

A House Divided

The American Civil War: 1861 to 1865

Special Living Edition **Basic Game** Rules © 2006 by Alan Emrich

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“A house divided against itself cannot stand. I believe this government cannot endure permanently half slave and half free.

I do not expect the Union to be dissolved – I do not expect the house to fall – but I do expect it to cease to be divided.

It will become all one thing, or all the other.

Either the opponents of slavery will arrest the further spread of it, and place it where the public mind shall rest in the belief that it is in the course of ultimate extinction; or its advocates will push it forward, until it shall become alike lawful in all states, old as well as new, North as well as South.”

– Abraham Lincoln, 16 June 1858

1.0 Introduction

The epic struggle of the American Civil War was primarily fought over the issues of slavery and states’ rights. The period from 1840 to 1861 saw the issues brought to a boil, and in 1861 the nation became embroiled in a terrible war that lasted four long years.

This game covers that war between the North (the Union) and the South (the Confederacy) from the First Battle of Bull Run to Lee’s surrender at Appomattox (or perhaps Grant’s surrender at Harrisburg...). Each player becomes a leader of one of these two nations and makes the strategic decisions that will determine the outcome of the war.

1.1 The Sides

Two sides play *A House Divided*:

One player is the North – he represents the original United States. Throughout the game, the terms North and Union are used interchangeably to mean the original (Northern) United States of America (USA).

The other player is the South – he represents the Confederacy. The terms South and Confederate (or Confederacy) are used to mean the Confederate States of America (CSA).

1.2 The Rules

This booklet contains the *A House Divided* Basic Game Rules, along with all of its **Optional Rules** (highlighted in yellow thus) and Scenarios.

- Charts, tables, and additional player aids are provided in separate files.
- The Advanced Game Rules booklet is also provided in a separate file.

Game Terms: There is no glossary. When a new game term is introduced in these rules, you will find it underlined and explained nearby. To refresh your memory about a certain game term, scan through the rules booklet looking for underlined words.

Optional Rules: These should **not** be used by new players during their first few games, *so skip these highlighted sections when first learning the rules.*

- Players may freely pick and choose exactly *which* Optional Rules to use – they may be employed separately or in any combination. Players need not use them all at once.
- The following Optional Rules have a pro-Union effect on play balance:
 - 4.9 Union Rail Movement Bonus
 - 5.41 Union Naval Evacuations
 - 7.4 Increasing Union Forces
 - 7.5 Historical Recruiting Limitations
 - 9.1 Extended Game
 - 10.1 Helping a Novice Union Player
- The following Optional Rules have a pro-Confederate effect on play balance:
 - 4.11 Additional First Turn Restrictions
 - 4.12 Kentucky Neutrality
 - 4.71 Fort Monroe
 - 6.2 Confederate Replacement Training
 - 7.3 The Draft Riots of 1863
- The following Optional Rules are neutral and have *little* effect on play balance:
 - 4.8 Crack Infantry
 - 5.2 Like Battlefield Targets
 - 5.71 Refitting the Army
 - 6.1 Combat Experience

Also note that these are “**Living Rules**” in that they have been reformatted, reorganized, and include the game’s latest clarifications, notes and innovations.

These Living Rules have been written and edited by Alan Emrich (who has been laboring over *A House Divided* as both a designer and developer since its second edition in 1989). They are updated from time to time and are available for free at his web site:

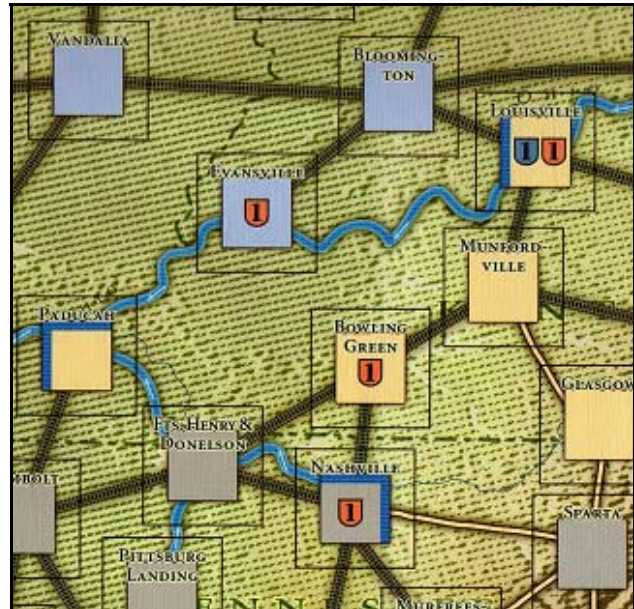
http://www.alanemrich.com/Games_Archive_pages/AHD_pages/ahd.htm

1.3 The Mapboard

This game is played on a mounted mapboard showing America, from the Atlantic coast on the east to Missouri, Arkansas, and Louisiana on the west. On the map are a number of boxes, each representing a city, town, or important military location during the war. These boxes are connected by Transportation Lines: rivers (blue), roads (tan), and railroads (brown).

Military pieces (hereafter referred to as “units”) on the map are placed in the boxes to define their positions. They move from box to box along transportation lines during play.

Every box has a name and a color that shows its default political loyalty (blue for Union, gray for Confederate, and tan for Neutral or ‘Border State’ territory).



Some boxes also contain information relating to combat, such as entrenchments (Washington, Richmond, Ft. Monroe, and Vicksburg) and rivers (found along the edges of that box – units moving into battle through the side of a box with a blue line are said to be ‘attacking across the river’).











And some boxes also contain information relating to movement, such as ports (anchor symbols), or Recruitment (the Recruitment Values are shown in red and blue shields for the Confederate and Union sides, respectively).

Features on the map other than these are purely decorative and have no game function.

1.4 The Playing Pieces

A House Divided includes 160 cardboard playing pieces that represent the military units which fought in the war and various information markers about the game. There are also 3 standup leader pieces (used in the Advanced Game only). Union pieces are colored blue; Confederate pieces are colored gray.



Military Units

Confederate	Union	Type
		Militia Infantry
		Veteran Infantry
		Crack Infantry
		Militia Cavalry
		Veteran Cavalry
		Crack Cavalry

Unit Types: The information printed on the military units identifies them as Infantry (foot soldiers) or Cavalry (soldiers on horseback). In addition, the quality of the troops is shown (Militia, Veteran, or Crack).

Combat Values: The number in the bottom corner is that unit's Combat Value (essentially, a unit needs to roll that number or less on a die to 'hit' an enemy unit in battle).






Reduced Units

Confederate	Union	Type
		Reduced Militia Infantry

Reduced Units: Note that each military unit has two sides. The side with the white-printed Combat Value represents a fully fit unit, while the red-printed side represents a unit that has suffered losses in battle and is now 'reduced' in its ability to survive further combat. *Think of a unit's white side as its 2-step side, and the red side as its 1 step (i.e., reduced strength) side where a single 'hit' in battle will eliminate it.*

Game Scale: Each military unit represents from 10,000 to 15,000 infantry or from 7000 to 10,000 cavalry. Each Game Turn represents one or two months (depending on the time of the year).

Game Markers

Confederate	Union	Type
		Control marker
		Entrenchment marker
		Battlefield marker

Replacement Parts: If any of these parts are missing or damaged, we apologize for the inconvenience and ask that you contact us to receive any replacement parts needed.

