

# West Virginia 1861



## INTRODUCTION

**West Virginia 1861** représente les événements menant à la séparation du territoire de Virginie Occidentale, favorable à l'Union, de l'Etat sécessionniste de Virginie. Les Nordistes doivent contrôler un maximum de terrain pour assurer la victoire du referendum devant créer un nouvel Etat ami. Les Sudistes doivent tenter de repousser les Nordistes pour faire échouer le referendum et conserver la Virginie intacte et complète.

**West Virginia 1861** se joue en 16 tours représentant chacun 15 jours entre mai et décembre 1861. Il met en scène deux joueurs, un Nordiste et un Sudiste sur le territoire de la future Virginie Occidentale.

Au début du scénario, peu de troupes sont présentes sur le terrain.

Mais les partisans du maintien de l'Union en Virginie et leur volonté de se séparer de cet important état sécessionniste vont pousser les belligérants à y accroître leurs forces, et à y faire intervenir de futurs grands commandants tels que Lee et McClellan.

Les cartes événements vont permettre de renouveler les parties par un ensemble de fluctuations militaires, politiques ou économiques variées.

## DURATION

Average Duration: 2h00

Favored Side: None

Most Difficult Side to Play: Confederate

This scenario lasts 16 turns (between May and December 1861), each turn being equivalent to 15 days.

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 West Virginia (green)**.

The **Confederate player** controls the **Confederate units (grey)** and the **pro-Confederacy loyalist Virginian militias and partisans (tan)**.

## MAPBOARD

**The map represents the following theaters:**

The West Virginia part of Virginia, part of Pennsylvania, Ohio, some part of Confederate Virginia and a section of Maryland.  
Kentucky is neutral and unpassable.



### 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.

### Starting regions:

**Union (USA):** Pennsylvania, Maryland, Ohio + Wheeling and Parkersburg.

**Confederacy (CSA):** Virginia, West Virginia except Wheeling, Middlebourne, Harrisville and Parkersburg.



## VICTORY

### IMMEDIATE VICTORY

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.

### WEST VIRGINIA BONUS VP:

**For each of the following cities controlled for the first time:**

+ 1 **CSA** VP: Athens / Harrisville / Oakland

+ 2 **CSA** VP: Pittsburg / Wheeling / Parkerburg.

+ 2 **USA** VP: Charleston / Grafton / Covington.

# SPECIAL RULES

## VIRGINIA SEPARATION REFERENDUM (REF):

It is an index representing the percentage of West Virginia inhabitants ready to stay within the **Union (USA)** and thus, de facto, separate themselves from **Confederate Virginia (CSA)**.



Initially starting at 3 (30%), when the index reaches 10 (100%) - or more - , West Virginia automatically secedes from Virginia, and the **USA** earn 5 VP.

If the index reaches 0 (0%) - or less -, West Virginia remains a part of Virginia, and the **Confederacy (CSA)** earns 10 VP.

The index value changes with the control of West Virginian cities and the play of some cards.

## October 1861 Referendum

On the first turn of October 1861, if the index is below 6 (60%), the **Confederate (CSA)** player immediately wins the game.

## **Gain/Loss of REF value:**

-1 each for the **CSA** if it controls: Wheeling / Parkersburg / Pittsburgh.

+1 each for the **USA** if it controls: Charleston / Grafton

## SUPPLY SOURCES

**USA** : Pittsburg, Butler, Athens.

**CSA** : Christianburg, Covington.

**Mixte (both sides)**: Wheeling.



## ECONOMIC PHASE:

Starts with turn 2, every even turn.

## **Cost of units:**

- Militias, Supply wagons: \$1

- Artillery / Cavalry/ Ohio infantry before play of 'Dennisson' card / Indiana infantry units before play of 'Morton' card: \$3.

- All other units: \$2

The new **Union units** are placed on a supply source within their state of origin.

The new **Confederate units** are placed on a supply source within Virginia.

*Exception : The CSA Loyalists are placed on regions, controlled or not, at the south of Kanawha river.*

## GUERRILLA

The **CSA Loyalists** 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.

