ACW WESTERN THEATER

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Section 1 – Game Information

GAME LENGTH

The game starts in the in April, 1861.   Unless events conspire otherwise, the game will conclude by the end of November, 1863.

NUMBER OF PLAYERS

There will be six (6) players: three (3) commanding Confederate forces, and three (3) commanding Union forces.

TURNS AND LENGTH OF GAME

The length of turns depends on the level of player involvement.

During campaigns, when players' armies are unengaged, each turn covers two (2) weeks of historical time, except in the late winter, during which each turn covers anywhere from two (2) to four (4) months.

During battles, each turn covers several hours of daylight, depending on the speed at which orders are given and events subsequently occur.

FREQUENCY OF TURNS

There will be at least one (1) turn every 7 days.   Each player will have no more than 72 hours to get in his orders before the next turn is processed, unless engaged in battle, in which case this drops to 24 hours.

PLAYER SET-UP:

Each player is responsible for a separate military department, either of the Union army or the Confederate army.   Movement of armies and naval forces, capture of cities, and fighting of battles will constitute the player's main responsibilities.

Information about armies and naval forces, strategic points, results of battles, and other pertinent information will be provided in each turn update sheet (see next section).

Section 2 – Game Mechanics

CONSTANT PLAYER INFORMATION (TURN UPDATE SHEET)

The information immediately available to each player, and which is constantly updated with each turn, is clearly stated in his turn update sheet.   These sources of information include:

     a) Situation
     b) Current Headquarters
     c) Actions
     d) Reports
     e) Intelligence
     f) Available Forces
     g) Subordinates
     h) Naval Forces (if any)
     i) Supply
     j) Reinforcements
     k) Strategic Points

Situation

Each player is given a general overview of the course of the war in other areas, principally the Eastern Theater.   Most of this information is merely to place the player in the proper time context, to understand roughly which events are contemporaneous with his own.   The format of this section is generally partisan (in favor the player's team), and the information given may be little better than rumor.

Information on the general situation can be found in the section of the turn update sheet labeled "Situation."

Current Headquarters

This notes the location of the player's headquarters as of the specified turn.

Players may change their headquarters at any time.

It should be noted that headquarters "in the field" (i.e., within an army encampment) will provide the player with better information on the status of those forces, whereas headquarters in a strategic point (i.e., city) will provide them with better information on the situation in neighboring departments.

Actions

Each player is given a list of all actions taken by subordinates and forces under his command during

the preceding turn (if any), either in response to the player's orders or to other factors.

Each player is also made aware of actions taken by the enemy (if any) that materially affect either his own forces or his general situation.

Actions listed may include:

a) Beginning and ending of drill for units
b) Movement of the player's units, both land-based and naval, denoting point of departure, point of arrival, and means of transportation (e.g., land, rail, naval, etc.)
c) Construction, repair, or loss of the player's supply depots
d) Construction, repair, or loss of the player's railroads
e) Significant changes in army organization
f) Dates, locations, and consequences of battles involving the player's forces
g) Incapacitation, through death, wounding, capture, illness, or other factors, of the player's subordinates
h) Other general actions of a significant nature

Actions taken by both the player and his enemy can be found in the section of the turn update sheet labeled "Actions."

Reports

Each player is given a list of all reports filed by subordinates under his command.

Reports may include summaries of actions taken, inquiries, suggestions, or statements.   Subordinates might give short or long reports, depending on their relative rank; reports might also be in single or multiple parts.

It should be noted that in some cases, subordinates will not file reports.   This generally occurs when a) the subordinate is not directly involved in any action or occurrence of a significant nature, or b) when the report given by the subordinate would merely repeat information available in other sections.

The player may, of course, ask subordinates to file regular reports on certain items or topics, at his discretion.   As with the above, the information given in these reports may vary in frequency of occurrence and/or detail.

Reports filed by subordinates can be found in the section of the turn update sheet labeled "Reports."

Intelligence

Each player is given a summary of all intelligence gathered during the previous turn.

Intelligence may be strategic and/or operational in nature.   It may come from national intelligence networks, from spy rings, from the player's own forces (especially cavalry), or from civilians (both friendly and hostile).

Intelligence gathered may include:

a) Known changes in enemy command structure
b) Known changes in enemy strength and/or positions
c) Known changes in enemy strategic or operational intentions

It is the player's duty to keep up with all intelligence gathered, as information given in a turn may or may not be repeated in the following turn.   Players are therefore encouraged to keep their own log of all intelligence gathered, updating it with each turn.

Intelligence gathered can be found in the section of the turn update sheet labeled "Intelligence."

Available Forces

Each player begins with a certain amount of land-based military forces.

Land-based forces include infantry, cavalry, artillery, and engineer (Union only) units.

Land-based forces may be noted as Raw or Veteran (if not rated either, they are assumed to have a regular level of experience); they may also be noted as At Half-Strength and/or Demoralized (if not rated either, they are assumed to have regular level(s) of strength and/or morale).

Land-based forces may be moved from one physical point to another, ordered to complete drill (if needed), reorganized[1] as the player sees fit, sent into battle, or ordered to perform some other task.

The composition (i.e., branch of service), commanders, location, and battle readiness of these forces can be found in the section of the turn update sheet labeled "Available Forces."

Subordinates

Each player will gain a certain number of non-player character (NPC) subordinates, in command of forces available.

Subordinates may be noted Raw, Seasoned, or Veteran; they may also be noted Cautious, Prudent, or Bold.[2]

Subordinates may be promoted or demoted in the chain of command[3], assigned to different areas, transferred to adjoining departments (with the consent of the player therein), or relieved of duty.

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[1] I.e., split or combined, except in the case of brigades (see section labeled Revise Organizations, p.16).
[2] More information on these attributes can be found on p. 27.
[3] Meaning, they may be assigned to higher or lower levels of command (i.e., from brigade command to division command, etc.).   They may not, however, be given *promotions or demotions in grade* (i.e., from colonel to major general, or the reverse, etc.); those type of promotions/demotions are dispensed by the national governments, and the player has no control over them.   Players may, of course, recommend promotions for certain officers to their respective national governments.   For more about promotions in grade, see section labeled Promotions (p. 10).

Upon the temporary or permanent incapacitation of subordinates due to death, wounding, capture, illness, or other factors, replacement subordinates may be named by the GM in the immediate interim (although these assignments are, of course, likewise subject to player regulation).

Subordinates command brigades, divisions, corps, and even armies (if so organized), and are listed at their current level of command in the section of the turn update sheet labeled "Available Forces."

Naval forces

Most players will begin with a certain amount of sea- or river-based naval units.

Naval forces may include armored and unarmored fighting vessels and/or transport ships.

Naval forces may be moved from one physical point to another or sent into battle.

The composition (i.e., list of vessel types), location, and battle readiness of naval forces can be found in the section of the turn update sheet labeled "Naval Forces."

Defenses

Each player will be given a list of all permanent fortifications within their department.

The location and strength (i.e., number of soldiers designed for) of each existing fortification can be found in the section of the turn update sheet labeled "Defenses."[4]

Supply

Each player begins with a list of the supply depots in his department, as well as a list of extra supplies (if any) stockpiled at certain locations.

