





# Leader's Appearance List

## Union Leaders

CW2 includes **149** Union leaders (43 en 1861, 74 en 1862, 21 in 1863, 3 in 1864 and 8 coming with the flavor brigades in 61-64). 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
<b>1861</b>		
George B. 'Little Mac' McClellan		Date: Start – early April 1861 Initial rank: 2 ** Seniority: 1 Political Cost: 100 Combat Values: 1/1/2 Training Officer <span style="background-color: #808000; color: white;">Good Admin Army</span> <span style="background-color: #808000; color: white;">Poor Spy Network</span> <b>Note:</b> starts locked 6 turns in Cincinnati, OH <b>Special comments:</b> 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.
Benjamin F. 'The Beast' Butler		Date: Start – early April 1861 Initial rank: 3 *** Seniority: 6 Political Cost: 20 Combat Values: 2/0/1 <span style="background-color: #008000; color: white;">Hated Occupant</span> <b>Note:</b> starts locked 6 turns in Fort Monroe, VA
John Shields		Date: Start – early April 1861 Initial rank: 1 * Seniority: 9 Political Cost: 1 Combat Values: 3/1/2 <span style="background-color: #808080; color: white;">Fort Defender</span> <b>Note:</b> starts with Butler, locked 6 turns in Fort Monroe, VA

<p>Winfield 'Old Fuss and Feathers' Scott</p>		<p>Date: Start – early April 1861                  Initial rank: 4 ****                  Seniority: 1                  Political Cost: 20                  Combat Values: 3/3/3                  Slow Move Good Admin Army  <b>Note:</b> starts locked permanently in Washington, DC at the head of Union GHQ.  <b>Special comments:</b> will “resign” by event “Scott Resigns” in the Fall of 61.</p>
<p>Edwin 'Bull Head' Sumner</p>		<p>Date: Start – early April 1861                  Initial rank: 1*                  Seniority: 3                  Political Cost: 3                  Combat Values: 3/1/1  <b>Note:</b> starts locked 4 turns with 11<sup>th</sup> US Inf.Rgt. in Sioux city, IA  <b>Special comments:</b> automatically promoted to 2 ** in Early February 1862</p>
<p>David Farragut</p>		<p>Date: Start – early April 1861                  Initial rank: 2 **                  Seniority: 1                  Political Cost: 5                  Combat Values: 5/4/4 at 2**, then 6/5/5 at 3***                  Seaman Fort Runner Charismatic  <b>Note:</b> starts locked with the Atlantic Fleet in NYC  <b>Special comments:</b> Admiral                  When promoted to rank 3*** Farragut has combat values of 6/5/5.</p>
<p>James S. Palmer</p>		<p>Date: Start – early April 1861                  Initial rank: 1 *                  Seniority: 6                  Political Cost: 3                  Combat Values: 3/1/1                  Seaman  <b>Note:</b> starts on the African Squadron (Shipping Lanes), locked 2 turns.  <b>Special comments:</b> Admiral</p>
<p>George Pearson</p>		<p>Date: Start – early April 1861                  Initial rank: 1 *                  Seniority: 8                  Political Cost: 3                  Combat Values: 3/1/1                  Seaman  <b>Note:</b> starts locked with the Pacific Squadron in California (<i>squadron released if Britain goes to war with USA</i>)  <b>Special comments:</b> Admiral</p>
<p>Andrew H. Foote</p>		<p>Date: Start – early April 1861                  Initial rank: 2 **                  Seniority: 2                  Political Cost: 3                  Combat Values: 5/5/4                  Seaman Artillerist  <b>Note:</b> starts locked 4 turns with the Mississippi Fleet in Saint Louis, MO (fleet at 70% of strength, needs rest and repairs)  <b>Special comments:</b> Admiral</p>

C. Schurze		<p>Date: Start – Or random from Late April 1861 to end June 1861                      Initial rank: 1 *                      Seniority: 98                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> enters with 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: 5                      Combat Values: 3/1/1  <b>Note:</b> 61 Generals’ Pool. Enters in Washington DC (or nearby MD city if captured).  <b>Special comments:</b> automatically promoted to 2 ** in Early May 1862</p>
Lewis L. ‘Lew’ Wallace		<p>Date: Late April 1861                      Initial rank: 1 *                      Seniority: 65                      Political Cost: 3                      Combat Values: 3/1/1                      Abilities:  <b>Note:</b> 61 Generals’ Pool. Enters in Washington DC (or nearby MD city if captured).</p>
C. Hamilton		<p>Date: Late April 1861                      Initial rank: 1 *                      Seniority: 62                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 61 Generals’ Pool. Enters in Washington DC (or nearby MD city if captured).</p>
Robert Milroy		<p>Date: Late April 1861                      Initial rank: 1 *                      Seniority: 106                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 61 Generals’ Pool. Enters in Washington DC (or nearby MD city if captured). May be promoted to 2**</p>
G. McCall		<p>Date: Late April 1861                      Initial rank: 1 *                      Seniority: 94                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 61 Generals’ Pool. Enters in Washington DC (or nearby MD city if captured).</p>
G. Morell		<p>Date: Late April 1861                      Initial rank: 1 *                      Seniority: 93                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 61 Generals’ Pool. Enters in Washington DC (or nearby MD city if captured).</p>

S. Hurlbut		<p>Date: Late April 1861                      Initial rank: 1 *                      Seniority: 95                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 61 Generals' Pool. Enters in Washington DC (or nearby MD city if captured).</p>
Alexander A. Asboth		<p>Date: Late April 1861                      Initial rank: 1 *                      Seniority: 101                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 61 Generals' Pool. Enters in Washington DC (or nearby MD city if captured).</p>
L. Blenker		<p>Date: Late April 1861                      Initial rank: 1 *                      Seniority: 100                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 61 Generals' Pool. Enters in Washington DC (or nearby MD city if captured).</p>
C. Griffin		<p>Date: Late April 1861                      Initial rank: 1 *                      Seniority: 102                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 61 Generals' Pool. Enters in Washington DC (or nearby MD city if captured).</p>
A. Howe		<p>Date: Late April 1861                      Initial rank: 1 *                      Seniority: 104                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 61 Generals' Pool. Enters in Washington DC (or nearby MD city if captured).</p>
A. Humphreys		<p>Date: Late April 1861                      Initial rank: 1 *                      Seniority: 103                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 61 Generals' Pool. Enters in Washington DC (or nearby MD city if captured).</p>
T. Wood		<p>Date: Late April 1861                      Initial rank: 1 *                      Seniority: 97                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 61 Generals' Pool. Enters in Washington DC (or nearby MD city if captured).</p>

James H. Carleton		<p>Date: June 1861                      Rank: 1*                      Seniority: 134                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> enters locked with troops of the California Column in Fort Yuma (CA)</p>
Christopher K. 'Kit' Carson		<p>Date: June 1861                      Initial rank: 1*                      Seniority:                      Political Cost: 1                      Combat Values: 3/1/1                      Indian Fighter    Ranger Pathfinding    Ranger Survival  <b>Note:</b> enters locked with mounted volunteers in Santa Fe (NM)</p>
Irvin McDowell		<p>Date: Early May 1861                      Initial rank: 3 ***                      Seniority: 9                      Political Cost: 15                      Combat Values: 2/2/2                      Abilities:  <b>Note:</b> enters as commander of the Northeastern Virginia Union army in Alexandria, VA. Army locked 3 turns and is 30% of strength (needs replacement)</p>
D. Hunter		<p>Date: Early May 1861                      Initial rank: 1*                      Seniority: 67                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> commander of 2<sup>nd</sup> division of Northeastern Virginia Army. May be promoted to 2**</p>
Dixon S. Miles		<p>Date: Early May 1861                      Initial rank: 1*                      Seniority: 133                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> commander of 5<sup>th</sup> division of Northeastern Virginia Army.</p>
Daniel Tyler		<p>Date: Early May 1861                      Initial rank: 1*                      Seniority: 132                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> commander of 2<sup>nd</sup> division of Northeastern Virginia Army.</p>
Thomas Runyon		<p>Date: Early May 1861                      Initial rank: *                      Seniority: 131                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> commander of 4<sup>th</sup> division of Northeastern Virginia Army. May be promoted to 2**</p>

Robert Patterson		<p>Date: Early May 1861                      Initial rank: 3 ***                      Seniority: 32                      Political Cost: 3                      Combat Values: 1/0/0</p> <p><b>OverCautious</b></p> <p><b>Note:</b> 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)  <b>Special comments:</b> will be removed by event in August 61. No political cost penalty.</p>
Nathanael Lyon		<p>Date: Late May 1861                      Initial rank: 1 *                      Seniority: 4                      Political Cost: 3                      Combat Values: 5/2/2</p> <p><b>Charismatic</b> <b>Occupier</b> <b>HotHead</b></p> <p><b>Note:</b> may enter in Saint Louis, MO (75% chance) via event "Saint Louis Massacre"  <b>Special comments:</b> when promoted to rank 3***, Lyon loses the "Hothead" ability. Additionally, at rank 3*** Lyon has combat values of 4/2/2.</p>
Nathaniel P. 'Commissary Banks' Banks		<p>Date: Early May 1861                      Initial rank: 3 ***                      Seniority: 7                      Political Cost: 12                      Combat Values: 2/0/1</p> <p><b>Slow Move</b> <b>Recruiting Officer</b></p> <p><b>Note:</b> enters locked in Baltimore, MD</p>
Joseph B. 'Fighting Joe' Hooker		<p>Date: Early May 1861                      Initial rank: 1 *                      Seniority: 12                      Political Cost: 10                      Combat Values: 4/4/2</p> <p><b>Good Admin Army</b></p> <p><b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD  <b>Special comments:</b> when promoted to rank 3*** Hooker gains the "Overcautious" ability. Additionally, at rank 3*** Hooker has combat values of 4/2/2.</p>
Samuel Heintzelman		<p>Date: Late May 1861                      Initial rank: 1 *                      Seniority: 38                      Political Cost: 3                      Combat Values: 3/1/1</p> <p><b>Note:</b> enters or starts with Irvin McDowell  <b>Special comments:</b> when promoted to rank 2** Heintzelman gains the "Overcautious" ability.</p>
John A. Dahlgren		<p>Date: Late May 1861 to late February 1862                      Initial rank: 2 **                      Seniority: 5                      Political Cost: 5                      Combat Values: 3/2/2</p> <p><b>Seaman</b> <b>Artillerist</b></p> <p><b>Note:</b> may enter from late May 61 till end of February 62 in NYC with ironclad USS Monitor under construction (100% chance but only if CSA captures Norfolk, VA within this time) via event "Ericsson's Folly".</p>

