

EXTENDED EXAMPLE OF PLAY.

The following acronyms are used throughout this example.

ACV = Adjusted Combat Value
 Art = Artillery
 BCV = Basic Combat Value
 Cav = Cavalry
 CF = Combat Factor

CR = Commander Rating
 CV = Combat Value
 d6 = Six-sided Dice
 FCV = Final Combat Value
 Inf = Infantry

PSS = Principal Supply Source
 RP = Resource Point
 REC = Random Event Card
 SCR = Senior Commander Rating
 TRPs = Total Resource Points

Remember.

1. Each field army is represented on the map by a sleigh carrying the counter for its most senior commander. At any given time, the Union can never have more than 10 and the Confederacy more than 8 field armies (sleighs) in play.
2. The number of full-strength and weakened combat units of each type in a field army is designated by Field Army Detail Markers placed within its Field Army Box. Markers with red digits signify the number of units at full-strength, the number of weakened units is signified by black digits.
3. Players must keep their Field Army Boxes up to date so as to show the "current" composition of each field army. Players are unable to see each other's Field Army Boxes.

The Situation.

It is the beginning of Turn 7 (Autumn 1862). Union field armies are attempting to cross the River Mississippi and invade Tennessee from the north and east. Kentucky has sided with the Union [Special Rule 19.1.]

The following example relates only to operations in the vicinity of north and east Tennessee. (The other field armies in play and events which occurred elsewhere during the turn are ignored.)

Both sides have field army sleighs available, allowing the creation of new field armies: D for the Union and H for the Confederates. [Rule 3.0, bp1]

In the Spring of 1862 (Turn 5) 12 weakened combat units on each side were upgraded to full-strength to reflect their combat experience and training [Rule 17.0]. Some are involved in this example. Apart from A. P. Hill, who was upgraded to level 2, all the commanders who were upgraded in the Spring are elsewhere on the board.

The units which feature are as follows.

INITIAL POSITION

Union Field Army "A" 	Confederate Field Army "E"
Union Field Army "B" 	Confederate Field Army "G"
Union Field Army "C" 	

Random Events.

Because Kentucky has already sided with the Union it is no longer necessary to begin each turn determining whether or not it will do so [Special Rule 19.1]. So, the turn begins with each player drawing a REC from the 1862 deck to join the card he already holds.

The Union player is holding REC 17 *Snapping Turtles!* and draws REC 16 *Northern naval dominance challenged!*

The Confederate player is holding REC 12 *Polk!* and draws REC 14 *War Order No.1.*

As it is Turn 7, the Union player is the first to lay a REC [Rule 11.1]. In readiness for his assault across the Mississippi he selects REC 17 *Snapping Turtles!* which negates the combat advantage which Confederate field armies E and G would otherwise enjoy defending the crossing points of the river.

The Confederate player responds by laying REC 14 *War Order No.1*. This puts pressure on the Union player to secure a significant victory as failure to do so will result in the sacking of one of his senior commanders. No doubt, this reflects a degree of confidence on the part of the Confederate player who, unlike his opponent, is aware of the strength of Field Army G.

Images of the two RECs.

Snapping turtles!
Union naval effort intensifies under Admiral Farragut.



 One (1) Resource Point withheld from Confederate player. [Rule 12.0]

 Confederate field armies or supplies may not cross navigable rivers via crossing points. The BCV of Confederate field armies is not increased if attacked across the crossing points of navigable rivers. [Rule 16.9, bp2]

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War Order No. 1



 Unless a significant Union victory is achieved in combat this turn, [Rule 16.11.b or c], one (1) Union senior commander accompanying a field army with one (1+) or more other commanders is removed from play in "Reinforcements and Garrisons" phase. Confederate player's choice if two (2+) or more such commanders.

 Unless an Union victory is achieved in combat this turn, [Rule 16.11.a, b or c], one (1) Union junior commander accompanying a field army with one (1+) or more other commanders is removed from play in "Reinforcements and Garrisons" phase. Confederate player's choice if two (2+) or more such commanders.

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Determine Resource Points.

The Turn Tracks printed adjacent to the game map show that the Union player has 12 base RPs for Turn 7, the Confederate player has 9.

Each player rolls 2d6 (blue - positive, grey - negative) to establish the number of TRPs which will be available for the turn [Rule 12.0].

