CIVIL WAR II

INSTRUCTION MANUAL

EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure.

If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game.

Parental guidance is always suggested when children are using a computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, turn it off immediately and consult your doctor before playing again.

PRECAUTIONS DURING USE:

- Do not sit too close to the monitor.
- Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.

USE OF THIS PRODUCT IS SUBJECT TO ACCEPTANCE OF THE SINGLE USE SOFTWARE LICENSE AGREEMENT

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INTRODUCTION

Civil War II (CW II) is a historical strategy game using simultaneous turn resolution – also called a WEGO system – that places players at the head of the United States (USA) or Confederate States (CSA) of America during the American Civil War (1861-1865). It can be played either against the computer's artificial intelligence (AI) or against a human opponent using file transfer protocols such as email or online file sharing services (PBEM).

Players assume the role of military and political leaders leading the Armies and Fleets of their nation during these five years of bitter struggle throughout a divided nation, or smaller scenarios or campaigns depicting only a portion of this civil war. Both sides will strive to capture and hold key Objectives, destroy enemy forces in order to break their will to fight and hopefully win the war.

Although clearly focused on military operations, key political and economic factors are also modeled in great detail by historical options and regional decisions that can affect the course of the war. There is more to war than battles: the parties may work to gain or prevent foreign support for the Confederacy, increase production capacity through targeted investment, prevail in the economic war of blockade and commerce raiding, and seek to wreak havoc on the enemy economy and divert their troops by raiding behind the lines. Many events have a substantial impact on National Morale, which reflects the struggle to break the enemy's will to continue the fight. If neither side can break the other's morale, victory points will determine the result of the game.

INSTALLATION

Start your computer and insert the DVD labeled CW II into your DVD drive (or run the installer if you downloaded from the our online store). The setup program will start automatically. Follow the on-screen instructions to install the game.

If using the disk version and Autoplay is not activated, start the setup program by double clicking on My Computer, then on the icon of your DVD drive and finally on "setup.exe".

Microsoft (R) DirectX 9.0c (R) is included in the game installer and if you do not already have it please install it when prompted during the games installation. Once the game has been installed, you can start it from the Windows Start menu or the

desktop shortcut. Note that the DVD is not required to play the game.

Removing the game: select "Add/remove programs" in the Control Panel. Select Civil War II, and then click "Add/remove". This will uninstall Civil War II, including saved games (so back them up beforehand).

SYSTEM REQUIREMENTS

Minimum Requirements
Processor: Intel Pentium or AMD, 1500 MHz
RAM: 2 GB
Graphic Card: 128 MB RAM, DirectX 9.0c compatible
Sound Card: 16-bits, DirectX 9.0c compatible
CD Rom: x 8
Peripherals: Microsoft compatible keyboard and mouse
Operating System: Windows XP, Vista, Seven
Hard Disk: 2000 MB free disk space
DirectX: Version 9.0c

Recommended Requirements
Processor: Intel Pentium IV or AMD Athlon, 2000 MHz
RAM: 2 GB
Graphic Card: 128 Mb RAM, DirectX 9.0c compatible
Sound Card: 16-bits, DirectX 9.0c compatible
CD Rom: x 8
Peripherals: Microsoft compatible keyboard and mouse
Operating System: Windows XP, Vista, Seven (1536 Mb of RAM for Vista)
Hard Disk: 2000 MB free disk space
DirectX: Version 9.0c

UPDATES AND FORUM SUPPORT

AGEOD strives to fix any identified problems as soon as possible with "patches" which can be downloaded using the built in auto update program accessed from the launcher or from the following web page: http://www.ageod-forums.com/. Updates found there may add further content to the game from time to time, and DLCs may be available for purchase.

In case of technical problems, support@ageod.com is available to you and you may

ask for help on the AGEOD forum. A proof of purchase (serial number) may be asked for in some cases.

INTERFACE

A wealth of game information can be accessed through so-called "tooltips". If you hover your mouse long enough over a particular item on the screen, a text box will appear with detailed information about the corresponding feature.

Figure 1: Hovering your mouse over a region will display a black "tooltip" box with additional information about the region.

The tooltip delay is set to "instantaneous" by default, but it can be adjusted in the Options Menu.

Note: Tooltips are extremely valuable for accessing information about almost everything in the game, including features not documented in this manual. Don't hesitate to explore the various tooltips for the game screens as these can aid greatly in understanding the details of the game.

The **Esc** key (at the top left of most keyboards) allows you to close any window currently open. If you hit the **Esc** key while on the main map, you will be returned to the Main Menu where you can save and/or quit the game in progress. Note that the game automatically saves your position when you End Turn or exit to the Main Menu, so nothing is lost by accidentally escaping out of the main game.

Finally, there are many keyboard shortcuts that are listed in the Appendices section of this manual.

MAIN MENU

After starting the game, you will reach the Main Menu where you can access all the basic game functions. These include starting a game (against the computer or a human opponent), saving or loading a game, and setting game options.

OPTIONS

MEDIA

You can activate/deactivate music and sounds, choose the language used in the game, adjust the tooltip delay and adjust the combat animation delay. You can also select the way that Units will be displayed on the map ("Leader on Top" and "Regroup Armies" options) as well as whether the turn resolution should be paused for immediate inspection of battle results ("Pause after Battle") in addition to being reported in the Message Log for the turn.

GAME

In this menu, you can activate/deactivate the Fog of War (see chapter), Activation (see chapter) and Withdrawal (see chapter) rules. You can also play with Leaders randomized to various degrees: in this case, leader names and attributes are randomized when you create a new game. We recommend leaving the default settings for your first game. You may adjust whether armies delay before

committing to battle, and the level of routine attrition you choose to model. You may select Extended Force Pools to relax the historical limitations on available Units by doubling or tripling them (expect great divergence from historical patterns). Player aids available here include Easy Supply rules, simplified Naval Box handling, several degrees of automated replacements, and a variety of other options. We believe the best historical feel is achieved by using the default settings.

AI

This is where you select the difficulty level and adjust the intelligence, aggressiveness, activation bonus, and Detection ability of your computer opponent – the Athena engine. Even a slight improvement to Detection has a significant impact on your Athena's ability to strategize. Adjusting difficulty can give Athena a bonus or penalty – for example, "Lieutenant" ranking gives the AI better movement speed, cohesion recovery, and reduced command penalties for undercommanded military forces – but no direct combat advantages. You can also allow the game more time to process between turns, improving the opposing military planning AI (which is the most processing-intensive). The game campaigns and scenarios have been optimized for the default settings (e.g., middle box for Activation, second box for Redeployment and for Delayed Commitment, and Low for AI Detection).

SYSTEM

You can adjust technical settings here. These include "Region Pre-caching" and "Textures Init." which allow for smoother scrolling. The AGEOD forum can help you decide which settings are best for you. There is also "CPU Sleep Mode" which suspends CPU usage while the game is not the active application. This can be turned off or on as can some settings that reduce graphics load times.

SCRIPTS

This allows you to enable or disable major historical events if provided for by the scenario or campaign.

Note: The "reset" button on options pages allows you to reset that page to its default settings.

CAMPAIGNS & SCENARIOS

When starting a new game, you will be presented with several types of scenarios to choose from. There are basically four levels of play ranging from the shorter scenarios, involving a limited number of Units for a short period of time on a portion of the map, to the full Grand Campaign:
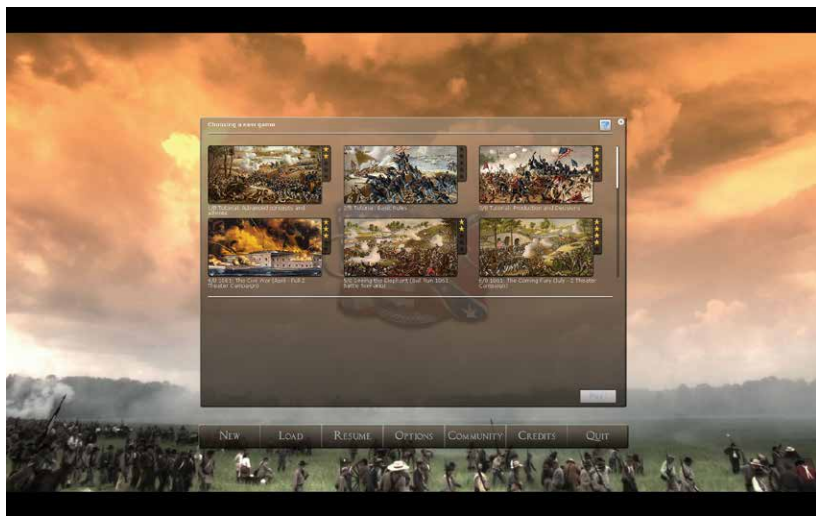
- The Grand Campaign covers the whole duration of the war up through 1865 using the whole map. You can begin in April 1861, allowing you to raise and organize the initial armies, or in July 1861, after the initial armies have already been raised and are taking the field for action.
- Theater Campaigns cover the whole duration of the war but only in a specific geographical region (available on the forum).
- Scenarios are more limited in scope and feature individual Campaigns or Battles, such as Shiloh. The time period, the Units involved and the map area covered are accordingly limited. As such, scenarios are highly recommended as an introduction to the game.

TUTORIAL SCENARIOS

The list also includes three Tutorials, which are instructive scenarios designed to help learn the basic game mechanics and provide some gameplay tips. Players are strongly encouraged to play through these early, perhaps before finishing this

manual. These tutorial scenarios are designed not only to introduce certain core game concepts (through a series of step-by-step instructional event boxes) but also to provide a hands-on introduction to the game interface.

Procedure: Hovering the mouse over the name of a Campaign/Scenario on the left hand sign displays a short description on the right hand side. After selecting a Campaign/Scenario, you get to choose your side and play begins.

Note: the stars next to the scenario pictures indicate the level of complexity (the more stars the higher).

LOADING, DELETING, & RENAMING A GAME

Instead of starting a new game, you can resume a game you previously saved or that was saved automatically. You also have the option to rename, delete or restore a previous turn, of any saved game, as indicated by each entry's tooltip (there is a settings file that adjusts the number of turns saved). Hovering the mouse over the game in the Load Game window provides you with the shortcuts to these file manipulation options. It is not advised to rename a saved game other than through this CW II interface. It is best to rename files only through this interface. To go back to the end of the last turn played, hover over your current save and type "Home" as described in the menu. It erases the current save and loads the save from the end of the previous turn. This can be used repeatedly to access an even earlier save.

SAVING A GAME (& PBEM)

At any time during a game, you can reach the Main Menu (Esc key). From here, you can select the Save Game menu. You don't generally have to save a game, as this is done automatically each turn once you hit End Turn. As explained previously, you have the option to restore the 24 previous turns of any saved game. Usually, the only cases where you would want to manually save a game is either if you halt your planning in the middle of a turn and want to resume giving orders after quitting the game or to change the name of the save game from its default. **In other words, if you click End Turn, watch it unfold and only check your forces without entering new orders, you can quit safely and everything is saved by default.**

PLAY BY EMAIL (PBEM)

CW II can be played against another human opponent using PBEM or any other valid file transfer protocol, such as Instant Messaging. One of the players (the

"Host") will have to initiate the game. The procedure is detailed below:

1. Create a game:
The Hosting player chooses a Campaign/Scenario and a side and starts the game as usual. This automatically generates a sub-folder in the *C:\Program Files\Civil War II\CW2\Saves* directory, named after the Campaign or Scenario selected (1861 Campaign if you play the "1861 Campaign" scenario, for example). Please note that a number helps differentiate between multiple instances of the same Campaign/Scenario. However, the best way to avoid confusion is to rename the in-game Save (e.g. 1861 Campaign John vs. Joe). Do NOT rename any ACW files externally to the game.

In this newly created folder you will find two **TRN** files, each with three letters indicating which side it belongs to (**USA** or **CSA**).

2. Host sends TRN file to opponent:
The Hosting player now sends his opponent the **TRN** file with the opponent's designation (i.e. if you play the **USA**, then send the **CSA** file to your opponent). The opponent must store this file in the folder named *CWIIGame\CWII\Saves*. It is advisable to use subfolders to keep all PBEM games in progress separate. For example, the opponent could save the **TRN** file under the *CWIIGame\CWII\Saves\JohnVsJoe* subfolder.

Note: In order to avoid possible data corruption if transferred by E-mail, it is strongly advised to E-Mail using some type of compressed format such as ZIP or RAR.

3. Non-Host sends ORD file to Host:
Each player now loads the game and gives his orders for the upcoming turn. When ready, each player saves the game. This will generate an **ORD** file (in the folders mentioned above).
Important: do not click on **End Turn** at this step.
The Non-Hosting player then sends his **ORD** file to the Hosting player.

4. Host resolves turn
The Hosting player saves the **ORD** file received from his opponent into the appropriate directory and loads the game again. He now clicks on **End Turn** to launch the turn resolution, where all orders are then executed. A new turn is now ready to start. Go back to step # 2 and repeat.

Note: The Non-Hosting player doesn't get to "play back" his opponent's turn. However, he can check the turn's Message Log to see what has occurred during the turn, including battle reports.

WINNING THE GAME

Automatic Victory (or defeat) is achieved when one side reaches its minimum or maximum "National Morale" (NM) level. However, if the game ends without reaching an Automatic Victory, the "Victory Points" (VPs) of each side determine the winner. The side with more VPs wins the war and the level of victory is based on the VP difference.

VICTORY POINTS (VP) ⭐

Each side accumulates VPs every turn by controlling important cities and Objectives or by destroying enemy Units (or their component elements).

The Objectives page (shortcut: F9) shows on the left page how many VPs you accrue each turn (VPs can be expended during the course of the game, as a currency, but remember, he who has the most at scenario's end wins if nobody achieves an Automatic Victory). On the right page, each Objective is listed with its worth (this amount is how much NM is gained/lost when capturing/losing an Objective). Current VP Level is also tallied in the upper left corner of the main screen and is your main indicator of how well you are doing in the game.
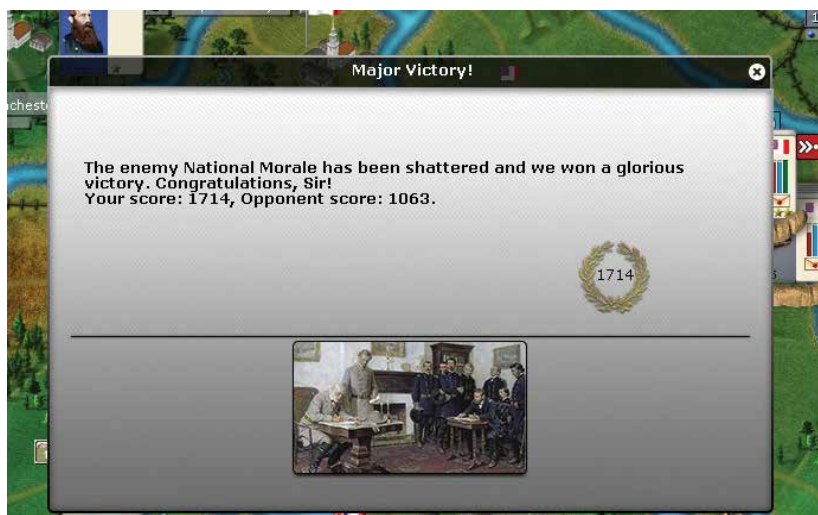
VP Accumulation:
Strategic City – 1 VP/Turn
Objective City – 1-3 VP/Turn depending on the value set by the scenario
Destroyed Units – Per element destroyed

Note: You don't lose VPs when your own Units are destroyed.

NATIONAL MORALE (NM)

For both sides in the conflict, the will to fight is tracked by their National Morale (NM). Above and below certain levels, you instantly win or lose the game. These thresholds will vary during the course of play depending on the political situation.

Important note: In 1864, the Union is more vulnerable to defeat through morale loss, as the hard-line candidate, Lincoln must achieve significant military victories in order to be re-elected President and continue the war.

 Current NM is tallied in the upper left corner of the main screen, inside the banners.

The victory and defeat thresholds of both sides are displayed in the Objectives screen of the Strategic Atlas (shortcut: F9)(and as a tooltip in the upper left corner of the screen).
NM is influenced by several factors:

- Capturing the Objective regions set by the current scenario will increase the capturing player's NM and lower the enemy's by the values indicated in the Objectives screen. These include strategic cities and symbolic objectives.
- Winning a battle will boost the winner's NM while reducing the enemy's according to the number of enemy Unit and general elements taken out of action.
- Promoting junior officers over senior ones or dismissing leaders with political favor will lower your NM.
- In the late years, war weariness gradually reduces each side's NM.
- Some Historical Options have an impact on NM, as indicated elsewhere (for example, raising Exceptional Taxes).

Below a certain depressed level, as long as a side is still in control of its capital, it will start to regain NM (this is called War Resilience). The Rebels are particularly

enduring in this aspect (Jefferson Davis: "Just leave us alone!").

Note: This makes it difficult to drive the NM of your enemy low enough to trigger an Automatic Victory unless he lost his capital.

In addition to triggering Automatic Victory conditions, NM also has an impact on the following:

- Unit Cohesion (i.e., how fast they move and how well they fight)(so defeats can become a vicious circle)
- Economic output
- Number of recruits (referred to generally as "Conscripts")

GAME SCALE

- Turn Length – Two Weeks
- Units – Regiments, Brigades, Divisions, Corps, Armies, Batteries, Ships, Squadrons, and Fleets
- Map – Regional areas of most of the United States and map "boxes" representing adjoining areas

THE MAP

Figure 2: The Main Interface.

1. Active Side, Main Functions (Production, Decisions, Strategic Atlas) and National Morale

National Morale is the main indicator of your success. The three round buttons give you to the respective important game functions of Production, Decisions and Strategic Atlas. Check the tooltips for additional details.

2. Available Assets and Foreign Entry Level

Key assets such as Victory Points, Money, Conscripts, War Supplies, Rail and River transport capacity that are currently available, as well as the Foreign Entry Level.

3. Current Date & Main Commands

The current date is displayed here. The tooltip tells you how many turns remain before the game ends. The three icons to the right of the current date allow you to start the Resolution Phase, to reach the Main Menu or to Save the game respectively.

4. Filters, Region Terrain and Minimap

The different Map Filters (see chapter) can be accessed from here. You also see information on the currently selected land, sea or navigable river region (terrain and supply). The minimap shows the whole geographic scope of the war with your troop dispositions and allows you to jump to any location by clicking on it.

5. Stack Panel Tabs for Stacks in Region
Each tab represents a Stack in the currently selected region.

6. Stack Panel and Unit Counters
The lower part of the Stack Panel displays the Units present in the currently selected Stack (see chapter). When no Stack is selected, the panel is removed from view to show more of the map. You can use the buttons located at the left-hand side of the panel to change the posture and engagement orders (a.k.a. postures) of the selected Stack (see chapter), and the Special Orders (crossed rifles, tent, and hammer) buttons to issue specialized commands.

7. Inspection Panel
The small panel on the bottom right shows the main information about the currently selected Stack. If you click on a specific Unit counter in the Stack Panel, the Inspection Panel will slightly change to show the selected Unit's component elements. By further clicking on these element icons, you will access the element details window which provides extensive details regarding that element (see chapter). Reviewing this information is not necessary to play the game, but can sometimes provide advantages in organizing and using your forces.

8. Army Outliner
This small square counter located on the upper-left hand side of the screen is a convenient shortcut to one of your armies on the map (there might be as many squares as you have armies on the map).

9. Sea Lanes Box (not shown on the screen capture)
This box, located near the East Coast, represents Union merchant shipping.

Atlantic and Gulf of Mexico Blockade Boxes (not shown on the screen capture)
These boxes, located respectively next to the Sea Lanes box and in the Sea south of Louisiana, represent CSA trade routes which the Union will seek to blockade.

10. Offmap Boxes (not shown on the screen capture)
They are located all around the main map and usually connected with it via "Transition Link" (a way to reach one box from another or from the map, and vice versa).

Message Panel
This panel can be accessed by clicking on the Message Bar buttons that show at the bottom right of the screen when no Stack is selected. The six buttons allow you to filter the messages by categories (check the tooltip for details). You can always return to the Message Log message list by right clicking anywhere on the map. Red messages are events of particular importance. Click on the icon to the left of the messages to center the map on the region corresponding to the message or open details for a red message. For notable events, special message icons appear along the lower right side of the screen which disappears as you select them.
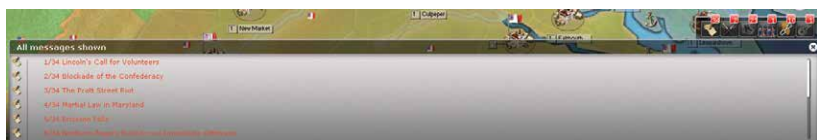
Figure 3: The Message Log is displayed after turn resolution.