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2.0 Setting up the 1861 Campaign Game

1. Begin by removing the Advanced Game pieces from play. They include: the three Leaders (Lee, Grant, and Sherman); the four orange Foreign Intervention units; and the three Confederate Militia Infantry units with the names of Border States on them (Missouri, Kentucky, and Maryland).
2. Both players divide up their remaining units by type, keeping their own units close at hand and the game's markers in a common area that both players can easily reach.
3. Place the wooden Game Turn marker in the 07 (July) 1861 space on the Game Turn Track at the southwest corner of the board.
4. Place a Union Control marker in the 34 box, and a Confederate Control marker in the 29 box, of the track in the southeast corner of the board. (See Rule 7.1, Maximum Army Size.)
5. The Union player has 24 Militia Infantry units. **Set aside 12 of them;** they enter play later through Union Army Drafts (as per Rule 7.2).
6. Both players place their lone 1-value Militia Cavalry unit in the Recruitment Pool – an area to one side that is clearly visible and accessible to both players at all times. (Consider using the Atlantic Ocean as the Recruitment Pool area.)
7. Both players then take all of their remaining Militia Infantry units and place them on the board as listed below. *Only* Militia Infantry units setup on the board in this scenario! Both players' Veteran and Crack units are set aside and enter play through Promotion.



Union Setup (12 Militia Infantry units):

Two in:

Washington (DC)

One each in:

Philadelphia (Pennsylvania),
New York (New York),
Harper's Ferry (Virginia),
Pittsburgh (Pennsylvania),
Columbus (Ohio),
Cincinnati (Ohio),
Indianapolis (Indiana),



Bloomington (Illinois),
Cairo (Illinois), and
St. Louis (Missouri).

Confederate Setup (8 Militia Infantry units):

One each in:

Manassas Junction (Virginia),
Fredericksburg (Virginia),
Front Royal (Virginia),
Charleston (South Carolina),
Mobile (Alabama),
Nashville (Tennessee),
Memphis (Tennessee), and
Springfield (Missouri).



3.0 Sequence of Play

A *House Divided* is played in a series of Game Turns, each representing one month (or two in winter) of real time.

Each Game Turn is divided into two Player Turns. The Union has the *first* Player Turn each Game Turn, followed by the Confederate Player Turn. After both players have completed their respective Player Turns, the Game Turn marker is advanced one box along the Turn Track at the outer edge of the game board and the next Game Turn begins. Victory is checked at the end of the last Game Turn, 06 (June) 1865 – the 40th Game Turn.

Each Player Turn consists of the following four Segments, conducted in this exact order:

1. Movement
2. Combat
3. Promotions
4. Recruitment

All actions in one Segment must be finished before the next Segment begins. For example, the Union player cannot move any of his units after he has begun a battle – movement must be completed *before* combat.

Example: The first turn of the game is 07 (July) 1861.

The North has the first Player Turn which consists of four Segments: The Northern player moves, then fights any combat that is a result of that movement, then promotes units, and finally recruits Militia units.

Once the North has finished its Player Turn, the South moves, then fights, then promotes, and finally recruits.

When both the North and South Player Turns are complete, the July 1861 Game Turn is over and the next turn – 08 (August) 1861 – begins.

4.0 Movement

A player can move his units during his Movement Segment.

Stacking: There is no limit to the number of units a player might have in a single box. Players are always free to inspect their opponent's forces at any time.

Procedure: In order to move, the player rolls one six-sided die. The number rolled is the number of Marches that he may make in the turn. However, if he rolls a 1, he receives 2 Marches.

$$\boxed{\bullet} = \boxed{\bullet\bullet} \text{ for Marches}$$

A March consists of activating a box containing friendly units. When a box is activated by a March, you may move *any* or *all* of your units in **that** box to other boxes that are connected along transportation lines and possibly entrench those that remain (see 4.3). Units may move to different boxes as part of a single March provided they *started* that March together in the same box.

March Distances: The distance a unit may move during a single March depends on the unit type and Transportation Line it moves along.

Infantry may move one box along a road or unfriendly railroad, or two boxes along a river or friendly railroad (see the sidebar for a definition of "friendly"). An Infantry unit may *not* move along two different types of transportation line as part of the same March.

What is a "Friendly Railroad?"

A friendly railroad is a rail line connecting two friendly-controlled boxes. An unfriendly railroad is any other railroad. See Rule 8.0 for information on capturing and controlling boxes.

An Infantry unit could not move one box along a railroad and another box along a river as part of the same March.

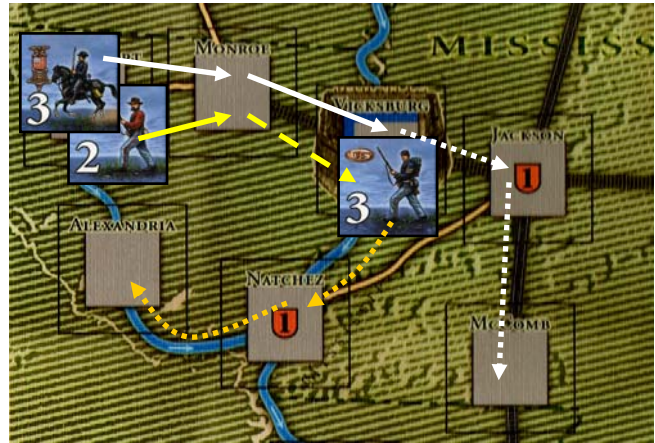
Cavalry may move two boxes along a road and/or railroad (friendly or unfriendly), or river. A Cavalry unit *may* combine movement along roads and railroads, but a Cavalry unit may *not* combine movement along rivers with movement along any other type of transportation line.

Unit March Limit: The moving player may distribute his Marches as he sees fit; but no unit may participate in *more than two* Marches in a single turn.

Enemy Units: A unit may move into a box containing enemy units, but it *must* stop there

(exceptions: see 4.4 and 4.5). This causes a battle in that player's ensuing Combat Segment.

Example: The Union Crack Cavalry and Militia Infantry units begin in Shreveport. The Union Veteran Infantry unit begins in Vicksburg. Using three Marches, here is what happened:



1st March: The box at Shreveport is activated by a March, so the Cavalry and Infantry units there may move. The Cavalry unit moves two boxes (the white solid arrow) by road and railroad to Vicksburg. The Infantry unit moves one box by road (its maximum rate, as show by the yellow solid arrow) to Monroe.

2nd March: The Militia Infantry unit now in Monroe moves one box by rail (the yellow dashed line) to Vicksburg. *It cannot continue moving by rail a second box (to Jackson) because the railroad leading to and from Vicksburg is not a friendly railroad. That is, Monroe and Jackson are not Union controlled (or you would see Union Control markers in those boxes).*

3rd March: With all three units now in Vicksburg, it is activated with a March. The Veteran Infantry unit moves two boxes by river to Alexandria (the gold dotted line). The Cavalry unit moves by rail to McComb (the white dotted line). Note that the Militia Infantry unit **cannot** move as it has already participated in two Marches this turn (the maximum allowed).

Movement Chart

Unit Type	Transportation Line	Move Length
Infantry	by road	1 box
Infantry	by unfriendly railroad	1 box
Infantry	by friendly railroad	2 boxes
Infantry	by river	2 boxes
Cavalry	by any*	2 boxes

* A Cavalry unit may only combine movement along roads and railroads.

Play Tip: If it will help you remember, you can denote friendly units that have already moved this Segment by rotating them 90 degrees (for one March) and 180 degrees (for two). Rotate them back at the end of your Movement Segment.

4.1 First Game Turn Restriction

Both sides were very disorganized when the Civil War began. Because of this, neither player rolls the die for Movement on the first Game Turn.

Each side *automatically* receives *two* Marches on the first Game Turn.

4.11 [Optional] Additional First Turn Restrictions

Both sides suffered organizational problems in the opening days of the Civil War. Neither side wished to violate the neutrality of Kentucky (who both sides were courting to be an ally), and the Union Navy was weak and scattered.

To further represent both sides' initial problems, the following additional limitations are in effect on the first Game Turn only:

- A unit moves only *one* box per March along a river, instead of two.
- No unit may enter Kentucky (any tan box).
- The Union may not perform any Sea Movement (4.6).

4.12 [Optional] Kentucky Neutrality

The political implications of Kentucky's neutrality at the outset of the war cannot be overstated. Both sides desperately wanted Kentucky's willing cooperation in the war. Thus, until September of 1861, its territory was inviolable. Finally, the Confederates 'invaded' Kentucky, after which the Union responded.