Players will also be given information about supply lines for each major part of their forces. This includes a) which depot is supplying which part of the army and b) how far each part of the army is from its assigned depot.

If there is a problem, or an impending difficulty, with supply, this information will also be noted, bracketed by asterisks.

Information on supply matters can be found in the section of the turn update sheet labeled "Supply."

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[4]Note: this section does NOT include a list of tactical fortifications. Units that become entrenched during a battle will be so noted on the next turn update sheet in the section labeled "Available Forces."

Reinforcements

At designated times, players may receive reinforcements.

Reinforcements will vary in both occasion and amount, depending on the overall military situation. In general, Union players can expect to receive the majority of reinforcements at the beginning of the game, whereas Confederate players can expect to receive the majority of reinforcements at the mid-point of the game.

A significant emergency might prompt an increase in reinforcements or allow reinforcements to appear at unscheduled times. However, these instances will depend on the judgment of the game moderator (GM).

Badgering the GM for "more reinforcements" will not increase the likelihood of their appearing.

If/when reinforcements are available, their character (i.e., branch of service), commanders (if any), location, and battle readiness can be found in the section of the turn update sheet labeled "Reinforcements." Otherwise, the section will simply note: "Not available at this time."

INTERMITTENT PLAYER INFORMATION (TURN UPDATE SHEET)

The information available to each player on an intermittent or as-needs basis, and which is updated only when there is an important material change, is stated in the turn update sheets *on those occasions when it appears*. This information includes:

- a) Department Boundaries / Strategic Points
- b) Instructions
- c) Points
- d) Promotions
- e) Inspector General's Report

Department Boundaries / Strategic points

Each player begins their first turn with a summary of their department's geographic boundaries. These boundaries are also noted in an accompanying map showing department outlines for each team, separately.

Each player is responsible only for their own department. Intra-departmental cooperation, of course, will increase the team's chances of victory; however, this is not required under the game rules.

Likewise, each player begins their first turn with list of strategic points (cities) in their department, both those under his control and those under the enemy's control, as well as their numerical values.

In successive turns, when strategic points (cities) change hands, the player will be so notified. However, after the first turn, it is the player's duty to keep up with the overall list of strategic points (cities), their numerical values, and the team that possesses them.

Instructions

During the first turn (i.e., spring quarter of 1861), and at later turns when necessary, each player will receive instructions on his departmental duties in a section of the first turn update sheet.

The section, labeled "Instructions," will summarize the expectations of the player on the part of the national government. Generally, this will include a few mandatory expectations (e.g., cities that must be held at all costs, etc.) and a few optional expectations (e.g., operations that might be undertaken under favorable circumstances or at certain designated times, etc.). <u>It is the player's duty to decide how they will follow their instructions in order to fulfill these expectations.</u>

Points

If the player's forces gain control of a strategic point (city), win a battle, or achieve some other noteworthy objective, this section will appear in the corresponding turn update sheet.

The section, labeled "Points," will list the particular occurrence which has gained points for the player's team, as well as the number of points gained.

<u>It is the duty of the players to keep track of how many points their team has amassed, cumulatively.</u> Periodic updates, in a separate document, will be given to each team, summarizing their point totals and how they have been achieved, and offering a comparison with the point totals of the opposing team.

Promotions

If one of the player's non-player-character (NPC) subordinates receives a promotion in grade from their national government, this section will appear in the corresponding turn update sheet.

The section, labeled "Promotions," will list the subordinate(s)' name, the previous grade, the grade to which the subordinate(s) have been promoted, and the effective date of promotion---an important matter for seniority when two (2) or more subordinates of equal grade operate in the same command structure.

If promotions occur, each player will also receive a separate document listing the general officers on duty in his department in order of 1) absolute rank (i.e., lieutenant general, major general, brigadier general, etc.) and 2) respective rank (i.e., #1-ranking brigadier general, #2-ranking brigadier general, etc.). This is to assist the player with any reorganization of forces he might make, especially to help him avoid the error of placing a *senior* officer under the command of a *junior* officer.

Inspector General's Report

If severely inclement weather occurs, this section will appear in the corresponding turn update sheet.

The Inspector General's Report is an advisory of incoming inclement weather and a warning to send

all troops into quarters. As denoted in this section, there are consequences for failure to do so, mostly in the form of increased attrition amongst the player's forces.

STRATEGIC AND OPERATIONAL MAPS

In addition to turn update sheets, each player will receive:
   a) a strategic map of the entire Western Theater, showing department boundaries and strategic points (cities), and
   b) an operational map of his department, showing location of strategic points (cities), available forces, naval forces (if any), supply depots, and fortifications.

Map (a) will be provided only at the beginning of the game.

Map (b) will be provided at the beginning of the game and updated quarterly (i.e., every three months).

(NOTE: <u>The game only involves the Western Theater.</u> The states of Virginia, North Carolina, South Carolina, Maryland, Pennsylvania, West Virginia, and Delaware are not represented in any operational maps.)

POSSIBLE ORDERS FOR EACH TURN

Each player must decide for himself what orders they will issue for each turn. As a guide, a list of possible orders are listed at the end of each turn update sheet.

These possible orders include:

Drill?

Upon reaching the front, units will be rated as either Ready, meaning that they have completed basic training and are fit for combat, or in need of further drill. The maximum number of weeks that units may require for drill will be three (3). Units in need of drill will be followed by a label in red, listing the number of weeks of drill they require.

A player may issue an order to **Drill** to those units that are in need of it; <u>he must specify the units by name.</u>

Once a unit has been instructed to drill, it will continue to do so until its drill is completed and it becomes ready for combat. When a unit has completed drill, the red label (above) will be replaced by the following label (in blue): Ready for duty

Units become immobile while drilling and cannot be moved until they have completed drilling.

(NOTE: Units that have not completed their drill should be kept out of combat if possible; otherwise, they will fight at a disadvantage against fully drilled enemy troops.)

Build Supply Depot?

Each unit of group of land-based units numbering ten thousand (10,000) or more men must have a regular source of supply.[5]

To keep his units in supply, a player may issue an order to **Build (A) Supply Depot.** <u>He must specify where the depot should be located.</u>

Once a supply depot has been completed, all land-based units nearby will immediately be considered to draw their supplies (and supply line) from it.

Once these units have moved beyond the range of the depot, the player will need to establish another, closer supply depot.

(NOTE: Forces totaling less than 10,000 men will be able to move freely without supply restrictions.)

Build Item(s)?

Each player will have the chance to have the strategic points (cities) under their immediate control construct an important item for the war effort. Each strategic point (city) may only produce one (1) type of item during any one turn.

Items that may be produced are:

> *Infantry weapons (rifled-muskets)
> *Cavalry weapons (sabers, pistols, carbines, shotguns, etc.)
> *Artillery weapons (cannon)
> *Repeating rifles (UNION only)
> *Engineering tools (UNION only)
> *Railroad rails/ties
> *Naval vessels[6]
> *Pontoon bridges[7]
> *Siege artillery (UNION only)

The amount of these items that can be produced by any one city depends on a) how many strategic points (cities) are assigned to build the item(s) and b) the relative point value(s) of the strategic points (cities) that have been assigned to build them.

