

WBTS South 1861 Campaign Setup with errata by Don Johnson 06/08/2016

Scenario starts on monthly strategic turn of 61/07/0, about June 23, 1861.

Set up on Map

Hex	Counters
A0819	Railhead (notional dept. at Neosho, MO).
A0823	Railhead (notional dept. at Fayetteville, AR).
A1318	Railhead (notional dept. at Springfield, MO).
A2014	Price (4* 2-3-0), 2-4, 4 Militia at Rolla, MO. (Stand Watie with Indian Cavalry)
A3021	2 Militia at New Madrid, MO.
A4325	2 Militia (can redeploy in TN).
B0132	3 Militia.
B1705	6 Militia (can redeploy in AR), (1)2(3 Supply), Trans-Miss Department.
B2628	1 Garrison, RT-40.
B2728	Fort2 (Fort Pike).
B2732	Fort2 (Fort Jackson). (Note: Map location of Ft. Jackson at B2933 is incorrect.)
B2802	Polk (3* 2-3-1) inverted/untried, 2x3-3, 2-4, (1)2(2 Supply), Fort2, RT-40, Ken/Tenn Department.
B2831	Fort2 (Fort St. Philip).
B3625	2 Militia (can redeploy in AL).
B3627	1 Garrison, Fort2 (Fort Morgan).
B4026	2 Militia.
B5129	Fort2 (Fort Gadsden).
C1145	1 Garrison, Fort2 (Fort Pulaski).
C1609	2 Militia.
C1612	2 Militia.
C1640	2 Supply, SC/GA/FL Department.
C1641	2x3-3, 1 Garrison, Fort2 (Fort Sumter).
C1813	Railhead (notional dept.)
C2010	Railhead (notional dept.)
C2024	3-3, S.VA/NC Department.
C2108	J. Johnston (4* 3-3-1), 4-3, 3x2-3.
C2409	Beauregard (4* 3-3-1), 1 Corps HQ, 4-3, 2x3-3, 5x2-3, 1-4, (1)2(4 Supply).
C2512	4 Militia.
C2516	8 Militia (can redeploy in VA), N.VA Department.

C2534	Fort2 (Fort Fisher).
C2917	Magruder (3* 3-2-1) inverted/untried, 3-3.
C3119	4 Militia, Naval Base.
C3130	Fort2 (Fort Macon).
C3527	1 Garrison, Fort2 (Fort Hatteras and Fort Clark).

Militia that can redeploy may redeploy unstacked on any hex in that state.

Railcuts: B3416-B3917(6 hexes), B3725-B3824(2), C1522-C1523(2), C6025-C6026(2).

Set up on Production Chart

7/61	8 Militia.
8/61	15 Garrison.
9/61	15 Infantry, 6 Cavalry.
10/61	10-40.
11/61	Completed 20-40 ironclad (CSS Manassas) at New Orleans.

General Supply Level: 200. Political Point level is 0.

Note that the Naval Base at Norfolk, VA (C3119) has the partially burned hull of the USS Merrimack, from which the CSS Virginia ironclad may be built for 1 Personnel point and 20 Supply points (not the normal 60). If the naval base is destroyed, so is the Merrimack.

South has 12x4-2/3-2 and 20x2-2/1-2 militia units totaling 88 maximum points and can setup (including production) 4 + 2 + 2 + 3 + 6 + 2 + 2 + 2 + 2 + 4 + 8 + 4 + 8 totaling 49.

The following supply cities and towns are in the Union sympathetic area and must each be occupied by a Confederate land unit to contribute to Confederate supply or be a militia placement hex: Knoxville, TN; Chattanooga, TN; Bristol, TN; Cleveland, TN; Dalton, GA, Huntsville, AL; Greenville, SC; Staunton, VA, Winchester, VA. The following non-supply towns and villages are also in this area and must be occupied to be a militia placement hex: Stevenson, AL; Saltville, VA; Marion, VA; Wytheville, VA; New Market, VA; Strasbourg, VA; and Front Royal, VA. All of these may be marked with a blue bingo chip or a blue mark on the map to indicate this. If any of the above are not occupied by a Confederate unit, they revert to being Union sympathetic.

On the Month Track may place spare departments, initiative chits, entrenchments, partisans and leaders on the month they arrive as reminders.