<p>Joseph K. Mansfield</p>		<p>Date: Early June 1861                  Initial rank: 1 *                  Seniority: 37                  Political Cost: 3                  Combat Values: 3/1/1  <b>Reckless</b>  <b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.</p>
<p>John C. 'The Pathfinder' Fremont</p>		<p>Date: Late July 1861                  Initial rank: 3 ***                  Seniority: 5                  Political Cost: 20                  Combat Values: 2/0/1  <b>Occupier</b>  <b>Note:</b> enters in Saint Louis, MO (if friendly, else in Missouri)                  Special comments: may be removed from game between August 61 and end of 1861 (50% chance) via random event.</p>
<p>William Nelson</p>		<p>Date: Early August 1861                  Initial rank: 1 *                  Seniority: 96                  Political Cost: 1                  Combat Values: 3/1/1  <b>Note:</b> Enters in Lexington, KY, with the Camp Dick Robinson event on 08/06/1861.</p>
<p>John A. McClernand</p>		<p>Date: Early August 1861                  Initial rank: 1 *                  Seniority: 11                  Political Cost: 10                  Combat Values: 3/1/1  <b>Recruiting Officer Quick Angered</b>  <b>Note:</b> enters in non-enemy city in Indiana. May be promoted to 2** (political cost 12)</p>
<p>Ambrose Burnside</p>		<p>Date: Late August 1861                  Initial rank: 1 *                  Seniority: 10                  Political Cost: 10                  Combat Values: 3/1/2  <b>Militiaman Recruiting Officer</b>  <b>Note:</b> enters in Annapolis, MD, or in MD if city occupied.  <b>Special comments:</b> when promoted to rank 2** Burnside loses the "Recruiting Officer" and "Militiaman" ability but gains "Overcautious" ability. When promoted to rank 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.</p>
<p>Henry W. 'Old Brains' Halleck</p>		<p>Date: Late August 1861                  Initial rank: 3 ***                  Seniority: 13                  Political Cost: 10                  Combat Values: 1/0/1  <b>Training Officer Master Logistician Good Admin Army</b>  <b>Note:</b> enters in Saint Louis, MO (if friendly, else in Missouri)</p>

Fitzjohn Porter		<p>Date: Late August 1861                  Initial rank: 1 *                  Seniority: 21                  Political Cost: 5                  Combat Values: 3/1/3  <b>Note:</b> enters with George B. McClellan  <b>Special comments:</b> 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</p>
<h1>1862</h1>		
Edward R. Canby		<p>Date: End December 1861 to January 1862                  Initial rank: 1 *                  Seniority: 24                  Political Cost: 3                  Combat Values: 3/1/3                  Indian Fighter Master Logistician  <b>Note:</b> enters in California. May be promoted to 3***.  <b>Special comments:</b> when promoted to rank 2** or 3**Canby loses the “Indian Fighter” ability.</p>
David D. Porter		<p>Date: Early January 1862                  Initial rank: 1 *                  Seniority: 3                  Political Cost: 5                  Combat Values: 5/4/4                  Seaman Corrupt  <b>Note:</b> enters in Illinois port with his river ironclad USS Cairo. May be promoted to 2** (same values)</p>
George H. ‘Pap’ Thomas		<p>Date: Late January 1862                  Initial rank: 1 *                  Seniority: 1                  Political Cost: 3                  Combat Values: 3/3/6                  Defensive Engineer Master Logistician  <b>Note:</b> enters in Louisville, KY if friendly (else in KY or IN)</p>
Daniel Butterfield		<p>Date: Early January 1862                  Initial rank: 1 *                  Seniority: 53                  Political Cost: 3                  Combat Values: 3/1/1                  Abilities:  <b>Note:</b> 62 Generals’ Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
William H. French		<p>Date: Early January 1862                  Initial rank: 1 *                  Seniority: 54                  Political Cost: 3                  Combat Values: 3/1/1                  Slow Move Artillerist  <b>Note:</b> 62 Generals’ Pool. Enters in Washington DC (or nearby MD city if capital is captured).  <b>Special comments:</b> automatically promoted to 2 ** in Early November 1862</p>



<p>Thomas L. Crittenden</p>		<p>Date: Early January 1862                  Initial rank: 1 *                  Seniority: 26                  Political Cost: 3                  Combat Values: 3/1/1                  Abilities:  <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).  <b>Special comments:</b> automatically promoted to 2 ** in Early July 1862</p>
<p>Phil. Kearny</p>		<p>Date: Early January 1862                  Initial rank: 1 *                  Seniority: 57                  Political Cost: 3                  Combat Values: 4/3/2  <b>Reckless Cavalryman</b>  <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).  <b>Special comments:</b> automatically promoted to 2 ** in Early April 1862</p>
<p>W.H.L. Wallace</p>		<p>Date: Early January 1862                  Initial rank: 1 *                  Seniority: 66                  Political Cost: 3                  Combat Values: 3/2/1  <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).  <b>Special comments:</b> automatically promoted to 2 ** in Early March 1862</p>
<p>John G. Parke</p>		<p>Date: Early January 1862                  Initial rank: 1 *                  Seniority: 59                  Political Cost: 3                  Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
<p>James B. Ricketts</p>		<p>Date: Early January 1862                  Initial rank: 1 *                  Seniority: 60                  Political Cost: 3                  Combat Values: 4/1/1  <b>Reckless</b>  <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
<p>William F. Smith</p>		<p>Date: Early January 1862                  Initial rank: 1 *                  Seniority: 62                  Political Cost: 3                  Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).  <b>Special comments:</b> automatically promoted to 2 ** in Early April 1863</p>

<p>Israel B. Richardson</p>		<p>Date: Early January 1862                  Initial rank: 1 *                  Seniority: 61                  Political Cost: 3                  Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
<p>Benjamin M. Prentiss</p>		<p>Date: Early January 1862                  Initial rank: 1 *                  Seniority: 30                  Political Cost: 3                  Combat Values: 3/1/2  <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
<p>Alpheus S. Williams</p>		<p>Date: Early January 1862                  Initial rank: 1 *                  Seniority: 67                  Political Cost: 3                  Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
<p>Isaac Stevens</p>		<p>Date: Early January 1862                  Initial rank: 1 *                  Seniority: 63                  Political Cost: 3                  Combat Values: 3/1/1  <b>Reckless</b>  <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).  <b>Special comments:</b> automatically promoted to 2 ** in Early July 1862</p>
<p>H. Berry</p>		<p>Date: Early January 1862                  Initial rank: 2 **                  Seniority: 63                  Political Cost: 1                  Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters at rank 2** in Washington DC (or nearby MD city if capital is captured).</p>
<p>A. Whipple</p>		<p>Date: Early January 1862                  Initial rank: 2 **                  Seniority: 64                  Political Cost: 1                  Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters at rank 2** in Washington DC (or nearby MD city if capital is captured).</p>
<p>John Dix</p>		<p>Date: Early January 1862                  Initial rank: 2 **                  Seniority: 65                  Political Cost: 1                  Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters at rank 2** in Washington DC (or nearby MD city if capital is captured).</p>

J. Forster		<p>Date: Early January 1862                      Initial rank: 1 *                      Seniority: 133                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
J. Mc Arthur		<p>Date: Early January 1862                      Initial rank: 1 *                      Seniority: 105                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
J. Geary		<p>Date: Early January 1862                      Initial rank: 1 *                      Seniority: 109                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
C. Devens		<p>Date: Early January 1862                      Initial rank: 1 *                      Seniority: 108                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
C. Pratt		<p>Date: Early January 1862                      Initial rank: 1 *                      Seniority: 107                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
D. Gregg		<p>Date: Early January 1862                      Initial rank: 1 *                      Seniority: 110                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
August Von Steinwehr		<p>Date: Early January 1862                      Initial rank: 1 *                      Seniority: 111                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>

J. Veatch		Date: Early January 1862 Initial rank: 1 * Seniority: 113 Political Cost: 1 Combat Values: 3/1/1 <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).
A. Hays		Date: Early January 1862 Initial rank: 1 * Seniority: 123 Political Cost: 1 Combat Values: 3/1/1 <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).
John. J. Reynolds		Date: Early January 1862 Initial rank: 1 * Seniority: 117 Political Cost: 1 Combat Values: 3/1/1 <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).
J. Negley		Date: Early January 1862 Initial rank: 1 * Seniority: 115 Political Cost: 1 Combat Values: 3/1/1 <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).
J. C. Davidson		Date: Early January 1862 Initial rank: 1 * Seniority: 114 Political Cost: 1 Combat Values: 3/1/1 <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).
H. Van Cleve		Date: Early January 1862 Initial rank: 1 * Seniority: 119 Political Cost: 1 Combat Values: 3/1/1 <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).
J. Palmer		Date: Early January 1862 Initial rank: 1 * Seniority: 118 Political Cost: 1 Combat Values: 3/1/1 <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).

G. Marston		Date: Early January 1862 Initial rank: 1 * Seniority: 122 Political Cost: 1 Combat Values: 3/1/1 <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).
A. J. Smith		Date: Early January 1862 Initial rank: 1 * Seniority: 120 Political Cost: 1 Combat Values: 3/1/1 <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).
J. Barnes		Date: Early January 1862 Initial rank: 1 * Seniority: 124 Political Cost: 1 Combat Values: 3/1/1 <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).
G. Greene		Date: : Early January 1862 Initial rank: 1* Seniority: 32 Political Cost: 3 Combat Values: 3/1/2 <b>Defensive Engineer</b> <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).
J. Caldwell		Date: Early January 1862 Initial rank: 1 * Seniority: 124 Political Cost: 1 Combat Values: 3/1/1 <b>Note:</b> 62 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).
Ulysses S. 'Unconditional Surrender' Grant		Date: Late January 1862 Initial rank: 2**, then 3 *** Seniority: 8 Political Cost: 15 Combat Values: 5/6/4 at 1* (not used), then 6/6/4 <b>Siege Expert</b> <b>Master Logistician</b> <b>Beloved By Army</b> <b>Strategist</b> <b>Note:</b> enters with Army in Louisville, KY (or KY or IN if city is captured). May be used to form the Army of the Tennessee. <b>Special comments:</b> when promoted to a rank of "4" Grant gains the "Strategist" ability.
William T. 'Uncle Billy' Sherman		Date: Early February 1862 Initial rank: 1 * Seniority: 8 Political Cost: 3 Combat Values: 4/3/2 at 1*, then 6/5/4 at 2** then 6/4/3 at 3*** <b>Note:</b> enters with Ulysses S. Grant <b>GoodSub Cmd</b> <b>Fast Move</b> <b>Master Logistician</b> <b>Unforgiving</b> <b>Special comments:</b> when promoted to rank 2** Sherman loses the "Gifted Cmd" and