The Strategic Atlas

Many of the game functions are accessed from here. Click on the book-button (the right button in the top left corner of the screen) and you will open a new window. Click on the thumbnails (or use shortcut keys F1 to F9) to cycle between the different screens (see Managing Your Nation chapter for details).

Figure 4: Many critical game functions are accessed through the Strategic Atlas, such as recruitment and economic decisions (F1 to F10 shortcut keys).

NAVIGATING THE MAP

To scroll through the map, simply place and hold the pointer on the edge of the screen, hold the left button and drag the mouse, or use the arrow keys.

To zoom in or out of the map, either use the mouse wheel or the End, Page Up, and Page Down keys. You can also press the mouse wheel button to swap between highest and lowest zoom level.

REGIONS & SEA ZONES - TERRAIN & STRUCTURES

Stacks and Fleets move and battle across land regions, sea zones and navigable river regions. Tooltips indicate the different characteristics of each region and sea zone. Terrain type and weather are also displayed at the top of the minimap. Note that sections of navigable rivers may be moved into by ships or by ground troops using riverine movement.

Note: Regions are further grouped into States and States into Departments (also called Theaters). State and Department borders can be displayed on the map using the appropriate filters (see below).

CIVILIZATION LEVEL

The different Civilization Levels are:

* Wild
* Cleared
* Civilized

Depending on the Civilization Level (and other factors), unsupplied troops in an enemy region have a limited ability to live off the land each turn (see chapter).

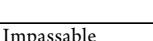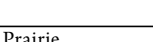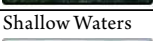## TRANSPORT NETWORK

* None
* Tracks
* Roads
* Railways

Units moving into regions with tracks will never pay more than 150% of the clear terrain cost, whatever the terrain type.
Units moving into regions with roads or rails won't pay more than the clear terrain cost, whatever the real terrain type.
Units moving by train will only spend one day for each region traveled.

TERRAIN TYPE

Different terrain types have varying effects on movement, combat and Supply:

Terrain	Obstacle to movement and Supply transport	Effect on Attacker	Effect on Defender	Notes
Hills	Moderate	Slight bonus if Irregular (Partisans, Indians…)	Moderate bonus	Bonus of 1 to Hide Value.
Marshes	Severe	Moderate bonus for Irregulars when ambushing. Combat is mostly limited to inconclusive skirmishing.		Bonus of 1 to Hide Value.
Impassable Mountain	Impassable	n/a	n/a	
Prairie				Slight bonus to foraging.
Desert				Each day spent in a desert incurs severe attrition losses.
Major River/Lake	Severe obstacle to land movement. Steamboats and river ironclads may navigate major rivers.		Major bonus if attacker crosses the river.	May freeze during winter, blocking all naval movement.
Minor River	Moderate obstacle to land movement. Not navigable at all.		Minor bonus if attacker crosses the river.	
Ferry or Bridge	Moderate obstacle to land movement. Not navigable at all.		Minor bonus if attacker crosses the river.	
Shallow Waters	Land Units can cross shallow waters at a cost. Seagoing vessels cannot navigate in shallow waters.			May freeze during winter, blocking all naval movement.
Coastal Waters	Steamboats and ironclads may navigate in coastal waters.			
Ocean	Non-seagoing Units (ironclads, for example) cannot navigate in the ocean.			
Clear				Slight bonus to foraging.

Terrain	Obstacle to movement and Supply transport	Effect on Attacker	Effect on Defender	Notes
Woods	Slight		Slight bonus	
Forest	Moderate		Moderate bonus	
Wilderness	Severe	Severe penalty for line Units. Moderate bonus for Irregulars, when ambushing.		Bonus of 1 to Hide Value.
Mountain	Same as wilderness, with increased penalties for wheeled and mounted Units.			
Bayou Swamp	Similar to marshes, with even worse penalties.			
Transit Link ** No picture, often illustrated by an arrow between off map boxes*	Travel to and from an off-map box takes one full turn.			Transit links connect off-map areas to on-map areas.

STRUCTURES

All structures provide shelter for friendly land Units in the region against bad weather. Ports do the same for ships. When there are Units actually inside a structure, this is indicated by the presence of small squares by the structure icon (light brown for land Units, light blue for naval Units). Clicking on those squares will display these Units in the Stack Panel. The currently selected Stack will also be represented in the region on the map.

Figure 5: The square denotes a single land Stack inside the city (a blue one shows a naval Stack is also within the city).

City: Controlling cities is critical to winning the game. Cities cannot be destroyed, except for Indian villages. On the map, Units inside a city are not displayed but rather are indicated by small boxes as shown above. Each dot (green or blue) represents 3 Units in the structure. Cities have a Level between 1 and 20 noted on the Box before their name on the city's nameplate.

Town: A town is a small city (Level 1 to 3). It is too small to be able to forward Supply during the Supply Distribution Phase unless a Depot has been built in the town.

Depot: It can be built at a cost of two Supply Wagons or by two transports ships if a harbor or anchorage is in the region. They can also be destroyed. Depots are able to stockpile and pass on Supply during the Supply Distribution Phase. A good network of Depots is critical to move Supply from your rear areas to the front. Presence of a depot inside a city is indicated by tents and cannon balls.

Important Note: This is not only true for the Union, which produces massive amounts of Supplies far from the front, but also for the Confederates to a lesser extent. Evaluate the potential bottlenecks in your Supply network by checking which rear-area cities stockpile too much Supply that should be available at the front line (the Supply Filter will help you with that). Create a 'grid' of Depots to alleviate the problem, and watch out for towns (Level 1 to 3 cities) which can't push Supplies forward unless they contain a Depot.

Pre-War Fort: These brick structures were built before war broke out and are rather obsolete. Nevertheless, they provide some defensive benefits in combat. They interfere with enemy movement and also provide some Supply. Pre-War Forts may be destroyed.

Permanent Fortification: Either made up of older forts or modern fortifications made mostly of earthworks, they are shown by a wall and bastion extension on the left-hand side of the city sprite. Permanent fortifications can't be destroyed.

Ports: Ports provide Supply unless blockaded. Fleets in ports cannot be attacked. On the map, naval Units inside a port are not displayed but indicated by a blue flag on the city mast. Click on the port basin to access the naval Units. Ships are produced in ports and need a port to repair.

Indian Village: These settlements are similar to Level 1 towns except you can destroy them, possibly resulting in its tribe being eliminated even if its Unit is currently on the map elsewhere.

Stockade: A stockade is the simplest form of defense for military camps or settlements. It is usually an enclosure of palisades and tall walls made of logs placed side by side vertically with the tops sharpened to provide some security.

Industrial Structures: These are located inside cities. To see them, use Ctrl-click on a city sprite. They will then be displayed inside the Stack Panel. Among those structures, we find:

- **Powder Mills:** a small production facility for powder or ammunition, cartridges or small arms. They mostly generate Ammunition and Money.
- **Armories:** a production facility for ammunition and various weapons and equipment. They mostly generate Ammunition and Money, in larger quantities than Powder Mills.
- **Arsenals:** the largest a production facility for weapons and ammunition. They mostly generate Ammunition and Money.
- **Iron Works:** they represent production facilities of heavy war material, like big guns, steel, armor and other types of weapons and ammunition. They mostly generate War Supplies and Money.

There are also a few off-map boxes displayed on the borders of the game map. They represent areas that are distant but had some influence over the conflicts in North America (such as California or the South West territories).

TRENCHES

Trenches represent the variety of entrenchments and other temporary field

fortifications built by stationary infantry and artillery Units that provide defensive benefits to their occupants depending on their Level (1 to 8). They can be of major importance in defensive battles. Trenches are not considered to be structures, although they do provide limited shelter against bad weather. They are not subject to siege.

Units automatically start entrenching if they don't move during a turn and can keep improving their entrenchments over a period of weeks or months. A Stack only needs a few days to dig into Level 1. Each additional level requires increasingly more time to build (i.e., building a trench from Level 2 to Level 3 takes longer than expanding a trench from Level 1 to Level 2). The building leader's Strategic Rating plays a key role in the speed of the process, especially for low-level trenches.

Levels 5-8 can only be achieved if there is artillery present in the region. These levels do not provide more protection but do increase the firepower of the artillery batteries. In addition, such emplaced batteries will defend the river(s)/seacoast in their region and fire on moving enemy Fleets. Batteries may also engage bombarding ships and can block enemy Supply transport by river.

Note: The highest entrenchment levels represent the extensive networks of field fortifications like those around Washington and Vicksburg. They are still trenches, not structures.

Trench Levels are shown graphically on the map, with Levels 5-8 being identified by a cannon icon. In a battle report, the average level of entrenchment of a Stack is represented as a percentage of level 1 (e.g., 200 means 200%, average entrenchment level of 2).

AUTO-GARRISONS

Structures defined as having the auto-garrison feature (e.g., cities, forts, outposts and depots – mostly depending on scenarios) spawn an automatic garrison if enemy forces appear in the region. These range in size depending on the structure and prevent it from being taken without a fight. An enemy attack will also release Units present that are otherwise permanently fixed in position.

STATES

Each **State** has limited resources, so it can only field a limited number of troops for the side controlling it. You won't be able to raise more Units in a State than this maximum "Force Pool" value. In addition, you can only draft Units in a State if you control at least one of the State's Strategic Cities, and heavy

equipment such as artillery requires the presence of industry. Strategic Cities are shown on the map with a star by the city name. Several political and economic decisions are also declared at State-level (see chapter). Units gain a small combat benefit when fighting in their native State.

Note: Both sides can raise troops in the same State if they each control one of the State's Strategic Cities.

Note: "State" Abbreviations are Alabama-AL, Arizona-AZ, Arkansas-AR, California-CA, Colorado-CO, Connecticut-CT, Delaware-DE, Florida-FL, Georgia-GA, Illinois-IL, Indiana-IN, Iowa-IA, Kansas-KS, Keneucky-KY, Louisiana-LA, Maine-ME, Maryland-MD, Massachusetts-MA, Michigan-MI, Minnesota-MN, Mississippi-MS, Missouri-MO, Nebraska-NE, New Hampshire-NH, New Jersey-NJ, New Mexico-NM, New York-NY, North Caroline-NC, North Dakota-ND, Ohio-OH, Oklahoma-OK, Oregon-OR, Pennsylvania-PA, Rhode Island-RI, South Carolina-SC, South Dakota-SD, Tennessee-TN, Texas-TX, Utah-UT, Vermont-VT, Virginia-VA, Washington-WA, West Virginia-WV, Wisconsin-WI.

DEPARTMENTS (THEATERS)

A **Department** (also called a "Theater") is usually a collection of States. Some rules and abilities work at the Department-level. Most ships are also recruited on a Department-basis. Using the Department filter displays them on the map with specific colors. Some rules and special abilities work only at the Theater level, and the highest-ranked leader with the most seniority in the Theater is treated as commander in chief.
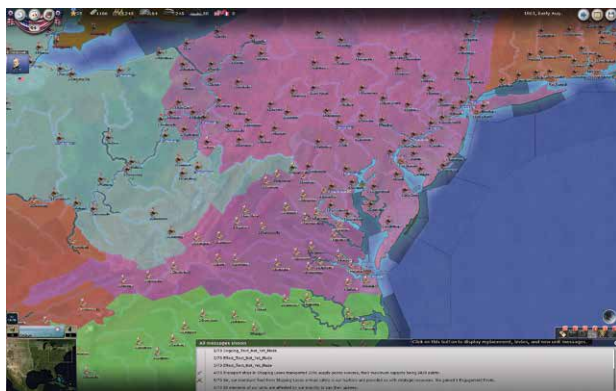
MAP FILTERS

There are eight filters in CW II to help visualize information on the map. To activate them, use the 1-8 keys or click on the buttons located on top of the minimap. The different filters are:

- **Military Control:** Shows which side has the dominant military presence in each region (even if you don't have a Stack present) (see Military Control chapter).

- **Supply:** Crates and cannonballs indicate the quantity of General Supply and Ammunition respectively that are present and regions highlighted in green indicate how far your Supply network extends (see Supply chapter). Tooltips provide specific information regarding Supply levels in particular regions.

- **Objectives:** Highlights Objectives and cities granting VPs and indicates their owner (see chapter).

- **Loyalty:** Shows the local population's bias towards one of the sides in the conflict (see Loyalty chapter).

- **States:** The different States are shown with different colors (see States chapter).

- **Departments:** Each Department (also known as a "Theater") is shown with a different color (see chapter).

- **Weather:** shows the current weather on the map (see Weather chapter).

- **Terrain:** shows the current terrain type (see chapter).

ARMY ORGANIZATION
UNDERSTANDING THE STACK PANEL

There can be a variety of Stacks in a region and/or in the structures therein. The purpose of having separate Stacks is that they can be issued different orders. The size of a Stack is also limited by leadership (see chapter).

Figure 6: Stack Panel Details

When you click on a playing piece or structure on the map, the window in the Stack Panel shows Units in the region **(1)**.

Hint: Use the arrow buttons on each side (2) to scroll between a Stack's Units if they are too numerous to fit within the Unit Panel. The mouse wheel will also scroll the panel.

Additional Stacks in the region are each indicated by a tab **(3)** along the top of the Stack Panel. To switch Stacks, click on its corresponding tab and it will become the active Stack. The active Stack is also represented on the map by a Stack counter, which can be selected to receive its orders.

The Unit currently selected within the Stack has its name, composition, current position and destination indicated in the top left corner **(4)**, just after the parchment icon (which allows selecting the special orders for the Unit in question).

Essential information about a Stack (level of General Supply, Ammunition, etc.) can be displayed in a tooltip by hovering your mouse over the different icons in the Inspection Panel to the right of the Stack Panel **(5)**.

WHAT IS A UNIT?

The Unit Panel shows all of the different components of a Stack (see illustration above), which fall under the term "Unit". There are types of Units in the game representing anything from full Divisions to independent artillery batteries or administrative staff (headquarters), but they all share the ability to be moved and be given orders individually if needed. This makes them the smallest elements in the game that you can manipulate, although they seldom operate alone and are usually grouped into Stacks, as explained above.

Exceptions: Divisions are a special class of Unit, as they can contain one or more brigade or smaller Units that are treated all as a single Division Unit until these are split off from the Division (see chapter).

Leaders are also treated as Units in most respects and can be manipulated the same way. However, they are rated differently. The main characteristics of combat Units and leaders are displayed right on their counter in the Unit Panel.

What is an Element?

Units are made up of 1 to 18 Elements (also referred to as sub-units), which are displayed in the Inspection Panel when a Unit is selected in the Stack Panel. Elements are an integral part of their parent Unit and cannot be manipulated separately.

Procedure: To display the list of a Unit's elements in the Inspection Panel, click on a Unit to select it (this is indicated by a gray square around the counter).

Figure 7: Here, the Stonewall Brigade Unit is made up of five infantry elements, as shown by the NATO symbols displayed on the right (you can click on this symbol to open a detailed window describing the element).

Each single element is in turn differentiated by its attributes, as explained on the proper chapter.
Please note that some Units are so small that they cannot be subdivided. They are represented in the game as having a single element, which is the Unit itself.

Figure 8: This small artillery Unit is made up of a single element alone. A Unit is a container of 1-18 elements.

Leaders are handled in the same way: one leader = one element which is the leader himself.

Manipulating Stacks

In order to **split** one or more Units from a Stack, select the Units to be separated from the main Stack in the Unit Panel, then drag and drop them to their current region on the map. They are now considered a new Stack and will be shown in a separate tab.

Multi selection procedure: To select/deselect several Units, Ctrl-Click on each

Unit in turn.

In order to **issue a movement order** to a Stack, either select it and drag & drop its counter from its region to its destination or drag its corresponding tab from the Stack Panel directly to its destination on the map. You can also **move Units between Stacks** by dragging and dropping them onto the destination Stack's tab. Finally, you can **merge Stacks** in the same location by dragging and dropping one Stack tab onto another.

FIXED UNITS

In some scenarios and campaigns, you will come across fixed Units identified by a 🔒 padlock and **a red diagonal stripe** on their counter. This indicates it cannot move - the tooltip will explain why. Usually, they can move if a specific event indicated on their tooltip occurs, such as a number of turns pass or enemy enters their region. In some cases, Units are permanently fixed and will not move under any circumstances.

Washington Militia

COMMAND CHAIN

In CW II, your Stacks are loosely organized into the following hierarchy:
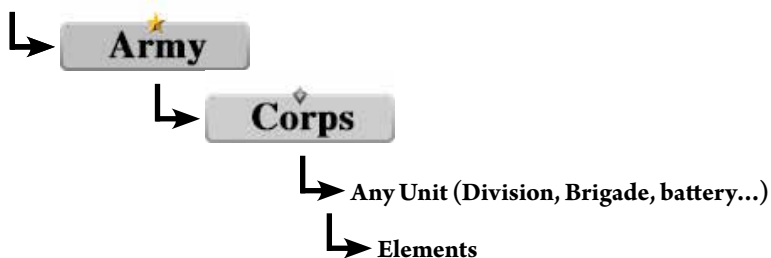
Units are deemed "in the Command Chain" if they belong to a Corps which is, in turn, attached to an Army. Any Units which don't belong to such a Corps are considered independent Stacks for Command Chain purposes, and they have a penalty of -50% to the Command Points generated by the leaders in that Stack. Naval Stacks are handled differently without a hierarchy other than Units and Fleets.

On the map, you can then have three kinds of land Stacks:

- The Army Stack, which is the Stack commanding subordinate Corps.
- The Corps Stack, which is a Stack subordinate to an Army Stack.
- Independent Stack, which is a Stack Out of the Command Chain.

These three Stacks each have Units and they are all "containers" for Units. Units represent formations of various sizes and act as "containers" for elements, with from 1 to 18 elements in each Unit.

ARMY

An Army represents a leader and his staff along with reserve troops and leaders that may be directly attached to the Army. The Strategic Rating of an Army commander determines both his Command Radius (press and hold the Shift key while an Army is selected to show this radius on the map) and his overall combat power).

The Army Outliner on the left edge of the screen is a series of counter images (leader portrait in a flag), one for each Army, which when clicked refocuses your view on that Army (see picture on the right).

Corps attached to an Army and within its Command Radius during the Planning Phase can receive some important benefits (see below).

Figure 9: A Stack is identified as an Army by a star icon on its Stack Panel tab and on its Inspection Panel.

Procedure: To form an Army, form a Stack with 3 or 4 star leader plus any leaders and Units you want to attach directly to the Army commander (these can also be added later), then select the "Form Army" Special Order. This will change the status of the Stack from Independent to an Army. This is the command HQ of the Army, not the entire Army: an Army's fighting formations are its attached Corps.
If assignment of Army command to a leader bypassed a leader with higher rank

or more seniority (see chapter), then you will lose some NM, as warned in the Form Army Special Order tooltip. You can also dismiss an Army commander, but doing so will also cost you NM according to the political favor of its commander. Despite the NM cost, you may sometimes want to do this in order to put a new and better leader in charge.

Notes: An Army HQ with combat Units in reserve will react quickly to support Corps formations but should not be viewed as a combat Stack. It is important to note that a lone Army Stack will never initiate combat by itself.

CORPS

Figure 10: A Stack is identified as a Corps by a diamond icon on its tab and on the Inspection Panel.

Corps are attached to specific Armies. Their purpose is twofold: they never suffer the Out of Command Chain penalty (see chapter) and they get the following bonuses when operating within range of their Army:

- The Corps commander's Strategic, Offensive and Defensive Ratings are increased by the expertise of the Army commander.
- If stacked in the same region, the Army's formations have the ability to stay together during movement by choosing the corresponding Special Order (Synchronized Move).
- If spread out in different regions, there is a chance of supporting an adjacent Corps engaged in combat (i.e. "March to the Sound of the Guns"). This ability is influenced by the level of Military Control in both regions (see Military Control chapter) and by the Corps' Cohesion (see Cohesion chapter).
- Increased Command Points efficiency.
- Combat bonuses when several Corps are fighting together (they will help each other more efficiently during a fight).
- Some special abilities of the Army commander can benefit its Corps.

Procedure: To form a Corps, select a 2 or 3 star leader within range of an Army plus any Units (including any Divisions and leaders) you want to include in the Corps, then select the "Create Corps" Special Order.

Note 1: As opposed to Armies, there are no Corps Headquarters in the game. A leader counter is assumed to represent not only its named leader, but also the limited number of Aides de Camp/administrative staff needed to command a Corps.