- Union units may not enter Kentucky until the Union 01/02 (Jan/Feb) 1862 Player Turn.
- The Union is immediately free of this restriction if a Confederate unit enters (or 'passes through') any box in Kentucky during 1861.

4.2 The Potomac River Restriction

Due to the presence of Union naval forces, Confederate units may never move along the Potomac River (the river connecting Washington and Fredericksburg).

Only the Union player may use the Potomac River.



4.3 Entrenchment

Instead of moving, units may use their March activation to entrench at their location. Entrenchment improves a unit's ability to survive in battle.

March Cost for Entrenchment: It costs one March to entrench any or all friendly units in a Recruitment City (any box with a number in it, whether blue or red). Units must spend *two* Marches to entrench in any other box.

- Units may not entrench in a box containing enemy units.
- The same March may be used to move some units out of a box and entrench the others in it.

Examples: The Recruitment City of Cincinnati is activated with a March. Of the five units there, three are moved away while the remaining two use that March activation to remain in Cincinnati and entrench.

At Manassas Jct., which is *not* a Recruitment City, a player must spend *two* Marches in a *single* friendly Movement Segment to entrench any or all of the units there. This means that a unit could not move into *and* entrench at Manassas Jct. in a single Player Turn – that would consume *three* Marches and a unit can only have *two* Marches spent on it during a single Player Turn.

Entrenchment Markers: To show that units are entrenched, place an Entrenchment marker on top of them. (Feel free to make more of Entrenchment Markers if you run out of them during play.)



- Units moving into a box containing friendly entrenched units do *not* automatically become entrenched. Place these units *above* the Entrenchment marker in that box.
- If a unit moves, its entrenchment status is lost.

Permanent Entrenchment Locations: Any unit that *begins* a Player Turn in one of the following boxes is automatically considered entrenched:

- Washington (DC)
- Richmond (Virginia)
- Fort Monroe (Virginia)
- Vicksburg (Mississippi)

These locations are indicated on the map as Permanent Entrenchments (Washington D.C. is shown in the Potomac River Restriction illustration, 4.2).

4.4 Cavalry Jump Moves

Cavalry unit, making a two-box March, may move *through* a box containing enemy units within the limitations and restrictions listed below. This is called a Jump Move.

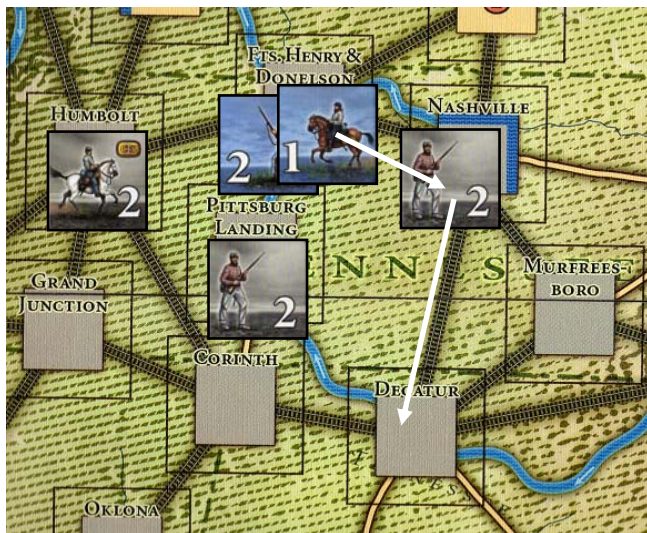


- A Cavalry unit may make only *one* Jump Move during its owner's Movement Segment.
- It may not end a Jump Move in a box containing enemy units.
- It may not Jump Move through a box containing enemy Cavalry. *Cavalry 'screen' the box they're in and prevent enemy Cavalry Jump Moves through it.*
- It may not make this special cavalry Jump Move when moving by river (see 4.5, below).

4.5 Union River Jump Moves

Any Union unit (including Cavalry) may make this special Jump Move *only* when moving **down** a river. The downriver direction is marked by **pale blue arrows** inside the river.

- The South may *not* make river Jump Moves.
- The North may not make these Jump Moves when moving *up* a river.
- River Jump Moves have the same restrictions as cavalry Jump Moves (4.4) except that units *may* move through boxes containing enemy cavalry.



Example: The Union Player wishes to penetrate the Confederate lines. The Union Militia Cavalry in the Fts Henry & Donelson box **cannot** Jump Move to the Corinth box through the Humbolt box because of the presence of Confederate Cavalry at Humbolt.

The Cavalry **cannot** Jump Move through Pittsburg Landing to Corinth because a part of the Jump Move would be by river.

The Cavalry **can** Jump Move to the Decatur box through the Nashville box, occupied only by Confederate Infantry, by using the railroad.

The Union Militia Infantry at Fts Henry & Donelson **cannot** follow the Cavalry to Decatur with a river Jump Move (4.5) through Pittsburg Landing because that move would be going **up** river.

4.6 Union Sea Movement

The North, due to its naval superiority throughout the war, may move units via Sea Movement between Port boxes. Port boxes are those marked with an anchor symbol in them.



Baltimore is a Port box.

Important: Each unit moved by sea counts as one March.

Example: Three units conducting Sea Movement count as three Marches, even if they all started in the same port box.

Procedure: To conduct Sea Movement, that unit must have *started* the Union Movement Segment in a Port box. It may move by sea directly to any other Port box currently controlled by the Union (see Rule 8.0 for the definition of "control").

- A unit that conducts Sea Movement may not conduct any other movement that Movement Segment, but it *may* entrench (4.3) if in a Recruitment City by using a second March.

4.7 Union Naval Invasions



If the Union player rolls a '6' for Marches during his Movement Segment, he may conduct Naval Invasion Movement that turn.

Procedure: Naval Invasion Movement is conducted like Sea Movement (in particular, each unit moved counts as one March), except that the Union units being moved must have *started* the Union Movement Segment in Washington D. C.

Invasion Opportunities

The Union player is not required to conduct a naval invasion if he rolls a '6,' but it is a good idea to take the opportunity. If he does not invade, he cannot save that opportunity for a later Union Player Turn.

Units conducting Naval Invasion Movement may move to any Confederate-controlled port. If the port is empty, the Union units freely occupy it; if

Confederate units are in that Port box, a battle must be fought in the ensuing Union Combat Segment.

- Units making Sea Invasions *may not* conduct further movement, but if the invaded Port box is empty and a Recruitment City, they *may* entrench (4.3) by using a second March.
- Units making Sea Invasions *may* invade separate Port boxes.
- Note that *retreating* from a Naval Invasion battle must conform to the regular rules of retreat (5.4) unless Optional Rule 5.41 (Union Naval Evacuations) is being used.

4.71 [Optional] Fort Monroe

Geography dictated that the guns of Fort Monroe controlled access to the Chesapeake Bay. The Confederacy would have been in a good defensive position on its capital's strategic right flank had it managed to capture Fort Monroe.

If the Confederates control Fort Monroe, then the Union player may not conduct Naval Invasions (4.7) against either Yorktown or Norfolk.

The Union player may, of course, conduct a Naval Invasion of Fort Monroe itself.

4.8 [Optional] Crack Infantry

Known as 'Foot Cavalry,' the best of the infantry soldiers could often maintain the pace of their horse-mounted brethren. Better able to endure the hardships of war, these Crack troops could maintain cohesion on long and tiring marches, and their deeds are legendary in the annals of the American Civil War.



Crack Infantry units move like Cavalry units – that is, up to *two* boxes by road or railroad (friendly or unfriendly), and may combine road and rail movement in the same March.

Unlike Cavalry units though, Crack Infantry units cannot make (or block) a Cavalry Jump Move (4.4).