		<p>“Poor Spy Network” abilities but gains “Charismatic”, “Forager” and “Hated Occupant” abilities.</p> <p>When promoted to rank 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.</p>
John Pope		<p>Date: Late February 1862                      Initial rank: 2 **                      Seniority: 7                      Political Cost: 5                      Combat Values: 3/2/2</p> <p><b>Hated Occupant</b> <b>Unpopular Leader</b> <b>Siege Expert</b></p> <p><b>Note:</b> enters in friendly Mississippi city (or at Cairo, IL if none)</p>
Don Carlos Buell		<p>Date: Early March 1862                      Initial rank: 3 ***                      Seniority: 11                      Political Cost: 10                      Combat Values: 2/2/2</p> <p><b>Slow Move</b> <b>Good Admin Pop</b></p> <p><b>Note:</b> enters with already constituted Army of the Ohio in Louisville, KY (or OH if city is captured).</p>
Charles C. Gilbert		<p>Date: Early March 1862                      Initial rank: 2**                      Seniority: 133                      Political Cost: 0                      Combat Values: 4/1/1</p> <p><b>Note:</b> enters with Don Carlos Buell (<i>was promoted from captain over many other generals</i>)</p>
Jefferson C. Davis		<p>Date: Early March 1862                      Initial rank: 1 *                      Seniority: 34                      Political Cost: 3                      Combat Values: 3/2/2</p> <p><b>Note:</b> enters in friendly Missouri city. May be promoted to 2**</p>
Franz Sigel		<p>Date: Early March 1862                      Initial rank: 1 *                      Seniority: 36                      Political Cost: 10                      Combat Values: 3/1/1</p> <p><b>Training Officer</b></p> <p><b>Note:</b> enters in friendly Missouri city  <b>Special comments:</b> at rank 2** and rank 3*** Sigel has combat values of 2/1/1.</p>
William B. Franklin		<p>Date: Early March 1862                      Initial rank: 1 *                      Seniority: 15                      Political Cost: 5                      Combat Values: 3/1/1</p> <p><b>Note:</b> enters in Washington DC (or Philadelphia, PA by default)</p>

<p>Samuel R. Curtis</p>		<p>Date: Early March 1862                  Initial rank: 1 *                  Seniority: 5                  Political Cost: 4                  Combat Values: 3/2/2  <b>Occupier</b>  <b>Note:</b> enters with largest stack in the West theatre, by default in friendly Missouri city                  Special comments: when promoted to rank 3*** Curtis gains “Occupier” ability.                  Additionally, at rank 2** and rank 3*** Curtis has combat values of 3/3/3.</p>
<p>Alexander McCook</p>		<p>Date: Early April 1862                  Initial rank: 1 *                  Seniority: 31                  Political Cost: 5                  Combat Values: 3/1/1  <b>Indian Fighter</b>  <b>Note:</b> enters with Don Carlos Buell. May be promoted to 2**</p>
<p>Edward O. Ord</p>		<p>Date: Early May 1862                  Initial rank: 1 *                  Seniority: 6                  Political Cost: 5                  Combat Values: 3/2/1  <b>Note:</b> enters in Washington DC (or Philadelphia, PA by default)  <b>Special comments:</b> when promoted to a rank 2** and 3*** Ord has combat values of 4/3/2.</p>
<p>William S. ‘Old Rosy’ Rosecrans</p>		<p>Date: Early May 1862                  Initial rank: 3 ***                  Seniority: 12                  Political Cost: 7                  Combat Values: 3/2/3                  Abilities:  <b>Note:</b> enters in friendly Mississippi city (or at Cairo, IL if none)</p>
<p>L. Rousseau</p>		<p>Date: June 1862                  Initial rank: 1*                  Seniority: 91                  Political Cost: 1                  Combat Values: 3/1/1  <b>Note:</b> enters with Don Carlos Buell</p>
<p>Philipp H. ‘Little Phil’ Sheridan</p>		<p>Date: Early July 1862                  Initial rank: 1 *                  Seniority: 23                  Political Cost: 3                  Combat Values: 4/3/2  <b>Cavalryman</b>   <b>Fast Move</b>   <b>Charismatic</b>   <b>Scorch Earth</b>  <b>Note:</b> enters in friendly Missouri city, or in Louisville, KY  <b>Special comments:</b> when promoted to rank 2** Sheridan loses the “Screener” ability but gains “Fast Move” and “Charismatic” ability. When promoted to rank 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.</p>

<p>George 'Tardy George' Sykes</p>		<p>Date: Early July 1862                      Initial rank: 1 *                      Seniority: 20                      Political Cost: 3                      Combat Values: 3/1/1  <b>Slow Move</b>  <b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.</p>
<p>Henry W. 'Slow Come' Slocum</p>		<p>Date: Early July 1862                      Initial rank: 1 *                      Seniority: 28                      Political Cost: 5                      Combat Values: 3/3/3  <b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.</p>
<p>Darius N. Couch</p>		<p>Date: Early July 1862                      Initial rank: 1 *                      Seniority: 25                      Political Cost: 10                      Combat Values: 3/2/2  <b>Militiaman</b>  <b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.</p>
<p>Jesse L. Reno</p>		<p>Date: Early July 1862                      Initial rank: 1 *                      Seniority: 29                      Political Cost: 3                      Combat Values: 3/2/2  <b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.</p>
<p>John Sedgewick</p>		<p>Date: Early July 1862                      Initial rank: 1 *                      Seniority: 13                      Political Cost: 4                      Combat Values: 3/2/2  <b>Good Admin Army</b>  <b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.  <b>Special comments:</b> when promoted to rank 2** Sedgewick gains "Overcautious" ability.</p>
<p>John F. Reynolds</p>		<p>Date: Early July 1862                      Initial rank: 1 *                      Seniority: 7                      Political Cost: 4                      Combat Values: 4/3/3  <b>Good Cmd</b>  <b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.  <b>Special comments:</b> when promoted to rank 3*** Reynolds loses the "Good Cmd" ability. Additionally, at rank 2** Reynolds has combat values of 5/4/4. At rank 3*** he has combat values of 4/4/4.</p>



<p>George G. 'Old Snapping Turtle' Meade</p>		<p>Date: Early September 1862                      Initial rank: 1 *                      Seniority: 2                      Political Cost: 5                      Combat Values: 4/4/3  <b>Entrencher</b>      <b>Gifted Cmd</b>  <b>Note:</b> enters in Washington DC (or Philadelphia, PA by default)                      Special comments: when promoted to a rank 2** and 3*** Meade has combat values of 5/4/4.</p>
<p>Abner Doubleday</p>		<p>Date: Late August 1862                      Initial rank: 1 *                      Seniority: 18                      Political Cost: 6                      Combat Values: 3/3/3  <b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.</p>
<p>Alfred Pleasanton</p>		<p>Date: Late August 1862                      Initial rank: 1 *                      Seniority: 40                      Political Cost: 3                      Combat Values: 4/2/1  <b>Cavalryman</b>  <b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied. May be promoted to 2**</p>
<p>Samuel F. Dupont</p>		<p>Date: Early September 1862                      Initial rank: 1 *                      Seniority: 4                      Political Cost: 5                      Combat Values: 4/3/3  <b>Seaman</b>  <b>Note:</b> enters in Cairo, IL, or West theatre port with his river ironclad USS Choctaw.</p>
<p>Gordon 'The Rock' Granger</p>		<p>Date: Late September 1862                      Initial rank: 1 *                      Seniority: 35                      Political Cost: 3                      Combat Values: 3/2/2  <b>Quick Angered</b>  <b>Note:</b> enters with largest Union military stack in Mississippi state, else South East theatre.  <b>Special comments:</b> when promoted to rank 2** Granger gains the "Quick Angered" ability. Additionally, at rank 2** Granger has combat values of 4/2/3.</p>
<p>Robert B. Mitchell</p>		<p>Date: Early October 1862                      Initial rank: 1 *                      Seniority: 45                      Political Cost: 3                      Combat Values: 3/1/1  <b>Cavalryman</b>  <b>Note:</b> enters with largest Union military stack in Kentucky state, else South East theatre.</p>

James B. McPherson		<p>Date: Early October 1862                      Initial rank: 1 *                      Seniority: 3                      Political Cost: 4                      Combat Values: 3/1/1</p> <p><b>Siege Expert</b></p> <p><b>Note:</b> enters with largest Union military stack in Tennessee state, else South East theatre.  <b>Special comments:</b> when promoted to rank 2** McPherson has combat values of 4/3/3. At rank 3*** he has combat values of 5/3/3.</p>
John A. 'Black Jack' Logan		<p>Date: Late September 1862                      Initial rank: 1 *                      Seniority: 16                      Political Cost: 10                      Combat Values: 3/2/2</p> <p><b>Note:</b> enters with largest Union military stack in Mississippi state, else South East theatre.  <b>Special comments:</b> when promoted to rank 2** and rank of "3" Logan has combat values of 4/3/3.</p>
John Schofield		<p>Date: Early October 1862                      Initial rank: 2 **                      Seniority: 17                      Political Cost: 4                      Combat Values: 3/2/3</p> <p><b>Note:</b> enters at rank 2** with largest Union military stack in Tennessee state, else South East theatre. May be promoted to 3***</p>
Daniel Sickles		<p>Date: Late November 1862                      Initial rank: 1 *                      Seniority: 19                      Political Cost: 12                      Combat Values: 3/2/1</p> <p><b>Patriot</b> <b>Reckless</b></p> <p><b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.  <b>Special comments:</b> may be removed by event "Angry Husband" from September 1863 to early 1864 (25% chance)</p>
George Stoneman		<p>Date: Early November 1862                      Initial rank: 1 *                      Seniority: 42                      Political Cost: 3                      Combat Values: 4/1/1</p> <p><b>Cavalryman</b></p> <p><b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.  <b>Special comments:</b> when promoted to rank 2** Stoneman has combat values of 4/2/1.</p>
Oliver Howard		<p>Date: Early November 1862                      Initial rank: 2 **                      Seniority: 25                      Political Cost: 5                      Combat Values: 4/3/1</p> <p><b>Quick Angered</b> <b>Dispersed Move</b></p> <p><b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.  <b>Special comments:</b> when promoted to rank 3*** Howard has combat values of 4/3/2 and loses the 'Quick Angered' ability</p>