Note 2: A Corps must always occupy a single region and is a single Stack of Units.. You could separate Units from their Corps to extend your coverage, but they would become an Independent Stack in the process, losing Corps benefits and suffering possible Out of Command Chain penalties as a consequence.

DIVISION

Figure 11: Hovering your mouse over a Division (**1**) in the Unit Panel displays its constituent Units (**2**).

Grouping Units into Divisions whenever possible helps you optimize Command Points usage (see below). A Division leader is required and provides bonuses to the Division. This can be in addition to the commanding officer of the Stack to which the Division belongs (whatever the nature of the Stack: Army Stack, Corps Stack, or an Independent Stack). Since a Division is a Unit, it cannot include more than 18 elements.

Procedure: To form a Division, first select a general and press the 'Enable Divisional Command' button. Then select the Units and the general to be included in the Division and click the "Combine" Special Order to form the Division. You can break down a Division into its constituent Units at any time and without any penalty by using the same button (which also operates in reverse).

Important Note: The only HQ in the game is the Army HQ. Forming Corps or Divisions does not require any HQ. However, there are HQ support Units that provide useful benefits to their Stack.

LEADERSHIP

Leaders have an enormous impact on the effectiveness and efficiency of military forces. Inadequately led Units suffer movement and combat penalties. Leadership ratings reflect their historical abilities, and these ratings affect almost every aspect of the game. Leaders can be wounded or die, so they may be available for a longer or shorter duration than they were in history. Good performance by a leader can lead to advancement in seniority and promotions. Some leaders are valuable behind the lines for their special abilities to increase recruitment or train conscripts under their command up to a regulars.

At any time, the "Command Cost" of the troops in a Stack is compared with the "Command Points" of the leaders present in order to determine whether a penalty applies as well as the size of the penalty. To see the details of the calculation, check the tooltip of the command icon of your Stack.

Note: Command Penalties can be quite severe. A small and well-commanded Stack moves much faster and has as much hitting power as a larger Stack lacking leaders.

Each Unit in a region has a certain Command Cost:

* Basic Unit (Brigade or Regiment/Squadron/Battery): 1 to 4
* Division: 4
* Army HQ: 4

Each leader provides Command Points (CP) to his Stack, depending on his rank:

* 1 star: 4
* 2 star: 8
* 3 or 4 star: 12

The total CP provided by leaders in a Stack is limited to a **maximum of 16**, no matter how many leaders are present, but this base value can be increased by certain bonuses.

Note: This simulates both the military doctrine of the day, as well as the chaos inevitably generated when a place gets too crowded.

OUT-OF-COMMAND-CHAIN PENALTY – IMPORTANT

If a Stack is an Independent Stack (not an Army Stack or a Corps Stack), then the CP generated by leaders in the Stack will be halved.

CP generated by leaders can be further increased by the following bonuses:

- Signal Unit present: 2
- Recon Unit (ex. Balloons) present: 1
- If a Corps or an Army Stack: Army commander's Strategic Rating minus two (can give negative effects too!).
- Units in the region are part of a Corps or attached to an Army which includes a capable Aide de Camp (i.e., A non-Army commander leader with a Strategic Rating of 4+ who is in a the Stack): 1

PROMOTING & RELIEVING LEADERS

Officers who have shown favorable results in their current rank may become eligible for promotion to the next rank. This is shown by a flashing promotion icon on its counter (you also get a message in the Message Log). Be aware that promoting a leader to 3 or 4 star who is considered too junior by the military and political establishment (i.e., there are other more senior officers of the same rank) will cost you NM and VPs, depending on the "bypassed" leaders' Political Cost.

The same applies to 3 or 4 star leaders assuming Army command if another more senior unassigned leader is bypassed. Finally, relieving an officer from his Army command will also entail a loss in NM proportional to his Political Cost.

Note: This only applies at Army level, not at Corps level and below.

Please note that an officer's abilities may change (for better or worse!) after getting promoted, depending on each individual's talents.

Historical Note: John Bell Hood, a very capable and aggressive CSA division commander, incurred excessive losses after promotion to army command. Several good Union corps commanders proved unsatisfactory leaders for the Army of the Potomac.. The player may shape promotion prospects by giving some commanders easy successes against minor objectives while high-ranking deadwood can be assigned to dead-end locations.

UNIT ATTRIBUTES

Unit counters are differentiated by the following:

- Nationality (background color)
- State of Origin (only for militia or volunteers)
- Special Abilities (left hand side)
- Unit Type (top right corner, illustrated by a NATO symbol – See Appendices for details)
- Combat Power("PWR" - the numerical value at the top, here 230)
- Number of Elements (number of ribbons on the left hand side
- Experience (color of the ribbons on the left hand side)
- Cohesion (purple column)
- Manpower (green column)
- Captured Support Unit (Gray Background with 'capt.' noted on Unit also)

Figure 12: The Stonewall Brigade, with 7 elements and 230 PWR, packs quite a punch.

NATIONALITY

Most Units belong to the USA or CSA. However, under some circumstances Foreign Entry (see chapter) may bring British, French or Mexican Units into the fray. Indians and bandit factions can also be activated by events or Regional Decisions.

STATE OF ORIGIN

Figure 13: Militia will have their State indicated next to the Unit type symbol (here, TN for Tennessee).

Militia Units fighting in their State gain a small morale boost. Each State can field a limited number of Units.

SPECIAL ABILITIES

Figure 14: Indians are among the Units with Special Abilities, as denoted by the icons on the bottom of the left side.

Any Special Abilities of the Unit are listed, and their description is on the symbol's tooltip.

NATO SYMBOL AND UNIT TYPE

There is a NATO symbol on the Unit counter to show the primary type of the elements it contains. For example, an Infantry Brigade is an infantry Unit, but in addition to infantry regiments may contain artillery batteries and cavalry, shown on the Inspection Panel. You can click on any NATO symbol, on the Unit or on the elements, to get even more details.

Each element is of a specific type, with corresponding strengths and weaknesses, as shown in the elements details Window accessed through the Inspection Panel (see Element Attributes below). A Unit's characteristics are derived from the attribute values of its elements.

UPGRADING

As new equipment becomes available (starting in 1862), elements (sub-units) are automatically upgraded into other, more effective types (e.g. early to late cavalry). This mostly affects the defensive rating of Units, simulating the increased difficulty of attacking positions defended by troops equipped with modern rapid-fire weapons. The USA has a distinct advantage in this area, especially late in the conflict.

Historical Note: This trend culminated a few decades later in the terrible deadlock of trench warfare during World War I.

COMBAT POWER ("PWR")

This gives an indication of the lethality and staying power of a Unit during combat. It is a number used to provide a quick and general assessment of a Unit's combat power, but is not a number used during battle. The Combat Software Engine works at the element level, taking each parameter of each element into account to simulate the outcome of every battle (gun range, rate of fire, discipline and such).

Note: Cohesion and Manpower effects are already factored into PWR. E.g. a Division with a Cohesion Level of 1 will have a very low Combat Efficiency.

Play Note: A good general will preserve his experienced Units by regularly sending them to the rear area in order to allow rest (i.e., Cohesion recovery) as well as replacement of losses.

NUMBER OF ELEMENTS AND EXPERIENCE

The ribbons on the left-hand side of a Unit indicate both the number of elements in the Unit and their Experience. There are three Experience Levels (bronze, silver and gold). Units gradually gain experience with each battle, increasing both their overall efficiency in combat and maximum Cohesion level.

COHESION

Cohesion represents a Unit's general readiness for combat. It is critical to a Unit's overall efficiency as it impacts almost every aspect of the game, such as morale, speed, firepower and the ability to "March to the Sound of the Guns".

Note: A Unit with low Cohesion could suffer from poor morale, desertions and stragglers, exhaustion, disorganization, inadequate training or any other debilitating factor. It will be slow in moving and prone to break during combat.

Movement and combat reduce a Unit's Cohesion. Resting (see chapter) gradually improves its Cohesion until it ultimately reaches its maximum level, which depends on training and Experience. NM affects a Unit's maximum Cohesion and its Cohesion recovery rate when resting.

MANPOWER

A Unit's remaining number of men, indicating its ability to fight and sustain further damage. Passing the mouse over the PWR number box on a Unit counter shows the

manpower and further details instead of the Unit name. This is also indicated by the level of the manpower bar and as a red area within individual element symbols in the Inspection Panel.

ELEMENT ATTRIBUTES –INSPECTION PANEL

Each single element of a Unit has several attributes (such as discipline or weight) influencing a variety of mechanics (combat, transport, etc.) throughout the game, as indicated elsewhere.

Figure 15: Click on an element's NATO Unit type symbol in the Inspection Panel to display the element details window, which provides several pages of detailed information on the Unit and all of its different attributes. Here, the 1st Mississippi element's details are shown.

LEADER ATTRIBUTES

Good leadership is essential to win battles. All leaders have strengths and weaknesses as represented by their attributes.

Note: Try to use your leaders to the best of their abilities. For instance, some are good on the offensive while others are better at defending.
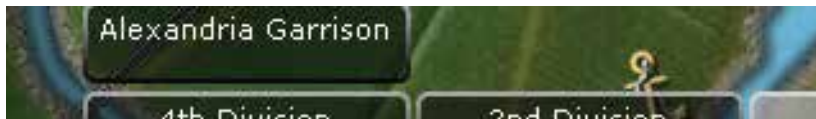
Figure 16: A leader's counter only shows two pieces of information: Rank (number of stars) and Special Abilities (icon(s) in the bottom-left). Selecting a leader displays more data in the Inspection Panel on the right.

In addition to providing CP, as every leader does, the commanding officer of a Stack (i.e. most senior leader of the highest-rank in the Stack) improves the capabilities of his subordinate Units with his Offensive/Defensive Rating (+5% to combat for each point) and his Special Abilities. His Strategic Rating also has a critical impact on the Stack's performance (see below). Units in a Division not only benefit from the benefits just described, but also from their own Division leader's capabilities (see chapter).

If a leader is alone in a region with enemy Units, he may be detected and eliminated.
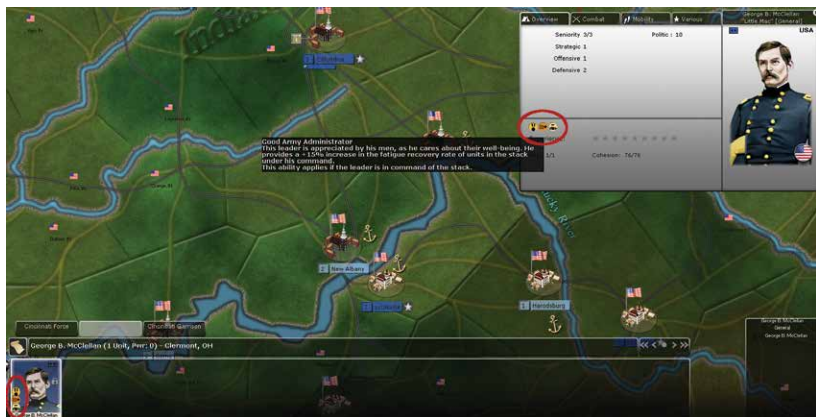
Figure 17: More information about a leader can be displayed by clicking on his rank icon. Here, we see that Union leader McClellan is a good Army administrator, as he possesses the corresponding Special Ability icon, with details on its tooltip.

RANK

Rank is shown by the number of stars on a leader's counter. It determines the CP contribution of a leader (see chapter), as well as the highest type of command he may assume (Army, Corps or Division).

Note: Be aware that - just like in real life - the most talented officers are not always in command.

SPECIAL ABILITIES

Leaders may have Special Abilities, denoted by one or more icons. The tooltips will provide more details. They are usually beneficial. Some of these abilities apply at all times and others conditionally. Likewise, some only apply to certain Units while

others affect the whole Stack or even other Stacks in the theater.

Examples: The Cavalryman Special Ability only benefits cavalry Units and does not apply in mountain terrain, whereas the Ranger Special Ability affects the whole Stack but is only useful in wooded country.

STRATEGIC RATING & ACTIVATION – IMPORTANT

Each turn, each Stack commanding officer makes a test based on his Strategic Rating. If he fails (indicated by a brown envelope icon on the Stack counter and in the Stack's Inspection Panel), the leader is deemed inactivated for the coming Planning Phase and will suffer the following penalties:

- Reduced movement (-35% speed)
- Combat penalties in hostile regions (up to –35%).
- Offensive Posture prohibited (does not affect admirals).

Not being activated can represent delayed orders, over cautiousness, or even incompetence at the operational level or above.

Note: A very cautious Army commander can even impact negatively the Activation Check of subordinate Corps commanders.

Technical Note: You may de-activate the activation tests rule in the Options Menu.

Leaderless troops are always activated, as they don't have leaders, but suffer from movement and combat penalties (by lack of CP). They are **not** prohibited from assuming Offensive Posture (the unknown colonel commanding is willing to take action but is not the best man for the job).

OFFENSIVE & DEFENSIVE RATINGS

These ratings are used as a bonus in combat when attacking or defending.

SENIORITY

Order of seniority differentiates leaders of the same Rank. It is expressed as a number (with 1 being the most senior) and has a direct impact on promotion (see chapter). Seniority is affected by winning and losing battles. In case of a seniority tie, the officer who held the rank earlier is senior.

POLITICAL COST

The Political Cost of a leader is a measure of a leader's place within the military hierarchy (Rank and Seniority), as well as his political influence and level of popularity. It has a direct impact on promotion.

Historical Note: Some leaders, such as the Union General McClellan, commander of the Army of Potomac, were incapable in key military areas yet very popular among their troops and with strong political backing. The cost of sacking such a leader is not to be underestimated.

EXPERIENCE

Leaders gain and lose experience by winning battles and losing battles. This will in turn affect their other attributes.

RANDOMIZED GENERALS OPTION

You can choose to play the game with Leader attributes randomly generated - see the Options Window and choose the level of randomness desired.

FLEETS

Naval Stacks are treated in much the same way as land Stacks, except that Command Chain rules don't apply. Naval leaders are called Admirals (irrespective of Rank) and cannot command land Stacks (and vice-versa). An Admiral makes an Activation Check each turn, but, if he fails, he is only delayed in his actions and not prevented from setting his Fleet to an Offensive Posture.

Figure 18: The African Squadron is patrolling the Shipping lanes (off map box situated southeast of Norfolk).

ORDERS

The game is played in simultaneous turn mode. This means both sides simultaneously plan their orders for the upcoming two-week turn. This is called the "Planning Phase". Then, the turn's orders are simultaneously resolved during the "Resolution Phase". As a consequence, you cannot accurately predict what is going to happen during the Resolution Phase.

Basically, you can plan your Stack movement and general behavior (see Postures), but you will have to trust your general's judgment to carry out your orders as well as possible during the turn resolution. Please note however that your Stacks have a limited ability to dynamically adjust to the enemy's movements in the form of Interception Orders (see chapter).

In between turns (i.e., after the Resolution Phase of a turn, but before the Planning Phase of the next turn), a number of activities are automatically carried out in the "Hosting Phase", notably Supply distribution and weather-related Attrition.

Note: Your forces will not blindly follow your orders. For instance, if a Stack in Offensive Posture comes across a larger enemy force, it will try to engage as ordered, but will then attempt to retreat once it realizes it is facing a superior enemy.

MOVEMENT

The default order you issue to your land Stacks is to move by land, but you can combine land movement with river and rail movement. Note that movement is severely restricted by the presence of enemy Units (see chapter).

Naval Units face limitations depending on their type: some can enter ocean regions while others are limited to coastal regions. Shallow draft vessels are the only ones allowed to move along rivers.

Historical Note: The Union's naval capacity was far superior to the Confederacy's.

The speed of movement is based on Cohesion, because exhausted and disorganized Units will travel much slower than fully-rested ones. Movement also has a Cohesion Cost, which varies greatly depending on the enemy military presence in the region, as well as the type of terrain crossed and the type of transportation (as indicated below):

Regular Land Unit Movement is affected by weather, terrain type and the level of

road infrastructure. Forced March can be faster but greatly increases the Cohesion Cost of movement. Posture also has an influence, with Offensive Posture Units incurring increased Cohesion loss and Passive Posture Units incurring reduced loss. Without any modifications, a Stack moving one day will spend one Cohesion point in doing so.

- **Rail and River Movement** costs only a minimal amount of Cohesion and is very fast.
- **Naval Transport** costs only a minimal amount of Cohesion, except in harsh weather.
- **Ships** lose Cohesion depending on the weather and the ship type.

Procedure: Use drag and drop to move each Stack. The estimated number of days required to move from a region to another is indicated for each leg of the movement path. The game will auto-plot a path that is the fastest route, considering terrain and infrastructure and the retarding effect of enemy forces. This may not be the most direct or strategically wise route, so you can also order movement in stages by selecting each leg of the journey yourself. In order to cancel the last leg of a move, press the Delete key. To cancel the whole movement, drag and drop the Stack on its original region. To add another leg to an existing movement path drag and drop the copy of the Stack counter which is shown at its current destination to the next desired destination in its movement path. The Tutorial explains in full detail how to manipulate Stacks.

In addition, Units will take a number of hits from Attrition proportional to this Cohesion loss each time they move (see chapter).

Note: This simulates the inevitable losses incurred by moving Units (deserters, disease, etc.), especially in inhospitable regions.

RESTING

Units can recover Cohesion if they don't move.
The Base Daily Rate for land Units is 0.75 Cohesion point, modified by:

- Entrenched and outside of a structure: +0.5
- Inside a structure: +0.75
- In a loyal region: up to +0.5
- Besieged land Unit: -1.5

- Besieger (unless in Passive Posture): -0.5
- Land Unit transported aboard a ship: -0.5
- Offensive Posture: -0.5
- Land Unit in Passive Posture: +1
- Irregular: +0.5

The Base Daily Rate for naval Units is two and provided the Fleet is in a port (modifiers above are not applicable).

These rates are further modified by NM. Note that the fastest recovery is resting in Passive Posture in a structure within a loyal region. Resting also allows a Unit to gradually fill in its ranks with replacements if you have some available (see chapter).

BLOCKING MOVEMENT & EVASION

Enemy presence (especially Forts) inhibits movement in a land region. If this presence is strong enough, your Units won't be able to bypass the defender to penetrate further into the enemy's rear areas unless they fight to push the enemy back. However, some troops are particularly stealthy and can more easily manage to sneak into the enemy's rear. This is represented by the Patrol and Evasion Values of the moving and blocking Stacks, as well as by the Military Control exerted over the region.

You cannot enter a land region if the enemy's Patrol Value divided by your Evasion Value is greater than your Military Control of the region.

Play Note: This basically means you can fall back on friendly regions but are usually prohibited from moving further into enemy territory, unless your force is particularly stealthy and/or the enemy lacks proper reconnaissance Units.

Patrol and Evasion Values also play a role in avoiding combat, if your Stack is on Passive Posture or if you have the 'Evade Combat' Special Order enabled.

Procedure: Regions your Stack is prohibited from entering will pulsate in red. An icon on the Unit Panel provides you with detailed information.

PATROL VALUE

This value represents your troops' ability to block the enemy's movement. The sum of your Units' Patrol Values is added to any Fort's Patrol Value, if present. The level of Military Control you exert over the region also comes into play in this calculation. Note that each Unit type has different Patrol Values depending on its

mobility and size.

Play Note: Forts greatly enhance your Patrol Value. Large numbers of troops, especially mobile ones (such as cavalry) also help stop the enemy from infiltrating your territory.

EVASION VALUE

This value represents your troops' ability to infiltrate rear areas and to avoid contact with the enemy. Here too, each Unit type has different Evasion Values according to mobility and size. Stacks qualifying as Small Forces have better Evasion Values. Similarly, Large Forces suffer a penalty. Harsh weather and terrain which provides cover also increase Evasion Values.

Play Note: These "cat and mouse" rules allow you to attempt cavalry raids, or prevent the enemy from reaching an important city, if you are in front of him with enough troops.

FINDING THE ENEMY AT SEA

You cannot directly stop an enemy's movement through a sea region (or river), but Evasion and Patrol Values will determine the probability of a naval engagement occurring.

Example 1: A Raider (high Evasion Value) can reasonably attempt to reach the open sea by outrunning opposing ships.

Example 2: Frigates (high Patrol Value) are fast Units which help their Fleet locate and engage any enemy trying to sneak around them.

Example 3: Sailing past enemy Forts is always a risky proposition. Some admirals have a special ability that will help.

INTERCEPTION & COMBINATION

There are cases where you don't want to move to a specific region but rather intercept a moving enemy Stack wherever it goes. You may also need to join and merge with a friendly Stack. Both are handled similarly.

