

Union Army Headquarters

Union Army General Orders

1 December, 2023

PREAMBLE

1.0 Purpose.

The Union Army uses General Orders to establish policy and ensure consistency in its application across all commands.

These General Orders are intended to amplify and implement ACWGC rules. Where users of the General Orders identify a discrepancy between them and the ACWGC Rules, users will so inform the General-in-Chief.

2.0 Applicability.

The Union Army and its officers will adhere to these General Orders unless specifically exempted by the General-in-Chief. Such exemptions will be rare, of limited duration, and considered on a case-by-case basis. Army Commanders (ACs) may request these temporary exemptions from the General-in-Chief via email.

3.0 Changes.

Changes to General Orders (except for minor typographical or grammatical errors and any changes necessary to align them with ACWGC Rules) will be approved by a simple majority vote of the Union Army Command Group (UACG). The UACG consists of: General-in-Chief, Union Army Cabinet Secretary, Theater Commanders (if appointed), and Army Commanders. If the ACWGC President or the Academy Commandant is a Union Officer, he is also a member of the UACG.

Any member of the UACG may request changes to these General Orders by submitting proposed changes to the entire UACG via email. The General-in-Chief will coordinate voting on any proposed changes.

4.0 UACG Voting.

The General-in-Chief will develop a specific change recommendation from proposals submitted by UACG members and conduct a vote on the change recommendation. UACG member votes are either YES or NO regarding the adoption of the change recommendation. All voting must include the General-in-Chief.

Only one vote is allowed each UACG member, regardless of the number of UACG positions held.

5.0 Language.

Within these General Orders, use of the terms "he" and "his" will be considered to apply to any gender whatsoever.



J.L. Boling
Gen., USA
General-in-Chief

WAR DEPARTMENT
OFFICE OF THE GENERAL-IN-CHIEF
WASHINGTON, DC

1 December, 2023

TO: ALL COMMANDS

SUBJECT: GENERAL ORDER #1 -- Issuance of Monthly Non-Engagement Points

REFERENCES:

A. Paragraph 5.1.1.2, ACWGC Rules

B. Paragraph 5.1.1.3, ACWGC Rules

1. Non-engagement OBD points are awarded to officers for either service in certain command or cabinet positions (Administration Points) or upon receipt of certain medals and citations or at the discretion of senior commanders (Discretionary Points).

2. Administrative Points.

Administrative Points are awarded monthly in accordance with Reference A. These points are additive for those officers serving simultaneously in more than one qualifying position.

The Union Army will award Administrative Points at the maximum level allowed by Reference A.

Eligibility for Administrative Points is based on the positions held as documented in the DoR or, for cabinet members, on the ACWGC webpage.

3. Discretionary Points.

Reference B allocates 200 Discretionary Points per month for the entirety of the Union Army; to be awarded at the discretion of the General-in-Chief.

This General Order sub-allocates these points as:

- Corps Commanders: 10 Points each
- Army Commander: 20 Points each
- Theater Commander: None
- Retained by General-in-Chief: Remainder

Commanders will award Discretionary Points as they wish (except as noted below), ensuring that their award serves to recognize and encourage exceptional and exemplary service or gaming.

Commanders will not award Discretionary Points for mustering.

Corps Commanders will not delegate the authority to award Discretionary Points.

If a specific commander does not have the capability to enter awarded points in officers' OBD, he will request this action from the appropriate commander and include the reason, which provides the required OBD annotation.

No officer may receive more than 20 Discretionary Points in any single month. Officers may receive more than 20 points in one month, but a maximum of 20 may be Discretionary Points. Discretionary points not awarded in one month cannot accumulate or carry over into the succeeding month and are thus forfeited.

The Union Army and some Field Armies have awards that have OBD points associated with them. Officers who receive these awards automatically receive these OBD Points as Discretionary Points. It is the intent of this General Order that these award-associated points come from the General-in-Chief's withhold Discretionary Points. The award's approving officer is responsible for ensuring the appropriate Discretionary Points are entered into the recipient's DoR record. (See Appendix 1 to General Order #9 – Union Army Awards Program).

5. Procedures and Responsibilities.

- General-in-Chief: Makes OBD entries for Theater Commanders, UA Chief of Staff, Union Cabinet Secretaries (and President if he is a Union officer), and Academy Commandant if he is a Union Officer.
- Theater Commanders: Make OBD entries for Theater Chief of Staff and subordinate Army Commanders.
- Army Commanders: Make OBD entries for Army Chief of Staff and subordinate corps, division, and brigade commanders.

The DoR system entry for OBD points will include utilize a brief description, consistent with the type of points, such as; "Corps Command January 2006," "Conduct Points January 2006," "Campaign Medal - Corinth," etc.

6. Examples:

- Col X is a Corps Commander. In a month he might receive:
 - o Administrative Points as Corps Commander (automatic) 10 Points
 - o Kearney Cross of Valor (points associated with award) 15 Points
 - o Discretionary Points (from Higher Commander) 5 Points
 - TOTAL POINTS FOR MONTH 40 Points
- Brig Gen Y is a Division Commander. In a month he might receive:
 - o Administrative Points as Division Commander (automatic) 5 Points
 - o Combat Badge (points associated with award) 5 Points
 - o Discretionary Points (from Higher Commander) 15 Points
 - TOTAL POINTS FOR MONTH 25 Points
- Capt Z is a Brigade Commander. In a month he might receive:
 - o Administrative Points as Brigade Commander (NONE) 0 Points
 - o Discretionary Points (from Higher Commander) 5 Points
 - TOTAL POINTS FOR MONTH 5 Points

LONG LIVE THE UNION!



J.L. Boling
Gen., USA
General-in-Chief

**WAR DEPARTMENT
OFFICE OF THE GENERAL-IN-CHIEF
WASHINGTON, DC**

1 December, 2023

TO: ALL COMMANDS

SUBJECT: GENERAL ORDER #2 – General Officer Promotions

REFERENCE: Paragraph 4.1, ACWGC Rules

1. General Officer Promotions.

Unlike the automatic points-based promotions from Lieutenant through Colonel, promotion into and within the general officer ranks is reserved to the General-in-Chief.

2. Procedures.

When an officer has met the promotion requirements in accordance with Reference, his Army Commander will forward a nomination to the General-in-Chief via the Monthly Muster report. For promotion to Major General, Lieutenant General, or General, the nomination will identify the qualifying assignment currently held by the officer.

The General-in-Chief will approve nominations of qualified officers, annotate their OBD records, and announce their promotion in the MDT. No other announcements are desired or required. However, all officers are encouraged to post messages in the MDT congratulating the newly promoted officer.

The General-in-Chief will notify the Cabinet of all promotions above the rank of brigadier general.

LONG LIVE THE UNION!



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WAR DEPARTMENT
OFFICE OF THE GENERAL-IN-CHIEF
WASHINGTON, DC

1 December, 2023

TO: ALL COMMANDS

SUBJECT: GENERAL ORDER #3 – Officer Assignments

REFERENCE: Paragraph 3.4, ACWGC Rules

1. Initial Assignment.

General-in-Chief. After the Academy Commandant announces the graduation of a Union Cadet, the General-in-Chief will assign that officer to a Field Army and attempt to accommodate any specific assignment requests by graduates or Army Commanders.

Army Commander. The receiving Army Commander will quickly reassign newly arrived officers to a brigade command within the army. The Army Commander will send a personal note of welcome to the incoming officer and copy this correspondence to the officer's corps and division commanders. The receiving Army Commander will provide via email a copy of UA General Orders to all newly assigned officers.

All officers involved in the assignment process are encouraged to send congratulatory and welcoming statements to newly assigned officers.

2. Assignment to Command Positions Above Brigade.

All command positions are appointed by senior commanders based on availability of candidates, the preferences and qualifications of those candidates, and vacancies within the command structure of the UA. This General Order delegates assignment authorities as:

- Theater Commander: Assigned by General-in-Chief
- Army Commander: Assigned by General-in-Chief
- Corps Commander: Assigned by Army Commander
- Division Commander: Assigned by Corps Commander
- Brigade Commander: Assigned by Army Commander

All command assignments are for a one-year period. After one year, commanders may be retained in their position for one or more additional years at the discretion of the assigning officer (or his successor), based on the willingness and capability of the officer to continue in his appointed position. After one year, commanders may be replaced at any time by the assigning officer, provided another officer is assigned as their replacement. Commanders may voluntarily resign their positions at any time without prejudice.

Commanders will retain records of assignments and document dates of such actions.

3. Appointment to Staff Positions.

The General-in-Chief and each Army commander may create, and appoint officers to, any number of additional administrative and staff positions at Corps level and above to best serve the needs of their organization. The duties and duration of assignment such appointees are determined between the appointing commander and the individual officer and have no time limit. Appointing commanders will ensure historically appropriate titles are used for these positions. Appointing commanders will announce appointments and the duties of these officers to their chain of command and within the MDT.