<p>Winfield S. <i>'The Superb'</i> Hancock</p>		<p>Date: Late November 1862 Initial rank: 1 * Seniority: 9 Political Cost: 5 Combat Values: 4/3/4 <b>Gifted Cmd</b> <b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied. <b>Special comments:</b> when promoted to rank 2** and rank 3*** Hancock has combat values of 5/4/5.</p>
<p>John Gibbon</p>		<p>Date: Early December 1862 Initial rank: 1 * Seniority: 14 Political Cost: 3 Combat Values: 4/4/4 <b>Artillerist Charismatic</b> <b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied. <b>Special comments:</b> when promoted to rank 2** Granger loses the “Charismatic” ability.</p>
<p>James G. Blunt</p>		<p>Date: Early December 1862 Initial rank: 1 * Seniority: 22 Political Cost: 5 Combat Values: 3/2/2 <b>Indian Fighter Ranger Pathfinding</b> <b>Note:</b> enters in Fort Leavenworth, KS (Kansas if occupied), with two cavalry regiments and Lippan Indian cavalry.</p>
<p>Frederick Steele</p>		<p>Date: Late December 1862 Initial rank: 1 * Seniority: 15 Political Cost: 4 Combat Values: 3/2/3 <b>Note:</b> enters with largest Union military stack in Mississippi state, else South East theatre.</p>
<p>Foxhall Parker</p>		<p>Date: Early December 1862 Initial rank: 1 * Seniority: 9 Political Cost: 3 Combat Values: 3/1/1 <b>Seaman</b> <b>Note:</b> enters in Annapolis, MD, or Mid Atlantic theatre port.</p>
<h1>1863</h1>		
<p>Francis P. Blair</p>		<p>Date: Early January 1863 Initial rank: 1 * Seniority: 51 Political Cost: 3 Combat Values: 3/1/1 <b>Militiaman</b> <b>Note:</b> 63 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured). <b>Special comments:</b> automatically promoted to 2 ** in Early March 1864</p>

David B. Birney		<p>Date: Early January 1863                      Initial rank: 1 *                      Seniority: 52                      Political Cost: 3                      Combat Values: 3/1/1  <b>Quick Angered</b>  <b>Note:</b> 63 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured). May be promoted to 2**</p>
Francis Barlow		<p>Date: Early January 1863                      Initial rank: 1 *                      Seniority: 50                      Political Cost: 3                      Combat Values: 3/3/1  <b>Reckless</b>  <b>Note:</b> 63 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
Henry J. Hunt		<p>Date: Early January 1863                      Initial rank: 1 *                      Seniority: 56                      Political Cost: 3                      Combat Values: 3/1/1  <b>Artillerist</b>  <b>Note:</b> 63 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
Francis J. Herron		<p>Date: Early January 1863                      Initial rank: 1 *                      Seniority: 55                      Political Cost: 3                      Combat Values: 3/2/2  <b>Note:</b> 63 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
James S. Wadsworth		<p>Date: Early January 1863                      Initial rank: 1 *                      Seniority: 64                      Political Cost: 3                      Combat Values: 3/1/2  <b>Note:</b> 63 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
G. Dodge		<p>Date: Early January 1863                      Initial rank: 1 *                      Seniority: 69                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 63 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured). May be promoted to 2**</p>
J. Cadwallader		<p>Date: Early January 1863                      Initial rank: 1 *                      Seniority: 133                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 63 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>

P. Osterhaus		<p>Date: Early January 1863                      Initial rank: 1 *                      Seniority: 133                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 63 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
S. Fry		<p>Date: Early January 1863                      Initial rank: 1 *                      Seniority: 133                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 63 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
H. Wright		<p>Date: Early January 1863                      Initial rank: 1 *                      Seniority: 127                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 63 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
W. F. Smith		<p>Date: Early January 1863                      Initial rank: 1 *                      Seniority: 133                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 63 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).</p>
R. Schenk		<p>Date: Early January 1863                      Initial rank: 1 *                      Seniority: 99                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 63 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured). May be promoted to 2**</p>
John Newton		<p>Date: Early January 1863                      Initial rank: 1 *                      Seniority: 58                      Political Cost: 3                      Combat Values: 3/1/1  <b>Defensive Engineer</b>  <b>Note:</b> 63 Generals' Pool. Enters in Washington DC (or nearby MD city if capital is captured).  <b>Special comments:</b> automatically promoted to 2 ** in Early January 1864</p>
William Averell		<p>Date: Early Febuary 1863                      Initial rank: 1 *                      Seniority: 48                      Political Cost: 3                      Combat Values: 4/3/1  <b>Cavalryman</b>  <b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.</p>

<p>Benjamin Grierson</p>		<p>Date: Early March 1863                      Initial rank: 1 *                      Seniority: 43                      Political Cost: 3                      Combat Values: 5/2/2  <b>Cavalryman</b>    <b>Deep Raider</b>    <b>Forager</b>  <b>Note:</b> enters stacked with own cavalry regiment (Grierson's Force) in Mississippi or Tennessee state, else Louisville, KY.</p>
<p>Allan Pinkerton</p>		<p>Date: Early May 1863                      Initial rank: 1 *                      Seniority: 200                      Political Cost: 5                      Combat Values: 4/-6/-6  <b>Master Spy</b>  <b>Note:</b> enters in Washington DC (first choice), or Philadelphia, PA.  <b>Special comments:</b> Spy. This unit is not a leader and cannot command troops, but will provide an improved fog of war around its location.</p>
<p>Hugh J. 'Kill Cavalry' Kilpatrick</p>		<p>Date: Late June 1863                      Initial rank: 1 *                      Seniority: 44                      Political Cost: 5                      Combat Values: 4/2/1  <b>Cavalryman</b>    <b>Reckless</b>    <b>Deep Raider</b>  <b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.</p>
<p>John F. Buford</p>		<p>Date: Late June 1863                      Initial rank: 1 *                      Seniority: 46                      Political Cost: 3                      Combat Values: 4/3/3  <b>Cavalryman</b>    <b>Charismatic</b>    <b>Skirmisher</b>  <b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.                      Special comments: when promoted to rank 2** Buford gains the "Skirmisher" ability.</p>
<p>Quincy A. Gillmore</p>		<p>Date: Early July 1863                      Initial rank: 1 *                      Seniority: 33                      Political Cost: 3                      Combat Values: 3/2/3  <b>Siege Engineer</b>    <b>Defensive Engineer</b>  <b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.</p>
<p>Gouverneur K. Warren</p>		<p>Date: Early August 1863                      Initial rank: 1 *                      Seniority: 32                      Political Cost: 4                      Combat Values: 3/2/4  <b>Defensive Engineer</b>    <b>Signal Cmd</b>    <b>Slow Move</b>  <b>Note:</b> enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied. Becomes 2/2/4 when promoted to 2** and gains the 'slow move' ability</p>

# 1864

James H. Wilson		<p>Date: Early March 1864                      Initial rank: 1 *                      Seniority: 41                      Political Cost: 5                      Combat Values: 4/3/3  <b>Cavalryman</b>                      Note: enters either in Washington DC (first choice) or Philadelphia, PA. May be promoted to 2**</p>
George A. Custer		<p>Date: Early March 1864                      Initial rank: 1 *                      Seniority: 47                      Political Cost: 5                      Combat Values: 5/2/1  <b>Cavalryman Reckless</b>                      Note: enters with largest Union military stack in Mid Atlantic theatre, or in MD if occupied.</p>
Samuel Chase		<p>Date: Early December 1863                      Initial rank: 1 *                      Seniority: 7                      Political Cost: 3                      Combat Values: 3/1/1  <b>Seaman</b>                      Note: enters in Cairo, IL, or Mid Atlantic theatre port.</p>

# Flavor Brigades






Thomas Meagher		<p>Date: September or October 1861                      Initial rank: 1*                      Seniority: 63                      Political Cost: 3                      Combat Values: 3/3/1  <b>Reckless</b>                      Note: Irish Brigade commander</p>
Christopher Auger		<p>Date: July or August 1862                      Initial rank: 1*                      Seniority: 61                      Political Cost: 3                      Combat Values: 3/1/1  <b>Strong Morale</b>                      Note: First Iron Brigade commander</p>
Rufus King		<p>Date: September or October 1862                      Initial rank: 1*                      Seniority: 67                      Political Cost: 3                      Combat Values: 3/0/0  <b>Master Driller</b>                      Note: Iron Brigade commander</p>

<p>Michael Corcoran (P. Thibaut)</p>		<p>Date: November or December 1862                  Initial rank: 1*                  Seniority: 64                  Political Cost: 3                  Combat Values: 4/3/3  <b>Reckless</b>  <b>Note:</b> Irish Legion Brigade commander</p>
<p>August Willich</p>		<p>Date: January or February 1863                  Initial rank: 1*                  Seniority: 62                  Political Cost: 3                  Combat Values:  <b>Surpriser</b>  <b>Note:</b> Horn Brigade commander.</p>
<p>Abel Streight</p>		<p>Date: Early March 1863                  Initial rank: 1*                  Seniority: 65                  Political Cost: 3                  Combat Values: 3/1/1  <b>Fast Move</b>  <b>Note:</b> Lightning Mule Brigade commander</p>
<p>Robert Minty</p>		<p>Date: May to August 1863                  Initial rank: 1*                  Seniority: 66                  Political Cost: 3                  Combat Values: 4/2/2  <b>Cavalryman</b>  <b>Note:</b> Saber Brigade commander</p>
<p>J. Wilder</p>		<p>Date: June or July 1863                  Initial rank: 1*                  Seniority: 60                  Political Cost: 3                  Combat Values: 4/3/3  <b>Fast Move</b>  <b>Note:</b> Lightning Brigade commander</p>



## Indian Leaders





CW2 includes 8 Indian leaders. Some start with the different scenarios setups, others show up during the course of the game.