Procedure: Drag and drop your Stack onto an enemy or friendly Stack and

your army/fleet will attempt to intercept the enemy or join the friendly Stack by adjusting its destination each day toward the then-current location of the targeted Stack. If it does not reach its target during the Resolution Phase, it may continue moving to intercept into a later turn if the target remains visible.

If your intercepting Stack cannot locate the enemy (see chapter), the intercepting Stack will stop its movement. An enemy Stack you are following may also split, in which case the intercepting Stack will usually go after the larger enemy formation. Intercepting Stacks also may be engaged by enemy before they arrive at their target.

SPECIAL ORDERS & MOVEMENT

Special Orders allow you to fine-tune how your Stacks move and react to the enemy during the upcoming turn and to issue a wide variety of specialized movement and non-movement orders. Special Orders are located on the Special Orders bar, which is accessed by clicking one of the three Special Orders buttons (rifles, tent, or hammer) to the left of the Stack Panel tabs. Available orders are affected by the type of Unit and current conditions. Note that inactive leaders lose the ability to perform some Special Orders.

Example: Only Irregulars in difficult terrain will have the "Ambush" Special Order active and available.

Unless noted otherwise, Special Orders require some kind of check (mostly related to leader and Unit attributes) before they occur in order to determine the extent of success/failure. Special Orders needing days to be completed are always executed first during a turn. If there is any remaining time, your Unit will then carry out its movement order (if any).

Ambush: Non-moving Irregular Units (Indians, Rangers, etc.) can try to set an ambush in wild, swampy, hilly or forested regions. If they succeed they will have enhanced combat benefits against an enemy entering the region, including first fire and the possibility of retreating easily.

Forced March: Forced March allows the Stack to move at a faster pace but at a loss in Cohesion due to stragglers. Light Units get a bonus.

Enter Structure: The Stack will enter the friendly city/Fort in the region where it ends its move. Success is automatic. This will also Stack your Units to move into a nearby city (located in the same region) if they suffer from a retreat in battle.

Sortie: Your Stack is currently within a besieged Fort/city. This orders it to join any combat initiated by a relief Stack against the besiegers. If the Stack has a leader, he must be Active.

Naval Bombardment: Your Fleet will bombard the first coastal structure or entrenched position it meets, provided you have a land Stack in the target region. The enemy can retaliate if he has emplaced batteries (trench Level 5+) or a Fort. A structure under bombardment will display this icon 🌑 on the map.

Build Depot: The Stack will expend two Supply Units and build a Depot in the current region.

Destroy Depot: The Stack will destroy any Depot present in the current region.

Build Fortification: The Stack will expend two Supply Units and four artillery batteries (i.e. elements) to build a field fortification.

Destroy Fortification: The Stack will destroy any low-level Fort in the region.

Build/Repair Rail Network: The Stack will build or repair the rail network in its region. Repairing is far faster and cheaper than building.

Destroy Rail Network: The Stack will destroy the rail network in its region.

Move by River: The Stack can now benefit from river movement during the turn.

Move by Rail: The Stack can now benefit from rail movement during the turn.

Delay Move: The Stack will move at the same time as the latest activated Stack in the same region.

Synchronize Movement: If in the same region, the Army HQ and all subordinate Corps will move together (at the pace of the slowest Corps). **Note: This is selected by default. In addition, when the Army HQ moves, all subordinate Corps in the region will automatically synchronize without needing to use this Special Order.**

Distant Unload: The Stack is ordered to unload into the designated land region adjoining the destination sea or river zone of the transporting ships as soon as the ships arrive there.

Promote Leader: The leader is eligible for promotion to the next rank, though at a possible Political Cost.

Demote Leader: the opposite of the above. A Political cost will be paid also.

Combine Units: The selected Units can be combined into a single one. This is used to form a Division, if a leader with Division command enabled is included. It is also used to merge weakened Units into a stronger one (see chapter). The Unit selected first will absorb the other Unit, which returns to the Force Pool.

Split Units: the opposite of the above (e.g., removing all Units from a Division).

Create Unit: not used in this version of the game (reserved for future use).

Form Army: See chapter

Dismiss Army: See chapter

Create Corps: This forms a Corps attached to the nearest Army (see chapter).

Dismiss Corps from Army: This detaches a Corps as an independent Stack (see chapter).

Relocate: allows to move a Unit or a leader from a region to another provided both are connected by an uninterrupted line of railroads.

Intercept: The moving land or naval Stack will try to intercept an enemy Unit or Stack passing by.

Evade Combat: The moving land or naval Stack will try to avoid contact during movement (see chapter) and will also enter Raid mode (see chapter). Inactive leaders may not use this order.

Disband: selected Stack will be disbanded at a cost in VPs.

Surrender: selected Stack will surrender.

Rail & River Movement

A Stack with "Move by Rail" and/or "Move by River" Special Order(s) will use existing rail lines and/or rivers on its movement path, resulting in a much faster movement rate and vastly reduced Cohesion cost. You must have at least 25% Military Control in a region to use its rail network. This icon ⬤ shows that a region's rail lines have been cut and are unusable until repaired.

Both types of movement draw upon national pools of trains and steamboats depending on the size of the Stack to be transported, which limits the number of Stacks that can simultaneously move this way. Your transport capacity is displayed on the Transport Assets Panel at the top of the map. Rail and river transport assets are also used to transport Supply along railroads and rivers (see chapter). As a consequence, only the transport capacity not assigned to move Units will be available for Supply distribution.

Both pools are gradually decreased through wear and tear (1%/turn for steamboats, 3% for trains), but you can buy additional transport assets (see chapter) to make up for this or increase your transport capacity. Also you can lay waste to your opponent's rail network by destroying them!

Important! Moving by river can be quite hazardous if there is an enemy Fort, Artillery, or Fleet in your way. Using individual Riverine Transport Units with appropriate escorts instead is highly recommended in this case.

Individual Riverine Transport Units are also available. They are used like seagoing transport Units (see below). Units aboard these transports are less vulnerable to enemy Forts, Artillery, and Fleets along the way, especially if a commander with the "Fort Runner" Special Ability leads the expedition and/or they have escorting vessels.

In addition, individual Riverine Transport Units can transport Supply and distribute it to nearby Units just like Supply Wagons (see chapter). They can also be converted into a Depot in a port.

Regular Sea Movement

You must use individual transport ships to transport troops by sea. The first type of seaborne (or Riverine) movement is to transport Units from one friendly **port** to another. In this case the Units automatically disembark when they reach their destination port.

Procedure: First, merge the transporting Fleet and the Units to be transported

in the port of departure, then order the combined Stack to move to the destination port.

Note that the transporting Fleet needs to have enough transport capacity to do so.

EMBARK AND DISEMBARK TO PORT

You can embark Units by dragging them onto the transport Units Stack or Stack Panel Tab and they will sail away after they finish loading. A land Unit contained on a naval transport Unit will automatically disembark upon reaching a port.

AMPHIBIOUS LANDING

Landing in an enemy region or a region without a port (even if friendly) is a two-step process:

1. Move the transport Fleet and its cargo to a water zone adjacent to the landing spot as you would for a regular transport.

2. The turn after your Fleet reaches its destination, split the Stack and order the detached land Units to move ashore. The Distant Unload order will do this automatically as soon as the Fleet arrives, but will send every land Unit being transported ashore. The Fleet disembarking Units this way can be given a move order and will sail away after disembarking is complete.

3. You can reverse the procedure to embark Units from coastal regions unto naval transports in an adjacent water zone and the transport will sail away according to its orders when the loading is complete.

POSTURES

The offensive or defensive stance of a Stack is called its "posture". Four buttons represent the different postures. Once a posture is selected, a corresponding icon is displayed over the counter as a reminder.

The possible postures are:

- **Assault:** Your Stack will attack any detected opponent it comes across. During a siege, your Stack will attempt to storm the Fort/city - expect heavy casualties unless the defenses have been breached (see chapter).
- **Offensive:** Same as Assault, except during a siege your Stack will not attempt to storm a Fort/City (it will continue the siege instead).
- **Defensive:** Your Stack won't engage enemy Units. If attacked, it will

defend with the benefit of the region's terrain bonus, if any. It will continue an ongoing siege.

- **Passive:** This is the same as Defensive Posture but with combat penalties if you are attacked. However your chance of withdrawing from combat is increased. Passive Units also won't increase the Military Control of their region.

RULES OF ENGAGEMENT (ROE)

The Rules of Engagement options available are different according to the Stack's assigned Posture.

ASSAULT AND OFFENSIVE POSTURE ROES

The possible ROE options for a Stack in either an **Assault** or **Offensive** posture are:

- **All-Out Attack:** A Stack will not attempt to retreat during the first two (2) combat rounds of a battle. The chances of attempting a retreat are reduced during subsequent combat rounds. Losses are increased for both sides.
- **Sustained Attack:** A Stack conducts combat normally. This is the default ROE for Stacks in Assault or Offensive posture.
- **Conservative Attack:** A Stack attempts to withdraw from the battle beginning with the third combat round unless it appears as if victory is at hand. The chances of succeeding in withdrawing from battle are increased. Losses for both sides are reduced.
- **Feint/Probe Attack:** A Stack attempts to withdraw from the battle beginning with the second combat round unless it appears as if victory is at hand. The chances of succeeding in withdrawing from battle are greatly increased. Losses for both sides are significantly reduced.

DEFENSIVE AND PASSIVE ROES

The possible ROE options for a Stack in a **Defensive** posture are:

- **Hold At All Costs:** A Stack will never attempt to retreat. Routing is still possible. Losses for a defending Stack will be increased.
- **Defend:** A Stack conducts combat normally. This is the default ROE for Stacks in Defensive or Passive posture.

- **Defend and Retreat:** A Stack attempts to withdraw from the battle beginning with the third combat round unless it appears as if victory is at hand. The chances of succeeding in withdrawing from battle are increased. Losses for both sides are reduced.

- **Retreat if Engaged:** A Stack will attempt to withdraw beginning with the first combat round. The chances of succeeding in withdrawing from battle are increased. Losses for both sides are reduced. **A 'Retreat if Engaged' ROE is automatically assigned to a Stack adopting a Passive Posture.**

Postures and ROEs are assigned to Stacks individually and independent of assignments made to other Stacks. In other words, it is permissible (and indeed likely) that multiple friendly Stacks located in the same region of the game map will have different Postures and ROEs. Such groupings of Stacks treat the presence of enemy forces according to their individually assigned Postures and ROEs.

RAIDS

Cutting the enemy's Supply lines and destroying his infrastructure is an important part of military operations.

You can set the desired behavior of your Stacks as follows:

- Your Stacks will automatically capture any Supply stockpiles from enemy structures which fell into their hands during movement. They will first replenish their own Supply reserves, the remaining Supplies stay on map and change ownership. Structures also remain intact and change hands.

- Stacks assigned the "Evade Combat" Special Order are raiding. After replenishing their Supplies they burn all Supply stockpiles in their path except in their destination region. Structures remain unharmed and simply change hands.

- To destroy a Depot or Fort, a Stack must start its move in the target region and use the "Destroy Depot" and/or "Destroy Fort" Special Order. This will take some time and will be resolved before any planned movement, so arriving enemy may interfere.

- Indians and Raiders are special Units identified by their "Pillage" Special Ability icon. They destroy all Supply, Depots and Forts they come across after replenishing their Supplies.

The probability of successfully carrying out such operations depends on the Pillage

Value of the Stack.

Last but not least, marauding raiders block Supply transport through the region they are in. Also, don't forget that you need at least 25% Military Control in a region for your Supplies to pass through it.

Note: If left unopposed, skillful raiders can ruin a Supply network. Significant forces can be tied up defending overextended Supply lines.

FOG OF WAR

A player will only see enemy Units if they are detected. The Hide Value of the enemy Units is compared to the friendly Detection Value in the region: if your Detection Value equals the Hide Value of your opponent, you detect him. Extra Detection points above that increase the accuracy of the intelligence gathered.

DETECTION VALUE

Detection Points in a region are generated by 3 sources (not cumulative, use only the highest value):

a) At least 51% Military Control in your favor: 2 points
b) At least 51% Population Loyalty in your favor: 2 points
c) Troops: Highest Detection Rating present

Detection also extends to adjacent regions but with a –1 reduction. A region is grayed out if your Detection Level there is 0.

HIDE VALUE

If a Stack is in a region with a structure (friendly or enemy), its Hide Value is set to 1 unless in Passive Posture.

Otherwise, a group possesses the Hide Value of its Unit with the worst Hide Value, modified as follows:

- Only leaders present: +1
- Small Force or Passive: +1
- Large Force: -1
- Sneaky terrain: +1
- Bad weather: +1

See the glossary for definitions of a Small Force or Large Force.

Hint: Stacks near enemy territory or troops are automatically detected, unless the region is completely wild (i.e. no structure present). Stacks in your rear areas, however, usually remain unspotted. Some Irregular Units such as Indians, Rangers, etc., are good choices to recon and spot enemy Units doing the same.

SUPPLY

Supply is divided into two categories: **General Supply** (such as food, water, clothing, etc.) and **Ammunition**. They are tracked separately but follow the same rules. Armies and Fleets need General Supply each turn to keep operating while Ammunition is only used during battles.

Many Units normally carry two turns worth of General Supply and enough Ammunition to last for two battles. They will try to replenish their stockpile each turn. Hover your mouse over a Stack's cauldron or cannonballs icon to check how much General Supply and Ammunition it carries.

OUT OF SUPPLY PENALTIES

Units lacking General Supply will start taking hits and lose Cohesion. They also incur a moderate combat penalty. Units lacking Ammunition will incur a severe combat penalty.

Note: Supply is absolutely critical to military operations, as starvation, desertion and disease take a great toll on Units.

SUPPLY SOURCES
The basic amounts generated are as follows:

Structure	General Supply/Level	Ammunition/Level
City	6	0
Depot	4	1
Harbor	3	1
Fort or Stockade	2	0
Indian Village	1	0

This is further modified by:

- **Investment in Industrial Development (Options)** (see chapter)
- **Loyalty:** Production is multiplied by [Loyalty + 50 %]. For instance, if a region is completely loyal to your side (100% loyalty) production in the region will be multiplied by 1.5.
- **National Morale** (see chapter)
- **Blockade** (see chapter)

You can check the total General Supply generated in a region with its tooltip.

Design Note: These values may further be altered during Beta Testing. Please check the ingame tooltips for the latest values.

SUPPLY DISTRIBUTION & DEPOTS

Each structure and Unit in the game will "pull" a certain amount of Supply each turn. This occurs during the Hosting Phase. Supply sources will strive to distribute their Supply surplus to nearby structures and Units that need it. This will trigger a chain reaction, with Supply being forwarded from one structure to another until it reaches the farthest Units/structures. This process is automated and conducted in three consecutive "push" steps taking many parameters into account.

The amount of Supply that can transit through a structure is roughly proportional to its Production Capacity (see above) and the distance covered by your abstracted Supply columns during each step can range from one to five regions depending on:

- Terrain
- Weather
- Enemy presence
- Rail Transport
- River Transport
- Sea Transport

You can directly check on the map how much General Supply/Ammunition is stockpiled and where by using the Supply Filter (see chapter).

Note: Isolated Units – such as Units under siege – will begin to suffer from starvation when their General Supply reserves are depleted.

RAIL, RIVER & SEA TRANSPORT

Each turn, the steamboats and trains left unused during the movement phase (see chapter) will be available for Supply distribution. These will be used to transport Supply over friendly river or rail lines. However, enemy Forts and Fleets along a river line block Supply transport past their position.

Note: Controlling rivers and (to a lesser extent) railroads are strategically important, as they allow you to transport great quantities of Supply and men compared to overland Supply paths using roads.

The USA also has the option to transport Supply by sea to coastal areas and ports. The transport capacity depends on the number of transport ships allocated to the "World Shipping" box and is displayed on the Transport Assets Panel at the top of the map.

Example: Union shipping allows long distance Supply transport, for example from New York to New Orleans. The process is automated and will strive to augment the Supply of needy ports and coastal Depots by transporting any excess Supply in the Northern harbors to where it is needed.

DEPOTS

Depots are very useful in optimizing your Supply lines. You can build them in critical locations such as Supply bottlenecks or remote areas lacking other structures. These will then act as transit points in order to bridge gaps in your Supply lines, extend the reach of your Supply network and increase Supply throughput. A Depot will attract and then push forward more Supplies than Level 1-14 cities. When the Supply Filter is active, your Depots will pulsate on the map to help you see their locations.

Note 1: Building a Depot network every three to five regions is highly recommended.

Note 2: Depots are tempting targets for enemy raiders and should be adequately protected.

SUPPLY WAGONS

Supply Wagons are special Units which act as moving Supply stockpiles and thus

provide you with limited direct control over Supply. They fill up during the Supply Distribution Phase. Supply Wagons allow you to keep selected Stacks supplied, even if they operate far from their Supply bases. However, this will only last until they become empty and need to be resupplied themselves from a regular Supply source.

Supply Wagons tend to slow down the Stack they accompany and cannot be used by naval Units.

Supply Wagons also have the following additional benefits:

- They provide a +10% fire bonus during battles (provided they have some ammo left)
- They protect Units from bad weather effects by trading hits for Supply

A Supply Wagon or transport ship is able to supply any land Unit with both General Supply and Ammunition if it is in the same or an adjacent region.

Note: If you have too many depleted Supply Wagons near the front, you can move them back by train to rear areas stockpiles so they get replenished. This is one manual means that players have to control precisely where they want Supply. Most of the micro-management burden is handled by the automated Supply Distribution Phase.

NAVAL UNITS

Fleets at sea can replenish General Supply from adjacent land regions with a stockpile, but they can only replenish Ammunition while in port. Naval Transport Units can also be used to manually transport General Supply for troops located in adjacent coastal regions, similar to Supply Wagons.

Note: Any Naval Transport Unit in the Union Shipping Box will also help shuffling supply to coastal regions. Naval Supply is as important as supplying your land Units, and can be trickier. Ships with low supply will lose cohesion quickly and must be returned to port to regain it. By manually rotating fully-Supplied transports to the naval boxes you can maintain them at sea for a much longer time (until they need to replenish Ammunition in port). This works for both Blockaders and Blockade Runners.

FORAGING

Out-of-Supply Units located in an enemy region have a chance of finding enough subsistence by foraging to momentarily avoid the penalties due to lack of General Supply. This depends on the terrain and Civilization Level of the region, as well as the time of year. A leader with the "Forage" Special Ability also improves his Stack's chances. One at a time, each Out-of-Supply element will make its own test to see if it forages enough General Supply.

However, as soon as a single test is failed, the region is considered to have been looted and pillaged, as shown by the 🔥 icon, and will not provide any more Supply until it recovers, which happens during the harvest season.

Technical Note: The Supply calculations use sophisticated pathfinding algorithms that can take between 5 and 30 seconds to process, depending on scenario size and your CPU's power.

CLIMATE & WEATHER

Weather plays a critical role in the conduct of operations. It affects movement, Supply and combat in many ways, as shown on the following chart.

Important: Stacks in a reasonably loyal region with a friendly structure ignore Attrition due to bad weather. Please note that the Stack does not need to be located within the structure to benefit from its protection: the structure provides shelter to all Stacks in the region, both within and outside the structure (this avoids needless micro-management).

Weather	Movement & Supply Transport	Combat	Attrition
Mud	Moderate penalty. River crossing more difficult.	Slight penalty for the Attacker.	Mountain regions suffer Attrition.
Snow	Moderate penalty.	Moderate penalty for the attacker. Battles start at close range.	All Stacks suffer Attrition (unless sheltered).
Frozen	Moderate penalty. Bodies of water may freeze, as shown by the ❄ icon.	Moderate penalty for the attacker.	Same as Snow, with slightly greater losses.
Blizzard	Severe penalty. Bodies of water may freeze.	Severe penalty for the attacker. Battles start at close range.	Same as Frozen, with even greater losses.

ATTRITION

Contrary to popular belief, most casualties during wars in this period were caused by **Attrition** (disease, cold, desertion, etc.) rather than direct battle losses.

In CW II, the following activities will result in Units taking hits:

- **Movement:** Hits are proportional to the Cohesion cost of the move (see chapter).
- **Desert Terrain:** Each turn spent in desert terrain results in severe Attrition losses.
- **Lack of General Supply:** Units will take Attrition hits (in addition to Cohesion losses and combat penalties)
- **Bad Weather:** Units lacking shelter will take a number of hits depending on the severity of weather conditions (see table above). Supply Wagons (see chapter) in a Stack automatically "shield" Units from Attrition by expending 5 General Supply points per Attrition hit negated. Fleets do not enjoy this benefit.
- **Epidemics:** Large concentrations of troops are particularly vulnerable to disease.

