

WBTS Expanded Month Strategic Turn by Don Johnson 06/08/2016

A. **Siege Phase** (North goes first for all South forts & fortresses he besieges.)

1. North may bombard besieged fort with S-2 siege gun.
2. If no bombard, besieging units may auto-attack fort w/o attacker's losses x2.

B. **Production Phase**

1. **Supply Point Production segment** (Simultaneous)

Produced supply points go into general supply pool, max is 999.

- a. North: Monthly Base (from month track) - (captured North towns x 5)
- (captured North cities x month's Richmond rate)
+ (Month city supply) x (captured Southern & neutral cities).
- b. Determine blockaded South seaports (Rule 24 has details).
- c. South: Unbesieged Major City supply (from 21.35 on Turn Sheet) +
(Month city supply) x (cities with rail/water path to city) +
(Month import supply) x (unblockaded seaports w/ rail/water to city).

2. **New Unit Initiation segment** (Simultaneous)

- a. Voluntarily destroy or reduce any units on map or production spiral.
- b. Personnel point production (North 23.11, South 23.12 on prod. spirals)
 - 1) Must use personnel points in month produced, any unused are lost.
 - 2) Once first draft call is made, cannot later make a volunteer call.
 - 3) If new call, pay political points per North 23.11 or South 23.12.
- c. Convert existing Militia unit or Garrison unit on unbesieged departments, pay costs, place Infantry unit on production spiral.
- d. Produce new units, pay costs (North 21.91, South 21.92 on prod. spirals).

3. **Division Augmentation segment** (Simultaneous)

- a. Augment one infantry division or one cavalry division per active department, pay costs, place augmented division on production spiral.

4. **Produced Unit Deployment segment** (Simultaneous)

- a. North: infantry & cavalry units deployed evenly by type on active departments with rail/river path off North edge. Garrison, siege gun, rail repair, supply train on active departments, no need to be even by type. Militia stay on production spiral for later deployment during week.
NT and NF on C3901.
RT and RF on C3901, St. Louis, Cincinnati, or Pittsburgh.
Naval Base on coastal hex with 5 infantry strength points.
Ironclad face down on C3901, St. Louis, Cincinnati or Pittsburgh;
Roll die for each on subsequent Month turns: if roll 1 or 2, flip IC to active.

- 4.b. South: infantry & cavalry units deployed evenly by type on active departments with rail/water path to 2 other cities/towns. Garrison, siege gun, rail repair, supply train on active departments, no need to be even by type. Militia stay on production spiral. Active department if unbesieged with rail &/or road path to unbesieged major city free of North units, rail can be cut, roads cross rivers at ferries. RT & RF on either 1) South city on coast or nav. river or 2) naval base. Naval Base on South seaport or city or town on navigable river. Ironclad face down on Charleston, New Orleans, or existing base; Roll die for each on subsequent Month turns: if roll 1, flip IC to active. After '61, South try to convert partisan cadre to partisan units: 2 in west and 1 in east, need die roll = 1, then cavalry leader of cavalry corps with ZOC can try to convert cadre to unit, need die roll =1, except Forrest needs 1-3. then can remove and then place 1 partisan cadre per month in a South state or MO, KY in a clear hex not occupied by North unit.

5. Brigade Merge segment (Simultaneous)

merge 1 brigade into 1 division of same type in hex.

6. Fortification segment (North goes first)

- a. Destroy owned unbesieged fort/fortress.
- b. Construct (Each side has 16 fort/fortress counters)
 - 1) Max 1 fortress attempt each month, fort must exist in hex.
 - 2) 3 ground strength points in hex, at least 1 infantry.
 - 3) Spend supply in hex (22.46 spirals), may be broadcast from general supply, else must be on map. North building a fort and then upgrading to a fortress in DC or South building a fort or upgrading to a fortress in Richmond is free of cost once each per game (21.10).
 - 4) Roll die for construction result.
 - 5) If 'C', place fort, point x to desired controlled river hexside. If failure, note supply points spent for later attempts.

7. Department Deployment segment (if month indicates)

- a. Deploy new department or move existing department to city or town.
- b. Max 1 department per state, D.C. is a state.
- c. North in South/neutral state city or town only if all cities/town are occupied.
- d. South: non-enemy occupied South city/town. Trans-Miss west of Mississippi.

8. Headquarters Deployment segment (if month indicates)

- a. Roll when indicated on Month.
 - 7/61 to 3/62: If roll 1, then if corps roll for # of corps.
 - 4/62 to 8/63: N if roll 1-4, S if roll 1-3, then if corps roll again for number.
 - 9/63 to 4/65: HQs can be created automatically.
- b. HQ placed on active department.