The Union player rolls  and  giving an aggregate result of plus 2. Applying this to his 12 base RPs gives TRPs of 14.

The Confederate player rolls  and , so his base RPs are not adjusted and his TRPs remain at 9.

Construct Redoubts.

The Confederate player is the first to construct a redoubt. He decides to do so in Memphis to strengthen field army E's defence. This costs 1 RP [Rule 13.0].

The Union player declines to place a redoubt, so doesn't get a further opportunity to do so during the current turn.

The Confederate player declines to place a second redoubt, so this phase of the turn comes to an end.

Note that field army G has already constructed a redoubt to fortify the river crossing south of Cairo, so a second cannot be placed on that hex; and, that garrisons are unable construct redoubts, so the Confederate player is unable to place a redoubt on permanent fortification Henry/Donelson. He could, of course, place a redoubt elsewhere on the board.

Depot Actions.

As he has the higher TRP, the Union player begins this phase [Rule 14.1].

He decides to establish a depot in Little Rock. Although in the Confederacy, the city has been captured by field army B and so is now friendly to the Union [Rule 14.2]. The new depot is linked to the Union PSS via the existing depot in Springfield [Rule 14.2(c)].

For the purpose of this example, we'll assume that the Confederate player declines to establish a depot, so doesn't get a further opportunity to do so during the current turn, and the Union player declines to place a second.

Neither player opts to remove a depot [Rule 14.4].

Before the phase comes to an end it is necessary to calculate the cost in RPs of the depots each player has in play. Each depot costs 0.5 RP, or 1 RP if it is no longer connected to a friendly PSS [Rule 14.3].

So, if we assume that over the game map as a whole the Union player has 6 depots, including that just established in Little Rock, the cost will be 3 RPs. Again, if we assume that across the entire game map the Confederate player has 4 depots, including one which is no longer linked to its PSS, the cost will be 2.5 RPs which is rounded up to 3 RPs [Rule 14.3].

Check Supply Status.

This is an Autumn turn and none of the field armies are separated by more than 3 intervening hexes from a friendly depot, so all are in supply [Rule 15.0].

Movement and Combat.

After spending 3 RPs on depots, of the 14 TRPs available at the beginning of the turn the Union player has 11 left for movement and combat.

The Confederate player has also spent 3 RPs on depots, plus 1 on constructing a redoubt. So, of the 9 TRPs with which he began the turn he has 5 left to spend upon movement and combat.

The phase begins with players taking it in turns to allocate Activation Markers, with the Union player initiating the sequence [Rule 16.1].

During the alternating sequence, the Union player allocates an Activation Marker to each Union field army (A, B and C). If markers were not allocated to Union armies elsewhere on the game map the cost would be 1.5 RPs which would be rounded up to 2 RPs; but, let's assume that a further 2 markers were allocated elsewhere giving a total of 2.5 RPs which is rounded up to 3 RPs [Rule 16.1].

This leaves the Union player with 8 RPs available.

The Confederate player places 2 Activation Markers on field army E. Let's assume that he also allocates 2 markers to armies elsewhere on the game map, giving an aggregate cost of 2 RPs.

This leaves the Confederate player with 3 RPs available.

Next players alternate moving the field armies and/or commanders to which activated markers have been allocated. Because the Union player allocated the most markers, 5 to the Confederate player's 4, he begins the sequence [Rule 16.2].

Obviously, the Union player can't be sure as to the relative strength of the Confederate field armies; but, guesses that field army E, led by Bragg, may be the weaker. He hits upon a risky strategy ordering field army A, led by Rosecrans, to march south west and then turn east to attack Bragg at Memphis (see dotted line on next map). Moving by foot, the cost of the move is 1 RP per hex, including the combat hex: 4 RPs in total [Rule 16.3].

Note: field army A can move through hex X even though it is adjacent to Confederate field army G because it is separated by a navigable river without a bridge or crossing point.

Note: because the Union player laid REC 17 Snapping Turtles! at the start of the turn, Confederate field army G cannot cross the river and capture Cairo "this" turn even though the city is now undefended. The Union player is gambling that his attack on Confederate field army E will be a success and oblige Confederate field army G to retreat in order to protect its lines of communication.

