

DIXIE

The Second War between the States

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[1.0] INTRODUCTION

Dixie is a brigade/division/corps level simulation of an alternate-history conflict. **Dixie** posits that the Confederate States of America had successfully waged the first American Civil War (1860-1863) and survived as an independent political/economic entity. The game further posits that these two independent countries wage a modern war during the late 1930's. The game is played in scenarios, each scenario sets forth a rationale for the alternate history leading up to the conflict.

Simply because the situation is posited, the gamer should not construe this to mean that a Confederate victory and subsequent evolution into true nationhood is considered to have been a **likely** possible outcome of the actual Civil War. In truth, such an outcome was very **unlikely**. Nevertheless, this should not inhibit us from simulating a Second War Between the States (or Americas) stemming from a Southern victory in the first war. Such a simulation is useful as an historical exercise and as a means of examining a modern full-scale, conventional war taking place in the territory of the United States. The problems posed by such a broad-front war are very different from most of those encountered in the more typical European campaigns. The distances more closely resemble the east front of World War Two, without the same scale of forces.

[2.0] GENERAL COURSE OF PLAY

Dixie is basically a two-Player game: One Player assumes the role of the United States of America (the North), and the other Player assumes the role of the Confederate States of America (the South). Each Player receives **Administrative Points**, moves his units and executes attacks on Enemy units, in turn, attempting to fulfill the Victory Conditions. To move from one hex to another a unit expends a portion of its **Movement Allowance** and Adminis-

trative Points. Combat is resolved by comparing the total **Combat Strength Points** of adjacent, opposing units and expressing the comparison as a **Differential** (attacker's strength minus defender's strength). Administrative Points are allocated, a die is rolled (or chit drawn), and the outcome indicated on the **Combat Results Table** is applied to the units involved.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The 22" by 17" mapsheet portrays most of the United and Confederate States of America where the crucial action in a conflict would take place. The West American Republic is not shown. A hexagonal grid is superimposed on the terrain features on the map in order to regulate the movement and positioning of the playing pieces. To make the map lie flat, fold it against the direction of the creases. Small pieces of masking tape may be used at the corners of the map to keep it taut. Explanations of the terrain features (see Terrain Key on map) will be found on the Terrain Effects Chart (TEC).

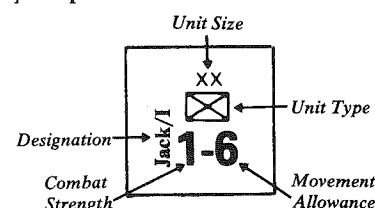
[3.2] GAME CHARTS AND TABLES

Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Combat Results Table (CRT), the Terrain Effects Chart (TEC), the Administrative Point Schedule, the Initiative Determination Track (IDT), and the Turn Record Track (TRT). These are explained where presented, or in the appropriate rules sections.

[3.3] THE PLAYING PIECES

[3.31] The playing pieces represent the hypothetical military units involved in the conflict. The numbers on the playing pieces represent their strength and movement ability, and type of unit represented by the particular playing piece. The playing pieces shall henceforth be referred to as **units**.

[3.32] Sample Unit

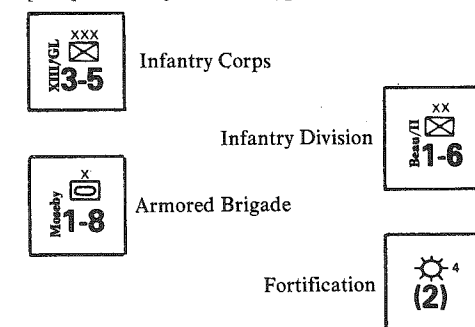


[3.33] Definition of Terms Used With the Units

Combat Strength: The relative strength of a unit when participating in combat with other units; expressed in Combat Strength Points.

Movement Allowance: The basic movement ability of a unit expressed in Movement Points. Usually, a unit expends one Movement Point of its total Movement Allowance for each hex entered.

[3.34] Summary of Unit Types



[3.35] Summary of Markers



Administrative Point Marker



Initiative Marker

Turn Record Marker



[3.4] PARTS INVENTORY

The complete game should include the following parts:

One Game Map (22" x 17")

One Rules Folder

One Sheet of Die-Cut Counters (100 pieces)

One Folio (Folio Edition Only)

One Sheet of Randomizer Chits (Folio Edition Only)

If any parts are missing or damaged, write:

Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York, New York 10010

Questions regarding the rules of the game will be answered if accompanied by a stamped, self-addressed envelope. Send rules questions to the above address and mark the envelope "Rules Questions: Dixie." Note that only questions phrased in a "yes/no" or multiple-choice format can be answered. Questions on design theory and/or essay-type questions cannot be answered due to staff time limitations.

[3.5] GAME SCALE

Each hexagon on the mapsheet represents 70 kilometers of real terrain from side to side. Each Game-Turn is equivalent to fifteen days of real time. The units represent the military forces that might have been available to the countries involved.

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN

The game is played in turns called **Game-Turns**. Each Game-Turn is composed of two **Player-Turns**. The Player whose Player-Turn is in progress is called the **Phasing Player**. Each Game-Turn proceeds strictly as follows:

[4.2] SEQUENCE OUTLINE

A. INITIATIVE DETERMINATION INTERPHASE

The Player who has suffered the lowest overall net loss in the previous Game-Turn (as shown on the Initiative Determination Track) is the Player having the Initiative. He may determine who will be the "First Player" in the current Game-Turn.

B. THE FIRST PLAYER-TURN

1. Administrative Point Level Determination Phase. The Phasing Player sets up his AP Marker to the level on the AP Track as indicated by the Scenario being played.

2. Replacement and Reinforcement Phase. The Phasing Player receives Replacement and Reinforcement units as outlined in the Replacement and Reinforcement Rules.

3. Unit Breakdown Phase. The Phasing Player may now convert Friendly **undisrupted** corps-sized units into two division-sized units.

4. Movement Phase. The Phasing Player may now move any or all of his undisrupted units in any direction (subject to the Movement Rules) up to the limit of the units' Movement Allowances.

5. Rail Movement Phase. The Phasing Player may now move by rail any Friendly, undisrupted division- or brigade-sized units that were **not** moved in the normal Movement Phase.

6. Unit Formation Phase. The Phasing Player **must** combine into corps any division-sized infantry units in the same hex.

7. Disruption Recovery Phase. Units which suffered disruption in the previous Combat Phase may now be returned to normal by the expenditure of an appropriate number of Administrative Points.

8. Combat Phase. The Phasing Player may now attack any adjacent Enemy units; these attacks are resolved one-by-one according to the rules governing combat. During the Combat Phase, the net difference in Loss Points is recorded on the Initiative Determination Track.

C. THE SECOND PLAYER-TURN

The Second Player now becomes the Phasing Player and repeats Steps 1 through 8 above.

D. GAME-TURN INDICATION

After both Players have completed their respective Player-Turns, the Game-Turn is complete. The Game-Turn Marker is advanced one space on the Game-Turn Record Track, signalling the start of a new Game-Turn. This sequence is repeated until the number of Game-Turns indicated by the Scenario have been completed.

[4.3] MANDATORY NATURE OF SEQUENCE

All actions must be performed strictly in accordance to the Sequence of Play. Any action performed out of sequence is a violation of the rules.

[5.0] ADMINISTRATIVE POINTS

GENERAL RULE:

Administrative Points (AP's) are an abstract representation of the limitations on command effectiveness and logistics that are crucial factors in any 20th Century war. Each Player receives a certain amount of Administrative Points (AP's) in each of his Player-Turns and expends these Points to perform functions with units in the game. Basically, AP's are necessary to carry out any given action in the game. AP's are expended in every Phase and are vital to virtually every task. Note that although the unit counters available to the opposing sides are identical (apparently), their actual effectiveness will be strongly affected by the number of AP's available to the using Player.

CASES:

[5.1] HOW AP'S ARE EXPENDED

[5.11] In the Scenario instructions, each Player is listed as receiving a certain amount of AP's. This is that Player's AP Level. At the beginning of the Player-Turn, the Phasing Player sets his AP Marker at the level called for in the Scenario being played.

[5.12] During each Phase of the Player-Turn, the Phasing Player expends AP's to move, have combat, organize reinforcements, etc. These AP's are expended at the instant they are used to perform a certain task. The expenditure of AP's is recorded by moving the AP Marker the appropriate number of spaces down the AP Track. Unused AP's may not be accumulated from Game-Turn to Game-Turn.

[5.13] The amount of AP's necessarily expended to perform any given activity is summarized on the AP Cost Chart & Phase Summary, and in the specific rules section dealing with that activity.

