

MISSOURI 1861



INTRODUCTION

Missouri 1861 sends you to the key border state of Missouri during the crucial months of May to August 1861 at the beginning of the American Civil War. The Union must keep or take all major cities before Rebel reinforcements arrive. The Confederate must control the state and defend it against Yankee onslaughts, with the help of troops from nearby Arkansas.

Missouri 1861 lasts 16 turns each representing about a week between May and August 1861. It opposes the Union and the Confederacy over the state of Missouri.

Forces of both sides are to be made from scrap, as the war just started.

- The Yankees have more assets, regular troops and a varied leadership.
- The Rebels must raise the militia from Missouri but can count on good reinforcements from Arkansas.

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.

DURATION

Average Duration: 2h00

Favored Side: None

Most Difficult Side to Play: None

This scenario lasts 16 turns (between May and August 1861), each turn being equivalent to 1 week.

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



FORCES

The **Union player** controls the **Federal units (blue)**, and those from **pro-Union Missouri (green)**.

The **Confederate player** controls the **Confederate units (grey)** and the **pro-Confederacy Missouri (tan)**.

MAPBOARD

Map shows the different theaters:

State of Missouri, Confederate states (Arkansas + Tennessee), Illinois, Kansas and the Indian Territory (Oklahoma).

Kentucky cannot be entered.

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 and theaters at start of scenario:

USA : Illinois, Kansas.

CSA : Tennessee (Island 10), Arkansas, Missouri, Indian Territory.

Illinois : only the **Union** units can enter in the state of Illinois.



VICTORY

Victory is achieved as soon as one player reaches or exceeds 20 VP.

Otherwise, the player with most victory points at the end of the scenario wins the game.

BONUS : once, for each of the following cities:

+ 2 **CSA** VP: Lawrence.

+ 2 **USA** VP: Fayetteville / Island 10 / St Louis / Jefferson City / Lexington / Springfield (MO).

SPECIAL RULES

SUPPLY SOURCES

USA : St Louis (MO), Lawrence (KS), Springfield, Decatur, Sandoval et Cairo (IL).

CSA : St Louis (MO), Fayetteville (AR), Island 10 (TN)

ECONOMIC PHASE:

Every even turn, starting with turn 2.

Cost of units:

- Militias, Indian units: \$1
- Artillery / Cavalry/ Union units with 2 steps / Cards : \$3.
- All other units: \$2

GUERRILLA

Les **Bushwackers (CSA)** and the **Jayhawkers (USA)** are partisan units. A discovery test must be made to attack them if they are currently under camouflage. And for themselves to attack, they must un-camouflage.