Attrition is slightly reduced if in civilized regions (x 0.9), if there is a Supply Wagon present in the Stack (x 0.9). Or if Units are entrenched (x 0.8).

MILITARY CONTROL

Military Control is represented as a percentage of control in each region. As such, a region's control ranges from 50/50, representing a region that is equally contested by both sides, to 100/0, where one side has absolute control of the region.

If both sides have troops present in a region, neither may increase Military Control until one side assumes an Offensive Posture (see chapter) in an attempt to increase control of the region. If the attacker is successful, the beaten defender will lose a portion of Military Control and either retreat locally, in which case it will stay in the region, or retreat to an adjacent region if soundly defeated.

Note that Stacks in Passive Posture or those composed exclusively of support Units will not contest control of a region, meaning the enemy will increase its Military Control without fighting.

If you manage to push back the enemy from a region and leave some Units to occupy it, you will gain complete Military Control in one or two turns, depending of the amount of troops you have. A Corps on the march can even convert a region

in a few days!

EFFECTS

Having Military Control of a region greatly increases both your chances of stopping an enemy Stack trying to cross it (see chapter) and the Cohesion cost incurred by enemy Units moving into/through the region. It also affects the chances of a Corps successfully "Marching to the Sound of the Guns".

In addition, if you control at least 51% of a region your Detection Level will increase (see chapter).

Finally, you cannot retreat from battle into completely hostile regions (i.e. less than 5% Military Control).

Note: Engaging in a battle deep within enemy territory is a very risky proposition, as losing will result in complete destruction for lack of a retreat path!

In regions with 5% or less Military Control (i.e., enemy territory), a Stack will automatically adopt Offensive Posture in an attempt to get a foothold there. However, Stacks in Passive Posture or those composed entirely of cavalry, Irregulars or support Units may transit through enemy territory without switching Posture.

Note: When penetrating into enemy territory, a Stack will have to face opposing forces blocking the main avenues of advance, unless it is fast-moving/stealthy enough to attempt infiltration deeper into enemy territory. A Stack can also attempt to retreat to its lines through enemy territory, trying to avoid contact.

During amphibious assaults and river crossings into regions where you have 10% or less Military Control, your posture is also automatically set to Offensive (unless the Stack is entirely composed of Irregulars).

Note: Armies amphibiously landing or crossing a river have no choice but to fight the enemy defending the crossing or beach at a disadvantage. However, Stacks crossing/landing into a region where you previously secured a beachhead/bridgehead (more than 10% Military Control) can reinforce it without fighting. Irregulars are also considered stealthy enough to cross/land unopposed.

CONTROLLING STRUCTURES

To control a structure, you must simply be the latest to have occupied it with a combat Unit.

Note: You don't necessarily need to leave a Unit garrisoning the structure, although it is good practice to do so even if it has its own "auto-garrison" Unit.

Indians and Partisans will only take control of a city if the population in the area is friendly (51% Loyalty or more). They cannot capture Depots or Forts and will instead destroy them automatically.

LOYALTY

Loyalty is a measure of the local population's inclination for one side or the other and is independent of Military Control. You can quickly occupy an enemy region with your troops, but winning its population to your side is a far slower process. High Loyalty within a region will give the following benefits:

LOYALTY EFFECTS

- You don't need to garrison Objectives in order to earn VPs.
- The locals will provide you some intelligence as to the enemy's whereabouts (see chapter).
- The region will produce more Supply, Money, and Resources.
- If the enemy occupies a region loyal to your side without leaving enough of a garrison, its Military Control will gradually shift in your favor and there is a chance that Partisans will appear in the region.
- If a region is very hostile to the occupant (10% or less Loyalty), non-garrisoned cities may even openly revolt, in which case an enemy Unit will appear and take control of the city.

INFLUENCING LOYALTY

Over time, Martial Law imposed by the occupant will slowly shift a region's Loyalty in his favor. This is particularly true if a leader with the "Occupier" Special Ability is present, but the process remains a slow one. The only way to really get population to stop supporting their side is to demoralize the enemy by capturing Strategic Cities. Each time this happens, the bad news triggers a wave of Loyalty Checks across the map depending on the distance:

- One check for each Strategic City on the map
- One check for each region with a Strategic City in the State
- One check for each adjacent region

Note: The news spread faster in large cities, and their psychological impact is highly influenced by proximity. Conversely, remote areas are less volatile in their loyalties.

THE WAR ECONOMY (RESOURCES)

To raise Units, you will need Men, Money and War Supplies: this is what your war economy is about. However, you are limited in the numbers and locations of your newly raised Units since each State can only provide a limited share of its resources to your war effort.

MEN

Except for a very few places which raise a minimal amount of recruits every turn thanks to Recruiting Depots (see Structures), the only ways of recruiting fresh troops are via Military Options as follows:

- **Call for Volunteers:** This can be done every six months. The number of recruits depends on your current NM, meaning this method is usually more efficient at the start of the war, when NM is high. You can offer a Bounty of varying sizes as an incentive to attract more recruits, however there is a monetary cost to that as well as a slight cost in NM (some recruiting officers tended to resort to questionable measures to press young men into service).
- **Mobilization:** This is can be done once a year, from 1862 onwards (Partial Mobilization) or 1863 (Full Mobilization, which cancels forever the Partial ones once taken). This costs no Money and your press gangs will bring in large numbers of new recruits, willing or not. The downside is that such an unpopular measure will obviously cost lots of NM, as well as VPs (i.e., long-term loss of trust in the government).

Figure 19: The War Department Various Options screen (shortcut: F3) (from the Strategic Atlas) showing available recruitment options.

Procedure: Go to the "Various" screen of the Strategic Atlas (shortcut: F3). Call for Volunteers is handled on the left-hand side and Mobilization on the right-hand side. You can switch between the different options within each category (Bounty amount and partial/full mobilization) by clicking on the selection to add your signature.

USAGE

Men are needed in order to raise new Units and to replace losses for Units on the field.

MONEY

In addition to Men and War Supplies, every Unit and replacement has a cost in Money, as do most of the Domestic Policy options (Conscription or Economic Development, for example). Money is produced each turn in places such as your national capital, financial centers, factories of various kinds, and in California's gold mines, but those sources of income are marginal and the great bulk of your income will proceed from exceptional measures you can periodically take under the financial Historical Options under the Government Laws and Decrees tab in the Strategic Atlas (shortcut: F4).

Figure 20: The Government Laws and Decrees screen (in the Strategic Atlas) (shortcut: F4) shows Financial and other options available.

Approximately twice each calendar year, you can:

- Issue **War Bonds** (several interest rates available): People are encouraged to loan Money to your government at exceptional interest rates. The higher the rate, the more Money you will be able to raise. The burden you are willing to carry repaying the debt when the war is over will have a cost in VPs. This measure will slightly increase inflation (i.e., all your Units and investments will cost a little bit more).
- Raise **Exceptional Taxes**: Contrary to war bonds, taxes are not voluntary: they are enforced by your administration. It is understandably not a popular measure and will cost you some NM. The amount collected is based on your population and will increase as time passes. This measure will slightly increase inflation (i.e., all your Units and investments will cost a little bit more).

You can also resort to:

- Printing **Paper Money**: You can use this option at will, but remember it is a desperate measure. With all the new Money circulating, inflation will dramatically increase and your economy will suffer dearly in the long run. NM is also adversely affected.

SUPPLIES

Supplies come in three varieties in Civil War II. Cities will produce these three kinds of supplies each turn based on their size.

WAR SUPPLIES

This is a general term representing the heavier equipment needed by your troops. Heavy ships and artillery cost lots of War Supplies, as they require industrial capacity and raw materials. Infantry, on the other hand, costs few, since rifles and other light equipment are easier to manufacture.

Confederate blockade runners may provide some imported War Supplies to the South after selling their cotton cargoes overseas.

Confederate naval raiders may also slightly disrupt USA War Supplies production (but won't bring back their prizes to the South).

GENERAL SUPPLY

Armies and Fleets need food, clothing, and other basic supplies to keep on moving and fighting. These are all grouped into the term "General Supply" (as opposed to "War Supplies") and are distributed to your Depots and your troops every turn (see chapter).

AMMUNITION

Another commodity you will need to keep your troops battle ready is Ammunition, which is tracked separately from General Supply but otherwise follows the same production and distribution mechanisms.

INDUSTRIALIZATION

This is an option from the Strategic Atlas Bureau of Industry page that allows you to select areas where your government will support industrial development. By selecting and implementing options among those offered, you will obtain within a few months results in the shape of private entrepreneurs starting industrial structures within regions (that you own, so don't lose them to the enemy) of the selected area.

Figure 21: The Bureau of Industry Economic Options in Strategic Atlas (shortcut: F5) allow you to sustain industrial growth and production of heavier military equipment.

BLOCKADE & RAIDING COMMERCE

The USA, with their mighty Fleet, will strive to block Southern commerce with the rest of the world in order to ruin their export-oriented economy. There are two ways to do so, with the effects being cumulative:

- The first one, referred to as "Brown Water Blockade", represents tactical blockading of harbors. Assigning enough warships to blockade a specific port will result in a 50% loss of production for the blockaded port. In addition, enemy Units are severely limited in their ability to enter or leave such a port.

Procedure: Station enough warships in the sea zone(s) or river stretch (if an inland port) connecting a harbor to the open sea and you will see a "blockade" icon 🔵 on the map.

- "Blue Water Blockade", on the other hand, represents patrolling the CSA's trade routes in order to catch their merchant ships and blockade runners. The number of USA ships assigned to this type of blockade will have an impact on the production of all CSA ports in the blockaded zone. In addition, these ships will try to catch and sink Confederate blockade runners (see below). Blue

Water Blockade, as opposed to Brown Water Blockade, won't prevent enemy movement to/from CSA ports.

Procedure: To assign warships to Blue Water Blockade, move them to the Atlantic and/or Gulf of Mexico blockade boxes.

The Confederates can try to slip out of their ports with "blockade runners" loaded with trade goods (mostly cotton historically, but abstracted in game, so you don't have to actually load anything) in order to bring in much needed imported goods for the South. Each active blockade runner will provide up to one Money and one War Supply per turn to the CSA until it is sunk. The chances of sinking blockade runners depends on the number, speed and combat value of the USA ships assigned to Blue Water Blockade in the corresponding box. Blockade runners are generally viewed by players as a good investment.

Procedure: Move your blockade runner to the Atlantic or Gulf of Mexico blockade box. Using the "Evade Combat" Special Order is highly recommended. If the blockade runner manages to sail past USA patrols and reach the blockade box, it becomes active until sunk or you decide to return it to port (for repairs, for example).

Finally, the CSA can try to disrupt Northern trade by sending out commerce raiders to sink US merchantmen. Each active commerce raider will disrupt USA War Supply production. The US can assign warships to the Union Shipping box as escorts to decrease the effectiveness of CSA raiders and maybe sink them.

Procedure: Move your commerce raider to the Union Shipping box. Using the "Evade Combat" Special Order is highly recommended. If the raider manages to sail past USA patrols and reach the Shipping box it becomes active until sunk or you decide to return it to port (to repair damage, for example).
The combat posture of ships in the blockade and shipping boxes do not affect resolution of combat within the boxes, which is abstracted, but it may affect cohesion loss while in the box.

RAISING UNITS

Units are raised via the Construction Mode. To enter Construction Mode, just click on the first round button on the top-left part of the interface (the one showing a gear).

CONSTRUCTION FILTERS

The Construction Mode is used to allow you to build new Units for the nation you are playing. Of course, some limitations are applied, such as how many your nation is allowed to have (the "Force Pool" concept) in the field, the various assets needed to pay for the construction (recruits, money and war supplies) and also the location of the build, as it is not always possible to construct all kinds of Units everywhere. There are some filters buttons are used to switch between the various construction possibilities. One set allows you to filter constructions by Unit types while the other allows filtering by sections of the country. In both cases, you may click on the first button (showing 3 stars) to return to the whole list (all Units, all departments).

CONSTRUCTIBLE UNITS

Figure 22: US cavalry and the various states where you can raise them

Constructible Units are listed in the main interface. You can see all those Units that are still available for construction, and the number of them is indicated in the white square on the upper-left corner of the Unit stamp. A tooltip on each Unit gives you indication on the number of these on map, name, costs in the various assets required (Money, Men, War Supplies) and construction time (in number of days).

Figure 23: CSA Infantry NC brigade: 3 are already on map and 3 more can be raised, as indicated by the tooltip

WHERE TO RAISE UNITS

When you select a Unit to raise, the map coloring changes and shows you regions in either a green, orange or red background. You can see where a Unit can be dropped for construction as the region is in a green color.

If the region is colored in orange, you could in theory construct there, but you are lacking one (or more) of the assets to do so (Note: drop the Unit there and the error message will tell you the reason). Finally, all regions where construction would not be allowed are colored in a red background. You can find out why by mousing over the red colored region.

In this game, Unit construction is usually only possible in cities originally belonging to your own nation in 1861. For instance, you cannot build Units in conquered enemy cities. There are some exceptions, however, in Border States (KY, MD, TN) or states which some population sympathetic to your opponent (MO, NM).

Figure 24: Map shows where the Union can raise cavalry from Pennsylvania.

Note: each Unit has a certain construction weight and a given region has a maximum weight of construction it can support at any one time. This is to represent capacity limits and the distributed nature of recruitment and training.

It is also possible to see the statistics of the elements of the Unit to be raised by clicking on the NATO symbols in the Inspection Panel on the bottom right pane while the Unit is selected.

HOW TO RAISE UNITS

Select the Unit you wish to raise and drag and drop it on the map in a green-colored region. In other regions, the drag & drop will be refused and a short message will appear in the top part of the interface explaining why: it is usually because the capacity of the chosen site would be exceeded or you lack one (or more) of the required assets (see below).

POSSIBLE CAUSES PREVENTING THE CONSTRUCTION OF UNITS

If the region is in green, you can build the Unit. If the region is in yellow/orange, you could theoretically, if you had enough resources. If the region is in red, there is at least one regional constraint preventing you from building/construction the Unit. Some possible causes are:

- No available Unit in the Force Pool.
- The region's build weight capacity is exceeded.
- The Unit is a ship and there is no harbor.
- The region is not playable in this scenario.
- You don't have enough Military Control in the region.
- The loyalty of the region is too low or the region is in riot (i.e. a demonstration card has been played there)
- The Unit needs soldiers and the region does not have enough population.
- A specific required structure is not there (e.g., War Supplies production for Artillery Units).
- The Unit can only be built in some parts of the map (e.g., British Units are raised in England, not Canada).
- The Unit can only be built in the capital.

There are some rarer causes preventing you from building in a given region. In all cases, the tooltip will give you the reason.

CONSTRUCTION ASSETS AND LIMITS

To raise Units, you need Men, Money and War Supplies: this is what your war

economy is about. However, you are limited in the numbers and locations of your newly raised Units since each owned city of your home nation (most conquered cities do not contribute, except for some rare cases, like in border states) can only provide a limited share of its total resources to your war effort.

CONSCRIPTS

Except for a very few places which raise a small number of recruits every turn, the only way of recruiting more men is through exercise of Historical Options.

MONEY

Money is produced each turn in a few places such as your national capital or key financial or commercial centers (e.g. major trade ports, central bank, gold mines), but those sources of income are marginal. The great bulk of your income will proceed from exceptional events (rarely) and, above all, Financial Options taken by the government, such as taxes.

WAR SUPPLIES

This is a general term representing the heavy equipment needed by some Units. Artillery (mostly) and Cavalry (less) cost usually a lot of War Supplies, as they require industrial capacity, horses and raw materials. Infantry, on the other hand, are easier to build, as muskets and other light equipment are easier to manufacture and therefore represented by the Money cost of the Unit.

FORCE POOLS

Each Nation can only field a limited number of troops at any time. This is what is called its Force Pool (FP). In addition, if all of a Nation's Units are in play, the Nation can't field more Units until some are eliminated.

UNITS UNDER CONSTRUCTION ON THE MAP

Units appear immediately on the map on the same turn as you request them, but they start completely depleted in Strength and Cohesion, as they are gathering men, training them, collecting supplies, etc.

- Such Units cannot be moved and are basically defenseless.
- Their status is indicated by a red label. The label on the Unit will change color progressively (to a white color) as the construction process advances.
- Their various components are shown in red (i.e., depleted) and will fill up

progressively over time.

After a while, Units under construction progressively lose this 'special' status and can be moved, but rushing those green Units into combat should best be avoided. To get a summary of your Units under construction, press F3 and open the War Department window.

Note: Ideally, you should wait until they have completed their training (i.e., health and cohesion is at 100%) before ordering them in harm's way. You can move then in passive mode toward their destination though; they will continue to be completed (all soldiers and equipment are considered present, but the troops are still very green). Note that when a Unit can be moved you get a message in the Message Panel.
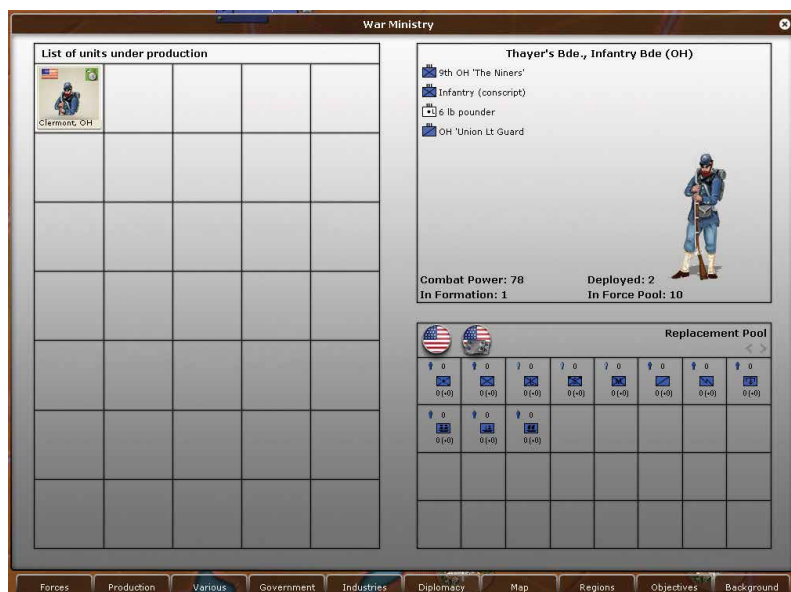
Figure 25: a view of the War Department showing Units in production

BUILD DURATION

The build duration is indicated in the tooltip when you hover over the Unit under construction. This is the time in days needed for a Unit to reach its full Strength and Cohesion and depends on Unit type (as well as National Morale which influences

it). Within the Unit, the various elements will achieve 100% health at their own construction speed (in essence the time indicated for the whole Unit is the time of the element which takes the longest to build/recruit).
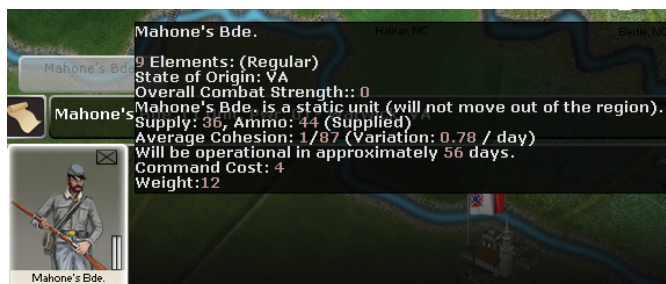
26: Mahone's brigade (VA) will be ready in 56 days

Example: Militia are low-quality troops best for garrison duty or defending fortified positions but have a fast build rate, while Cavalry takes quite a while longer to complete.

PARTISANS

Partisans can appear in States where they were historically active. They appear when the enemy controls most of the territory but with too few troops. These Partisan Units are automatically generated in the wildest regions of the State.

These Units – despite their poor combat capacity – are fast, difficult to locate, can lay ambushes and don't need leaders to operate. If they leave their home state they are severely penalized.

Example: Partisans are typically used to disrupt enemy Supply.

Most Partisan Units are created either via events or via the play of Regional Decisions cards.

Figure 27: some of the possible partisan-related cards (see Appendix for details)

When faced by Partisans, you will have to guard important locations and generally patrol the area and attempt to engage them. However, they will often escape unless your patrols are very mobile.