Staff appointments are made at the commanders' discretion and need not be filled. Staff appointees may be replaced or reassigned, and their position vacated, at any time by the appointee. Appointees may voluntarily resign their positions at any time without prejudice.

With the concurrence of their commander, officers may serve in any number of appointed positions simultaneously.

LONG LIVE THE UNION!



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WAR DEPARTMENT
OFFICE OF THE GENERAL-IN-CHIEF
WASHINGTON, DC

1 December, 2023

TO: ALL COMMANDS

SUBJECT: GENERAL ORDER #4 - Junior Officer Development

1. The initial welcome and gaming exposure of new recruits is at the heart of retention. Interested individuals join the club, but only satisfied gamers will stay in the club. Recruit satisfaction is the outcome of many factors, but three are in the hands of their commanders – the recruits' initial welcome, early gaming experiences, and senior-to-junior mentorship.

2. All officers are encouraged to welcome new recruits either through forum posts or through direct email. However, Corps and Division commanders are required to write and send personal emails to new recruits that, at a minimum:

- Explain muster procedures
- Encourage role playing and friendly banter; including adoption of a Brigade nickname
- Encourage gaming
- Offer their services to answer questions and resolve issues related to membership, forum participation, gaming, or any other aspect of club membership and activities.

Division commanders will provide copies of welcome messages to their corps commander. Corps commanders will provide copies of welcome messages to their Army Commander.

3. Recruits new to computer gaming or to the WDS game system may find it daunting to begin and continue game play on their own initiative. Few of us would continue a hobby in which we felt ourselves unskilled or “pounced on” by those more experienced. For these reasons, division commanders must take an active interest in the development of junior officers through “mentorship.”

4. Mentorship is the developmental relationship that exists between a person of greater experience and a person of lesser experience that is characterized by mutual trust and respect. Mentors assist in subordinate development by helping a mentee improve game skills and club participation competencies. Mentors:

- Provide encouragement and motivation
- Provide candid and constructive feedback on gaming strengths and weaknesses
- Provide advice on dealing with club or game related issues
- Share game and club tips and experiences
- Encourage participation in games against similarly skilled opponents and/or within multi-player games that offer opportunities for constructive feedback
- Serve as a guide and advisor in club and game related matters
- Actively monitor the gaming and club experiences of new officers
- Identify to their chain of command those new officers who demonstrate the spirit and aptitude for increased responsibility or special assignments within the club.

5. Division commanders are the default mentors of their new officers unless relieved of this responsibility by their corps commander or a new officer's preexisting relationship with another club member suggests a different mentor-mentee relationship. In all cases, every new officer will have a mentor. Mentoring begins upon arrival and will continue through the new officer's promotion to major. Corps commanders may at their discretion terminate the formal mentoring relationship earlier based on new officers' competencies and the advice of the mentor.

6. Army Commanders will encourage and monitor the participation of new officers in "Lieutenant's Cup" matches and award the Lt's Cup Ribbon to those officers who complete a match.

LONG LIVE THE UNION!



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OFFICE OF THE GENERAL-IN-CHIEF

WASHINGTON, DC

1 December, 2023

TO: ALL COMMANDS

SUBJECT: GENERAL ORDER #5 - Organization of the Union Army

REFERENCES:

Paragraph 3.1.2, ACWGC Rules

1. UNION ARMY COMMAND GROUP (UACG).

The UACG is an informal deliberative body voluntarily providing advice to the General-in-Chief as desired and requested by the General-in-Chief. Formally, the UACG is the approving body for UA General Orders in accordance with the Preamble to the UA General Orders.

The UACG consists of: General-in-Chief, Union Army Cabinet Secretary, Theater Commanders (if appointed), Army Commanders, and the ACWGC President and the Academy Commandant if they are Union Officers.

2. FIELD COMMANDS.

General. The UA consists of a number of commands from corps to brigade level that are identified as cavalry, infantry, artillery, or reserve. In practice, this distinction is immaterial and is only made for the purpose of historical color. The number and designation of each type of command will be loosely based on the historical pattern of a Union Civil War-era field army. Changes to the number or designation of commands is at the discretion of the General-in-Chief, in consultation with the UACG.

Theater Commands. The UA has two theaters, Eastern and Western, each, when organized, consisting of a Theater Commander and at least two Field Armies.

Field Armies (Armies). Armies are organized with an Army Commander and two or more infantry or cavalry corps.

Corps. Corps are organized with a Corps Commander and two or more infantry or cavalry divisions, with three to five being the preferred number of assigned divisions.

Division. Divisions are organized with a Division Commander and (in priority of establishment) three to six infantry or cavalry brigades and an artillery brigade. All divisions may include one reserve brigade which, if used, will always numbered as the 8th Brigade.

Reserve Brigades. Reserve Brigades are intended for temporary assignment of newly arrived officers within the division to allow these officers time to become acclimated and trained prior to assuming

command of an infantry, cavalry, or artillery brigade. Use of Reserve Brigades is entirely at the discretion of the division commander.

Brigade. Brigades are the basic unitary building blocks of the UA structure and thus are not subdivided. Brigades are organized with a Brigade Commander alone.

3. REORGANIZATION ACTIONS.

Field Circulars. The General-in-Chief will, as necessary, publish Field Circulars that articulate the number and designations of authorized Theater, Army, and Corps level organizations. These same Field Circulars will announce changes to commanders of Theaters and Armies; and may announce changes to commanders of Corps and Division level organizations at the discretion of the General-in-Chief.

DoR Changes. Reorganization of the army will necessitate changes in officer records within the DoR. The General-in-Chief will make appropriate changes for ingoing and outgoing commanders at Theater and Army level. Army Commanders will make all other necessary changes for their subordinate organizations.

4. UNIT IDENTIFICATION

Nicknames.

All Commands other than Reserve Brigades are encouraged to select an organizational nickname. Nicknames will be those actually used by the same unit during the Civil War or be stylistically similar to those in vogue during the Civil War. Nicknames will not be easily associated with the 21st Century nor be faddish or offensive.

Existing nicknames may be adopted, deleted, or changed by a new commander and, other than The Iron Brigade, there is no obligation to have a nickname for any unit. 1st Brigade, 1st Division, I Corps will always bear the nickname "The Iron Brigade" out of respect for that actual unit's extraordinary service and formidable reputation earned during the Civil War.

Flags and Badges

The infantry corps and all of its component infantry and artillery units will be visually identified by a unique corps symbol or badge. These symbols and badges will be historically accurate when possible. Field armies, corps, divisions, and brigades will be visually identified by the display of their historical or near-historical flags in as authentic a manner as feasible.

To guide considerations of historical authenticity, refer to: Flags of the Army of the United States Carried During the War of the Rebellion, 1861-1865, To Designate the Headquarters of the Different Armies, Army Corps, Divisions and Brigades, Compiled under direction of the Quartermaster General, U. S. Army, 1887; and Hard Tack and Coffee, John Billings, 1887.

Excluding unique designating flags flown by a historical corps, the divisions of a corps will be identified by: First Division, red symbol on a white field; Second Division, white symbol on a blue field; Third Division, blue symbol on a white field; and Fourth Division a green or yellow symbol on a blue field.

Any Brigade Commander may also "fly" a personal command pennant or shield of his own choosing. These will not be easily associated with the 21st Century nor be faddish or offensive.

The General-in-Chief, in consultation with the UACG, is the approving authority for all nicknames, flags, and personal command pennants.

LONG LIVE THE UNION!



J.L. Boling
Gen., USA
General-in-Chief

WAR DEPARTMENT
OFFICE OF THE GENERAL-IN-CHIEF
WASHINGTON, DC

1 December, 2023

TO: ALL COMMANDS

SUBJECT: GENERAL ORDER #6 - Officer Management

REFERENCES:

- A. Paragraph 2.2, ACWGC Rules
- B. Paragraph 2.3, ACWGC Rules

1. Officer Status.

The status of officers is determined by the consistency and timing of their response to muster requests. Status categories are: "Good Standing," Out of Contact (OoC), Missing in Action (MIA).

Active. Officers who are in sustained contact with his chain of command, or (at the least) responds to muster calls. This is the "default" status of most officers.

Out of Contact (OoC). Any officer who fails to respond to a muster call is OoC.

- Muster reports will list these officers as OoC.
- Division and/or Corps commanders will make at least two additional email attempts to contact OoC officers before the next scheduled muster call.
- Division and/or Corps commanders will also attempt to regain contact with OoC officers through subsequent muster calls.

Missing in Action (MIA). Any officer who fails to respond to four consecutive muster calls, and any officer who fails to report for duty after a Leave of Absence, is declared Missing in Action.