ROSECRANS ATTACKS BRAGG

Union Field Army "A" 	Confederate Field Army "E"
Union Field Army "B" 	Confederate Field Army "G"
Union Field Army "C" 	

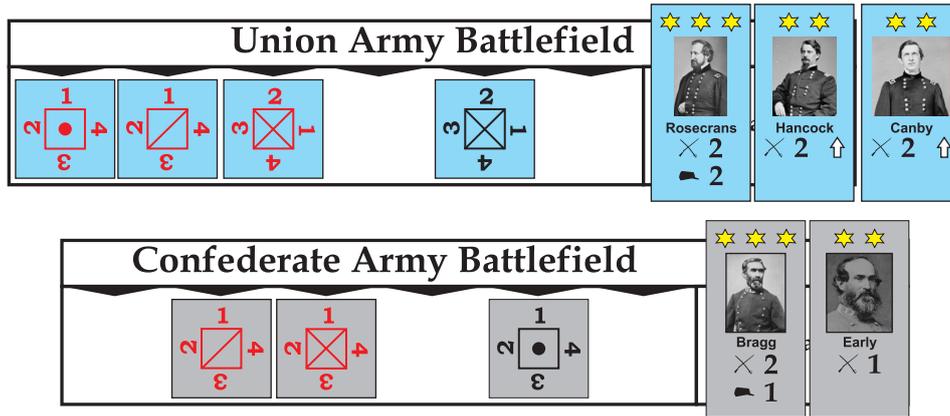
The Activation Marker is removed from Union field army A [Rule 16.2].

Combat occurs automatically when a moving field army attempts to enter a hex occupied by an enemy field army and is resolved before any further moves take place [Rule 16.1].

The Union field army is commanded by Rosecrans with a SCR of 2 and a CR of 2. He can command 2 combat units, plus 2 junior commanders. Each of the junior commanders is able to command 2 combat units. This means that 6 (2+2+2) combat units are able to participate in the battle.

Confederate field army E has two senior commanders (Bragg and Beauregard). As they both have a SCR of 1 the Confederate player could choose which should take command of the army [Rule 6.0]. He has selected Bragg as army commander. Bragg has a CR of 2 and is able to command 1 junior commander (Early) who has a CR of 1. This means that 3 (2+1) combat units are able to take part in the battle.
Note: as the second senior commander present, Beauregard, is ignored for this calculation.

Each player places the commander counters and Field Army Detail Markers to represent the commanders and combat units he has selected to take part in the combat on his Army Battlefield printed adjacent to the game map. Players then reveal their Army Battlefields [Rule 16.9].

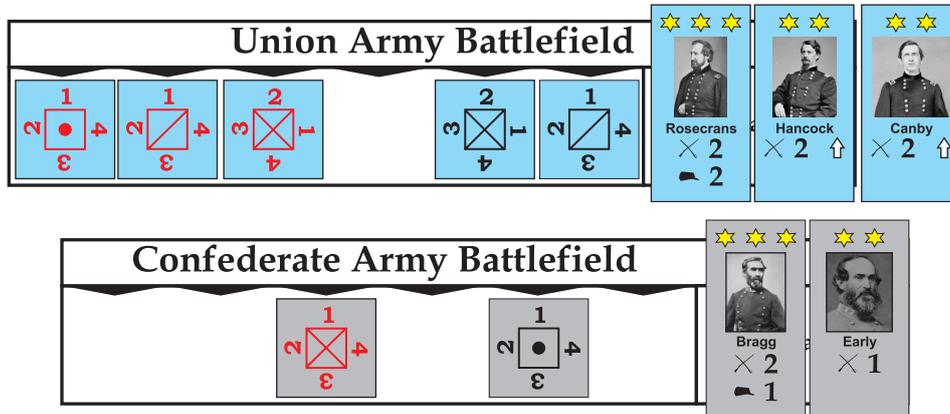


Each player then rolls 2d6 (blue - positive, grey - negative).

The Union player scores and , which means that he is able to select another unit to participate. He selects 1xCav (weakened).

The Confederate player scores and , which means that the Union player is able to remove 1 of the Confederate units: he selects 1xCav [Rule 16.9].

After these adjustments, the two armies facing each other comprise:



The BCV of units at full-strength is 2. Weakened units have a BCV of 1.

The BCV of the Union army is thus 11 (2+2+4+2+1). This is increased by 4 because the army includes Art, Cav and Inf [Rule 16.9, bp3], giving an ACV of 15.