GAMEPLAY: ARMY ORGANIZATION AND TROOP ROLES

The game parallels history in representing the importance of combined arms to victory– infantry, artillery, cavalry, and supporting specialized combat troops and support troops all have their role to play. Infantry normally make up the entire front line in battle and the reserves that can replace battered front-line regiments. Artillery has the advantage of longer range and supports the infantry with their fire from the second line. Cavalry is excellent for detecting the enemy and pursuing fleeing enemy, as well as raiding. The attributes of other more specialized troops provide their own situational benefits.

For these reasons, artillery is usually present at the Division level for direct fire support of their own Division and also present at the Corps and Army level from which it can be committed to battle when needed. A single cavalry regiment per Stack (e.g., Corps) is sufficient for most purposes. Some infantry, cavalry and artillery with the Army HQ can prove a useful reserve to support its Corps – whether a high-quality or low-quality reserve is best is a command decision. Leaders with abilities that apply to an officer's Stack even if he is not in command are very useful in building strong formations.

After an army has the ability to organize Divisions, they become the basic building block of the Corps – 2 or 3 Divisions at 4 CP each plus some additional smaller Units selected for their special attributes such as cavalry, artillery or engineers. Supply Wagons slow the Corps but provide important bonuses and incur no CP cost, so one or more Supply Wagon Units are advisable. Sometimes that extra Unit is worth the percentage penalty involved, but ideally Corps and Division structures and roles are thought out well in advance to fit available CPs. There are obvious advantages to organizing troops by State if they receive a bonus in their native state, but having effective Divisions should be the priority.

It is sometimes worthwhile to create multiple small independent Stacks to avoid a large CP penalty, but this risks the separate forces being defeated in detail by a concentrated enemy force.

Partisans, Indians and small raiding forces can be elusive and tie down many detachments in garrisons of strategic points. They are best chased down with a mix of flying columns (mounted troops and horse artillery with leaders having relevant bonuses) and a network of garrisons to obstruct enemy freedom of movement.

Having the advantage of a railroad for swift movement can be decisive in catching the enemy. Beware of using unguarded Supply Wagons or Depots with these forces roaming around.

Captured Units are usually remnants of artillery formations. These Units can be useful support in fortified positions or for militia and second-line Units. However, captured Units usually do not receive replacements (a.k.a. "field repair").

Garrison troops are designed to defend a fixed position, so have 0 CP command cost but move extremely slowly, so effectively moving them to more useful spots requires rail or waterborne transport.

FOREIGN ENTRY

It is difficult but not impossible for the Confederates to persuade Great Britain and France to intervene in the Civil War with support ranging from subsidies up to entering the war on the Confederate side. These powers have a common Foreign Entry Level starting at 0 (neutrality), as shown in the Objectives screen of the Strategic Atlas (shortcut: F9). A positive Foreign Entry Level enables the South to get some free assets periodically (subsidies). Should this value reach +100, both powers irrevocably enter the war on the Confederate side. If it ever reaches –100, they decide never to intervene in the conflict and cannot be further influenced. Note that a game option allows you to change the triggering FEL values.
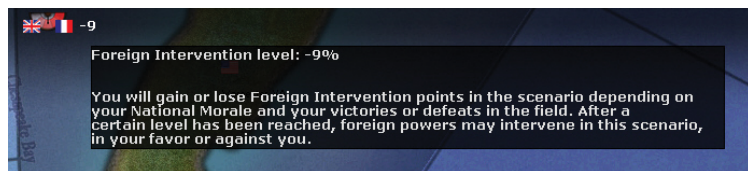
Figure 28: The top bar holds the current Foreign Entry Level (check the tooltip for details)

As long as the value fluctuates between these limits, they are still hesitant and can be influenced by bidding VPs, spending money or at a cost in NM. The different options are listed in the Diplomacy (shortcut: F6) page of the Strategic Atlas (shortcut: F8). In addition, the Foreign Entry Level can shift 1 point per turn in favor of the side with the higher NM, and one point per turn in favor of the side with the higher VP count (50% probability in each case).

MANAGING YOUR NATION

Several key decisions are made at the State or even national (Union or Confederacy) level. Here is an overview of different policies along with explanations for those that are not described in other chapters (such as "The War Economy").

UNIT ROSTER

This is a list of all your Units currently on the map. Check the tooltips for sorting options.

Figure 29: Clicking on a Unit's symbol will close the Strategic Atlas and center the map on this Unit.

DRAFT OPTIONS

Refer to chapter "Men" for an explanation of this screen.

FINANCIAL OPTIONS

Refer to chapter "Money" for an explanation of this screen.
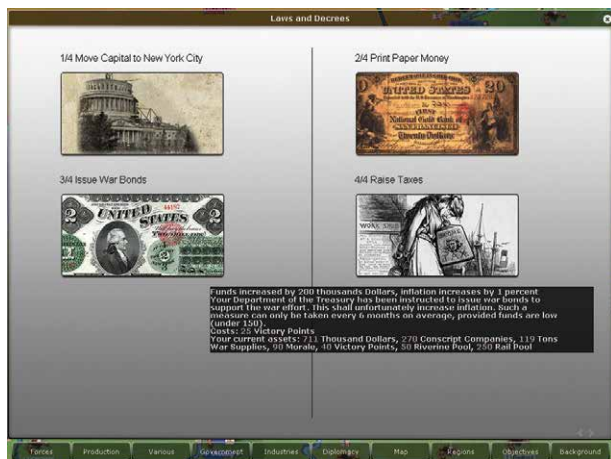
Figure 30: Some early Union Financial Options

ECONOMIC OPTIONS

There you can decide how much Money you are going to invest in the different areas of your infrastructure.

INVESTMENT IN PRODUCTION

You can choose between different areas for Industrialization (i.e., the game will offer you the choice of concentrating your attention in a specific state, theater or area) and also different types of industrial efforts, such as concentrating on Iron Works, Armories, Arsenals or Powder Mills. Also, some options only become available after a certain date (e.g., not before 1862 or 1863) and sometimes only after a previous option in the same region is implemented.

Once you pay the cost for the option, you shall receive a message (or many messages, depending on when the structure is started) when construction starts on a structure. They don't fire up all at the same time (there is some randomness) and if you lose one (or more) of the regions where the structure is supposed to be constructed, then it will be cancelled and that part of the option will be lost forever.

Figure 31: Select where inside the Union you want to build heavy industry (early August 1861)

STEAMBOATS AND RAILROADS

You can increase your river and rail transport capacity with these options. This will cost you Money and War Supplies. Please note that both transportation pools suffer a constant loss through wear and tear, at a rate of 3%/turn for rail transport and 1%/turn for river transport. The option will be available at regular intervals (usually each quarter).

Figure 32: Government can invest in railroads or river boats to increase your logistical capacity

POLITICAL OPTIONS
MOVING YOUR CAPITAL

In case of emergency, you can relocate your capital from here. It will cost Money, but also a lot of NM and VPs, as your prestige suffers greatly. Also, the impact on Foreign Entry will be quite negative to you (as it shows to the outside world that you are clearly losing, a fact that is even more important for the Union).

Think in advance about what would require you to do this, and have a strategic contingency plan that makes the best of the opportunity provided by removing the threat of losing your capital for a time.

OTHER DIPLOMATIC (I.E., FOREIGN ENTRY) OPTIONS

Both sides can choose options that will influence Foreign Entry more or less every six months (such as "Embargo on Cotton" - CSA only - or "Territorial Concessions"). Each option has a different cost, chance to successfully influence the foreign powers (Great Britain and France), potential gain, and sometimes a risk of "backfiring" against your side. Check the tooltip for detailed information.
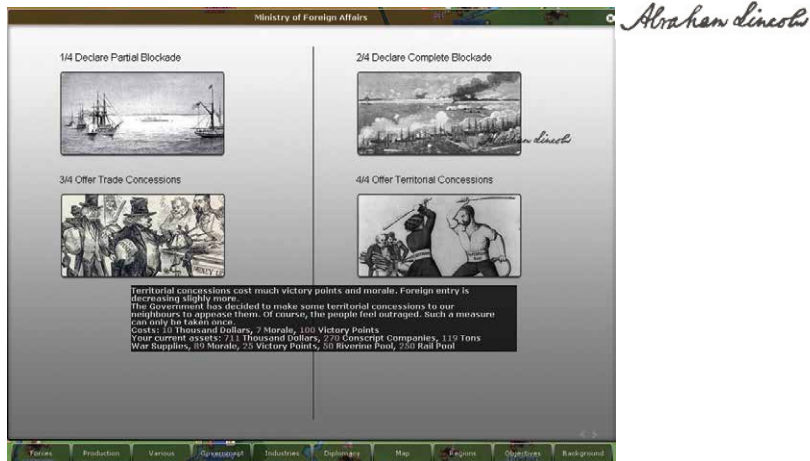
Figure 33: Various Diplomatic Options are possible, but some may be risky

PRISONER EXCHANGE

Starting in July 1862, Prisoner Exchange becomes an option for both sides. Both sides can now ask for a Prisoner Exchange each turn. If both sides asked for such an exchange, they release 1/3rd of the Prisoners of War (POW's) they hold in their camps and get a small VP or NM bonus. Please note that the number of POW's gradually declines due to poor detention conditions (unless new POW's are captured, of course).

Design Note: This part may be slightly changed during final beta playtesting in order to better balance the game and respect historical conditions.

OBJECTIVES SCREEN

This important screen should be closely monitored, as it indicates who owns each Objective and how many VPs it is worth, as well as your current number of VPs and how many you will gain this turn from Strategic Cities and Objectives under your control.

It also shows the NM and victory/defeat thresholds of each side, the number of turns remaining in the game, and the Foreign Entry Level (see chapter "Foreign Entry").

Figure 34: All your objectives appear here

REGIONAL DECISIONS

This mode uses an intuitive and simple card-based method of playing Regional Decisions that enable the player to interact with the map and get local benefits (such as Supply, Loyalty, or Money), although often at a cost. Some Decisions might also be described as local military actions, political measures, policies, stratagems, plots, or intrigues.

DECISION MODE

To enter Decision Mode, just click on the middle round button located on the top-left corner of the screen (the one showing Playing Cards) or press the F12 button. This allows you to make Regional Decisions.

Click on a Decision. Regions where the Decision may be played are displayed in green color (in fact the logic is the same as in the construction mode).

Figure 35: A lot of Regional Decision cards can be played

The different Decisions available are listed in Appendices section of this manual. Note that to have an effect:

• Other than "western" cards, almost all Regional Decisions require at least a level 1 town in the region, and most have some ownership or loyalty requirements.

• All Decisions but those linked to sieges require that you have military control of the region. Siege related decisions require that you are besieging an enemy-controlled city.

• Most decisions take effect on the turn following play. However, some effects occur for a certain amount of time, and you can only take a Decision a limited number of times as indicated in the interface.

• The effect of the Decision will be applied at the end of the period unless it

specifies otherwise (which means you normally need to have majority military control of the region for the whole period).

Design Note: Not all Decisions are accessible to all sides at all times. Some may only become available after events.

COMBAT IN THE FIELD

Combat happens when two enemy Stacks meet and at least one of them is in Offensive or Assault Posture and has detected the other. It ranges from minor skirmishes involving few Units for a limited time to full-scale battles lasting more than one day.

Figure 36: When battle starts, the battle gauge opens and shows the forces involved and balance.

ENGAGING IN COMBAT

Combat is resolved in a series of one hour rounds between engaged troops at regimental level. Not all elements of a Stack will necessarily participate from the beginning: different bodies of troops will join the fray at different times, especially in large battles. Each hour, a test is made to see which Units reach the battlefield.

Unengaged troops that are not moving, or are in Offensive or Assault posture, tend to join first, though others may join if targeted. For example, if your Offensive Forces are overcome and your Defensive Forces are targeted, they will join in (a Defensive Forces that joins in brings all other Defensive Forces in with it).

Elements fighting are organized in two lines – line troops (infantry and cavalry) in the front line, and support troops (artillery and non-combat Units such as supply wagons) in the second line. An element's special abilities apply to its Unit even if the element itself is not engaged in a particular round of combat.

It is important to understand that Units do not dissipate their fire over the whole enemy force. Elements belonging to a single Unit always target elements of a single enemy Unit, favoring weightier targets. Artillery elements always target the eligible enemy elements on the field with the most hits remaining. This means large Units concentrate more fire on their target, and are able to absorb more damage from the enemy.

BATTLE PLANNER

The new Battle Planner interface give the player the opportunity to select a Deployment and a Battle Plan just before a battle starts, but only in the Single Player game (currently not available in Multiplayer games).
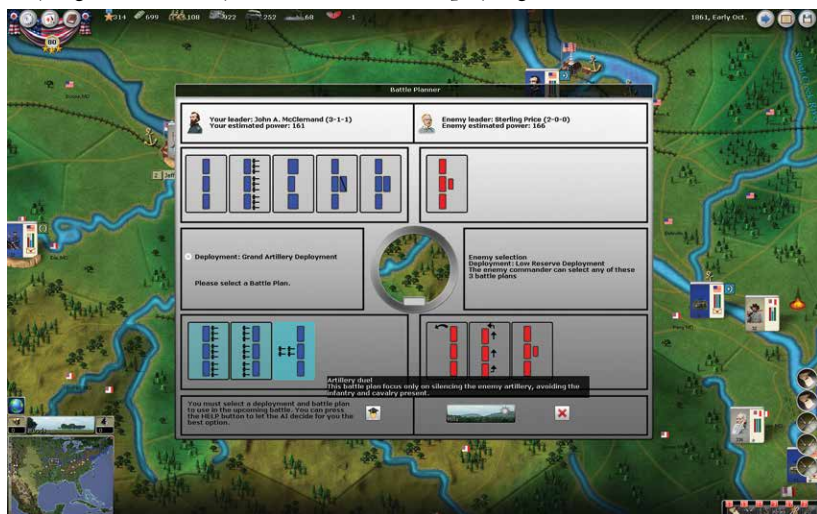
Figure 37: A battle planner window which opens just before a battle is started

When the conditions are met to trigger a new battle, the player will see a new

window with all the information about the upcoming battle, including the commanders of each side, the estimated PWR of the forces in the region, the weather, and obviously the region where the action is happening.

Based on all that information, the player can select a Deployment and then one of the associated Battle Plans. These Battle Plans can grant you different bonuses to try to turn the battle in your favor if they succeed, but they can also fail or be countered by the AI Battle Plans.

If the player's Commander is good enough, he may be able to see the Deployment selected by the AI and also the possible Battle Plans that she may choose… but he will not know exactly which Battle Plan will be played, so it will be the player's decision to guess wisely the possible Battle Plan of the AI.

After all is set, the player can now start the battle and see how the action unrolls. When the battle is finished, the player will be able to see the results of his decisions on the Battle Report window.

MARCHING TO THE SOUND OF THE GUNS

Depending on the situation, a Corps or Army Headquarters engaged in combat may decide to call for reinforcements. If it does, Corps from the same Army located in adjacent regions may answer the call and join the fight if they pass a check. This check takes into account distance, the level of Military Control in both regions and the Strategic Rating of the reinforcing Corps leader. Army HQs also have a greater chance to reinforce a battle and get reinforcements themselves. You can then use the Army HQ as a sort of reserve, to pack some punch in case of need. Reinforcing Corps will return to their original region after the battle.

WITHDRAWAL

Withdrawal is an orderly retreat putting distance between opposing forces with minimal risk to the withdrawing force. A Rout, on the other hand, is an unordered disorganized flight for safety due to an overall collapse of troop morale. Before each round, each side checks to see if it will attempt to withdraw. An exception is Units attacking in an amphibious assault as these must fight to the last man because they cannot retreat. The decision to withdraw is based on relative strength, leader aggressiveness (i.e., Offensive Rating) and the presence of fortifications. A Stack that decides to withdraw will automatically change its posture to Passive for the rest of the turn.

Stacks attempting to withdraw must now make a check: the chance to successfully withdraw increases each round and is influenced by Stack size, "Evade Combat"

Special Order, commanding leader's Strategic Rating, and the presence of cavalry (on both sides). Units which successfully set an ambush and Units commanded by leaders with the "Skirmisher" Special Ability also have a much higher chance to break contact with the enemy should they decide to try.

If the attempt fails, the Stack fights one more round with a slight penalty and renews its attempt on the next round. If the attempt succeeds, the Stack withdraws. If there is a non-besieged structure in the region and the Stack has the "Enter Structure" Special Order, it will withdraw into the structure; otherwise it will withdraw to an adjacent region under friendly Military Control. Depending on the level of enemy Military Control in the region chosen for withdrawal, the Stack may be forced into another battle by the pursuing enemy.

A surrounded Stack (i.e. all adjacent regions are 95% or more enemy controlled) will keep on fighting instead of withdrawing.

Units that retreat or rout may be subject to losses from enemy pursuit. Cavalry and terrain are important factors in pursuit.

FRONTAGE

Depending on a region's terrain, the maximum number of sub-units that can deploy and fight in a battle will vary. Elements unable to deploy will be held in reserve and relieve weakened troops in the frontline during the battle.

Note: Fighting in terrain with limited frontage is well suited to delaying tactics. A veteran defending Stack in such terrain may even force the enemy to break and cancel his assault despite a large numerical advantage.

The frontage space occupied by an element depends inversely on its maneuverability in this type of terrain.

Example: On the one hand, regular Units are quite slow and unwieldy in mountain terrain and take up much frontage space in such terrain as a consequence. Partisans, on the other hand, are much faster and more agile in mountains and take up less frontage space. This means you could engage the enemy with many more Partisans than regular Units in this particular case.

COMBAT RANGE

The initial **range** of a battle depends on local weather and terrain. Range will then decrease every round as troops close the distance. Range will determine which

elements are able to fire in each round. Close range combat can be very bloody.

Note: Take on a strong artillery position with slow-moving infantry in open terrain at your own risk!

Fire Combat

High **initiative** provides big benefits in combat as it is the biggest factor in determining who fires first each round. Elements will fire a number of times depending on their **rate of fire** (with a minimum of one).

Out of Command Chain status (see chapter) and lack of Command Points (see chapter) penalizes elements in terms of initiative, rate of fire, and chance to hit.

Successful firing depends on an element's Offensive Fire Value (if the Stack is in Offensive Posture) or Defensive Fire Value (if the Stack is in Defensive Posture) and is influenced by the following:

- Unit's Discipline Rating
- Unit's Experience Level
- Leader Offensive Fire/Defensive Fire Rating, as appropriate
- Cover of target Unit provided by terrain or fortifications
- Weather
- Leader Special Abilities
- Command Penalties (Out of Command Chain status and/or lack of CP)
- Lack of Ammunition and/or General Supply
- Friendly Supply Wagon present (+10%)
- River crossing/Amphibious landing
- Forced March
- Failed withdrawal/Passive Posture
- Trench Level above five (for artillery only)

Infantry and cavalry that score a hit inflict one Strength point loss. Artillery causes two losses and "heavy" Units (siege artillery, ships) can even cause three losses, as indicated in the element details window accessed through the Inspection Panel.

An element that suffers losses equal to its Strength Value is eliminated. However, it will usually rout and flee the battlefield before this happens. Severe losses will also affect an element's chance to break under fire (see below).

UNIT MORALE

On the one hand, every hour each sub-unit must check its Discipline unless it is intact (i.e., did not take any losses so far during the battle). If the test fails, the Unit becomes shaken and has its rate of fire decreased for the current round.

On the other hand, an element that is hit during fire combat must make a check based on its current Cohesion level with the following modifiers:

- Militia and Volunteers fighting in their own State.
- Trench Level (capped at Level 4)
- Loss level of element
- Fighting in a Symbolic Objective (one of the capitals, for example)

If it loses this check, it is routed off the field and no longer participates in the battle. In addition, when the number of routed Units becomes too large, the whole Stack becomes routed, withdrawing in flight and suffering increased losses to pursuit.

MELEE COMBAT

If the range ever reaches 0, melee combat ensues. Support sub-units (such as artillery) do not participate in melee.

This close-quarters combat is similar to fire combat, but a sub-unit's Assault Value is used instead of its Offensive/Defensive Fire Value. Discipline, Cohesion and superior quality each play a key role. Both sides deal damage simultaneously and losses can be quite devastating at such a short range.

Play Note: Highly trained Units and some special Units are more effective in close quarters.

BATTLE AFTERMATH

The side that withdraws is the loser of the battle, without regard to losses. A battle may end as a draw if neither side withdrew. The winner will pursue the retreating forces and inflict casualties in the process. These losses are much greater if the loser routed instead of executing an orderly withdrawal.

A battle will influence VPs, NM, and Leader Seniority as follows:

- The winner gains VPs for losses inflicted on the enemy. The loser does not gain any.
- The winner gains NM depending on the losses inflicted. The loser's NM

decreases correspondingly.

