





Leader's Appearance List

Union Leaders

AACW includes 91 Union leaders. Some start with the different scenarios setups, others show up during the course of the game. Union leaders included in the present game's version are indicated below in order of appearance, from April 1861 till the end of the game:

Name	Picture	Description and Data
George B. McClellan		<p>Date: Start – early April 1861 Initial rank: 2 ** Seniority: 1 Political Cost: 100 Combat Values: 1/1/2 Abilities: Overcautious, Training Officer, Good Admin Army, Poor Spy Network Note: starts locked 6 turns in Cincinnati, OH Special comments: automatically promoted to rank 3 *** and seniority 1 in this rank by event from end of July 1861 till end of September 1861 (automatic by then) via event “McClellan commander” and “McClellan CinC”. May be removed from game (50% chance each turn) from April 1864 as he is candidate to the US 1864 Presidential election.</p>
Benjamin F. Butler		<p>Date: Start – early April 1861 Initial rank: 3 *** Seniority: 6 Political Cost: 20 Combat Values: 2/0/1 Abilities: Hated occupant Note: starts locked 6 turns in Fort Monroe, VA</p>
Winfield Scott		<p>Date: Start – early April 1861 Initial rank: 4 ***** Seniority: 1 Political Cost: 20 Combat Values: 3/3/3 Abilities: Slow Move, Good Admin Army Note: starts locked permanently in Washington, DC at the head of Union GHQ. Special comments: will “resign” by event “Scott Resigns” in the Fall of 61.</p>
Edwin Sumner		<p>Date: Start – early April 1861 Initial rank: 1* Seniority: 27 Political Cost: 3 Combat Values: 3/1/1 Abilities: Note: starts locked 4 turns with 11th US Inf.Rgt. in Sioux city, IA Special comments: automatically promoted to 2 ** in Early February 1862</p>

David Farragut		<p>Date: Start – early April 1861 Initial rank: 2 ** Seniority: 1 Political Cost: 5 Combat Values: 5/4/4 Abilities: Seaman, Fort Runner Note: starts locked with the Atlantic Fleet in NYC Special comments: Admiral When promoted to a rank of “3” Farragut has combat values of 6/5/5.</p>
James Palmer		<p>Date: Start – early April 1861 Initial rank: 1 * Seniority: 6 Political Cost: 3 Combat Values: 3/1/1 Abilities: Note: starts on the African Squadron (Shipping Lanes), locked 2 turns. Special comments: Admiral</p>
George Pearson		<p>Date: Start – early April 1861 Initial rank: 1 * Seniority: 8 Political Cost: 3 Combat Values: 3/1/1 Abilities: Note: starts locked 4 turns with the Pacific Squadron in California Special comments: Admiral</p>
Andrew H. Foote		<p>Date: Start – early April 1861 Initial rank: 2 ** Seniority: 2 Political Cost: 3 Combat Values: 5/5/4 Abilities: Seaman, Artillerist Note: starts locked 4 turns with the Mississippi Fleet in Saint Louis, MO (fleet at 70% of strength, needs rest and repairs) Special comments: Admiral</p>
K. Schurze		<p>Date: Late April 1861 to end June 1861 Initial rank: 1 * Seniority: Political Cost: Combat Values: Abilities: Note: may enter with his own Cavalry regiment in NYC (50% chance each turn) via event “Carl Schurz”.</p>
Erasmus D. Keyes		<p>Date: Late April 1861 Initial rank: 1 * Seniority: 39 Political Cost: 3 Combat Values: 3/1/1 Abilities: Note: 61 Generals’ Pool. Enters without command in Washington DC (or nearby MD city if capital is captured). Special comments: automatically promoted to 2 ** in Early May 1862</p>

Lewis L. Wallace



Date: Late April 1861
 Initial rank: 1 *
 Seniority: 65
 Political Cost: 3
 Combat Values: 3/1/1
 Abilities:
 Note: 61 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).

Irvin McDowell



Date: Early May 1861
 Initial rank: 3 ***
 Seniority: 9
 Political Cost: 15
 Combat Values: 2/2/2
 Abilities:
 Note: enters as commander of the Northeastern Virginia Union army in Alexandria, VA. Army locked 3 turns and is 30% of strength (needs replacement)

Robert Patterson



Date: Early May 1861
 Initial rank: 3 ***
 Seniority: 32
 Political Cost: 3
 Combat Values: 1/0/0
 Abilities: Overcautious
 Note: enters as commander of the Patterson Command in the northern Shenandoah valley, WV. Force is locked 4 turns and is 30% of strength (needs replacement)
 Special comments: will be removed by event in August 61. No political cost penalty.

Nathanael Lyon



Date: Late May 1861
 Initial rank: 1 *
 Seniority: 4
 Political Cost: 3
 Combat Values: 5/2/2
 Abilities: Charismatic, Occupier, Hothead
 Note: may enter in Saint Louis, MO (75% chance) via event "Saint Louis Massacre"

Nathaniel P. Banks



Date: Early May 1861
 Initial rank: 3 ***
 Seniority:
 Political Cost:
 Combat Values:
 Abilities:
 Note: enters in Baltimore, MD
 Special comments: when promoted to a rank of "3" Smith loses the "Hothead" ability. Additionally, at rank "3" Lyon has combat values of 4/2/2.

Joseph B. Hooker



Date: Early May 1861
 Initial rank: 1 *
 Seniority: 12
 Political Cost: 10
 Combat Values: 4/4/2
 Abilities: Good Admin Army
 Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD
 Special comments: when promoted to a rank of "3" Hooker gains the "Overcautious" ability. Additionally, at rank "3" Hooker has combat values of 4/2/2.

Samuel
Heintzelman



Date: Late May 1861
Initial rank: 1 *
Seniority: 38
Political Cost: 3
Combat Values: 3/1/1
Abilities:
Note: enters with Irvin McDowell
Special comments: when promoted to a rank of "2" Heintzelman gains the "Overcautious" ability.
Date: late May 1861 to late February 1862

John A.
Dahlgren



Initial rank: 2 **
Seniority: 5
Political Cost: 5
Combat Values: 3/2/2
Abilities: Seaman, Artillerist
Note: may enter from late May 61 till end of February 62 in NYC with USS Monitor under construction (100% chance but only if CSA captures Norfolk, VA within this time) via event "Ericsson's Folly".
Special comments: Admiral

Joseph K.
Mansfield



Date: Early June 1861
Initial rank: 1 *
Seniority: 37
Political Cost: 3
Combat Values: 3/1/1
Abilities: Reckless
Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.