The BCV of the Confederate army is thus 3 (2+1). This is increased by 2 because the army includes Inf and Art; and by 4 because the army occupies a redoubt [Rule 16.9, bp2], giving an ACV of 9.

Note: ordinarily, the BCV of the Confederate army would be increased by a further 4 to reflect the fact that it was defending the crossing point of a river; but, this benefit was negated by REC 17 Snapping Turtles!

Next each player rolls a 1d6 and adds the result to his ACV to arrive at the FCV.

The Union player scores , the Confederate player a , giving FCVs of 19 and 15, respectively.

Union field army A has won the combat by 4 (19 - 15). As the Union army had at least four 4 units participating in the combat,

the restriction on "hits" at Rule 16.10 does not apply and, in theory, it is able to inflict 4 "hits"; but, the participating Confederate units only have the capacity to absorb 3 "hits" (2 by full-strength infantry, 1 by the weakened artillery) before they are eliminated. The surplus "hit" is discarded [Rule 16.10].

So, Union field army A only actually inflicted 3 "hits". Half of 3 (fractions rounded down) is 1. This is the number of "hits" which Confederate field army E is able to inflict. The Union player allocates the "hit" to a 1xInf at full-strength, thereby weakening that unit [Rule 16.10].

Both players update their Field Army Boxes printed adjacent to the game map to reflect these casualties [Rule 16.10].

Because the difference between the two FCVs was greater than three (>3) Rule 16.11.b applies; the surviving units in Confederate field army E must retreat 2 hexes. The Confederate player moves field army E to Corinth.

Note: retreating field armies cannot move adjacent to an enemy field army or cross a river other than at a crossing point or railroad bridge [Rule 16.11.b].

Note: immediately Confederate field army E leaves Memphis the redoubt is removed from play. [Rule 13.0]

Note: by winning a significant victory, the Union player has negated to the effect of REC 14 War Order No.1 which the Confederate player laid at the start of the turn.

After Confederate field army E has completed its retreat, Union field army A exercises its option to advance into Memphis [Rule 16.11.b].

POSITION AFTER ROSECRANS CROSSES THE MISSISSIPPI

The image displays the state of the game after Rosecrans crosses the Mississippi. On the left is a hexagonal game map with the Mississippi River and various locations. Union Army A is at Memphis, Army B at Little Rock, Army C at Cairo, and Army E at Corinth. Confederate Army G is at Jackson. On the right are three Field Army Boxes. Union Field Army "A" contains three units (1x1, 1x2, 1x3) and commander cards for Cam, Hancock, and Rosecrans. Union Field Army "B" contains two units (1x1, 1x2) and commander cards for D.C. Buell, Baird, and Halleck. Union Field Army "C" contains two units (1x1, 1x2) and commander card for Wilson. Confederate Field Army "E" contains one unit (1x1) and commander cards for Early, Beauregard, and Bragg. Confederate Field Army "G" contains three units (1x1, 1x2, 1x3) and commander cards for Cleburne, A.S. Johnston, A.P. Hill, and Hood.

This leaves the Confederate player with something of a dilemma.

Mindful of the potential vulnerability of field army G's line of supply in following turns should Rosecrans be allowed to advance east, the Confederate player needs to engage Union field army A. However if field army G moves south it would leave the "door open" for Union field army C to invade Tennessee from the north.

Accordingly, the Confederate player decides to split field army G [Rule 16.2].

Guessing that Union field army C is fairly weak (it is commanded by Wilson, a junior commander) he leaves A. P. Hill in situ and creates a new field army; field army H.

The diagram illustrates the splitting of Confederate Field Army G. On the left is the original Field Army G with three units (1x1, 1x2, 1x3) and three commander cards (Cleburne, A.S. Johnston, A.P. Hill). This is shown as equal to the new Field Army G (1 unit, 1 commander card) plus the newly created Field Army H (2 units, 2 commander cards).

Field army H marches south to attack Union field army A in Memphis. Moving by foot, the cost of the move is 1 RP per hex, including the combat hex: 2 RPs in total [Rule 16.3]. The Activation Marker is removed from Union field army H [Rule 16.2].

