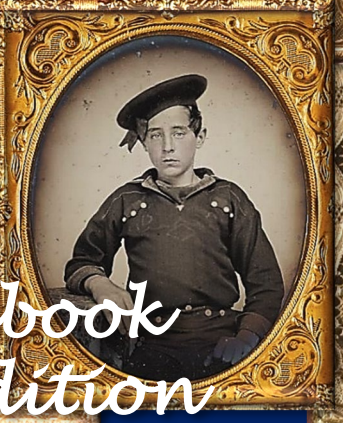
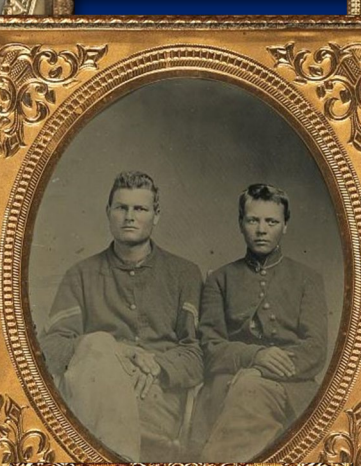


And The War Came ©

American Civil War Game
1861-1865



Rulebook
2nd Edition

And The War Came©

American Civil War Game

1861-1865



Blue Panther Games, LLC

Production



Larry M. Pinkerton, Jr.

Designer & Publisher

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“AND THE WAR CAME.”

Abraham Lincoln
2nd Inaugural Address
March 4, 1865

TABLE OF CONTENTS

1.0 Game Play	1
2.0 The Units	2
3.0 The Map	3
4.0 Generals and Armies	4
5.0 The Cards	6
6.0 Ground Movement	7
7.0 Battles	7
8.0 Naval Support	9
9.0 Logistics	9
10.0 Victory	10
11.0 Optional Rules	12
12.0 Scenarios	13
13.0 Strategy Hints	16
14.0 Designer Notes	16
Index	17

Game Components

1 34 in x 22 in map
48 blue USA unit counters
42 grey CSA unit counters
22 blue USA General counters
19 grey CSA General counters
108 counter covers
30 orders and events cards
4 dice
55 blue & grey 7/8 in marker chips
1 20 page rule & scenario booklet
1 USA Army Order of Battle Sheet
1 CSA Army Order of Battle Sheet
1 USA General Information Sheet
1 CSA General Information Sheet
2 Player Reference Sheets
1 Battle Sheet

INTRODUCTION

And The War Came® is a strategic level card driven game of the American Civil War, 1861-1865. One player plays the United States and the other the rebelling southern Confederate States of America. The objective is to gain enough points to win the scenario.

The game is “We Go” turn based. In the same seasonal turn, **both** players perform functions and use orders cards to first activate corps sized unit counters for area movement, and then possibly engage in combat.

Through movement and/or combat, players gain victory points by seizing areas or taking points away from the enemy. Generals may command units in combat and movement, and higher ranked generals command more units. There are covers that hide the unit strength and type from the opposing side.

There are four short scenarios (1861, 1862, 1863 and 1864), two multi-year campaign scenarios, (1861-1863, and 1863-1865) and the entire war scenario. Select a Scenario, reference the Area Set Up for unit start locations, and get started!

1.0 GAME PLAY

There are four seasonal turns in a year-each turn represents three months. 1861 and 1865 are partial years. Turns are broken down into **Steps**. In each Step, both players perform specific functions. The **Operations Step** has card driven sub steps called **Action Phases**. The step sequence is:

- Card Step
- Administration Step
- Operations Step
 - Action Phase(s)
- Logistics Step
- Victory Check

1.1 Card Step

At the start of each seasonal turn, deal the required number of cards from the top of the deck to each player. Players may look at, but keep their cards hidden from each other until played during the Operations Step. Players will make decisions and activate their units according to the values on their hand of cards (see 5.0). The number of cards dealt to each player per turn is:

- Winter (Jan-Mar) one Card
- Spring (Apr-Jun) two Cards
- Summer (Jul-Sep) three Cards
- Fall (Oct-Dec) two Cards

1.2 Administration Step

In the Administration Step players use resource points to create units. Players also place/move generals.

- Both players determine their Total Resource Points for the turn to recruit/purchase new units and replacements (see 9.1). Players will place them on the map later during the Logistics Step (see 9.3).
- Players place new or previously wounded generals on the map.
- Players may administratively transfer generals (without their troops) that are already on the map to new areas and new commands, **if they are not in command of a named army**.

1.3 Operations Step

The Operations Step contains one to three Action Phases where promotions, movement and combat take place. The number of Action Phases in a turn equals the number of cards for that turn (see 1.1).

The sequence in an Action Phase is:

- Determine Initiative
- Promotions/Create Armies
- Issue Orders-both sides move units
- Resolve Battles resulting from moves
- Repeat (if multiple action phases)

1.3.1 Determine Side Initiative

Both players reveal a single card for that action phase. Whoever plays the card with the highest value has side initiative that Action Phase. Event cards always gain initiative over normal orders cards played, and the CSA player wins all ties (see 5.3).

1.3.2 Promotions/Create Armies

Players may use card orders or a card promotion bonus to promote generals. Players may not promote newly placed generals in their first seasonal turn. Players may create one of the **5 named army** level commands by promoting a general to three-star rank (see 4.2.1).

1.3.3 Issue Orders to Units

Players move units and initiate combat based on available orders on

their card played that phase. Players move either first or second according to who has side initiative.

1.3.4 Resolve Battles

Resolve battles where units attempt to move into enemy occupied areas.

1.3.5 Repeat Action Phase steps

If there are multiple action phases as in the Spring, Summer and Fall turns, then repeat steps 1.3.1 through 1.3.4 until both players have played all cards.

1.4 Logistics Step

After all action phases are complete for the turn, the Logistics Step occurs.

- Players check their unit supply lines. Units that cannot trace a supply line have restrictions (see 9.2.2).
- Players place units on the map that were recruited/purchased in the Administration Step.
- Players may cross-level unit strengths within the same area (see 9.6).

1.5 Victory Points and Victory Check

At the end of the turn, players count their area victory points and update the victory point track accordingly. Adjust the USA War Weariness track as events occur. Check if an immediate victory condition has been met.

2.0 THE UNITS

Counters represent USA (blue) and CSA (grey) combat units. Generic Counter Covers hide actual unit information from the enemy and add fog of war in the game (see 2.2.4).

2.1 Unit Markings

Unit counter markings display numbers, letters, and symbols defining unit type, movement, combat abilities, and strength. There are three combat unit types-Infantry, Cavalry, and Forts.

2.1.1 Unit Strength

The current combat strength of a unit counter is indicated by the number of symbols on the forward edge when the counter is facing the enemy side-

these symbols are **Strength Points (SP)**. Strength determines how many six-sided dice players roll for a unit in combat. A 4 SP unit rolls four dice; a 1 SP unit rolls one die.

Units vary in maximum strength. Infantry and forts have up to 4 SPs, while cavalry and infantry independent detachments have up to 3. For each hit taken in combat, strength is reduced one SP by rotating the counter 90 degrees clockwise. When the last SP is gone, the unit is taken off the map and set aside to be rebuilt again.

2.1.2 Unit Combat Rating

A unit's default combat rating is indicated by a red letter and number such as **B1** or **C2**. The letter is the class and determines the sequence a unit rolls during combat rounds. All **A class** units roll first (one side, then the other), then all **B class** units, then all **C class** units. To score a hit, the unit must roll the listed number or less. Terrain, fortified cities, and generals can modify combat ratings.

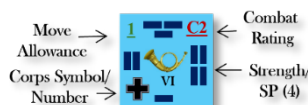
Example: in a battle between a B1 and a C2 unit, the B1 rolls first, but only scores a hit for each 1 rolled. The C2 rolls second and scores a hit for each 1 or 2 rolled.

2.1.3 Unit Movement Allowance

A unit's default movement allowance indicates how many areas it may move in a single Action Phase. The movement allowance is the green number listed in the counter corner. Units may always move fewer areas than their allowance (see 6.1).

2.2.1 Infantry (Bugle)

Each unit counter represents an infantry corps of up to four divisions or an independent detachment of up to three divisions. Divisions are represented by rectangular SP symbols. Each SP represents roughly 6,000 soldiers.



- Infantry is a default of **C2** in combat.
- Infantry's default move allowance is 1 area.
- Independent (IND) detachment counters function exactly the same as corps counters and can be used in the same manner.
- The USA corps symbols, numbers and state flags, and notional CSA corps numbers and battle flags are for historical flavor only.

2.2.2 Cavalry (Crossed Sabers)

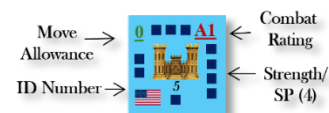
Each unit counter represents a cavalry corps of up to three divisions. Divisions are represented by SP symbols with a diagonal slash. Each SP represents roughly 3,000 troopers.



- Cavalry is a default of **B1** in combat.
- Cavalry's default move allowance is 3. **CSA General Stuart is a special case-when he commands infantry, he has a move limit of 2, but if he commands solely cavalry, he retains the cavalry 3 move allowance.**
- Cavalry may retreat before the first combat round if engaging enemy non cavalry units. This makes cavalry useful in conducting reconnaissance.
- The USA cannot build cavalry units until the fall turn of 1862.
- Cavalry units have leader names listed-this is for historical flavor only.

2.2.3 Forts (Castle)

Each unit counter represents garrisoned forts and/or defensive works with heavy artillery. Each SP symbol represents a single fort or defensive works and roughly 1,000 soldiers.