Each player will receive a separate sheet detailing the industrial production capabilities for their department.

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[5]In certain areas (designated on the player's strategic/operational maps) where agricultural production is assumed to be higher than the average, armies of up to 30,000 men might move freely without supply restrictions.
[6]For a list of ship types that can be built by either team, see list on p.25.
[7]Union players may only build two (2) of these during any three-month period. Confederate players may only build one (1) of these during any three-month period.

NOTE: Once a strategic point (city) has been ordered to build item(s), and the order has been processed in a turn, the item(s) cannot be changed until the current production slate is completed.

Stockpile supplies?

Players may temporarily forestall the necessity of replying on supply depots by ordering his forces to **Stockpile Supplies** in advance.   The player must specify the amount of supplies to be stockpiled, which must be done in reference to a) the number of troops involved and b) the amount of time for which the troops must go without regular supply.   He will then be informed of how long it will take to stockpile them.

> Ex.: A group of 1,000 soldiers needing to go without regular supplies for twenty (20) days would need 20,000 supplies.

Once supplies have been produced, they will be located at a strategic point (city) under the player's control.   They may be moved from this point to any other designated by the player.

Usually, supplies are stockpiled for two reasons: one, in the expectation of an impending siege, to allow troops to survive without their regular supply; two, for an operation in which soldiers might temporarily need to move beyond their supply lines in order to seize a key objective.   It should be noted that, as in both cases above, stockpiling supplies is only a temporary expedient, not a long-term solution: unless sieges are lifted by friendly forces, troops will eventually run out of food; and, at some time or another, troops on campaign will have to return to regular supply.

Supplies must be consumed within a reasonable amount of time, or else placed in storage.

Move (Land-based) Units?

Players may move their land-based units from any land-based point to any other land-based point by giving the order **Move Units**.   This order is understood to be a road-based movement.

Players must specify a) which unit(s) is/are to be moved and b) the ending point of the movement.

All other things remaining equal, the maximum distance that a unit or group of units can move in any one turn is seventy-five (75) miles.   If units are moved by railroad, river, or sea, or under certain cases where supplies have been stockpiled for an extended move (see Stockpile Supplies? above), this distance might be extended.   If units are moved in certain types of terrain (e.g., high mountain ranges, swamps, etc.), this distance might be reduced.

If a movement of land-based units ends close to an enemy land-based force, a battle may result.

Move Naval Forces?

Players may move their naval forces from any point on a river or along a coast to any other point along a river or coast by giving the order **Move Naval Forces**.

Players must specify a) which group(s) is/are to be moved and b) the ending point of the movement. Existing naval squadrons may be *combined* for such movements, but can <u>never be split</u>.

All other things remaining equal, the maximum distance that naval forces may move in any one turn is one-hundred (100) miles.[8]

If a movement of naval forces ends close to an enemy naval force, a battle may result.

Move By Railroad(s)?

Players may order their land-based units to **Move By Railroad(s)**, provided that rail lines have not been destroyed or damaged between the starting and ending points of the movement.

The time it takes to move a group of units by rail depends on a) the total size of the force and b) the distance intended for them to travel. Some railroad movements might not be completed by the end of the turn.

Repair Railroad(s)?

Players may order their forces to **Repair Railroad(s)** that have been damaged by the enemy. To repair their railroads, Confederate players must use either their own land-based forces or (when available) slave labor. This slave labor force is not permanent; it must be used within the time given, after which it will expire.

To repair their railroads, Union players may use either land-based forces or Engineer units.

The time necessary to repair railroads will depend on a) how extensively they have been damaged and b) how many units/slaves/engineers are used in their repair. Some railroad repairs might not be completed by the end of the turn.

Confederate railroads that have been damaged so badly as to be destroyed cannot be repaired.

Union railroads cannot be destroyed.

Move By River?

Players that have available naval transport units may order their land-based units to **Move By**

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[8]For the sake of simplicity, this game makes no distinction between land miles and nautical miles.

River along the Tennessee, Cumberland, Mississippi, and other rivers.

They must specify the number of troops they would like to move and designate the starting and ending points for the movement.

The time it takes to move a group of units by river depends on a) the total size of the force and b) the distance intended for them to travel. Some river movements might not be completed by the end of the turn.

Move By Sea(s) (Union only)?

Union players may order their land-based units to *Move By Sea(s)* along the Atlantic and/or Gulf Coasts, between any two points.

Union players must use their available transport ships (listed in the "Naval Forces" section of the turn update sheet) to *Move By Sea*. They must also specify the number of troops they would like to move and designate the starting and ending points for the movement. If the ending point is a Confederate-held port, this movement automatically generates an amphibious assault.

Confederate players may not move by sea under any circumstances whatsoever.

The time it takes to move a group of units by sea depends on a) the total size of the force and b) the distance intended for them to travel. Some sea movements might not be completed by the end of the turn.

Build Fortifications?

Players may order their land-based units to *Build Fortifications* to protect strategic points (cities).

To build their fortifications, Union players may use engineer units for this purpose.

To build their fortifications, Confederate players must use either their land-based units or slave labor for these purposes. This slave labor force is not permanent; it must be used within the time given, after which it will expire.

Players must specify how many men they wish the fortifications to be occupied by (e.g., for 5,000 men, etc.). This will determine a) the length and strength of the fortifications and b) the time necessary to complete them. In general, fortifications built for a large number of men (e.g., 20,000 or more) will take longer. Rarely, if ever, will fortifications of this size be completed in a single turn.

(NOTE: These fortifications are assumed to be strategic fortifications [i.e., meant to resist a siege]. If land-based units are ordered to Build Fortifications at a location other than a strategic point [city], it is assumed that they are building tactical fortifications, which are not as

powerful or as well-built as strategic fortifications.)

Raid?

Players may employ their cavalry in raids against the enemy's supply lines by giving the order **Raid**.

Players must specify a) which cavalry unit(s) is/are to raid and b) where they are to raid (generally understood to be the road(s) or railroad immediately in the rear of the enemy's forces).   Point (b) requires specifying certain places (either a single location or a list of locations), where the enemy's supply depot(s) is/are expected to be.

The time it takes for cavalry to complete a raid depends on a) the amount of cavalry involved in the raid, b) the quality of the cavalry leaders, c) the amount of enemy resistance, and d) the distance intended for them to travel.   Some cavalry raids might not be completed by the end of the turn.

When the raid has been either completed or defeated, the cavalry unit(s) will return.   Until they return, the player cannot give them any additional orders.

(NOTE: When cavalry raids are launched, the enemy's cavalry [if any] will automatically attempt to thwart them.   The success of thwarting a cavalry raid depends on a] the amount and/or quality of cavalry involved on either side, b] the experience of the cavalry leaders involved, and c] a random factorization.   <u>Players who do not want all of their available cavalry suddenly disappearing to chase the enemy's raiding cavalry are advised to specify ahead of time in their orders which cavalry unit[s] [if any] should undertake this duty</u>).

