three-star 4-(2)-(2)

A (number) indicates a negative rating. This gives players the historic Far West leaders, as well as making Union naval leadership less certain. Also less certain, by adding GW Smith, is the emergence of Lee as a three-star commander. The Confederate is also now more likely to use his two-star leader, as it will not always be Polk the inept. The Union player may cringe if Sickles is drawn and Sheridan isn't, hut nothing was certain then, especially generalship.

7. Far West

One leader per side may be introduced into the Far West per game. The untried leader is placed on a friendly SP. This allows Canby and Sibley to fight the New Mexico Campaign. A word of caution: the leader placed will probably be someone other than one of these two illustrious individuals. What would happen if Jackson or Sherman ended up in New

Mexico? Remember, it is a long walk back to the main map, even once you have built a stnng of depots to make such a move possible.

On any turn in which the Union has a Trans-Mississippi reinforcement available, the Union player may attempt to enter it into New Mexico. He or she announces this attempt and rolls one die. On a 5 or 6, the Union reinforcement is placed in Ft. Union or on the northern edge of the New Mexico territory. These troops represent the Colorado Volunteers with Kit Carson and the California Column. Obviously, to use these troops effectively, a leader should be introduced as well (as outlined above). One SP per game, only, may actually enter in this manner (numerous attempts may be made until successful).

8. The B&O Railroad

The B&O Railroad, which was a rail line running from Baltimore to Grafton, West Virginia, was crucial to the Union war effort. It was heavily garrisoned during the war, especially at Harper's Ferry. To reflect this, as well as to stress the importance of the Shenandoah Valley, add the following rule.

If the B&O rail line is cut by the Confederates at the end of a turn, award one VP to the CSA. This applies every turn, so a Confederate invasion of the North via the Valley can result in many victory points for the Rebels. The rail line is cut (Confederate controlled) at the beginning of the 1861 game.

9. Bloody Kansas

There is one CSA counter (Quantrill) and one USA counter (Jayhawks) to represent the various factions of irregulars and bushwhackers that operated in the Kansas/Missouri area. Both are eligible to be purchased on Game Turn 9. They appear in any friendly controlled hex in Kansas (for the Union Jayhawks) or Arkansas (Quantrill). Trans-Mississippi or Discretionary CP's must be used. Quantrill acts as does a Far West Indian counter and raids on the "Apache" table. If a raid results in Return/Change Side, the unit is eliminated. Quantrill may move in Kansas, Missouri, Arkansas, and the Indian Territory. Quantrill may attempt to raid a hex containing a depot, but must add + 1 to the raid table result. The Jayhawks may not raid, but are used to combat Quantrill, per the Far West rules for Texas Rangers. The Jayhawks may operate in Kansas and Missouri. VPs are awarded to the CSA for forts and towns burned as per the Far West rules.

10. Random Events

At the beginning of each turn, the Union player rolls two dice. If the roll is a two through seven, a random event has occurred. Roll again on the random event table. Explanations are given below.

2 - CSA submarine attack: The Confederate player chooses a Southern port that is currently blockaded or contains a Union naval SP. On a roll of 5 or 6 on one die, one Union SP is sunk (removed). If no such port, treat as no event.

3 - Better rail management: The Confederate player may increase his current turn rail capacity by one for the current turn only.

4 - Leader removal: Random leader removal due to uncontrollable circumstances. The Union player rolls one die: on a roll of 1-3 the Confederate must remove a leader, on a 4-6 the Union must remove one leader. The selected player rolls again on the table below to select the theater:

If USA:	*If CSA:*
1-3 East	1-2 East
4-5 West	4-5 West
6 Trans-Mississippi	6 Trans-Mississippi

Once the player determines which theater is affected, the largest army in that theater has all of its leaders randomized (dump them in a cup, or roll) except for the three-star army commander. One of these leaders is selected at random and removed permanently from the game. If the players wish, roll again for a reason:

1-3 is court-martialed, 4-5 has resigned his commission, 6 has been shot by irate husband. Some historical examples of these events are FJ Porter, Hancock and Earl Van Dorn. If there is no army in the theater, treat as no event.

5 - Missouri: Unrest in the state. Only occurs on turns 1 through 8. Add one Confederate SP to any one city not physically occupied by Union SP's. If no such city, treat as no event.

6 - Home Guard: A Confederate state government calls for more of its own troops to protect citizens from Yankee depredations. The Union player selects one southern state that has not yet been converted and currently contains at least one Union SP. The Confederate army closest to that SP, in number of hexes, must immediately transfer one Confederate SP to that state's capital (simply place it there). If the capital is occupied, transfer it to some other VP city within the state (one closest to the Union SP used for the calculation). If no such city, treat as no event.