Name	Picture	Description and Data
Black Kettle		Date: April 1861 Initial rank: 1* Seniority: 3 Political Cost: 1 Combat Values: 6/4/4 Indian Ranger Survival Adept Raider Ambusher Note: neutral at game start
Sititng Bull		Date: April 1861 Initial rank: 1* Seniority: 3 Political Cost: 1 Combat Values: 6/4/4 Indian Ranger Survival Adept Raider Ambusher Note: neutral at game start
Cochise		Date: April 1861 Initial rank: 1* Seniority: 3 Political Cost: 1 Combat Values: 6/4/4 Indian Ranger Survival Adept Raider Ambusher Note: neutral at game start
Crazy Horse		Date: April 1861 Initial rank: 1* Seniority: 3 Political Cost: 1 Combat Values: 6/4/4 Indian Ranger Survival Adept Raider Ambusher Note: neutral at game start
Dohasan		Date: April 1861 Initial rank: 1* Seniority: 3 Political Cost: 1 Combat Values: 6/4/4 Indian Ranger Survival Adept Raider Ambusher Note: neutral at game start






<p>Little Crow</p>		<p>Date: April 1861                      Initial rank: 1*                      Seniority: 3                      Political Cost: 1                      Combat Values: 6/4/4</p> <p>Indian      Ranger Survival      Adept Raider      Ambusher</p> <p><b>Note:</b> Leads the Great Sioux Uprising of 1862</p>
<p>Mangas Coloradas</p>		<p>Date: April 1861                      Initial rank: 1*                      Seniority: 3                      Political Cost: 1                      Combat Values: 6/4/4</p> <p>Indian      Ranger Survival      Adept Raider      Ambusher</p> <p><b>Note:</b> neutral at game start</p>
<p>Manuelito</p>		<p>Date: April 1861                      Initial rank: 1*                      Seniority: 3                      Political Cost: 1                      Combat Values: 6/4/4</p> <p>Indian      Ranger Survival      Adept Raider      Ambusher</p> <p><b>Note:</b> neutral at game start</p>




## Confederate Leaders

CW2 includes **107** Confederate leaders (37 en 1861, 36 en 1862, 21 in 1863, 12 in 1864 and 1 in 1865). 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
<b>1861</b>		
P.G.T. <i>'The Little Creole'</i> Beauregard		Date: Start - Early May 1861 Initial rank: 3 *** Seniority: 6 Political Cost: 50 Combat Values: 4/2/4 <span style="background-color: #e0e0e0;">Deceiver</span> <span style="background-color: #e0e0e0;">Fort Defender</span> <b>Note:</b> enters at Charleston SC in April 1861, then removed by event to become commander of the CSA Army of the Potomac in Manassas, VA. Army locked 3 turns and is 30% of strength (needs replacement).
Leonidas <i>'Bishop'</i> Polk		Date: Start – early April 1861 Initial rank: 2 ** Seniority: 2 Political Cost: 10 Combat Values: 4/0/1 <b>Note:</b> starts locked 2 turns in Memphis, TN
John B. Floyd		Date: Late April 1861 Initial rank: 1 * Seniority: 73 Political Cost: 3 Combat Values: 3/0/0 <span style="background-color: #e0e0e0;">Dispirited Leader</span> <b>Note:</b> Enters with the West Virginia (Clarks, WV) force in Late April 61.
Bushrod Johnson		Date: Late April 1861 Initial rank: 1 * Seniority: 75 Political Cost: 3 Combat Values: 3/1/1 <b>Note:</b> 61 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured.

Benjamin McCulloch		<p>Date: Late May 1861                      Initial rank: 1 *                      Seniority: 80                      Political Cost: 3                      Combat Values: 4/2/2</p> <p><b>Irregular Fighter</b>   <b>Charismatic</b>   <b>Master Spy</b></p> <p><b>Note:</b> Enters with Army of the West at Little Rock, AR in late May 61 (locked 3 turns).</p>
Charles S. Winder		<p>Date: Late April 1861                      Initial rank: 1 *                      Seniority: 89                      Political Cost: 3                      Combat Values: 3/2/2</p> <p><b>Note:</b> 61 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured.</p>
W.C. Whiting		<p>Date: Late April 1861                      Initial rank: 1 *                      Seniority: 93                      Political Cost: 1                      Combat Values: 3/1/1</p> <p><b>Note:</b> 61 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured.</p>
Daniel Ruggles		<p>Date: Late April 1861                      Initial rank: 1 *                      Seniority: 92                      Political Cost: 1                      Combat Values: 3/1/1</p> <p><b>Note:</b> 61 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured.</p>
Felix K. Zollicoffer		<p>Date: Late June 1861                      Initial rank: 1 *                      Seniority: 91                      Political Cost: 3                      Combat Values: 3/1/0</p> <p><b>HotHead</b></p> <p><b>Note:</b> Enters with Nashville force at Nashville, TN, late June 61 (locked 2 turns).</p>
Gustavus W. Smith		<p>Date: Late April 1861                      Initial rank: 1 *                      Seniority: 82                      Political Cost: 3                      Combat Values: 3/1/1</p> <p><b>Note:</b> 61 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured.  <b>Special comments:</b> automatically promoted to 2 ** in Early January 1862.</p>
Theophilus H. Holmes		<p>Date: Early May 1861                      Initial rank: 2 **                      Seniority: 8                      Political Cost: 6                      Combat Values: 3/1/1</p> <p><b>Dispirited Leader</b></p> <p><b>Note:</b> 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).</p>

<p>Joseph E. Johnston</p>		<p>Date: Early May 1861                  Initial rank: 3 ***                  Seniority: 5                  Political Cost: 25                  Combat Values: 4/2/4  <b>Skirmisher</b> <b>Good Admin Army</b>  <b>Note:</b> enters as commander of the CSA Army of the Shenandoah in Warren, VA. Army locked 3 turns and is 30% of strength (needs replacement).</p>
<p>Thomas J. 'Stonewall' Jackson</p>		<p>Date: Early May 1861                  Initial rank: 2 **                  Seniority: 5                  Political Cost: 15                  Combat Values: 5/4/4  <b>Fast Move</b> <b>Charismatic</b> <b>Surpriser</b>  <b>Note:</b> 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)  <b>Special comments:</b> When promoted to rank 3*** Jackson also has the "Quick-Angered" ability.  <b>Quick Angered</b></p>
<p>Edmund K. 'Seminole' Smith</p>		<p>Date: Early May 1861                  Initial rank: 1 *                  Seniority: 10                  Political Cost: 3                  Combat Values: 4/3/2                  Abilities Rank 1 and Rank2:  <b>Forager</b>  <b>Master Logistician</b>  <b>Note:</b> 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)  <b>Special comments:</b> When promoted to rank 2** Smith loses the "Forager" ability and gains the "Master Logistician" ability. Then, when promoted to rank 3*** Smith loses the "Master Logistician" ability but gains  <b>Good Admin Pop</b> <b>Strategist</b>                  Additionally, at rank 3*** Smith has combat values of 3/2/2.</p>
<p>Barnard E. Bee</p>		<p>Date: Early May 1861                  Initial rank: 1*                  Seniority: 47                  Political Cost: 3                  Combat Values: 3/2/2  <b>Note:</b> : enters with his brigade within CSA Army of the Shenandoah in Warren, VA.</p>
<p>Marcus Bonham</p>		<p>Date: Early May 1861                  Initial rank: 1*                  Seniority: 93                  Political Cost: 1                  Combat Values: 3/1/1  <b>Note:</b> enters with his brigade within CSA Army of the Potomac in Manassas, VA. May later be promoted to 2**</p>








<p>John B. Magruder</p>		<p>Date: Late May 1861                      Initial rank: 1 *                      Seniority: 6                      Political Cost: 3                      Combat Values: 3/2/3                      Deceiver Surpriser  <b>Note:</b> enters with his troops in Richmond, VA. Locked 1 turn and is 50% of strength (needs replacement)</p>
<p>Benjamin Huger</p>		<p>Date: Early June 1861                      Initial rank: 1 *                      Seniority: 2                      Political Cost: 5                      Combat Values: 2/1/0                      Artillerist  <b>Note:</b> enters with his troops in Petersburg, VA. Locked 1 turn and is 75% of strength (needs replacement)</p>
<p>John Baylor</p>		<p>Date: Early June 1861                      Initial rank: 1 *                      Seniority: 135                      Political Cost: 0                      Combat Values: 3/1/1                      Ranger Survival  <b>Note:</b> appears in New Mexico.</p>
<p>Sterling 'Old Pap' Price</p>		<p>Date: Early May 1861                      Initial rank: 1 *                      Seniority: 14                      Political Cost: 10                      Combat Values: 4/0/1                      Militiaman Patriot  <b>Note:</b> may enter in Fayetteville, AR (100% chance) via event "Saint Louis Massacre" if the Union has obtained Nathanel Lyon.                      Special comments: If not, shall not enter the game at all (but Lyon as well).</p>
<p>Franklin Buchanan</p>		<p>Date: Early May 1861 to late February 1862                      Initial rank: 2 **                      Seniority: 1                      Political Cost: 10                      Combat Values: 4/3/2                      Seaman  <b>Note:</b> 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".</p>
<p>Raphael Semmes</p>		<p>Date: Late June 1861                      Initial rank: 1 *                      Seniority: 1                      Political Cost: 5                      Combat Values: 5/3/3                      Seaman Blockade Runner Sea Raider  <b>Note:</b> enters with his brig CSS Hunter in the Shipping Box (for Union commerce raiding). Loses ability 'Sea Raider' if promoted to 2** (and gets 'Blockade Runner' instead)</p>








George H. Hollins		<p>Date: Late April 1861                      Initial rank: 1*                      Seniority: 5                      Political Cost: 1 (2 at 2***)                      Combat Values: 5/3/3                      Seaman Reckless  <b>Note:</b> Enters with Secession of Tennessee (at Memphis, TN). May be promoted 2** but values reduced to 4/1/3</p>
Josiah Tattnall		<p>Date: Late April 1861                      Initial rank: 2*                      Seniority: 1                      Political Cost: 5                      Combat Values: 4/2/1                      Seaman Blockade Runner  <b>Note:</b> May be promoted 3**but values reduced to 2/1/3</p>
Henry H. Sibley		<p>Date: Early June 1861 (or July 1861 for the July scenario)                      Initial rank: 1*                      Seniority: 47                      Political Cost: 3                      Combat Values: 3/0/0                      Drunkard  <b>Note:</b> enters in Dallas, TX if friendly, else anywhere else in Texas</p>
Samuel Cooper		<p>Date: Late August 1861                      Initial rank: 4****                      Seniority: 1                      Political Cost: 20                      Combat Values: 2/1/1                      Training Officer  <b>Note:</b> 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.</p>
Robert E. 'Marse' Lee		<p>Date: Late August 1861                      Initial rank: 3***                      Seniority: 4                      Political Cost: 25                      Combat Values: 6/5/5                      Fast Move Reckless Siege Expert Strategist Beloved By Army  <b>Note:</b> appears locked in Richmond, VA at the head of CSA Virginia District Command via event "Five generals" (at the same time as S. Cooper).  <b>Special comments:</b> will be unlocked by event "Lee Takes Command" in the Spring of 1862 (or earlier if too many Union units approach Richmond, VA).</p>
Stand 'Degataga' Watie		<p>Date: Early September 1861                      Initial rank: 1*                      Seniority: 48                      Political Cost: 4                      Combat Values: 5/3/1                      Cavalryman Ranger Pathfinding  <b>Note:</b> enters in Fort Gibson, IT with three Confederate Indian cavalry regiments</p>