- Forts are a default of **A1 for defending combat only**. Forts never attack, and they cannot retreat. **Forts always have the advantage during combat.**

- Forts have a move allowance of 0. Once built, they cannot be moved. But fort SPs can be transferred to other forts by rail.
- Players can build forts in friendly areas or where there are friendly forces, including Fortresses/Fortified Cities.
- When forts are in an area containing, or bordered by a river, they block enemy river supply beyond that area, even at the junction of, or between, two rivers. CSA forts block USA naval movement beyond the fort.
- A fort can be voluntarily converted to an infantry counter (but not vice versa) at a 2:1 rate, i.e., 2 fort strength points convert to a 1 infantry SP counter.
- Fort ID numbers are only for player identification.

2.2.4 Player Aid Counters

There are several types of player aid counters. Square generic unit counters are used to cover and hide actual unit stacks to enable fog of war. Round double sided dual purpose chips can be placed on the map for area control or used as combat die roll modifier aid.



3.0 THE MAP

The map depicts the southeastern part of the United States and surrounding bodies of water. This area is where the war's major campaigns and decisive battles took place.

3.1 States

The eleven CSA states are grey tinted-only portions of Texas and Florida are shown. USA states are blue tinted. Border states are tan. Heavy shaded lines denote state boundaries.

3.1.1 Border States, Western Virginia, and Oklahoma Territory

Missouri, Maryland, and Kentucky are border states with divided loyalties. Either side can gain those areas and points. The western region of Virginia

is indicated by red dashed lines. Western Virginia is initially CSA, but its areas are treated like a border state-either side can gain. **Historical Note:** West Virginia was admitted into the Union as a new state in 1863.

Both sides may enter and conduct operations in Oklahoma Territory.

3.1.2 Kentucky

Kentucky has special neutrality rules. The state legislature attempted to stay neutral in the war. Both sides considered Kentucky so strategically important that neither wanted to push it over to the other side. To reflect this, there are no units in Kentucky at the start of the war in 1861-if and when one side initially invades Kentucky, two things happen:

- The other side gets to immediately create and place a friendly 1SP infantry unit anywhere else in the state. This unit is not a replacement-it is a new, friendly Kentucky militia. This is a one-time event. Other invasions do not trigger the creation of another militia unit.
- The invading side also impacts the War Weariness Track. If the CSA invades Kentucky, reduce the track number by one; if USA invades, increase the track number by one.

3.2 Areas and Area Control

States are sectioned into areas that define movement and terrain effects for combat. Fortified cities/fortresses are also areas. The thick shaded state boundaries and thin dotted lines denote area boundaries. Most areas are named for a city. Some areas are worth Victory Points due to importance to one side or the other. A small portion of Virginia (Delmarva Peninsula) is isolated by the Chesapeake Bay.

Areas are USA, CSA, or border state. USA areas are always friendly to the USA unless occupied by CSA units. CSA areas are friendly to the CSA, but after a USA unit moves into or through the area it is "garrisoned" by the USA-place a blue chip to show its controlled status. A CSA unit moving

through a garrisoned CSA area automatically returns it to CSA friendly. Border state and the western Virginia areas are friendly to the side that last occupied them. **Except in Swamp areas, there is no limit on the number of units in an area.**

3.3 Cities

Significant cities during the Civil War are displayed on the map. Cities have a role in game logistics (see 9.3). Cities that had extensive defensive works are shown on the map as fortified cities.

3.3.1 Important Cities

Large cities and state capitols are important cities. Large cities in the game are shown as an open white square, and state capitols are circles with yellow centers. Cities are important because of their size, and/or political and economic activity.



There are three USA off map city/area boxes on the North map edge-New York/New England, Detroit/Cleveland, and Chicago/Milwaukee. **These are important cities that cannot be captured by the CSA.**

3.3.2 Small Cities

Black dots represent small cities.

● Asheville

3.3.3 Fortified Cities/Fortresses

Fortified cities are also areas and are denoted with an eight-point fort symbol. They are adjacent to the areas bordering them on the map. There are three USA and eight CSA fortified cities/fortresses. Most fortified cities have victory point values and are important cities. Washington and Richmond-Petersburg are the opposing capitols and are denoted with a star inside their symbols.



Fort Monroe and Forts Jackson/St Phillip are fortresses, not cities; only fort units may be built there, but all units within may receive replacements. Ft Monroe is also treated as a border area that is initially USA controlled.

CSA coastal/river fortified cities block USA naval movement (see 8.2). Fortresses have special defensive benefits:

- A built-in **single Strength Point** (the garrison, heavy guns, and fortifications) with a combat rating of A2 (always has advantage). The **SP takes 2 hits to be eliminated**. When the single strength point is eliminated, the fortress is captured. The capturing side gains the built-in strength point.
- Defending units gain a +1 on combat rolls while defending in a fortified city. **Defending units must take hits first, before the single built-in SP.**
- Attacking units are -1 on combat rolls, for example a C2 fights as C1.

Example: in an attack on an infantry unit defending in a fortified city, the defender first gets a single roll for the city's A2 SP and the defending unit's combat rating is increased by +1. The attacker's combat rating is reduced -1. These are in addition to any other tactical modifications.

3.4 Railroads

Black double lines denote railroads. Railroads allow high-speed transport between areas. Railroads are also used to trace lines of supply.

Enemy units moving through an area may destroy the rail lines (mark these with a coin or button). **Players may use an Order or move friendly units into/through the area to repair the line.**

3.5 Rivers

Major rivers are shown as thick blue lines. The USA player can use naval movement on rivers for high-speed transport like railroads, unless the river is obstructed by CSA forts or a fortified city. Both sides can use unobstructed rivers to trace supply lines. Ground

units can move and attack across rivers, but there are penalties.

- It takes an **extra move allowance to cross a river into an enemy or unoccupied border area**. Units with a move allowance of 1 **must use an extra order or an orders card movement/bridging bonus to cross such a river-this is the only time a unit may use two orders in a phase**.
- When attacking across a river, the attacker combat rating is -1 on a combat roll in the **first round**, for example a C2 fights as a C1.
- *Note: In Kentucky, the Tennessee and Cumberland Rivers actually run roughly parallel and are separated by a thin strip of land only 11 miles wide. At this strategic level, it made sense to just show this area as a single blue line.*

3.6 Ocean/Sea Areas

The Atlantic Ocean, the Chesapeake and Delaware Bays, and the Gulf of Mexico are shown in light blue. Only the USA player can use naval movement through sea areas for high-speed transport. The USA player may also trace lines of supply to Northern states via sea areas. CSA units cannot cross from mainland Virginia to the Delmarva Peninsula.

3.7 Mountains and Swamp Areas

Mountain and Swamp areas affect ground movement and combat. Swamps also affect the maximum number of friendly units that can occupy the area. Units must stop when they enter a mountain or swamp area and move no further that action phase, unless they move by rail or naval movement. Units may then move in the next action phase but must stop again if entering a new mountain or swamp area.

- Defending units in mountain and swamp areas gain a +1 on combat rolls, for example a C2 fights as a C3.
- **No more than 1 unit may occupy a Swamp area at the end of a turn.**

3.8 Theaters of Operation

For the purposes of building armies and four player games, there are three operational theaters.

- **Eastern Theater:** Pennsylvania; New Jersey; Delaware; Maryland; Virginia; North Carolina; South Carolina
- **Western Theater:** Ohio; Indiana; Illinois; Kentucky; Tennessee; Alabama; Mississippi
- **Trans Mississippi:** Iowa; Kansas; Missouri; Arkansas; Louisiana; Texas; Oklahoma Territory
- *Note: Georgia and Florida are in both the Eastern and Western theaters. Louisiana is in both the Western and Trans Mississippi.*

4.0 GENERALS & ARMIES

There are also two types of non-combat counters that serve as icons-General counters and Army counters. CSA generals are on grey counters and USA generals are blue. Army counters are in their respective national colors.

4.1 Generals' Commands

General counters represent senior leaders of the American Civil War, plus staffs and logistics trains. A general counter with attached combat units is a **Command**. A general's Command is independent-two or more Commands may be in the same area, but they are separate Commands and require separate orders to activate for movement or combat. Only a named army under the command of a Lieutenant General (LTG) may contain subordinate generals.

Generals add a dynamic aspect to the game. Units under a general's command may be more capable in combat and/or movement. The higher a general's rank, the more units they may command, even combinations of infantry and/or cavalry units. Generals also allow units to fight longer in combat. Generals may be promoted to higher rank, and thus command more units, or they may be relieved and/or demoted. Generals may be wounded or killed in combat.

4.1.1 General Counters

General counters have the picture, name, and combat abilities such as initiative and tactical ratings according to rank. Counters also show the move rating, and cost to demote from **named army** command. Like combat unit SPs, the general's current rank is forward, facing the enemy side.

A General's abilities effect units in his Command. Abilities may change with rank. Most generals can move units in their Command at a better rate than an infantry unit's default movement allowance, but all units move at his movement rate regardless.



***Example:** Thomas (Stonewall) Jackson, as two-star Major General has a combat ability of A*1 and may command two units-for example, if infantry (C2), he enables both to fight as "A" class units, and upgrades **one** unit to a "3", so his command's two infantry units fight as A2 and A3. Those units have a movement allowance of 2 when commanded by Jackson.*

*William Tecumseh Sherman, as a one-star Brigadier General, has a combat ability of B*0, and if commanding an infantry unit (C2), enables it to fight at B2. The unit has a movement allowance of 2 when commanded by Sherman.*

4.1.2 General Rank and Promotions

Generals enter the game as one-star Brigadier Generals (BG). With promotions they can raise to two-star Major (MG), or three-star Lieutenant (LTG) General rank. The USA and CSA had different rank/command structures for general officers-for game simplicity this system is used:

- BGs command **1** unit (a corps).
- MG may command **1** or **2** corps.
- LTGs **must command a named army**-and only army commanders may be three-star rank. If removed from army command, an LTG is

demoted back to MG or BG rank (player's choice).