(NOTE: Players may, of course, order other land-based units, such as infantry, to raid enemy supply lines.   It should be noted that the amount of damage/destruction done by these units may be greater than the amount that can be inflicted by cavalry; it should also be noted, however, that these types of raids may take longer to reach their intended targets, thus increasing the likelihood that the enemy might discover them.)

Revise Organizations?

Players may make organizational changes to their land-based forces by giving the order **Revise Organizations**.

Players must specify what organizational changes are to be made, and what unit(s) is/are involved.

Among the organizational changes that can be made are:

   a) Eliminating a unit (division, corps, or army), by adding all of its sub-units (brigade(s), division(s), or corps) to other units;
   b) Reorganizing a unit (division, corps, or army), by moving some of its sub-units

(brigade(s), divisions(s), or corps) to other units and/or by bringing in sub-units from other units;

    c) Creating a unit (division, corps, or army), by combining existing sub-units (brigade(s), division(s), or corps) from other units or from newly-arrived forces;

    d) Adding reinforcements (existing numbers of men not already belonging to another unit) to a unit;

    e) Replacing a unit commander with another unit commander;

    f) Changing the nomenclature of a unit.

If any organizational change violates seniority (by placing a high-ranking officer under a low-ranking officer, either of a different grade [lieutenant general vs. major general] or of the same grade [1st-ranking brigadier general vs. 2nd-ranking brigadier general]), the change may be negated, or it may be allowed, with bad morale effects for the officer(s), unit(s), and/or sub-unit(s) involved.

(NOTE: The brigade is the smallest unit recognized.   Brigades may be combined, *but can never be split under any circumstances.*   Brigades may not include more than 3,000 men.)

PLAYER TACTICAL INFORMATION (BATTLE SHEETS)

When all or part of a player's land-based units become involved in a battle, he will be informed of this event in the concurrent turn update sheet and offered the choice to either a) conduct the battle personally or b) leave the battle in the hands of the non-player-character (NPC) subordinate involved.

Notice of impending battles and the chance to direct them can be found in the section labeled "Actions."

If the player chooses (b), then the results of the battle will be given in the next turn update sheet.

If a player chooses to direct a battle personally, he will be given a battle sheet.

Information given in battle sheets includes:

    a) Date, general location, and weather
    b) Situation
    c) Intelligence
    d) Friendly dispositions
    e) Enemy dispositions
    f) Terrain
    g) Events
    h) Forces Available
    i) Time

Date, General Location, and Weather

Self-explanatory

Situation

Gives a summary of the overall situation for the forces involved in the battle; summary of principal movements of units preceding the battle.

Intelligence

Summarizes available intelligence about the enemy in the immediate tactical area.   Updated as more information is gathered.

Friendly dispositions

Summarizes positions of all the player's units in the immediate tactical area, generally from a south-to-north or left-to-right orientation; also summarizes relative positions of all reinforcements near the immediate tactical area.   This section is not updated after the first turn; players must keep track of position(s) of unit(s) based on unit reports and periodic updates of tactical map(s).

Enemy dispositions

Summarizes *known* positions of all enemy units in the immediate tactical area, generally from a south-to-north or left-to-right orientation; also summarizes relative positions of all potential enemy reinforcements near the immediate tactical area.   This section is not updated after the first turn; players must keep track of position(s) of unit(s) based on unit reports, new intelligence gathered, and periodic updates of tactical map(s).

Terrain

Summarizes the terrain of the immediate tactical area; lists noteworthy elevations, watercourses, prominent buildings, and towns, if any; lists types of groundcover (e.g., woods, standing crops, thickets, etc.), if any.

Events

Lists noteworthy events in the order in which they are reported.   May include known movements of the player's units, known movements of enemy units, outcomes of combat between player's unit and enemy units, and miscellaneous reports of subordinates.   Updated with every turn of the battle.

Forces Available

Summarizes the Order of Battle (OOB) of the player's forces.   Lists organizations, strengths, quality of troops, quality of leaders, and unit status.   Offers rough assessments---not specific numbers---of known combat losses (e.g., "Light losses," "Moderate losses, ¾ [of unit] still in action; "Severe losses,

1/3 [of unit] still in action"; "Routed"; etc.)

Time

Lists the most current time, in standard hours (i.e., 12-hour clock).

TACTICAL MAPS

In addition to battle sheets, players who direct a battle will be given accompanying tactical maps. These maps will be periodically updated, usually after every two (2) or three (3) turns. Updated maps might only display known positions of friendly and enemy units current only to the *preceding turn*. For some meeting engagements, terrain might also be revealed on a turn-by-turn basis.

An accompanying map key will explain the information provided on the map.

NAVAL BATTLES

Unlike land-based battles, battles between opposing naval forces are automatically resolved by the game-moderator (GM), with no player involvement. The result(s) of these battles will be listed in the next turn update sheet, under the section labeled "Actions."

GAINING POINTS

The Confederate team possesses 120 points at the beginning of the game, while the Union team possesses 10 points. <u>This disparity in points is purposefully designed to compel the Union team to take the offensive if it wishes to win the game.</u>

Points are awarded for a) capturing cities, b) winning battles, and c) accomplishing other objectives. They are accrued for each team.

Capturing strategic points (cities)

The following are the strategic points (cities) which, if captured, add a certain point value to the team that captures them:

>   For the Union team:

>   ALABAMA
>   * *Montgomery* captured   15 points
>   * *Mobile* captured   15 points
>   * *Selma* captured   12 points

ARKANSAS
* *Little Rock* captured   7 points
* *Helena* captured   7 points
* *Fort Smith* captured   5 points

FLORIDA
* *Pensacola* captured   12 points
* *Tallahassee* captured   8 points
* *Jacksonville* captured   8 points
* *St. Augustine* captured   6 points
* *Fernandina* captured   6 points

GEORGIA
* *Atlanta* captured   25 points
* *Savannah* captured   10 points
* *Augusta* captured   10 points
* *Macon* captured   10 points
* *Milledgeville* captured   9 points
* *Columbus* captured   9 points

LOUISIANA
* *New Orleans* captured   50 points
* *Baton Rouge* captured   15 points
* *Shreveport* captured   8 points
* *Alexandria* captured   6 points

MISSISSIPPI
* *Corinth* captured   20 points
* *Vicksburg* captured   15 points
* *Jackson* captured   10 points
* *Meridian* captured   6 points
* *Grenada* captured   3 points

TENNESSEE
* *Nashville* captured   40 points
* *Memphis* captured   35 points
* *Chattanooga* captured   30 points
* *Knoxville* captured   20 points
* *Jackson* captured   10 points

For the Confederate team:

MISSOURI
* *St. Louis* captured   30 points
* *Jefferson City* captured   25 points
* *Rolla* captured   17 points
* *Springfield* captured   15 points

* *Ironton* captured	10 points
* *New Madrid* captured	8 points

OHIO
* *Columbus* captured	35 points
* *Cincinnati* captured	25 points
* *Dayton* captured	20 points