<p>Thomas C. Hindman</p>		<p>Date: Early September 1861                  Initial rank: 1 *                  Seniority: 17                  Political Cost: 10                  Combat Values: 4/1/1                  Patriot Occupier  <b>Note:</b> enters in Little Rock, AR if friendly, else anywhere else in Arkansas</p>
<p>Braxton Bragg</p>		<p>Date: Early September 1861                  Initial rank: 1 *                  Seniority: 3                  Political Cost: 5                  Combat Values: 5/3/1                  Dispirited Leader Master Driller Arrogant  <b>Note:</b> enters in Florida</p>
<p>James Patton Anderson</p>		<p>Date: Early September 1861                  Initial rank: 1 *                  Seniority: 93                  Political Cost: 1                  Combat Values: 3/1/1  <b>Note:</b> enters with Braxton Bragg</p>
<p>William J. Hardee</p>		<p>Date: Early September 1861                  Initial rank: 1 *                  Seniority: 7                  Political Cost: 3                  Combat Values: 4/3/1                  Master Driller  <b>Note:</b> enters in Little Rock, AR if friendly, else anywhere else in Arkansas.  <b>Special comments:</b> When promoted to rank 2** Hardee loses the “Master Driller” ability but gains the “Surpriser” ability.                  Surpriser</p>
<p>Albert S. Johnston</p>		<p>Date: Late September 1861                  Initial rank: 3 ***                  Seniority: 3                  Political Cost: 20                  Combat Values: 4/2/1                  Surpriser  <b>Note:</b> enters in Nashville, TN (or elsewhere in TN if city is occupied).</p>
<p>Earl Van Dorn</p>		<p>Date: Late September 1861                  Initial rank: 1 *                  Seniority: 4                  Political Cost: 5                  Combat Values: 4/1/0                  Indian Fighter Ranger Pathfinding  <b>Note:</b> enters in Little Rock, AR if friendly, else anywhere else in Arkansas.  <b>Special comments:</b> may be removed from play from Early May 1863 till early 1864 via event “Angry Husband” (50% chance each turn)</p>










<p>Dabney Maury</p>		<p>Date: Late September 1861                  Initial rank: 1*                  Seniority: 93                  Political Cost: 1                  Combat Values: 3/1/1  <b>Note:</b> enters with Earl Van Dorn</p>
<p>James 'Old Pete' Longstreet</p>		<p>Date: Early October 1861                  Initial rank: 1*                  Seniority: 8                  Political Cost: 3                  Combat Values: 5/3/6  <b>Entrencher</b>  <b>Note:</b> enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none).  <b>Special comments:</b> When promoted to rank 3*** Longstreet loses the "Entrencher" ability and his combat values are reduced to 3/2/6.</p>
<p>Alexander P. 'Old Straight' Stewart</p>		<p>Date: Early November 1861                  Initial rank: 1*                  Seniority: 33                  Political Cost: 3                  Combat Values: 3/2/2  <b>Note:</b> enters in Nashville, TN if friendly, else anywhere else in Tennessee.</p>
<h1>1862</h1>		
<p>Robert Hoke</p>		<p>Date: Early January 1862                  Initial rank: 1*                  Seniority: 74                  Political Cost: 3                  Combat Values: 4/2/2  <b>Note:</b> 62 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured.</p>
<p>David R. Jones</p>		<p>Date: Early January 1862                  Initial rank: 1*                  Seniority: 77                  Political Cost: 3                  Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured.</p>
<p>John McCown</p>		<p>Date: Early January 1862                  Initial rank: 1*                  Seniority: 79                  Political Cost: 3                  Combat Values: 3/0/0  <b>Note:</b> 62 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured.</p>







<p>William B. Taliaferro</p>		<p>Date: Early January 1862                      Initial rank: 1 *                      Seniority: 84                      Political Cost: 3                      Combat Values: 3/1/1                      Militiaman  <b>Note:</b> 62 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured.</p>
<p>Jones M. Withers</p>		<p>Date: Early January 1862                      Initial rank: 1 *                      Seniority: 90                      Political Cost: 3                      Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured.</p>
<p>Edward P. Alexander</p>		<p>Date: Early January 1862                      Initial rank: 1 *                      Seniority: 92                      Political Cost: 3                      Combat Values: 3/1/2                      Artillerist  <b>Note:</b> 62 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured.</p>
<p>Edward 'Allegheny' Johnson</p>		<p>Date: Early January 1862                      Initial rank: 1 *                      Seniority: 52                      Political Cost: 5                      Combat Values: 3/2/2  <b>Note:</b> 62 Generals' Pool. Enters 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).</p>
<p>John G. Walker</p>		<p>Date: Early January 1862                      Initial rank: 1 *                      Seniority: 86                      Political Cost: 3                      Combat Values: 4/1/1                      Fast Move  <b>Note:</b> 62 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured.</p>
<p>J. Forney</p>		<p>Date: Early January 1862                      Initial rank: 2*                      Seniority: 93                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> enters rank 2**. 62 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured</p>
<p>W.H.F. Lee</p>		<p>Date: Early January 1862                      Initial rank: 1*                      Seniority: 93                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured</p>




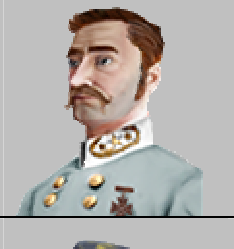
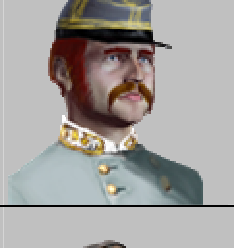


J. J. Mouton		<p>Date: Early January 1862                      Initial rank: 1*                      Seniority: 93                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured</p>
J. Major		<p>Date: Early January 1862                      Initial rank: 1*                      Seniority: 93                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured</p>
R. Colston		<p>Date: Early January 1862                      Initial rank: 1*                      Seniority: 93                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured</p>
G. Doles		<p>Date: Early January 1862                      Initial rank: 1*                      Seniority: 93                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured</p>
J. Cantey		<p>Date: Early January 1862                      Initial rank: 1*                      Seniority: 93                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 62 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured</p>
Nathan B. 'Wizard' Forrest		<p>Date: Early February 1862                      Initial rank: 1*                      Seniority: 3                      Political Cost: 38                      Combat Values: 6/6/2                      Cavalryman Deep Raider Very Fast Cavalry Patriot Surpriser  <b>Note:</b> enters with is 7<sup>th</sup> TN Cavalry regiment in Fort Henry v Donelson, TN or a TN city if the fort is captured.</p>
John C. Pemberton		<p>Date: Late January 1862                      Initial rank: 1*                      Seniority: 13                      Political Cost: 5                      Combat Values: 3/1/1                      Fort Defender                      Note: enters in Florida</p>

<p>Richard S. 'Baldy' Ewell</p>		<p>Date: Late January 1862                  Initial rank: 1 *                  Seniority: 11                  Political Cost: 3                  Combat Values: 4/4/1  <b>Note:</b> enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none).  <b>Special comments:</b> When promoted to rank 2** Ewell has combat values of 2/3/1.</p>
<p>William W. Loring</p>		<p>Date: Late February 1862                  Initial rank: 1 *                  Seniority: 12                  Political Cost: 5                  Combat Values: 3/2/2                  Quick Angered  <b>Note:</b> Enters in Richmond, VA, or Atlanta, GA if capital is captured.</p>
<p>James E.B. 'Jeb' Stuart</p>		<p>Date: Early March 1862                  Initial rank: 1 *                  Seniority: 22                  Political Cost: 3                  Combat Values: 5/3/2                  Cavalryman Very Fast Cavalry Adept Raider  <b>Note:</b> enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none).  <b>Special comments:</b> When promoted to rank 2** Stuart loses "Adept Raider" but gains Skirmisher Screener</p>
<p>Benjamin F. Cheatham</p>		<p>Date: Early March 1862                  Initial rank: 1 *                  Seniority: 15                  Political Cost: 3                  Combat Values: 3/3/3  <b>Note:</b> enters in Nashville, TN or Atlanta, GA</p>
<p>Daniel H. Hill</p>		<p>Date: Early March 1862                  Initial rank: 1 *                  Seniority: 16                  Political Cost: 3                  Combat Values: 4/3/3  <b>Note:</b> enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none).</p>
<p>John C. Breckinridge</p>		<p>Date: Early March 1862                  Initial rank: 1 *                  Seniority: 18                  Political Cost: 5                  Combat Values: 3/2/2                  Good Admin Army  <b>Note:</b> enters with largest CSA army in South East theatre (or in Tennessee or Mississippi if none).  <b>Special comments:</b> may be removed from play from Late December 1864 onwards via event "Bitter Quarrel" (25% chance each turn). When promoted to rank 2** Breckinridge has combat values of 4/3/2.</p>




<p>William C. Quantrill</p>		<p>Date: Late May 1862                  Initial rank: 1 *                  Seniority: 49                  Political Cost: 5                  Combat Values: 5/1/1                  Deep Raider Pillager Pop  <b>Note:</b> enters with his Bushwackers units in a wild area of northern Missouri, not Union-controlled.</p>
<p>Lafayette McLaws</p>		<p>Date: Late May 1862                  Initial rank: 1 *                  Seniority: 19                  Political Cost: 3                  Combat Values: 3/1/3                  Slow Move  <b>Note:</b> enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none).</p>
<p>Ambrose P. 'Little Powell' Hill</p>		<p>Date: Late May 1862                  Initial rank: 1 *                  Seniority: 20                  Political Cost: 3                  Combat Values: 5/3/3                  Fast Move  <b>Note:</b> enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none).  <b>Special comments:</b> When promoted to rank 2** A.P. Hill has combat values of 3/2/2 and loses the "Fast-Move" ability.</p>
<p>Richard H. Anderson</p>		<p>Date: Early July 1862                  Initial rank: 1 *                  Seniority: 21                  Political Cost: 3                  Combat Values: 4/3/3  <b>Note:</b> enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none).</p>
<p>Richard Taylor</p>		<p>Date: Late July 1862                  Initial rank: 1 *                  Seniority: 23                  Political Cost: 5                  Combat Values: 4/2/2                  Training Officer Good Cmd  <b>Note:</b> enters in Louisiana or Mississippi friendly controlled city.  <b>Special comments:</b> When promoted to rank 2** Taylor has combat values of 4/4/3 and gains Forager</p>
<p>Simon B. Buckner</p>		<p>Date: Early July 1862                  Initial rank: 1 *                  Seniority: 24                  Political Cost: 3                  Combat Values: 3/1/1                  Militiaman  <b>Note:</b> enters with largest CSA army in South East theatre (or in Tennessee or Mississippi if none).  <b>Special comments:</b> When promoted to rank "2", gains the "Dispirited Leader" ability.                  Dispirited Leader</p>