- Only USA generals Grant and Sherman can be promoted to four-star generals (full General-GEN). Four-star rank allows the general to command (move and fight) two or more named armies, or armies/corps combinations together. GENs do not have combat abilities-armies/corps under them are commanded by their subordinate commanders in combat. **Grant and Sherman may be promoted to GEN in the winter of 1864 or later.**

Players may promote and demote generals during the Promotion/Create Armies portion of an Action Phase, by using cards (see 5.1). **Generals may be promoted only once a seasonal turn (regardless of promotion method), and only one rank at a time.** When promoted, simply turn the counter so the new rank and combat ability is facing forward. **To demote and remove army LTGs, the player must add (USA) or subtract (CSA) the Cost to Demote on the War Weariness track**-this represents public frustration when removing a senior leader. Many generals were not necessarily good in combat but were important politically-Lincoln's 'War Democrat' generals as an example, or they were friends with the President (i.e. Davis and Bragg). These generals cost the player more to demote. Demoted generals are reduced in rank and may be removed from play. They may be returned later at a player's discretion.

4.1.3 General Assignments

Generals enter on the game turn noted on that side's **General Information Sheet** and are placed on the map in the **Administration Step**-historically, they enter the game about the time they rose to corps command level. The owning player places new or returning generals wherever they wish, either alone, as an independent Command or within an army. Generals do not need to be located with combat units, but they can be **captured** when

alone. New generals enter the game at one-star rank and cannot be promoted in their first turn.

During the Administration Step Brigadier and Major Generals may be reassigned (moved) freely, to new areas to command units or not. Reassigned generals **do not** take units with them-they are simply being administratively transferred to a new assignment.

4.1.4 Generals in Combat

Generals compare their initiative rating to the enemy general or unit. The side with higher initiative has the **advantage** (see 7.1) for that battle. In case of an initiative tie, the defending side has the advantage. An army LTG with advantage **applies the advantage** to subordinate units/Commands for their class during combat.

The asterisk number is the general's tactical rating which is added to **one** combat unit (corps) he commands in combat. **Commanded units may initiate two rounds of combat.**

***Example 1:** MG Butler with ability of C*0 gives no extra benefit to the units he commands, other than allowing two rounds of combat. If he commanded cavalry, he would reduce them to C class! If Butler attacked a defending enemy C2 infantry unit, the defender has the advantage, as both are C class.*

***Example 2:** LTG Lee with ability of A*1, commanding the Army of Northern Virginia (AoNV) with 3 infantry units and subordinate BG Longstreet (ability B*1) attacks the Army of the Potomac (AotP) commanded by LTG Meade (ability B*0). Comparing both senior leader's initiatives, Lee's "A" is superior to Meade's "B", so the AoNV has the overall advantage in the battle even though it is the attacker. The AoNV class A units will roll before AotP class A units and so on. The unit that BG Longstreet commands still fights as a B unit, but it will roll before enemy B class units. Finally, due to LTG Lee's tactical rating, he can add a bonus of +1 to the combat roll of **one** of the units under his command (C2 to C3). If*

both opposing senior commanders had the same initiative, the AotP would have the advantage as the defender.

4.1.5 General Casualties

Generals were often wounded or killed in combat. The lower the rank, the higher the probability this could happen. To reflect this, at the end of a battle, for each general that fought roll **two** dice and sum up the total number.

- BG is a casualty on a sum of 10-12
- MG is a casualty on a sum of 11, 12
- LTG/GEN are casualties on a sum of 12

After a general is determined a casualty, the player then rolls **one** die to determine the severity of the wound. On a roll of **6** the general is killed/permanently disabled and is immediately removed from play. On a roll of **1** through **5** the wounded general is removed and recovers off map for as many turns as the die roll. He is immediately put on a future seasonal turn as determined by the severity die roll.

Example: on turn six, a general is wounded with a severity of 4; the general comes back in the game at turn ten, 4 turns (one year) later.

If an LTG army commander is a battle casualty, a new commander must be promoted to command in the next action phase. If a MG is in the army, he must be promoted to LTG. If no army MGs are available, then a MG must be taken from another Command or from the removed generals and promoted to LTG. If no MGs are available, the army is disbanded. A wounded LTG returns as a MG.

4.1.6 General Capture/Exchange

If all units under a general's command are destroyed in battle, but the general himself is not killed or wounded, the general is captured, and the opposing player takes the general counter. The same is true if enemy units move into an area with a general counter that is alone (without friendly combat units).

Players may negotiate the prisoner exchange of captured generals in any manner agreeable to both during the Administration Step.

4.2 Army Units

Both sides had several large armies that were named after areas (CSA) or rivers (USA). Named armies may contain several corps. Named army counters on the map represent these large groups of units off map. The actual units are placed on the player's Order of Battle sheet. Armies may contain any mix of infantry or cavalry units as long as they do not exceed the maximum unit limit for that army. General counters do not count towards the limit. Army counters have representative flags with titles.



Armies allow several generals and units to move and fight together under a single large Command. An army can have only one LTG commander. It may also have subordinate commanders for the army's corps. The Army commander and Corps commanders apply their combat ratings to units during combat (see 7.1). Armies have a movement allowance equal to their LTG's movement rate.

Example: The CSA Army of Tennessee (AoT) has 2 infantry corps, and 1 cavalry corps. Bragg is the LTG commander with BG Hardee commanding one of the subordinate infantry corps. The AoT moves at Bragg's move rate of 2.

4.2.1 Army Creation

During the Promotions/Create Armies portion of an Action Phase players may create named armies anywhere in the theater listed below. All that is required to create an army is to promote a MG to LTG, and at least one unit under the Command. **The promotion to LTG and creation of the army happens simultaneously-the act of promoting to LTG, makes his**

Command a named army. Once built, an army is not required to stay in the theater it was created. There are three USA and two CSA Armies:

Eastern Theater:

- USA Army of the Potomac (AotP): up to 7 corps
- CSA Army of Northern Virginia (AoNV): up to 5 corps

Western Theater:

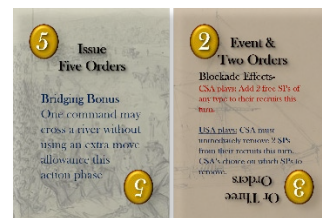
- USA Army of the Cumberland (AotC): up to 4 corps
- USA Army of the Tennessee (AotT): up to 4 corps
- CSA Army of Tennessee (AoT): up to 4 corps

4.2.2 Army Artillery Reserves (AAR)

Both sides can build artillery reserves for the armies listed above. In combat each artillery reserve can support one corps unit by adding +1 to its combat rating-making a C2 a C3 for example. **The USA can build up to 3 reserves, and the CSA 2.** No more than 2 reserves can be placed in a single army. Artillery reserves cost 1 Resource Point (RP) each and may be transferred to another army by rail. Use one of the chips marked AAR for each artillery reserve. **An artillery reserve can be taken as a hit in combat.**

5.0 THE CARDS

There are 30 cards that enable moves, combat, and special events during action phases. All cards have numbers (1 through 5) in the corner that list how many **Orders** can be issued with that card. Each order can activate a Command or an individual unit to move and/or combat during the phase. Many cards contain **Bonus Actions**, and eight cards contain **Special Events**.



At the beginning of each year shuffle all cards and place them face down. According to the season, deal the appropriate number of cards face down to each player-they then examine their cards. During action phases of the **Operations Step**, both players play a card, order (move) units, then discard the card. The Operations Step ends when both players have played their hand of cards and conducted action phases. Some cards remain undealt at the end of the year. At the beginning of the next year, reshuffle the entire deck, including all discards.

5.1 Card Orders

Orders do several things. Players “issue” orders to move and/or attack with their units. An order can activate a single unit or a general’s Command with multiple units-even an army.

Players can order as many Commands/units as the number of orders on the card played during the action phase. Thus, a card with two orders allows a player to activate and move two separate units or two Commands, or one of each.

Players may also use orders to **promote** generals. Players may also use orders to **repair railroads** within an area. **Orders cannot be saved from previous turns or phases.**

5.2 Special Event Cards

The eight event cards give players the option to play the event and have two orders left or instead use the full three order value. Events are special actions that occur in that phase. There may be conditions for the event according to whether the player is USA or CSA. Players declare during **Determine Side Initiative** whether they will use the event or not. In most cases, events are resolved first in the phase before orders are issued.

5.3 Side Initiative

Card values determine which player has the side initiative during the action phase. If played, events have priority for determining initiative, followed by order values. The CSA player wins ties.

The player with side **initiative chooses whether to move first or second** in that action phase. The initiative player also determines in which order battles are fought during that action phase.

5.4 Card Bonus Actions

Some cards allow for free bonus actions, such as promotions, tactical and initiative advantages, move increases, etc.

6.0 GROUND MOVEMENT

Players use orders to march and rail/naval move their individual units, independent Commands, and armies. Players never have to move-they must play a card but may do nothing if desired. Units usually move once per action phase, but there are exceptions such as **Advances & Retreats.**

6.1 Unit Moves

Units move according to their move allowance. A unit with a move allowance of 1 can march to an adjacent area or move by rail line-or with naval support conduct a naval move. A general with a move rating of 2 can march his Command 2 areas, etc. Mountains, Swamps and Rivers degrade move allowances. **Units may pass freely through areas with friendly units, or unoccupied enemy areas-but when units attempt to enter an area containing enemy units, it is an attack and initiates a battle.**

6.2 Move Orders to Commands

An order effects a general’s entire Command. To move two or more armies or Commands with one order in the same area requires a four- star GEN. Otherwise separate Commands in the same area require separate orders to move.

Example-the USA player has the AotP, with LTG McDowell commanding, MG Banks subordinate, and 7 units. He plays a card with 2 orders and uses one order to activate and move the AotP (with 5 units). With the other order he activates MG Banks as a now separate Command with 2 units to conduct a naval move.