- Leaders with a good loss ratio (i.e. who inflicted more losses than they received, even if they lost and retreated) gain Seniority while their opponent loses some.

Troops also gain Experience (see chapter) by participating in battles (even if they lost). Leaders must make a check based on their Rank to see if they were wounded or killed in action. A 1 star leader is the most vulnerable while 3 star leaders and above are immune. In addition, winning leaders gain Experience, progressively increasing their attributes and even sometimes getting new Special Abilities. Leaders on the losing side suffer from a slight reduction in attributes.

Battle reports start on a first page summarizing the battle results and a click-through to the second and later pages that provide round-by-round and unit-by-unit combat details. A picture of the most senior commander involved appears in the upper corner on the first page, with his name and Strategic-Offense-Defense rating and the strength of his forces. He may not have started the battle in the same region, having marched to the sound of the guns. Other participating named commanders are shown in the display, unit by unit, and the condition of each Unit is shown at the start and after each round of combat.

NAVAL COMBAT

Battles between Fleets are handled similarly to land battles with a few minor twists (no frontage, etc.). Withdrawing Fleets will move to an adjacent sea region/river section. Remember to return damaged ships to port for repairs, as they cannot recover hits while at sea or on a river.

Figure 38: The US African Squadron led by Admiral James Palmer is on station to protect US shipping from CSA Privateers.

SIEGE COMBAT

Sieges happen when one or more Stacks defend in a pre-war Fort, a permanent fortification, a City, a Depot, Outpost or an Indian village. Two values - one for each side - are randomly generated to resolve the siege. Various bonuses are also added and these are indicated below:

Besieging side:

- Artillery combat factors
- Leader with the "Engineer", "Siege Artillery" or "Siege Expert" Special Ability (may not accumulate)
- Breach achieved (see below)

- Defender lacks General Supply

Besieged side:

- Artillery combat factors
- Leader with the "Engineer", "Siege Artillery" or "Fort Defender" Special Ability (may not accumulate)
- Fort Level: Pre-war Forts are considered Level 1 Forts (unless by scenario exception in rare instances) while Level 5+ trenches are Level 2 Forts

The difference between these two values, called the Siege Roll Value (SRV), indicates the result (effects are cumulative)

- **SRV > defending Units' average discipline:** Defender surrenders and all Units are eliminated unless the defending Stack includes a Supply Wagon that is not empty, in which case the result is ignored
- **SRV >= 3:** A breach is made. The siege icon 🌑 will change to indicate a breach is in progress or achieved 🔴. Cities and pre-war Forts are breached after a single breach result while permanent Fortifications require two breach results to be fully breached.
- **SRV > 0:** 5 hits are inflicted on the defenders for each point of SRV
- **SRV < 0:** The defender has managed to repair a breach

Besieged Units may only recover hits (see chapter) if they are in a non-blockaded port (see chapter).

STORMING A STRUCTURE

A Stack in Assault Posture will try to storm the structure instead of besieging it. The procedure is the same as in regular combat except that the defender enjoys a combat bonus. Permanent Forts provide a great bonus, pre-war Forts less so and cities even less. Frontage is quite limited in such combat, especially in Forts. Defenders in a Depot or Indian village don't get any defensive benefit except limited frontage. Entrenchment bonuses still apply in a City/Town/Village etc.

Note: It is usually advised to defend outside in the surrounding terrain rather in a Depot or Indian village. The same is true to some extent for cities. Other than running out of supplies, artillery and not manpower is the biggest factor in deciding sieges. Therefore it is usually unwise to pen up a field army uselessly

in defenses. A full understanding of combat frontages suggests which approach is preferable given the opposing forces.

LOSSES & REPLACEMENTS

Each basic Unit is made up of sub-units called elements (regiments, batteries, squadrons and individual ships). Combat is calculated, and then losses from battle, damage, attrition, or lack of maintenance are taken as "hits" by these discrete elements indicated by a number of red heart symbols in the battle report and men icons in the element details window accessed from the Inspection Panel. Each element is destroyed when all its "hits" are used up.

As long as an element is not totally destroyed, it may recover hits by filling its ranks with replacements drawn from the replacement pool during the Hosting Phase (see chapter) if the element didn't move during a turn. This is in addition to recovering Cohesion (see chapter). If you choose the Historical Attrition setting, land Units must be in a friendly Depot to receive replacements.

The replacement rate per turn, as a percentage of an element's full complement (inside a Unit), is:

- Base recovery rate for land Units: 5%
- Irregular: 10%
- Depot: 20%
- City: 10%
- Fort: 10%
- Indian Village: 5%
- Naval Unit: 5%/port level

Note: Union land troops divide this rate by two, as field replacements were not a common practice for them. Generally new regiments were raised instead, making Union regiments and brigades often weaker than their Confederate counterparts. Eventually they fully rebuild.

Replacements are not required for maintenance, but you will need to have replacements of the appropriate type (see chapter) available in your pool to recover hits. The number of replacements used up in the process depends on the number of hits recovered and a random factor. As a rule of thumb, one replacement element can replace exactly one lost element or be expected to replace an element's worth of hits lost (with a chance of being consumed for each hit replaced).

Units under siege are unable to recover hits unless located in a city with a non-blockaded port.

Important! Make sure you always have some replacements in your pool, because Units don't recover any hits if the appropriate replacements are unavailable.

If an element is completely destroyed, the parent Unit will need to draw a full replacement element from the Replacement Pool. This is limited to a single replacement per turn for each Unit.
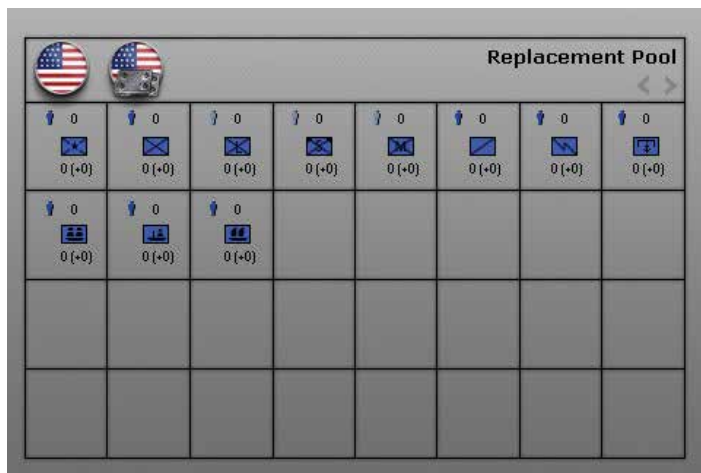
Figure 40: The US replacement pool as can be seen inside the War Department (shortcut: F3)

Procedure: Press F3 or go to the Replacements page of the Strategic Atlas to check available replacements in each category. The top number is the number of hits that need to be replaced. The first number below represents currently available replacements while the second parenthesized number shows how many have been ordered this turn.

Finally, remember you can also recover hits by merging similar Units that also incurred losses.

Example: If a brigade had lost an entire infantry regiment element, you could merge an individual infantry regiment Unit into the brigade. Similarly, if a brigade lost one infantry regiment and one artillery battery element, and you

had a brigade which had lost all its elements except one infantry regiment and one artillery battery, you could merge these two Units into a single Unit with a full complement.

Note: A Unit absorbed into another one to replace losses is removed from the game and its elements cannot be separated from the merged Unit.

Appendices
Glossary & Abbreviations

- Aide de Camp: A non-Army commander leader with a Strategic Rating of 4+ who is in an Army Stack. He provides a bonus to the Stack.
- CSA: Confederate States of America, the "Southern" side in the American Civil War (also known as the Confederacy).
- Element: These are the usually regimental-size building blocks of Units. They have their own attributes but cannot be manipulated except through their Unit.
- : Independent Stack/Unit: Any Stack or Unit that is not part of a Corps (within an Army). They suffer a 50% CP penalty.
- NM: National Morale. A measure of your side's will to fight, or willingness to surrender if sufficiently depressed.
- Stack: A collection of land or naval Unit(s) moving and fighting together as a single force and represented by a Stack counter. You issue orders to Stacks.
- Unit: The smallest force you can manipulate in the game, made of 1 to 18 elements. Leaders are a special kind of Unit.
- USA: United States of America, the "Northern" side in the American Civil War (also known as the Union).
- VP: Victory Point
- Supply: Both General Supply and Ammunition.
- Symbolic Objective: Shown by a star after the city name, this objective motivates its defenders.
- "Large Force" – Stack consists of 13+ CP worth of Units or 13+ Units.
- "Small Force" – Stack consists of 4 or less CP and 4 Units or less.

SHORTCUT KEYS

Zooming

Mouse wheel: Zoom in/Zoom out
Click on mouse wheel: Alternate between maximum and minimum zoom levels
End: Same
Page Up: Zoom in
Page Down: Zoom out

Manipulating Stacks

Left-click: Select a Stack
Right-click: Unselect (and returns to messages display)
[**Ctrl**]+**click:** Cycle through the various region Stacks.
Drag & drop on another region: Move
Drag & drop on same region: Cancel whole move (exception: if [**Shift**] is pressed it allows circular trips)
Drag & drop on another Stack: Either intercept an enemy or merge with a friendly Stack
Drag & drop on city, port: Enter the structure
Drag & drop on a tab: Merge with this Stack
Del: Cancel the last leg of the movement path of an Army or Fleet
C: Center map on selected Stack
[**Shift**] **When an Army Stack is selected:** See the Army Command Radius.
[**Shift**] **When a (non-Army) Stack is selected:** See the nearby regions and nature of the movement links to them.
[**Ctrl**] Show number of men
E/R: Cycle through land Stacks. Simultaneously press [**Ctrl**] to skip Units who are not moving.
T/Y: Cycle through naval Stacks. Simultaneously press [**Ctrl**] to skip Units who are not moving.
S (sentry): Selected Stack will be skipped when cycling with keys **E/R/T/Y**
[**Ctrl**] +**S:** Remove all "sentry" orders
[**Ctrl**] + **L:** Lock/unlock all Stacks (prevents a Stack drop onto another Stack from merging)
Right-click on a tab: Lock/unlock this Stack against merging. A padlock icon shows locked status.

Alt-click on a tab: Backspace to erase and type to enter a new tab name.
Keys 1 – 9: Switch Map Filter
F1: List of Forces (Secretary of War)
F2: Reinforcements, Constructions [suggest change instead be to Unit Recruitment & Recruitment as short tab title] and Replacements (Secretary of War)
F3: Military Options (Secretary of War)
F4: Economic and Political Options (Attorney General)
F5: Industrial Options (Secretary of Treasury)
F6: Diplomatic Options (Secretary of State)
F7: Strategic Map
F8: List of Regions
F9: Objectives (Secretary of State)
F10: Scenario Background

In the Unit Panel:

Ctrl-click: Select/unselect multiple Units
Mouse wheel scroll: Move through the list of Units
Select Unit(s) then drag & drop on the map: Create a new Army/Fleet. This is used for disembarking in a coastal region without a friendly port, for example.
A, O, D, P: Change the Stack to the corresponding posture

Operational Orders (if applicable)

Shift+T: Enter **T**own upon reaching destination
Shift+F: Build **F**ort
Shift+D: Build **D**epot
Shift+S: Sortie from structure
Shift+M: Forced **M**arch
Shift+A: Set an **A**mbush
Shift+R: Raze Fort
Shift+B: **B**urn Structure (land Units)
Shift+B: Bombard (naval Units)
[**Ctrl**] **+C:** When several Units are selected, combine them.
[**Ctrl**] **+D:** Detach the Unit if it consists of several Units.

Messages Log:

Simple-click: Go to region where event occurred (if relevant)
Double-click: Display messages content (if message is red) and opens specific message window
Mouse wheel scroll: To scroll up and down the message list

Windows:

Esc: Close the window

Saved Games:

When you move the mouse over a saved game on the load game screen, you can either back up one turn (Home), rename it (insert key) or delete it (delete key).

CITY ICONS

Below is a general description of some of the icons you might encounter when viewing cities on the map. This list is not intended to be comprehensive but is intended to give the player a general idea.

Pre-war Fort	City (North)	Fortified City	City (South)	Fortified City	Settlement
Depot (inside city)	Depot (outside city)	Harbor	Naval Base	Trade Port	
Outpost	Indian Villages (type varies with geography)				

NATO Symbols

Admiral (one or more symbols)

Artillery, Coastal

Artillery, Field

Artillery, Heavy

Artillery, Horse

Artillery, Light

Artillery, Siege

Belle Boyd (CSA Spy)

Balloons

Cavalry

Cavalry, Divisional

Cavalry, Heavy

Cavalry, Light

Engineers

Flotilla

Gatling Guns

General (one or more symbols)

General/Cavalry Mixed
(one or more symbols)

General/Infantry Mixed
(one or more symbols)

Goods

Headquarters

Headquarters

Headquarters

Indian

Infantry

Infantry, Divisional

Infantry, Heavy

Infantry, Light

Ironclad

Irregular

Marines

Medical

Militia (various states)

Mines

Mountain

Naval Engineers

Partisans

Pioneers

Pinkerton Agent (USA Spy)

Privateer

Rangers

Riverine

Sharpshooters

Signal

Slaves

Steamer

Steam Warship

Submarine

Supply

Transport

Warship

SPECIAL ABILITY ICON DEFINITION

CW II includes more than 70 special abilities. Hovering your mouse over a Special Ability's icon will also display a tooltip with useful information. A list is provided below:

Name	Picture	Description
Militiaman		Discipline bonus of 1, Cohesion bonus of 10 to all Militia in the Stack.command of an Army)
Cavalryman		25% combat bonus for all cavalry Units in the Stack if in clear, prairie or desert terrain.
Artillerist		20% combat bonus for all artillery Units in the Stack.
Defensive Engineer		10% defensive fire bonus and 1 extra protection when the Stack is already entrenched.
Entrencher		10% defensive fire bonus and 1 extra protection for the Unit this element is in, if already entrenched.
Partisan		30% combat bonus and 2 extra protection to all Irregular Units in the Stack. Applies only in difficult terrain.
Irregular Fighting Skill		15% attack and defense bonus to all the Units in the Stack when in combat versus Irregulars, Partisans, Indians Units (only in difficult terrain).
Indian Fighting Skill		15% attack and defense bonus to all the Units in the Stack when in battle versus Indian Units (in all terrains).
Sharpshooter		This Unit possesses Sharpshooters that impede enemy reaction. +1 Initiative bonus in battle to the whole Unit.
Fast Mover		If the commander, 15% move bonus to the whole Stack.
Very Fast Mover		If the commander, 25% move bonus to the whole Stack.
Very Fast Cavalryman		If the commander, 25% move bonus to all cavalry in the Stack.
Very Fast Raider		If the commander, 25% move bonus to all Irregulars in the Stack.

Name	Picture	Description
Slow Mover		If the commander, 25% move penalty to the whole Stack.
Ranger		25% move bonus to the whole Stack in wild areas.
Pontoneer		Provides a 50% speed bonus to the whole Stack when crossing rivers.
Seaman		If the commander, provides a 25% move bonus to the whole Fleet.
Supply Ranger		15% reduction in General Supply consumption to the whole Stack in wild areas.
Master Logistician		If the commander, 25% reduction on the whole Stack General Supply consumption.
Forager		This element or commander reduces by 25% the chances that a Unit pillages a region when foraging (i.e. when General Supply is lacking).
Expert Forager		This element or commander reduces by 50% the chances that a Unit pillages a region when foraging (i.e. when General Supply is lacking).
Siege Expert		Provides a one point siege bonus to the whole Stack when attacking Forts.
Fort Defender		Provides a one point siege bonus to the whole Stack when defending in a Fort.
Engineer		Provides a one point siege bonus to the whole Stack when defending or attacking Forts.
Ambusher		If the commander, 50% bonus to Irregulars' chance to ambush in non-clear areas
Surpriser		If the commander, 20% chance of surprising the enemy (first fire).
Skirmisher		If the commander, allows an easier retreat in the first two hours of the battle.
Adept Raider		If the commander, allows a 85% chance of retreat at any round of battle, if overwhelmed. Applies only to Stacks needing 4 or fewer command points.

Name	Picture	Description
Reckless		If the commander, will have difficulty retreating on the first two hours of the battle.
Hothead		If the commander, won't be able to order a retreat during the first two hours of the battle.
Indian-American Commander		Can lead Units of Indian nationality without penalty.
Patriot		Gives a 25% bonus to the raise of Partisans and volunteers in the State where he is present.
Recruiting Officer		Can muster new Conscripts on a regular basis in cities of Level 5+. Must be in the city to do so.
Training Officer		If the commander, will train up to two regiments of Conscripts to regular soldier every turn.
Training Master		Provides 1 experience point every turn to all the troops in the Stack by drilling them.
Master Spy		If the commander, improves the detection of enemy Units (except Irregulars) within the Department.
Poor Spy Network		If the commander, erroneous reports received which worsen the detection of enemy Units (except Irregulars) within the Department.
Indian		This Unit is Indian.
Large Transport		This Unit has a transport capacity of 10.
Medium Transport		This Unit has a transport capacity of 5.
Transport		This Unit has a transport capacity of 3.
Small Transport		This Unit has a transport capacity of 2.
Tiny Transport		This Unit has a transport capacity of 1.

Name	Picture	Description
Charismatic	⊞+	This leader has a charismatic aura. If the commander, provides +5 maximum Cohesion and a +25% increase in the fatigue recovery rate of Units under his command.
Good Army Administrator	⊞+	The leader is appreciated by his men and cares about their well-being. If the commander, provides a +15% increase in the fatigue recovery rate of Units under his command.
Dispirited Leader	⊞−	This commander is absolutely not charismatic in the eyes of his men or is a defeatist. -5 Maximum Cohesion to the Stack if the commander, -25% to the Cohesion recovery rate.
HQ Command	⊞+	Because of an efficient command structure, Divisions HQs are able to give +5 Maximum Cohesion and +5% to the Cohesion Recovery Rate, to all divisional elements.
Strong Morale	⊞+	This element is either composed of highly motivated, battle-hardened individuals or is a leader capable of inspiring his men. The inspiration provided gives a +5 Maximum Cohesion bonus to all others elements of the Unit.
Medical Service	⚕	This element is a Medical Service company, able to provide health care even on the battlefield. Give +15% to the Cohesion Recovery rate of all others elements of the Stack they are in.
Hated Occupier	🏠	This leader will apply Martial Law with extreme severity in any rebellious city he has to pacify.
Occupier	🏠	This leader will not hesitate to proclaim Martial Law in any rebellious city he has to administer.
Good Population Administrator	🏠+	If the most senior General in the region, will progressively increase the Loyalty of the population over time. (+1% each turn up to 75%)
Pillager	🔥	If the most senior commander in the region, this leader will let his men burn and pillage the countryside without regards for justice, slaughtering civilians if need be. Only the most loyal and policed regions will be spared by his cruel behavior.
Strategist	♟+	If the Commander in Chief in the Department, provides +1 Command Point and an additional +1 per ability level, to his Stack and all subordinates Corps.
Good Commander	♟+	Discipline bonus of 1, Cohesion bonus of 10 to all Militia in the Stack.command of an Army) If in command provides +1 Command Point per ability level. (If in command of an Army, subordinates Corps also receive this bonus)
Gifted Commander	♟+	This general is gifted for command. +2 Command Points and +1 additional CP per ability level above 1, to any Stack he commands. (If in command of an Army, subordinates Corps also receive this bonus).
Good Subordinates	CP+	This general knows how to pick his subordinates and is able to delegate command at the right moment. +3 Command Points to any Stacks he commands. This ability does not improve.
Quickly Angered	♟−	This general is quickly angered and is often having arguments with his subordinates. -4 Command Points to the Stack he commands and to subordinates Corps if any.
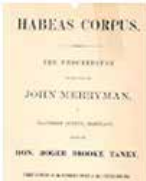
Name	Picture	Description
Over Cautious		This commander is far too cautious when it comes to engaging the enemy, resulting in passivity and a lack of reactivity in the Chain of Command of his Army. -4 CP if the commander of the Stack (applied to subordinate Corps if in command of an Army)
Signal		This signal Unit is of great use to an able commander for transmitting orders along the chain of command. +2 Command Points to the Stack it is in. This ability does not improve.
Balloon		This Balloon Unit is of great use to an able commander for spotting the enemy and coordinating movements between his regiments. +1 Command Points to the Stack it is in. This ability does not improve.
Deceiver		This element or general is adept at establishing dummy positions (Quaker guns and such), camouflaging to the enemy the real strength of his Stack. +1 to the Hide Value of the Stack, if entrenched.
Screener		This element or general is able to screen and mask the progression of the whole Stack with the clever use of scouts, side-tracks, stealthy marches, and subterfuges. +1 to the Hide Value of the Stack and +25% to the Evasion Value, if the Stack is moving.
Deep Raider		This element or general is able to mount deep raids which can avoid enemy patrols, with the use of side-tracks, stealthy marches, and subterfuges. +50% to the Evasion Value, if the Stack is moving.
Patroller		This element or general is proficient in making more effective patrols in the region he is in, by setting an effective picket network or establishing signal towers. +1 to Detection Value; +35% to the Patrol Value of the Stack the element is in, if entrenched.
Sea Spotter		This element or admiral is proficient in surveying the seas and spotting enemy ships. +1 to Detection Value, 35% to the Patrol Value of the Stack the element is in.
Dispersed Move		This general (if the commander) has the bad habit of letting his troops move in disorder, thus reducing their ability to patrol the region or conceal their approach. -25% to Evasion and Patrol, -1 to Hide Value of the whole Stack, if moving.
Blockade Runner		If the admiral in command, this leader will be adept at avoiding enemy naval Stacks, if need be. +35% to the Evasion Value of the Fleet. Works only if moving.
Fort Runner		If the admiral in command, this leader will be adept at running enemy Forts, if need be. +10% to the Evasion Value, -35% to the damage taken from Forts firing on the passing Fleet. Works only if moving.
Sea Raider		If the admiral in command, this leader will be adept at avoiding enemy naval Stacks, if need be. +25% to the Evasion Value of the Fleet. Works even if not moving.
Emplaced Guns		These guns are emplaced batteries and can't be moved outside the region.
Pillager		This element will burn immediately any enemy Depot or stockade captured.