John C.
Fremont



Date: Late July 1861
Initial rank: 3 ***
Seniority: 5
Political Cost: 20
Combat Values: 2/0/1
Abilities: Occupier
Note: enters in Saint Louis, MO (if friendly, else in Missouri)
Special comments: may be removed from game between August 61 and end of 61 (50% chance) via random event.

John A.
McClelland



Date: Early August 1861
Initial rank: 1 *
Seniority: 11
Political Cost: 10
Combat Values: 3/1/1
Abilities: Recruiting Officer, Quick Angered
Note: enters in non-enemy city in Indiana

Ambrose
Burnside



Date: Late August 1861
Initial rank: 1 *
Seniority: 10
Political Cost: 10
Combat Values: 3/1/2
Abilities: Militiaman, Recruiting Officer
Note: enters in Annapolis, MD, or in MD if city occupied.
Special comments: when promoted to a rank of "2" Burnside loses the "Recruiting Officer" and "Militiaman" ability but gains "Overcautious" ability. When promoted to a rank of "3" Burnside loses the "Overcautious" ability but gains "Dispirited Leader" ability. Additionally, at rank "2" and "3" Burnside has combat values of 2/2/3.

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Henry W.
Halleck



Date: Late August 1861
Initial rank: 3 ***
Seniority: 13
Political Cost: 10
Combat Values: 1/0/1
Abilities: Training Officer, Master Logistician, Good Admin Army
Note: enters in Saint Louis, MO (if friendly, else in Missouri)

Fitzjohn Porter



Date: Late August 1861
Initial rank: 1 *
Seniority: 21
Political Cost: 5
Combat Values: 3/1/3
Abilities:
Note: enters with George B. McClellan
Special comments: may removed by event "Miscarriage of Military Justice" from Early November 1862 till early January 1863 (50% chance).
When promoted to rank "2" Porter has combat values of 2/1/3

David D. Porter



Date: Early January 1862
Initial rank: 1 *
Seniority: 3
Political Cost: 5
Combat Values: 5/4/4
Abilities: Seaman
Note: enters in Illinois port with his river ironclad USS Cairo.
Special comments: Admiral

George H.
Thomas



Date: Late January 1862
Initial rank: 1 *
Seniority: 1
Political Cost: 3
Combat Values: 3/3/6
Abilities: Defensive Engineer, Master Logistician
Note: enters in Louisville, KY if friendly (else in KY or IN)

Daniel
Butterfield



Date: Early January 1862
Initial rank: 1 *
Seniority: 53
Political Cost: 3
Combat Values: 3/1/1
Abilities:
Note: 62 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).

William H.
French



Date: Early January 1862
Initial rank: 1 *
Seniority: 54
Political Cost: 3
Combat Values: 3/1/1
Abilities: Slow Move, Artillerist
Note: 62 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).
Special comments: automatically promoted to 2 ** in Early November 1862

Thomas L.
Crittenden



Date: Early January 1862
Initial rank: 1 *
Seniority: 26
Political Cost: 3
Combat Values: 3/1/1
Abilities:
Note: 62 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).
Special comments: automatically promoted to 2 ** in Early July 1862

Phil. Kearny



Date: Early January 1862
Initial rank: 1 *
Seniority: 57
Political Cost: 3
Combat Values: 4/3/2
Abilities: Reckless, Cavalryman
Note: 62 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).
Special comments: automatically promoted to 2 ** in Early April 1862

W.H.L.
Wallace



Date: Early January 1862
Initial rank: 1 *
Seniority: 66
Political Cost: 3
Combat Values: 3/2/1
Abilities:
Note: 62 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).
Special comments: automatically promoted to 2 ** in Early March 1862

John Parke



Date: Early January 1862
Initial rank: 1 *
Seniority: 59
Political Cost: 3
Combat Values: 3/1/1
Abilities:
Note: 62 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).

James B.
Ricketts



Date: Early January 1862
Initial rank: 1 *
Seniority: 60
Political Cost: 3
Combat Values: 4/1/1
Abilities: Reckless
Note: 62 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).

William F.
Smith



Date: Early January 1862
Initial rank: 1 *
Seniority: 62
Political Cost: 3
Combat Values: 3/1/1
Abilities:
Note: 62 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).
Special comments: automatically promoted to 2 ** in Early April 1863

Israel B.
Richardson



Date: Early January 1862

Initial rank: 1 *

Seniority: 61

Political Cost: 3

Combat Values: 3/1/1

Abilities:

Note: 62 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).

Benjamin M.
Prentiss



Date: Early January 1862

Initial rank: 1 *

Seniority: 30

Political Cost: 3

Combat Values: 3/1/2

Abilities:

Note: 62 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).

Alpheus S.
Williams



Date: Early January 1862

Initial rank: 1 *

Seniority: 67

Political Cost: 3

Combat Values: 3/1/1

Abilities:

Note: 62 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).

Isaac Stevens



Date: Early January 1862

Initial rank: 1 *

Seniority: 63

Political Cost: 3

Combat Values: 3/1/1

Abilities: Reckless

Note: 62 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).

Special comments: automatically promoted to 2 ** in Early July 1862

Ulysses S.
Grant



Date: Late January 1862

Initial rank: 3 ***

Seniority: 8

Political Cost: 15

Combat Values: 6/6/4

Abilities: Siege Expert, Master Logistician, GoodSub Cmd,

Note: enters with Army in Louisville, KY (or KY or IN if city is captured). May be used to form the Army of the Tennessee.

Special comments: when promoted to a rank of "4" Grant gains the "Strategist" ability.

William T. Sherman



Date: Early February 1862
Initial rank: 1 *
Seniority: 8
Political Cost: 3
Combat Values: 4/3/2
Abilities: Gifted Cmd, Poor Spy Network, Forager
Note: enters with Ulysses S. Grant
Special comments: when promoted to a rank of "2" Sherman loses the "Gifted Cmd" and "Poor Spy Network" ability but gains "Charismatic" and "Hated Occupant" ability. When promoted to a rank of "3" Sherman loses the "Charismatic" and "Hated Occupant" ability but gains "Good Sub Cmd", "Fast Move", "Master Logistician" and "Scorch Earth" ability. When promoted to a rank of "4" Sherman loses the "Fast Move" ability. Additionally, at rank "2" Sherman has combat values of 6/5/4. At rank "3" and rank "4" he has combat values of 6/4/3.