6.3 Fixing

When a force attempts to move into an enemy occupied area, the defending enemy force is “fixed”-cannot move until combat is resolved. Fixing occurs at a 1:1 ratio-if the defending force has more units than the attacker, the excess defending units may move (by using orders) out of the area.

Example-A USA force of one unit attacks an area with two CSA units. One of the CSA units must stay and defend, but if the CSA uses an order from their card, the other CSA unit could move out of the area.

6.4 Rail Moves

A player may move several units or **transfer** SPs via rail during a turn. Moves are unlimited if the rail path is **unbroken** and friendly. Rail moves cost 1 move allowance-a Command with a move rate of 2 can move to a rail area with 1 move allowance and then move via rail with the second. It could also start in a rail area, and move via rail to a new area, then move out of it with the second move allowance. A unit with 1 move allowance could start, move along, and end movement in a rail area. Units may end their rail move in an area that is friendly, or **reinforce** a battle in a contested area, but not an enemy or uncontrolled border area.

It takes one order to transfer up to 3 SPs between two units connected by rail. **A unit receiving transferred SPs may move afterward. They cannot attack in the first round of combat, but they may reinforce in the second round.**

Rail capacity in SPs per turn:

	<u>1861</u>	<u>1862</u>	<u>1863</u>	<u>1864</u>	<u>1865</u>
USA	5	6	6	6	6
CSA	4	5	3	1	0

7.0 BATTLES

When units attempt to move into an enemy occupied area, it is an attack and initiates battle. **The moving side is the attacker.** Resolve battles after all moves are completed. The player with card initiative determines the order in which battles are fought that phase.

Players uncover and reveal unit type and strength when the battle starts-they may place units on the supplied **Battle Sheet**. Players place their units facing so that their current strength is facing enemy units. After battle, return the units to the map and cover them with counter covers. Players complete each battle before starting the next.

Terrain affects battles, either by reducing the attacker's dice roll, or improving the defender's. Terrain effects are cumulative-if attacked from across a river into a swamp area, the defender gets the swamp defensive benefit, and the attacker is degraded crossing the river.

7.1 Battle Combat Rounds

A single unit without a general may **initiate only a single round of combat**. Units under a general's **Command may initiate two rounds of combat**.

Units may **Fire** or **Retreat** in a combat round unless they are eliminated prior to their chance to act. The sequence of combat is **A** class units/Commands fire before **B** class units/Commands, which fire before **C** class units/Commands. **If both sides units are the same class, the defender has the advantage, and fire before attacking units of the same class**, but a general's initiative may change who has the advantage.

-To **Fire**, roll as many dice as the unit's current strength (SP). A hit occurs for each die roll that is equal to, or less than the unit's combat number rating.

Example- a 3 division (SP) infantry corps has a combat rating of C2. For that corps, roll 3 dice. Every "1" or "2" rolled is a hit.

-To **Retreat**, the owning player declares the unit will retreat instead of firing in its turn.

Combat losses are immediate-hits and SP losses are taken as they occur. Players apply hits to their units as they wish, regardless of A, B or C class.

After both sides have fought a combat round (firing, taking hits and/or retreating), commanded units have the option to initiate a second round of

combat. **If a defender does not retreat or is not eliminated, the attacker(s) cannot advance and must retreat.**

After each battle, players roll a casualty check for each general involved.

7.2 Battle Reinforcements

A player may attack an enemy area with several units or Commands, and/or from separate areas. **The first Command or unit attacking into an enemy area is the main attack**-those main attack units engage in the first round of combat. **All friendly units arriving after the main attack are reinforcing and enter combat in the second round.**

The defender has a similar process-the unit(s) under attack engages in the first combat round and reinforcing units/Commands enter normal combat in the second round. Reinforcing units may not fire, retreat or take hits in the first combat round.

7.3 Retreats

If a player chooses to retreat a defending unit(s), it must retreat to a friendly or unoccupied border area in the opposite direction (away) from the main attack. Retreating reinforcing defense units must retreat to the friendly adjacent area they reinforced from.

If an attacking player chooses to retreat a unit from combat, they withdraw from the battle and return to the friendly adjacent area they attacked from. Withdrawing reinforcing units must remain in the friendly adjacent area they reinforced from.

7.4 Advance After Combat

At the end of a battle, if the defender has retreated or been eliminated, the attacker must move the remaining attacking force (minus those that retreated) into the newly seized area.

7.5 Strength Recovery

At the end of a battle, **if in supply**, each unit that remains can recover **one**

of its **lost** strength points-this applies to both sides, even if retreated. Units eliminated in combat cannot use recovery-they are taken off map but may be rebuilt later.

Example-a 4 SP unit losses 3 SPs by the end of two rounds of combat. After the battle it recovers one lost SP and begins the next phase as a 2 SP unit (50% casualties).

7.6 Battle Example-The Battle of

Shiloh, 6-7 April 1862. *(Try this with actual unit and general counters).* The CSA Army of Tennessee (AoT-actually known as the Army of Mississippi at the time) launched a surprise attack from Corinth, Mississippi on the USA Command of MG Grant in the Humboldt, Tennessee area. The AoT is commanded by LTG A.S Johnston, with MG Beauregard as second in command, and BGs Hardee, Polk, and Bragg corps commanders. All AoT generals have initiative of **B** at their current ranks. The AoT contains three infantry units (corps)-2 corps have 3 SPs (divisions), and 1 corps has 2 SPs (divisions). The corps are commanded by Hardee, Polk and Bragg respectively, so all units have a **B2** combat rating. Grants' force has two infantry corps, both with 3 SPs (divisions). Grant's rating of **B*1** gives both of his units a **B** rating, and his tactical rating gives 1 corps a tactical rating of **3** not the default **2**, so Grant's units are **B3** and **B2**. And from MG Buell's Command across the Tennessee river, the USA player sends a USA reinforcing corps rated as **C2** with 2 SPs that will be available in the second round. MG Grant can only command two units, so this third reinforcing unit does not get the benefit of his **B** initiative rating-but it still can support.

As both senior commanders (Johnston and Grant) have initiatives of **B**, normally Grant's defending units would have the advantage. But the CSA player has played the **Surprise Attack event card**, which means for the **first round only**, the CSA side has the

advantage. The CSA rolls eight dice for his 8 SPs (all are B2 units) and rolls 4-5-1-3-3-2-2-6. The 1, 2 & 2 rolls cause 3 immediate hits to Grant's force, and the USA player removes 2 SPs from Grant's B2 unit, and 1 SP from the B3 unit. Grant now rolls two dice for his 2SP B3 unit and gets a lucky roll of 3 & 1 (2 hits) and then rolls one die for the 1SP B2 unit and gets another hit with a roll of 2! The CSA immediately applies the 3 hits with 1 hit each to his three units. At the end of the first combat round the AoT has a 2SP B2, another 2SP B2, and one 1SP B2 unit. Grant struck back hard, but has been shaken, with a 2SP B3 and a 1SP B2 unit remaining-but he also has a 2SP C2 reinforcement unit coming, and **the CSA player no longer has the benefit of a first-round surprise attack.**

In the second round, Grant has the advantage as the defender. Grant's B3 and B2 units roll first. He rolls two dice for his 2SP B3 unit, rolling 1 and 5 (1 hit) and rolls one die for his 1SP B2 unit, rolling a 2 (hit). The CSA player applies a hit to each of his 2SP B2 units. The CSA is now down to three 1SP B2 units-he rolls three dice, rolling a 2-6-1 (2 hits). Grant applies 1 hit to the 2SP B3 unit, and 1 hit to the 2SP C2 reinforcing unit, reducing both to 1SP. C class units roll after all B class units, so now the USA player gets to roll one die for his last unit, the 1SP C2 reinforcement. He rolls a 5, (no hit), which completes the 2nd round of combat, and the battle. Grant's Command was not eliminated and did not retreat, so the CSA player retreats the Army of Tennessee back to Corinth, Mississippi.

Now, all generals roll to check if they are casualties, and only LTG A.S. Johnston is determined as wounded (an LTG rolling an unlucky 12 on two dice), then for the wound severity he rolls a 6, and is killed in action! Even though MG Beauregard took no part in the combat (he had no units to command), in the next action phase he will have to be promoted to LTG and

command of the AoT, or the army will be disbanded.

The final act of the battle is **Recovery.** For both sides, each **remaining** unit can recover 1 of its lost strength points-so each 1SP unit recovers one of its hit SPs, bringing each up to 2SP. The net result of the battle is 2 SPs (25%) lost for each side.

8.0 NAVAL SUPPORT

The USA had naval superiority throughout the war-when the CSA did contest that superiority, they primarily did so with fortifications, possibly supported by a few gunboats, and maybe an ironclad. Because of this only the USA player has naval support points available according to the year. The USA player may use these points in any combination to move activated units by sea or river, or for combat support. **One naval support point moves one unit (counter) or supports one unit in combat.**

Naval support points per turn:

<u>1861</u>	<u>1862</u>	<u>1863</u>	<u>1864</u>	<u>1865</u>
1	2	3	3	3

8.1 Naval Combat Support

Units in combat in a coastal or river area may receive naval combat support, adding a +1 on the dice roll for each single unit receiving combat support (making a C2 unit a C3).

8.2 Naval Movement and Assault

Like rail moves, units with issued orders may be moved, or transfer SPs via water during an action phase. Units may end their move in an area that is friendly, reinforce a battle or **Assault an enemy occupied area.**

USA naval movement from coastal area to distant coastal area is unlimited. New York/New England is considered a coastal area. River movement is also unlimited-if CSA controlled fortifications or fort units do not obstruct the way. **USA forces cannot, in a single continuous move, go from rivers to oceans or vice versa.**

Naval assault:

- When assaulted, CSA coastal or river areas have built in defense strength. **The CSA gets a free die roll, which hits on a "1" at the start of a USA naval assault.** This is in addition to defending units or terrain modifiers.
- Attacker rolls are modified -1 **in the first round of combat.**
- If a naval assault fails, the retreating units return to the area they came from and move no further that turn.