4.9 [Optional] Union Rail Movement Bonus

The Union railroad system was vastly superior to the South's. The Union had more track at standard gauges, more cars and engines, and a better ability to maintain them. Big business was with the North, and the railroads were the biggest business of their day. Prior to the Civil War, the largest single employer was not the government

(including the armed forces); it was the Pennsylvania Railroad, which employed over 50,000 people!

Union units may move *three* boxes per March if entirely along *friendly* rail lines.

5.0 Combat

If, at the end of player's Movement Segment, a box contains units from both sides, a battle *must* be fought (exception: see 5.4, Cavalry Withdrawal before Combat). The player who moved into the box (i.e., whose Player Turn it is) is called the attacker, while the other player is the defender.

- Battles take place one at a time, in any order the attacker chooses.
- One battle must be completely finished before the next battle begins.

Procedure: Both players take their units out of the box and place the Battlefield marker there to remind them of the battle's location. This is the 'Battle Box.'



The two armies line up opposite each other in some convenient area off to the side of the board and take turns firing at each other in a series of Battle Rounds.

- Both players fire in each Battle Round, but **the defender fires first**. Thus, the defender could eliminate some attacking units before they can fire back that Round.
- Battle Rounds continue until one player wins the battle – either by eliminating all of the enemy units in the contested box or by compelling those enemy units to retreat (5.4).

5.1 Resolving Battle Rounds

During a Battle Round, each of a player's units at that battle may fire once.

Setup Procedure: At the beginning of a player's part of a Battle Round, he must announce the targets of all his fire *before* any dice are rolled. Each unit fires at one enemy unit, *of the firing player's choice*. He may *not* change his announced fire during the Round.

Example: If three Militia Infantry units are all assigned to fire at a single Veteran unit, and the Veteran unit is eliminated after the first two shots, the remaining Militia Infantry unit may not change its target; it must 'waste' its fire this Round at the already designated Veteran unit.

If the firing player has more units in the battle than the enemy, the extra units may be used to 'gang up'

on enemy units and take additional shots at them. However, each enemy unit must be fired upon by at least one friendly unit if possible.

Firing Procedure: To resolve a shot, roll one die. If the number rolled is equal to or less than the Combat Value of the firing unit, the enemy unit has been hit. Otherwise, the shot is a miss and has no effect.

Example: When a Veteran Cavalry unit (with its Combat Value of 2) fires, it hits if the player rolls a 1 or 2.



Suffering a Hit: When the targeted unit is hit, it is flipped over to its reduced side (the side with red printing). If it is already reduced, it is eliminated. Eliminated Militia units are placed in the Recruitment Pool; eliminated Veteran and Crack units are returned to the owning player's stock.



- Except for being one hit always from elimination, reduced units do not differ in any other way from full-strength units.

5.2 [Optional] Like Battlefield Targets

During the American Civil War, the rifle had made old-fashioned cavalry charges obsolete. Cavalry evolved into a mounted infantry role on the battlefield, quick to harass and retreat from large bodies of enemy infantry. Too valuable to lose, cavalry units were usually kept out of harm's way whenever possible on Civil War battlefields where infantry's long-range firepower was now what decided the day.

In battles, a player's choice of targets is more realistically restricted.

Procedure: Infantry units may *not* fire at enemy Cavalry units unless every enemy infantry unit has already been selected as a target that Round. Even then, the Infantry units may always choose to *ignore* any enemy Cavalry units as targets and instead start ganging up on enemy Infantry units.

Cavalry units, however, *must* fire at enemy Cavalry units, even if every enemy Infantry unit has not already been selected as a target that Round. Cavalry units may not gang up on enemy Cavalry *or* Infantry units until after *every* Cavalry unit has been selected as a target that Round.

5.3 Battle Die Roll Modifiers

The following factors may make units easier or harder to hit by modifying Combat die rolls.

5.31 Entrenchment (-1)

Units in Entrenchments (see 4.3) receive some protection from enemy fire during a battle. When firing at an entrenched unit, subtract *one* from the Combat Value of the firing unit.

Example: If a Veteran Infantry unit fires at a unit in Entrenchment, its Combat Value would be 2, not 3, and it would hit that entrenched unit on a roll of 1 or 2.

5.32 Crack Infantry Units (-1)

In addition to its Combat Value of 3, Crack Infantry has a Defensive Value of -1. This means that units firing at Crack Infantry have their Combat Values reduced by one.



- Even Crack Infantry is reduced when firing at another Crack Infantry unit.
- Units firing at Entrenched Crack Infantry have their Combat Value reduced by *two*. Note that Militia (Infantry or Cavalry) and Veteran Cavalry units cannot hit entrenched Crack Infantry at all (see 5.33, below).

5.33 Impossible Shots

A friendly unit *can* fire at an enemy unit in a battle, even though it cannot *hit* it (i.e., when its Combat Value is reduced below 1, such as when firing at an entrenched or Crack Infantry unit).

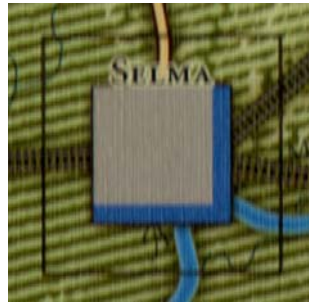
This can be important for fulfilling the restriction of Rule 5.1 where each enemy unit must be fired at by at least one friendly unit if possible.

Example: In this Battle Round, the firing player has one Militia Cavalry unit (1 Combat Value) and three Veteran Infantry units (3 Combat Value) targeting two *entrenched* enemy units: one Veteran Infantry and one Crack Infantry.

The firing player assigns his Militia Cavalry unit to fire at the entrenched Crack Infantry unit (even though it cannot possible hit it with a -2 die roll modifier). This allows him to concentrate all three of his Veteran Infantry units against the more vulnerable enemy Veteran Infantry unit, giving him three shots to hit it on 1s and 2s.

5.34 Attacking Across Rivers (+1)

Condition: Some boxes have one or two sides colored blue. This indicates that units which attack through that side of the box (that is, units that moved into the box along a transportation line that connects to that side) must ‘cross the river.’ Units attacking across a river are more vulnerable to enemy fire while doing so.



Unless attacked from the north or west, moving against enemy units in Selma would mean attacking across a river.

Effect: During the defender’s first *two* Battle Rounds (only, not any subsequent rounds), his units have their Combat Values increased by one when firing at units attacking across the river.

Example: If attacked from across a river, a Veteran Infantry unit would fire with a Combat Value of 4 instead of 3, hitting on a roll of 1 through 4.

When firing at Crack Infantry unit crossing a river, a unit would have its Combat Value both increased and decreased by one, and the two effects would cancel.

- The defender’s Reinforcements (5.5) arriving on Round two *do* receive this combat benefit.
- Union Naval Invasions (4.7) are also treated as attacking across a river.
- There is no Combat Value increase against the attacker’s units that reinforce a battle (see 5.5) since they won’t arrive until *after* the defender has fired on the second Round.



Players may wish to use one of the blank pieces included in the game to create a two-sided River Battle Marker (as illustrated here). Place it among the attacker’s line of units to separate those that have “crossed the river” (and are subject to the defender’s Combat Value increase) from those that did not.

If attacking units enter the defender’s box from multiple directions, only those units that actually cross the river are subject to this rule.

5.4 Retreating from Battle

Also beginning with the *second* Battle Round, either player may retreat his army.

Procedure: Prior to (i.e., in *lieu* of) firing his units in a Battle Round, all of that player’s units in the Battle Box retreat to an adjacent box connected by a transportation line within the restrictions below, thus ending the battle.

- All units must retreat to the *same* box.
- The box retreated to must neither contain enemy units nor be an enemy-controlled Recruitment City (i.e., one with a Recruitment Value of either color).
- If possible, the retreat **must** be to a friendly-owned box (see 8.0), but this is not required if none are available.
- Defending units may not retreat to a box from which the attacking units entered the battle.