- Muster reports will list these officers as MIA and Army Commanders will change their status within the DoR to "MIA." (NOTE: the DoR is under revision for this change and until MIA is an available option, ACs will use "TBA.").
- Division and/or Corps commanders will make at least two additional email attempts to contact MIA officers before the next scheduled muster call.
- Division and/or Corps commanders will also attempt to regain contact with MIA officers through subsequent muster calls.
- MIA officers who fail to respond to the next three regularly scheduled muster calls are subject to discharge as below.

2. Personnel Actions.

Discharge. Army Commanders may, at their discretion, may recommend that the General-in-Chief discharge an MIA officer who fails to respond to the next regularly scheduled muster call. A discharged officer is removed from the UA active rolls and forfeits all voting privileges and access to club forums. A discharged officer's rank, field army assignment, game, and OBD Point record are preserved within the DoR. Discharged officers may seek reinstatement under the provisions of Paragraph 2.3.5, ACWGC Rules.

Leave of Absence. Officers may request a Leave of Absence (LoA) from active duty for a specified length of time.

- Requests for LoA are made directly to the Army Commander stating the desired duration of the LoA. Requests do not need to include justification. The receiving Army Commander will automatically approve LoA requests.
- The Army Commander will update the Officer's status in the DoR and make a personal note annotating the return date of the officers from LoA.
- All commanders division and above and Union cabinet members will appoint an officer to act in their place while they are in LoA status. Acting officers will exercise all administrative and command functions of the absent officer, including voting.
- An officer on LoA retains his rank, field army assignment, game, and OBD Point record within the DoR.
- An officer on LoA will be included in muster calls but is not obligated to respond and will not be declared OoC or MIA while on LoA.
- Officers on LoA will not vote in Club elections.
- An officer's notification to his Army Commander of his return to duty terminates the LoA. Officers may terminate LoA earlier than scheduled.
- The Army Commander will assign the returning officer to a position within the Army. This assignment may or may not be that from which the officer initially departed
- An officers who fails to report for duty at the expiration of their LoA will be declared MIA and subsequently subject to discharge if he fails to respond to the next regularly scheduled muster call (as above).

Hospital. Officers who request an LoA may voluntarily provide a "real life" illness as their rationale. Such rationale may be as general or as specific as the requesting officer desires; specifying how much, if any, of this information may be divulged by the Army Commander. Muster reports will list these officers as "Hospital" and Army Commanders will change their status within the DoR to "Hospital." Officers may return from "Hospital" at any time. Hospitalized officers who fail to reestablish contact with their superiors after an appropriate period of time are subject to discharge under this paragraph.

Retirement. Officers may request retirement at any time for any reason. In practice, retirement is an LoA with no fixed termination date.

- Requests for retirement are made directly to the Army Commander stating the desired date of retirement. Requests do not need to include justification. The receiving Army Commander will automatically approve retirement requests.
- The Army Commander will update the Officer's status in the DoR and notify the General-in-Chief.
- A retired officer retains his rank, field army assignment, game, and OBD Point record within the DoR.
- A retired officer will not be included in muster calls.
- Retired officers will not vote in Club elections.
- Retired officers may request reactivation under the provisions of Paragraph 2.3.4, ACWGC Rules.

Transfers. Officers may request transfer under the provisions of Paragraph 2.3.1, ACWGC Rules.

Resignation. Officers may resign under the provisions of Paragraph 2.3.2, ACWGC Rules.

Expulsion. Officers may be expelled from the AWCGC under the provisions of Paragraph 2.3.3, ACWGC Rules.

Reinstatement. Officers who have been declared MIA, or voluntarily resigned their commission may request reinstatement under the provisions of Paragraph 2.3.4.1, ACWGC Rules. Officers who were expelled from the Club may request reinstatement under the provisions of Paragraph 2.3.4.2, ACWGC Rules.

LONG LIVE THE UNION!



J.L. Boling
Gen., USA
General-in-Chief

WAR DEPARTMENT
OFFICE OF THE GENERAL-IN-CHIEF
WASHINGTON, DC

1 December, 2023

TO: ALL COMMANDS

SUBJECT: GENERAL ORDER #7 - Officer Duties and Responsibilities

REFERENCE: Paragraph 3.1.2, ACWGC Rules

1. This General Order serves as a single source document that summarizes the duties and responsibilities of all officers within the UA. It should be used as a reference when considering officers for service in higher command positions, or when officers considering such service wish to understand the expectations of those who fill these positions.

2. ALL OFFICERS

- Conduct your club and gaming activities, particularly any voluntary role playing, in an honorable and respectful manner that contributes to the good order and reputation of the Union Army. Never engage in any language or behavior which is detrimental, antagonistic, racist or abusive to any other member or disruptive to the good order and functioning of the Club. Report promptly through your chain of command any known or suspected violations of these fundamental requirements.
- Read and become familiar with the Club Rules and the Union Army General Orders. Refer any questions about Club Rules or General Orders through your chain of command.
- Familiarize yourself with Union Army awards, paying particular attention to their award criteria and recommendation and approval processes and authorities. (See General Order #9 – Union Army Awards Program).
- Be prepared to make recommendations through your chain of command, or directly to the cabinet, for improvements in Union Army or ACWGC operations.
- Maintain communications with your chain of command and refer to your chain of command any questions from subordinate officers on gaming, the club, club etiquette, or club forums that you cannot yourself quickly resolve.
- Respond promptly, accurately, and completely to the monthly muster call as directed.
- Visit the ACWGC Mason-Dixon Forum at least once a month to keep abreast of Army news and developments.
- If you are temporarily unable to properly execute your muster responsibilities, inform your next higher commander as soon as possible and determine how and by whom your muster responsibilities will be accomplished. (See General Order #6 – Officer Management).
- Maintain awareness of your gaming activity. If you choose to do so, inform your Army Commander when you believe you are eligible for Campaign Stars. (See General Order #9 – Union Army Awards Program).
- Attempt to resolve any game play related disputes directly with the other player(s) first. If that proves unsuccessful, refer the issue to your chain of command. (See General Order #10 - Grievance Resolution).
- Make it known to your chain of command if you have skills in digital graphics or web design and maintenance that you are willing to volunteer to support ACWGC. Likewise, inform your chain of command if you wish to be considered for higher command or an administrative or recruiting position within the Union Army or the ACWGC.

3. ADDITIONAL DUTIES BY COMMAND POSITION

Brigade Commander (BC)

- Through your Division Commander, make recommendations for awards, or the award of OBD points, to fellow officers whose battlefield accomplishments or service merit recognition.

Division Commander (DC)

- Review the ODB records of your Brigade Commanders and alert them when they are eligible for Company and Field Grade promotion (Capt, Maj, Lt Col, Col) and remind them of the ability and the procedure to "Self-Promote" to these ranks.
- Write and send a personal welcome email to new officers (with copy to Corps Commander) in accordance with Union Army General Order #4 – Junior Officer Development
- Adopt and sustain an active interest in the development of junior officers through "mentorship" in accordance with Union Army General Order #4 – Junior Officer Development.
- Through your Corps Commander, make recommendations for awards, or the award of OBD points, to fellow officers whose battlefield accomplishments or service merit recognition.
- Inform your Corps Commander of any officers expressing an interest in higher command or an administrative or recruiting position within ACWGC.
- Execute your muster responsibilities in accordance with General Order #8 – Muster Process and Requirements
- Maintain contact with Brigade Commanders.

Corps Commander (CC)

- Review the ODB records of your Division and Brigade Commanders and alert the Army Commander when your officers are eligible for General Officer promotions.
- Write and send a personal welcome email to new officers (with copy to Army Commander) in accordance with Union Army General Order #4 – Junior Officer Development
- Monitor the mentorship of your Division Commanders for newly assigned and company grade officers. (See Union Army General Order #4 – Junior Officer Development).
- Monitor the muster responses of the corps and your divisions
- Inform the Army Commander of any officers expressing an interest in higher command or an administrative or recruiting position within ACWGC.
- Execute your responsibilities for the awards program in accordance with General Order #9 – Union Army Awards Program
- Encourage and monitor the participation of new officers in "Lieutenant's Cup" matches and award the Lt's Cup Ribbon to those officers who complete a match.
- Execute your muster responsibilities in accordance with General Order #8 – Muster Process and Requirements
- Maintain contact with Division Commanders.

Army Commander (AC)

- Execute the Army muster process in accordance with Union Army General Order #8 – Muster Process and Requirements.
- Review the ODB records of your Corps, Division, and Brigade Commanders and alert the General-in-Chief (through muster reporting) when your officers are eligible for General Officer promotions.
- Write and send a personal welcome email to new officers in accordance with Union Army General Order #4 – Junior Officer Development
- Maintain an active, regular virtual presence within the Mason Dixon Tavern (MDT).
- Encourage and monitor the participation of new officers in “Lieutenant’s Cup” matches.
- Inform the General-in-Chief of any officers expressing an interest in higher command or an administrative or recruiting position within ACWGC.
- Execute your responsibilities for the awards program in accordance with General Order #9 – Union Army Awards Program
- Execute your muster responsibilities in accordance with General Order #8 – Muster Process and Requirements
- Maintain contact with Corps Commanders.