Note: Confederate field army G was allocated 2 Activation Markers. One is removed (reflecting the order to create and move field army H); the other remains with field army G. Activation Markers never accompany moving field armies, unless the movement is brought about as a result of combat [Rule 16.2].

Combat occurs automatically when a moving field army attempts to enter a hex occupied by an enemy field army and is resolved before any further moves take place [Rule 16.1].

The Union field army is commanded by Rosecrans with a SCR of 2 and a CR of 2. He can command 2 combat units, plus 2 junior commanders. Each of the junior commanders is able to command 2 combat units.

This means that 6 (2+2+2) Union combat units are able to participate in the battle.

Confederate field army H is commanded by A. S. Johnston with a SCR of 3 and a CR of 3. He can command 3 combat units plus 3 junior commanders; but, having left A. P. Hill in charge of field army G, A. S. Johnston is accompanied by only 2 junior commanders. Each of these is able to command 2 combat units.

This means that 7 (3+2+2) Confederate combat units are able to take part in the battle.

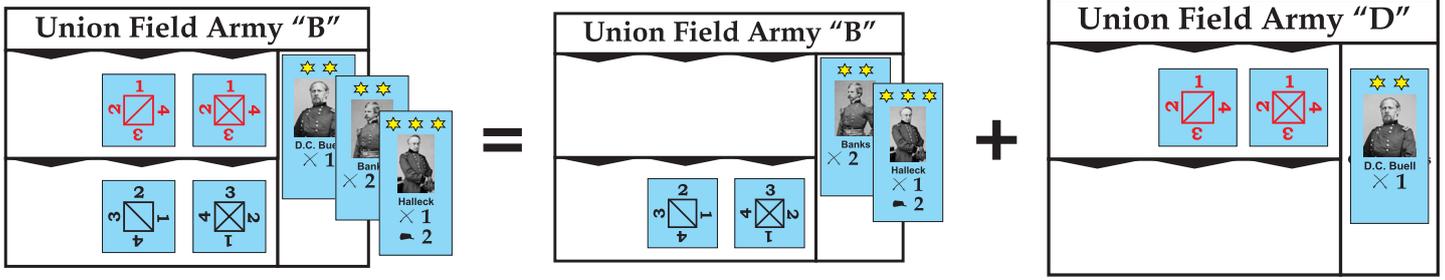
Each player places the commanders counters and Field Army Detail Markers to represent the commanders and combat units he has selected to take part in the combat on his Army Battlefield printed adjacent to the game map. Players then reveal their Army Battlefields [Rule 16.9].

Union Army Battlefield				★ ★ ★	★ ★	★ ★	
Confederate Army Battlefield				★ ★	★ ★	★ ★ ★	

Each player rolls 2xd6 (blue - positive, grey - negative). The Union player scores and , so there is no adjustment to the units he has selected. The Confederate player scores and , which means that he is able to select an additional unit: he chooses 1xInf (weakened). After these adjustments, the two armies facing each other comprise:

Union Army Battlefield				★ ★ ★	★ ★	★ ★	
Confederate Army Battlefield				★ ★	★ ★	★ ★ ★	

The BCV of the Union army is thus 9 (2+2+2+3). This is increased by 4 because the army includes Art, Cav and Inf. [Rule 16.9, bp3], giving an ACV of 13.



The two armies merge, retaining the designation of field army A, and the sleigh for field army D is removed from play ready to be re-used if and when a new field army is created [Rule 16.2].

Note: even though Rosecrans is only able to command 2 junior commanders at least 1 commander (Buell) had to accompany the full-strength units transferred (as temporary field army D) from field army B to field army A [Rule 4.0].

Note: field army A now comprises 12 combat units, the maximum possible [Rule 3.0].

The Union player updates the Field Army Boxes printed adjacent to the game map to reflect the transfer of these units [Rule 16.2].

All the Activation Markers having been actioned or discarded, the MOVEMENT AND COMBAT phase comes to an end.

FINAL POSITIONS

Combat Experience.

This phase is ignored other than during Spring Turns.

Reinforcements and Garrisons.

Reinforcements arrive as specified on the each player's Turn Track printed adjacent to the game map [Rule 18.1].

Finally, players have the option to create garrisons from Inf units on captured cities occupied by their field armies. In this example, the Union player could do so on the two captured Confederate cities of Little Rock and/or Memphis [Rule 18.2].