[5.2] EXAMPLE OF AP EXPENDITURE

At the beginning of the CSA (Southern) Player-Turn, the AP Track is set for 40 AP's. During the Reinforcement/Replacement Phase, the Southern Player wishes to organize (receive) one infantry division as a replacement. He immediately reduces his AP Level to 38 AP's (40 AP's minus the 2 AP cost for the replacement unit equals 38 AP's). Note that the Southern Player is not **forced** to organize the replacement division, but once he elects to do so he **must** expend the 2 AP cost for that action.

[5.3] HOW AP LEVELS CAN BE AFFECTED DURING THE COURSE OF THE GAME

In each Scenario is indicated the per-Game-Turn AP Level for each Player. This Level will remain constant unless modified by special rules pertaining to that Scenario or unless reduced by the loss of cities to the Enemy Player (see Case 5.4).

[5.4] CITY CAPTURE EFFECT ON AP LEVEL

If at the beginning of his Player-Turn, at least three of the Phasing Player's cities (or his capital) are in Enemy hands (i.e., actually occupied by an Enemy unit, whether disrupted or not), then the Phasing Player's AP Level is **reduced** by three. For each captured city in excess of three (or in addition to the capital), the AP Level is reduced by one. Capture of the Player's capital city is equivalent to the capture of three non-capital cities. Unless otherwise indicated in the Scenario, Washington and Richmond are the USA and CSA capitals.

[5.41] The Owning Player may relieve the effect of city capture by recapturing his cities. Cities revert to their homeland Player whenever left unoccupied by Enemy forces (for whatever reason).

[5.42] The capture of Enemy cities does **not** relieve any of the effects of the Phasing Player's city loss; it simply affects the Enemy Player's AP Level in the manner described.

(see page R8)

[6.0] REPLACEMENTS AND REINFORCEMENTS

GENERAL RULE:

During the course of a game, both Players may expend AP's to organize and receive reinforcements and replacements. These units are received by each Player during the Replacement Phase of the Phasing Player's Player-Turn. Replacements are units that were previously destroyed in combat or occupy the Replacement Box at the beginning of the game. Reinforcements are units that are freshly organized and committed to the field from the Reinforcement Box.

PROCEDURE:

In the instructions for each Scenario are listed the number and types of units available, at the start, as reinforcements and as replacements for each force. These units are placed in the appropriate box for the appropriate force before play begins. Additionally, when a unit is destroyed in combat it is placed in the Replacement Box on the map for that force. All units (or the units which form a corps) are placed in the Replacement Box of the appropriate nationality when destroyed. No additional units are ever placed in the **Reinforcement** Box during the course of play.

AP EXPENDITURE:

AP's are expended to receive **Reinforcements** as follows:

4 AP's are expended to receive a division-sized infantry unit. A division-sized infantry unit is the **only** type of unit that may be received as a Reinforcement.

AP's are expended to receive **Replacements** as follows:

2 AP's are expended to receive a division-sized infantry unit from the Replacement Box.

4 AP's are expended to receive a brigade-sized armored unit from the Replacement Box.

These are the **only** units which may be received as Replacements and are the only units which are ever placed in the Replacement Box when destroyed.

CASES:

[6.1] HOW TO RECEIVE REINFORCEMENTS AND REPLACEMENTS

[6.11] During the Reinforcement/Replacement Phase of any Player-Turn (unless otherwise specified by the Scenario) the Phasing Player may expend the appropriate amount of AP's to receive Reinforcements and/or Replacements.

[6.12] Players may only receive Reinforcements and Replacements if there are units in the appropriate box and sufficient AP's are expended.

[6.13] Replacements and Reinforcements appear at any city hex in the Phasing Player's home country which is not occupied by an Enemy unit or in an Enemy Zone of Control.

[6.14] If all of the Phasing Player's home country cities are occupied or controlled by Enemy units, the Phasing Player may receive Reinforcements and Replacements in any hex in his home country that is not Enemy-occupied or -controlled.

[6.15] Only one Reinforcement or Replacement unit may appear in a hex per Phase. Any total may appear in the Phase so long as each appears on a different hex.

[6.16] Placing an incoming unit in a hex expends no Movement Points from the unit's Movement Allowance and no additional AP's over the Reinforcement/Replacement cost of the unit.

[6.17] Any unit(s) of the Player's choice in the Replacement Box may be returned to play as a Replacement.

[6.18] Units received as Reinforcements or Replacements may move in the same Game-Turn in which they appear on the map, only if appropriate AP's are expended to move that unit.

[6.2] TOTAL ESTABLISHMENT LIMIT ON UNITS IN PLAY

The number of divisions and brigades with which a Player starts the game (both on the map proper and in the Reinforcement and Replacement Boxes) represents the **maximum** force that the Player can field at any time in the game. Extra counters may **not** be brought into the game by the Reinforcement/Replacement procedure.

[7.0] INFANTRY UNIT BREAKDOWN AND FORMATION

GENERAL RULE:

During the Breakdown and Formation Phases, the Phasing Player expends AP's to change the status of infantry units. During the Breakdown Phase (which is voluntary), Friendly undisrupted corps-sized infantry units may each be broken down into two division-sized infantry units. During the Formation Phase (which is mandatory), Friendly division-sized infantry units which occupy the same hex **must** be formed into corps-sized infantry units. Designations may be ignored.

PROCEDURE:

Before the start of play, each Player counts the total number of infantry divisions available to him (both on the map proper and in the Reinforcement and Replacement Boxes). He divides this number by two and places that resulting number of infantry corps in the Corps Organization Box. All extra corps units in the counter mix are put aside (they may **not** be used in the game). Once all units have been placed on the map and in the Boxes, no additional units may be introduced into the game.

During his Breakdown Phase, the Phasing Player may expend AP's and separate any of his undisrupted corps into two infantry divisions each. The Player removes each such corps from the map and substitutes two infantry divisions for it. Corps removed must be placed in the Corps Organization Box just as the infantry divisions taking the place of that corps must be divisions that were previously combined into corps and come **from** the Corps Organization Box (and **nowhere** else).

During his Formation Phase, the Phasing Player **must** form into corps any two of his infantry divisions which are stacked together in the same hex. He removes the infantry divisions, placing them in the Corps Organization Box, and substitutes a single corps for them. The corps must be taken from the Corps Organization Box (and from **no other** box or pile of units).

AP EXPENDITURE FOR BREAKDOWN AND FORMATION:

For each corps broken into divisions or for each two-division stack formed into a corps, the Owning Player must expend three AP's. These AP's are expended immediately as the action takes place.

CASES:

[7.1] BREAKING DOWN CORPS INTO DIVISIONS

This action may only occur during the Owning Player's Breakdown Phase. The Player must have the AP's available to expend. The corps to be broken down into divisions may **not** be in a disrupted state. It **may** be in any type of terrain or in Enemy Zones of Control. The divisions substituted for the corps must come from the Corps Organization Box. The corps must be placed in this box.

[7.2] FORMING DIVISIONS INTO CORPS

This action may only take place during the Owning Player's Formation Phase. The Player must have the AP's available to expend. At least one of the infantry divisions must be in an undisrupted state. The corps substituted for the divisions must come from the Corps Organization Box and the infantry divisions must be placed in that Box. Units may form into corps in any terrain or in Enemy Zones of Control.

[7.21] If one of the divisions forming into the corps is in a disrupted state, then the **corps** is in a disrupted state when formed.

[7.22] If **both** of the infantry divisions in a hex are in a disrupted state, the corps may **not** be formed. Instead, one of the divisions is retreated one hex. If no retreat route is open in such a case, one of the divisions is eliminated instead. Note that this condition will only arise as a result of units having been retreated and disrupted in the previous Combat Phase.

[7.23] If the Player has stacked units without having sufficient AP's to form them into a corps, one of the divisions is **eliminated**.

[7.3] ARMORED BRIGADES AND FORMATIONS

Armored brigades can **never** be formed into corps or be used to form part of corps. Armored brigades

never result from the breaking down of a corps. Note that an armored brigade may be present in a hex in which breakdown or formation of infantry units takes place.

[8.0] MOVEMENT

GENERAL RULE:

During the Movement Phase, the Phasing Player may expend AP's to move units. The Phasing Player may move as many or as few of his units as he wishes, as long as AP's are expended to move each unit. During each appropriate Movement Phase, each unit for which AP's have been expended may be moved as many or as few hexes as the Phasing Player desires, as long as its Movement Allowance is not exceeded in a single Movement Phase. Unused Movement Points may not be accumulated from Phase to Phase or transferred from unit to unit. Units may be moved in any direction or combination of directions.

PROCEDURE:

Once the AP's needed to move a given unit have been expended, that unit may be moved. Expend AP's for (and move) each unit individually, tracing the path of movement through the hexagonal grid. Once a unit has been moved and the Player's hand withdrawn, the unit may not be moved again, nor the AP's reallocated, nor the path be retraced and/or changed during that Movement Phase.