LONG LIVE THE UNION!



J.L. Boling
Gen., USA
General-in-Chief

WAR DEPARTMENT
OFFICE OF THE GENERAL-IN-CHIEF
WASHINGTON, DC
1 December, 2023

TO: ALL COMMANDS

SUBJECT: GENERAL ORDER #8 - Muster Process and Requirements

REFERENCES:

A: Paragraph 2.2, ACW GC Rules

B: Union Army General Order ##6 - Officer Management

1. GENERAL.

All officers assigned to Field Armies are obligated to respond to a muster call once each month as a requirement of their continuing Club membership and retention of a "Active" status within the Union Army in accordance with References.

Monthly musters are the only way to authoritatively document the strength of the army and are therefore a key assessment tool for ACWGC recruiting and retention. More importantly, the monthly muster process acts as a proactive outreach to all members to reinforce camaraderie and networking while providing a method for commanders to assess the degree of activity, interest, and satisfaction of members.

Because it provides an easy venue for the outreach outlined above, email is the preferred method of muster request and response. However, so long as the intent of timely, consistent, proactive, and team building muster processes are met, commanders may conduct musters through other means.

Penalties for failing to respond to muster calls are detailed in Reference B.

2. PROCESS and RESPONSIBILITIES.

The following paragraph describes a recommended email mustering process.

Theater Commanders. Theater Commanders have no muster responsibilities but will individually muster with the General-in-Chief.

Army Commanders. Army Commanders may execute the following email muster process.

• Muster Calls

1. On or about the twenty seventh day of the month, the army will issue the muster call via email to corps commanders for the following month. Example, a muster call issued on 27 January would solicit responses which would be submitted in February.
2. Upon receipt of the Army's muster call, or not later than the first day of the following month, (in the example above, February) corps commanders will issue a muster call via email to their subordinate division commanders.

3. Upon receipt of the Corps' muster call, or not later than the tenth day of the month, division commanders will issue a muster call via email to their subordinate brigade commanders.

- o Muster calls will be couched in terms that demonstrates and encourages friendly outreach and two-way communications between commanders.

- o Muster calls will include OoC officers, LoA Officers, and MIA officers in accordance with General Order #6 – Officer Management.

- Muster Responses.

1. Not later than the twentieth day of the month, division commanders will provide their muster response via email to their corps commander and provide a courtesy copy (CC) to their brigade commanders.

2. Corps commanders will consolidate division responses and provide a corps report via email to their army commander not later than the twenty fifth day of the month and provide a courtesy copy (CC) to their division commanders.

3. Army commanders will consolidate corps responses and provide an army report via email to the General-in-Chief not later than the last day of the month and provide a courtesy copy (CC) to their corps commanders.

- o Commanders may submit reports in either narrative or tabular formats.

- Field Army Muster Report Content. Army muster reports will include:

- o Number of authorized officers

- o Number of officers assigned.

- o The percentage of authorized officers actually assigned.

- o The number of assigned officers mustering/active.

- o The percentage of assigned officers actually mustered/active.

- o Number and name of officers OoC and the number of months OoC.

- o Number and name of officers MIA and the number of months MIA.

- o The names of officers recommended for discharge.

- o The names (and assigned positions) of officers recommended for promotion to or within the General Officer ranks.

3. ADDITIONAL REPORT CONTENT. Army commanders may at their sole discretion add additional unrestricted content to their reports to better explain the report itself, highlight specific information, or provide insights into the activities, interests, or satisfaction of members.

4. LIMITATIONS. Commanders will minimize reporting requirements imposed on subordinate commanders.

LONG LIVE THE UNION!



J.L. Boling
Gen., USA

General-in-Chief

WAR DEPARTMENT
OFFICE OF THE GENERAL-IN-CHIEF
WASHINGTON, DC
1 December, 2023

TO: ALL COMMANDS

SUBJECT: GENERAL ORDER #9 - Union Army Awards Program

REFERENCES:

A: Paragraph 7.1, ACWGC Club Rules

B: Paragraph 5.1.1.3, ACWGC Club Rules

C: UA Awards and Commendations: (https://www.unioneaglesonline.com/UA_Awards/)

1. GENERAL. The goal of the Awards Program is to foster esprit and friendly rivalry, encourage consistent winning game play, and motivate individual officers and units to high levels of performance and service. The awards program provides tangible recognition for battlefield achievements and meritorious service.

The implementation of the awards program delegates recommendation and approval authority to various subordinate commanders in order to provide timely recognition by those commanders most able to assess the actions and performance of their officers. Commanders invested with this delegated authority should carefully and deliberately apply their best judgment to ensure awards recognize the "best of the best."

2. ADMINISTRATION. The Union Army will maintain a register of all UA and Field Army awards. This register will consist of a central web site graphically displaying all medals, ribbons, and other such devices as may be approved and added, together with their award criteria and approval authorities.

3. FIELD ARMY AWARDS. With the concurrence of the General-in-Chief, Field Army Commanders may create, sustain, manage, and abolish awards unique to their Army; except as noted below and in Paragraph 5. Any OBD points attached to Army-specific awards will come from the Army Commander's monthly allocation of Discretionary Points and will not exceed 10 points for any Army-specific award.

4. RECOMMENDATION / APPROVAL AUTHORITIES AND OBD POINTS (See Appendix 1)

5. DISCONTINUED AWARDS. The awards below are discontinued. Any of these awards already presented to units or individual officers will be retained by the awardees.

- Bureau of Military Information Sharpe Medal
- War College Prize Ribbon
- Purple Heart Ribbon
- Army Muster Medallion
- War College Commandant Service Ribbon
- Length of service appurtenance (years of service "pips") for all Command Staff Service Awards
- Army Combat Medallion
- All Union Army and Field Army individual and unit muster awards
- All previous campaign and battle awards
- Union Army Good Conduct Medal

6. NEW CAMPAIGN AND BATTLE AWARDS. (See Appendix 2)

Theaters of War. This General Order recognizes two Theaters of War: Eastern Theater and Western Theater.

Eastern Theater. The Eastern Theater consists of Virginia, West Virginia, Maryland, Pennsylvania, the District of Columbia, and the coastal regions of these states.

Western Theater. The Western Theater consists of Alabama, Georgia, Florida, Mississippi, North Carolina, Kentucky, South Carolina, Tennessee, Kentucky, Louisiana, Arkansas, Missouri, Texas, New Mexico, the then-called Indian Territories, all other continental territory west of the Mississippi River, and all the coastal areas of these states.

Campaigns. This General Order uses Wargame Design Studio (WDS) game titles as “named campaigns.”

Eastern Theater: WDS named campaigns.

- o Antietam
- o Chancellorsville
- o Gettysburg
- o Overland
- o Peninsula
- o Petersburg
- o Shenandoah

Western Theater: WDS named campaigns.

- o Atlanta
- o Chickamauga
- o Corinth
- o Franklin
- o Ozark
- o Shiloh
- o Vicksburg
- o Forgotten Campaigns

Theater Medals. The Union Army staff will automatically award all officers a Theater Medal (Eastern or Western) based on the theater to which the officer is assigned after that officer completes (recording and ending) one game in that theater in the DoR.

Service Stars. Service stars are worn on Theater Medals to denote participation in a named campaign. A single Bronze Service Star (for wear on the Theater Medal) is awarded to any officer who completes a scenario as a Union Army player (or team) against a Confederate opponent (or team) regardless of outcome or length of the scenario, within a named campaign in that Theater. Scenarios must be registered and “ended” in the DoR to receive a Service Star.

1. Only one Bronze Service Star is awarded per named campaign; regardless of the number of scenarios registered and completed in the DoR that would otherwise qualify.
2. Multiple awards of Bronze Service Stars (for different named campaigns within the theater) are shown by additional Bronze Service Stars, up to 4. For a fifth Bronze Service Star, a single Silver Service Star is awarded. For Example:
 - 4 scenarios completed in a single theater = 4 x Bronze Service Stars
 - 6 scenarios completed in a single theater = 1 x Silver Service Star, plus 1 Bronze Service Star

3. Any officer who earns a Bronze Service Star in every named campaign in a theater is awarded a single Gold Service Star in lieu of any combination of Silver and Bronze Service Stars for wear on the corresponding Theater Medal.

Award of Theater Medals and Bronze Service Stars. The Union Army staff monitors games recorded and ended the DoR to determine eligibility for the award of Bronze Service Stars and Theater medals. Both Theater Medals and Bronze Service Stars are automatically awarded by the Union Army staff.

Second Theater. The Union Army staff will award a Theater Medal (and one Bronze Service Star) to officers who complete a scenario in the Theater to which they are not assigned once the scenario is ended in the DoR.

