Kentucky 1861

INTRODUCTION

Kentucky 1861 relates the events and campaign around the key neutral state of Kentucky at the start of the American Civil War, which led to its entry in the conflict. Both the Union and the Confederate must influence the government of Kentucky to allow their troops entry on its territory, or, better, join their side. In this scenario, control and usage of waterways is crucial.

Kentucky 1861 lasts 12 turns each representing about two weeks between June and December 1861. It opposes the Union and the Confederacy over and around the state of Kentucky.

Forces of both sides are scarce, and neutral Kentucky separates the opponents, except for the vital waterways surrounding it. The players will have to determine whether they need to use force or diplomacy, or a mix of both, to seize the vital state.

The game event cards allow full replay ability thanks to the numerous various situations that their create on the diplomatic, military, political or economical fields

Average Duration: 2h00
Favored Side: None
Most Difficult Side to Play: Confederate

DURATION

The scenario lasts 12 turns (between June and December 1861), each turn being equivalent to 15 days.

The **Union (USA) player** always plays before the **Confederate (CSA) player**.

The **Union player** controls the **Federal units (blue)**, the **US Navy (light blue)** **pro-Union Kentucky militias** and **pro-Union Tennessee militias and partisans (green)**.

The **Confederate player** controls the **Confederate units (grey)**, The **CS Navy (dark brown)** and **pro-CSA Kentucky militias (tan)**.

MAPBOARD

The map represents the following different theatres:
The states of Kentucky, Tennessee, Illinois, Indiana, Ohio and Missouri.
The major rivers are navigables.

Railroads:
The railroad lines allow movement through the friendly regions that contain them at 0 PM cost, as long as no entry in an enemy region is made.

Control of regions or theaters at start:
Union : Illinois, Indiana, Ohio.
Confederacy: Tennessee.

At start of the scenario, all regions of Kentucky and Missouri are neutral and uncontrolled by any side.

★ ★ ★ ★ ★ VICTORY

<u>IMMEDIATE VICTORY</u>
It is granted to the player that first reaches or exceeds 20 VP

Otherwise, the winner is the side with most VP at the end of the game.

<u>KENTUCKY CONTROL BONUS</u>
Kentucky loyalty acquired via Union control level (see below) : +5 VP (when KUL USA =10 ou CSA=0)

<u>VP BONUS</u>
Each of the following cities, for both sides, upon first control:
+1 VP Columbus / Bowling Green / Camp Dickinson / Louisville / Lexington / Paducah / Belmont (Missouri).

+ 2 **Confederate** VP: Cairo / New Albany.

+ 2 **Union** VP: Union City / Palmyra / Cumberland Gap.

SPECIAL RULES

ACCESSIBLE STATES
All units are free to enter any region of Missouri, Tennessee, Illinois, Indiana or Ohio, as well as all major rivers sections outside Kentucky.

KENTUKY UNION LEVEL (KUL)
This is an abstracted representation of the feelings and leanings of the government of the state of Kentucky towards the Union (USA) and the Confederacy (CSA).
It starts at level 5, and when it reaches 10 or more, Kentucky sides with the Union, and all its region now become Union controlled (except regions with CSA combat units).

When the level reaches 0 or less, the situation is reversed in favor of the Confederate playar.

Once the KUL at 10+ or 0-, it won't change and won't moved in either way.

Both sides may then enter Kentucky without penalty (see next).

FIRST ENTRY IN KENTUCKY
The first player to send combat units (except Kentucky partisans or militias) inside Kentucky before they are allowed to do so by KUL level will move the KUL 3 points in favor of his opponent.

After that first entry, Kentucky is open to all without penalty.

SUPPLY SOURCES
USA: Paris, New Albany, Mount Vernon.
CSA: Union City, Palmyra, Cumberland Gap.

ECONOMIC PHASE
It takes place every odd turns, from turn 1 onwards.

Cost of units:
- Militias, half-size Kentucky militias: $1
- Union units with 2-steps / Artillery / Cavalry / Timberclads : $3
- All other units (including full-size Kentucky Milictias): $2

The new Union units are placed on friendly supply sources or at Cairo.
- *Exception : the Union Kentucky units can be recruited at Louisville or Lexington.*

The new Confederate units are placed on friendly supply sources .
- *Exception: the Kentucky citizen militais can be recruited at Bowling Green only.*

PARTISANS
The East Tennessee Union partisans are guerrilla units (they can camouflage).
A discovery test is needed to engage them in combat. They can't remain hidden if they wish to attack though.