

Parker Brothers 1863 game

In this version, do not use any of the cardboard markers. Washington and Richmond have no garrisons. Each player gets a deck of poker cards.

To set up, place the round plastic pieces on all cities except New Orleans; blue on Union cities and gray on Confederate cities; they cannot move and have no combat value. The first player to capture 6 of his opponent's 8 round pieces wins the game. Combat units capture by entering the city.

Next, the Union player places all his infantry and cavalry units on any of his cities. Union gunboats may be placed on any ocean or river space. Then the Confederate player places all his infantry and cavalry units on any of his cities. The Confederate gunboat may be placed on any river space not occupied by a Union gunboat. There is no limit to how many units may stack together.

The Union player gets the first turn, then turns alternate until one side wins. The moving player draws a card, which indicates which units may move that turn depending on how many are stacked together in a space (Gunboats are included in the stacking count):

Union – Clubs = 1, Spades = 1 or 2, Hearts = 1 to 3, Diamonds = All

Confederate – Clubs = 1 or 2, Spades = 1 to 3, Hearts = 1 to 4, Diamonds = All

Infantry may move 1 space, cavalry 2 spaces, and gunboats 6 spaces. Units may move across space sides and diagonally. Gunboats are infantry transports on rivers and ocean that are never involved in combat. Each may carry 1 infantry unit. They may load and move in a turn and/or move and unload. A transported unit loads or unloads from an adjacent space, and may attack in the same turn. A gunboat may not enter a space occupied by an enemy gunboat, but its movement is not blocked by any other unit or round piece.

Railroad (RR) segments have a city on each end. If both of the cities are occupied by combat units or round pieces of the same side, that side's infantry may ride the RR. To do so, infantry units must start the turn on a RR segment space. They may move along to any other space on the RR segment as long as they do not enter a space occupied by an enemy combat unit. There is no further movement allowed that turn, but they may attack.

Undefended cities with round pieces may be entered without combat. To attack enemy combat units, move all attacking units halfway onto the defender's space. Infantry have a combat value of 2, cavalry 1. Subtract the total defending combat value from the attacking total (A is Attacker, D is Defender):

≤ -3 = A back 1 space, $\geq +3$ = D back 1 space

-2 or -1 = Diamonds D back 1 space, all other suits A back 1 space

0 = Red card D back 1 space, Black card A back 1 space

+1 or +2 = Clubs A back 1 space, all other suits D back 1 space

If attackers retreat, they return to the space from which they entered the defender's space. If defenders retreat, the attacking player moves them to an adjacent space unoccupied by attacking-side combat units. Defending units that retreat may not move in their next turn.