If no such boxes are adjacent to the battle, then that army cannot retreat and must fight to the death.

If an army retreats, the other side immediately wins the battle.

5.41 [Optional] Union Naval Evacuations

Ironclads stole the glory in the Civil War’s naval battles, but it was the vast fleet of Union sailing ships that provided vital sea-lift capacity. Landing or setting sail, they were a great support to the Army.

If a battle is occurring in a Southern Port box as a result of a Union Naval Invasion (4.7) or a Confederate attack on a Union garrison there, the Union units may retreat by evacuating to Washington D.C. (if it is Union controlled, 8.0).

5.5 Reinforcing a Battle

Beginning with the *second* Battle Round, and on every Battle Round thereafter, both sides may reinforce that battle.

Timing: The decision to retreat from a battle (5.4) occurs *before* the decision to reinforce it. A player cannot reinforce a battle that he just retreated from.

Procedure: Prior to firing his units in a Battle Round, a player may reinforce that battle with *one* unit from *each* adjacent, connected box.

- Reinforcing is a function *combat*, not movement (4.0). No Marches are spent to reinforce a battle.
- Units that have already fought in a battle that Player Turn (regardless of their victory or defeat) *cannot* reinforce another battle during that same Player Turn.
- The attacker may not reinforce his battle with units from a box also containing enemy units.
- The defender may reinforce from a box containing enemy units, but must leave a 'screening force' there of as many friendly units in the box moved from as there are enemy units in that box.
- A player may not reinforce a battle if all of his units at that battle have already been eliminated or retreated (5.4); that battle is over.
- Defending units that *reinforce* a battle fought at a Permanent Entrenchment (e.g., Vicksburg) are *not* considered entrenched during that battle.

5.6 Cavalry Withdrawal before Combat

If the defending player has only Cavalry units in a box when the attacker designates it for a battle, those Cavalry units may withdraw *before* any Battle Rounds are conducted.

- Cavalry withdrawal before combat does *not* count as losing a battle. (See Rule 6.0, Promotions.)

Procedure: Cavalry may withdraw to any adjacent box *except* enemy-controlled Recruitment Cities, boxes containing enemy units, or boxes from which enemy units entered the battle.

Exception: Cavalry units may *not* withdraw if *all* of the attacking units are also Cavalry units. *This 'pins' the defending Cavalry unit(s) in place long enough to start a battle.*

5.7 Recovery from Battle Damage

After a player's Battle Segment is over, all units that are flipped to their reduced (red number) sides are returned to their full-strength (white number) sides.

5.71 [Optional] Refitting the Army

This rule recreates the historical lulls after many Civil War battles. It required some considerable time and energy to rest, regroup, refit, recover stragglers, and incorporate replacements into these increasingly massive groups after the chaos of battle.

Units do not recover automatically after a battle; they remain on their reduced (red number) side until Recovered.

Players may spend a Recruitment Point (7.0) to recover one reduced-strength unit on the map (flipping it back up to its white-number side) in lieu of recruiting a Militia unit from the Recruitment Pool (as usual).

Example: if a player had two Recruitment Points this turn, he could recruit two Militia units, recover two reduced units on the map, or do one of each (spending up to his total of two Recruitment Points).

In the same manner, a March (4.0) can be spent to either activate a box (as usual) or recover one reduced unit on the board. *Remember, you can only spend a maximum of two Marches on a given unit per friendly Movement Segment, and recovering it counts as one of them.*

- Units are always placed in their stock and Recruitment Pool on their full-strength side. Newly recruited units (7.0) are always placed on the board at full strength.

Comprehensive Combat Example:



As seen in the illustration, the Confederate player spends one March to activate the Ft. Henry & Donelson box. Both of his Cavalry units there move two boxes along the river (through Paducah) to attack Cairo. Had the Confederates invaded Cairo with any *Infantry* units in their force, the defending Cavalry unit there could have opted to withdraw before combat (as per Rule 5.6).

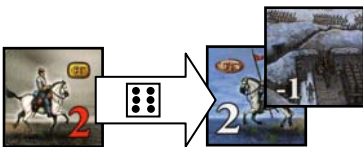
The defending Union Veteran Cavalry unit enjoys the advantages of firing first (5.0), being entrenched (5.31), defending against

attacking units that are crossing a river (5.34), and having friendly reinforcements nearby (5.5).

Round 1: The Union Cavalry unit fires at the Confederate Veteran Cavalry unit and hits it with a die roll of 3 – its chance to hit being increased by 1 during the first two Battle Rounds because it is firing at a unit that has crossed a river. The Confederate unit is flipped to its Reduced side.



The Confederate player returns fire with both units. His Militia Cavalry unit has an Impossible Shot (5.33) and his (now Reduced) Veteran Cavalry unit can only hit on a die roll of 1 due to the enemy entrenchment. He rolls a 6 and misses completely.



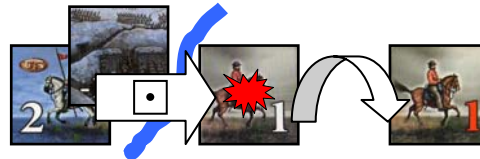
Round 2: The Union player can retreat at this point in lieu of shooting (5.4), but sensing victory he opts to stay and bring in reinforcements (5.5). Joining the battle are the Veteran Infantry in Vandalia and *one* of the Militia Infantry units in St. Louis (as one per adjacent box, per Battle Round after the First Round, is the reinforcement Speed Limit).

Hoping to get lucky and win the battle outright if he can roll three hits, the Union player assigns his best shots (the Veteran Infantry) at the enemy's Reduced Veteran Cavalry unit, and has his other two units gang up on the Confederate Militia Cavalry.

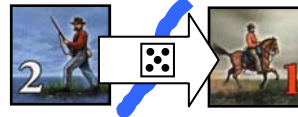
All three Union units enjoy the river bonus for this, its second and final Battle Round of effect (5.34). The Veteran Infantry units rolls a 4, destroying the enemy's Reduced Veteran Cavalry unit.



The Union's entrenched Veteran Cavalry unit rolls a 1 and hits the Confederate's Militia Cavalry unit, reducing it.



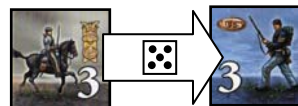
But the Union's Militia Infantry unit rolls a 5 and fails to finish off the Confederate's (now reduced) Militia Cavalry unit.



The South is holding on by the skin of its teeth with only one reduced Militia Cavalry unit remaining on the battlefield. But never one to retreat while there still hope in the fight, the Confederate player gives a Rebel Yell and brings in his own reinforcements: the Veteran Cavalry unit from Paducah (which leaves **no** Control marker there as per Rule 8.0) and the Crack Infantry unit is the first to arrive from Humbolt. He lines up his units against the defenders with the results as shown below:



The reduced Militia Cavalry takes an Impossible Shot (5.33) against the entrenched Veteran Cavalry. This will allow both of the Confederate's best shooters to aim at targets that are easier to hit (because they are not entrenched).

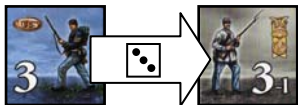


The Confederate Crack Cavalry misses the Union Veteran Infantry unit.

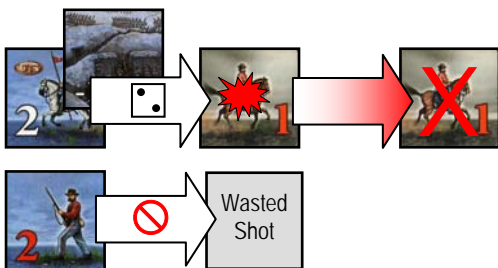


Finally, the Confederate player scores a hit in the battle!

