

## American Civil War Strategy Game (Student Worksheet)

### Part 1: People and Places

**Objective:** The winner is the side that captures the enemy capital: Washington DC or Richmond. Through the game you will learn a great deal about the key people areas, and events involved in the conflict.

**Both** sides will start with an **Army Strength** of 11, for the following reasons:

- On the one hand, the Union has better supplies. They have 22 million people and 90 warships compared to 9 million people and 30 warships in the Confederacy. They also control most of the railways and industry.
- On the other hand, the Union has a weaker fighting spirit. They are having to fight the war on enemy ground, and military historians estimate that attacking requires three times the manpower that defending it does. Not only that, but their cause is less clear: the Confederacy are fighting for their independence – the Union is merely denying their right to do so.

#### Task 1: Role Cards

- Take some time to read through this information about the key characters. In a few minutes you will have the chance to choose which character to play if you haven't already been allocated one through the Fakebook task.
- The following characters will then be divided among the class by the teacher.
- Sit with your partner(s) and read about your allocated character. You will need to make sure that your actions match your character profile in the game otherwise you will lose points!

<b>Commander Briefing Cards:</b> Read the following information carefully. Each of the teams should act in a way that is consistent with their character. If you fail to do so you are likely to lose your arguments. The Confederates, with less men than the Union, are weaker at first.	
<b>Union: Army of the Potomac</b>	<b>Confederates: Army of Northern Virginia</b>
<p><b>President: Abraham Lincoln</b> You are inexperienced in military matters but you are a quick learner and not afraid to take bold, brave decisions. Your main objective is to preserve the Union. You are also anti-slavery but as this is such a controversial issue on both sides you are not sure if, when or how to use this as part of your overall strategy.</p>	<p><b>President: Jefferson Davis</b> You are a professional soldier. You are comfortable giving orders but not good at compromising. Your main objective is to prevent the Confederacy being forced back into the Union. The Confederate states jealously guard their local rights and traditions and this makes it hard for you to organise an effective overall strategy.</p>
<p><b>Irvin McDowell</b> Strength: 7 President Lincoln has placed you in charge of the Army of the Potomac, the main army of the Union. He expects you to take decisive action against the Confederate forces at the first opportunity. This puts you under great pressure, especially because most soldiers have more respect for George McLellan than for you.</p>	<p><b>Robert E. Lee</b> Strength: 6 You are the most famous soldier in the Confederacy. You are quiet, modest, and popular with your soldiers. Your army is well-trained and ready to fight. You are famous for being able to read the minds of your enemies. You have been criticised for being too reckless: your instinct is always to fight a war of attack rather than defence. You are opposed to slavery but for you this is a war for states' rights.</p>
<p><b>George McClellan</b> Strength: 6 You are the most famous soldier in the Union. You are charismatic and popular with your soldiers. You have trained your army very well so they are ready and able to fight. You have been criticised for being too cautious: you always fear that the Confederates may outnumber you and prefer to fight a war of defence. You are arrogant: your nickname is "Little Napoleon"; you describe Lincoln as a "well meaning baboon".</p>	<p><b>PGT Beauregard</b> Strength: 5 You were the Confederate General who fired the opening shots of the civil war when your troops attacked Fort Sumter in 1861. This successful attack has filled you with confidence (some would say arrogance) and you are an aggressive fighter who dislikes fighting defensively. Like General Lee, you are personally opposed to slavery but for you this is a war for states' rights.</p>
<p><b>Ulysses S. Grant</b> Strength: 6 You are best friends with General Sherman. You are a calm, determined and famously courageous soldier. You share Sherman's view that only a merciless 'Total War' against the South can bring the war to an end. You get very easily bored, and when you are bored you tend to get drunk and ill-tempered. As a result you like to keep moving forward even when your army is outnumbered.</p>	<p><b>Thomas "Stonewall" Jackson</b> Strength: 5 Your nickname comes from refusing to back down to an enemy army under any circumstances. Your favoured strategy is to confuse, distract and disrupt the enemy with attacks from unexpected positions – this is why your army starts off in the Shenandoah valley. You are eccentric: you suck lemons all day and refuse to eat pepper because you say it makes your left leg itch. You are also extremely religious</p>
<p><b>William Sherman</b> Strength: 6 You are an excitable, talkative, inspirational figure famous for your energy and determination. You are best friends with General Grant. You are convinced that the only way to end the war is to conduct merciless attacks upon both the civilians and the soldiers of the Confederacy. This idea of 'Total War' is seen by some as being too brutal. You are prone to violent mood swings and depressions.</p>	<p><b>James Longstreet</b> Strength: 5 You rose quickly in rank because you displayed unmistakable qualities of leadership, courage, and intelligence. General Lee has given you a position of great responsibility – commander of the First Corps of the Army of Northern Virginia. He's depending on you to protect Richmond, and the Confederacy.</p>

**Task 2: Policy Cards**

- At the beginning of the first round, each of the two Presidents will make a policy decision designed to increase their **Army Strength** by up to 3 points.
- The opposing team can try to convince the teacher that this is not a convincing argument.
- The teacher will then decide how strong the argument is and roll a dice to determine if the team wins its points:

<b>Strength of argument according to teacher</b>	<b>Die Roll Needed to Succeed (ie your appropriate rating increases by one point).</b>
Very Strong	2, 3, 4, 5, 6
Strong	3, 4, 5, 6
Average	4, 5, 6
Weak	5, 6
Very Weak	6

- Here are some ideas that you could use for your 'arguments'. Remember that you must explain exactly what effect you think this will have, and why, as clearly as possible.
- **Spend some time before the simulation begins by talking through the possible results of each course of action – first with your partner(s), then your team as a whole.**

	<b>Idea</b>	<b>Good Idea (tick) or Bad idea (cross)</b>	<b>By how many points will this increase your strength?</b>
<b>Economic</b>	Increase taxes on our people.		
	Print more paper money.		
	Increase the price of our exports.		
	Invest in building more railways.		
	Blockade enemy ports with our ships.		
<b>Military</b>	Issue a call for volunteer soldiers.		
	Come up with a clever strategy to trick your opponents (specified).		
	Pass a law introducing conscription (= ordering men into the army)		
	Use 'scouts' to work out the location and strategy of enemy armies.		
	Destroy civilian as well as military targets.		
	Dig trenches and adopt a defensive position.		
	Allow black soldiers to fight in our armies.		
<b>Political</b>	Promise freedom for black slaves if we win the war.		
	Use censorship and propaganda.		
	Employ spies to gather intelligence.		
	Call a Presidential election.		
	Suspend civil rights for suspected enemy spies.		