INDIANA
* *Evansville* captured	15 points
* *Indianapolis* captured	15 points
* *Fort Wayne* captured	12 points
* *Terre Haute* captured	10 points

ILLINOIS
* *Chicago* captured	30 points
* *Cairo* captured	20 points
* *Springfield* captured	15 points

For either team:

KENTUCKY
* *Louisville* captured	65 points
* *Frankfort* captured	30 points
* *Lexington* captured	15 points
* *Columbus* captured	12 points
* *Bowling Green* captured	10 points
* *Cumberland Gap* captured	10 points
* *Paducah* captured	8 points

(NOTE: These are the point values given to the side that captures these cities from the enemy. Should the other side recapture them, then ½ of the original points will be given to that team. Again, should the first side re-recapture them, then this reduced point value will again be halved, and so on. EX: If the Union team captures Atlanta, it gains 25 points; if the Confederate team then recaptures Atlanta, it only gains 13 points; and if the Union team captures Atlanta again, it only gains 7 points, etc. At a certain point, then, the capture and recapture of specific places will end up being a zero-sum game; therefore, each team will have to decide if it is worth the effort to keep "swapping" strategic points [cities], even if they possess the power to do so.)

As this list shows, it should be the goal of the Union team to capture as many strategic points (cities) as possible. After all, the Union team 1) is already at a deficit in points scored when the game begins, 2) it possesses greater numbers, making it easier to capture and hold strategic points (cities), 3) it is the only team with the ability to consistently move troops by sea or river (and most of the strategic points [cities] listed above are, in fact, located on coastlines or rivers), and 4) it must, in a very real, larger political-military sense, capture Rebel territory in order to win the war.

For the Confederate team, the taking and holding of one or two strategic points (cities) might add points necessary to win the final victory. However, given the Confederacy's weaker status in army strength and its inability to consistently move large forces by sea or river, it is perhaps impossible to win by "conquest." More than likely, the Confederate team will have to employ a strategy of winning battles in defense of their own strategic points (cities), rather than trying to invade and hold in perpetuity any substantial part of the Midwest or the Border States.

Winning Battles

A battle won accrues points to the victorious team based on:

> 1) the number of total casualties (always taken as an even number) sustained by both sides,
> 2) the ratio of casualties between the victorious team and the defeated team, and
> 3) the significance of the battle in the larger strategic sense.

These points are rounded off the nearest whole number.

1) In regards to #1, the following examples may be illustrative:

    *A battle in which total casualties average 1,700 men will gain the victorious team 2 points (1.7 rounded off to the nearest whole number)
    *A battle in which total casualties average 3,100 men will gain the victorious team 3 points (3.1 rounded off to the nearest whole number)
    *A battle in which total casualties average 5,500 men will gain the victorious team either 5 or 6 points, depending on other factors to be considered by the game moderator (GM)

2) In regards to #2, battles that give the victor a 2 to 1 ratio of casualties will increase the total point score by 50%.

    Battles that give the victor a 3 to 1 ratio of casualties will increase the total point score by 100%.

    Battles that give the victor a 4 to 1 ratio of casualties will increase the total point score by 200%

    Battles that give the victor a casualty ratio even larger than 4 to 1 will increase the total point score as determined by the game moderator (GM).[9]

    The following examples may be illustrative:

    *A battle in which the total casualties average 1,700 men, and the victorious team has lost 560 or less of these (i.e., the defeated team suffered at least 1,120, that is, 2x as many casualties) will gain the victorious team 3 points (1.7 rounded up 2, then increased by 50%).

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[9]This scenario usually occurs when a large garrison is forced to surrender at the end of a siege (Ex: the capture of Vicksburg in July, 1863, which, under the mechanics of this game, would have accrued Grant at least 102 points: 15 for taking the city [strategic point value] and 87 for the surrender of the 29,000-man army under Pemberton [29 increased by 200%]).

*A battle in which the total casualties average 3,100 men, and the victorious team has lost 775 or less of these (i.e., the defeated team suffered at least 2,325, that is, 3x as many casualties) will gain the victorious team 6 points (3.1 rounded down to 3, then increased by 100%).

*A battle in which the total casualties average 5,500 men, and the victorious team has lost 1,100 or less of these (i.e., the defeated team suffered 4,400, that is, 4x as many casualties) will gain the victorious team 15 or 18 points (5.5 rounded down to 5 or up to 6, depending on the game moderator's decision, and then increased by 200%).

3) In regards to #3, this is a more elastic concept that varies from battle to battle.   It depends on such factors as:

   a) the location of the battle,
   b) the point value associated with the closest strategic point (city), if any,
   c) the degree to which the battle represents part of a series of consecutive victories on the part of the victorious team.

For instance, if the battle takes place deep in the enemy's territory,[10] then the final points scored might be increased by an undetermined margin, as it would represent not merely a defeat for the losing team, but a defeat in a sensitive place.

Alternately, if the battle is understood to be fought in order to capture, or to hold onto, a strategic point (city) with a substantially high point value, then the final points scored might be increased by an undetermined margin, as it would represent not simply another battle in the middle of nowhere, but a battle for an important point.

Finally, if the battle was the third, fourth, or fifth consecutive victory for the victorious team, then the final points scored might be increased by an undetermined margin, as it would represent not merely a tactical victory but a compounding triumph for the morale and confidence of the victorious army.

The very elasticity of this concept will force players to consider whether it is worthwhile to risk battle in certain circumstances.

If, in the GM's decision, a battle does not meet any of the above criteria, then it might simply accrue only those points gained under #1 and/or #2.

Alternately, the GM might, in lieu of adding points to the victorious team, instead inflict penalties on the defeated team (e.g., a series of consecutive defeats might count against movement or combat points for the defeated team's army in the next engagement; a defeat near an important strategic point [city] might lead to infighting amongst the defeated team's army, necessitating a reorganization and/or personnel changes, etc.)

Naval battles accrue points based on a) the general location of the battle and b) the amount of damage inflicted on the enemy vs. the amount of damage sustained by the player's naval forces. Total points gained for naval victories will rarely, if ever, exceed 10 to 15.

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[10]"Deep" implies that the penetration is far beyond the regular front lines for either side.

Accomplishing other objectives

As with #3 of the above section, this is a very elastic concept. It suggests that one team or another has accomplished something beyond an ordinary victory, or has inflicted damage on the enemy above and beyond that occurring from the capture of cities or the winning of battles. Some rough examples, both speculative and historical, of points gained under these circumstances might include:

> *Winning a battle in which the enemy army lost a large number (25%, 33%, etc.) of its high-ranking officers killed and/or wounded (e.g., battle of Franklin, November 1864)
> *Capturing a large number (25 guns or more) of enemy artillery pieces during or immediately after a battle (e.g., battle of Cedar Creek, October, 1864, where Confederates lost at least 30 artillery pieces)
> *Completely destroying an enemy fleet (e.g., battle of Mobile Bay, August 1864)
> *Accomplishing a raid deep into enemy territory, against little or no opposition (e.g., Sherman's March to the Sea, November, 1864)
> *Capturing two or more strategic points (cities) in a single turn (e.g., fall of Chattanooga and Knoxville, TN, to Union forces during the first week of September, 1863)
> *Destroying two or more supply enemy depots in a single turn
> *Destroying a large stretch of enemy railroad (especially between two strategic points [cities])

Points accrued in this way will probably not be as cumulatively significant as those gained from capture of strategic points (cities) and/or winning of battles, but they will add something to team scores.