Naval Assault Example-in 1864 (3 naval support points), the USA player has two corps under the command of MG Banks in a northern coastal area. The USA player uses a single order and two naval support points to move Banks' Command (both corps) via naval movement to attack an enemy coastal swamp area defended by a single CSA unit. The USA player has a -1 die roll modifier for a naval assault in the first combat round so uses the third naval support point to increase one of Banks' units combat rating by +1. On the CSA side, the defending unit's combat rating is increased by +1 for defending in a swamp, plus the built in area defense of one free die roll.

9.0 LOGISTICS

Consistent supply was essential to both sides. The USA forces draw logistical support from northern, blue areas, and CSA forces draw support from southern, grey areas. Logistics functions include maintaining supply lines and recruiting (building) and placing new units and replacement SPs.

9.1 Recruiting New Units

During the **Administration** step (see 1.2) players determine Total Resource Points (TRP) available for that seasonal turn only. To determine TRP, each player rolls one die and adds the number to their Base Resource Points (BRP) for the year.

Base Resource Points (BRP) each year:

	<u>1861</u>	<u>1862</u>	<u>1863</u>	<u>1864</u>	<u>1865</u>
USA	6	8	4	4	2
CSA	3	4	1	1	0

Players use TRPs to recruit any combination of new units, replacement SPs, and army artillery reserves. The units are set aside (they're being recruited, equipped, trained, and mobilized) to be placed later during the **Logistics Step**. Each SP, regardless of type, costs 1 point.

Example: Throughout 1864, the USA has 4 BRP. In the Fall season Administration Step the player rolls a "4", so he gets 8 TRPs to create units that turn. The USA player decides to build 4 Infantry SPs, 2 Cavalry SPs, 2 Fort SPs (he could build any combination adding up to 8 SP). He places a 4SP infantry counter, a 2SP cavalry counter and a 2SP fort counter on his side, off map and hidden from the enemy. The units are training.

9.2 Supply Lines

A Command or unit is always in supply if it can trace a secure path back to its respective colored areas. This means they have unobstructed supply lines, and troops and materials get to them. Enemy units obstruct the path. The supply lines can be a combination of friendly and controlled areas, with or without rail lines, and unobstructed river/ocean ways. Units are usually in supply in their respective colored or friendly areas—the exception is when a unit's own-colored area is completely surrounded, it is out of supply.

9.2.1 Army Supply

Named armies **must** be supplied by rail or naval (river or ocean) lines when operating in enemy territory or they are considered out of supply at turn's end.

9.2.2 Out of Supply

If supply lines are blocked, units are out of supply and they suffer supply attrition, and a reduced movement rate. Units out of supply also cannot receive replacements.

- For units suffering supply attrition—the larger the group of units, the greater the effects of attrition through disease and desertion. During the logistics step, if one or two units

within an area are out of supply, eliminate 1SP. For three or more units, eliminate 2SPs.

- Unsupplied units can only move one area regardless of their listed move rate, or their general's rate.
- Unsupplied units' combat rating is reduced -1 (making a C2 unit a C1).
- Unsupplied units cannot conduct after battle strength recovery.

9.3 New and Replacement Units

Newly created infantry and cavalry units can be placed within city areas on their respective sides, or border state city area they control. There is no limit to the number of units that may be placed in Important Cities. Only one counter may be built in small cities. Some areas have two cities—determine logistics based on the largest city in the area. **Fort units may be built in any friendly or occupied area.**

Players may also split up yet to be placed units in order to distribute their SPs as replacements for partial strength units already on the map. Players can place these SPs directly into forward units, **even in occupied areas if the gaining units are in supply and the SPs are the same type**—simply adjust the current unit strength according to the number of SPs it receives.

Example: from the 9.1 example, now it is time for the USA player to place the units bought earlier—he places a 2SP infantry unit in Cairo, IL, and he uses the remaining 2SPs as replacements, allocating an SP each to two partial strength infantry units that suffered casualties earlier that turn. He places the 2SP cavalry unit in friendly controlled Springfield, MO. Finally, he adds the 2 fort SPs to a 2SP fort already in Washington DC, to make it a 4SP fort.

9.4 CSA Economy

As the CSA lost economic resources (VP areas) to the USA, its war making infrastructure suffered. **To reflect this, when CSA victory points fall below 25, reduce the CSA TRP die roll by one, and by one again each time**

points fall below 20, 15 and 10. These effects are permanent.

9.5 Trans Mississippi Supply

The Trans Mississippi is the area west of the Mississippi River. There are supply impacts for the CSA player if the area is isolated from the eastern CSA. **Isolation occurs when there are no CSA fort units remaining in areas next to the Mississippi River, and USA forces occupy Memphis, Vicksburg, Baton Rouge, and New Orleans, and Fort Jackson and St Phillip.**

If CSA Trans Mississippi areas are isolated from the East, only one CSA SP may be placed in Trans Mississippi for each VP city under CSA control.

Example: If the Trans Mississippi is isolated and only Springfield, MO and Sabine Pass are held by the CSA, only 2 SP may be placed west of the Mississippi that Logistics Step.

9.6 Cross Level Forces

At the end of the logistics step both sides can cross level/adjust the strength in similar type units within the same area, in any manner they choose, even removing or splitting some units, while strengthening others—as long as total strength in the area does not change, and cross leveled SPs are the same type units. Do this so units are hidden or unseen by the other player.

10.0 VICTORY

In *And The War Came* © victory is generally defined as doing better than the historical outcome. Each scenario has victory conditions based on victory and war weariness points accumulated at the end. With a chip, both sides record their area VPs on the **Victory Point Track**, and the USA player records the weariness levels on the **USA War Weariness Point Track**. Generally, if USA final points are higher than their historical level, they win the scenario. If less, the CSA player is the victor. Point levels that are close to historical level result in a tie. The game map has numbered tracks along the edge to record points.

10.1 Victory Point Areas

Many areas of political and/or economic importance have numbered victory point (VP) markers. The number represents the VP value of the area. **USA VP markers are dark blue, CSA are brown, and border VP markers are red.**

Both sides have a base of 35 VPs each. The three border states are worth 15 VPs total (Missouri 6 VPs, Maryland 5 VPs, and Kentucky 4 VPs). Although it is part of Virginia, western Virginia's two VPs are handled just like border states, as is Ft Monroe. Both sides track their VPs on the **Victory Point Track**-the higher the number, the better.

VPs also function differently, according to whether they are USA, CSA, or Border.

Border: to gain border state VP areas, friendly units must pass through or occupy the area. If the enemy passes through, they then gain the area.

CSA: other than western Virginia, the USA does not gain CSA VPs. Rather, the USA takes away VPs from the CSA player when moving through and occupying/controlling an area. This reduces the CSA VP total. The VPs are lost to the CSA player until they regain the area.

USA: other than Ft Monroe, the CSA does not gain USA VPs. Rather, the CSA gains war weariness points for a USA VP area they occupy with a combat unit at turn end. War weariness points gained are permanent- they are not reduced if the area is regained by the USA.

A unit cannot gain a victory point area by retreating into the area- consider it being too disorganized. But if the same unit or another unit occupies the VP area at the end of the next turn, they then gain the VP.

10.2 USA War Weariness Point Track

The USA player uses the USA War Weariness Point Track to record the level of dissatisfaction with the war. The higher the number, the worse for the USA-it means the public is growing

tired of war. Events are recorded as listed below on the War Weariness Point Track:

- If the USA player demotes a LTG from command of a named army, the player **adds** the general's demotion cost to the point track.
- If the CSA player demotes a LTG from command of a named army, the player **subtracts** the general's demotion cost from the point track.
- If the CSA player holds a USA VP area at the end of a turn, **add the VP value** to the War Weariness point track level. This happens every turn when the VP area is occupied.
- If the CSA player **temporarily** captures Washington during an action phase, **add** the 6 points to the point track level.
- In multiyear scenarios, **add** a point at the start of each year.

10.3 Winning the Scenario

At the end of each turn of a scenario, the players count and tally up their area VPs and update the Victory Point Track. The players check for immediate victory according to the scenario. The USA player also **subtracts** the USA War Weariness Point number from his Victory Point points. Finally, the USA and CSA compare the level of advantage in points to determine the winner of the scenario.

Example: 1863 scenario victory conditions are:

USA-VP advantage: +24 or more

Tie-USA VP advantage +22 or +23

CSA-USA VP advantage +21 or less

The USA player has 48 VPs, and 8 War Weariness points. The CSA has 18 VPs. The USA player subtracts 8 from 48, leaving 40 points, compared to the CSA's 18 VP. The USA player has an advantage of 22 points, so the scenario ends in a tie.

10.4 Immediate Victories

There are several ways to end the game before the end of a scenario. If certain conditions are met an

immediate victory can be declared at the end of a turn.

10.4.1 Capture Washington

President Lincoln was extremely sensitive to threats to Washington, DC. To reflect this, if the CSA player temporarily captures Washington, they gain the 6 weariness points noted above. If the CSA player holds Washington at the end of a seasonal turn, it is an immediate CSA victory.

