

## WBTS Additional Charts by Donald Johnson on 05/05/2016

For Missouri militia, 1 point is placed each month in 1861 and 1862, 1 every even numbered month in 1863 and none in 1864 and 1865.

MO Supply City/Town	Hex	Militia Dice	Start?
1. St. Joseph, MO	A0805	1/1-3	-
2. Springfield, MO	A1318	1/4-6	C
3. Jefferson City, MO	A1811	2/1-6	U
4. Rolla, MO	A2014	3/1-3	C
5. Hannibal, MO	A2206	3/4-6	-
6. Ironton, MO	A2517	4/1-3	-
7. St. Louis, MO	A2712	5,6/1-6	U
8. New Madrid, MO	A3021	4/4-6	C

For Kentucky militia, 2 separate points may be placed each month in 1861 and 1862, 1 in 1863, and none in 1864 and 1865. The first 2 months of the 1861 Campaign game are normalized so that the Union gets 3 militia points and the Confederates get 1 militia point.

KY City/Town	Hex	Militia Dice	Core?
1. Columbus, KY	A3221	1/1-3	C
2. Paducah, KY	A3419	1/4-6	C
3. Bowling Green, KY	A4420	2/1-3	C
4. Louisville, KY	A4714	3,4/1-6	U
5. Frankfort, KY	A5115	5,6/1-6	U
6. Lexington, KY	A5315	2/4-6	U

New Supply Consumption Chart – cost is fixed, no die roll.

Supply Consumption	1-10	11-30	31-100	101+
Clear Hex	1	1	2	4
Forest/Swamp/Rough Hex	1	2	3	4

New HQ Creation Chart

HQ Creation	07/61-03/62	04/62-08/63	09/63-04/65
Union	Die 1	Die 1-4	Automatic
Confederate	Die 1	Die 1-3	Automatic

If Corps HQ are created, then roll die again for number of corps created.

Ironclad SNAFU Die Roll

1-4 Effective (does not takes losses), 5-6 Ineffective (takes losses). Leader -1 to die.