Section 3 – Supplementary Information

MORE ON PLAYER SET-UP

There are six (6) departments represented in the game, three (3) Union and three (3) Confederate. They are:

> Union Department of the Ohio
> Union Department of the Mississippi
> Union Department of the Missouri
> Confederate Military Department No. 1
> Confederate Military Department No. 2
> Confederate Military Department of the Gulf

MORE ON MILITARY MANPOWER

Although the Confederate team can expect to be outnumbered for almost the entirety of the war, several "wild card" factors may be imposed by the GM to keep the game competitive.

> 1. There is a 50-50 chance that Kentucky, neutral at the beginning of the game, might declare

for the Confederacy.[11]   Should that happen, most able-bodied Kentucky men will join or form Confederate regiments.

2. There is a chance that Missouri might declare for the Confederacy, if the course of the war in that state seems to have turned against the Union.   Should that happen, Confederate forces in Missouri will receive a significant boost in numbers.

3. If the course of the war turns against one team or the other at an historically "early" date (e.g., if Confederate forces manage to invade the lower Midwest in early- or mid-1862; or if Union forces have secured Tennessee and the major ports on the Gulf and are closing in on the last cities in the Confederate "heartland" [central Mississippi, central Alabama, and central Georgia] by the same date), the GM might allow an emergency intervention for the beleaguered side.   This emergency intervention might take the shape of a significant number of trained reinforcements, the appearance of trained troops from the Eastern Theater, the spontaneous mobilization of civilian partisan forces, the development of advanced weaponry, or the sudden eruption of dissension/guerrilla warfare behind the opponent's lines.
    …or, the GM might **_not_** intervene and the game might end at the historically early date!

MORE ON MOVING TROOP/SHIPS between departments

Any player has the right to send troops into any other player's department, because although each player is responsible for their own department, the land doesn't belong to them in the sense of being their own sovereign kingdom.   Rather, each player represents the military commander of a nominally democratic nation, so permission to move through one military department into another doesn't stop at the border; the whole land belongs to a single nation-state, whether the CSA or the USA.   Even so, players are advised to communicate with each other if they intend to move troops/ships into or through neighboring departments.

HOWEVER, _no player has the right to issue orders to any other player's troops, or to make any infrastructural alterations within another player's department, without the express, written consent of that player (copied to the game moderator)._   The troops/ships, supply depots, and fortifications of a department all belong to the player who commands that department. Departmental resources may be shared/loaned as needs be, but the player sharing/loaning must give express, written consent to that effect, and the GM must see a copy of it.

MORE ON INDUSTRIAL PRODUCTION

Each player's strategic points (cities) double as industrial sites, able to produce several types of weapons or other materials to enhance his team's war-making abilities (see page 12 for a full list of

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[11]Note: <u>If Kentucky's neutrality is violated by either team</u> (meaning, troops are unilaterally sent in to secure the state for that team), <u>then Kentucky will automatically declare for the other team</u>.   In that event, the offending team would receive at most 20-25% of all Kentucky troops, while the innocent team would receive 75-80% of all Kentucky troops.   If neither side violates Kentucky's neutrality and the state declares for the Union, the Confederate team can expect to receive 34-40% of all Kentucky troops and the Union team 60-66%.

what can be built).

While no single building program is preferable to another, players should note the following:
1. Industrial capacity will change over the course of the war---meaning, cities will be able to produce more of any one weapon/item as time goes on.
2. In general Union production will ultimately surpass Confederate production for most weapons/items.
3. Notwithstanding #2, there are notable differences from the beginning which will not change:
   a. Assuming the majority of Confederate strategic points remain within Confederate hands for at least half of the game length, Confederate industrial capabilities for cavalry weapons will surpass Union industrial capabilities for cavalry weapons at the beginning and will remain so for most of the game. This is to model the fact that Confederate armed forces always had a higher percentage of cavalry.
   b. Assuming the majority of Union strategic points remain within Union hands for at least half of the game length, Union industrial capabilities for artillery weapons will surpass Confederate industrial capabilities for artillery weapons at the beginning and will remain so for most of the game. This is to model the fact that Union armed forces always had greater strength in artillery.
4. Confederate cities are only able to produce certain types of weapons/items as the beginning but will be able to produce more types of weapons/items as time goes on.
5. Notwithstanding #4, not every Confederate city will be able to produce every possible weapon/item.
6. Union cities will be able to produce a longer list of items, but again they cannot produce all of them in any one city.
7. As an obvious example, naval units (ships) can only be produced in cities that touch a navigable river or the Atlantic or Gulf coasts.

MORE ON LAND-BASED FORCES

Infantry, cavalry, and artillery units have three (3) experience levels: Raw, Seasoned, or Veteran. *Raw* units lose one (1) point from their combat totals during tactical battles. *Seasoned* units lose no points from their combat totals during tactical battles. *Veteran* units gain one (1) point added to their combat totals during tactical battles.

Infantry, cavalry, and artillery units may also be denoted as being "At Half-Strength" or "Demoralized." "Half-Strength" units might need to be combined with larger units to regain battle efficiency, or else strengthened with reinforcements (if any). "Demoralized" units might need to be kept out of battle until they have recovered. These two conditions are generally denoted in Red type.

If units are not noted as (*Raw*) or (*Veteran*) in experience level in the section of the turn update sheet labeled "Forces Available," it is assumed that they are Seasoned.

If units are not noted as "At Half-Strength" or "Demoralized" in status in the section of the turn update sheet labeled "Forces Available," it is assumed that they are in good condition.

MORE ON CAVALRY

Apart from raiding supply lines, cavalry units are usually employed in reconnaissance and intelligence-gathering. To execute the latter functions, players must instruct their cavalry units to either patrol a given area (which must be denoted by a list of towns or geographical landmarks in the area) or to move to a given area (which must be denoted by a town[s] or geographic landmark[s]) and remain there, if it is expected the enemy will pass through.

Unless reconnoitering cavalry is opposed by enemy cavalry, it will usually be able to detect at least the presence of enemy units.

All other things being equal, a cavalry force must number:

 a) *at least 500 men*, in order to detect enemy presence;
 b) *at least 1,000 men*, in order to detect enemy presence and size;[12]
 c) *at least 1,500 men*, in order to detect enemy presence, size, and organization.[13]

If enemy cavalry are encountered, the opposing forces will contend for dominance on the vedette (cavalry skirmish) line. The side that triumphs will then have a chance to view any other enemy forces in the immediate area.[14] The side that is defeated will not be able to view the enemy's dispositions in that turn.

The ability to dominate the vedette line depends on a) the number of cavalry involved on either side, b) their experience, c) the quality of their leadership), d) the presence of supporting infantry (if any), and e) a random factor.