One Star Rule. In no case will more than one Bronze Service Star be awarded for the same scenario; nor will more than one Bronze Service Star be awarded for any named campaign. Therefore, the maximum number of Bronze Service Stars that may be awarded to an officer is seven for the Eastern Theater and eight for the Western Theater.

7. RESPONSIBILITIES

All Officers.

Battlefield Achievement and Service Awards. All officers will, through their chain of command, proactively recommend others for awards for qualifying acts and service. Recommending officers will submit an email to their next higher commander that includes the recommended officer's name and assignment, specific award recommended (with dates as appropriate), and justification for the recommendation.

All Commanders Above Brigade Level

For awards recommended by a subordinate commander for approval by a superior commander, the superior commander will either approve or disapprove the recommended award.

- o Approved. The Commander will ensure the officers' OOB records are updated and that, as appropriate, the officers' OBD points are adjusted.
- o Disapproved. The request is denied and no further action will be taken. However, subordinate commanders may provide additional justification and resubmit for the same or a different award.
- In all cases, the superior commander will keep the recommending commander and his chain of command informed of the disposition and status of award recommendations.
- Make an appropriate congratulatory post in the MDT for all awardees.

Corps Commanders.

- Encourage and monitor the participation of new officers in "Lieutenant's Cup" matches and award the Lt's Cup Ribbon to those officers who complete a match.

LONG LIVE THE UNION!



J.L. Boling
Gen., USA

General-in-Chief

APPENDIX 1

Recommendation / Approval Authorities and OBD Points to GENERAL ORDER #9

Union Army Awards Program

Battlefield Achievement Award	Abbreviation	May Recommend	Approval Authority	OBD Points Awarded	Announced by	Example Criteria	Notes
Defender of the Union	DoU	Any (through Chain of Command)	G-in-C	20	G-in-C	* Singularly Extraordinary Battlefield achievement	
Kearney Cross of Valor	KCoV	Any (through Chain of Command)	G-in-C	18	G-in-C	* Completing scenario in DoR after finishing \geq 400 turns.	
Sheridan Combat Medal	SCM	AC	AC	15	AC	* Once per Qtr to one officer per corps with best combat record and minimum two major victories (in maneuver or battle) during Qtr. * Completing scenario in DoR after finishing 300-399 turns.	
Sherman Victory Medal	SVM	CC	CC	15	CC	* Winning single elimination tournament. * Completing scenario in DoR after finishing 200-299 turns.	
Combat Badge	CB	Any (through Chain of Command)	CC	10	CC	* Battlefield Achievement. * Army Command during multiplayer game * Completing scenario in DoR after finishing 100-199 turns.	
Lieutenants' Cup Ribbon	LCR	Automatic	CC	10	CC	* Completion of a registered Lt's Cup match.	* CCs will award Conduct Points for major or minor victories.

Battlefield Achievement Unit Award	Abbreviation	May Recommend	Approval Authority	OBD Points Awarded	Announced by	Example Criteria	Notes
Meritorious Unit Award	MUA	Any (through Chain of Command)	CC	10	AC	* Meritorious Action (Unit Award)	* CC will award to all officers in MP battles for Major or Minor Union Victory.

Service Award	Abbreviation	May Recommend	Approval Authority	OBD Points Awarded	Announced by	Example Criteria	Notes
Defender of the Union	DoU	Any (through Chain of Command)	G-in-C	20	G-in-C	* Service above and beyond the call of duty.	
Outstanding Service Medal	OSM	Any (through Chain of Command)	G-in-C	15	G-in-C	* Extraordinary service in support of the union army. * Army Command for more than 12 months. * Cabinet service for more than 12 months	
Exemplary Service Medal	ESM	Any (through Chain of Command)	AC	10	AC	* Significant contribution to the support of the Union Army * Corps Command for more than 12 months	
Union Academy Instructor Medal	UAIM	UA Superintendent	UA Super	See Notes	UA Super		10 points for 1st Graduate, 5 points each subsequent graduate.
Honorable Service Medal	HSM	Any (through Chain of Command)	CC	5	CC	* Contribution to the support of the Union Army * Division command for more than 12 months	
Theater Medal	TME or TMW	Automatic	AC	0	NONE	* Assignment to Eastern or Western Theater	

JTS Named Campaigns	Abbreviation	Theater	May Recommend	Approval Authority	OBD Points Awarded	Announced by	Example Criteria	Notes						
Antietam	C-ANT	Eastern	Self to AC	AC	Major V = 10 Minor V = 5 Other = 0	AC	A single Bronze Campaign Star (as an appurtenance to his/her Theater Medal) is awarded to any officer who completes a battle as a Union Army player against a Confederate opponent (may not be a "Maneuver" as defined by Club Rule 4.2.1.3) regardless of outcome or length of game, within a campaign in that Theater. Battles must be registered and ended in the DoR to receive a Campaign Star.	* Only one Bronze Campaign Star is earned/awarded per Campaign regardless of the number of battles registered and completed in the DoR that would otherwise qualify. * Any officer who earns a Bronze Campaign Star in every campaign in a theater is awarded a single Gold Campaign Star which is worn as the only appurtenance to the corresponding theater medal. * UA Staff will award the other Theater Medal (and one Bronze Campaign Star) to officers who complete a battle in the Theater to which they are not assigned once the battle is ended in the DoR. UA Staff will award Service Stars for any subsequent battles in other named campaigns within these other theaters. One Star Rule. In no case will more than one Campaign Star be awarded for the same scenario.						
Chancellorsville	C-CHN													
Gettysburg	C-GBG													
Overland	C-OVL													
Penninsula	C-PEN													
Petersburg	C-PBG													
Shenandoah	C-SHN													
Atlanta	C-ATL	Western							Self to AC	AC	Major V = 10 Minor V = 5 Other = 0	AC	A single Bronze Campaign Star (as an appurtenance to his/her Theater Medal) is awarded to any officer who completes a battle as a Union Army player against a Confederate opponent (may not be a "Maneuver" as defined by Club Rule 4.2.1.3) regardless of outcome or length of game, within a campaign in that Theater. Battles must be registered and ended in the DoR to receive a Campaign Star.	* Only one Bronze Campaign Star is earned/awarded per Campaign regardless of the number of battles registered and completed in the DoR that would otherwise qualify. * Any officer who earns a Bronze Campaign Star in every campaign in a theater is awarded a single Gold Campaign Star which is worn as the only appurtenance to the corresponding theater medal. * UA Staff will award the other Theater Medal (and one Bronze Campaign Star) to officers who complete a battle in the Theater to which they are not assigned once the battle is ended in the DoR. UA Staff will award Service Stars for any subsequent battles in other named campaigns within these other theaters. One Star Rule. In no case will more than one Campaign Star be awarded for the same scenario.
Chickamaugua	C-CHK													
Corinth	C-CRN													
Forgotten	C-FOR													
Franklin	C-FNK													
Ozark	C-OZK													
Shiloh	C-SHL													
Vicksburg	C-VCK													

APPENDIX 2

New Campaign and Battle Awards to GENERAL ORDER #9 - Union Army Awards Program


1. Medals and Appurtenances: Suspension ribbons and ribbons are patterned after no known military or civilian award. Medal itself is a likeness of a Union Veterans' organizational medal circa 1900.





Theater Medal - East and Ribbon



Theater Medal - West and Ribbon

Bronze Campaign Star 

Silver Campaign Star 

Gold Campaign Star 

Example: Theater Medal East with seven campaigns



Example: Theater Medal West with all eight campaigns



WAR DEPARTMENT
OFFICE OF THE GENERAL-IN-CHIEF
WASHINGTON, DC
1 December, 2023

TO: ALL COMMANDS

SUBJECT: GENERAL ORDER #10 - Union Army Awards Program

REFERENCES:

A: Paragraph 6.5, ACWGC Rules

B: Paragraph 6.6, ACWGC Rules

1. GENERAL.

In a peer-moderated competitive environment, and despite our collective intent to always act with the highest sense of honor and justice, grievances among members are inevitable given the vagaries of human nature. Grievances fall into two general categories – non-game related and game related.

Non Game Related Grievances. Examples of such a grievance would include the use of derogatory, demeaning, or offensive language; highly politicized remarks; or language that slanders the honesty, integrity, or good character of another member. Language used in “role play” or meant as friendly banter (e.g. “Rebel scum” or “Yankee dogs”) is acceptable, provided it stays within the bounds of decency and participating players raise no objection.

Game Related Grievances. Examples of such grievances would include cheating, violation of Club Rules 6.1 or failing to abide by any pre-game “house rules” established between opposing players or opposing teams.

2, GRIEVANCE RESOLUTION. The goal of grievance resolution to satisfactorily address the issue at hand at the lowest possible level and restore amicable relations among members.