9. Leader Pick segment (if month indicates)

(This is the **ONLY** time a leader may voluntarily be put in command of an HQ.)

- a. Pick leaders randomly from future leader pool per month chart.
- b. Voluntarily exchange captured leaders.
- c. Place leader into command of existing HQ or on department.
 - 1) If it replaces existing army commander, pay 1 political point.
 - 2) If it replaces existing corps commander, pay 0 political points.
 - 3) Opponent may substitute captured leader. Replaced leader to dept.
- d. Promotion/Demotion
 - 1) If leader in stack replaces army commander, pay 2 political points.
 - 2) If leader in stack replaces corps commander, pay 0 political points.
 - 3) Opponent may substitute captured leader. Replaced leader to dept.

10. Confederate Replacement segment

- a. 1/63+: South can merge 1 or 2 Garrison points into Infantry division.
- b. An infantry division in HQ led by a leader may absorb 1 partisan unit.
A cavalry division in cav HQ led by a cavalry ldr may absorb 1 partisan unit.

11. Militia Demobilization segment (if month indicates)

- a. MD: roll 1 die, if roll 1 or 2 then remove half (round up) of Militia pts in state.

C. Supply Consumption & Broadcast Phase

1. Depot segment (North goes first)

- a. Remove depot unit (so it is available to place elsewhere), may replace with constituent unit (default is 2 Garrison points).
- b. Supply in removed Depot: Can 1) place it on map, 2) reverse broadcast it to general supply or 3) destroy it.
- c. Create depot from 2 strength points, must keep militia on depot chart.

2. Supply Consumption segment (Interleaved by hex, from NW hex to SE)

- a. Naval units, HQs, leaders, S-2 and RR2 do not need supply.
- b. Roll for each hex with land units on Supply Consumption (chart 12.12).
- c. If hex needs supply, **may** pay from supply chain via 3 infantry MPs to
 - 1) all sea hex (North only, must have empty NT-50 at sea),
 - 2) navigable river,
 - 3) functioning rail (using Rail Transport Points) back to active department;
 - 4) OR from adjacent supply points on map, depot, ST, or army for 1 month.
- d. If supply cost not paid, roll on Supply Attrition table (chart 12.13).

3. Supply Broadcast segment (North goes first)

Broadcast from General Supply pool at any unbesieged department only by rail (using RTPs) &/or rivers.

Max 10 into each depot per segment, depot max is 99.

Max 2 into each Army, Max 10 into each Supply Train.

D. Political Interaction Phase (North goes first)

1. If North has more Political Points, can make Emancipation Proclamation:
 - a. South gets 5 Political Points.
 - b. Foreign intervention effects are canceled & forbidden in future.
 - c. On 1/63 North personnel points above month min. not reduced by 10.
 - d. Neutral MO and/or KY become Confederate.
2. A player may appeal to Political Events Matrix (chart 25.42).
 - a. Roll for effect of appeal.
 - b. If roll did not win game, roller pays 0, 1, 2, 4, 8, 16, 16, ... Political Points.

E. Initiative Chit Pool Adjustment Phase (chart 5.13)

On 7/62, 5/63, 11/63, 5/64, and 1/65 adjust Initiative Chit Pool.

7/61	Initiative Pool: 0, 1, (2), 3	put 4,5 on 7/62; 6,7 on 5/63; 8,9 on 5/64
7/62	Initiative Pool: 1, 2, (3), 4, 5	put 0 chit away
5/63	Initiative Pool: 2, 3, 4, (5), 6, 7	put 1 chit on 11/63
11/63	Initiative Pool: 1, 2, (3), 4	put 5,6,7 chits on 5/64
5/64	Initiative Pool: 3, 4, 5, (6), 7, 8, 9	put 1,2 chits away
1/65	Initiative Pool: 6, (7), 8, 9	put 3,4,5 chits away

Victory

1. The game ends after:
 - (a) Player surrender at any time (Player Victory),
 - (b) Player Victory (P. V.) by U or C result on Political Events Matrix,
 - (c) 2 years of F (Foreign Intervention) result on Political Events Matrix that has not been canceled by Emancipation Proclamation,
 - (d) Inauguration of Democratic President after 1/03/65, or
 - (e) In any case after 4/04/65 (200 turns).
2. North wins Historical Victory (H. V.) if before game end they occupy all 5 South major cities (Richmond, Nashville, Memphis, Atlanta, New Orleans) and control all Union and KY cities.
South wins H. V. if by game end North has not won by H. V. or P. V.