7 - "On to Richmond:" Northern newspapers agitate for immediate action by the Army of the Potomac against Richmond. The Union player must do one of the following during the turn:

1) Move the Army of the Potomac into Confederate territory, placing it closer to Richmond than it was at the beginning of the turn, or...

2) Remove the current Army of the Potomac commander, or...

3) Lose two VP's.

8 - Diplomatic roll: The Confederate player rolls one die. On a roll of one through four, the CSA is able to purchase a new ironclad or raider. Choose the next available naval unit on the turn record (even if several turns ahead) and place it (for free) on any friendly port (or raider box if araider). On a roll of five, the Union player loses three VP's for the Slidell Mission debacle (but only once per game). On a roll of six, the Confederate player has improved arm procurement, and may either place one entrenchment (at any friendly location, for free) orbring one fort back from the dead pile to the available pool.

9 - Kentucky: The Kentucky Legislature declares for the Confederacy. This may only occur on Game Turns 1 through 8. CSA receives VPs as if Kentucky is converted. The Union still controls the rail lines, and any VP cities currently

occupied (not simply controlled) by Union SP' s. Place one SP of Confederate infantry on any one unoccupied VP city. If Kentucky is already converted by the Union, or it is Game Turn 9 or after, treat as no event.

10 - Emancipation Proclamation: May occur on Game Turn 7 or after. Lincoln declares Emancipation, and no foreign intervention is possible thereafter. The Union never loses its sea lift capacity or blockade capability, even if Washington falls. Emancipation may not be declared if a Confederate army (not merely SP's) occupies any hex in Pennsylvania, Maryland, Ohio or Illinois. Otherwise treat as no event.

11 - NYC draft riots: May only occur on Game Turns 10, 11 and/or 12. Draft riots force deployment of Union troops into the city. On any turn this event occurs, two Union East reinforcements are not available that turn, but are delayed until Game Turn 13 for arrival onto the map. On Game Turn 11, as there is only one Union East reinforcement, a West reinforcement would be delayed in addition to the one East reinforcement SP. On any other turn, treat as no event.

12 - Improved recruiting: Confederate government improves recruitment procedures, ending exemptions. Place one SP on any state capital of the CSA players choice. This occurs in the current turn only, although the event may occur as many times as it is rolled. Treat as no event if all state capitals are Union controlled.

Conclusion

The overall effect of these is that players must play the leaders they are dealt. Even leaders like Burnside, Banks, and Bud! have their uses (we always referred to them as the Killer B's, destined to inhabit Fort Scott for extended duty). Players simply cannot pile a dozen leaders into a combat in order to reveal/promote them. It will take time for good Union leaders to emerge, as it did historically. Both players can never be sure that their "stars" will emerge according to schedule, and will be forced to make difficult decisions, similar to those faced by Lincoln and Davis. And that's the point.

We would like to thank Bret Schwarz, Jeff MacDonald, and Russell Roan for their help in playtesting these variant rules, which occurred over the course of several years.

Errata, Q&A

Players should make sure their copy of the rules is an updated one. If yours says 2/83 on the bottom of page 56 of the rules booklet, you have the First Edition rules without all the corrections and errata. There is an errata sheet dated November 1983 you will need.

Below are some rules questions we had answered by the designer, Eric Lee Smith:

1. Should hex 2113 begin the game wit afort, so simulate the Island No. 10 complex? No.

2. Can depots be built in a hex that itself is not in supply? Yes. This represents collection of forage and "living off the land."

3. Does infantry control a VP city by moving through it? Yes but the hex does not become "friendly" until the state is converted.

4. For conversion of a state, must all VP cities be physical occupied by strength points at the end of a turn? No, but they must be controlled (See 3. above).

5. Do the Confrderates receive 20/10 permanent VPs at the end of each turn they hold Washington? Yes.

6. If the Union retakes Washington, does their blockade and sea lift capacity go back into effect? No, it's permanently lost.

7. If the game is played without the Far West map, are the four VP and seven port capacity added to the CSA production/import totals? They're already taken care of in the scenario set-ups. The Far West option allows them to be attacked.

8. If the game is being played without the Far West map, does control of the three VP cities on the main map make Texas eligible for conversion? Good question. If you take the three, I'd play with conversion – you deserve it.

The Civil War - Variant Rules: 2
By Thomas Prowell

I too have done some tinkering with VG's The Civil War over the last 12 years. After reading Randy's and Barron's fine variant, I decided to chip in my own set of additions.

11. Promotions

I agree with Randy and Barron that promotion has to be slowed, but I prefer a simpler method that I believe was originally created by Eric Lee Smith, the game's designer. (I found this on Prodigy, which is why I'm unsure of the variant's original source.) Basically, promotion is no longer automatic after a battle if the leader is not wounded. Instead, a one-star leader is only promoted on a casualty roll of eight or greater. A two- or three-star leader is only promoted on a casualty roll of nine or greater. I would suggest using either this rule or theirs – but not both together, unless you never want to see "Mad Dog" Sherman command an army.