Round 3: Although his river bonus has ended, the Union player is not ready to give up yet. He reinforces with his last Militia Infantry unit from St. Louis. He assigns his Veteran Infantry against the Confederate's Crack Infantry unit (it will hit on a 1 or a 2 – as per Rule 5.32), his entrenched Veteran Cavalry unit and one Militia Infantry unit will try to finish off the enemy's reduced Militia Cavalry unit once and for all, and the last Union Militia Infantry unit will take a shot at the Confederate's Veteran Infantry unit. Here are the results:



The Veteran Infantry unit misses because the enemy Crack Infantry's -1 modifier lowers the Combat Value of units firing at it by one (from a 3 to a 2 in this case).



The first unit hit and eliminated the Confederate Militia Cavalry unit, but since the second unit was also designated to fire at it this Round, that shot is simply wasted.



Finally, the last Union Militia unit scores a hit against the enemy's Crack Cavalry unit.

The Confederate player will begin his Round 3 by reinforcing with his Veteran Infantry unit in Humbolt and the battle will rage on...

6.0 Promotions

Units may be **Promoted** at the conclusion of each battle (5.0) and during the Promotion Segment.

Militia units are promoted to Veteran units, and Veteran units are promoted to Crack units.

Procedure: To promote a unit, remove it from the board and replace it with a unit which is the same type (Infantry or Cavalry) at the next higher quality. Militia units are placed in the Recruitment Pool, Veteran and units are returned to the player's stock.

How to Increase your Cavalry Forces

You increase your Cavalry forces on the board by **promoting** your lone Militia Cavalry unit, and then recruiting it again.

- Each time a player wins a battle (whether attacking or defending), he may immediately promote *one* of his surviving units that participated.
- During his Promotion Segment, the player whose turn it is may promote any one unit. **Exception:** A unit that was just promoted during that player's Combat Segment *cannot* be selected; no unit can receive *two* promotions during a single Player Turn.

Promoting a unit does not affect its other status. A promoted unit that is entrenched (4.3) or reduced (5.71) *remains* entrenched or reduced.

6.1 [Optional] Combat Experience

Drilling and parade ground maneuvers can only teach soldiers so much. There is no substitute for actual combat experience against the foe.

A player can promote a Veteran unit to a Crack unit **only** if it is the victorious survivor of a battle. The 'free' promotion during the Promotion Segment may *not* be used to raise Veteran to Crack units.



6.2 [Optional] Confederate Replacement Training

The Union and the Confederacy had a significant difference in army doctrine when it came to replacing battle losses. Unlike the Union, the Confederacy integrated replacements into experienced units so that new soldiers might learn from the old hands.

Procedure: The Confederate player rolls one die during his Promotion Segment. On a roll of 1 or less, he may promote *two* units that turn, instead of one.

Modifier: The Confederate player may subtract one from the die roll for each Confederate Veteran or Crack unit eliminated during battles this Game Turn.

(In the Advanced Game, Confederate Veteran or Crack Infantry units lost through desertion (D.3) do not count.)

7.0 Recruitment

After all Promotions are finished, the player whose turn it is may conduct his Recruitment Segment.

Procedure: To recruit, roll one die. However, if a 1 is rolled, it is treated as a 2.

☐ = ☐ for Recruitment

The value on this Recruitment die roll is the number of Recruitment Points the player may spend during that Recruitment Segment.

Spending Recruitment Points: One Recruitment Point is spent to recruit one of that player's Militia units from the Recruitment Pool.

- Both Militia Infantry and Militia Cavalry units may be recruited if available in the Recruitment Pool.

Placing a Recruited Unit: A newly recruited Militia unit can only be placed in a friendly-controlled Recruitment City (see 8.0) that has a shield of that side's color (red for Confederate; blue for Union).

- Only *one* unit can be recruited per allowable Recruitment City per friendly Recruitment Segment.

Some friendly cities, if captured, become Recruitment Cities for the other side. Cairo, for instance, is a Recruitment City for whichever side controls it.

7.1 Maximum Army Size

The numbers in the Recruitment Cities are used to determine the maximum allowable size of a player's army.

Procedure: The sum of all numbered shields of the correct color (blue for the Union, red for the

Recruitment Cities

A Recruitment City is a box that contains a number in a small red or blue shield.

The Union recruits in cities with blue shields.

The Confederates recruit in cities with red shields.

Confederacy) in all Recruitment Cities controlled by that player is his Army Maximum Size. This is the maximum number of units that he is allowed to have in play at a time.

- A player may not recruit more Militia units than necessary to bring him up to his Army Maximum Size (even if more are available)
- If, however, the number of units a player currently has on the board exceeds his current Army Maximum Size due to the loss of a city, he is not required to remove any units.

Both players' Army Maximums should be shown using two Control markers and the numbered track in the southeast corner of the board. Be sure to keep these values current!



Procedure: Place a Control marker in the box corresponding to each player's initial Army Maximum size (i.e., the sum of all controlled Recruitment City Values). In the 1861 Campaign Game Scenario, this would be 29 for the Confederacy and 34 for the Union.

Whenever a player *captures* a Recruitment City containing a shield of his color, adjust his Control marker upward on the scale; whenever a player *loses* a Recruitment City containing a shield of his color, adjust his Control marker downward accordingly.



Whoever captures neutral Louisville *first* will raise their own Army Maximum Size, but **not** lower their opponent's.

Note that if a player captures a neutral Recruitment City (i.e., one that his opponent did not control – specifically, those that begin the game in Kentucky), his enemy's Army Maximum Size will *not* be reduced (since it was never previously increased for having controlled it).

7.2 Union Army Drafts

The Union player begins the 1861 Campaign Game Scenario with only *twelve* Militia Infantry units. The other twelve are set aside and the Union player may not recruit them. They do not enter play until Drafted.



Procedure: The Union player gains these additional Militia Infantry units over the course of three Drafts.

- Drafts occur at the beginning of the 04 (April) Game Turns in 1862, 1863, and 1864.
- For each Draft, *four* of these Militia Infantry units are added to the Recruitment Pool and are available for the Union player to recruit on that turn.

Thus, after the first Draft, a total of 16 Union Militia Infantry units will either be in play or be available for recruitment. After the second Draft, the Union will have 20; and after the third, 24.

7.3 [Optional] The Draft Riots of 1863

The Northern draft riots, particularly in the city of New York, were by far the worst in American history. No matter how many times you see rioting and looting on the news in American cities today, those riots are a tea party in comparison.



The four Militia Infantry units drafted by the Union in 1863 are not all added to the Recruitment Pool during the 04 (April) 1863 Game Turn (as per Rule 7.2).

Instead, one is added in 04 (April), another in 05 (May), one more in 06 (June), and the last one in 07 (July) of the year 1863.

7.4 [Optional] Increasing Union Forces

As the Union Army grew, so did the North's industrial capacity to support it. The revolutionary manufacturing concept of interchangeable parts (for rifles) allowed the machine tool industry to arm a nation as never before. With most of America's heavy industry and transportation lines in the North, the ever-increasing supply of war materiel and its ever-improving logistical support proved to be the cornerstone of Union victory.

To reflect the increasing Union mobilization of resources, the ability of the Union to support troops increases with each draft.

Procedure: After the first Draft on 04 (April) of 1862 (see Rule 7.2), the Union may support on the game board (and Recruit up to) *four* more units than its Army Maximum Size (7.1).

After the second Draft it may have *four more*, and after the third draft, another four units.

Example: If the Union army maximum in 05 (May) 1864 is 35, up to 12 additional (47 total) Union units may be in play on the board.

Note that this is an *economic* increase and **not** a political one. Therefore, the Union Army Maximum Size does *not* increase for purposes of a Confederate victory (see 9.0).

7.5 [Optional] Historical Recruitment Limitations

Even more significant than just having a larger population, the North enjoyed a more steady stream of volunteers. One reason, of course, was that the many immigrants coming to the North would obtain automatic citizenship when discharged from the Union Army, so huge numbers took the opportunity to enlist. The South, on the other hand, while managing to mobilize over 90 percent of its draftable white males, always suffered from chronic shortages of manpower.

The Union player always receives a minimum of 3 Recruitment Points per turn, even if he rolls a 1 or 2.

☐ or ☐ = ☐ for Union Recruitment

The Confederate player never receives more than 4 Recruitment Points per turn, even if he rolls of 5 or 6.

☐ = ☐ and

☐ or ☐ = ☐ for Confederate Recruitment

Important: *Both* players may now place up to *two* newly recruited Militia units in Recruitment Cities with a value of 3 or more (i.e., Pittsburgh, New York, Philadelphia, or Richmond).

8.0 Capturing and Controlling Boxes

Throughout the game, all blue boxes not controlled by the Confederates are controlled by (i.e., ‘friendly to’) the Union. All gray boxes not controlled by the Union are controlled by the Confederacy. All tan boxes (i.e., those in Kentucky) that are not controlled by either side are neutral and not friendly to either side.

Procedure and Timing: A player ‘captures’ (‘owns’ and/or ‘controls’) a box by having at least one unit there at the **end of his friendly Combat Segment**.

Just ‘passing through’ or residing in a box at the end of a particular March during your *Movement Segment* does *not* change control of that box to ‘friendly.’ Control of boxes *only* changes at the end of a player’s *Combat Segment*.

- Once captured, a box remains under that player’s control until the other player recaptures it (*but note the Cavalry unit exception below*).

Noting Control: Physically occupying a box with a unit at the end of a friendly Combat Segment denotes its current ownership. If there is a Control marker is in that box, *remove it*.

If a player captures a **tan** box or a box of the **enemy** color, and later *completely vacates* that box, immediately place a Control (Flag) marker there to indicate its continued ownership by the vacating player.



- Any box without a unit or Control marker in it is deemed to belong to its original owner (Union or Confederate) based on the color of that box. Tan boxes without Control markers are uncontrolled.

Exception: Cavalry units alone (without infantry units) control a box *only while they occupy it*. The instant they completely vacate it, control reverts back to the box’s original *color* (i.e., . A player must bring in (or recruit) a friendly Infantry at that box in order to place a Control marker there and maintain ownership.

Key Concept: Cavalry ‘raids’ deep into enemy territory thus maintain only tenuous control. However, Cavalry raids into enemy-controlled friendly territory will convert those spaces back to their natural (friendly) color.

Example: In this illustration, the Confederates control St. Louis and Cairo as shown by the presence of their units in those Recruitment City boxes. They also control Ironton, as the Control marker indicates.



Note that if the Infantry unit moved out of Cairo and the city was thus completely vacated,

a Confederate Control marker would be placed there to indicate its continued Confederate control. But if the Cavalry unit was moved out of St. Louis and the city was left empty, *no* Confederate Control marker would be placed there. That box would, instead, immediately revert back to its original *color* and thus default back to Union ownership.

9.0 Game Length

Game Length: The game can last up to 40 Game Turns, from 07 (July) 1861 to 06 (June) 1865.

The game will be generally shorter, however, because one player usually wins before that time.

Game Turns are marked on the Turn Record Track placing the wooden Turn maker along the perimeter of the board. Advance this marker by one box at the end of each Confederate Player Turn to indicate the beginning of a new Game Turn.

9.1 [Optional] Extended Game

By mutual consent, the game length may be extended beyond 06 (June) 1865 to 11/12 (November / December) 1865, Game Turn 45.

10.0 Victory Conditions

Union Victory Condition: The Union player wins when (and if) he simultaneously controls all *seven* Confederate Recruitment Cities with a Recruitment Value of 2 or 3. Specifically, these cities are:

New Orleans	Charleston
Mobile	Wilmington
Atlanta	Richmond
Memphis	

When the Union player captures the last of these Recruitment City boxes, play stops immediately, and the Union player wins.

Confederate Victory Conditions: For the Confederate player to win, he must achieve any one of the following three things:

1. Capture Washington. If the Confederate player gains control of Washington D.C., play stops immediately and the Confederate player wins.
2. Capture (and avoid losing) sufficient Recruitment Cities to make the Confederate Army Maximum Size greater than that of the Union's. If he does this, play stops immediately, and the Confederate player wins.

Example: If the Confederate Army Maximum Size is 31 and the Union's is 30, the Confederate player wins.

3. Avoid a Union victory. If the Union has not fulfilled his victory condition by the end of Game Turn 40, the Confederate player wins by default. *The South has 'survived' and receives recognition as an independent nation by the North.*

10.1 [Optional] Helping a Novice Union Player

When experienced and inexperienced opponents play, the inexperienced player should be given the Union because that side is generally more able to recover from mistakes.

However, an inexperienced Union player may find it very difficult to avoid losing in the early stages of the game. The following rule is suggested as an aid to balancing the game under these circumstances:

The Confederate player must satisfy his victory conditions (above), not at any time, but at the end of the Union Player Turn. *That is, even if the Confederates achieve one of their first two victory conditions, the Union player has his next Player Turn to try and undo that verdict.*

11.0 Scenarios

In addition to the campaign game of *A House Divided* with its coverage of the entire American Civil War, it is possible to play out the individual years of the struggle and in doing so, to better see the evolution of its military campaigns.

11.1 The 1861 Short Game Scenario

If there is no time for a complete game, players may try this shorter version. All regular (and agreed-upon optional) rules are in effect, including the victory conditions.

Duration: This scenario lasts for 10 Game Turns: from 07 (July) 1861 to 06 (June) 1862.

Setup: Use the standard 1861 Campaign Game Scenario (Rule 2.0) setup.

End of Scenario Victory Condition: At the end of the 10th Game Turn (06 1862), the Union player wins if his Army Maximum Size is at least *five* greater than the Confederate Army Maximum Size; failing this, the Confederate player wins.

11.2 The 1862 – 64 Scenario Special Rules

The following three scenarios for *A House Divided* provide players with additional starting and ending dates for playing the game.

Starting Date: Each scenario begins on the 04 (April) Game Turn of its year, with the Union player going first and drafting his Militia Infantry units for that year (see Rule 7.2) and adding them to his Recruitment Pool.

First Turn Marches: Both players *automatically* receive only *two* Marches on the first Game Turn of these scenarios.

Rules: These scenarios, like the 1861 Campaign Game, can be played at any complexity level and with any agreed-upon Optional Rules.

Campaign Game Victory Conditions: Like the 1861 Campaign Game scenario, these scenarios can be played to the bitter end (06 of 1865) with the usual victory conditions (10.0). Alternately, players may wish to employ the following rule to end the game at an earlier turn.

11.3 The 03 (March) Ending Date Victory Conditions

Players can agree to end the game at the conclusion of any 03 (March) Game Turn from 1862 to 1864.

Procedure: Compare the difference between the two Army Maximum Sizes (Union minus Confederate) on the following chart to determine the winner of the game at that point.

If you are playing to a specific March ending date, you can see how well you did compared to history as indicated by the level of victory achieved.

Sudden Death Victory: Note that if you are playing *any* scenario to the Campaign Game ending (i.e., 06 of 1865 with the standard victory conditions), players may optionally check at the end of each March Game Turn to see if either side has Automatic (i.e., Decisive) Victory, at which point the game ends and that player is declared the winner.

<u>Victory Level</u>	<u>Army Maximum Size Difference in 03 March of</u>		
	<u>1862</u>	<u>1863</u>	<u>1864</u>
Union Decisive	11+	15+	19+
Union Marginal	10	14	18
Union Pyrrhic	9	13	17
Draw (Historical)	8	12	16
Confederate Pyrrhic	7	11	15
Confederate Marginal	6	10	14
Confederate Decisive	5 or less	9 or less	13 or less

11.4 The 1862 – 64 Scenario Setup Abbreviations

Setup abbreviations for these three scenarios are as follows:

Mi: Militia infantry

Mc: Militia cavalry

Vi: Veteran infantry

Vc: Veteran cavalry

Ci: Crack infantry

Cc: Crack cavalry

An asterisk (*) after the location name indicates that all the units there begin the game Entrenched (i.e., under an Entrenchment marker as per Rule 4.3).

11.5 The 1862 Scenario Setup

Confederate

<u>Quantity</u>	<u>Type</u>	<u>Location</u>
1	Mi	Fayetteville
1	Mi	Newport
1	Vi	Island No. 10 *
1	Mi	Mobile
2	Vi	Corinth
1	Vi	Decatur
1	Mi	Chattanooga
1	Mi	Savannah
1	Mi	Charleston (South Carolina)
1	Vi	Harper’s Ferry
2	Vi	Manassas Junction *
1	Mi	Manassas Junction *
1	Vc	Manassas Junction *
1	Mi	Richmond
1	Mc	Fredericksburg
1	Vi	Yorktown *

* = Entrenched

Confederate Army Maximum Size = 27

Union

<u>Quantity</u>	<u>Type</u>	<u>Location</u>
1	Vi	Springfield, Missouri
1	Mi	Ironton
Grant (1)**		Pittsburgh Landing
2	Vi	Pittsburgh Landing
1	Mi	Pittsburgh Landing
1	Mi	Pensacola
1	Vi	Nashville
2	Mi	Nashville
1	Vi	Franklin
1	Mi	Port Royal *
1	Vi	Gettysburg
1	Mi	Gettysburg
2	Vi	Washington
3	Mi	Washington
1	Mc	Washington
1	Mi	Baltimore
1	Mi	Fort Monroe

* Entrenched

** Only if you are playing with the Advanced Game Leader units.

Control Markers: All of Kentucky, Forts Henry and Donelson, Sedalia, and Jefferson City.

Union Army Maximum Size = 35

11.6 The 1863 Scenario Setup

Confederate

<u>Quantity</u>	<u>Type</u>	<u>Location</u>
1	Mi	Vicksburg
1	Vi	Vicksburg
2	Vi	Meridian
1	Mi	Little Rock *
1	Mi	Alexandria *
2	Vi	Murfreesboro *
1	Ci	Murfreesboro *
1	Vi	Knoxville
1	Mi	Savannah *
1	Mi	Goldsboro *
1	Vi	Richmond
1	Mi	Petersburg *
1	Mi	Marion
1	Vc	Okolona
1	Mc	Chattanooga *
Lee (3)**		Fredericksburg *
1	Ci	Fredericksburg *
3	Vi	Fredericksburg *
1	Mi	Fredericksburg *
1	Vc	Manassas Junction *

* Entrenched.

** Only if you are playing with the Advanced Game Leader units.

Confederate Army Maximum Size = 23

A Note about Markers

This scenario requires using 15 Entrenchment markers. The game only comes with 12. Therefore, you will have to make up some additional Entrenchment markers to establish the proper game setup.

If additional markers are needed when playing **A House Divided** for any reason (such as Entrenchment markers in the 1863 Scenario), use coins or blank pieces – whatever you have available.

Important: If all Union or Confederate units of specific type are in play, *no* additional units of that type can be created or brought into play through recruitment or promotion.

This means that the counter mix is *not* a limit for markers but it *is* a limit for the other playing pieces (i.e., military units) in the game.

Union

<u>Quantity</u>	<u>Type</u>	<u>Location</u>
1	Mi	Fayetteville
1	Mi	Thayer
Grant (1)**		Arkansas Post
Sherman (1)**		Arkansas Post
3	Vi	Arkansas Post
1	Mi	St. Louis
1	Vi	Memphis *
1	Mi	Grand Junction
1	Mi	Humbolt
3	Vi	Nashville
2	Mi	Nashville
1	Vc	Nashville
1	Mi	Bowling Green
2	Vi	Glasgow
1	Mi	Corinth *
6	Vi	Washington
2	Mi	Washington
1	Vc	Washington
1	Mc	Washington
1	Mi	Harper's Ferry
1	Mi	Baltimore
1	Vi	Norfolk *
1	Mi	Fort Monroe
1	Mi	New Bern *
1	Vi	Port Royal *
1	Mi	New Orleans *
1	Vi	New Orleans *

* Entrenched.

** Only if you are playing with the Advanced Game Leader units.

Control Markers: All of Kentucky, Forts Henry and Donelson, Sedalia, Jefferson City, Springfield (Missouri), Newport, Island No. 10, and Pittsburgh Landing.

Union Army Maximum Size = 35. (The Union starts with two units over their Army Maximum Size; Optional Rule 7.4, Increasing Union Forces, is recommended.)

11.7 The 1864 Scenario Setup

Confederate

<u>Quantity</u>	<u>Type</u>	<u>Location</u>
1	Mi	Alexandria
1	Vi	Meridian
1	Vc	Okolona
1	Mi	Mobile
1	Mi	Selma
2	Vi	Chattanooga
1	Vc	Chattanooga
1	Ci	Atlanta *
1	Mc	Tallahassee
1	Mi	Savannah
1	Ci	Staunton
1	Mi	Charleston (South Carolina) *
1	Vi	Richmond
1	Mi	Petersburg *
1	Mi	Goldsboro
1	Vc	Manassas Junction
1	Mi	Wilmington
4	Vi	Fredericksburg *
1	Vc	Fredericksburg *
Lee (2)**		Fredericksburg

* Entrenched.

** Only if you are playing with the Advanced Game Leader units.

Control Marker: Pensacola.

Confederate Army Maximum=20. (The Confederates start with three units over this maximum amount due to recent Recruitment City losses.)

Game Piece Inventory

<u>Type</u>	<u>Quantity</u>		<u>Marker</u>
	<u>Union</u>	<u>Confederate</u>	
Militia Inf.	24	8	—
Veteran Inf.	20	20	—
Crack Inf.	9	9	—
Militia Cav.	1	1	—
Veteran Cav.	8	8	—
Crack Cav.	4	4	—
Control (Flag)	—	—	23
Entrenchment	—	—	12
Battle	—	—	2
Blank	—	—	2
Advanced Game Pieces			
Leaders	2	1	—
Foreign Interv.	—	4	—
Border Militia	—	3	—
Totals	68	58	39

Union

<u>Quantity</u>	<u>Type</u>	<u>Location</u>
1	Mi	St. Joseph
1	Mi	Fort Smith
1	Mi	Springfield (Missouri)
1	Vi	Little Rock
1	Vi	Baton Rouge *
1	Mi	Baton Rouge *
2	Vi	Vicksburg
1	Mi	Arkansas Post
1	Mi	New Orleans
1	Vi	Memphis *
1	Mi	Saint Louis
1	Mi	Cairo
1	Mi	Forts Henry and Donelson *
1	Mi	Decatur
1	Vi	Nashville *
1	Mi	Murfreesboro
3	Vi	Sparta
1	Ci	Sparta
1	Vc	Sparta
Sherman (2)**		Sparta
1	Vi	Knoxville *
1	Mi	Jacksonville (Florida)
1	Mi	Brunswick
1	Mi	Port Royal
1	Mi	Grafton
1	Mi	Harper's Ferry
5	Vi	Washington
2	Ci	Washington
1	Vc	Washington
1	Mc	Washington
Grant (2)**		Washington
1	Vi	Baltimore
1	Vi	New Bern *
1	Vi	Norfolk *
3	Mi	Fort Monroe

* Entrenched.

** Only if you are playing with the Advanced Game Leader units.

Control Markers: All of Kentucky, Sedalia, Jefferson City, Fayetteville, Natchez, Newport, Island No. 10, Humbolt, Grand Junction, Pittsburgh Landing, Corinth, Cumberland Gap, and Gainesville.

Union Army Maximum Size = 36. (The Union starts with nine units over their Army Maximum Size; Optional Rule 7.4, Increasing Union Forces, is recommended.)