10.4.2 Midterm Elections of 1862

The Midterm Elections of 1862 was a crucial event, as President Lincoln needed to retain enough congressional and state political support for the war effort, especially in the Midwestern states bordering the Ohio River-the old Northwest. The 1862, 1st Half, and Full Campaign scenarios have special victory conditions to reflect Lincoln's need for pro war legislators and governors to be elected or reelected to their offices in 1862. If not, Lincoln's administration would likely face a crippling loss of support, and significant problems with a divided government possibly leading to a negotiated peace and CSA victory. **See 1862 Victory Conditions.**

10.4.3 Presidential Election of 1864

The Election of 1864 was another crucial event, as President Lincoln was running against candidate General McClellan. An antiwar candidate may have halted hostilities and negotiated terms for CSA independence. The 1864, 2nd Half, and full Campaign scenarios have special victory point conditions to reflect the popularity Lincoln needed to be reelected in 1864, or otherwise it is an immediate CSA victory. **See 1864 Victory Conditions.**

10.4.4 CSA Overrun

At a point where so much territory is lost to the CSA, it no longer has the means or will to continue the fight. If the CSA's victory point value falls

below 7 at the end of a turn, it is an immediate USA victory.

10.4.5 USA War Weariness

There were always elements in the north that were against the war or dissatisfied with how it was conducted. Lincoln had to constantly manage political and public sentiment for the war effort—there was a risk that sentiment against the war would be too great to maintain public backing. With that in mind, if the War Weariness Point Track gets to -20, the USA public has totally lost support for the war, and it's an immediate CSA victory.

11.0 OPTIONAL RULES

Players may want to introduce more detailed historical complexity and variables to the games. Here's a few options to consider.

11.1 Emancipation and USCT recruits

In the base game, the Winter turn of 1863 starts with the Emancipation Proclamation in effect. To use this rule, in 1863, or anytime thereafter, if the USA controls all border state and western Virginia VPs, and have reduced the CSA VPs to 25 or less, the USA player may issue the Emancipation Proclamation by adding 3 USA War Weariness points. Afterward, every turn the USA player gains an extra BRP, representing United States Colored Troop enlistments. When using this rule, adjust per 1863 Special Conditions.

11.2 Randomize Generals

To get a sense of the unknowns that Presidents Lincoln (USA) and Jefferson (CSA) faced, try these methods to randomize their commander options.

Method #1: Each new general's combat skill is unknown until a die roll before their first battle. Afterward the rating stays while they hold that rank.

Die roll: 1 2 3 4 5 6
USA C0 C0 C0 B0 B1 A0
CSA C0 C0 B0 B0 B1 A0

After promotion a general's combat rating may change. Before the first combat of a newly promoted general, roll a die to determine their new rating. The rating stays while they hold the promoted rank.

Die roll: 1 2 3 4 5 6
USA/CSA -*0 NC NC +*0 +*0 *1
-*0 = initiative rating decreases by one. For example, a B*0 becomes C*0.
NC = no change in combat ratings
+*0 = initiative rating increases by one. For example, a C*0 becomes B*0.
*1 = tactical rating is improved by one
The general's move values stay the same as printed on their counter.

Method #2: Place all your side's general counters upside down and mix up. At the start of each turn, each player rolls a die. The number rolled is the number of new generals the player randomly pick for their side and place that turn. No generals are picked on a roll of "6".

11.3 Army Combat Rounds

Instead of the normal 2 rounds of combat, a named army may conduct up to 3 rounds of combat.

11.4 Four Player/Team Game

There are USA and CSA teams, each with two players. One player makes decisions and moves for the Eastern Theater, and the other for the Western and Trans Mississippi Theaters. The Eastern commander has final decision authority over orders allocation.

11.5 Fortified City Builds

Several of the Fortified Cities along the coast started the war with defensive works somewhat in place. Others were only fortified after the start of hostilities. These cities were Richmond, Virginia; Atlanta, Georgia; Vicksburg, Mississippi; and Cincinnati, Ohio. Players may start the game with these as just normal areas. In order to

fortify each city, there is a cost of 2 Resource Points (RP) during the Administration Step. At the end of the turn (3 months), during the Logistics Step the city then functions as a normal Fortified City.

11.6 CSA Railroad Builds

The CSA had significant challenges with its rail system throughout the war. Some planned new lines were delayed or never finished. To reflect this reality, there are seven unfinished rail sections (double dashed brown lines). **Either side** can expend resources to complete these, depending on which side controls the area(s). In order to complete one of these sections, there is a cost of 1 RP during the Administration Step. **At the end of the next turn (6 months)**, during the Logistics Step the rail section then functions as connected to the normal rail line. **The process can be shortened to 3 months at the cost of 2 RPs.**

11.7 Variable Strength Recovery

After a battle, each side rolls a single die and recovers the total SPs as listed below. These recovered SPs can be distributed however each player chooses within their force, but recovered SPs cannot exceed the total battle losses, nor exceed the strength of what a given counter initially had.
Roll of 1: 0 SPs recovered
Roll of 2 or 3: 1 SP recovered
Roll of 4 or 5: 2 SPs recovered
Roll of 6: 3 SPs recovered

11.8 Drafts

In the multiyear and full war scenarios, both sides may declare drafts during the Administration Step to increase their BRPs for a given 12-month period (4 turns). They do so by increasing (USA) or decreasing (CSA) the War Weariness tracker. An increase/decrease of 1 to the War Weariness track adds 1 to a side's BRP count for the next four turns. An increase/decrease of 2 adds 2 to a side's BRP for the next 4 turns. Adjust per scenario Special Conditions.

12.0 SCENARIOS

Each scenario has its own set up and victory conditions.

Under the **USA** or **CSA** columns to the right of the **Area Set Up**, the unit/block information occupying the area is listed. The number followed by letter indicates the individual block's strength points (SPs) and type: i-Infantry, c-Cavalry, and f-Fort. One or more blocks may start in an area. Armies listed with strengths of over 4i will contain several blocks as long as the total strength points equals what is listed for that army. Generals are listed with their rank denoted by stars at the end of their name. Corps names and Cavalry commander names are listed for historical flavor only.

Example:

Washington DC **1i (III) McDowell★**
Represents a 1 division (SP) Infantry block (III Corps) with McDowell commanding as a 1 star brigadier general, occupying Washington, DC

A word on adjustments made for yearlong scenario set ups. In several cases, at the start of a scenario (the Winter turn), a General or unit may be in a different assignment or location from where they were historically in January of that year-an example is Hooker commanding the Army of the Potomac at the start of Winter, 1863. Historically, Burnside commanded the army until January 26, 1863-but it made little sense that a USA player would immediately start the scenario by demoting Burnside and promoting Hooker. I chose to adjust the scenario set up and War Weariness track to reflect the predominate conditions for the entire Winter season (Hooker in command). I felt this worked better than making one off rule exceptions or other tricks and was truer to the conditions for those yearlong scenarios. For longer scenarios, the players are on their own!

12.1 1861-Rally 'round the Flag!

Starts Spring 1861-Ends Fall 1861. This is a good introductory scenario.

Area Set Up	USA	CSA
Trenton, New Jersey	1i (II)	-
Dover, Delaware	1i (I)	-
Harrisburg, Pennsylvania	1i (IV)	-
New England/New York	3i (V)	-
Washington, DC	1i (III) McDowell★	-
Columbus, Ohio	1i (XIV)	-
Detroit/Cleveland	1i (XX)	-
Indianapolis, Indiana	1i (XVII)	-
Springfield, Illinois	1i (XV)	-
Chicago/Milwaukee	2i (XIII)	-
Keokuk, Iowa	1i (XVI)	-
Lawrence, Kansas	1i (XVIII)	-
St Louis, Missouri	1i (MO)	-
Richmond/Petersburg	-	1i (1VA) J.Johnston★
Raleigh, North Carolina	-	1i (1NC)
Charleston, South Carolina	-	1i (1SC) Beauregard★
Milledgeville, Georgia	-	1i (1GA)
Tallahassee, Florida	-	1i (1FL)
Nashville, Tennessee	-	1i (1TN)
Montgomery, Alabama	-	1i (1AL)

Jackson, Mississippi	-	1i (MS)
Jefferson City, Missouri	-	1i (MO)
Little Rock, Arkansas	-	1i (AR)
Baton Rouge, Louisiana	-	1i (LA)
Marshall, Texas	-	1i (1TX)
Total	16i	12i
Starting VPs	35	35
War Weariness Points	-2	

1861 Victory Conditions

USA-VP advantage: +17 or more

Tie-USA VP advantage +15 or +16

CSA-USA VP advantage +14 or less

Immediate CSA victory if they capture and hold Washington until the end of a seasonal turn.

1861 Special Conditions:

The USA occupies St Louis MO, and CSA occupies Jefferson City MO at the start, but do not earn the VPs until the end of the first turn. USA cannot create cavalry until the Fall turn of 1862.



12.2 1862-A Bitter Fight Ahead

Starts Winter 1862-ends Fall 1862

Area Set Up	USA	CSA
Baltimore, Maryland	3i (XIX) Butler★	-
Washington, DC	2i (XXII)	-
Manassas Junction, VA	Army/Potomac	
Fredericksburg, Virginia	-	Army/N. Virginia/1f
Winchester, Virginia	3i (VIII) Banks★	-
Staunton, Virginia	-	2i (2VA) Jackson★
Richmond/Petersburg	-	1i (3VA) Lee★★
Williamsburg, Virginia	-	1i (2NC)
Ft Monroe, Virginia	2i (IX) Burnside★	-
Parkersburg, Western VA	3i (WV)	-
Wilmington, North Carolina	-	1i (1NC)
Port Royal, South Carolina	1i (X)	-
Charleston, South Carolina	-	1i (1SC)
Tallahassee, Florida	-	1i (1FL)
Frankfort, Kentucky	3i (XVII)	-
Louisville, Kentucky	3i (XIV) Buell★	-
Somerset, Kentucky	-	1i (1KY)
Bowling Green, Kentucky	-	2i (1TN) Hardee★
Columbus, Kentucky	-	2i (2TN) Polk★
Cairo, Illinois	3i (XV) Grant★	-
Clarksville, Tennessee	-	2f
Nashville, Tennessee	-	1c (Forrest) Jhnston★★
Memphis, Tennessee	-	1f
Mobile, Alabama	-	1i (1AL)
St Louis, Missouri	1i (XIII) Fremont★★	-
Springfield, Missouri	2i (MO) Curtis★	-
Fayetteville, Arkansas	-	2i(AR)/1c(Slby) VDn★
Baton Rouge, Louisiana	-	1i (1LA)
Total	39i	24i/3c/5f
Starting VPs	50	34

War Weariness Points -2

1862 USA Control

Salisbury MD; Frederick MD; Charleston WV; Wheeling WV; Hannibal MO; St Joseph MO; Jefferson City MO

1862 Victory Conditions

USA-VP advantage: +22 or more

Tie-USA VP advantage +20 or +21

CSA-USA VP advantage +19 or less

Immediate CSA victory if CSA captures and holds Washington until the end of a seasonal turn.