AP EXPENDITURE FOR MOVEMENT:

One AP per division- or brigade-sized unit.

Three AP's per corps-sized unit.

CASES:

[8.1] HOW TO MOVE UNITS

[8.11] During a Movement Phase only the units controlled by the Player whose Player-Turn is currently in progress may be moved; all, some or none of these units may be moved. No other units may be moved, and no combat may occur during that Phase.

[8.12] Only those units for which AP's are expended may be moved. The AP expenditure is summarized on the AP Cost Chart.

[8.13] Movement is calculated in terms of **Movement Points**. Basically, each unit expends one Movement Point of its total Movement Allowance for each hex it enters. Some terrain costs more than one Movement Point to enter. The costs to enter various types of terrain, and to cross river hexsides, are summarized on the Terrain Effects Chart.

[8.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[8.21] A Friendly unit may **never** enter (or pass through) any hex containing Enemy Strength Points during the Movement Phase.

[8.22] Any number of **Friendly** unit may pass through a hex during a Movement Phase. Any number of Friendly units may pass through a Friendly-occupied hex.

[8.23] All infantry units must **stop** upon entering an Enemy controlled hex and move no further that Phase. An infantry unit may **never** move directly from one Enemy Zone of Control to another (see Case 11.4).

[8.24] All armored units must **stop** upon entering the **second** of two Enemy controlled hexes. An armored unit may ignore the first Enemy controlled hex it enters in a Movement Phase, and treat it as though it were a normal hex for all purposes. Upon entering the second Enemy controlled hex, the armored unit must stop and move no further in that Phase. (See Case 11.42.)

[8.25] Units may **never** move during a Movement Phase without the proper expenditure of AP's. A unit may not expend more Movement Points than its Movement Allowance in any Game-Turn. A unit may use all, some or none of its Movement Points in a Game-Turn. If a unit does not expend all of its Movement Allowance in a Movement Phase, it may not save Movement Points for another Game-Turn, or loan them to another unit.

[8.26] Units may move only during their **own** Movement Phase, not during any other Phase, although movement may occur during the Combat Phase as a result of combat. Such combat-connected movement is considered an advance or retreat and does not expend any Movement Points. (see page R8)

[9.0] RAIL MOVEMENT

GENERAL RULE:

During the Rail Movement Phase of the Player-Turn, the Phasing Player may expend AP's to move units by rail in his home country. Only undisrupted division- or brigade-sized units not moved during the Movement Phase may be moved by rail.

PROCEDURE:

Expend the amount of AP's needed to move a unit by rail and move each unit individually, tracing the path of its movement through the hexagonal grid. Each unit moving by rail may move an unlimited number of hexes in the Phasing Player's home country.

Note that actual rail lines are not included on the map. Any path of homeland hexes which would be legally traversable by normal movement are considered to be connected by railroads.

AP EXPENDITURE FOR RAIL MOVEMENT:

The base rate for movement of a division- or brigade-sized unit by rail is **two AP's**.

CASES:

[9.1] RESTRICTIONS ON RAIL MOVEMENT

[9.11] Units must start and end Rail Movement inside their home country. Units may **never** use rail movement to enter or leave the Enemy home country.

[9.12] Rail Movement across the Great Rivers must always be made through a Bridge hexside. If there are no unblocked routes across Great Rivers, then unit may not be moved across these rivers.

[9.13] Units moving by rail may **never** begin, spend any portion of, or end their movement in a hex adjacent to any Enemy infantry or armored unit. Units beginning the Rail Movement Phase in a hex adjacent to such an Enemy unit may not move by rail.

[9.14] Note that the disruption condition or strength of the Enemy armored or infantry unit(s) does **not** affect its inhibiting influence on Friendly Rail Movement. Even though the Enemy unit may not be exerting a Zone of Control in a given adjacent hex, no Friendly Rail Movement may occur in that hex. Enemy cities or fortifications do not, by themselves, inhibit Friendly Rail Movement in adjacent hexes.

[10.0] STACKING

[Placing more than one unit in a hex]

GENERAL RULE:

At the **end** of his Unit Formation Phase, a Player may never have **more** than the following number and combinations of units in the same hex:

One infantry corps plus one armored brigade, or...
One infantry division plus one armored brigade, or...

Two armored brigades.

If a Player inadvertently "overstacks," the Enemy Player adjusts the situation to conform to the limit as he sees fit. Fortifications and cities have no effect upon the stacking limitations of infantry and armored units.

CASES:

[10.1] EFFECTS OF STACKING

Legally stacked units are in no way inhibited from performing any action that they could perform while unstacked with the following exceptions: units may not be moved as a stack; an armored unit may not be stacked with **any** other unit (including other armored units) in rough or swamp terrain; and units may not move by rail as a stack.

[10.2] STACKING TO FORM INTO CORPS

Infantry divisions must be stacked in order to form into corps (see Case 7.2). Infantry divisions stacked together at the beginning of the Formation Phase **must** be formed into corps.

[10.3] STACKING TO CREATE A ZONE OF CONTROL

An undisrupted unit stacked with another armored unit or an infantry division or corps will have a Zone of Control. See Section 11.0.

[10.4] FRIENDLY CITIES AND FORTIFICATIONS AND STACKING

Friendly cities and fortifications have **no effect** upon the stacking of infantry and armored units. Fortifications may not be placed in a hex with another fortification or which contains a city (nor may fortifications be placed in rough or swamp hexes).

[10.5] EXAMPLES OF ILLEGAL STACKING

The following are some of the more common varieties of **illegal** stacks:

Two armored units and any infantry unit,

Two infantry corps,

Two infantry divisions not formed into corps

An infantry corps and an infantry division.

All of the above stacks are **violations**. Note that the list is not exhaustive.

[11.0] ZONES OF CONTROL

GENERAL RULE:

Certain units and stacks of units exert a Zone of Control. A Zone of Control extends into the six hexes directly adjacent to such a unit or stack. Hexes upon which a unit or stack is exerting a Zone of Control are sometimes referred to as **controlled** hexes. These hexes inhibit the movement of Enemy units.

CASES:

[11.1] WHICH UNITS EXERT A ZONE OF CONTROL

A unit or stack which totals **two** or more undisrupted Combat Strength Points (excluding cities and fortifications) exerts a Zone of Control. For example, an undisrupted infantry corps exerts a Zone of Control; an armored unit stacked with an infantry division exerts a Zone of Control; and two armored units stacked together also exert a Zone of Control.

[11.2] WHICH UNITS DO NOT EXERT A ZONE OF CONTROL

Disrupted units never exert a Zone of Control nor does their Combat Strength contribute to a stack

for purposes of Zone of Control determination. Cities and fortifications **never** contribute to Zone of Control effects (although they do negate the Zones of Control of Friendly units stacked in them). A one Strength Point armored brigade or infantry division by itself has no Zone of Control.

[11.3] EFFECTS OF TERRAIN UPON ZONES OF CONTROL

Zones of Control do **not** extend through river hexsides (of any type, including those that are bridged). Zones of Control never extend through blocked hexsides nor through sea or lake hexsides (i.e., those hexsides totally covered by the blue of a sea or lake).

[11.4] EFFECTS OF ZONES OF CONTROL UPON MOVEMENT

[11.41] Whenever an **infantry** unit enters a hex in which there is an effective Enemy Zone of Control, that unit **must stop** in that hex and move no further that Movement Phase. An infantry unit which **begins** its Movement Phase in an Enemy Zone of Control may leave that hex (at no extraordinary movement penalty) so long as the first hex that it enters is not also an Enemy controlled hex (i.e., an infantry unit may **never** move directly from one Enemy controlled hex to another).

[11.42] Whenever, in its Movement Phase, an armored unit enters the **second** Enemy controlled hex, it must **stop** in that hex and move no further in that Phase. If an armored unit begins its Movement Phase in an Enemy controlled hex, it may (just as the infantry unit) leave that hex suffering no extraordinary movement penalty. If the first hex it enters in such a move is also an Enemy controlled hex, the armored unit must stop in that hex and move no further in that Phase. In other words, an armored unit may move directly from one Enemy controlled hex to another **once** per Movement Phase.

[11.5] EFFECTS OF ZONES OF CONTROL UPON COMBAT

Zones of Control do not have a primary effect upon combat; i.e., a unit is not required to attack simply because it is in an Enemy controlled hex. Zones of Control do, however, block retreat routes. If a unit has no other option than to retreat into an Enemy controlled hex, it is eliminated instead (even if that hex contains another, uninvolved Friendly unit: Friendly units do **not** negate the blocking effects of Enemy Zones of Control).