John Pope



Date: Late February 1862
Initial rank: 2 **
Seniority: 7
Political Cost: 5
Combat Values: 3/2/2
Abilities: Hated Occupant, Dispirited Leader, Siege Expert
Note: enters in friendly Mississippi city (or at Cairo, IL if none)

Don Carlos Buell



Date: Early March 1862
Initial rank: 3 ***
Seniority: 11
Political Cost: 10
Combat Values: 2/2/2
Abilities: Slow Move, Good Admin Pop
Note: enters with already constituted Army of the Ohio in Louisville, KY (or OH if city is captured).

Jefferson C. Davis



Date: Early March 1862
Initial rank: 1 *
Seniority: 34
Political Cost: 3
Combat Values: 3/2/2
Abilities:
Note: enters in friendly Missouri city

Franz Sigel



Date: Early March 1862
Initial rank: 1 *
Seniority: 36
Political Cost: 10
Combat Values: 3/1/1
Abilities: Training Officer
Note: enters in friendly Missouri city
Special comments: at rank "2" and rank "3" Sigel has combat values of 2/1/1.

William B. Franklin



Date: Early March 1862
Initial rank: 1 *
Seniority: 15
Political Cost: 5
Combat Values: 3/1/1
Abilities:
Note: enters in Washington DC (or Philadelphia, PA by default)

Samuel R.
Curtis



Date: Early March 1862

Initial rank: 1 *

Seniority: 5

Political Cost: 4

Combat Values: 3/2/2

Abilities:

Note: enters with largest stack in the West theatre, by default in friendly Missouri city

Special comments: when promoted to a rank of "3" Curtis gains "Occupier" ability.

Additionally, at rank "2" and rank "3" Curtis has combat values of 3/3/3.

Alexander
McCook



Date: Early April 1862

Initial rank: 1 *

Seniority: 31

Political Cost: 5

Combat Values: 3/1/1

Abilities: Indian Fighter

Note: enters with Don Carlos Buell

Edward O. Ord



Date: Early May 1862

Initial rank: 1 *

Seniority: 6

Political Cost: 5

Combat Values: 3/2/1

Abilities:

Note: enters in Washington DC (or Philadelphia, PA by default)

Special comments: when promoted to a rank "2" and rank "3" Ord has combat values of 4/3/2.

William S.
Rosecrans



Date: Early May 1862

Initial rank: 3 ***

Seniority: 12

Political Cost: 7

Combat Values: 3/2/3

Abilities:

Note: enters in friendly Mississippi city (or at Cairo, IL if none)

Philipp H.
Sheridan



Date: Early July 1862

Initial rank: 1 *

Seniority: 23

Political Cost: 3

Combat Values: 4/3/2

Abilities: Cavalryman, Screener

Note: enters in friendly Missouri city, or in Louisville, KY

Special comments: when promoted to a rank of "2" Sheridan loses the "Screener" ability

but gains "Fast Move" and "Charismatic" ability. When promoted to a rank of "3"

Sheridan gains "Scorch Earth" ability. Additionally, at rank "2" Sheridan has combat values of 5/4/2. At rank "3" he has combat values of 6/5/2.

George Sykes



Date: Early July 1862

Initial rank: 1 *

Seniority: 20

Political Cost: 3

Combat Values: 3/1/1

Abilities: Slow Move

Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.

Henry W. Slocum



Date: Early July 1862
 Initial rank: 1 *
 Seniority: 28
 Political Cost: 5
 Combat Values: 3/3/3
 Abilities: Overcautious
 Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.

Darius N. Couch



Date: Early July 1862
 Initial rank: 1 *
 Seniority: 25
 Political Cost: 10
 Combat Values: 3/2/2
 Abilities: Militiaman
 Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.

Jesse L. Reno



Date: Early July 1862
 Initial rank: 1 *
 Seniority: 29
 Political Cost: 3
 Combat Values: 3/2/2
 Abilities:
 Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.

John Sedgewick



Date: Early July 1862
 Initial rank: 1 *
 Seniority: 13
 Political Cost: 4
 Combat Values: 3/2/2
 Abilities: Good Admin Army
 Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.
 Special comments: when promoted to a rank of "2" Sedgewick gains "Overcautious" ability.

John F. Reynolds



Date: Early July 1862
 Initial rank: 1 *
 Seniority: 7
 Political Cost: 4
 Combat Values: 4/3/3
 Abilities: Good Cmd
 Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.
 Special comments: when promoted to a rank of "3" Reynolds loses the "Good Cmd" ability. Additionally, at rank "2" Reynolds has combat values of 5/4/4. At rank "3" and rank "3" he has combat values of 4/4/4.

George G. Meade



Date: Early September 1862
 Initial rank: 1 *
 Seniority: 2
 Political Cost: 5
 Combat Values: 4/4/3
 Abilities: Entrencher, Gifted Cmd
 Note: enters in Washington DC (or Philadelphia, PA by default)
 Special comments: when promoted to a rank "2" and rank "3" Meade has combat values of 5/4/4.

Abner
Doubleday



Date: Late August 1862
Initial rank: 1 *
Seniority: 18
Political Cost: 6
Combat Values: 3/3/3
Abilities:

Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.

Alfred
Pleasanton



Date: Late August 1862
Initial rank: 1 *
Seniority: 40
Political Cost: 3
Combat Values: 3/2/1
Abilities: Cavalryman

Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.

Samuel F.
Dupont



Date: Early September 1862
Initial rank: 1 *
Seniority: 4
Political Cost: 5
Combat Values: 4/3/3
Abilities: Seaman

Note: enters in Cairo, IL, or West theatre port with his river ironclad USS Choctaw.
Special comments: Admiral

Gordon
Granger



Date: Late September 1862
Initial rank: 1 *
Seniority: 35
Political Cost: 3
Combat Values: 3/2/2
Abilities:

Note: enters with largest Union military stack in Mississippi state, else South East theatre.
Special comments: when promoted to a rank of "2" Granger gains the "Quick Angered" ability. Additionally, at rank "2" Granger has combat values of 4/2/3.

Robert B.
Mitchell



Date: Early October 1862
Initial rank: 1 *
Seniority: 45
Political Cost: 3
Combat Values: 3/1/1
Abilities: Cavalryman







Note: enters with largest Union military stack in Kentucky state, else South East theatre.

James B.
McPherson



Date: Early October 1862
Initial rank: 1 *
Seniority: 3
Political Cost: 4
Combat Values: 3/1/1
Abilities: Siege Expert

Note: enters with largest Union military stack in Tennessee state, else South East theatre.
Special comments: when promoted to a rank of "2" McPherson has combat values of 4/3/3. At rank "3" he has combat values of 5/3/3.

- John A. Logan
- 
- Date: Late September 1862
Initial rank: 1 *
Seniority: 16
Political Cost: 10
Combat Values: 3/2/2
Abilities:
Note: enters with largest Union military stack in Mississippi state, else South East theatre.
Special comments: when promoted to a rank of "2" and rank of "3" Logan has combat values of 4/3/3.
- John Schofield
- 
- Date: Early October 1862
Initial rank: 1 *
Seniority: 17
Political Cost: 4
Combat Values: 3/2/3
Abilities:
Note: enters with largest Union military stack in Tennessee state, else South East theatre.
- Daniel Sickles
- 
- Date: Late November 1862
Initial rank: 1 *
Seniority: 19
Political Cost: 12
Combat Values: 3/2/1
Abilities: Patriot, Reckless
Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.
- George Stoneman
- 
- Date: Early November 1862
Initial rank: 1 *
Seniority: 42
Political Cost: 3
Combat Values: 3/1/1
Abilities: Cavalryman
Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.
Special comments: when promoted to a rank of "2" Stoneman has combat values of 3/2/1.
- Oliver Howard
- 
- Date: Early November 1862
Initial rank: 2 **
Seniority: 42
Political Cost: 3
Combat Values: 3/1/1
Abilities: Cavalryman
Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.
- Winfield S. Hancock
- 
- Date: Late November 1862
Initial rank: 1 *
Seniority: 9
Political Cost: 5
Combat Values: 4/3/4
Abilities: Gifted Cmd
Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.
Remarks: may be removed by event "Angry Husband" from September 1863 to early 1864 (50% chance)
Special comments: when promoted to a rank of "2" and rank of "3" Hancock has combat values of 5/4/5.

- John Gibbon 
Date: Early December 1862
Initial rank: 1 *
Seniority: 14
Political Cost: 3
Combat Values: 4/4/4
Abilities: Artillerist, Strong Morale
Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.
Special comments: when promoted to a rank of "2" Granger loses the "Strong Morale" ability.
- James G. Blunt 
Date: Early December 1862
Initial rank: 1 *
Seniority: 22
Political Cost: 5
Combat Values: 3/2/2
Abilities: Indian Fighter, Irregular Fighter
Note: enters in Fort Leavenworth, KS (Kansas if occupied), with two cavalry regiments and Lippan Indian cavalry.
- Frederick Steele 
Date: Late December 1862
Initial rank: 1 *
Seniority: 15
Political Cost: 4
Combat Values: 3/2/3
Abilities:
Note: enters with largest Union military stack in Mississippi state, else South East theatre.
- Foxhall Parker 
Date: Early December 1862
Initial rank: 1 *
Seniority: 9
Political Cost: 3
Combat Values: 3/1/1
Abilities:
Note: enters in Annapolis, MD, or Mid Atlantic theatre port.
Special comments: Admiral
- Francis P. Blair 
Date: Early January 1863
Initial rank: 1 *
Seniority: 51
Political Cost: 3
Combat Values: 3/1/1
Abilities: Militiaman
Note: 63 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).
Special comments: automatically promoted to 2 ** in Early March 1864
- David B. Birney 
Date: Early January 1863
Initial rank: 1 *
Seniority: 52
Political Cost: 3
Combat Values: 3/1/1
Abilities: Quick Angered
Note: 63 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).

Francis Barlow



Date: Early January 1863

Initial rank: 1 *

Seniority: 50

Political Cost: 3

Combat Values: 3/3/1

Abilities: Reckless

Note: 63 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).

Henry J. Hunt



Date: Early January 1863

Initial rank: 1 *

Seniority: 56

Political Cost: 3

Combat Values: 3/1/1

Abilities: Artillerist

Note: 63 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).

Francis J.
Herron



Date: Early January 1863

Initial rank: 1 *

Seniority: 55

Political Cost: 3

Combat Values: 3/2/2

Abilities:

Note: 63 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).

James S.
Wadsworth



Date: Early January 1863

Initial rank: 1 *

Seniority: 64

Political Cost: 3

Combat Values: 3/1/2

Abilities: Overcautious

Note: 63 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).

John Newton



Date: Early January 1863

Initial rank: 1 *

Seniority: 58

Political Cost: 3

Combat Values: 3/1/1

Abilities: Defensive Engineer

Note: 63 Generals' Pool. Enters without command in Washington DC (or nearby MD city if capital is captured).

Special comments: automatically promoted to 2 ** in Early January 1864

William
Averell



Date: Early February 1863

Initial rank: 1 *

Seniority: 48

Political Cost: 3

Combat Values: 3/3/1

Abilities: Cavalryman

Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.

Benjamin Grierson



Date: Early March 1863
Initial rank: 1 *
Seniority: 43
Political Cost: 3
Combat Values: 5/2/2
Abilities: Cavalryman, Deep Rider, Forager
Note: enters stacked with own cavalry regiment (Grierson's Force) in Mississippi or Tennessee state, else Louisville, KY.

Hugh J. Kilpatrick



Date: Late June 1863
Initial rank: 1 *
Seniority: 44
Political Cost: 5
Combat Values: 4/2/1
Abilities: Cavalryman, Reckless, Deep Rider
Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.

John F. Buford



Date: Late June 1863
Initial rank: 1 *
Seniority: 46
Political Cost: 3
Combat Values: 4/3/3
Abilities: Cavalryman, Charismatic
Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.
Special comments: when promoted to a rank of "2" Buford gains the "Skirmisher" ability.

Gouverneur K. Warren



Date: Early August 1863
Initial rank: 1 *
Seniority: 32
Political Cost: 4
Combat Values: 3/2/4
Abilities: Defensive Engineer, Signal
Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.

Quincy A. Gillmore



Date: Early July 1863
Initial rank: 1 *
Seniority: 33
Political Cost: 3
Combat Values: 3/2/3
Abilities: Siege Engineer, Defensive Engineer
Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.

James H. Wilson



Date: Early March 1864
Initial rank: 1 *
Seniority: 41
Political Cost: 5
Combat Values: 4/3/3
Abilities: Cavalryman
Note: enters either in Washington DC (first choice) or Philadelphia, PA

George A.
Custer



Date: Early March 1864
Initial rank: 1 *
Seniority: 47
Political Cost: 5
Combat Values: 5/2/1
Abilities: Cavalryman, Reckless
Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.

Edward R.
Canby



Date: Early May 1864
Initial rank: 1 *
Seniority: 24
Political Cost: 3
Combat Values: 3/1/3
Abilities: Indian Fighter, Master Logistician
Note: enters either in Memphis, TN (first choice) or Cairo, IL.
Special comments: when promoted to a rank of "2" Canby loses the "Indian Fighter" ability.

Samuel Chase



Date: Early December 1863
Initial rank: 1 *
Seniority: 7
Political Cost: 3
Combat Values: 3/1/1
Abilities:
Note: enters in Cairo, IL, or Mid Atlantic theatre port.
Special comments: Admiral

Allan Pinkerton



Date: Early May 1863
Initial rank: 1 *
Seniority: 200
Political Cost: 5
Combat Values: 4/-6/-6
Abilities: Spy Master
Note: enters in Washington DC (first choice), or Philadelphia, PA.
Special comments: Spy. This unit is not a leader and cannot command troops, but will provide an improved fog of war around its location.

Confederate Leaders

AACW includes 79 Confederate leaders. Some start with the different scenarios setups, others show up during the course of the game. Confederate leaders included in the present game's version are indicated below in order of appearance, from April 1861 till the end of the game:

Name	Picture	Description and Data
Leonidas Polk		<p>Date: Start – early April 1861 Initial rank: 2 ** Seniority: 2 Political Cost: 10 Combat Values: 4/0/1 Abilities: Note: starts locked 2 turns in Memphis, TN</p>
John B. Floyd		<p>Date: Late April 1861 Initial rank: 1 * Seniority: 73 Political Cost: 3 Combat Values: 3/0/0 Abilities: Over Cautious, Dispirited Leader Note: 61 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.</p>
Bushrod Johnson		<p>Date: Late April 1861 Initial rank: 1 * Seniority: 75 Political Cost: 3 Combat Values: 3/1/1 Abilities: Note: 61 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.</p>
Benjamin McCulloch		<p>Date: Late April 1861 Initial rank: 1 * Seniority: 80 Political Cost: 3 Combat Values: 4/1/1 Abilities: Indian Fighter Note: 61 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.</p>
Charles S. Winder		<p>Date: Late April 1861 Initial rank: 1 * Seniority: 89 Political Cost: 3 Combat Values: 3/2/2 Abilities: Note: 61 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.</p>
Felix K. Zollicoffer		<p>Date: Late April 1861 Initial rank: 1 * Seniority: 91 Political Cost: 3 Combat Values: 3/1/0 Abilities: Hothead Note: 61 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.</p>

Gustavus W. Smith



Date: Late April 1861

Initial rank: 1 *

Seniority: 82

Political Cost: 3

Combat Values: 3/1/1

Abilities:

Note: 61 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.

Special comments: automatically promoted to 2 ** in Early January 1862.

Date: Early May 1861

Initial rank: 3 ***

Seniority: 6

Political Cost: 50

Combat Values: 4/2/4

Abilities: Deceiver, Fort Defender

Note: enters as commander of the CSA Army of the Potomac in Richmond, VA. Army locked 3 turns and is 30% of strength (needs replacement)

Special comments:

P.G.T. Beauregard



Date: Early May 1861

Initial rank: 2 **

Seniority: 8

Political Cost: 6

Combat Values: 3/1/1

Abilities: Dispirited Leader

Note: enters with his Holmes' Bde unit within CSA Army of the Potomac in Richmond, VA. Locked 3 turns and is 30% of strength (needs replacement)

Special comments:

Theophilus H. Holmes



Date: Early May 1861

Initial rank: 3 ***

Seniority: 5

Political Cost: 25

Combat Values: 4/2/4

Abilities: Skirmisher, Good-Admin-Army, Overcautious

Note: enters as commander of the CSA Army of the Shenandoah in Warren, VA. Army locked 3 turns and is 30% of strength (needs replacement)

Special comments:

Joseph E. Johnston



Date: Early May 1861

Initial rank: 2 **

Seniority: 5

Political Cost: 7

Combat Values: 5/4/4





Abilities: Fast-Move, Strong-Morale, Surpriser

Note: enters as second in command of the CSA Army of the Shenandoah in Warren, VA. Army locked 3 turns and is 30% of strength (needs replacement)

Special comments: When promoted to a rank of "3" Jackson also has the "Quick-Angered" ability.

Thomas J. Jackson



Edmund K. Smith		<p>Date: Early May 1861 Initial rank: 1 * Seniority: 10 Political Cost: 3 Combat Values: 4/3/2 Abilities: Forager Note: enters with his Smith's Bde unit within CSA Army of the Shenandoah in Warren, VA. Locked 3 turns and is 30% of strength (needs replacement) Special comments: When promoted to a rank of "2" Smith loses the "Forager" ability and gains the "Master Logistician" ability. When promoted to a rank of "3" Smith loses the "Master Logistician" ability but gains the "Good-Admin-Pop" and "Strategist" abilities. Additionally, at rank "3" Smith has combat values of 3/2/2.</p>
John B. Magruder		<p>Date: Late May 1861 Initial rank: 1 * Seniority: 6 Political Cost: 3 Combat Values: 3/2/3 Abilities: Deceiver, Surpriser Note: enters with his troops in Richmond, VA. Locked 1 turn and is 50% of strength (needs replacement) Special comments:</p>
Benjamin Huger		<p>Date: Early June 1861 Initial rank: 1 * Seniority: 2 Political Cost: 5 Combat Values: 2/1/0 Abilities: Artillerist Note: enters with his troops in Petersburg, VA. Locked 1 turn and is 75% of strength (needs replacement) Special comments:</p>
Sterling Price		<p>Date: Early May 1861 Initial rank: 1 * Seniority: 14 Political Cost: 10 Combat Values: 4/0/1 Abilities: Militiaman, Patriot Note: may enter in Fayetteville, AR (100% chance) via event "Saint Louis Massacre" if the Union has obtained Nathaniel Lyon. Special comments: If not, shall not enter the game at all (but Lyon as well).</p>
Franklin Buchanan		<p>Date: Early May 1861 to late February 1862 Initial rank: 2 ** Seniority: 1 Political Cost: 10 Combat Values: 4/3/2 Abilities: Seaman Note: may enter from early May 61 till end of February 62 in Norfolk, VA with CSS Virginia under construction (100% chance but only if CSA captures Norfolk, VA within this time frame) via event "Norfolk". Special comments: Admiral</p>

Raphael Semmes



Date: Late June 1861
Initial rank: 1 *
Seniority: 1
Political Cost: 5
Combat Values: 5/3/3
Abilities: Seaman, Sea-Raider, Blockade-Runner
Note: enters with his brig CSS Hunter in the Shipping Box (for Union commerce raiding)
Special comments: Admiral

Henry H. Sibley



Date: Early June 1861 (or July 1861 for the July scenario)
Initial rank: 1 *
Seniority: 47
Political Cost: 3
Combat Values: 3/0/0
Abilities:
Note: enters in Dallas, TX if friendly, else anywhere else in Texas

Samuel Cooper



Date: Late August 1861
Initial rank: 4 *****
Seniority: 1
Political Cost: 20
Combat Values: 2/1/1
Abilities: Training Officer
Note: appears locked permanently in Richmond, VA at the head of CSA GHQ via event "Five generals". Lee will appear with him.
Special comments: will "resign" by event "Cooper Retires" in the Early November of 61.

Robert E. Lee



Date: Late August 1861
Initial rank: 3 ***
Seniority: 4
Political Cost: 25
Combat Values: 6/5/5
Abilities: Fast-Move, Reckless, Siege-Engineer, Charismatic
Note: appears locked in Richmond, VA at the head of CSA Virginia District Command via event "Five generals" (at the same time as S. Cooper).
Special comments: will be unlocked by event "Lee Takes Command" in the Spring of 1862 (or earlier if too many Union units approach Richmond, VA).

Stand Watie









Date: Early September 1861
Initial rank: 1 *
Seniority: 48
Political Cost: 4
Combat Values: 5/3/1
Abilities: Cavalryman, Indian Fighter
Note: enters in Fort Gibson, IT with three Confederate Indian cavalry regiments

Thomas C. Hindman



Date: Early September 1861
Initial rank: 1 *
Seniority: 17
Political Cost: 10
Combat Values: 4/1/1
Abilities: Patriot, Occupier
Note: enters in Little Rock, AR if friendly, else anywhere else in Arkansas

Braxton Bragg		<p>Date: Early September 1861 Initial rank: 1 * Seniority: 3 Political Cost: 5 Combat Values: 5/3/1 Abilities: Dispirited Leader, Master Driller Note: enters in Florida</p>
William J. Hardee		<p>Date: Early September 1861 Initial rank: 1 * Seniority: 7 Political Cost: 3 Combat Values: 4/3/1 Abilities: Master Driller Note: enters in Little Rock, AR if friendly, else anywhere else in Arkansas. A division HQ (AR Division) appears with him. Special comments: When promoted to a rank of "2" Hardee loses the "Master Driller" ability but gains the "Surpriser" ability.</p>
Albert S. Johnston		<p>Date: Late September 1861 Initial rank: 3 *** Seniority: 3 Political Cost: 20 Combat Values: 4/2/1 Abilities: Surpriser Note: enters in Nashville, TN (or elsewhere in TN if city is occupied), at the head of the newly formed (and empty) Army of Tennessee.</p>
Earl Van Dorn		<p>Date: Late September 1861 Initial rank: 1 * Seniority: 4 Political Cost: 5 Combat Values: 4/1/0 Abilities: Cavalryman, Indian Fighter Note: enters in Little Rock, AR if friendly, else anywhere else in Arkansas. Special comments: may be removed from play from Early May 1863 till early 1864 via event "Angry Husband" (50% chance each turn)</p>
James Longstreet		<p>Date: Early October 1861 Initial rank: 1 * Seniority: 8 Political Cost: 3 Combat Values: 5/3/6 Abilities: Entrencher Note: enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none). A division HQ (Res Division) appears with him. Special comments: When promoted to a rank of "3" Longstreet loses the "Entrencher" ability and his combat values are reduced to 3/2/6.</p>
Alexander P. Stewart		<p>Date: Early November 1861 Initial rank: 1 * Seniority: 33 Political Cost: 3 Combat Values: 3/2/2 Abilities: Note: enters in Nashville, TN if friendly, else anywhere else in Tennessee.</p>

Robert Hoke		Date: Early January 1862 Initial rank: 1 * Seniority: 74 Political Cost: 3 Combat Values: 4/2/2 Abilities: Note: 62 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.
David R. Jones		Date: Early January 1862 Initial rank: 1 * Seniority: 77 Political Cost: 3 Combat Values: 3/1/1 Abilities: Note: 62 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.
John McCown		Date: Early January 1862 Initial rank: 1 * Seniority: 79 Political Cost: 3 Combat Values: 3/0/0 Abilities: Note: 62 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.
William B. Taliaferro		Date: Early January 1862 Initial rank: 1 * Seniority: 84 Political Cost: 3 Combat Values: 3/1/1 Abilities: Militiaman Note: 62 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.
Jones M. Withers		Date: Early January 1862 Initial rank: 1 * Seniority: 90 Political Cost: 3 Combat Values: 3/1/1 Abilities: Note: 62 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.
Edward P. Alexander		Date: Early January 1862 Initial rank: 1 * Seniority: 92 Political Cost: 3 Combat Values: 3/1/2 Abilities: Artillerist Note: 62 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.
Edward Johnson		Date: Early January 1862 Initial rank: 1 * Seniority: 52 Political Cost: 5 Combat Values: 3/2/2 Abilities: Note: 62 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured. Special comments: automatically promoted to 2 ** in Early February 1862 (gets promoted almost as soon as he enters).

John G. Walker



Date: Early January 1862
 Initial rank: 1 *
 Seniority: 86
 Political Cost: 3
 Combat Values: 4/1/1
 Abilities: Fast-Move
 Note: 62 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.

Nathan B. Forrest



Date: Early February 1862
 Initial rank: 1 *
 Seniority: 3
 Political Cost: 38
 Combat Values: 6/6/2
 Abilities: Cavalryman, Adept Raider, Deceiver, Patriot
 Note: enters with is 7th TN Cavalry regiment in Fort Henry v Donelson, TN or a TN city if the fort is captured.
 Special comments: When promoted to a rank of "2" Forrest loses the "Deceiver" ability and gains the "Quick-Angered" ability.

John C. Pemberton



Date: Late January 1862
 Initial rank: 1 *
 Seniority: 13
 Political Cost: 5
 Combat Values: 3/1/1
 Abilities: Fort Defender
 Note: enters in Florida

Richard S. Ewell



Date: Late January 1862
 Initial rank: 1 *
 Seniority: 11
 Political Cost: 3
 Combat Values: 4/4/1
 Abilities:
 Note: enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none).
 Special comments: When promoted to a rank of "2" Ewell has combat values of 2/3/1.

William W. Loring



Date: Late February 1862
 Initial rank: 1 *
 Seniority: 12
 Political Cost: 5
 Combat Values: 3/2/2
 Abilities: Quick-Angered
 Note: Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.

James E.B. Stuart




Date: Early March 1862
 Initial rank: 1 *
 Seniority: 22
 Political Cost: 3
 Combat Values: 5/3/2
 Abilities: Cavalryman, Very Fast Cavalry, Adept Raider
 Note: enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none).
 Special comments: When promoted to a rank of "2" Stuart loses the "Adept Raider" ability but gains the "Skirmisher" and "Screener" abilities.

Benjamin F. Cheatham



Date: Early March 1862
 Initial rank: 1 *
 Seniority: 15
 Political Cost: 3
 Combat Values: 3/3/3
 Abilities:
 Note: enters in Nashville, TN or Atlanta, GA

Daniel H. Hill		<p>Date: Early March 1862 Initial rank: 1 * Seniority: 16 Political Cost: 3 Combat Values: 4/3/3 Abilities: Note: enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none).</p>
John C. Breckinridge		<p>Date: Early March 1862 Initial rank: 1 * Seniority: 18 Political Cost: 5 Combat Values: 3/2/2 Abilities: Good-Admin-Army Note: enters with largest CSA army in South East theatre (or in Tennessee or Mississippi if none). Special comments: may be removed from play from Late December 1864 onwards via event "Bitter Quarrel" (25% chance each turn). When promoted to a rank of "2" Breckinridge has combat values of 4/3/2.</p>
Lafayette McLaws		<p>Date: Late May 1862 Initial rank: 1 * Seniority: 19 Political Cost: 3 Combat Values: 3/1/3 Abilities: Slow-Move Note: enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none).</p>
Ambrose P. Hill		<p>Date: Late May 1862 Initial rank: 1 * Seniority: 20 Political Cost: 3 Combat Values: 5/3/3 Abilities: Fast-Move Note: enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none). Special comments: When promoted to a rank of "2" A.P. Hill has combat values of 3/2/2 and loses the "Fast-Move" ability.</p>
Richard H. Anderson		<p>Date: Early July 1862 Initial rank: 1 * Seniority: 21 Political Cost: 3 Combat Values: 4/3/3 Abilities: Note: enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none).</p>
Richard Taylor		<p>Date: Late July 1862 Initial rank: 1 * Seniority: 23 Political Cost: 5 Combat Values: 4/2/2 Abilities: Training Officer, Good-Cmd Note: enters in Louisiana or Mississippi friendly controlled city. Special comments: When promoted to a rank of "2" Taylor has combat values of 4/4/3 and gains the "Forager" ability.</p>

Simon B.
Buckner



Date: Early July 1862
Initial rank: 1 *
Seniority: 24
Political Cost: 3
Combat Values: 3/1/1
Abilities: Militiaman
Note: enters with largest CSA army in South East theatre (or in Tennessee or Mississippi if none).

Special comments: When promoted to rank "2", gains the "Dispirited Leader" ability.

John B. Hood



Date: Early October 1862
Initial rank: 1 *
Seniority: 25
Political Cost: 3
Combat Values: 5/4/1
Abilities: Strong Morale, Reckless
Note: Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.
Special comments: When promoted to a rank of "2" Hood has combat values of 5/4/1 and has the abilities "Reckless" and "Dispirited Leader." When promoted to a rank of "3" Hood has combat values of 5/0/1 and has the abilities "Hothead" and "Dispirited Leader."

Georges E.
Pickett



Date: Early October 1862
Initial rank: 1 *
Seniority: 26
Political Cost: 3
Combat Values: 3/1/1
Abilities: Hothead
Note: enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none).

John A.
Wharton



Date: Early November 1862
Initial rank: 1 *
Seniority: 29
Political Cost: 3
Combat Values: 4/4/2
Abilities: Cavalryman
Note: enters in Jackson, MS, or a Mississippi friendly controlled city, or Atlanta, GA.

Franklin
Gardner



Date: Early November 1862
Initial rank: 1 *
Seniority: 43
Political Cost: 3
Combat Values: 3/1/5
Abilities: Fort Defender
Note: enters in Jackson, MS, or a Mississippi friendly controlled city, or Atlanta, GA.
Special comments: When promoted to a rank of "2" Gardner has combat values of 3/1/4.

John H.
Morgan



Date: Early December 1862
Initial rank: 1 *
Seniority: 45
Political Cost: 3
Combat Values: 6/3/1
Abilities: Cavalryman, Adept Raider, Deep Raider
Note: enters with is 1st Alabama Cavalry regiment in Montgomery, AL or a TN city if captured, or Atlanta, GA.

Patrick
Cleburne



Date: Late December 1862
Initial rank: 1 *
Seniority: 27
Political Cost: 3
Combat Values: 5/3/6
Abilities: Gifted-Cmd, Entrencher
Note: enters in Tennessee friendly controlled city.
Special comments: When promoted to a rank of "2" Cleburne loses the "Gifted-Cmd" ability and gains the "Dispirited Leader" ability.

Robert Ramson		<p>Date: Early January 1863 Initial rank: 1 * Seniority: 81 Political Cost: 3 Combat Values: 3/1/1 Abilities: Cavalryman Note: 63 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.</p>
Carter L. Stevenson		<p>Date: Early January 1863 Initial rank: 1 * Seniority: 83 Political Cost: 3 Combat Values: 3/1/2 Abilities: Note: 63 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.</p>
Isaac R. Trimble		<p>Date: Early January 1863 Initial rank: 1 * Seniority: 85 Political Cost: 3 Combat Values: 3/1/1 Abilities: Note: 63 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.</p>
Jubal A. Early		<p>Date: Late January 1863 Initial rank: 1 * Seniority: 28 Political Cost: 3 Combat Values: 4/3/3 Abilities: Quick-Angered, Fast-Move Note: enters in Richmond, VA or Atlanta, GA. Special comments: When promoted to a rank of "2" Early has combat values of 5/2/2.</p>
Joseph Wheeler		<p>Date: Late January 1863 Initial rank: 1 * Seniority: 4 Political Cost: 30 Combat Values: 5/4/1 Abilities: Cavalryman Note: enters in Richmond, VA or Atlanta, GA.</p>
Frank C. Armstrong		<p>Date: Early April 1864 Initial rank: 1 * Seniority: 44 Political Cost: 3 Combat Values: 3/1/1 Abilities: Cavalryman Note: enters in a friendly city in Tennessee or Atlanta, GA.</p>
Robert E. Rodes		<p>Date: Early May 1863 Initial rank: 1 * Seniority: 31 Political Cost: 3 Combat Values: 3/2/2 Abilities: Note: enters in Richmond, VA or Atlanta, GA.</p>

Henry Heth		Date: Late May 1863 Initial rank: 1 * Seniority: 32 Political Cost: 3 Combat Values: 4/2/1 Abilities: Hothead Note: enters in Richmond, VA or Atlanta, GA.
William D. Pender		Date: Late June 1863 Initial rank: 1 * Seniority: 34 Political Cost: 3 Combat Values: 4/4/2 Abilities: Fast-Move Note: enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none). Special comments: When promoted to a rank of "2" Pender has combat values of 3/4/2.
Wade Hampton		Date: Early August 1863 Initial rank: 1 * Seniority: 35 Political Cost: 8 Combat Values: 5/3/1 Abilities: Cavalryman, Adept Raider Note: enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none). Special comment: When promoted to a rank of "2" Hampton loses the "Adept Raider" ability.
Fitzhugh Lee		Date: Early August 1863 Initial rank: 1 * Seniority: 37 Political Cost: 3 Combat Values: 4/3/1 Abilities: Cavalryman, Screener Note: enters in Richmond, VA or Atlanta, GA.
Stephen D. Lee		Date: Early August 1863 Initial rank: 1 * Seniority: 36 Political Cost: 3 Combat Values: 4/2/3 Abilities: Artillerist Note: enters in Jackson, MS, or a Mississippi friendly controlled city, or Atlanta, GA. Special comments: When promoted to a rank of "2" Lee gains the "Cavalryman" ability and has combat values of 4/2/4.
John Pegram		Date: Early September 1863 Initial rank: 1 * Seniority: 46 Political Cost: 3 Combat Values: 3/1/1 Abilities: Cavalryman Note: enters in Atlanta, GA (or another city in GA if occupied).
William Bate		Date: Early January 1864 Initial rank: 1 * Seniority: 70 Political Cost: 3 Combat Values: 3/1/1 Abilities: Note: 64 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.

William H. Walker



Date: Early January 1864

Initial rank: 1 *

Seniority: 87

Political Cost: 3

Combat Values: 3/1/1

Abilities:

Note: 64 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.

Date: Early January 1864

Initial rank: 1 *

Seniority: 88

Political Cost: 3

Combat Values: 3/2/3

Abilities:

Note: 64 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.

Date: Early January 1864

Initial rank: 1 *

Seniority: 72

Political Cost: 3

Combat Values: 3/2/2

Abilities: Recruiting Officer

Note: 64 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.

Date: Early January 1864

Initial rank: 1 *

Seniority: 78

Political Cost: 3

Combat Values: 3/3/2

Abilities: Strong Morale

Note: 64 Generals' Pool. Enters without command in Richmond, VA, or Atlanta, GA if capital is captured.

Joseph B. Kershaw



Date: Early May 1864

Initial rank: 1 *

Seniority: 39

Political Cost: 4

Combat Values: 5/4/3

Abilities: Charismatic, Surpriser, Gifted-Cmd

Note: enters in Richmond, VA or Atlanta, GA.

John B. Gordon



Date: Early June 1864

Initial rank: 1 *

Seniority: 40

Political Cost: 3

Combat Values: 4/4/2

Abilities: Reckless

Note: enters in Richmond, VA or Atlanta, GA.

Stephen D. Ramseur



Date: Late August 1864

Initial rank: 1 *

Seniority: 41

Political Cost: 5

Combat Values: 3/1/2

Abilities: Deceiver

Note: enters in Richmond, VA or Atlanta, GA.

William Mahone



John S.
Marmaduke



Date: Late March 1865

Initial rank: 1 *

Seniority: 42

Political Cost: 10

Combat Values: 3/1/1

Abilities:

Note: enters with largest CSA army in the West (i.e. Trans Mississippi) theatre or Texas, Arkansas or Louisiana.

Date: Late May 1862

Initial rank: 1 *

Seniority: 49

Political Cost: 5

Combat Values: 5/1/1

Abilities: Cavalryman, Partisan, Pillager-Pop

Note: enters with his Bushwackers units in a wild area of northern Missouri, not Union-controlled.

Date: Early February 1863

Initial rank: 1 *

Seniority: 50

Political Cost: 5

Combat Values: 5/4/1

Abilities: Cavalryman, Partisan, Master Spy, Screener

Note: enters with his 43rd VA Bn raiders units in a wild area of Virginia or West Virginia, near the Shenandoah valley.

William C.
Quantrill



John S. Mosby