Midterm Election of 1862: CSA victory if at the end of Summer 1862, the CSA has 30 or more VP, **and** the USA has -7 or more War Weariness Points.

Immediate USA victory if CSA victory point total is 6 or less at the end of a seasonal turn.

1862 Special Conditions: USA cannot create cavalry until Fall turn of 1862

Conscription is already in effect for CSA. If playing optional rule 11.8 (Conscription), reduce CSA seasonal BRP by 1 and increase USA War Weariness to -3

1862 USA Armies

AotP-13i, McClellan★★★, McDowell★★ (I, II, III, IV corps)

1862 CSA Armies

AoNV-8i/1c(Stuart), JJohnston★★★, Beauregard★★ (1VA, 2TX corps)

1862 Deceased Leaders: Lyon



12.3 1863-The Turning Point

Starts Winter 1863-ends Fall 1863

Area Set Up	USA	CSA
Baltimore, Maryland	2i (XII)	-
Harrisburg, Pennsylvania	Siegel★	-
Washington, DC	2i (XXII)/2f	-
Manassas Junction, VA	Army/Potomac	-
Fredericksburg, Virginia	-	Army/N. Virginia/2f
Winchester, Virginia	2i (VIII)	-
Richmond/Petersburg	-	1f
Norfolk, Virginia	3i (IX)	-
Danville, Virginia	-	3i (1VA) Longstreet★
Ft Monroe, Virginia	1i (XXIV) Butler★★	-
Marion, Virginia	-	1i (4VA)
Beverly, Western Virginia	1i (WV)	-
Plymouth, North Carolina	-	1i (2NC)
Wilmington, North Carolina	-	1i (1NC)
Morehead City, NC	2i (XVIII)	-
Port Royal, South Carolina	2i (X)	-
Charleston, South Carolina	-	2i (SC) Beauregard★★
Savannah, Georgia	-	1i (1GA)

Tallahassee, Florida	-	1i (FL)
Jacksonville, Florida	1i (IND)	-
Cincinnati, Ohio	1f Burnside★★	-
Louisville, Kentucky	2i (XXIII)	-
Bowling Green, Kentucky	1i (KY)	-
Nashville, Tennessee	Army/Cumberland/2f	-
Murfreesboro, Tennessee	-	Army/Tennessee
Knoxville, Tennessee	-	2i (3TN)/2c(Morgan)
Memphis, Tennessee	2i (XVI)	-
Mobile, Alabama	-	1i (IAL)
Corinth, Mississippi	Army/Tennessee	-
Tupelo, Mississippi	-	2i (MS)/1c(Fst)VDn★★
Greenville, Mississippi	4i (XV) Sherman★	-
Vicksburg, Mississippi	-	2i (MO)/1f Pemberton★
Ironton, Missouri	1i (TN)	-
Springfield, Missouri	1i (MO) Scholfield★	-
Fayetteville, Arkansas	2i (VII)	-
Ft Smith, Arkansas	-	1i (1TX)
Little Rock, Arkansas	-	1i (AR) Price★
Helena, Arkansas	-	1f
Shreveport, Louisiana	-	Smith★★
Baton Rouge, Louisiana	-	2f
New Orleans, Louisiana	3i (XIX) Banks★★	-
Alexandria, Louisiana	-	1i (LA) Taylor★
Ft Scott, Kansas	1c(Torbert) Curtis★	-
Total	56i/6c/5f/3AAR	34i/7c/7f/2AAR
Starting VPs	52	24
War Weariness Points	-8*	

1863 USA Control

Salisbury MD; Frederick MD; Charleston WV; Parkersburg WV, Wheeling WV; Columbus KY; Frankfort KY; Danville KY; Glasgow KY; Clarksville TN; Humboldt TN; Kansas City MO; Rolla MO; Hannibal MO; Jefferson City MO; St Joseph MO, St Louis MO; Forts Jackson and St Phillip.

1863 CSA Control

Somerset KY

1863 Victory Conditions

USA-VP advantage: +24 or more

Tie-USA VP advantage +22 or +23

CSA-USA VP advantage +21 or less

Immediate CSA victory if they capture and hold Washington until the end of a seasonal turn.

Immediate USA victory if CSA victory point total is 6 or less at the end of a seasonal turn.

1863 Special Conditions

CSA Total Resource Points (TRP) reduced by 1 in 1863 (rule 9.4)

If playing optional rule 11.1 (Emancipation), reduce USA BRP in 1863-1865 by 1 and War Weariness Points to -5 until Emancipation is declared.

Conscription is already in effect for both sides. If playing optional rule 11.8 (Drafts), reduce both side's seasonal BRP by 1 and decrease USA War Weariness to -7 to reflect conscription is not in effect.

***If neither Drafts nor Emancipation are in effect War Weariness is -5**

1863 USA Armies

AotP-13i/2c(Stoneman), Hooker★★★, Meade★ (I, II, III, V, VI, XI corps), 2 Artillery Reserve

AotC-6i/2c(Stanley) Rosecrans★★★, Thomas★ (XIV, XX, XXI corps), 1 Artillery Reserve

AotT-5i/1c(Grierson) Grant★★★, McPherson★ (XVII, XIII corps)

1863 CSA Armies

AoNV-9i/2c(Stuart), Lee★★★, Jackson★★★, Stuart★ (2VA, 3VA, 2TX corps), 1 Artillery Reserve

AoT-5i/2c(Wheeler), Bragg★★★, Polk★, Hardee★ (1TN, 2TN corps), 1 Artillery Reserve

1863 Wounded Leaders: CSA: JJohnston★★ (returns Spring '63)

1863 Removed Leaders: Pope★★, McDowell★★, Fremont★★, McClellan★★, Buell★★,

1863 Deceased Leaders: Lyon, AS Johnston



12.4 1864-The Presidential Election

Starts Winter 1864, ends Fall 1864

Area Set Up

	USA	CSA
Baltimore, Maryland	1i (MD)	-
Washington, DC	1i (XXII)/2f	-
Manassas Junction, VA	Army/Potomac	-
Fredericksburg, Virginia		Army/N.Virginia/2f
Winchester, Virginia	1i (VIII) Siegel★	-
Staunton, Virginia	-	1i (4VA)
Richmond/Petersburg	-	1i (2GA)/2f
Ft Monroe, Virginia	2i (XXIV) Butler★★	-
Marion, Virginia	-	2i (1VA) Longstreet★★
Norfolk, Virginia	3i (XVIII)	-
Beverly, Western Virginia	2i (WV)	-
Plymouth, North Carolina	-	2i (2NC)
Wilmington, North Carolina	-	1i (1NC)
Morehead City, NC	2i (XXV)	-
Port Royal, SC	3i (X)	-
Charleston, South Carolina	-	3i (SC) Beauregard★★
Savannah, Georgia	-	1i (1GA)
Dalton, Georgia	-	Army/Tennessee
Tallahassee, Florida	-	1i (FL)
Jacksonville, Florida	1i (IND)	-
Cincinnati, Ohio	1f	-
Frankfort, Kentucky	2i (IX) Burnside★★	-
Bowling Green, Kentucky	2i (KY)	-
Nashville, Tennessee	2f/Grant★★★★	-
Chattanooga, Tennessee	Army/Cumberland	-
Knoxville, Tennessee	3i (XXIII) Schofield★	-
Columbia, Tennessee	1f	-
Murfreesboro, Tennessee	2c (Stoneman)	-

Memphis, Tennessee	2i (XVI)/2c(Wilson)/1f	-
Huntsville, Alabama	4i (XV)	-
Mobile, Alabama	-	1i (1AL)
Tupelo, Mississippi	-	2c (Forrest)
Meridian, Mississippi	-	3i (1TN) Polk★★
Jackson, Mississippi	Army/Tennessee	-
Vicksburg, Mississippi	1c (Grierson)	-
St Louis, Missouri	1i (TN) Rosecrans★★	-
Springfield, Missouri	1i (MO) Curtis★★	-
Little Rock, Arkansas	2i (VII)	-
Ft Smith, Arkansas	1c (Torbert)	-
Camden, Arkansas	-	2i (AR) Price★
Baton Rouge, Louisiana	3i (XIX) Banks★★	-
New Orleans, Louisiana	2i (XIII) Ord★	-
Alexandria, Louisiana	-	2i (LA) Taylor★
Shreveport, Louisiana	-	1c (Shelby) Smith★★
Sabine City, Texas	-	1i (1 TX)
Total	62i/11c/7f/3AAR	34i/9c/4f/2AAR
Starting VPs	52	19
War Weariness Points	-11	

1864 USA Control

Salisbury, MD; Frederick MD; Charleston, WV; Wheeling WV, Parkersburg WV; Columbus KY; Louisville KY; Danville KY; Glasgow KY; Somerset KY; Hannibal MO; Jefferson City MO; St Joseph MO; Kansas City MO; Rolla MO; Ironton MO; Corinth, MS; Decatur, AL; Humboldt, TN; Clarksville, TN; Helena, AR; Madison, AR; Fayetteville, AR; Forts Jackson and St Phillip.