[11.6] PERSISTENCE AND INTER-RELATIONSHIPS OF ZONES OF CONTROL

[11.61] If a unit or stack of units fulfills the requirements for exerting a Zone of Control, that Zone of Control is in effect at all times and in all Phases for as long as the requirements are met.

[11.62] When two or more Zones of Control (Friendly or Enemy) overlap into the same hex, they have no additional effect upon that hex different from the effect each Zone of Control would have if treated as a separate case. Opposing units may exert their Zones of Control upon the same hex. Friendly Zones of Control have no effect upon Friendly units.

[12.0] DISRUPTION RECOVERY

GENERAL RULE:

During the Disruption Recovery Phase, the Phasing Player may expend AP's to relieve the disruption of Friendly units. These AP's are expended hex-by-hex at the Phasing Player's option. Units may recover from disruption in any terrain and without regard to Enemy Zones of Control.

PROCEDURE:

The Phasing Player indicates that he is relieving the disruption of a given Friendly unit, expends the appropriate amount of AP's and flips the unit over to its undisrupted state. A unit may undergo this recovery procedure any number of times during the game.

AP EXPENDITURE FOR DISRUPTION RECOVERY

The AP cost for relieving the disruption of any unit (or units) in a hex is as follows: **One AP** per Friendly Strength Point being undisrupted.

[13.0] COMBAT

GENERAL RULE:

Combat occurs between adjacent opposing units at the Phasing Player's discretion. The Phasing Player is the "attacker," the non-Phasing Player, the "defender," regardless of the overall strategic situation.

PROCEDURE:

Total the Combat Strengths of all the units involved in a specific attack and compare it to the total Combat Strengths of the units which are the object of that attack. Subtract the defending units' Strength from the attacking units' Strength. The result is the **Combat Differential**, expressed in Points. It may be either a positive or a negative number.

Consult the Combat Results Table under the appropriate Combat Differential Column (accounting for terrain). The Phasing Player allocates AP's to the attack for one or both of two purposes. In the case of a multi-hex attack, in which attacking units occupy more than one hex, the Phasing Player **must** allocate **one AP** per additional attacking hex. In all attacks, the Phasing Player **may** expend AP's to modify the ensuing die roll. These AP's are expended as follows: If the attack in question is being made from only one hex, the Phasing Player may allocate from one to six AP's as the direct die roll modifier. If the attack in question is being made from more than one hex, the Phasing Player multiplies the desired die roll modification (from 1-6) by the number of hexes from which the attack is being made. For example: The Phasing Player is attacking a given Enemy-occupied hex from three hexes and wishes to modify the die roll by four; he must then expend 12 AP's to accomplish this modification: 3 (the number of hexes from which the attack is being made) times 4 (the number by which the die roll will be modified) equals 12 (the total number of AP's which must be expended to achieve the given modification). He must also expend two AP's to make the three-hex attack.

The die is now rolled, and its number added to the die roll modifier. The appropriate Combat Result is read and applied immediately before resolving any other attacks which are being made in the same Combat Phase. Note that in the Folio edition of this game, chits are supplied instead of a plastic die. Place chits numbered 1 through 6 in an opaque container and draw them one at a time (replacing after every draw) to obtain a random number.

EXAMPLE:

In a given attack, the attacking Player is called upon to satisfy 3 Loss Points. The attacking units are one infantry corps, one infantry division, and one armored brigade. The attacking Player elects to satisfy the Loss Points by first disrupting all attacking units, and then satisfying the remaining two Loss Points by the destruction of the infantry corps.

AP EXPENDITURE FOR COMBAT:

In the Combat Phase, AP's are expended as follows: In attacks where the Phasing Player's units occupy more than one hex, **one AP** must be expended per additional hex occupied by Phasing Player's units. Additionally, up to six AP's may be expended per attacking hex to modify the die roll in any given combat, as explained in the Combat Procedure.

CASES:

[13.1] WHICH UNITS MAY ATTACK

[13.11] During the Combat Phase, all of the Phasing Player's units may attack any and all Enemy-occupied hexes to which they are adjacent. Only those units directly adjacent to a given Enemy-occupied hex may participate in an attack upon that hex.

[13.12] Attacking is completely voluntary; units are never compelled to attack, and not every unit adjacent to an Enemy-occupied hex need participate in any attack. A Friendly unit in a hex which is not participating in a given attack is never affected by the results of the attack.

[13.13] An Enemy-occupied hex may be attacked by as many of the Phasing Player's units as can be brought to bear in the six adjacent hexes.

[13.14] No unit may attack more than once per Combat Phase and no Enemy-occupied hex may be attacked more than once per Combat Phase.

[13.15] The Phasing Player may **never** voluntarily reduce the Differential of a given attack, nor may he use the wrong Differential Line when resolving an attack.

[13.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[13.21] All units in a given hex must be attacked as a single Combat Strength. The defender may **not** withhold a unit in a hex under attack. Different units in a hex may not be attacked separately, nor may any unit be attacked without involving the other unit in the same combat.

[13.22] The other unit in a hex containing an **attacking** unit need not participate in that same attack or any other attack. Thus, when one unit in a given stack is attacking a given hex, the other unit in the stack could attack a different hex, or not attack at all.

[13.23] A given unit's Combat Strength is always unitary. That is, a unit's Strength may not be divided among different combats for either attack or defense.

[13.24] Only **one** Enemy-occupied hex may be the object of a given attack. Even though other Enemy-occupied hexes may be adjacent to the attacking units, they may **not** be included in the attack. Thus, for example, two attacking units in different hexes could attack the same Enemy-occupied hex, but one attacking unit could not attack two adjacent Enemy-occupied hexes in the same Combat Phase.

[13.3] EFFECTS OF TERRAIN

[13.31] Defending units, only, benefit from the terrain in the hex they occupy and/or that hex's perimeter hexsides. Terrain in hexes occupied by attacking units has no effect on combat.

[13.32] The effect of terrain (on combat) has been integrated into the Combat Results Table. Players will note that there are two lines of Combat Differential headings across the top of the Combat Results Table. One heading line is the "Normal" situation (when the defender is not in rough or swamp terrain, nor being attacked through river hexsides exclusively); the other heading line is

"Defender's Advantage" situation (to be used when the defender is in one of the above situations).

[13.33] Terrain benefits for combat are not further increased if the defender benefits from more than one terrain type. Example: A unit in rough terrain behind a river hexside would still be attacked using the Defender's Advantage Differential Line.

[13.4] EFFECTS OF FORTS AND CITIES

[13.41] Fortifications have a Combat Strength (for defense only) of two Strength Points. Cities have a Combat Strength (for defense only) of one Strength Point. This Strength may **never** be used to attack, or aid in attacks, against Enemy units. It is **only** used to defend against attacks made by Enemy units on that hex which the fort or city occupies.

[13.42] Units that attack a hex which contains an Enemy fortification or city **always** suffer losses **first** in combat.

[13.43] When a hex containing a fort or city is attacked, the fort or city adds its Strength Point(s) to any Friendly units occupying the same hex (exception: see Case 13.44). If there are no Friendly units in the hex, the fort or city defends with its intrinsic Defensive Strength.

[13.44] When a city is captured (occupied) by an Enemy force, it does **not** have an intrinsic Strength to add to the defensive Strength of that occupying force. Only homeland cities have an intrinsic Strength when in the possession of that homeland Player. If an Enemy force should capture a city and then, for whatever reason, vacate it, the city reverts to the control of the homeland Player (at the end of that Phase) and regains its intrinsic Strength.

[13.45] All units involved in an attack against a hex containing a city or fort **must** satisfy their Loss Points **first**, as outlined in Case 13.74. This is true even when a homeland Player is attacking one of his own city hexes which is occupied by an Enemy force.

[13.46] Whenever an unoccupied city or fort is attacked, the attacking Player must fulfill two conditions in order to occupy the city (or destroy the fort). 1. He must inflict at least one Loss Point on the city or fort (note that forts by themselves are worth only one Loss Points, even though they have a defensive Combat Strength of two).

2. He must have at least one surviving, undisrupted unit available to advance into the city and occupy it (or advance into the fort and destroy it).

If the attacker does not fulfill both of the above conditions, the fort or city remains intact.

[13.47] A fort (whether occupied or unoccupied) can only be destroyed by advancing into it. This is true regardless of the number of Loss Points which may be inflicted upon it. An Enemy city can only be occupied as a result of advance after combat. This is true regardless of the number of Loss Points inflicted upon it.

[13.48] Whenever an **occupied** city or fort is attacked and the occupying units are driven off or eliminated, the city is captured or the fort is destroyed if the attacker can advance a unit into it.

