

## WBTS May 2016 Revision Summary of Improvements Donald Johnson June 8, 2016

1. Changes are based on "How the North Won" by Hattaway and Jones, 1983, which is a classic one volume operational treatment of the American Civil War.
2. The game system engine remains fundamentally the same, however most rules have been tweaked to better reflect history. For this reason, change colors have been removed, as every rule should be assumed to be needed to be read fresh.
3. Militia acts more like militia did in history, without adding lots of complexity. Set up and arrival is more flexible; when demobilized they may return after a 12 month hiatus.
4. Charts and tables fixed to remove anomalous results. Map has improved accuracy.
5. Monthly supply consumption greatly simplified by using fixed cost table based on stack size and hex terrain to determine cost, no die roll, minimizes a chore aspect of game.
6. Can only eat for one month off supply grid before supply attrition starts.
7. Supply consumption trace by river uses local transport not otherwise in game, river transports reflect those transport ships committed to war effort.
8. 4 Union leaders and 1 Confederate leader have one attribute improved.
9. Ground combat clarified.
10. ZOC only for corps and armies with 2 cavalry or 3 infantry divisions; which is appropriate for the scale of the game with a hex being about 12.5 miles across.
11. Rules for close and distant siege.
12. HQ loss is permanent and loses a Political point, representing a decisive battle. No complex rules for determining when a battle is decisive.
13. MO and KY neutrality rules are improved so they act more like in history. It may now make sense for the South to invade KY in some cases, as happened in history.
14. Cannot concentrate all free movement initiatives in just one portion of the map, keeps the whole map in play as happened in history.
15. If Emancipation Proclamation is not done by 1863, then Union Personnel Points are reduced to reflect lack of the black recruitment that did happen in history.
16. South has exactly 10 ocean seaports for import supply; those used in history.
17. Historical leader pools by groups for a time period, but groups can be combined to allow more randomness of leader arrival as desired by a player. If groups are not mixed, leaders arrive roughly when they began to command a corps or army in history.
18. Many useful play aid charts provided including detailed sequence of play for weekly and monthly turns and supply charts to aid record keeping.
19. Free movement initiative rules allow for going off supply grid as in history, such as cavalry raids and actions like Grant below Vicksburg and Sherman's march to the sea.
20. Partisans better fulfill their role as in history, including being recruited by cavalry raiders as happened in history.
21. Three star generals arrive unknown (counter flipped) until used in combat. Union generic 3 star leader's values are 2-2-1 and for South are 3-3-1 until known, which are the median values of their side's leaders.
22. Confederate capture of any Union city (not town) results in political points and also means Lincoln will not be re-elected, so game must end on weekly turn 193 (instead of 200) with the inauguration of the candidate of the Democratic party.
23. Units moving by water are restricted until linking up with units moving overland.
24. Warships carry supply for shells, which are spent in combat.
25. The South must rip up rails to fix rails elsewhere.
26. Militia are only placed weekly at the rate of 2 SP per week per state.
27. An army must be given a leader or it does not arrive.

28. Militia demobilization is done by state.
29. Supply points spent on fort construction accumulate and are counted for later attempts.
30. In the 1861 scenario, 3 star leaders except Lyon begin inverted and untried.
31. Southern city/town supply and import supply only needs to trace to a city.
32. There is a Northern Sympathetic area in East Tennessee and nearby. The South needs to occupy cities and towns in this area for them to be used for supply production and militia placement.
33. Units that move by water cannot move out of supply until they are joined by units that did not move by water.
34. There are 3 planned connecting rail lines that may be constructed by the South to improve their rail grid.