After three (3) turns where cavalry have clashed on the vedette line (whether victorious or not), the cavalry units so involved must rest for one (1) turn.

(NOTE: To increase the chances of holding against the enemy's cavalry, and to increase the chances of pushing through the enemy's vedettes, players may instruct some of their infantry [usually, a brigade or two at most] to support the cavalry at certain points. If the enemy does likewise at the same places, of course, the odds may be the same as before.)

MORE ON NAVAL FORCES

Union players possess/may build the following types of naval ships:

 a) Wooden gunboats (river)
 b) Armored (ironclad) gunboats
 c) Mortar scows
 d) Transport steamers

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[12]"Size" may be, variously, a numerical estimate (e.g., "about 5,000 men") or an unit estimate (e.g., "at least two divisions").

[13]"Organization" refers to a known enemy unit organization (i.e., "part of the XIV Corps," or "Cheatham's Division").

[14]NOTE: A triumph on one part of the vedette line does not mean a triumph on all parts. Ex: if there are 3 groups of cavalry on each side, then there would be three (3) different areas where the cavalry would have to battle for control of the vedette line.

Confederate players possess/may build the following types of naval ships:

a) Ironclads
b) Cotton-clads
c) Wooden steamers
d) Transport steamers

In general:

a) ironclad and armored vessels are more durable than wooden or cotton-clad vessels.
b) mortar scows can inflict greater damage on enemy fortifications than other types of vessels.
c) ship for ship, Union vessels are generally superior to Confederate vessels of the same type.

These factors largely determine the outcome of naval battles.

Transport steamers are unarmed.

MORE ON SUPPLY

All other things being equal, the absolute limit of a supply line is as follows:

a) Along a river, *a distance of 125 miles.*
b) Along a railroad line, *a distance of 100 miles.*
c) On either side of a railroad, *a distance of 25 miles (laterally).*[15]
d) Along a road, *a distance of 75 miles.*

Players may, to a degree, circumvent these supply restrictions by either stockpiling supplies (see "Stockpile Supplies?" above) or by splitting their forces into smaller forces with less than 10,000 men each. The latter stratagem is only desirable when moving into an area quickly, with the object of securing a strategic point (city). <u>However, if any force of less than 10,000 men comes within 25 miles of any other force of less than 10,000 men, and the combined total of these forces would be 10,000 men or more, then the supply rules apply again.</u>

> Ex.: A corps of 22,000 men splits into its three (3) divisions of 7,000, 9,000, and 6,000 men, respectively, for a movement. So long as these three (3) divisions maintain a distance of more than 25 miles from each other, they need not trace a line of supply back to their depot(s), but if any one of these three (3) divisions come within 25 miles of each other, they will total more than 10,000 men and will therefore need a regular supply line and supply depot(s).

If a supply line is cut (damaged), all unit(s) dependent on that supply line (based on the depot) must halt, until the supply line has been restored.

If a supply depot is destroyed, all unit(s) dependent on that supply depot must withdraw to within

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[15]Meaning, units can move up to 25 miles away from a railroad that runs back to their supply depot, on either side of the railroad (50 miles in total from end to end), and still be in supply.

twenty-five (25) miles of the next closest, existing depot.   If there is no other existing depot, they must withdraw to within twenty-five (25) miles of the nearest strategic point (city).

MORE ON SUBORDINATES

Generally speaking, non-player character (NPC) subordinates will **not** be known historical personalities.   This is for the purpose of making the choice of subordinates somewhat more challenging for the players.

Each player will receive a chart showing the order of seniority (i.e., rank) for general officers in his department.   As a general rule, seniority must be respected by the player; in other words, a player cannot place a senior general under the command of a junior general without some conflict resulting. Suggestions on working around seniority are available on request.

Besides seniority ratings, general officers have two other ratings: <u>Experience Level</u> and <u>Tactical Personality.</u>

<u>Experience Level</u> is a measure of their experience with military life.   There are three (3) ratings for Experience Level: Raw, Seasoned, and Veteran.   *Raw* commanders will lose 1 point for every combat movement undertaken.   *Seasoned* commanders lose no points in combat movements.[16]   *Veteran* commanders gain an additional 1 point for every combat movement undertaken.[17]

<u>Tactical Personality</u> determines how subordinates will interpret open-ended (i.e., discretionary) orders. There are three (3) ratings for Tactical Personality: Cautious, Prudent, and Bold.   *Cautious* commanders will err on the side of caution in interpreting open-ended orders.   *Prudent* commanders will try to balance caution with boldness.   *Bold* commanders will choose to act boldly almost every time.[18]

The combinations of these ratings will, to a great degree, affect how the player is able to conduct battles.

Players may relieve subordinates that displease them.   However, they must take care not to relieve too many at one time.   If they do so, they will demoralize their armies.

MORE ON BATTLES

The tactical component is intended to be fluid.   Therefore, rather than having a list of mechanics to delineate every possible situation in a tactical battle, players are instead offered the following general principles:

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[16]Seasoned commanders are denoted with either (Seasoned) in parentheses after their name, or, in a larger order of battle, with a single "*".

[17]Veteran commanders are denoted with either (Veteran) in parentheses after their name, or, in a larger order of battle, with a double-asterisk ("**").

[18]Tactical Personality will <u>not</u> be disclosed at the beginning; for the first several turns players will have to see how NPC subordinates respond to orders in determining whether they are Cautious, Prudent, or Bold.

1. If the player is waiting for battle at a certain location, he might be allowed to study the battle map before the first turn and to specify where he wants his troops placed. Otherwise, his army's disposition(s) might be already laid out by the first turn.

2. At the beginning of a battle, the player's character will have a headquarters (HQ) established roughly near the center of his battle line. If he wishes to shift his headquarters, or to visit a specific unit, he must order this to be done. The advantage of a central, permanent HQ is that all reports arrive more or less at the same time; the advantage of a shifting HQ is that the player might be able to make a decision at a critical time for a certain part of his battle line.

3. Detailed orders will be followed to the letter by non-player-character (NPC) subordinates, while open (i.e., discretionary) orders may be interpreted widely. Players will therefore have to find the balance that works best for them.

4. Units that receive no orders might act on their own, or might do nothing at all. If the player wants to keep control of them, he will probably have to designate them as reserves unless and until he chooses to give them further orders.

5. Terrain makes a difference: units on elevations will be harder to dislodge then those in open areas, units in woods will be more likely to get lost, units in the open are likely to suffer greater casualties, etc.

6. Seasoned troops will generally fight better than inexperienced troops.

7. Inexperienced troops, especially those in their first battle, are prone to panic under fire.

8. Veteran troops are the toughest to defeat, but are also the least likely to take initiative (they've seen too much of the horrors of war).

9. Reserves are critical; the front line troops might not be able to do it all.

10. Flank attacks stand a greater chance of success than frontal attacks, but take longer to set up and are easier to detect.

11. Troops eventually get disorganized, disordered, and worn out by combat. Be sure to rest them when possible.

12. Contingency plans are useful.

13. Intelligence is critical, but takes time to gather.

14. The decisive, war-ending battle might or might not be attainable. The object is to win the war; perhaps the only way to do so is to outlast the other side.