3. RESPONSIBILITIES.

Individual members. If a club member has a grievance against another member(s) he will attempt to resolve the conflict amicably with the individual(s) involved. If the outcome of this approach is unsatisfactory, the aggrieved member(s) may bring the matter directly to their AC. Any notification to the AC must include a record of the member’s attempts to resolve the grievance and any files or documents that substantiate the grievance (e.g. emails or game files). As an exception to this general procedure, when a player believes his opponent has cheated, his allegation will be submitted directly to the Union Cabinet Secretary who will then present the case to the full Cabinet for deliberation and decision.

Army Commanders. Once notified of a grievance, the AC may either attempt to resolve the matter with the AC(s) of the other part(ies), or dismiss the matter without action. If the ACs cannot reach a satisfactory resolution, the AC of the aggrieved member(s) may refer the matter to the Cabinet through the General-in-Chief. The AC(s) will keep involved members informed.

General-in-Chief. The General-in-Chief receiving a grievance from an AC may attempt to resolve the matter at his level, dismiss the grievance without action, or refer the matter to the Cabinet through the President, together with his recommendations. The General-in-Chief will keep involved members and Acs informed.

Cabinet. Upon receiving a grievance, the President may dismiss the grievance without action, or refer the matter to the entire Cabinet through Cabinet specific processes for final resolution. The Cabinet may expel a member, deduct OBD points from a member, or take other action deemed appropriate. A decrement of OBD points may retroactively invalidate a member's promotion, assignment, or election eligibility. The Cabinet will weigh these potential consequences before imposing a loss of OBD points. The Cabinet will consider matters of extenuation and mitigation, and matters submitted in rebuttal before imposing punitive measures. The President will keep the General-in-Chief, the involved Acs, and the Cabinet members informed.

4. CONFIDENTIALITY. Throughout this process, the grievance and its resolution (or attempted resolution) will be considered a confidential matter and will neither be made general knowledge nor posted within any club forum (other than the Cabinet's forums, if the matter is referred to the Cabinet).

LONG LIVE THE UNION!



J.L. Boling
Gen., USA
General-in-Chief

WAR DEPARTMENT
OFFICE OF THE GENERAL-IN-CHIEF
WASHINGTON, DC

1 December, 2023

TO: ALL COMMANDS

SUBJECT: GENERAL ORDER #11- Union Army Awards Program

1. PURPOSE. This General Order establishes "Team Wolverine" and establishes policies and procedures for the manning and operations of Team Wolverine.

2. TEAM WOLVERINE.

a. General. Team Wolverine is an informal nominative hand-picked group of experienced officers who, on as "as requested / as available" basis, voluntarily participate in multi-player battles coordinated by the UA Operations Officer.

b. Intent. Team Wolverine is formed to foster enhanced camaraderie, combat capabilities, and spirit among its members and to motivate non-members to standards of battlefield excellence that enable them to be selected for membership, while winning battles against the best Confederate teams.

c. Manning and Procedures. Team Wolverine is neither a separate command nor a fixed roster of officers. Rather, Team Wolverine is a select pool of officers from which the UA Operations Officer solicits participants for MP battles. Once selected, officers may remain on Team Wolverine as long as they wish and may leave the team whenever they choose to do so. Therefore, the actual roster of members may vary considerably over time.

d. Application and approval process:

1) Interested officers who meet or exceed the criteria below may volunteer for consideration by contacting the UA Operations Officer who will forward an application to the officer. The officer completes his application and sends to his AC via email; CC to the UA Operations Officer. Application is no guarantee of acceptance.

2) Criteria: Applicants must be in the rank of Colonel or higher and must have completed 20 games as validated by the DOR.

3) ACs receiving completed applications will, in coordination with the applicant's chain of command, determine if the applicant is a "team player" willing to take direction from the team commander during a game. ACs will send applications and their assessments to UA Operations Officer.

4) UA Operations Officer will accept applications from ACs. If a applicant is accepted into Team Wolverine, the UA Operations Officers will send a welcoming email to the officer, copy to his AC.

5) The UA Operations Officer will maintain a roster of past and current Team Wolverine members.

e. Operations.

1) The UA Operations Officer will actively seek MP battle opportunities against confederate opponents, including club-sanctioned tournaments and other special matches. These may be challenges issued by the confederates or challenges created by the UA Operations Officer and issued to the confederates. The UA Operations Officer will screen proposed scenarios and house rules to ensure balanced play and reasonable rules/restrictions. To this end, the UA Operations Officer will develop a standardized set of Team Wolverine house rules to use in his negotiation with prospective opponents.

2) Once the UA Operations Officer has agreed to a scenario and set of house rules for the contest, he will contact Team Wolverine members with scenario and house rule details and fill the number of positions required by the game with those that volunteer. Once he has filled the roster, the UA Operations Officer will coordinate with the selected officers to identify a team commander.

3) Once the roster and commander are decided, the UA Operations Officer will place the Team Wolverine commander in email communication with the opposing commander to begin the match. Simultaneously, the UA Operations Officer will make an appropriate post in the MDT announcing the match. The Team Wolverine commander will ensure that the battle is registered in the DoR.

4) The UA Operations Officer may create and manage multiple Team Wolverine matches simultaneously; limited only by Team Wolverine members available and willing to participate.

5) During the battle, the Team Wolverine commander will periodically update the UA Operations Officer on the game situation. The UA Operations Officer will (as necessary) translate these updates into period vernacular and post updates to the MDT.

6) At the conclusion of each battle, the Team Wolverine Commander will provide a close out report to the UA Operations Officer and ensure the battle is ended in the DoR. The UA Operations Officer will (as necessary) translate this close out report into period vernacular and post the outcome and final report to the MDT.

f. Administration. At the conclusion of each battle, the UA Operations Officer will award participating Team Wolverine members the Wolverine Medal with a Bar that identifies the battle and date of completion. Subsequent battles are recognized with the award of a new Bar. Participants also receive 10 OBD points. The UA Operations Officer will notify ACs of the award of the Wolverine Medal. ACs will in turn award 10 OBD points to recipients.

LONG LIVE THE UNION!



J.L. Boling
Gen., USA
General-in-Chief

Enclosure One
To UA General Order #11
Wolverine Medal and Bar Illustration



Enclosure Two to UA General Order #11

Wolverine Team Standard Operating Procedures

Sanctioned Optional and House Rules and Scenario Selection

Version 1.0 March 12, 2024

PART ONE: Optional and House Rules

This Section describes the Optional and House Rules (O&H Rules) required to qualify a game as being a Wolverine Game (WG) for Multiplayer (MP) or Single Player (SP) games. It is based on historical club practice and rules (See Club Rules 6.2.1 and 6.2.2) that players in every game should in one way or another agree to the O&H Rules which shall apply to their game.

In the case of Wolverine Games, the Wolverine Team Manager (Walt Dortch or his designated acting) shall be engaged as a consultant to the WG SP or WG MP Team leader (CO) in the CO's negotiations with the Rebel Team Leader/member to reach agreement on O&H rules. The outcome of this negotiation shall be documented in writing by the Wolverine Team Manager and CO.

In all Wolverine Games, the club's "Standard Rules" (Club Rule 6.1) shall be followed and are not negotiable.

Negotiations "Floor"

Base Game –assumes no optional or house rules will be used in the game.

The Optional Rule Table

Standard Set. "ON" means the rule will be turned on for the game unless otherwise agreed to by the players. "OFF" means the rule will be turned off for the game unless otherwise agreed to by the players. The "ON" entries shown in the chart are based on the set of optional rules that the majority of players have generally agreed to over the last 5 years or more. All optional rules are negotiable except as described for specific rules in the table and in the House Rules section below.

Advantage The column shows which side gains an advantage when the optional rule is "ON." No entry in this column means the rule is side-neutral.

Concession Required. This column shows when a concession is required for the Wolverine CO or SP to agree to a house rule which limits what the base game allows (e.g. artillery stacking) or is a concession offered by the CSA side for the Wolverine CO or SP to agree to turn off the Rout Limiting Optional Rule.

Example – The CSA Team Leader proposes to limit artillery stacking (e.g. no more than 8 unlimbered guns in a hex). The Wolverine Team Leader or Player agrees to a reduction in the stacking limit for artillery from 20 guns per hex (as allowed by the game system's base rules) to 8 guns per hex.