[13.5] COMBAT RESULTS TABLE

[See page R8]

[13.6] EXPLANATION OF THE COMBAT RESULTS TABLE

For each specific attack, total the Combat Strength in the defending hex and subtract it from the total Combat Strength of the attacking forces. The resulting number is the Combat Differential.

If the defending hex is a rough or swamp hex and/or if it is being attacked solely through great

or ordinary river hexsides, find the Combat Differential on the "Defender's Advantage" line; if the defending hex is any other sort of terrain, find the differential on the "Normal Differential Line." Note that if the differential is greater than the greatest shown on the appropriate line, treat it as the greatest; if the differential is **lower** than the lowest differential shown on the appropriate line, that **attack cannot be made**.

Roll the die, adjust the die roll number by the number of AP's expended to do so, and cross-index the adjusted die roll number with the Combat Differential as read from the proper line. Read the result: attacker's Loss Points are expressed first; defender's second. Example: A result of "1/2" means the attacker suffers one Loss Point; the defender, two.

[13.61] AP Expenditure Reminder: For each attack, the attacker must expend one AP for each hex in excess of one, from which the attack is taking place. For example, if attacking from three hexes, the attacking Player would expend two AP's. This expenditure has no effect on the die roll, it simply "coordinates" the attack and makes it possible.

In order to affect the die roll, the attacking Player must expend one AP per attacking hex for each addition to the die. For example, if attacking from three hexes, the Player would expend twelve AP's to raise the die roll by four. The die roll can never be increased over twelve.

[13.62] Example of an Attack: A CSA infantry corps (3) is in a rough terrain hex and is being attacked by a USA infantry corps (3) in one hex, plus two USA armored brigades in another adjacent hex (1+1). The total attacking Strength is 5, from which the total defending Strength of 3 is subtracted to yield the Combat Differential of 2. The differential is read on the "Defender's Advantage" Line. The USA Player expends one AP to attack from the two hexes, plus ten AP's to raise the die roll by five. The USA Player rolls the die and gets a "2," which is adjusted to a "7." Cross-indexing the die result with the +2 Combat Differential shows a Combat Result of "0/1," meaning that the attacker suffers no Loss Points and the defending CSA corps suffers one Loss Point. The CSA Player decides to satisfy the loss by destroying one of the divisions that constitute his corps.

[13.63] Note on Chits: When using the Randomizer Chits supplied with the Folio edition of this game, take those numbered one through six and place them in an opaque container (coffee can). Instead of a die roll, draw a chit at random and read the number. Always replace a chit before drawing another.

[13.7] HOW LOSS POINTS ARE SATISFIED

Loss Points may be satisfied by a variety of means in a set sequence depending on the role of the units in a given combat and their position in relation to forts and cities.

[13.71] Loss Sequence

1. If the attacker's Loss Points, as shown by the Combat Results Table, are **greater** than the defender's Loss Points in the same combat, or if the attacking units are attacking a hex containing a fort or Enemy city, then the attacking Player suffers his losses first.

2. If the defender's Loss Points, as shown by the Combat Results Table, are greater than (or equal to) the attacker's Loss Points in the same combat, then the **defender** suffers his losses first.

[13.72] Attacking Units:

The attacking Player has two means at his disposal for the satisfaction of Loss Points. Any or all Loss

Points may be satisfied by the destruction of divisions or brigades equivalent to the result. At the attacking Player's option, the first Loss Point may be satisfied by the disruption of all attacking units; the remainder, if any, must be satisfied by the destruction of divisions or brigades equivalent to the balance of the result.

[13.73] Defending Units (Not in Forts or Cities): The defender has **three** options at his disposal for the satisfaction of Loss Points:

1. Any and/or all Loss Points may be satisfied by the destruction of divisions or brigades equivalent to the result.

2. At the defending Player's option, the first Loss Point may be satisfied by retreating **all** defending units one hex, with the balance of the loss being satisfied by the destruction of divisions or brigades equivalent to the remainder of the result.

3. The last option consists of retreating **all** defending units one hex as above and then disrupting **all** of them to satisfy the first **two** Loss Points; the balance, if any, **must** be satisfied by the destruction of divisions or brigades equivalent to that balance.

[13.74] Defending Units (In Forts or Cities):

Units occupying a hex containing a fort or city **must** suffer losses in terms of destruction of divisions or brigades equivalent to the result. If a hex containing a fort or city is **entirely** vacated of armored and infantry units due to combat losses while defending, and there are undisrupted attacking units, then **one** attacking unit may advance into the fort or city hex. Note that this is the only case in which units may enter an Enemy city hex not already occupied by Friendly units. When attacking units advance into a hex containing an Enemy fort, the fortification counter is immediately removed from the map. Forts may not be rebuilt.

[13.8] DESTRUCTION OF UNITS AND DISRUPTION OF UNITS

[13.81] When a Player chooses to (or is forced to) satisfy Loss Points by the destruction of units, this is done at the rate of 1 division or brigade for each Loss Point. When destroyed, the divisions and brigades are placed in the Owning Player's Replacement Box on the map. Each infantry corps is worth two Loss Points. If part or all of a corps is to be destroyed, the Owning Player first breaks it down into its component divisions (placing the corps unit in the Corps Organization Box). If the corps is satisfying a loss of two Points, both of its divisions are placed in the Replacement Box. If it is satisfying a loss of one Point, one of its divisions is placed in the Replacement Box and the remaining division is left in place on the map and disrupted (flipped face down).

[13.82] Disruption: A Player may choose to (or be forced to) satisfy losses by the disruption of his units participating in a given combat. He flips **all** of the involved units face down signalling their disruption. This satisfies **one** Loss Point (regardless of how many units are involved).

[13.83] Effects of Disruption: Disrupted units may not move, attack, or contribute their Combat Strength to the creation of a Zone of Control. Disrupted corps may not voluntarily break down into divisions during the Owning Player's Breakdown Phase. Two disrupted divisions may not form into a corps during the Owning Player's Formation Phase.

When a disrupted unit (or stack containing a disrupted unit) is attacked, the attacking Player may increase his die roll number by two (automatically, in addition to any increment due to AP expenditure). Disrupted units may not retreat

(nor may they advance). If a disrupted unit is the object of an attack and the Owning Player must satisfy Loss Points, he may only do so by destroying divisions and brigades equivalent to the loss.

[13.84] Disruption Recovery: See Section 12.0. Units may be disrupted and recover from disruption any number of times during the game.

[13.9] RETREAT AND ADVANCE AS A RESULT OF COMBAT

[13.91] Retreating: Only the defending units may retreat in order to satisfy Loss Points. When the defending Player elects to retreat his unit (or stack) the unit (or stack) is moved one hex away from its original position. This retreat satisfies **one** Loss Point (regardless of the number of units involved).

[13.92] Limitations on Retreat: Retreating units may not retreat into or through prohibited terrain. They may not retreat into an Enemy-controlled or Enemy-occupied hex. They may not retreat in violation of the stacking limits. If the only path of retreat is one of those described above, the units must remain in place and satisfy their losses by the destruction of divisions and brigades.

Units must retreat into a **vacant** hex if at all possible. If not possible, they must retreat into a hex with the fewest number of Friendly units which are not adjacent to Enemy units. If units are forced to retreat into a hex containing Friendly units which are about to be attacked by Enemy units (which are not exerting a Zone of Control into that hex), the retreating units are **totally ignored** in that subsequent attack; if the attacker advances into that hex, the retreated units are destroyed automatically.

If, as a result of combat, a Player should find himself with two disrupted infantry divisions in the same hex, follow the procedure outlined in Case 7.22.

[13.93] Advance as a Result of Combat: If the attacking Player has participating, undisrupted units available after satisfying his losses, he may (at his option) advance **one** of these units into the defending hex if the defending hex is totally vacant.

If the hex attacked is an unoccupied city or fort, the attacker must inflict one Loss Point on the city (or **one** Loss Point on the fort) in order to advance into the city and occupy it (or advance into the fort and destroy it).

If the hex is an **occupied** city or fort, and the occupying units are retreated, the attacker may automatically advance one of his undisrupted units into the hex and occupy the city (or destroy the fort). If the attacker fails to do so, the city remains in Enemy's hands (and the fort remains intact).

[14.0] INITIATIVE

GENERAL RULE:

During the Combat Phase, both Players keep track of the Loss Points suffered in each combat on the Initiative Record Track.

PROCEDURE:

The Player who suffered the greatest number of Loss Points in combat moves the Initiative Marker the number of spaces, equivalent to the **difference** in Loss Points, towards his opponent's side of the Initiative Record Track. In combats where the Loss Points are equal, the Initiative Marker is not moved. For example: The final result of a combat is 3/2 (three losses for the attacker, two losses for the defender), the Phasing Player (the attacker) moves the Initiative Marker one space toward his opponent's side of the Track.

Note that initiative is recorded strictly by using the result shown on the Combat Results Table, **not** the number of units lost.

CASES:

[14.1] DETERMINING INITIATIVE

[14.11] The Player who has suffered the lowest overall net loss as shown by the Initiative Record Track is the Player with the initiative. During the Initiative Determination Phase of the following Game-Turn, the Player with the Initiative **may determine** who is the First Player in the Game-Turn.

[14.12] As soon as Initiative is determined, the Initiative Record Track is set at zero, and new combat losses are recorded during the ensuing Combat Phase.

EXAMPLE: It is the Confederate Player-Turn of Game-Turn Three, the Initiative Record Track shows two Points in favor of the Union Player. The Confederate Player makes two attacks — the results of which are 2/3 and 0/2 for an overall gain of three Loss Points. The Initiative Record Track now reads one Point in favor of the Confederate Player. In the following Game-Turn, the Confederate Player has the Initiative; that Player may decide who will have the first Player-Turn in that Game-Turn. The Confederate Player elects to take the First Player-Turn. The Initiative Record Track is set to zero and play proceeds.

[14.13] The U.S.A. Player always has the Initiative on Game-Turn One.

[15.0] RIVERS AND BRIDGES

GENERAL RULE:

There are two types of rivers on the **Dixie** map. One type represents ordinary rivers, the other represents great rivers. Certain special rules apply to each type of river.

CASES:

[15.1] ORDINARY RIVERS

[15.11] Ordinary rivers in the Phasing Player's **home country** may always be crossed at **no** additional expense in Movement Points.

[15.12] Ordinary rivers in the Enemy Player's **home country** may be crossed at the expenditure of an additional **two Movement Points**.

[15.13] Rivers on the border between the two Player's home countries are considered to be controlled for the entire game by the U.S.A. Player.

[15.2] GREAT RIVERS

[15.21] Great rivers may only be crossed at bridged hexsides, or in advance after combat.

[15.22] To cross bridged hexsides in the Enemy Player's home country, the bridge must first be **captured**. Only armored units may capture bridges.

[15.23] To capture a bridge, the Phasing Player's armored unit must cease movement and expend three Movement Points in a hex of which one of the hexsides is a bridge. A die is then rolled. If a roll of "1" or "2" is the result, the bridge is captured, if any other number is the result, the bridge is **destroyed**. Note is immediately made of this fact. Only armored units may capture bridges.

[15.24] Bridges may be used to allow units to cross great rivers during the Movement Phase in which they are captured and all subsequent Movement Phases in which they remain captured.

[15.25] Units pay no additional Movement Points to cross great rivers at bridged hexsides (either captured or in their home country).

[15.26] Once a bridge is captured, it is considered to be under the control of the capturing Player. The Enemy Player may only use the bridge if it is recaptured using the above procedure.

[15.27] Attacks across great rivers made at intact bridged hexsides are treated as an attack across an

ordinary river. A Player need not control a bridged hexside in order to attack across it.

[15.3] RIVERS AND RETREATS

No unit may **ever** retreat across an unbridged river hexside of any type. If a unit is forced to retreat across a river hexside, it is eliminated instead. Units may retreat across a bridged hexside if the retreating Player controls the bridge.

[15.4] AMPHIBIOUS ASSAULTS

Attacks made across great rivers at unbridged hexsides are known as amphibious assaults. These attacks cost an additional **six AP's** per hexside.

[16.0] HOW TO USE THE SCENARIOS

GENERAL RULE:

Each of the three Scenarios is a separate and distinct game situation. Each indicates the forces available to each of the two Players. Each Scenario has a **Victory Condition**, which one of the Players must achieve (and the other Player prevent him from achieving) in order to win the game. All Scenarios are played for **ten Game-Turns**, at the end of which the winner is determined. The Scenario will list the per Game-Turn Administrative Point Level for each Player.

CASES:

[16.1] HOW FORCES ARE LISTED

Forces are listed by nationality, place of deployment, and type. "USA Forces" are the Northern Player's units; "CSA Forces" are the Southern Player's units. Units are indicated as starting the game "On Map" (i.e., on the playing area of the map in that Player's homeland) or as "Reinf Avail" (i.e., in that Player's Reinforcement Box) or as "Replc Avail" (i.e., in that Player's Replacement Box). Also indicated will be the total corps equivalent of that Player's infantry divisions. Unit types are indicated by a code letter preceded by a quantity number (all forces are listed in terms of brigades and divisions). Abbreviations: **i** = infantry division; **a** = armored brigade; **f** = fortification. Example of listing: "6i" indicates six infantry divisions.

[16.2] HOW FORTIFICATIONS ARE DEPLOYED

The C.S.A. Player deploys **one** of his forts first, then the U.S.A. Player deploys one of his, and so on until all forts have been deployed. If one Player has a greater number of forts to deploy, he simply deploys the balance after his opponent has deployed all of his. Forts may only be deployed in homeland clear terrain hexes (one fort per hex). They may **not** be deployed in city hexes.

[16.3] HOW INFANTRY AND ARMORED UNITS ARE DEPLOYED

After all forts have been deployed, the C.S.A. Player deploys all of his infantry divisions and armored brigades indicated by the Scenario as being "On Map" at the start of the game. These units may be deployed in any homeland hexes within the limits of the Terrain and Stacking Rules. Note that units may **not** be deployed in corps form nor may two infantry divisions be deployed in the same hex at start.

After the above is accomplished, the U.S.A. Player deploys his "On Map" forces under the same restrictions.

[16.4] HOW PLAY STARTS

After all units have been deployed on the map proper, and in the Replacement, Reinforcement

and Corps Boxes, any excess units are set aside: these excess units may **never** enter the game. Each Player sets his AP Marker at the indicated level for that Scenario. The U.S.A. Player decides who will be the "First" Player in that Game-Turn (the U.S.A. Player starts the game with the Initiative Marker in his number one box on the Initiative Track). The First Player begins the sequence of play starting with Step 1.

[16.5] HOW PLAY ENDS

All play stops upon the completion of the Tenth Game-Turn and the winner is determined. A Player may concede defeat before the end of ten Game-Turns.

[17.0] THE SCENARIOS

[See Section 16.0 for explanation.]

[17.1] ALTERNATE WORLD I: THE WAR FOR HEMISPHERE SECURITY, 1936

The USA, fearful of the growing economic ties between the South and Imperial Germany and Japan, launches a punitive strike into Greater Texas and Arkansas. Promised support by the West American Republic fails to appear due to a show of force by the Japanese fleet.

[17.11] USA FORCES

On Map: 3f; 4a; 18i. Reinf Avail: 6i. Replc Avail: 2a. Corps Equivalent: 12. **AP Level: 35.**

[17.12] CSA FORCES

On Map: 5f; 5a; 12i. Reinf Avail: none. Replc Avail: 8i; 2a. Corps Equivalent: 10. **AP Level: 45.**

[17.13] VICTORY CONDITIONS

At the end of Game-Turn Ten, the USA must occupy at least five CSA Resource Centers or three CSA cities (one of which must be Shreveport, Montgomery or Atlanta).

[17.2] ALTERNATE WORLD II: THE PROPERTY WAR, 1937

The USA, having nationalized Southern holdings in the North as part of its People's Corporation program, hastily mobilizes upon learning that the CSA is about to cross the border in force.

[17.21] USA FORCES

On Map: 5f; 20i. Reinf Avail: none. Replc Avail: none. Corps Equivalent: 10. **AP Level: 25.**

[17.22] CSA FORCES

On Map: 5f; 7a; 14i. Reinf Avail: 4i. Replc Avail: 6i. Corps Equivalent: 12. **AP Level: 50.**

[17.23] VICTORY CONDITION

At the end of Game-Turn Ten, the CSA must occupy at least six USA cities (one of which must be New York, Detroit, Chicago or Omaha).

[17.3] ALTERNATE WORLD III: THE WAR FOR ACCESS AND FREE LABOR

The USA uses the Southern imposition of extraordinary high river traffic tariffs as a pretext to strike deep into the CSA and cut it in two, hoping thereby to force re-unification. Simultaneously, underground cadres of Bound Workers (i.e., slaves) rise up and create diversions in CSA rear areas.

[17.31] USA FORCES

On Map: 3f; 7a; 16i. Reinf Avail: 2i. Replc Avail: none. Corps Equivalent: 9. **AP Level: 40.**

[17.32] CSA FORCES

On Map: 5f; 16i. Reinf Avail: none. Replc Avail: none. Corps Equivalent: 8. **AP Level: 20.**

All CSA forts must be deployed within three hexes of the USA/CSA border (for example, hex 0116 is three hexes from the border).

[17.33] VICTORY CONDITION

Upon the completion of the Tenth Game-Turn, the USA must occupy New Orleans or clear all territory west of the Mississippi of CSA units and occupy all the CSA cities west of the Mississippi.

[18.0] PLAYERS' NOTES**THE HISTORY**

In 1863, the South achieves in battle what it has been looking for: a decisive defeat of the North, resulting in diplomatic recognition and the breaking of the strangling naval blockade. Two years later, both the U.S.A. and the C.S.A. are morally and economically exhausted; the populations of the war-ravaged nations call for a truce, and in 1865 the war is over; with the South as a separate nation. Astute Southern leaders recognize immediately that if their nation is to survive they must industrialize and become a self-sufficient nation, and, although agriculture remains a major source of income, industry springs up throughout the Confederacy. Over the years each country establishes a degree of dependence on the other, trade between the neighboring nations flows with relative ease, and only minor disputes, which are worked out without bloodshed, mar the co-existence of these nations. Both remain neutral throughout WWI; as a result, Germany triumphs, becoming the dominant world power. When the disastrous depression of 1931 strikes, tension develops between the two American nations, both struggling hard to survive. Each nation needs markets for manufactured goods, and the South has her oil deposits with which she makes good headway with Germany and Japan. The North eyes this economic boon with envy. And in this tension-filled atmosphere, war is inevitable.

THE GAME

As a game, **Dixie** is a conscious attempt to take a new tack on operational/strategic level wargames. It is an attempt to examine a period of warfare in which infantry is a dominate arm, supported by small groups of armor. The armor division as a concept did not manifest itself until the late 1930's, and until then armor was deployed in much smaller, less homogeneous groups. When playing the game, keep three things in mind:

Any decision that you make in the early parts of any given Player-Turn will have large implications for what you are able to accomplish later.

To make an attack successful requires the expenditure of enough AP's to raise the die roll by at least three; thus, attacks made from one hex are more economical.

Dixie contains many unique rules, among which the most important are the Zone of Control Rules and the Initiative Rules. A Player who masters these rules and their implications for play will succeed where an equally able opponent will fail.

It's important to realize that the physical distances being dealt with here are enormous; the distance from Chicago to Memphis is **greater** than the distance from Berlin to Moscow, while the number of units utilized will never cover the entire frontage between the two nations. Concentrate deployment around major goals in the Scenarios. **Dixie** is a game with many fine points which can only be discovered during play. It demands a great deal of thought; each decision must be carefully weighed.

[13.5] COMBAT RESULTS TABLE**Defender's Advantage Differential**

Line	+1	+2	+3	+4	+5	+6	+7	+8
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Normal Differential

Line	-1	0	+1	+2	+3	+4	+5	+6
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Die Roll and Result	1	2/0	2/0	2/0	1/0	2/1	2/1	3/1	3/2	1
	2	2/0	2/0	1/0	2/1	2/1	2/1	3/2	3/2	2
	3	2/0	1/0	2/1	2/1	2/1	2/2	3/2	3/2	3
	4	1/0	2/1	2/1	1/1	2/2	2/2	2/2	2/3	4
	5	2/1	2/1	1/1	0/1	1/2	2/2	2/2	1/2	5
	6	2/1	1/1	0/1	1/2	1/2	1/2	1/2	1/3	6
	7	1/1	0/1	1/2	1/2	1/2	0/2	1/2	1/3	7
	8	0/1	1/2	1/2	1/2	0/2	1/3	0/2	0/3	8
	9	1/2	1/2	1/2	0/2	1/3	1/3	1/3	1/4	9
	10	1/2	1/2	0/2	1/3	1/3	1/3	0/3	1/4	10
	11	1/2	0/2	1/3	1/3	0/3	0/3	1/4	1/4	11
	12	0/2	1/3	1/3	0/3	0/3	0/3	1/4	1/5	12

Die Roll and Result

[8.3] TERRAIN EFFECTS CHART

[See Terrain Key on Map]

Clear Hex (Enemy or Homeland): 1 Movement Point per hex.

Rough or Swamp Hex: 2 Movement Points per hex. Armored units may not stack with any units. Forts not allowed. Use "Defender's Advantage" Line when defender is in terrain.

City Hex (in Homeland): Entry cost to Homeland Player depends on other terrain. Homeland cities have a one point defensive Combat Strength unless occupied by Enemy forces.

City Hex (in Enemy territory): May only be entered as a result of combat or when occupied by a Friendly (non-homeland) unit. Captured cities have no defense strength while occupied.

Resource Center Hex: Entry cost depends upon other terrain.

Ordinary River Hexside (in Homeland): No additional cost when crossed by homeland units. Use "Defender's Advantage" Line when attacking exclusively through these hexsides. Zones of Control never extend through.

Ordinary River Hexside (in Enemy territory): 2 additional Movement Points to cross. Identical to Homeland river in other respects.

Great River Hexside: May be crossed only at bridges. Units may only attack across using river assault tactics.

Bridge Hexside (in Homeland or captured): No additional cost to cross hexside for Owning Player's units; Enemy Player must capture to use. Zones of Control do not extend across. Treat as unbridged hexside for combat.

Blocked and All-Sea or Lake Hexside: Crossing prohibited. Zones of Control do not extend across. Combat not allowed.

[5.5] ADMINISTRATIVE POINT COST SCHEDULE AND SEQUENCE SUMMARY

ACTION (Listed by Phase)	AP COST
1. Admin Point Level Determination:	
2. Replacement and Reinforcement Phase:	
Create one replacement infantry div:	2 AP
Create one replacement armored bde:	4 AP
Create one reinforcement infantry div:	4 AP
3. Unit Breakdown Phase:	
Break one corps into two divisions:	3 AP
4. Movement Phase:	
Move one division or brigade:	1 AP
Move one corps:	3 AP
5. Rail Movement Phase:	
Move one division or brigade by rail:	2 AP
6. Unit Formation Phase:	
Form one corps from two infantry divisions:	3 AP
7. Disruption Recovery Phase:	
Relieve disruption effect on one div or bde:	1 AP
Relieve disruption effect on one corps:	3 AP
8. Combat Phase:	
Attack a given defending hex from more than one hex (cost per hex in excess of one):	1 AP
Raise die roll of given attack (expenditure per increment per attacking hex):	1 AP
Make Amphibious Assault (per great river hexside):	6 AP

DESIGN CREDITS

Game Design, Physical Systems and Graphics:
Redmond A. Simonsen

Game Development: **Jay Nelson**

Production: **Manfred F. Milkuhn, Larry Catalano, Linda Moca.**

DIXIE

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I/West xxx 3-5	II/West xxx 3-5	III/West xxx 3-5	67/I xx 1-6	68/I xx 1-6	50/II xx 1-6	53/II xx 1-6	11/III xx 1-6	12/III xx 1-6	131 x 1-8
XII/GL xxx 3-5	XII/GL xxx 3-5	XIV/GL xxx 3-5	1/XI xx 1-6	2/XI xx 1-6	4/XII xx 1-6	5/XII xx 1-6	9/XIV xx 1-6	13/XIV xx 1-6	209 x 1-8

Forces of the United States of America

V/Ohio xxx 3-5	V/Ohio xxx 3-5	VII/Ohio xxx 3-5	110/V xx 1-6	97/XI xx 1-6	98/XI xx 1-6	7/XII xx 1-6	8/XII xx 1-6	10/XX xx 1-6	132 x 1-8
XX/Pmc xxx 3-5	XXI/Pmc xxx 3-5	XXII/Pmc xxx 3-5	6/XX xx 1-6	44/XXI xx 1-6	47/XXI xx 1-6	3/XXII xx 1-6	69/XXII xx 1-6	111/V xx 1-6	203 x 1-8

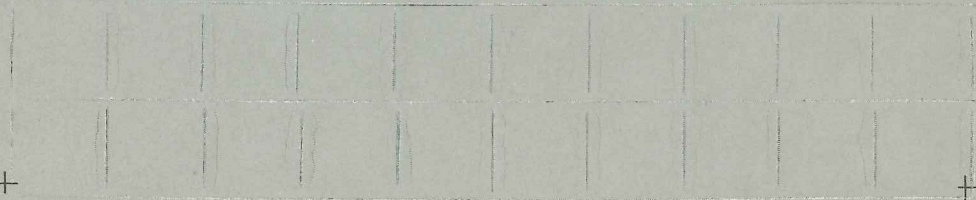
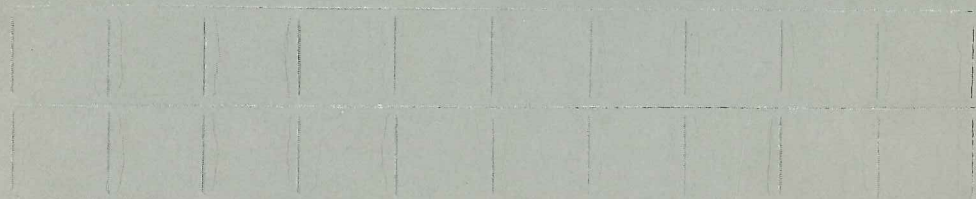
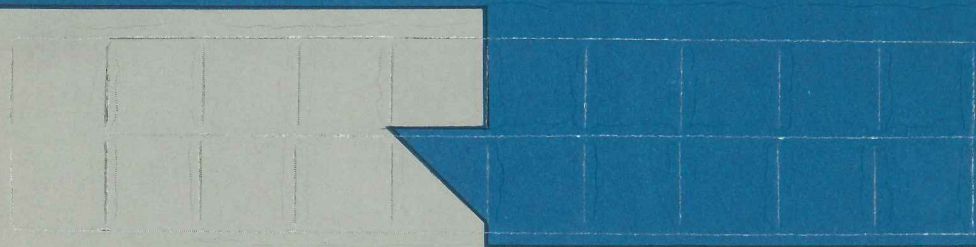
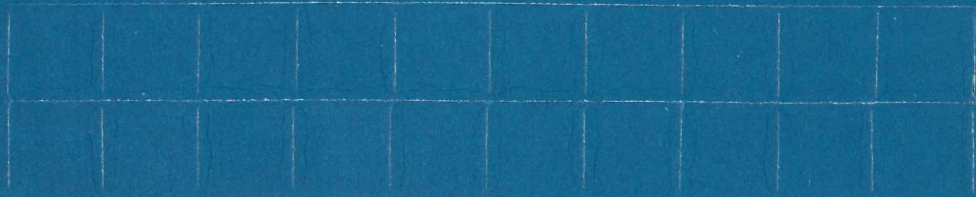
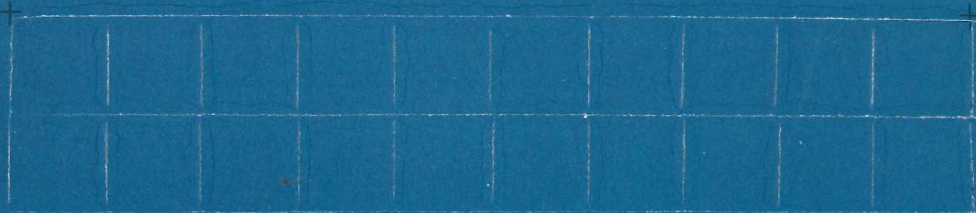
207 x 1-8	101 Cav x 1-8	337NG x 1-8	☀ ¹ (2)	AP	AP	☀ ¹ (2)	☀ ² (2)	☀ ³ (2)	☀ ⁴ (2)
☀ ² (2)	☀ ³ (2)	☀ ⁴ (2)	☀ ⁵ (2)	Game Turn		☀ ⁶ (2)	Stuart x 1-8	Moseby x 1-8	Imboden x 1-8

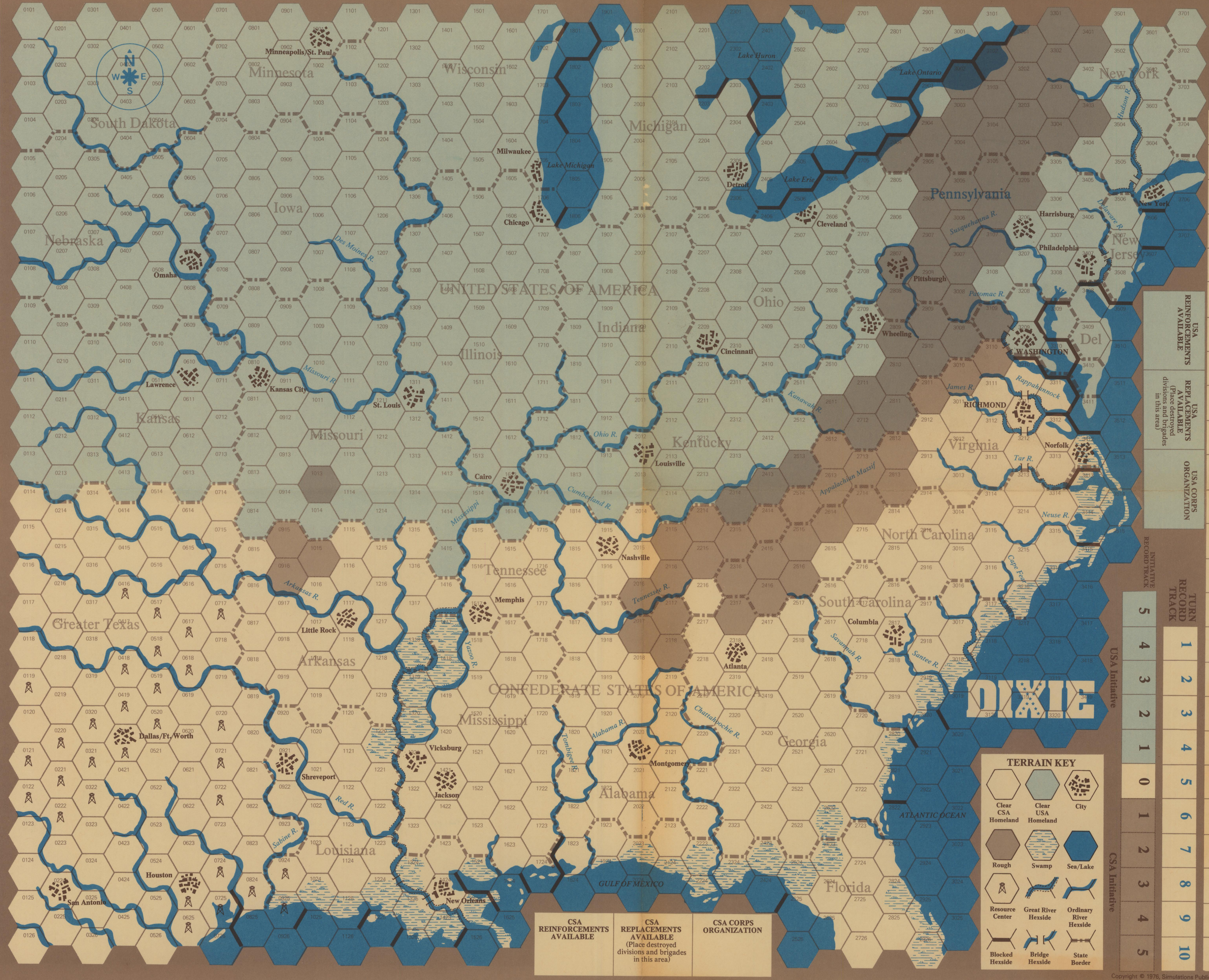
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XX/Tenn xxx 3-5	XXI/Tenn xxx 3-5	IV/2Va xxx 3-5	Street/XX xx 1-6	Vine/XX xx 1-6	Stan/V xx 1-6	Hood/V xx 1-6	Cab/X xx 1-6	4 Ch/XXII xx 1-6	Hampton x 1-8

Forces of the Confederate States of America

VII/Txs xxx 3-5	VIII/Txs xxx 3-5	X/Miss xxx 3-5	McCl/XXI xx 1-6	Ahms/XXI xx 1-6	Whitm/VII xx 1-6	Hous/VII xx 1-6	Adams/VIII xx 1-6	Burr/VIII xx 1-6	Wheeler x 1-8
XI/Miss xxx 3-5	XV/CS xxx 3-5	XXII/CS xxx 3-5	Eastn/X xx 1-6	Pritn/XI xx 1-6	Fibry/XI xx 1-6	1 Dwy/XV xx 1-6	2 Dwy/XV xx 1-6	3 Ch/XXII xx 1-6	Forrest x 1-8

DIXIE (Back)





ADMINISTRATIVE
POINT
RECORD
TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50

USA
REINFORCEMENTS
AVAILABLE

USA
REPLACEMENTS
AVAILABLE
(Place destroyed
divisions and brigades
in this area)

USA CORPS
ORGANIZATION

TURN
RECORD
TRACK

5	4	3	2	1	0	1	2	3	4	5
---	---	---	---	---	---	---	---	---	---	---

USA Initiative

CSA Initiative

TERRAIN KEY

Clear CSA Homeland	Clear USA Homeland	City
Rough	Swamp	Sea/Lake
Resource Center	Great River	Ordinary River
Blocked Hexside	Bridge Hexside	State Border

CSA REINFORCEMENTS AVAILABLE	CSA REPLACEMENTS AVAILABLE (Place destroyed divisions and brigades in this area)	CSA CORPS ORGANIZATION
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