1864 Victory Conditions

USA-VP advantage: +28 or more

Tie-USA VP advantage +26 or +27

CSA-USA VP advantage +25 or less

Immediate CSA victory if they capture and hold Washington until the end of a seasonal turn.

Presidential Election of 1864: CSA victory if at the end of Summer 1864, the CSA has 17 or more VP, **and** the USA has -12 or more War Weariness Points.

Immediate USA victory if CSA victory point total is 6 or less at the end of a seasonal turn.

1864 Special Conditions

CSA Total Resource Points (TRP) reduced by 2 in 1863 (rule 9.4)

Conscription is already in effect for both sides. If playing optional rule 11.8 (Conscription), reduce both side's seasonal BRP by 1 and decrease USA War Weariness to -10

1864 USA Armies

AotP-11i/3c(Sheridan), Meade★★★ (II, V, IV corps), 2 Artillery Reserve

AotC-9i/2c(Kilpatrick), Thomas★★★, Hooker★★, Howard★ (IV, XIV, XX corps), 1 Artillery Reserve

AotT-4i, Sherman★★★, McPherson★★ (XVII corps)

1864 CSA Armies

AoNV-7i/3c(Stuart), Lee★★★, Hill★, Ewell★, Stuart★
(2VA, 3VA corps), 1 Artillery Reserve
AoT-6i/3c(Wheeler), JJohnston★★★, Hood★★, Hardee★
(1TN, 2TX corps), 1 Artillery Reserve

1864 Wounded Leaders: None

1864 Removed Leaders: McDowell★★, McClellan★★, Pope★★,
Buell★★, Fremont★★, Bragg★★, Pemberton★

1864 Deceased Leaders: Van Dorn, Jackson, AS Johnston, Lyon



12.5 1861-1863, First Half

Set up Set up same as 1861

Victory Conditions

USA-VP advantage: +24 or more

Tie-USA VP advantage +22 to +23

CSA-USA VP advantage +21 or less

Immediate CSA victory if they capture and hold Washington until the end of a seasonal turn.

Midterm Election of 1862:

CSA victory if at the **end of Summer 1862**, the CSAs have **30** or more VP, **and** the USA has **-7** or more War Weariness Points.

Immediate USA victory if CSA victory point total is 6 or less at the end of a seasonal turn.

Special Conditions

USA cannot create cavalry until the Fall turn of 1862.



12.6 1863-1865, Second Half

Starts Winter 1863-Ends Spring 1865

Set up Set up same as 1863

Victory Conditions

USA-VP advantage: +34 or more

CSA-USA VP advantage +33 or less

Immediate CSA victory if they capture and hold Washington until the end of a seasonal turn.

Election of 1864: CSA victory if at the end of Summer 1864, the CSAs have 17 or more VP, **and** the USA has -12 or more War Weariness Points.

Immediate USA victory if CSA victory point total is 6 or less at the end of a seasonal turn.

Special Conditions Same as 1863



12.7 1861-1865, The War

Starts Spring 1861, ends Spring 1865

Set up

Set up same as 1861

Victory Conditions

Same as 1863-1865, Second Half scenario. The 1862 and 1864 Elections and all Immediate Victory Conditions are in affect.

Special Conditions

USA cannot create cavalry until the Fall turn of 1862.

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13. STRATEGY HINTS

USA: Be aggressive and take the war to the CSA. Grab border states and western Virginia early and hold on to them. To invade Kentucky will be a decision both you and the CSA player will need to consider-you'll very likely need Kentucky's railroads for supply as you move south. Take advantage of naval dominance both along the coast and the inland river system-it's a significant strategic advantage. The Eastern Theater has limited maneuver space and will probably be a slug fest. In my opinion, the war will be won or lost in the western theater. Seize those western VPs and destroy enemy forts along the riverways-as time goes on it becomes much harder for the CSA to replace units and deal with the loss of infrastructure. You generally start with weaker leadership, but even poor generals can be useful. Make changes as better leaders become available. If you delay too long while building combat power in the north before you move south, you may find that you no longer have sufficient time to capture enough areas to win the game.

CSA: Fight an active defensive strategy. Your territory is very large, and the USA must come to you. Try to remain generally intact and drive-up war weariness for the USA. Also consider if you should make a move into neutral Kentucky to take advantage of the Ohio River defensive line at the risk of giving the USA too much of a foothold. Use your early cavalry advantage for raids and reconnaissance. Try to take advantage of the impact to the USA of the loss of Washington and the 1862 and 1864 elections to USA war effort. Take advantage of USA mistakes and don't be afraid to make a play for the border states. Watch out for the US Navy-you can't defend everywhere, so decide where you need to fight and make the USA pay for those VPs. The longer the USA delays, the better for you.

14.0 DESIGNER NOTES

This effort has been in the works for well over 15 years, through multiple modifications and countless tweaks. But my goal for *And The War Came* © (ATWC) has always been to design a moderate complexity level beer and pretzels game, but with enough detail to capture key elements of the conflict-those that a student of the war would appreciate. I wanted a game that presented strategic challenges for both sides which highlighted the problems that Presidents Lincoln and Davis faced. My priorities were manageable mechanics, re-playability, and good history. Classic titles such as Victory Games' The Civil War™, and Columbia Games' Hammer of the Scots™ were strong influences on ATWC. I minimized tactical, naval, and supply mechanics in favor of an emphasis on senior command. Generals are a key factor in any study of the American Civil War, and I wanted them to be such in ATWC. Both presidents' concerns focused on finding suitable commanders to lead. It made sense to use similar unit types and values for both sides, as both were rooted in the same traditions, organizations, and training, with similar equipment. Troop quality was relatively equal throughout the war, and the difference was usually dependent on the quality of leadership. I hope you find ATWC a useful and fun addition to your collection. Enjoy!
Pink

INDEX**PAGE**

Administration Step (1.2)	1
Advance After Combat (7.4)	8
Areas and Area Control (3.2)	3
Army Artillery Reserves (4.2.2)	6
Army Combat Rounds (11.3)	12
Army Creation (4.2.1)	6
Army Supply (9.2.1)	10
Army Units (4.2)	6
BATTLES (7.0)	7
Battle Combat Rounds (7.1)	8
Battle Example-The Battle of Shiloh (7.6)	8
Battle Reinforcements (7.2)	8
Border States, Western Virginia, Oklahoma (3.1.1)	3
Capture Washington (10.4.1)	11
CARDS (5.0)	6
Card Bonus Actions (5.4)	7
Card Orders (5.1)	7
Card Step (1.1)	1
Cavalry (2.2.2)	2
Cities (3.3)	3
Cross Level Forces (9.6)	10
CSA Economy (9.4)	10
CSA Overrun (10.4.4)	11
CSA Railroad Builds (11.6)	12
DESIGNER NOTES (14.0)	16
Determine Side Initiative (1.3.1)	1
Drafts (11.8)	12
Emancipation and USCT recruits (11.1)	12
Fixing (6.3)	7
Fortified Cities/Fortresses (3.3.3)	3
Fortified City Builds (11.5)	12
Forts (2.2.3)	2
Four Player/Team Game (11.4)	12
GAME PLAY (1.0)	1
GENERALS & ARMIES (4.0)	4
General Assignments (4.1.3)	5
General Capture/Exchange (4.1.6)	6
General Casualties (4.1.5)	6
Generals' Commands (4.1)	4
Generals in Combat (4.1.4)	5
General Counters (4.1.1)	5
General Rank and Promotions (4.1.2)	5
GROUND MOVEMENT (6.0)	7
Immediate Victories (10.4)	11
Important Cities (3.3.1)	3
Infantry (2.2.1)	2
Issue Orders to Units (1.3.3)	1
Kentucky (3.1.2)	3

INDEX**PAGE**

LOGISTICS (9.0)	9
Logistics Step (1.4)	2
MAP (3.0)	3
Midterm Elections of 1862 (10.4.2)	11
Mountains and Swamp Areas (3.7)	4
Move Orders to Commands (6.2)	7
Naval Combat Support (8.1)	9
Naval Movement and Assault (8.2)	9
NAVAL SUPPORT (8.0)	9
New and Replacement Units (9.3)	10
Ocean/Sea Areas (3.6)	4
Operations Step (1.3)	1
OPTIONAL RULES (11.0)	12
Out of Supply (9.2.2)	10
Player Aid Counters (2.2.4)	3
Presidential Election of 1864 (10.4.3)	11
Promotions/Create Armies (1.3.2)	1
Railroads (3.4)	4
Rail Moves (6.4)	7
Randomize Generals (11.2)	12
Recruiting New Units (9.1)	9
Repeat Action Phase steps (1.3.5)	2
Resolve Battles (1.3.4)	2
Retreats (7.3)	8
Rivers (3.5)	4
SCENARIOS (12.0)	13-16
Side Initiative (5.3)	7
Small Cities (3.3.2)	3
Special Event Card (5.2)	7
States (3.1)	3
STRATEGY HINTS (13.0)	16
Strength Recovery (7.5)	8
Supply Lines (9.2)	10
Theaters of Operation (3.8)	4
Trans Mississippi Supply (9.5)	10
UNITS (2.0)	2
Unit Combat Rating (2.1.2)	2
Unit Markings (2.1)	2
Unit Movement Allowance (2.1.3)	2
Unit Moves (6.1)	7
Unit Strength (2.1.1)	2
USA War Weariness (10.4.5)	12
USA War Weariness Point Track (10.2)	11
Variable Strength Recovery (11.7)	12
VICTORY (10.0)	10
Victory Points and Victory Check (1.5)	2
Victory Point Areas (10.1)	11
Winning the Scenario (10.3)	11

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Dedicated to



Private Frederick W. Pinkerton

Company E

110th Ohio Volunteer Infantry Regiment

&

Doctor W. Alexander Pinkerton

Assistant Regimental Surgeon

110th Ohio Volunteer Infantry Regiment

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