IF the CSA Team Leader agrees that the Quality Fire (6-gun reduction per the Table) **and** Quality Melee Optional Rules (6-gun reduction per the Table) will be "OFF" off for the game. (20 – 6 – 6 = 8)

Optional Rule	Wolverine Standard Set	Advantage	Concession Option Requirements
Manual Defensive Fire	OFF		
Optional Fire Results	ON		
Optional Melee Results	ON		
Quality Fire Modifiers	ON	CSA	If CSA agrees to not use this rule ("OFF"), then UA agrees to Artillery stacking limit reduced by 6 guns
Higher Fatigue Recovery Rates	ON		
VP's for Leaders	ON		
Rout Limiting	ON	USA	If USA agrees to not use this rule ("OFF") then CSA must propose and accept an acceptable concession
Density Fire Modifier	ON		
Night Movement Fatigue	ON		
Limited Artillery Unlimber	OFF		
Mounted Cavalry Skirmishers	ON		
Higher Disrupted Movement	ON		
Optional Melee Resolution	ON		
Alternate Fixed Unit Release	ON		
Quality Melee Modifiers	ON	CSA	If CSA agrees to not use this rule ("OFF"), then UA agrees to Artillery stacking limit reduced by 6 guns
Isolation Rules	ON		
Weak ZOC	ON		
Partial Retreats	ON		
Automated Defensive Fire	ON		
Flank Morale Modifier	ON		
Full Melee Defensive Fire	ON		
Bridge Limit and Repair	ON		
Artillery Capture	ON		
Artillery Retire by Prolonge	ON		
Artillery Ammo By Cannon	ON		
Proportional Opportunity Fire	ON		
Mixed Organization Penalty	ON		
EFOW	OFF		

Artillery Stacking. Effective 1 April 2024, Wolverine COs or SPs shall not agree to stacking limitations for artillery unless the CSA CO or CSA SP agree to Turn OFF the Quality Fire Modifiers and/or Quality Melee Modifiers as shown in the Optional Rule Table.

Rout Limiting. Effective 1 April 2024, Wolverine COs or SPs shall not agree to turning Rout Limiting OFF without obtaining an agreed to concession by the CSA CO or CSA SP.

Other House Rules. WG CO's and SPs are free to negotiate other House Rules which do not obviously favor one side or the other on a game-by-game basis. These negotiations must be documented and submitted to the Wolverine Team Manager for approval.

PART TWO: Scenario Selection

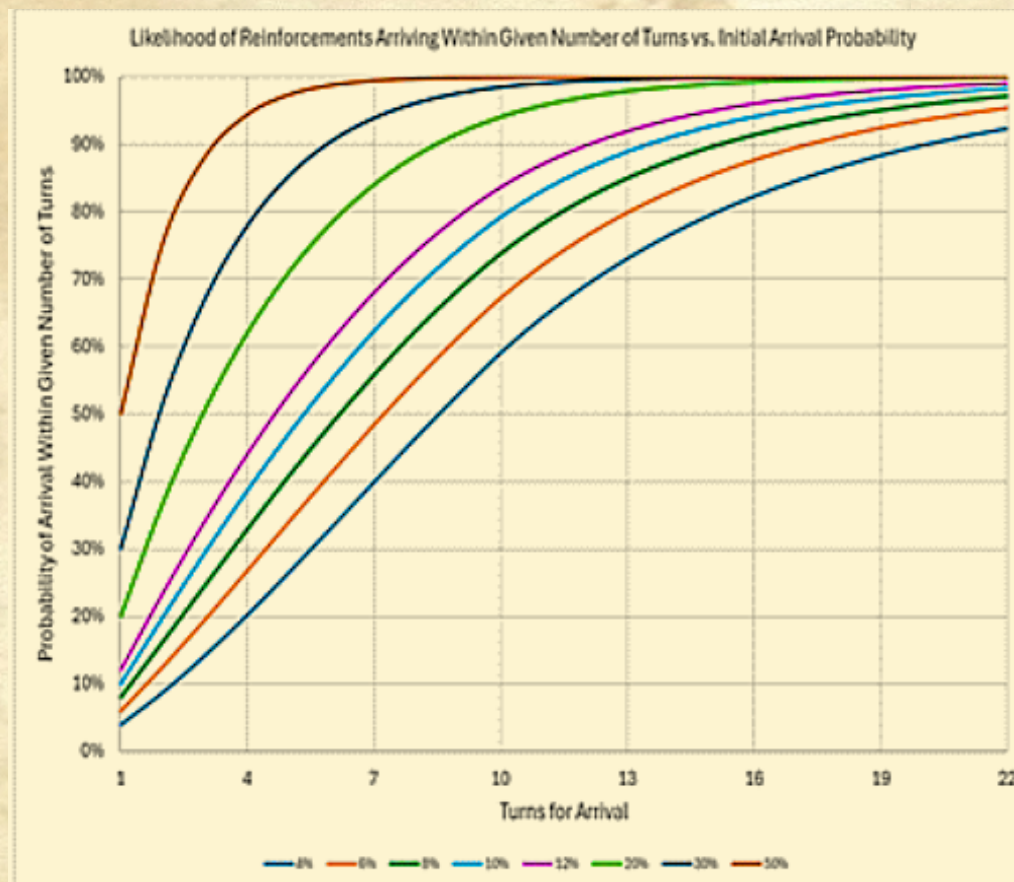
There are literally a thousand or more scenarios in the WDS ACW series. Many of these are intentionally or unintentionally grossly biased in favor of one side or the other. Most of us have probably agreed to playing a scenario "blind" and regretted it after investing many hours in a scenario that was a loser in the first place (see, for example, the Marengo in the Heartland Scenario from the Gettysburg Game. Blake Strickler also provides examples of such biased games in his Game and Chair Video reviews of many of the ACW Titles. See: <https://www.youtube.com/watch?v=DEe1tRSrk3U>).

Existing Information to Evaluate Scenarios. There are two resources that provide scenario evaluation information:

- Blakes Scenario Guide: <https://www.acwgc.net/gameguides>. Blakes Guide provides total strengths of the opposing sides and a map showing the entry points for reinforcements for both sides.
- The Blitz Wargaming Club: <https://www.theblitz.club/scenarios/b-15.htm>. Information found on the Blitz site documents "balance" ratings by players of a particular scenario.

Evaluating a Scenario from Scratch. So how should we go about evaluating scenarios? Some key factors are obvious such as the overall strength of the opposing forces, and where and when (if applicable) reinforcements arrive and at what strength. Another is the use of Objective sites. In many scenarios these seem to have been added to the game for no real discernible reason and are ill-matched to terrain or have trivial VPs awarded for their possession. In others, however, they can be very important based on their VP value and their proximity to the opposing forces. This is just the start. The game system/engine for the WDS ACW series is complex and there are numerous factors which influence the course and outcomes of scenarios. These are shown in the Scenario Elements Table (SET) below.

<u>Element</u>	<u>How to Produce the Data</u>
1. On Map Strength	Load the scenario as a normal game playing both sides. Select Strength from the Info Tab menu. The on map strength of both sides will be displayed.
2. Reinforcement arrival location and strength	Load the scenario as a normal game playing both sides. Play both sides taking note (using the strength button in the Tool Tab after you bring a reinforcement on map of its strength. As you review, also pay special attention to the probability that reinforcements will arrive (see Probability Chart Below). Yes, it is tedious! Hopefully we will figure out a way to automate most of this review soon.
3. VP sites and Exit hexes	Visual review and assessment. Are Objective sites important? Which ones begin the game in possession of the two sides? How will these factors influence the course of the game?



The **minimum data requirement** for scenarios proposed to the CSA: Items 1-3 from the SET. If you don't know at least this information, the scenario should not be proposed. In this case it would be better to select a scenario from Blakes Guide. Submittal of the strength and OOA data from Blakes Guide fulfills the requirements for Items 1 and 2 of the SET.

Additional Guidance will be issued as additional scenario analysis tools become available. The goal is to produce a table and OOA map for select scenarios as shown in Appendix 1. The tables and graphs at Appendix 1 were produced from data extracted by Wallace Welder from various game files "by hand." Wallace is working to determine if a program can be written that would extract the data necessary to produce a table such as this.

Policy for Scenario Selection for Wolverine Sanctioned Games

For MP Games, the Team CO submits a scenario(s) which includes SET data items 1-3 to Walt for approval.

For SP Games, the Player submits a scenario/s which includes SET data items 1-3 to Walt for approval.

We realize that that this approach will tend to push the players to play scenarios where either side has a reasonable chance of winning if the game is played once. This may take scenarios with a bias one way or another off the table. However, there still might be some scenarios with a bias worth playing, perhaps because of its historical nature (e.g. Pickett's Charge) or other factors.

For scenarios that are obviously biased, a mirrored style of play is possible to make the scenario "fair." In Mirrored Play, the game is played twice, with each player or team playing the opposite side in the second game. In this way, each player or team must face the challenges for both armies. At the end, the total Victory Points from both games are compared to the victory conditions and a winner declared.

Questions regarding Team Wolverine or this Optional and House Rules policy may be directed to Gen Walt Dorth (USA) at waltdortch@gmail.com.

