

FAQ: The American Civil War

These FAQ's were compiled from [*Thrasher's Axis and Allies Forums*](#)

Q1: When the South emancipates the slaves, the rule book states that when a state leaves the CSA it must place "1-3 units of infantry in each unoccupied region to protect itself." Do you roll once for each region? And, does that mean that Tennessee, for example, has 7 regions (3 cities and 4 areas)?

A1: Yes. Yes.

Q2: What happens when a player has a Naval Rating of zero?

A2: When a nation has a zero rating, they can no longer intercept. (There is no real navy left).

Q3: Regarding naval combat, if you're transporting three men, one from New York, one from Boston, and one from Washington DC, all to the same place, do you have to do three different battles since they were originating in three different cities?

A3: This is one battle.

Q4: When do both sides buy and place new units?

A4: The Confederate buys and places their units first. This gives the North an advantage in responding to the Confederate builds. This offsets the large Confederate advantage of building and then moving first (which can be devastating against Union armies in the South).

Tactical Battles

Q5: Can a defender retreat his army to an eligible adjacent area without a fight, and hence without suffering any loss?

A5: No. Neither army may retreat until an entire battle turn (all four phases) has been played through. Therefore, the soonest that a defender could retreat is during his second turn cavalry phase.

Q6: Does artillery firing a distance of two areas count as "firing" for the purpose of avoiding the termination of a battle?

A6: Artillery counts as firing for the purposes of this rule.

Q7: May the attacker or the defender retreat with all his flanks intact?

A7: Yes. Both the attacker and the defender may do so, but only after one full round of combat. And only if it's your turn to move!

Q8: If all of a Player's pieces are eliminated in 1 area of the battle map, is that Player defeated or does he have the opportunity to "fill the gap" with pieces in other areas or the reserve that have not moved in that turn yet?

A8: If a player has no pieces remaining in one of the battle areas of his battle line (left, center, or right), he loses the battle immediately. One of the challenges of the game is to balance attack on one front with defense on another. Allowing a player to plug a gap after his battle line is broken would lead to extremely bloody battles with fewer survivors.

Q9: Do any un-spent points in the quarterly production phase carry over to the following quarter's production phase?

A9: The rules state that points may not be carried over. This was done for simplicity.

Q10: A player designates what enemy unit he is firing at and roles the dice. If he hits, the unit immediately "checks" to die or be placed in the Retreat area. Is a player allowed to roll for multiple fires at a single unit prior to each "check"?

A10: No. The attacks and results of hits are rolled one at a time.

Q11: With 2 Battle Points available per round, cavalry has the following combinations available:

- A. Move and Fire (either order)
- B. Move and Charge (either order)
- C. Fire and Charge (either order)
- D. Charge and Charge
- E. Fire and Fire
- F. Move and Move

Which actions are available for Elite Cavalry and regular Cavalry?

A11: Elite cavalry can do all six actions. Regular cavalry can only do A, B, and F. Cavalry may perform two battle actions (attacking or moving) in their phase. They may perform them in any combination except that regular cavalry may not attack (fire or charge) twice in one phase.

Britain & France

Q12: Do Britain and France move and battle separately on their own turn? Or do they move and battle together with the Confederate forces?

A12: British and French forces are treated exactly as if they were Southern forces for purposes of movement and combat. Only production is separate.

Q13: What are the costs of the units for Britain and France?

A13: British and French units use the Union cost chart.

Q14: Do Mexican Revolutionaries move and battle separately on their own turn?
Or do they move and battle together with the Union forces?
A14: Mexican Revolutionaries are treated as forces of the Union player.

Leaders

Q15: Does a Leader need to be in the exact row and column of a battle to give the +1 melee bonus and be vulnerable to enemy fire, or just the column?

A15: The leader must be in the same battle area with the troops that he is inspiring.

Q16: Are any die roll modifications applied to the "leader-kill" rolls?

A16: No; only a "natural" 11 or 12.

Q17: Can a Leader hold a battle area by himself?

A17: Leaders may not hold the flank or center by themselves.

Q18: Does a Leader roll once only during the Rally phase, or once for each unit in the Retreat area?

A18: Each Leader has two battle actions. Leaders may use them to move or to rally, if they are in the Reserve area. So a leader could spend one action moving back to reserve, and the second action rallying. If the leader is already in reserve, he could rally twice. Each "rally" attempt affects only a single unit.

Q19: Multiple Leaders. If I launch a charge attack with for example 3 infantry units and 2 leaders, do I add 2+ for my infantry charges since I have two Leaders, or is it still just 1+?

A19: Just +1. A battle area may only get +1 for leadership regardless of how many Leaders are present.