12. Army Leader Removal

The leader removal rules don't go far enough to recreate the personalities and politics that both Davis and Lincoln had to face. As such, I restrict leader removal. These restrictions differ for the Union and the Confederacy. The restriction for removal must be met each time the leader commands an army; that is, if you bring McClellan back to command the Army of the Potomac after having removed him once, he must meet the conditions for removal (i.e., fight a demoralizing battle) all over again. On the plus side, the Command Point cost to remove an army leader is reduced to one CP.

Removed leaders may be placed in departmental command, if you're using that variant. Departmental commanders may be removed at any time, for a cost of one CP. Removed departmental commanders may be permanently removed or returned to the map at the player's choice.

Union Leader Removal

Only 4-initiative rated leaders (Fremont and Halleck) may be removed at any time. Other army leaders may not be removed from command before they have fought a battle that ended with their force being demoralized. If that leader is later restored to army command, he must again fight a demoralizing battle before he can be removed. These restrictions do not apply to removal by moving higher-ranked or more senior leaders into the hex to take over the army.

Confederate Leader Removal

The Confederate player may remove an army leader when it satisfies one of two conditions: 1) the Union player occupies a Southern city with a VP value of three or more that is adjacent to or was immediately held by the Confederate army, or 2) after the Confederate army is involved in a demoralizing battle, the Confederate player may roll for leader removal. If the player rolls less than or equal to the total number of demoralizing battles that army !eader has fought, he may remove the leader. Obviously, it will be necessary for the player to record the number of demoralizing battles.

Confederate army leaders ignore seniority. When a more senior leader moves into the hex, the current army leader does not give up command of his army. (This recreates the situation J.E. Johnston was put in. Historically, as commander of the Western Theater, he oversaw Pemberton' s and Bragg's commands but did not take command from them.)

13. Confederate Leader Casualties

In 1861 and 1862 (i.e., through Game Turn 9), Confederate three-star leaders are more susceptible to being killed or wounded. Treat them as two-star leaders when checking for casualties. (Compare the historical fates of A. S. Johnston, J. E. Johnston and Earl Van Dorn, all of whom were killed or wounded early in the war (albeit not necessarily in battle, eh, Earl?)

14. Special Leaders

Some leaders deserve special treatment.

Banks: Banks held important posts throughout the war because of his status as a political general, not his military talent. If Banks does not command an army on Turn 17, when the 1864 election is held, then add 5 VPs to the total needed for Lincoln to win re-election (i.e., the Union player needs 55).

Bragg: Unlike J .E. Johnston (see below), Bragg had the backing of the Confederate president. Davis continued to back him long after Bragg's Army of Tennessee commanders had given up on him. Bragg must meet two separate conditions for army leader removal before he can be removed. That is, the Confederate player may not remove Bragg at his first opportunity. The first time Bragg meets a condition for removal however, his die re-roll rating is decreased one more (to a -2), to reflect the loss of support from his commanders.

Butler: Butler is a political general, treated like Banks above. If neither Banks nor Butler have an army command therefore, Lincoln will need 60 VPs to win re-election.

J.E. Johnston: Johnston receives a modifier for using reaction movement. Whenever he is attempting to avoid combat, or use reaction movement in a way that will not lead to combat, he receives a favorable -1 DRM. If he is attempting to use reaction movement to cause combat, he receives a +1 DRM penalty. Johnston also had a feud with President Davis that ended with his removal from command. To reflect this, if Johnston ever satisfies a condition for army leader removal, the Confederate player must remove him, and may not spend any more CP's in that theater until he is removed.

McClellan: "Little Mac" has a variable Initiative rating. For rallying troops, his Initiative is considered to be two. For movement purposes, it is considered to be three when on Union or neutral soil, and four when on Confederate soil. Also, McClellan's popularity and Democratic views posed a political threat to the Lincoln administration. After the Emancipation Proclamation has been declared (see the random event table in the preceding article), the Union player loses one VP per turn until MeClellan has been permanently removed.

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McLaws ★★ 3 - 1	Rodes ★★ 3 - 0	P	Anderson ★★ 3 - 1 ★★	Holmes ★★ 3 - 0 ★★★	Holmes ★★★ 3 0 [1] ★★★	P	P	Quantrill	P	
Sickles ★ 3 - [2]	Canby ★ 3 - 0	Doubleday ★ 3 - 1 ★★	Couch ★ 3 - 0	Doubleday ★★ 3 - 1 ★★	Kilpatrick 3 - [1] (sabers)	P	P	Jayhawk	P	USA units
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