

WBTS South 1862 Campaign Setup with errata by Don Johnson 05/05/2016

Hex	Counters
A0819	Railhead (notional dept. at Neosho, MO).
A1019	Price, 5-3, 3-4.
A3123	2 Garrison, Fort2. (Island Number 10)
A3221	Polk, 3x4-3, 1-4, Depot (5 Supply), (1)2(5 Supply), 10-40 with 2 Supply.
A3222	Railhead.
A3723	Buckner, Floyd, 3-3, 2 Garrison, 2xFort2. (Fort Henry and Fort Donelson)
A3819	1-3.
A4022	1-3, 1-4.
A4325	Depot(10 Supply).
A4420	Hardee, 2x8-3, 4-3, 3-3, Railhead.
A4524	2-3.
A4325	4 Militia (can redeploy in TN).
A5721	3-3.
A5523	3-3.
B1301	(1)2(5 Supply).
B1705	Van Dorn, 7-3, 2-3, 2-4, Depot(10 Supply), Trans-Miss Dept.
B2020	RT-40.
B2126	2 Militia (can redeploy in LA).
B2317	2 Garrison, MS/AL/ELA Dept.
B2628	3 Militia (can redeploy in LA), 5 Supply, 20-40 (CSS Manassas) with 2 Supply.
B2728	Fort2 (Fort Pike).
B2732	1 Garrison, Fort2. (Fort Jackson)
B2802	A. Johnston, Beauregard, 2-3, 2-4, RT-40, Depot(10 Supply), KY/TN Dept, Fort2.
B2831	Fort2 (Fort. St. Philip).
B2901	1 Garrison, Fort2.
B3625	Bragg, 2x5-3, 4 Militia (can redeploy in AL), 5 Supply, 10-40 with 2 Supply, RT-40.
B3627	1 Garrison, Fort2.
B4026	4 Militia.
B5121	RT-40.
B5410	RR-2.
C0754	2 Militia, 1 Supply.
C0849	1 Garrison.

C1044	4-3.
C1142	2-4.
C1145	1 Garrison, Fort2. (Fort Pulaski)
C1612	3-3.
C1640	5-3, 2-3, Depot(10 Supply), SC/GA/FL Dept.
C1641	2 Garrison, Fort2. (Fort Sumter)
C2024	SVA/NC Dept.
C2108	Jackson (3* 4-4-2), 4-3, 1-4.
C2207	Railhead.
C2409	J. Johnston, Longstreet, A. Hill, D. Hill, Stuart, N.VA Army HQ, 1 Inf. Corps HQ, 2x8-3, 3x6-3, 4-4, (1)2(10 Supply), Depot(10 Supply). J. Johnston commands the army HQ.
C2509	Railhead.
C2412	6-3.
C2426	5-3.
C2516	3-3, 4 Garrison, Depot(15 Supply), Fortress3, NVA Dept.
C2533	2-3.
C2534	Fort2 (Fort Fisher).
C2616	10-40 with 2 Supply.
C2828	2-3.
C2917	Magruder, 10-3, 3-3, (1)2(2 Supply), Fort2.
C3119	Huger (3* 1-1-0), 9-3, Base, Fort2, Buchanan (1), 20-40 with 2 Supply (CSS Virginia).
C3423	1 Garrison, Fort2, 10-40 with 2 Supply.

Militia that can redeploy may do so unstacked on any hex in that state, 1 unit per hex.

Railcuts: B3616-B3717(2 hexes), B3725-B3824(2), C1522-C1523(2), C6025-C6026(2).

Deploy 3 partisan cadres in any state or territory that was originally neutral or Confederate, 2 on west maps A and B and 1 on east map C.

#### Set up on Production Chart

62/04	12 Militia, 4 Garrison. No HQ die-roll; place 2nd Inf. Corps HQ with Jackson (3* 4-4-2); place Miss Army HQ with A. Johnston (4* 2-3-1).
62/05	6 Infantry, 5 Garrison. No HQ die-roll. Separately place 3,4,5 Inf. Corps HQs on a hex with a leader on west maps A or B.
62/06	16 Infantry, 13 Cavalry. Lee may be picked from leader pool if not already picked.

General Supply Level: 90. Game starts on weekly turn of 62/03/1 (March 2, 1862).

On unplayed Strategic turn 62/03/00, the South was on the 2nd box of the 2nd Volunteer Call.

Political Point level is at +2. The South has made 3 failing political appeals and the North 2.

Kentucky and Missouri are Union states. Dead Leader Pool: none. Army Leader Pool: none.

Historical Leader Pool: Lee, Breckenridge, Hindman.

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.