Appendix 1 Scenario Evaluation Documents

Army of Virginia								
								49,410
	Total	Quality	A	B	C	D	E	F
Infantry	40,073	3.68	430	2,966	20,780	15,297	0	0
Cavalry	5,748	3.87	0	0	4,975	862	0	0
Artillery	3,500	5.00						
Leaders			#	Command	Leadership			
			40	3.20	4.05			
Artillery			Guns	Sections	Firepower			
			140	70	0			
Unit	Total	Inf.	Cav.	Guns	Sect.	WQI	WQC	
Army of Virginia - Pope	49,410	40,073	5,748	140	70	3.68	3.87	
1st Corp (AoV) - Sigel	9,024	7,422	1,102	20	10	3.58	3.30	
1st Div - Schenck	3,727	3,477	0	10	5	3.71		
1st Bde - Stahel	2,102	1,952	0	6	3	3.49		
2d Bde - McLean	1,625	1,525	0	4	2	4.00		
2nd Div - Steinwehr	1,444	1,444	0	0	0	3.66		
1st Bde - Koltes	1,444	1,444	0	0	0	3.66		
3rd Div - Schurz	2,751	2,501	0	10	5	3.35		
1st Bde - Schimmelfennig	1,530	1,430	0	4	2	3.38		
2d Bde - Krzyzanowski	1,221	1,071	0	6	3	3.30		
1st Corp (Misc)	1,102	0	1,102	0	0		3.30	
Beardsley Cav Bde	1,102	0	1,102	0	0		3.30	
2nd Corp (AoV) - Banks	13,755	10,502	2,053	48	24	3.49	4.00	
1st Div - Williams	2,353	2,353	0	0	0	4.21		
1st Bde - Crawford	1,329	1,329	0	0	0	4.00		
3d Bde - Gordon	1,024	1,024	0	0	0	4.47		
2nd Div - Auger	8,149	8,149	0	0	0	3.28		
1st Bde - Geary	2,302	2,302	0	0	0	3.40		
2d Bde - Prince	3,802	3,802	0	0	0	3.36		
3d Bde - Greene	2,045	2,045	0	0	0	3.00		
2nd Corp (Misc)	3,253	0	2,053	48	24		4.00	
Buford's Cav Bde	2,053	0	2,053	0	0		4.00	
2 C AoV Res Arty	1,200	0	0	48	24			
3rd Corp (AoV) - McDowell	25,107	20,725	2,593	68	34	3.90	4.00	
1st Div - King	7,461	6,861	0	24	12	4.27		
1st Bde - Sullivan	1,827	1,827	0	0	0	4.11		
2d Bde - Doubleday	924	924	0	0	0	4.33		
3d Bde - Patrick	2,056	2,056	0	0	0	3.45		
4th Bde - Gibbon	2,054	2,054	0	0	0	5.21		
1st Div Arty	600	0	0	24	12			
2nd Div - Ricketts	8,473	8,073	0	16	8	3.47		
1st Bde - Duryee	1,961	1,961	0	0	0	3.27		
2d Bde - Tower	2,070	2,070	0	0	0	3.55		
3d Bde - Hartsuff	2,522	2,522	0	0	0	3.50		
4th Bde - Thoburn	1,520	1,520	0	0	0	3.57		
2d Div Arty	400	0	0	16	8			
Pa. Reserves - Reynolds	6,291	5,791	0	20	10	4.05		
1st Bde - Meade	1,818	1,818	0	0	0	4.15		
2d Bde - Seymour	2,057	2,057	0	0	0	4.00		
3d Bde - Jackson	1,916	1,916	0	0	0	4.00		
Arty Bde (Pa Res)	500	0	0	20	10			
3rd Corp (Misc)	2,882	0	2,593	8	4		4	
Bayard's Bde - Bayard	2,593	0	2,593	0	0		4.00	
Unattached	289	0	0	8	4			
Res. Corp (AoV) - Sturgis	1,524	1,424	0	4	2	2.58		
Platt's Bde - Platt	824	824	0	0	0	3.00		
Res Corp (Misc)	700	600	0	4	2	2.00		

Army of Northern Virginia

48,302

	Total	Quality	A	B	C	D	E	F
Infantry	41,698	4.68	2,708	22,897	16,093	0	0	0
Cavalry	2,604	5.33	1,184	1,100	320	0	0	0
Artillery	4,000	5.00						
Leaders			#	Command	Leadership			
			43	3.62	4.21			
Artillery			Guns	Sections	Firepower			
			160	87	0			
Unit	Total	Inf.	Cav.	Guns	Sect.	WQI	WQC	
Army of Northern Virginia - Lee	48,302	41,698	2,604	160	87	4.68	5.33	
<i>Rt Wing - Longstreet</i>	26,997	24,722	0	91	48	4.70		
<i>Anderson's Div</i>	6,528	6,253	0	11	6	4.71		
Wright's Bde	1,843	1,843	0	0	0	4.26		
Mahone's Bde	1,881	1,881	0	0	0	4.75		
Amistead's Bde	2,529	2,529	0	0	0	5.00		
Saunders' Bn	275	0	0	11	6			
<i>Wilcox's Div</i>	4,082	3,707	0	15	7	4.52		
Wilcox's Bde	1,411	1,286	0	5	2	5.00		
Featherston's Bde	1,352	1,252	0	4	2	4.50		
Pryor's Bde	1,319	1,169	0	6	3	4.00		
<i>Jones' Div</i>	4,897	4,687	0	8	4	4.49		
Toombs' Bde	1,110	1,110	0	0	0	4.38		
Drayton's Bde	2,330	2,290	0	4	2	4.23		
Jones' Bde	1,457	1,357	0	4	2	5.00		
<i>Hood's Div</i>	4,253	3,903	0	14	8	5.48		
Whiting's Bde	1,555	1,555	0	0	0	5.00		
Hood's Bde - Wofford	2,348	2,348	0	0	0	5.80		
Foebel's Bn	350	0	0	14	8			
<i>Kemper's Div</i>	4,529	4,329	0	8	4	4.65		
Kemper's Bde - Corse	1,647	1,547	0	4	2	4.65		
Jenkins' Bde	1,614	1,514	0	4	2	4.81		
Pickett's Bde - Hunton	1,268	1,268	0	0	0	4.47		
<i>Independent Bde</i>	1,933	1,833	0	4	2	4.00		
Evan's Bde	1,933	1,833	0	4	2	4.00		
<i>Rt Wing Arty</i>	775	0	0	31	17			
Washington La Arty	300	0	0	12	7			
S.D. Lee's Bn	475	0	0	19	10			
<i>Lt Wing - Jackson</i>	18,601	16,976	0	65	37	4.65		
<i>Jackson's Div</i>	8,214	7,414	0	32	18	4.75		
Stonewall Bde - Ronald	836	836	0	0	0	6.00		
2d Bde - Johnson	1,407	1,407	0	0	0	4.00		
3d Bde - Tallaferno	1,612	1,612	0	0	0	4.19		
4th Bde - Starke	1,727	1,727	0	0	0	5.00		
Lawton's Bde	1,832	1,832	0	0	0	5.00		
Jackson's Div Arty	800	0	0	800	0			
<i>A. P. Hill's Light Div</i>	10,387	9,562	0	33	19	4.58		
Branch's Bde	1,615	1,615	0	0	0	4.00		
Gregg's Bde	1,351	1,351	0	0	0	5.00		
Field's Bde	1,305	1,305	0	0	0	4.47		
Archer's Bde	1,343	1,343	0	0	0	4.60		
Pender's Bde	1,043	1,043	0	0	0	5.00		
Thomas' Bde	1,178	1,178	0	0	0	4.00		
Starke's Bde	1,727	1,727	0	0	0	5.00		
Walker's Bn	825	0	0	33	19			
<i>Stuart's Cav Div</i>	2,704	0	2,604	4	2		5.33	
Hampton's Bde	1,493	0	1,493	0	0		5.64	
Robertson's Bde	1,211	0	1,111	4	2		4.91	



		5:00 AM	5:30 AM	6:00 AM	6:30 AM	7:00 AM	7:30 AM	8:00 AM	8:30 AM	9:00 AM	9:30 AM	9:45 AM	10:00 AM	10:30 AM	10:45 AM	11:00 AM	11:30 AM	11:45 AM	12:00 PM	12:30 PM	12:45 PM	1:00 PM	1:30 PM	2:00 PM	2:30 PM	3:00 PM	3:30 PM	4:00 PM	Total	
C1 (11,292)	Inf	1555	2348																										3903	
	Car																												0	
	Art				34																								34	
C2 (30,292)	Inf					1110		2230		1917																			4657	
	Car																												0	
	Art							4		4																			8	
C3 (66,292)	Inf								1843	1881	2529																		6253	
	Car																												0	
	Art										4	7		19															30	
C4 (78,292)	Inf															2495					1212								3707	
	Car																												0	
	Art															11					4								27	
C5 (112,292)	Inf																				1547		1514	1268					4142	
	Car																												0	
	Art																												12	
CSA Total	Inf	1555	2348	0	0	0	0	1110	0	2230	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1883	24722
	Car	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Art	0	0	0	34	0	0	0	0	4	0	4	0	4	7	0	19	0	0	0	0	11	0	0	4	12	0	0	0	4