<p>John B. 'Sam' Hood</p>		<p>Date: Early October 1862                  Initial rank: 1 *                  Seniority: 25                  Political Cost: 3                  Combat Values: 5/4/1                  Charismatic Reckless  <b>Note:</b> Enters in Richmond, VA, or Atlanta, GA if capital is captured.  <b>Special comments:</b> When promoted to rank 2** Hood has combat values of 5/4/1 and loses his Charismatic ability When promoted to rank 3*** Hood has combat values of 5/0/1, loses his Reckless ability and receives the following abilities instead                  Dispirited Leader HotHead</p>
<p>Georges E. Pickett</p>		<p>Date: Early October 1862                  Initial rank: 1 *                  Seniority: 26                  Political Cost: 3                  Combat Values: 3/1/1                  HotHead  <b>Note:</b> enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none).</p>
<p>John A. Wharton</p>		<p>Date: Early November 1862                  Initial rank: 1 *                  Seniority: 29                  Political Cost: 3                  Combat Values: 4/4/2                  Cavalryman  <b>Note:</b> enters in Jackson, MS, or a Mississippi friendly controlled city, or Atlanta, GA.</p>
<p>Franklin Gardner</p>		<p>Date: Early November 1862                  Initial rank: 1 *                  Seniority: 43                  Political Cost: 3                  Combat Values: 3/1/5                  Fort Defender  <b>Note:</b> enters in Jackson, MS, or a Mississippi friendly controlled city, or Atlanta, GA.  <b>Special comments:</b> When promoted to rank 2** Gardner has combat values of 3/1/4.</p>
<p>John H. Morgan</p>		<p>Date: Early December 1862                  Initial rank: 1 *                  Seniority: 45                  Political Cost: 3                  Combat Values: 6/3/1                  Cavalryman Deep Raider Adept Raider  <b>Note:</b> enters with is 1<sup>st</sup> Alabama Cavalry regiment in Montgomery, AL or a TN city if captured, or Atlanta, GA.</p>
<p>Patrick Cleburne</p>		<p>Date: Late December 1862                  Initial rank: 1 *                  Seniority: 27                  Political Cost: 3                  Combat Values: 5/3/6                  Gifted Cmd Entrencher  <b>Note:</b> enters in Tennessee friendly controlled city.  <b>Special comments:</b> When promoted to rank 2** Cleburne loses the "Gifted-Cmd" ability and gains the "Dispirited Leader" ability.                  Dispirited Leader</p>







Belle Boyd		<p>Date: Early December 1862                  Initial rank: 1* (not counting)                  Seniority: 200                  Political Cost: 5                  Combat Values: 5/-6/-6  <b>Master Spy</b>  <b>Note:</b> enters in Richmond, VA via Event in December 1862 and may disappear in March 1863 (via Belle Boyd Arrested event)</p>
<h1>1863</h1>		
Robert Ramson		<p>Date: Early January 1863                  Initial rank: 1 *                  Seniority: 81                  Political Cost: 3                  Combat Values: 4/1/1  <b>Cavalryman</b>  <b>Note:</b> 63 Generals' Pool. Enters 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  <b>Note:</b> 63 Generals' Pool. Enters 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  <b>Note:</b> 63 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured.</p>
J. Clark		<p>Date: Early January 1863                  Initial rank: 1 *                  Seniority: 93                  Political Cost: 1                  Combat Values: 3/1/1  <b>Note:</b> 63 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured</p>
C. Field		<p>Date: Early January 1863                  Initial rank: 1*                  Seniority: 93                  Political Cost: 1                  Combat Values: 3/1/1  <b>Note:</b> 63 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured</p>


O. Wilcox		<p>Date: Early January 1863                      Initial rank: 1*                      Seniority: 93                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 63 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured</p>
Y. Humes		<p>Date: Early January 1863                      Initial rank: 1*                      Seniority: 93                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 63 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured</p>
T. Church		<p>Date: Early January 1863                      Initial rank: 1*                      Seniority: 93                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 63 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured</p>
C. Polignac		<p>Date: Early January 1863                      Initial rank: 1*                      Seniority: 93                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 63 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured</p>
H. Bee		<p>Date: Early January 1863                      Initial rank: 1*                      Seniority: 93                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> 63 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured</p>
Jubal A. 'Old Jubilee' Early		<p>Date: Late January 1863                      Initial rank: 1*                      Seniority: 28                      Political Cost: 3                      Combat Values: 4/3/3                      Quick Angered Fast Move  <b>Note:</b> enters in Richmond, VA or Atlanta, GA.  <b>Special comments:</b> When promoted to rank 2** Early has combat values of 5/2/2.</p>
Joseph 'Fightin' Joe' Wheeler		<p>Date: Late January 1863                      Initial rank: 1*                      Seniority: 4                      Political Cost: 30                      Combat Values: 5/4/1                      Cavalryman  <b>Note:</b> enters in Richmond, VA or Atlanta, GA.</p>




John S. Mosby		<p>Date: Early February 1863                      Initial rank: 1 *                      Seniority: 50                      Political Cost: 5                      Combat Values: 5/4/1                      Partisan Master Spy Screener  <b>Note:</b> enters with his 43<sup>rd</sup> VA Bn raiders units in a wild area of Virginia or West Virginia, near the Shenandoah valley.</p>
Frank C. Armstrong		<p>Date: Early April 1864                      Initial rank: 1 *                      Seniority: 44                      Political Cost: 3                      Combat Values: 3/1/1                      Cavalryman  <b>Note:</b> 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  <b>Note:</b> enters in Richmond, VA or Atlanta, GA.</p>
Henry Heth		<p>Date: Late May 1863                      Initial rank: 1 *                      Seniority: 32                      Political Cost: 3                      Combat Values: 4/2/1                      HotHead  <b>Note:</b> enters in Richmond, VA or Atlanta, GA.</p>
William D. 'Dorsey' Pender		<p>Date: Late June 1863                      Initial rank: 1 *                      Seniority: 34                      Political Cost: 3                      Combat Values: 4/4/2                      Fast Move  <b>Note:</b> enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none).                      Special comments: When promoted to rank 2** Pender has combat values of 3/4/2.</p>
Wade Hampton		<p>Date: Early August 1863                      Initial rank: 1 *                      Seniority: 35                      Political Cost: 8                      Combat Values: 5/3/1                      Cavalryman Adept Raider  <b>Note:</b> enters with largest CSA army in Mid Atlantic theatre (or in Virginia if none).  <b>Special comment:</b> When promoted to rank 2** Hampton loses the "Adept Raider" ability.</p>
Fitzhugh Lee		<p>Date: Early August 1863                      Initial rank: 1 *                      Seniority: 37                      Political Cost: 3                      Combat Values: 4/3/1                      Cavalryman Screener  <b>Note:</b> enters in Richmond, VA or Atlanta, GA.</p>

Stephen D. Lee		<p>Date: Early August 1863                      Initial rank: 1 *                      Seniority: 36                      Political Cost: 3                      Combat Values: 4/2/3  <b>Artillerist</b>  <b>Note:</b> enters in Jackson, MS, or a Mississippi friendly controlled city, or Atlanta, GA.  <b>Special comments:</b> When promoted to rank 2** Lee has combat values of 4/2/4 and gains  <b>Deceiver</b></p>
John Pegram		<p>Date: Early September 1863                      Initial rank: 1 *                      Seniority: 46                      Political Cost: 3                      Combat Values: 4/1/1  <b>Cavalryman</b>  <b>Note:</b> enters in Atlanta, GA (or another city in GA if occupied).</p>
<h1>1864</h1>		
William Bate		<p>Date: Early January 1864                      Initial rank: 1 *                      Seniority: 70                      Political Cost: 3                      Combat Values: 3/1/1  <b>Note:</b> 64 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured.</p>
William H. Walker		<p>Date: Early January 1864                      Initial rank: 1 *                      Seniority: 87                      Political Cost: 3                      Combat Values: 3/1/1  <b>Note:</b> 64 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured.</p>
Cadmus M. Wilcox		<p>Date: Early January 1864                      Initial rank: 1 *                      Seniority: 88                      Political Cost: 3                      Combat Values: 3/2/3  <b>Note:</b> 64 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured.</p>
Charles W. Field		<p>Date: Early January 1864                      Initial rank: 1 *                      Seniority: 72                      Political Cost: 3                      Combat Values: 3/2/2  <b>Recruiting Officer</b>  <b>Note:</b> 64 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured.</p>

Joseph B. Kershaw		<p>Date: Early January 1864                      Initial rank: 1 *                      Seniority: 78                      Political Cost: 3                      Combat Values: 3/3/2  <span style="background-color: #cccccc; padding: 2px;">Charismatic</span>                      Note: 64 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured.</p>
S. French		<p>Date: Early January 1864                      Initial rank: 1*                      Seniority: 93                      Political Cost: 1                      Combat Values: 3/1/1                      Note: 64 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured</p>
W. Martin		<p>Date: Early January 1864                      Initial rank: 1*                      Seniority: 93                      Political Cost: 1                      Combat Values: 3/1/1                      Note: 64 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured</p>
J. Kelley		<p>Date: Early January 1864                      Initial rank: 1*                      Seniority: 93                      Political Cost: 1                      Combat Values: 3/1/1                      Note: 64 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured</p>
M. Parsons		<p>Date: Early January 1864                      Initial rank: 1*                      Seniority: 93                      Political Cost: 1                      Combat Values: 3/1/1                      Note: 64 Generals' Pool. Enters in Richmond, VA, or Atlanta, GA if capital is captured</p>
John B. Gordon		<p>Date: Early May 1864                      Initial rank: 1 *                      Seniority: 39                      Political Cost: 4                      Combat Values: 5/4/3  <span style="background-color: #cccccc; padding: 2px;">Charismatic</span>   <span style="background-color: #cccccc; padding: 2px;">Surpriser</span>   <span style="background-color: #cccccc; padding: 2px;">Gifted Cmd</span>                      Note: enters in Richmond, VA or Atlanta, GA.</p>
Stephen D. Ramseur		<p>Date: Early June 1864                      Initial rank: 1 *                      Seniority: 40                      Political Cost: 3                      Combat Values: 4/4/2  <span style="background-color: #cccccc; padding: 2px;">Reckless</span>                      Note: enters in Richmond, VA or Atlanta, GA.</p>






<p>William 'Little Billy' Mahone</p>		<p>Date: Late August 1864 Initial rank: 1 * Seniority: 41 Political Cost: 5 Combat Values: 3/1/2 <b>Deceiver</b> Note: enters in Richmond, VA or Atlanta, GA.</p>
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# 1865

<p>John S. Marmaduke</p>		<p>Date: Late March 1865 Initial rank: 1 * Seniority: 42 Political Cost: 10 Combat Values: 3/1/1 <b>Note:</b> enters with largest CSA army in the West (i.e. Trans Mississippi ) theatre or Texas, Arkansas or Louisiana.</p>
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## French Leaders






CW2 includes 7 French leaders (all linked with French intervention in Mexico). Some start with the different scenarios setups, others show up during the course of the game.