REGIONAL DECISIONS LIST

Here are charts with the depiction of the various in-game decisions. There are sorted by main categories of usage.

Important Design Note: those Decisions will be refined and altered during the last stages of playtesting, so please refer to ingame tooltips for exact conditions and descriptions.

LOYALTY RELATED

Menu Icon	Name & Map Icon	Description of Decision
	Demonstration	Loyalty transfer, needs city, needs 2 turns to work. Is countered by counter-intelligence. **Condition(s):** **Strategy & Description:**
	Suspend Habeas Corpus	Rare. Target only some areas. Needs at least x loyalty. Reset loyalty to 50 if lower. **Condition(s):** **Strategy & Description:**
	Reforms	Far west areas only, increase (+10%) loyalty up to 75%. **Condition(s):** **Strategy & Description:**
	Martial Law	Need Units, abort demonstration and spy RGD. Cost 1 NM. **Condition(s):** **Strategy & Description:**

Menu Icon	Name & Map Icon	Description of Decision
	Counterspy	Will cancel Demonstrations or Spy RGD. **Condition(s):** **Strategy & Description:**
	Draft (forced recruiting)	Lower loyalty, gives some conscripts points. **Condition(s):** **Strategy & Description:**

MONEY RELATED

Menu Icon	Name & Map Icon	Description of Decision
	Requisitions	Forced money income, grade I, at least x loyalty. **Condition(s):** **Strategy & Description:**
	Plunder	Forced money income, grade II, at most x loyalty, reduce loyalty, pillage. **Condition(s):** **Strategy & Description:**
	Merchants	Give Money every turn, must target Indian village, chance of disappearing each turn. **Condition(s):** **Strategy & Description:**

Menu Icon	Name & Map Icon	Description of Decision
	Move Industry	South only. Need a WSU producing structure. Remove it (returned to pool). Give WSU instead. **Condition(s):** **Strategy & Description:**
	Export Cotton	Need cotton balls Unit, unblocked major harbor, and need 6 turns. Gain 50$. **Condition(s):** **Strategy & Description:**
	Harvest Cotton	Need plantation structure. Need 12 turns. Create a cotton balls Units (slow moving). **Condition(s):** **Strategy & Description:**
	Blockade Runner	Target unblockaded major harbor. Gain 3 WSU and 10$. Needs 3 turns to work (if blockaded = lost). **Condition(s):** **Strategy & Description:**

REGIONAL DEVELOPMENT RELATED

Menu Icon	Name & Map Icon	Description of Decision
	Clear	Dev increase, wild region only. **Condition(s):** **Strategy & Description:**

Menu Icon	Name & Map Icon	Description of Decision
	Colonists	Dev + loyalty increase, must have settlement, no city - can we create new settlement? **Condition(s):** **Strategy & Description:**
	Trails	Switch from nothing to track. **Condition(s):** **Strategy & Description:**
	Roads	Switch from track to road. **Condition(s):** **Strategy & Description:**
	Railroads	Switch from road to railroad, only in planned regions. **Condition(s):** **Strategy & Description:**
	Settlement	Convert settlement to level 1 city. **Condition(s):** **Strategy & Description:**
	Telegraph	Dev increase, city needed. **Condition(s):** **Strategy & Description:**

PARTISANS AND PETTY WAR RELATED

Menu Icon	Name & Map Icon	Description of Decision
	Traitor	Traitor opens gates of besieged city (city receives max Breach level). **Condition(s):** **Strategy & Description:**
	Surrender	Reduce the cohesion of up to 15 elements by 50%, as part of the besieged army will defect or not fight when the assault is decided. **Condition(s):** Played on an enemy under. **Strategy & Description:**
	Partisan Raids	Can blow up an enemy depot, need partisan in same region, fail if too many enemy troops present. **Condition(s):** **Strategy & Description:**
	Partisan Ambush	Need partisan, only in some terrain, lower enemy cohesion, fail if too many troops. **Condition(s):** **Strategy & Description:**
	Indian Raid	Can blow up enemy depot, lower enemy cohesion, fail if too many troops, need Indian adjacent. **Condition(s):** **Strategy & Description:**
	Indian Pillage	Need Indians adjacent, can burn a settlement; loot some Money. **Condition(s):** **Strategy & Description:**

Menu Icon	Name & Map Icon	Description of Decision
	Spies	Creates a temporary spy Unit. Can be countered by counter spy and martial law. Invisible on map by enemy. **Condition(s):** **Strategy & Description:**
	Create Partisans	Creates a partisan Unit in target region - Not if loyalty is below 50%. **Condition(s):** **Strategy & Description:** An effective way of harassing enemy supply lines.
	Mescaleros	Gain a bandit Unit, or create one for the AI faction representing the bandits. **Condition(s):** This creates a bandit Unit of an AI faction if present in the scenario. Otherwise, the bandit Unit joins your forces. **Strategy & Description:**

FAR-WEST RELATED

Menu Icon	Name & Map Icon	Description of Decision
	Expedition	Remove an Indian Unit on map adjacent to an outpost, need troops. **Condition(s):** Region must have outpost and combat troops present. Adjacent Indian Unit required. **Strategy & Description:**
	Retaliate	This is the only way to destroy an Indian village. **Condition(s):** Indian Village present. One combat Unit must be present. **Strategy & Description:**

Menu Icon	Name & Map Icon	Description of Decision
	Build Depot	Create a depot on map, only in 'Far West' areas.
		Condition(s):
		Strategy & Description:
	Outpost	Need Units, builds Outpost on map, only in Far West areas.
		Condition(s):
		Strategy & Description:
	Cooperation	Muster a friendly Indian Unit.
		Condition(s): Indian Village present. High Loyalty.
		Strategy & Description:
	Reservation	Works until removed on an Indian village to prevent it raising an Indian Unit.
		Condition(s): Indian Village in region.
		Strategy & Description:

DEFENSE RELATED

Menu Icon	Name & Map Icon	Description of Decision
	Defensive Works	Increase/Build a level (8) Entrenchment with the target Stack.
		Condition(s): Requires some elements of infantry, pioneers, slaves or engineers present. Also requires 2 artillery elements present.
		Strategy & Description:

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Menu Icon	Name & Map Icon	Description of Decision
	Scorched Earth	Pillage a friendly region to prevent or reduce enemy supply from there. **Condition(s):** **Strategy & Description:**
	Siege Works	Siegeworks increases breaches of besieged city (city receives +1 Breach). **Condition(s):** **Strategy & Description:**
	Land Mine	Same as breach OR reduce entrench level of target Stack(s) by 1 or 2. **Condition(s):** **Strategy & Description:**

UNIT-RAISING RELATED

Menu Icon	Name & Map Icon	Description of Decision
	Contrabands	US: raise a Black Labor or combat Unit in some specific areas of the map (+loyalty check). **Condition(s):** **Strategy & Description:**
	Unionists	US: Raises weak combat Unit in some areas, high loyalty required. **Condition(s):** **Strategy & Description:**

Menu Icon	Name & Map Icon	Description of Decision
	Slave Labor	CS: give a Slave labor Unit (= special supply Unit with little supply capacity but can be used to build a depot). Makes region pillaged (represents less workforce). **Condition(s):** Played on unpillaged region. **Strategy & Description:**
	Copperheads	CS: give a weak combat Unit in some areas, high loyalty required. **Condition(s):** **Strategy & Description:**

NAVAL WARFARE RELATED

Menu Icon	Name & Map Icon	Description of Decision
	Sea Mine	random attack on naval Units (shallow or coastal only) via script - does hits. **Condition(s):** **Strategy & Description:**
	Submarine	Random attack on naval Units (coastal only) via script - fail (75% chance) or sink entirely (25%) ? **Condition(s):** **Strategy & Description:**
	Sailors	Create a naval landing force of sailors in a land region (even if hostile) adjacent to x riverine combat ships. **Condition(s):** **Strategy & Description:**

Menu Icon	Name & Map Icon	Description of Decision
	Strip Naval Guns	Riverine ships create a marine artillery in adjacent friendly region at the cost of a hit. **Condition(s):** **Strategy & Description:**
	Rough Seas	Target ocean or coastal region, need enemy ironclad present. 25% chance of sinking one. **Condition(s):** **Strategy & Description:**

AMERICAN CIVIL WAR TIMELINE

1860

November 6	Lawyer, congressman, orator and noted opponent of the extension of slavery Abraham Lincoln is elected President, with Hannibal Hamlin as Vice President, for a 4-year term.
December 20	As a consequence of Lincoln's election, a special convention of the South Carolina legislature votes to secede from the Union.

1861

January 9	The Star of the West, an unarmed civilian vessel carrying Federal troops and supplies to Fort Sumter, is fired upon by South Carolina artillery at the entrance to Charleston harbor. She turns around.
January 9 to February 1	Mississippi, Florida, Alabama, Georgia, Louisiana, and Texas secede from the Union.
January 29	Kansas is admitted in the Union as a state with a constitution prohibiting slavery.
February 18	Delegates from six seceded states meet in Montgomery, Alabama, to form a government and elect former U.S. infantry officer, Congressman, Senator and Secretary of War Jefferson Davis as President of the Confederate States of America for a 6-year term.

March 4	Abraham Lincoln is inaugurated as the sixteenth President of the United States.
April 12-13	Fort Sumter is bombarded and surrenders to South Carolina troops.
April 15	Lincoln declares a state of insurrection and calls for 75,000 volunteers to enlist for three months of service. The general public expectation is that the conflict will be decided by a single battle.
April 17 to May 20	Virginia, Arkansas, Tennessee, and North Carolina secede from the Union, in response to Lincoln's call for volunteers.
April 19	Lincoln orders a blockade of all Confederate ports.
May 24	Union troops cross the Potomac River from Washington and capture Alexandria, Virginia.
May 29	Richmond, Virginia, becomes the capital of the Confederacy.
July 21	Confederates win a victory at the First Battle of Bull Run.
July 25	In an attempt to prevent more slave states from leaving the Union, the U.S. Congress passes the Crittenden-Johnson Resolution, which states that the war is being fought to preserve the Union and not to end slavery.
September 3	Confederates enter Kentucky, ending neutrality of that state.
November 1	Major General George B. McClellan, victor in several actions, replaces the aging brevet Lieutenant General Winfield Scott as General-in-Chief of the US armies.
November 8	The Union navy seizes Confederate commissioners to Great Britain and France from the British steamer Trent, inflaming tensions between the United States and Great Britain.
1862	
February 6	General Ulysses S. Grant captures Fort Henry, Tennessee. Ten days later he accepts the surrender of Fort Donelson. These victories open up the state of Tennessee for Union advancement.
February 25	Nashville, Tennessee, is the first state capital to fall to the Union troops.

February 28 to April 8	At the Battle of Island Number Ten, Union land and naval forces besiege and capture a fortified island on the Mississippi, opening the river down to Fort Pillow.
March 7-8	The Battle of Pea Ridge, Arkansas, cements Union control of Missouri.
March 9	The ironclads USS Monitor and CSS Virginia battle to a tactical draw at Hampton Roads, Virginia, demonstrating the superior potential of steel-covered warships. It is a strategic Union victory, however, for the blockade is sustained.
April 4	On the peninsula southeast of Richmond, McClellan leads the Army of the Potomac toward Yorktown, Virginia, beginning the Peninsular Campaign.
April 6-7	Union Major General Grant prevails at the Battle of Shiloh in Tennessee.
April 16	National Conscription is adopted in the Confederacy.
April 26	Federal Fleet commander Farragut forces New Orleans to surrender.
May 8-9	Confederate Lt. General Jackson's Shenandoah Valley campaign begins successfully with a victory at the Battle of McDowell in Virginia.
May 31 to June 1	During the Battle of Seven Pines in Virginia, General Robert E. Lee takes over command of the Confederate Army from the wounded Joseph E. Johnston. Although the battle is tactically inconclusive, it marks the end of the Union Peninsular offensive.
June 6	After a naval battle on the Mississippi River, the Union Fleet captures the city of Memphis, Tennessee, giving the Union a port to move supplies down the river.
June 25 to July 1	Lee forces McClellan's Army to retreat, ending the threat to Richmond in the Seven Days' campaign and reviving Southern confidence.
August 9	The Battle of Cedar Mountain, Virginia, is a Confederate victory. It gives Lee the initiative in northern Virginia.

August 28 to 30	The South is again victorious at the Second Battle of Bull Run, but the Union Army is left largely intact.
August 30	The Battle of Richmond, Kentucky, is a complete Confederate victory.
September 17	Confederate victory at Munfordville, an important railway center of Kentucky.
September 17	The Battle of Antietam, Maryland, exacts heavy losses on both sides and ends Lee's first invasion of the North.
September 19	A fight in Iuka, Mississippi is the opening battle of the Iuka-Corinth Campaign.
September 22	President Lincoln issues the Preliminary Emancipation Proclamation, still a risky political act because of strong opposition among some Northerners and the uncertain impact on loyal border states.
October 8	The Battle of Perryville ends by the retreat of the Confederates, marking the end of their last offensive campaign in the West. Their move leaves Kentucky under the control of the Union Army for the rest of the war.
November 7	McClellan is removed from command of the Army of the Potomac.
December 7	A battle at Prairie Grove results in a tactical stalemate but essentially secures northwest Arkansas for the Union side.
December 13	Lee decisively wins the Battle of Fredericksburg, Virginia. The Union Army suffers terrible casualties.
December 31 to January 3	The Battle of Stones River, although inconclusive, dashes Confederate aspirations for control of Middle Tennessee.

1863

January 1	President Lincoln issues the final Emancipation Proclamation, which declares that slaves in the seceded states are now free.
March 3	President Lincoln signs the National Enrolment Act, which institutes a national draft.
April 2	Women take to the streets in the Richmond "bread riot" to protest against food shortages.

April 7	In a test of ironclad vessels against land fortifications, Union Admiral Du Pont's Fleet fails to penetrate the harbor defenses of Charleston. Five of his nine ironclads were disabled in the attack.
May 1 to 4	Lee hands the Army of the Potomac another serious loss at the Battle of Chancellorsville but suffer heavy losses that the Confederacy could not replace with its limited manpower.
June 9	Confederate cavalry clashes with the Union mounts at Brandy Station, Virginia. In the end, the CSA holds the field. The Federal cavalry gained strength and confidence however.
June 14-15	A Confederate victory at the Second Battle of Winchester clears the Shenandoah Valley of Union troops and opens the door for Lee's second invasion of the North.
July 1 to 3	The war's turning point, the Battle of Gettysburg, is fought in Pennsylvania. The Union Army of the Potomac defeats Lee's Army of Northern Virginia, ending Lee's invasion of the North.
July 4	After a long siege, Confederates surrender Vicksburg to General Grant, thus securing the Mississippi River for the Union.
July 13 to 16	Frenzied mobs in New York riot in opposition to conscription. Smaller scale riots erupt in other cities.
September 19-20	Confederates under General Braxton Bragg win a great tactical victory at Chickamauga, Georgia. Bragg fails to pursue the Union forces, however.
October 13 to November 7	In a series of battles known as the Bristoe Campaign, the Union Army of the Potomac unsuccessfully attempts to crush Lee's Army in Virginia.
November 23 to 25	After three days of battle, the Union victory at Chattanooga, Tennessee, opens the way for Union advance into the Deep South.

1864

March 10	Newly commissioned to the rank of Lieutenant General, Grant is given official authority to command all Federal armies.
March 10	The Red River Campaign begins as a Union initiative to secure Louisiana.

May 4 to 6	The Battle of the Wilderness in Virginia is the first of a series of month-long inconclusive engagements between Grant and Lee where both armies suffer heavy casualties.
May 10 to 12	Battles at Spotsylvania Court House and Yellow Tavern, in central Virginia, impede Grant's drive for Richmond.
May 15	An important victory of the Confederates at the Battle of New Market unhinges Federal plans for the Shenandoah Valley, extending the life of the CSA by nearly a year.
May 18	The Battle of Yellow Bayou ends the Red River Campaign, a dismal Union failure in which not a single objective was fully accomplished.
June 1 to 3	The Battle of Cold Harbor, Virginia, results in very heavy Union casualties and causes a rise in anti-war sentiment in the Northern States. Grant prepares for a siege of Petersburg that lasts 10 months. Static warfare in the trenches replaces the freewheeling, mass movements of earlier campaigns.
July 11-12	Confederate Forces under General Early stand on the outskirts of Washington, throwing the Capital into a state of high alert.
July 30	A dramatic mine explosion at Petersburg turns into the Battle of the Crater. This battle is a tactical Confederate victory but the siege continues.
August 5	Union Admiral Farragut wins the naval Battle of Mobile Bay. Although the city of Mobile remains in Confederate hands, the last blockade-running port on the Gulf Coast east of the Mississippi is shut down.
September 2	US General Sherman captures the city of Atlanta, Georgia, a major munitions center and a significant boost for Northern morale.
September 14	The Confederate cavalry "Beefsteak Raid" in the Union rear areas secures nearly 2,500 cattle for Lee's soldiers.
September 19	The Battle of Opequon (Third Winchester) is a decisive victory for the Union Army in the Shenandoah Valley Campaign.
September 29-30	US General Butler captures the strategically important New Market Heights and Fort Harrison, at the Siege of Petersburg.

October 19	Another Union victory at Cedar Creek ends the Confederate threat in the Shenandoah Valley.
November 8	Lincoln is re-elected President, with Andrew Johnson as Vice President.
November 16	Sherman leaves Atlanta and begins his "March to the Sea," in an attempt to demoralize the South and hasten surrender.
December 15-16	Major General George Henry Thomas wins the Battle of Nashville, decimating General John Bell Hood's Confederate Army of Tennessee.
December 21	Savannah falls to Sherman's army without resistance. Sherman gives the city to Lincoln as a Christmas present.

1865

January 31	Congress passes the Thirteenth Amendment, which abolishes slavery throughout the United States.
February 6	General Lee is appointed Commander-in-Chief of all CSA Armies.
March 2	General Early's last remnants are destroyed at the Battle of Waynesboro, Georgia.
March 4	Lincoln is inaugurated as President for a second term.
March 13	CSA Congress eventually approves the raising of black troops.
March 29	The Appomattox Campaign begins with Grant's move against Lee's defenses around Petersburg.
April 2	Petersburg falls, and the Confederate government evacuates Richmond.
April 3	Union troops occupy Richmond. The Confederate capital is moved to Danville, Virginia.
April 9	General Lee surrenders the Army of Northern Virginia to Grant at Appomattox.
April 14	President Lincoln is assassinated.
April 15	Vice President Andrew Johnson is inaugurated as President.
April 26	J. E. Johnston surrenders to Sherman in North Carolina.
May 10	President Davis is captured at Irwinville, Georgia.

| May 26 | In New Orleans, terms of surrender are offered to General E. Kirby Smith, commander of the Trans-Mississippi Department. His acceptance on June 2 formally ends the war. |
| June 23 | At Fort Towson, in the Choctaw Nations' area of the Oklahoma Indian Territory, Stand Watie signs a cease-fire agreement with Union representatives, becoming the last Confederate general in the field to stand down. |

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