MORE ON ORDERS

The list of possible orders offered above (see Orders) is by no means exhaustive, nor is it intended that players must give their orders in such a rote, clinical fashion. On the contrary, players are allowed, indeed encouraged, to issue orders in whatever style best suits them.

In previous versions of this game, some players' orders have been brief and to the point; other players' orders have been lengthy and descriptive. Either style is perfectly acceptable, provided that, in their substance, they provide the necessary information (e.g., where troops are supposed to move, how many, etc.). Orders, whether brief or detailed, that do not appear to provide the necessary information may be disregarded by the game-moderator (GM).

Players may phrase their orders as a series of bullet points, as a series of short sentences, as a series of paragraphs, as a series of letters, as a series of telegraphs, or any other format that best suits them. They may provide a brief summary of important points at the beginning of the orders, followed by fleshed-out sub-points later on. The important point is, as always, what works best for them.

Players are encouraged, to the degree that they feel comfortable and have the time, to structure their orders in the fashion of a 19th-century military commander, using the same terminology, syntax, and style. Yet this is only a suggestion, not a requirement.

Player are likewise encouraged, to the degree that they feel comfortable and have the time, to structure their orders so as to be provide contingency plans in the event of certain occurrences. This makes it easier for both the game-moderator (GM) and non-player character (NPC) subordinates to anticipate and act on future orders. Again, this is only a suggestion, not a requirement.

For further edification, players are offered the following two (2) actual orders, given by a Union and Confederate player, respectively, during the last iteration of the game (2011-2014):

1. Union player, commanding Department of the Cumberland
Orders (word-for-word) given in response to turn update sheet dated October 10, 1863

> At Nashville, Tn Hold.
> At Murfreesboro, Tn, Hold
> At Columbia, Tn, XX.C. Move by foot back to Murfreesboro.
>
> Brig Gen Rosecrans[,]
>
> I argee with [your] suggestion to move back towards Murfreesboro and leave it up to you whether we should garrison Columbia in case we need the communications links for further operations.
>
> At Shelbyville, TN XXI.C move by foot to Tullahoma
>
> At Wartrace, Tn, XIV.C move by foot to Tantelon
> At Tantelon, Tn, 1st & 2nd Brigades Hold and guard the rail tunnel just south of the town.
>
> At Tantelon, Tn 1st & 2nd Cavalry brigades move to Bridgeport & Bolivar, if possible try to cross the river at both points.

At Wartrace, Tn 3rd & 4th Cavalry brigades move to Manchester and Tracey City.

At Gallatin, Ky, Move the brigade by rail to Tantelon

All other garrision units Hold

Georgia
2nd Brigade embarks onto naval transports and steams off to Pensacola, Fl to occupy the city.

At Savannah, Georgia, Cavalry to tour the countryside.[19]

Summary

XIV.C moves to Tantelon
XXI.C moves to Tullahoma
XX.C moves to Murfeesboro
Cavalry scout towards Manchester, Tracey City, Bridgeport and Bolivar.
2nd Brigade amphibs into Pensecola.

2. Confederate player, commanding District of West Tennessee
Orders (word-for-word) given in response to turn-update sheet dated November 6, 1863

KENTUCKY RECON MISSION –   See if our cavalry can learn anything from the civilian population of Kentucky as to the Union force that has sallied out of Columbus.

Build Strategic Fortifications – **None**

Drill - None

Stockpile Supplies –   Colonel Leadbetter should continue to send out foraging parties in Kentucky to add to his stockpile of rations.

Move by Rail –   None

Revise Organization – **Major Thompson's cavalry will now report to Colonel Dibrell.**

COMMANDS

Orders to Commanders:

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[19]In retrospect, this order was a bit too vague (what part of the "countryside"?) and should have been followed by a geographic area or town(s) where the "tour" was supposed to happen.   I decided to simply have the cavalry move in a box-shaped pattern out to a certain distance, and then return to report.

1) My compliments to Major General Bee.   Due to issues in gathering the forces necessary for the attack we planned, you are to instead march back across the Tennessee River and turn north towards Paducah, proceeding up through Murray, KY, with all supplies.   Colonel Dibrell's cavalry is to be detached to proceed ahead of you as a scouting force to locate the enemy and report his strength, and to reduce your dependence on supplies for a force of over 10,000 men.   The enemy is reported to be at either Benton, KY or Mayfield, KY at the moment.   You are to march north to engage them wherever they are located.   Major Thompson's cavalry is currently trying to keep track of the enemy and is now located at Farmington, KY.

2) My compliments to Colonel Leadbetter at Paducah.   It seems that the Union has sent another force out of Columbus to sweep through Kentucky, and they may turn north to invest you.   You are to continue to hold Paducah against the enemy and maintain a river blockade of the Ohio River.   <u>Hold the city at all costs</u>, as we are bringing relief as quickly as we can.   You have my full confidence and trust.

3) My compliments to Major General Hardee.   You are to continue to defend the Big Hatchie River crossings as you see fit.   The goal is to maintain the illusion of the army in force, and deny enemy access to Tennessee territory below that river.   I am relying on you to help keep the enemy off of our supply routes from Memphis and keep them off-balance.   Major Thompson is observing Columbus, Kentucky and will advise you if the enemy has any activity there, and Colonel Hardcastle will keep you informed of enemy activity out of Ashport.   If the enemy sallies in force and your situation becomes untenable, you may withdraw to the Loosahatchie River line and defend its crossings at Withe Depot and the rail trestle east of there.   It is my understanding that the river crossings west of Withe Depot had all been destroyed last year, making an enemy crossing of the Loosahatchie impossible west of Withe Depot.   <u>Please ensure that this is still the case</u>.   You may withdraw into Memphis if the situation calls for it and destroy the crossings near Withe Depot.   The goal for your force is to defend Memphis at

all costs, as it must not fall into the enemy's hands. There are sufficient rations there to keep your force supplied for a protracted siege. Keep me informed of all enemy moved and dispositions.

4) My compliments to Major Thompson. He is to now report to Colonel Dibrell as his commander. Monitor the Union forces out of Columbus, so that we might be aware of any actions they take. If enemy movement is detected, he is to report it at once to Colonel Dibrell. He is to keep an eye on the Union forces now operating in the Kentucky countryside and report their moves to HQ.

5) My compliments to Colonel Hardcastle. His cavalry near Brownsville, Tennessee will continue to monitor Union forces at and around Ashport. Report any enemy activity to MG Hardee immediately.

6) My compliments to Colonel Dibrell. He is to scout for MG Bee's force and stay ahead of him as he advances back into Kentucky. The Union forces have been reported by Major Thompson as being at either Benton or Mayfield, KY. We need to know where they are, where they are headed and in what strength. You are the eyes of MG Bee's division. Major Thompson will now report to you.

Memphis garrison is [to] remain alert and defend the fortifications at Memphis. Ensure all the Loosahatchie River bridges west of Withe Depot have been destroyed to prevent a Union crossing anywhere except at Withe Depot.