Name	Picture	Description and Data
Jurien de la Gravière		<p>Date: French entry in the game – first Mexican intervention mid 1863                      Initial rank: 3***                      Seniority: 1                      Political Cost: 10                      Combat Values: 3/2/2                      Seaman</p> <p><b>Note:</b> Admiral of the French fleet off Mexico (not the one in France)</p>
Comte de Lorencez		<p>Date: French entry in the game – first Mexican intervention mid 1863                      Initial rank: 3***                      Seniority: 2                      Political Cost: 20                      Combat Values: 4/3/3  <b>Note:</b> removed and replaced by Bazaine as CinC French forces Mexico from late 1863</p>
Elie forey		<p>Date: French entry in the game – first Mexican intervention mid 1863                      Initial rank: 3***                      Seniority: 2                      Political Cost: 20                      Combat Values: 2/2/2  <b>Note:</b> May replace Lorencez by event</p>
Achilles Bazaine		<p>Date: French entry in the game – second Mexican intervention from late 1863                      Initial rank: 2**                      Seniority: 3                      Political Cost: 15                      Combat Values: 4/3/3  <b>Note:</b> when promoted to 3**, his values become 5/4/2, his political cost 25 and he gains                      HotHead</p>
Felix Douay		<p>Date: French entry in the game – second Mexican intervention from late 1863                      Initial rank: 2**                      Seniority: 4                      Political Cost: 15                      Combat Values: 5/3/2</p>

A. De Castagny		Date: French entry in the game – second Mexican intervention from late 1863 Initial rank: 1* Seniority: 50 Political Cost: 1 Combat Values: 3/1/1
A. Friant		Date: French entry in the game – second Mexican intervention from late 1863 Initial rank: 1* Seniority: 54 Political Cost: 1 Combat Values: 3/1/1

## British Leaders

CW2 includes **18** British leaders (all from British intervention and 1 if Canada is invaded). Some start with the different scenarios setups, others show up during the course of the game.

Name	Picture	Description and Data
Sir Alexander Milne		<p>Date: British entry in the game                      Initial rank: 3***                      Seniority: 4                      Political Cost: 10                      Combat Values: 3/2/2</p> <p><b>Seaman</b></p> <p><b>Note:</b> Admiral of the British main Expedition Fleet in England</p>
Sir Charles S. Windham		<p>Date: British entry in the game                      Initial rank: 3***                      Seniority: 1                      Political Cost: 25                      Combat Values: 3/2/3</p> <p><b>Note:</b> British commander in chief. With the BEF in England</p>
Sir H. Doyle		<p>Date: British entry in the game                      Initial rank: 3***                      Seniority: 2                      Political Cost: 20                      Combat Values: 3/2/3</p> <p><b>Note:</b> British commander in Montreal, LC, Canada.</p>
Sir William F. Williams		<p>Date: British entry in the game                      Initial rank: 3***                      Seniority: 3                      Political Cost: 20                      Combat Values: 3/2/3</p> <p><b>Note:</b> British commander in Toronto, UC, Canada.</p>
Sir Garnet Wolseley		<p>Date: British entry in the game                      Initial rank: 2**                      Seniority: 5                      Political Cost: 20                      Combat Values: 5/3/4</p> <p><b>Irregular Fighter</b></p> <p><b>Note:</b> British commander of the 4<sup>th</sup> Division, 2<sup>nd</sup> Corps, BEF, England</p>

James A. Lindsay		<p>Date: British entry in the game                  Initial rank: 2**                  Seniority: 4                  Political Cost: 20                  Combat Values: 4/2/3  <b>Note:</b> British commander of the 1<sup>st</sup> Corps, BEF, England</p>
F. Jones		<p>Date: British entry in the game                  Initial rank: 2**                  Seniority: 30                  Political Cost: 3                  Combat Values: 3/1/1  <b>Note:</b> British commander of the 2<sup>nd</sup> Corps, BEF, England</p>
A. Prentiss		<p>Date: British entry in the game                  Initial rank: 2**                  Seniority: 31                  Political Cost: 3                  Combat Values: 3/1/1  <b>Note:</b> British commander of the 3<sup>rd</sup> Corps, BEF, England</p>
Lord Uxbridge		<p>Date: British entry in the game                  Initial rank: 2**                  Seniority: 32                  Political Cost: 3                  Combat Values: 4/1/1                  Cavalryman  <b>Note:</b> British commander of the Cavalry Division, BEF, England</p>
F. De Rottenburg		<p>Date: British entry in the game                  Initial rank: 1*                  Seniority: 60                  Political Cost: 1                  Combat Values: 3/1/1  <b>Note:</b> British sub commander in Montreal, LC, Canada</p>
E. W. Head		<p>Date: British entry in the game                  Initial rank: 1*                  Seniority: 61                  Political Cost: 1                  Combat Values: 3/1/1  <b>Note:</b> British sub commander in Toronto, UC, Canada</p>
L. Monk		<p>Date: British entry in the game                  Initial rank: 1*                  Seniority: 62                  Political Cost: 1                  Combat Values: 3/1/1  <b>Note:</b> British commander of the 8<sup>th</sup> Division, 1<sup>st</sup> Corps, BEF, England</p>




J. Michel		<p>Date: British entry in the game                      Initial rank: 1*                      Seniority: 63                      Political Cost: 1                      Combat Values: 3/1/1                      Note: British commander of the 6<sup>th</sup> Division, 2<sup>nd</sup> Corps, BEF, England</p>
A. Bisset		<p>Date: British entry in the game                      Initial rank: 1*                      Seniority: 64                      Political Cost: 1                      Combat Values: 3/1/1                      Note: British commander of the 5<sup>th</sup> Division, 3<sup>rd</sup> Corps, BEF, England</p>
W. Earle		<p>Date: British entry in the game                      Initial rank: 1*                      Seniority: 65                      Political Cost: 1                      Combat Values: 3/1/1                      Note: British commander of the 7<sup>th</sup> Division, 3<sup>rd</sup> Corps, BEF, England</p>
PE Taché		<p>Date: British entry in the game – Invasion of Canada                      Initial rank: 1*                      Seniority: 65                      Political Cost: 1                      Combat Values: 3/1/1                      Militiaman                      Note: Canadian milita commander. Arrives in Montreal if Canada is invaded</p>
W. Bolton		<p>Date: British entry in the game                      Initial rank: 1*                      Seniority: 66                      Political Cost: 1                      Combat Values: 3/1/1                      Note: British sub commander of the Cavalry Division, BEF, England</p>
J. McArthur		<p>Date: British entry in the game                      Initial rank: 1*                      Seniority: 67                      Political Cost: 1                      Combat Values: 3/1/1                      Note: British commander of the 3<sup>rd</sup> Division, 1<sup>st</sup> Corps, BEF, England</p>

## Mexican Leaders




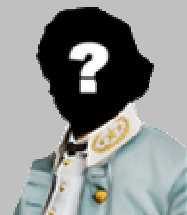
CW2 includes 4 Mexican leaders. Some start with the different scenarios setups, others show up during the course of the game.

Name	Picture	Description and Data
Porfirio Diaz		<p>Date: In Mexico at start                      Initial rank: 3***                      Seniority: 1                      Political Cost: 20                      Combat Values: 5/3/4  <b>Note:</b> commander in chief, leading the Ejercito de Mexico in Mexico, DF (NB: a bit too early compared to history, but required for balance)</p>
Juan Alvarez		<p>Date: In Mexico – upon French Intervention after 1863                      Initial rank: 3***                      Seniority: 2                      Political Cost: 10                      Combat Values: 5/3/3  <b>Note:</b> commander appearing with Diaz upon French intervention, or in Mexico, DF</p>
Marco Escobedo		<p>Date: In Mexico – upon French Intervention after 1863                      Initial rank: 2**                      Seniority: 4                      Political Cost: 5                      Combat Values: 5/4/4  <b>Note:</b> commander appearing with Diaz upon French intervention, or in Mexico, DF</p>
Ramon Corona		<p>Date: In Mexico – upon French Intervention after 1863                      Initial rank: 2**                      Seniority: 5                      Political Cost: 3                      Combat Values: 3/2/3  <b>Note:</b> commander appearing with Diaz upon French intervention, or in Mexico, DF</p>
A. Zaragosa		<p>Date: In Mexico at start                      Initial rank: 1*                      Seniority: 7                      Political Cost: 1                      Combat Values: 3/1/1  <b>Note:</b> commander appearing with Diaz, inside the initial Ejercito de Mexico in Mexico, DF</p>



<p>V. Palacio</p>		<p>Date: In Mexico at start                  Initial rank: 1*                  Seniority: 8                  Political Cost: 1                  Combat Values: 3/1/1  <b>Note:</b> commander of the Fuerza Del Norte in Chihuahua, CHH</p>
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<h1>Not used</h1>		
<p>Generic</p>		<p>Date:                  Initial rank: *                  Seniority:                  Political Cost:                  Combat Values:                  Abilities:                  Note:</p>
<p>Generic1</p>		<p>Date:                  Initial rank: *                  Seniority:                  Political Cost:                  Combat Values:                  Abilities:                  Note:</p>
<p>Generic2</p>		<p>Date:                  Initial rank: *                  Seniority:                  Political Cost:                  Combat Values:                  Abilities:                  Note:</p>


Unknown		Date: Initial rank: * Seniority: Political Cost: Combat Values: Abilities: Note:
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Generic		Date: Initial rank: Seniority: Political Cost: Combat Values: Abilities: Note:
Generic		Date: Initial rank: Seniority: Political Cost: Combat Values: Abilities: Note:
Generic		Date: Initial rank: Seniority: Political Cost: Combat Values: Abilities: Note:
Unknown		Date: Initial rank: Seniority: Political Cost: Combat Values: Abilities: Note:

Generic 1		Date: Initial rank: Seniority: Political Cost: Combat Values: Abilities: Note:
Generic 2		Date: Initial rank: Seniority: Political Cost: Combat Values: Abilities: Note:
Generic		Date: Initial rank: Seniority: Political Cost: Combat Values: Abilities: Note:
Unknown		Date: Initial rank: Seniority: Political Cost: Combat Values: Abilities: Note:

Generic 1		Date: British entry in the game Initial rank: 3*** Seniority: 1 Political Cost: 25 Combat Values: 3/2/3 <b>Note:</b> British commander in chief. With the BEF in England
Generic 2		Date: British entry in the game Initial rank: 3*** Seniority: 1 Political Cost: 25 Combat Values: 3/2/3 <b>Note:</b> British commander in chief. With the BEF in England

Generic		Date: Initial rank: Seniority: Political Cost: Combat Values: Abilities: Note:
Unknown		Date: Initial rank: Seniority: Political Cost: Combat Values: Abilities: Note:

Generic 1		Date: Initial rank: Seniority: Political Cost: Combat Values: Abilities: Note:
Generic		Date: Initial rank: Seniority: Political Cost: Combat Values: Abilities: Note:
Unknown		Date: Initial rank: Seniority: Political Cost: Combat Values: Abilities: Note: