

## A Guided Tour of the New Edition of FOR THE PEOPLE

Tour Guide: Stuart K. Tucker

Step right in, folks, don't be shy. Get to where you can hear me. You, with the bored eyes, I gather you've been here before. Well, pay attention; this place has been given a makeover. As they say, it's all in the **details**.

I'm sure you all noticed, on your way in, that the box is different, but let's proceed directly to the main attraction: the map. The mapsheet is not only more colorful and pleasing to the eye, but more functional—a number of features have been made more user-friendly, including placement of key information (like resource values or port identity) outside of the boxes which will be covered by playing pieces. The mapsheet is slightly larger, and the Eastern theater is accordingly less-cramped, despite having a few new spaces (such as Culpeper and Amelia CH). River crossing paths are depicted more clearly and the identities of rivers in spaces are clearly indicated for their relevant rules. The addition to the map of State Control boxes, initial setup locations and a few more rule box insets all make for greater ease of play. The inclusion of the B&O railroad west of Harper's Ferry some movement path alterations add to historical realism. In all, designer Mark Herman and artist Mark Simonitch have conspired to produce a terrific improvement.

Over here among the counter sheets we can see a number of key changes. The Strategy ratings of generals stand out distinctly, while the Battle rating has been divided into Offensive and Defensive ratings. Cavalry leaders have their own Cavalry Brigade counters, reflecting some rule changes in their handling. A couple of extra Fort counters add to play options. The DRMs are listed on the ironclad and submarine counters.

As we move onward to the Strategy Deck, you will notice a number of language clarifications on the cards, and an important 14-card expansion to the deck size, including, among others, strategic and operational concentration cards which primarily keep the Union off balance.

Of course, the heart and soul of the new edition is the rulebook. Without significantly altering the structure of the by-now-familiar rulebook sequence, Mark Herman has revamped the rules with subtle but meaningful changes and additional examples—adding significantly but not inordinately to its size. The role of the Cavalry Brigades are clarified and altered. The value of a Fort on a river is enhanced. The political costs of relieving commanding generals are streamlined and clarified. Combined Operations (including naval) movement is greatly clarified. Elegantly simple special rules are inserted for McClellan, Van Dorn, Forrest, Sheridan and Wilson. Herman adds an optional logistics buildup rule to help offset the bad luck of a player not drawing any 3 Ops cards in a turn. For the historical critics, Herman adds an extensive example of play for 1861, showing how the 1862 Scenario's starting setup can be achieved.

In general, Mark Herman has provided us with a cleaner, yet more historical, edition of a game that was already "hot property."

## April 1861 Scenario

By Mark Herman

For those who have want to experiment with the buildup of forces a bit more and try to alter the early thinking of Lincoln and Davis, here is your chance to start your game right after the surrender of Fort Sumter. The historical starting point for this scenario is on or about April 15, 1861. The information in this scenario comes from the Official Records of the Rebellion and will be indicative of the opening setup for the giant American Civil War game on which Richard Berg and I are working.

This scenario is different from the one used in the published *FOR THE PEOPLE* game. In order to progress the published game along historical lines I used a setup that occurred a few months later, after the initial mobilization was complete (July for the Eastern theater and early September for the Western theater). The number of options presented by the April setup, without a host of special rules, allow gamers with 20/20 hindsight to move too easily into alternate historical evolutions that did not resemble the opening military moves of the war. That seemed inappropriate for the published edition. However, I think that *C3i* readers, especially *FOR THE PEOPLE* veterans, will appreciate a change of pace and an opportunity to get a bit more insight into how both sides mobilized.

### Confederate April 1861 Setup

The Confederate player places the indicated pieces in the indicated spaces. All spaces in TN, VA, NC, SC, GA, FL, AL, MS, LA, AR, and TX are considered Confederate controlled unless a Union PC marker begins in the space (e.g. Fort Monroe).

Space	General	SPs	Other
Montgomery, AL		1	Capital
Little Rock, AR		1	
Pensacola, FL	<i>Bragg</i>	1	
Augusta, GA		1	
New Orleans, LA		1	
Charleston, SC	<i>Beauregard</i>	1	
Marshall, TX		1	
Nashville, TN		1	
Harpers Ferry, VA		1	
Lynchburg, VA		1	
Richmond, VA	<i>J. Johnston</i>	1	

### Union April 1861 Setup

The Union player places the indicated pieces in the indicated spaces. All spaces in IL, IN, OH, MD, PA, NJ and DE are Union controlled.

Space	General	SPs	Other
Washington, DC			Capital
Ft. Pickens, FL			PC
Springfield, IL		1	
Indianapolis, IN		1	
Annapolis, MD	<i>Butler</i>	1	
St. Louis, MO		1	
Columbus, OH		1	
Harrisburg, PA		1	
Philadelphia, PA		1	
Ft. Monroe, VA			PC
Off Map (see Special Rules)		6	

## April 1861: FOR THE PEOPLE Scenario

### Special Rules

This scenario has a pre-game phase. Two pre-game alternatives are presented here to give you a sense of how things evolved along the historical lines. The first is a historical sequence, that encompasses the published 1861 setup or you can vary it by not using the optional steps. The second, alternative, pre-game sequence gives you a lot more freedom to significantly alter how your game develops. Within each pre-game sequence, a few options give you additional opportunities to either move closer to or further away from the historical baseline.

*PLAYER NOTE: These openings can very quickly progress along non-historical lines, such as a very early loss of capitals. So, do not be surprised when aggressive play drives things into strange configurations. This is why I chose not to use them for the published game. For the published historical setup, I forced players to use the historical mobilization baseline, so the initial military moves, such as Bull Run, were more probable. However, if you want to explore the full range of historical possibilities, here is your chance to "what if" to your hearts content.*

### Historical Pre-Game Phase

If you use this sequence with the Extensive Example of Play in the rulebook [1.3], you can come very close to achieving the 1862 scenario setup.

- A. The pre-game phase is a special phase that is conducted as follows:
- Step 1: Confederate plays the BALTIMORE RIOTS card as an event.
  - Step 2: Union moves his off-map SPs onto the map using Strategic movement (either rail or naval). They represent troops that mustered north and west of the map (1 SP from NY, 1 SP from NY/NJ/NE States, 1 SP from Cleveland, OH, 1 SP from Western States/Territories, and 2 SPs of Regular Army/Marines).
  - Step 3: Confederate conducts a normal Strategic movement phase.
  - Step 4: Union plays the EMERGENCY CALL FOR VOLUNTEERS card as an event.
  - Step 5: Confederate plays GEORGE W. RAINS card as an event.
  - Step 6: Union plays FRANZ SIGEL card as an event.
  - Step 7: Move Confederate capital (no SW penalty) from Montgomery to Richmond, VA (see alternate history option).
  - Step 8: Place the following Generals

on the map in the indicated locations:

McDowell	Washington
Polk	Memphis
Price	Little Rock

Step 9: [Optional] Union player may make a 1 SP corps move without an actual General counter (ala the Belmont card). The Confederate player may make a 1 SP riverine move [6.5].

Step 10: [Optional] If the Union meets the requirements for building an army in any one location, it may do so at this time.

Step 11: Begin turn 1 (Spring 1861) using the turn 1 standard sequence of play.

B. On turn 1, no SPs from either side may move out of the state in which they begin the turn, with two exceptions:

1. Washington, DC and Fort Monroe, VA are considered to be part of Maryland for purposes of this rule only.
2. Any SPs in Ohio may enter West Virginia.

*DESIGN NOTE: This rule reflects the need for the two sides to train, equip, and organize the mustered troops. There was a shortage of weapons and trained leaders which severely limited operations. The published game does not use this restriction, but feel free to use it as an optional rule.*

C. The following cards are in the discard pile (not removed):

EMERGENCY CALL FOR VOLUNTEERS  
FRANZ SIGEL  
GEORGE W. RAINS  
BALTIMORE RIOTS.

D. [Optional] Deal out the first hand using the list of cards for the opening hands in the Extensive Example of Play [1.3].

E. Fremont will enter on turn 2 and AS Johnston will enter on turn 3; Bragg is already on the map, so he doesn't enter on turn 2.

### Alternate Pre-Game Phase

- A. The pre-game phase is a special phase that is conducted as follows:
- Step 1: The Confederate player is dealt the BALTIMORE RIOTS card and two other cards at random. The Union player is dealt the EMERGENCY CALL FOR VOLUNTEERS card and two other cards at random.
  - Step 2: Union moves his off-map SPs onto the map using Strategic movement (either rail or naval) plus can move any on-map forces using Strategic movement.
  - Step 3: Confederate conducts a

normal Strategic movement phase.

Step 4: A series of strategy rounds are conducted with the Union player automatically going first. All cards must either be played as event cards or as Ops cards to perform any game function other than moving forces (e.g., build forts, build armies, or place PC markers).

Step 5: The Confederate capital can now be moved from Montgomery to Richmond, VA (no SW penalty) or the Confederate capital can remain in Montgomery, AL, but as long as the Confederate capital remains in Montgomery, AL the Confederate player loses 1 SW at the end of each Fall turn due to unhappy and uncomfortable bureaucrats.

Step 8: Place the following Generals (McDowell, Polk, Price) on the map unrevealed in any legal location.

Step 9: Begin turn 1 (Spring 1861) using the turn 1 standard sequence of play.

- B. On turn 1, all SPs are free to move within the normal rules of play (e.g., you can move into enemy territory).
- C. Any cards used during the pre-game sequence are either in the discard pile or removed from the game, as appropriate, when the opening hands for turn 1 are dealt.
- D. Fremont will enter on turn 2 and AS Johnston will enter on turn 3; Bragg is already on the map, so he doesn't enter on turn 2.

### Markers

The first game turn is the Spring 1861 turn, the Game Turn Record marker is on the "No Emancipation Proclamation" side. Place the Blockade marker on the 0 space of the Blockade Level Track and the Amphibious Assault marker on the 0 space of the Amphibious Assault Track. See the scenario section for the victory conditions for the 1861 scenario or the Campaign game.

### Border States

All spaces in KY, WV and MO (except the St. Louis space, which begins under Union control) are neutral and are initially not controlled by either side. Both sides may freely place PC markers and enter Border States from the beginning of the game.

### Starting Strategic Will

Union SW 100(-), Confederate SW 100(+).

