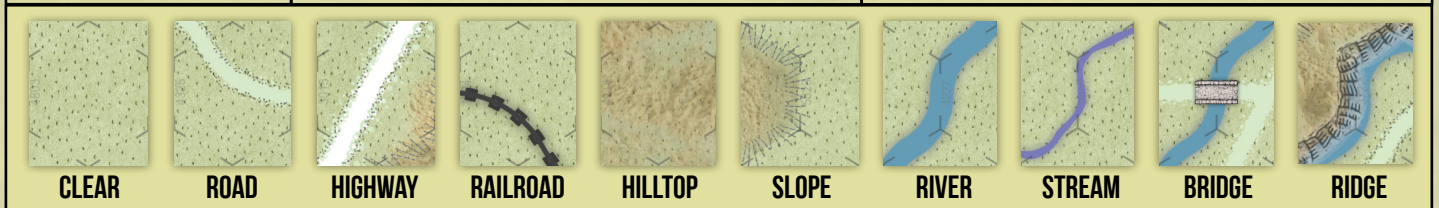


COMMAND TABLE						
MOVEMENT POINTS	COMMAND RATING				SUPPLY WAGONS	LIMBERED DEPOTS
	1	2	3	4		
10	2-3	2	-	-	-	-
9	4	3-4	2-3	2	-	-
8	5-9	5-8	4-6	3	-	-
6	10	9	7-8	4-5	2-6	-
4	11	10	9	6-7	7	2-6
2	-	11	10	8-9	8	7-8
0	-	-	11	10-11	9-11	9-11
<b>MODIFIERS</b>						
+1 if out of line of communication						
+1 if demoralized						

LINCOLN TRACK EVENTS	
EVENT	EFFECT
POTOMAC RIVER BRIDGES DESTROYED	SHIFT +1
CONFEDERATE CAPTURE OF HARPER'S FERRY (1 <sup>ST</sup> TIME)	SHIFT +2
CONFEDERATE CAPTURE OF A SUPPLY DEPOT (1 <sup>ST</sup> TIME)	SHIFT +1
CONFEDERATE MINOR VICTORY	SHIFT +1
CONFEDERATE MAJOR VICTORY	SHIFT +2
CONFEDERATE NORTH OF HEXROW 45XX (1 <sup>ST</sup> TIME)	SHIFT +1
NO CONFEDERATE NORTH OF HEXROW 25XX (1 <sup>ST</sup> TIME)	SHIFT -1
UNION CAPTURES STAUNTON	SHIFT -2
UNION MINOR VICTORY	SHIFT -1
UNION MAJOR VICTORY	SHIFT -2
UNION CAPTURES MECHUM RIVER STATION	SHIFT -1
UNION CAPTURES BRIDGEWATER	SHIFT -1

LINCOLN TRACK EFFECTS		
LEVEL	UNION	CONFEDERATE
BOX 0	ONLY TWO UNITS MAY BE ROLLED FOR ON COMMAND TABLE. 2 VICTORY POINTS PER TURN.	ON A DIE ROLL OF ONE, 10% OF CONFEDERATE FORCE ON BOARD IS WITHDRAWN.
BOX 1	ONLY TWO UNITS MAY BE ROLLED FOR. 1 VICTORY POINT PER TURN.	NO EFFECT
BOX 2	3 UNITS MAY BE ROLLED FOR. IF SCENARIO 1, AFTER TURN 5 ROLL A DIE, ON A ROLL OF 1, ROLL AGAIN. ON A ROLL OF 1, ADD 18 INFANTRY TO BANKS. ON A ROLL OF 2-6, ADD 18 INFANTRY TO FREMONT.	NO EFFECT
BOX 3	ALL UNITS MAY BE ROLLED FOR. REPLACEMENT RATE OF 2. +1 ON COMMAND ROLLS.	REPLACEMENT RATE OF 1. 1 VICTORY POINT PER TURN.
BOX 4	ALL UNITS MAY BE ROLLED FOR, REPLACEMENT RATE OF 4. +2 ON COMMAND DIE ROLL.	REPLACEMENT RATE OF 2. 2 VICTORY POINTS PER TURN.

TERRAIN EFFECTS CHART						
TERRAIN TYPE	CONFEDERATE UNITS			UNION UNITS		
	INFANTRY	CAVALRY	SUPPLY WAGONS & DEPOTS	INFANTRY	CAVALRY	SUPPLY WAGONS & DEPOTS
CLEAR HEX	1	1	3	2	2	3
ROAD HEX	1	1	1	1	1	1
HIGHWAY HEX	½	½	½	½	½	½
RAILROAD HEX	SEE RAIL RULES			SEE RAIL RULES		
HILLTOP HEX	2	2	2	2	2	2
SLOPE HEXSIDE (UP)	+1	+1	+2	+1	+1	+2
SLOPE HEXSIDE (DOWN)	0	0	+1	0	0	+1
RIVER HEXSIDE	+4	+4	CANNOT CROSS	+4	+4	CANNOT CROSS
STREAM HEXSIDE	+2	+2	+3	+2	+2	+3
BRIDGE HEXSIDE	-	-	-	-	-	-
RIDGE HEXSIDE	NO COST IF INTACT, SAME AS RIVER HEXSIDE IF DESTROYED			NO COST IF INTACT, SAME AS RIVER HEXSIDE IF DESTROYED		



CLEAR ROAD HIGHWAY RAILROAD HILLTOP SLOPE RIVER STREAM BRIDGE RIDGE